

TRIGGER MODULE TM-2

Sound List



Kit List

#	Name	Instrument assigned to kit				Explanation	Recommended pads			
		TRIG IN 1		TRIG IN 2			TRIG IN 1		TRIG IN 2	
		HEAD	RIM	HEAD	RIM		HEAD	RIM	HEAD	RIM
Demonstration										
1	Claps!	108 Boom Out	058 Noise HH	100 Club Clap3	097 Live Clap	Basic kits for using the TM-2 in any situation	RT-10K	BT-1	RT-10S/ BT-1	---
2	Kick&Tmbrin	005 Slammin'K	074 Shaker	070 Tambrine 3	069 Tambrine 2					
3	Cowbells	065 Cowbell 3	066 Cowbell 4	063 Cowbell 1	064 Cowbell 2		BT-1		BT-1	BT-1
4	Side Snares	021 Small S	022 Small SR	023 Piccolo S	024 Piccolo SR		PD/PDX	---	PD/PDX	---
5	BT-1 XStick	004 Round K	040 XStick 1	041 XStick 2	041 XStick 2		RT-10K	BT-1	BT-1	---
6	SeparateL/R	056 Club HH1	057 Club HH2	062 ElectroCym	061 ReverseCym		BT-1		CY-8	CY-8
Layer										
7	ClappinBeat	115 DanceHiLo1	115 DanceHiLo1	145 Dance HiLo	148 Clappin'	Kits that can be layered with acoustic drums to meet the needs of many different styles	RT-10K	---	RT-10S	---
8	Phasin' Elec	119 ElecSizzle	119 ElecSizzle	137 Loud Buzz	139 Buzz Long					
9	Crush Beat	117 Crush HiLo	117 Crush HiLo	130 BrassHiLo	154 Dist Gate					
10	House Lo	123 Dance Lo	123 Dance Lo	147 Dance Lo	147 Dance Lo					
11	Sustainer	120 Sub Lo 1	120 Sub Lo 1	139 Buzz Long	139 Buzz Long					
12	Slap'n Clap	116 DanceHiLo2	116 DanceHiLo2	146 Dance Buzz	149 BrightSlap					
13	Dist Hop	118 DistImpact	118 DistImpact	153 Dist Hi	153 Dist Hi					
14	Elec Sweep	124 Elec Lo	124 Elec Lo	150 Elec Sweep	151 Elec Phase					
15	Sharp Dance	115 DanceHiLo1	115 DanceHiLo1	146 Dance Buzz	149 BrightSlap					
16	Deeper	122 Sub Lo 3	122 Sub Lo 3	130 BrassHiLo	131 BrassHiLoR					
Enhance										
17	Lo Rock	121 Sub Lo 2	121 Sub Lo 2	140 Deep Lo	140 Deep Lo	Kits ideal for enhancing the kick or snare	RT-10K	---	RT-10S	---
18	Brighter	111 SolidTight	111 SolidTight	135 ShinyBuzz	136 ShinyBuzzR					
19	Heavy Metal	114 HeavyMetal	114 HeavyMetal	143 BrassTone	144 BrassToneR					
20	Impact	112 HardAttack	112 HardAttack	147 Dance Lo	147 Dance Lo					
21	Prog Metal	113 Metal	113 Metal	128 LoudSteel	129 LoudSteelR					
22	BlastAttack	125 Attack 1	125 Attack 1	137 Loud Buzz	138 Loud BuzzR					
23	MetalAttack	127 Attack 3	127 Attack 3	141 SteelTone	142 SteelToneR					
24	2 Bass Atk	125 Attack 1	125 Attack 1	125 Attack 1	125 Attack 1	Kit for double bass drums	RT-10K	---	RT-10K	---
25	K&T Impact	111 SolidTight	156 Tight T2	157 Tight T3	158 Tight T4	Kit for enhancing the kick and toms	RT-10K	RT-10T	RT-10T	RT-10T
26	TomAtk&Tone	159 Edge T1	160 Edge T2	161 Edge T3	162 Edge T4	Kit for enhancing the toms	RT-10T	RT-10T	RT-10T	RT-10T

