

# E F N O T E   D R U M S

E F N O T E 3 / 5 / 7 series













**Reference Guide**  
(for Ver 1.1)



EN

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For the latest information, please refer to the EFNOTE website.

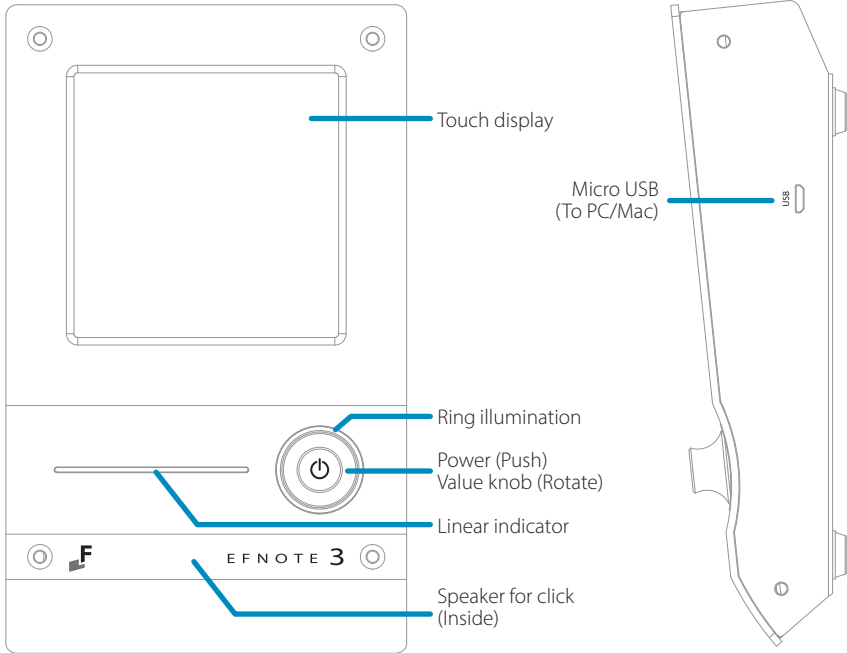
**ef-note.com**



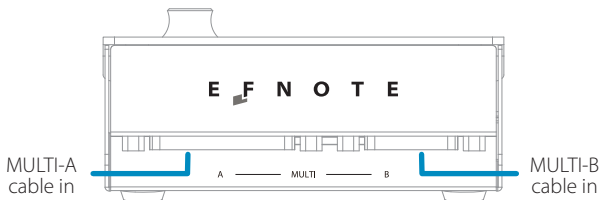
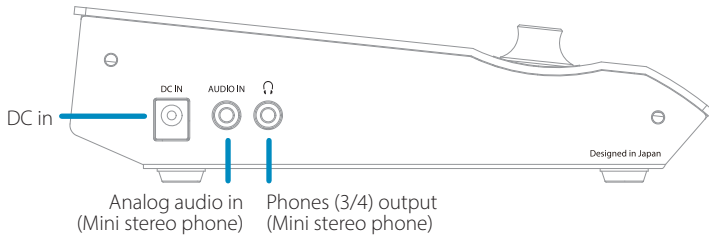
- \* Before using this product, read “IMPORTANT SAFETY INSTRUCTIONS” in the Quickstart Guide.
- \* Read this guide in combination with the Quickstart Guide.
- \* The information in this document might differ from the sound module you’re using due to differences of the firmware version. For the latest firmware update information, refer to the EFNOTE website.
- \* All illustrations and screens appearing in this document are for the purpose of explaining operation, and may differ from the actual product or specifications.
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# Basic Operation

## ■ Sound Module



\* About the USB connection, see p. 27.



\* The line (1/2) output and MIDI output (5-pin) are available with the MULTI-B cable. See the "Quickstart Guide".

## ■ Power On/Off

### Power On

1



1 sec.

2

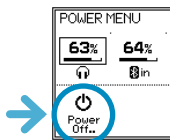


### Power Off

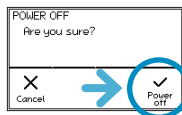
1



2



3



4

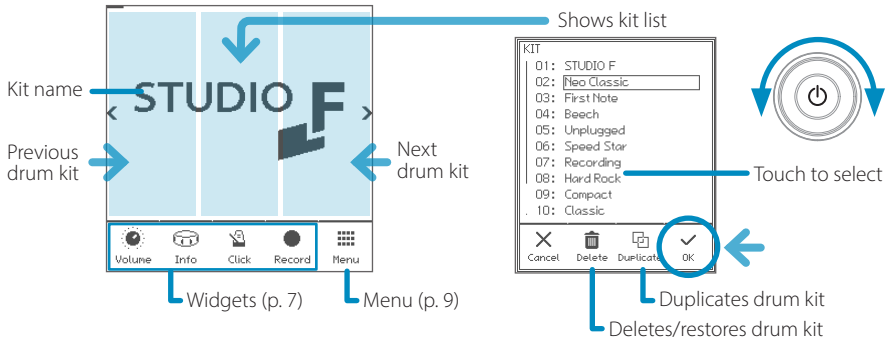


\* Without this procedure may result in loss of changes.

\* The power save function will turn power off automatically after specified period. It can be disabled (p. 24).

## ■ Home Screen

### Switching drum kits



- \* Preset drum kits can be edited, but cannot be renamed or deleted.
- \* The edited preset drum kit can be restored by "Restore".
- \* User drum kits are listed after the preset drum kits and sorted by the drum kit name.

### Opening the kit list

- 1 In the home screen, tap on the center of the kit name area.

### Creating a new drum kit / Duplicate the drum kit

- 1 Open the kit list, and select a drum kit as a source of duplication.

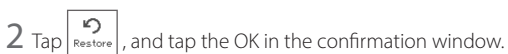


- 3 Enter the new kit name and tap the OK.

Regarding the name entry window, see p. 13.

### Restoring the preset drum kit

- 1 Open the kit list, and select a preset drum kit that you want to restore.



### Deleting the user drum kit (duplicated drum kit)


- 1 Open the kit list, and select a user drum kit that you want to delete.




## ■ Widgets

These widgets control various settings easily at the home screen.

\* Some other widgets can be open from the menu (p. 9).


 **Volume**




63% 64% 59% 72% X  
Phones output level Bluetooth audio in level USB audio in level Analog audio in level

\* The line out level can be linked with the phones level (p. 24).

**CAUTION** Be sure not to listen to audio at a high volume. It can cause permanent hearing loss.


 **Inst Info**

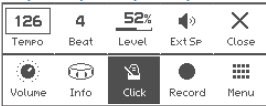


72% SHURE DD MapleS 14x5.5 Instrument X  
Level Instrument Close

Pad level Shows instrument assigned to the pad

\* Clipping may occur when exceeding 85%.

 **Click (Metronome)**



Tempo (BPM) Beat (Time signature