#	Name	Instrument assigned to kit				Explanation	Recommended pads					
		TRIG IN 1		TRIG IN 2			TRIG IN 1		TRIG IN 2			
		HEAD	RIM	HEAD	RIM		HEAD	RIM	HEAD	RIM		
Expansion												
27	Dance 4onF	006 Dance K	056 Club HH1	025 Bright S	036 Clap S	Kits for extending dance-type kick and snare	KD/KT	BT-1	PD/PDX	---		
28	House	007 House K	055 TR-909 OHH	027 House S	039 TR-909 S							
29	Electro	008 FatElec K	067 Cowbell808	031 DistPunchS	101 Gate Clap							
30	TR-808	016 TR-808 K1	053 TR-808 OHH	038 TR-808 S	095 TR-808Clap							
31	TR-909	018 TR-909 K	055 TR-909 OHH	039 TR-909 S	096 TR-909Clap							
32	DubStep	009 DubStep K	061 ReverseCym	029 DubStep S1	030 DubStep S2							
33	Drum'n Bass	012 Drumn' Bs K	069 Tambrine 2	028 Electro S	034 Drumn' Bs S							
34	HipHop	010 HipHop K	098 Club Clap1	032 HipHop S1	033 HipHop S2	Kits for extending the toms	PD/PDX	---	PD/PDX	---		
35	Elec Tom	045 ElecTom Hi	045 ElecTom Hi	046 ElecTom Lo	046 ElecTom Lo							
36	Roto Tom	048 RotoTom Md	048 RotoTom Md	049 RotoTom Lo	049 RotoTom Lo							
37	Timpani	091 Timpani C	092 Timpani G	092 Timpani G	092 Timpani G	Kits for adding-on percussion	PD/PDX	---	PD/PDX	---		
38	Timbales	080 Timbale Hi	081 Timbale HR	082 Timbale Lo	066 Cowbell 4					BT-1		
39	Conga	083 Conga Hi	084 Conga Slap	085 Conga Lo	074 Shaker					---		
40	Tabla	089 Tabla Ge	090 Tabla Ti	088 Tabla Na	090 Tabla Ti					---		
41	Small Perc	072 WoodBlk Lo	075 VibraSlap	071 WoodBlk Hi	073 Claves	BT-1	BT-1	BT-1	BT-1			
42	Ballad	077 TriangleMt	076 Triangle	094 Tree Chime	042 XStick 3	Kits for introducing the sounds	CY-8	CY-8	BT-1	BT-1		
43	Gong&Bang	093 Gong	093 Gong	110 Explosion	109 Stomp				CY-5	CY-5		
44	Cymbals	060 StackedCym	061 ReverseCym	059 Splash Cym	059 Splash Cym				KD/KT	KD/KT	KD/KT	KD/KT
45	Extra Kick	003 Soft K	002 Small K	013 Knock K	015 Thump K				PD/PDX	PD/PDX	PD/PDX	PD/PDX
46	Extra Snare	035 Jungle S	036 Clap S	026 Power S	037 Metallic S				KD/KT	BT-1	PD/PDX	---
47	Super Low	107 Super Low	056 Club HH1	101 Gate Clap	070 Tambrine 3				Kits that handle the drum part with the TM-2 alone	KT-10	BT-1	KT-10
48	StreetStomp	109 Stomp	109 Stomp	101 Gate Clap	095 TR-808Clap	PD/PDX	---					
49	Acous Gig	051 Acous PHH	073 Claves	086 Cajon Bass	087 Cajon Slap	---	---	---	---	---		
50	Acoustic	001 Acous K	050 Acous CHH	019 Steel S	020 Steel SR							
New Kit												
51	New Kit	001 Acous K	063 Cowbell 1	095 TR-808Clap	068 Tambrine 1	---	---	---	---	---		
:	:											
99	New Kit	001 Acous K	063 Cowbell 1	095 TR-808Clap	068 Tambrine 1							

Instrument list

#	Instrument
Kick	
1	Acous K
2	Small K
3	Soft K
4	Round K
5	Slammin' K
6	Dance K
7	House K
8	FatElec K
9	DubStep K
10	HipHop K
11	Impact K
12	Drumn' Bs K
13	Knock K
14	DistTightK
15	Thump K
16	TR-808 K1
17	TR-808 K2
18	TR-909 K
Snare	
19	Steel S
20	Steel SR
21	Small S
22	Small SR
23	Piccolo S
24	Piccolo SR
25	Bright S
26	Power S
27	House S
28	Electro S
29	DubStep S1
30	DubStep S2
31	DistPunchS
32	HipHop S1
33	HipHop S2
34	Drumn' Bs S
35	Jungle S
36	Clap S
37	Metallic S
38	TR-808 S
39	TR-909 S
40	XStick 1
41	XStick 2
42	XStick 3
43	XStick 4
44	XStick 5
Tom	
45	ElecTom Hi
46	ElecTom Lo
47	RotoTom Hi
48	RotoTom Md
49	RotoTom Lo

#	Instrument
Cymbal	
50	Acous CHH
51	Acous PHH
52	TR-808 CHH
53	TR-808 OHH
54	TR-909 CHH
55	TR-909 OHH
56	Club HH1
57	Club HH2
58	Noise HH
59	Splash Cym
60	StackedCym
61	ReverseCym
62	ElectroCym
Percussion	
63	Cowbell 1
64	Cowbell 2
65	Cowbell 3
66	Cowbell 4
67	Cowbell808
68	Tambrine 1
69	Tambrine 2
70	Tambrine 3
71	WoodBlk Hi
72	WoodBlk Lo
73	Claves
74	Shaker
75	VibraSlap
76	Triangle
77	TriangleMt
78	Agogo Hi
79	Agogo Lo
80	Timbale Hi
81	Timbale HR
82	Timbale Lo
83	Conga Hi
84	Conga Slap
85	Conga Lo
86	Cajon Bass
87	Cajon Slap
88	Tabla Na
89	Tabla Ge
90	Tabla Ti
91	Timpani C
92	Timpani G
93	Gong
94	Tree Chime

#	Instrument
Clap	
95	TR-808Clap
96	TR-909Clap
97	Live Clap
98	Club Clap1
99	Club Clap2
100	Club Clap3
101	Gate Clap
102	Mini Clap
Other	
103	ThumpAtk 1
104	ThumpAtk 2
105	High Q
106	Sine Shot
107	Super Low
108	Boom Out
109	Stomp
110	Explosion
Kick Element	
111	SolidTight
112	HardAttack
113	Metal
114	HeavyMetal
115	DanceHiLo1
116	DanceHiLo2
117	Crush HiLo
118	DistImpact
119	ElecSizzle
120	Sub Lo 1
121	Sub Lo 2
122	Sub Lo 3
123	Dance Lo
124	Elec Lo
125	Attack 1
126	Attack 2
127	Attack 3
Snare Element	
128	LoudSteel
129	LoudSteelR
130	BrassHiLo
131	BrassHiLoR
132	ImpactAtk
133	ImpactAtkR
134	ImpactHiLo
135	ShinyBuzz
136	ShinyBuzzR
137	Loud Buzz
138	Loud BuzzR
139	Buzz Long
140	Deep Lo
141	SteelTone
142	SteelToneR
143	BrassTone
144	BrassToneR
145	Dance HiLo

#	Instrument
146	Dance Buzz
147	Dance Lo
148	Clappin'
149	BrightSlap
150	Elec Sweep
151	Elec Phase
152	Dist HiLo
153	Dist Hi
154	Dist Gate
Tom Element	
155	Tight T1
156	Tight T2
157	Tight T3
158	Tight T4
159	Edge T1
160	Edge T2
161	Edge T3
162	Edge T4

Effect List

DELAY

This is a stereo delay.

Parameter	Value	Explanation
DlyTime	0–350 ms	This determines the delay time.
Feedbak	0–99%	Adjusts the amount of the delay sound that's fed back into the effect.
LoCut	FLAT–800 Hz	Frequency at which the low-frequency range will be cut With the FLAT setting, LOW CUT will not be applied.
HiCut	700 Hz–FLAT	Frequency at which the high-frequency range will be cut With the FLAT setting, HIGH CUT will not be applied.
Dry-Wet	100:0–0:100	Volume balance between the direct sound (Dry) and the effect sound (Wet)
Level	0–100	Output volume of the effect

TAPE ECHO

A virtual tape echo that produces a realistic tape delay sound. This simulates the tape echo section of a Roland RE-201 Space Echo.

Parameter	Value	Explanation
RepeatRate	0–127	Tape speed Increasing this value will shorten the spacing of the delayed sounds.
Intensity	0–127	Amount of delay repeats
Bass	-15–+15 dB	Boost/cut for the lower range of the echo sound
Treble	-15–+15 dB	Boost/cut for the upper range of the echo sound
Dry-Wet	100:0–0:100	Volume balance between the direct sound (Dry) and the effect sound (Wet)
Level	0–100	Output volume of the effect

CHORUS

This applies a chorus effect.

Parameter	Value	Explanation
Rate	0–100	Frequency of modulation
Depth	0–100	Depth of modulation
PreDly	0.0–40.0 ms	Time from when the original sound is output until the effect sound is output
LoCut	FLAT–800 Hz	Frequency at which the low-frequency range will be cut With the FLAT setting, LOW CUT will not be applied.
HiCut	700 Hz–FLAT	Frequency at which the high-frequency range will be cut With the FLAT setting, HIGH CUT will not be applied.
Dry-Wet	100:0–0:100	Volume balance between the direct sound (Dry) and the effect sound (Wet)
Level	0–100	Output volume of the effect

FLANGER

The flanging effect gives a twisting, jet-airplane-like character to the sound.

Parameter	Value	Explanation
Rate	0–100	Frequency of modulation
Depth	0–100	Depth of modulation
Manual	0–100	Center frequency at which the effect is applied
Resonance	0–100	Amount of resonance (amount of feedback)
LoCut	FLAT–800 Hz	Frequency at which the low-frequency range will be cut With the FLAT setting, LOW CUT will not be applied.
Dry-Wet	100:0–100:0	Volume balance between the direct sound (Dry) and the effect sound (Wet)
Level	0–100	Output volume of the effect

PHASER

A phase-shifted sound is added to the original sound and modulated.

Parameter	Value	Explanation
Rate	0–100	Frequency of modulation
Depth	0–100	Depth of modulation
Manual	0–100	Center frequency at which the effect is applied
Resonance	0–100	Amount of resonance (amount of feedback)
Dry-Wet	100:0–0:100	Volume balance between the direct sound (Dry) and the effect sound (Wet)
Level	0–100	Output volume of the effect

EQUALIZER

This adjusts the tone as an equalizer.

Parameter	Value	Explanation
Eq1Frq	20.0 Hz–10.0 kHz	Center frequency of Eq1
Eq1 Q	0.5, 1, 2, 4, 8, 16	Width of Eq1 Higher values make the width more narrow.
Eq1 Gain	-20–+20 dB	Amount of boost/cut for Eq1
Eq2Frq	20.0 Hz–10.0 kHz	Center frequency of Eq2
Eq2 Q	0.5, 1, 2, 4, 8, 16	Width of Eq2 Higher values make the width more narrow.
Eq2 Gain	-20–+20 dB	Amount of boost/cut for Eq2
Level	-20–+20 dB	Output volume of the effect

COMPRESSOR

Flattens out high levels and boosts low levels, smoothing out fluctuations in volume.

Parameter	Value	Explanation
Thrshd	-48-0 dB	Adjusts the volume at which compression begins.
Attack	0-100	Sets the time from when the input exceeds the THRESHOLD until the volume starts being compressed.
Release	0-99	Adjusts the time after the signal volume falls below the THRESHOLD Level until compression is no longer applied.
Ratio	2:1-100:1	Compression ratio
Knee	SOFT, HARD	The sound's attack at the moment that compression begins to be applied.
Make Up	0- +24 dB	Adjusts the output gain

WAH

This produces a wah effect by modifying the filter in correspondence with the volume of the performance.

Parameter	Value	Explanation
Sens	0-100	Adjusts the sensitivity with which the filter is controlled.
Frequency	0-100	Center frequency at which the wah effect is applied
Peak	0-100	Adjusts the amount of the wah effect that will occur in the range of the center frequency. Set a higher value for Q to narrow the range to be affected.
Dry-Wet	100:0-0:100	Volume balance between the direct sound (Dry) and the effect sound (Wet)
Level	0-100	Output volume of the effect

DISTORTION

This effect distorts the sound to create long sustain.

Parameter	Value	Explanation
Type	MID BST, CLN BST, TRBL BST, BLUES, CRUNCH, NATURAL, OD-1, T-SCREAM, TURBO OD, WARM OD, DIST, MILD DS, MID DS, RAT, GUV DS, DST+, MODERN DS, SOLID DS, STACK, LOUD, METAL LEAD, '60S FUZZ, OCT FUZZ, MUFF FUZZ	Selects the type of distortion.
Drive	0-120	Amount of distortion
Bottom	-50- +50	Adjusts the tone for the low frequency range.
Tone	-50- +50	Tone quality of distorted sound
Wet Level	0-100	Volume of the effect sound
Dry-Wet	100:0-0:100	Volume balance between the direct sound (Dry) and the effect sound (Wet)
Level	0-100	Output volume of the effect

RINGMOD

This is an effect that applies amplitude modulation (AM) to the input signal, producing bell-like sounds. You can also change the modulation frequency in response to changes in the volume of the sound sent into the effect.

Parameter	Value	Explanation
Frequency	0-127	Adjusts the frequency at which modulation is applied.
Sens	0-127	Adjusts the amount of frequency modulation applied.
Polarity	UP, DOWN	Determines whether the frequency modulation moves towards higher frequencies (UP) or lower frequencies (DOWN).
Lo Gain	-15-+15 dB	Amount of boost/cut for the effect sound's lower range
Hi Gain	-15-+15 dB	Amount of boost/cut for the effect sound's upper range
Dry-Wet	100:0-0:100	Volume balance between the direct sound (Dry) and the effect sound (Wet)
Level	0-100	Output volume of the effect

REVERB

Adds reverberation to the sound, simulating an acoustic space.

Parameter	Value	Explanation
Rev Type	AMB, ROOM, HALL 1, HALL 2, PLATE	Type of reverb
RevTime	0-99	Time length of reverberation
PreDly	0-100	Adjusts the delay time from the direct sound until the reverb sound is heard.
LoCut	FLAT-800 Hz	Frequency at which the low-frequency range will be cut With the FLAT setting, LOW CUT will not be applied.
HiCut	700 Hz-FLAT	Frequency at which the high-frequency range will be cut With the FLAT setting, HIGH CUT will not be applied.
Dry-Wet	100:0-100:0	Volume balance between the direct sound (Dry) and the effect sound (Wet)
Level	0-100	Output volume of the effect

MIDI Implementation Chart

Function...		Transmitted	Recognized	Remarks
Basic Channel	Default Changed	OFF, 1-16 OFF, 1-16	OFF, 1-16 OFF, 1-16	Memorized
Mode	Default Messages Altered	Mode 3 X *****	Mode 3 X	
Note Number :	True Voice	0-127 *****	0-127 0-127	
Velocity	Note On Note Off	O X	O X	
After Touch	Key's Channel's	X X	X X	
Pitch Bend		X	X	
Control Change		0-127 X	X	
Program Change	: True Number	O *1 *****	O *1 0-98	Program No. 1-99
System Exclusive		O (Identity Reply)	O (Identity Request)	
System Common	: Song Position : Song Select : Tune Request	X X X	X X X	
System Real Time	: Clock : Commands	X X	X X	
Aux Messages	: All Sound Off : Reset All Controllers : Local On/Off : All Notes Off : Active Sensing : System Reset	X X X X O X	X X X X O X	
Notes		*1 O / X Selectable		

Mode 1 : OMNI ON, POLY
Mode 3 : OMNI OFF, POLY

Mode 2 : OMNI ON, MONO
Mode 4 : OMNI OFF, MONO

O : Yes
X : No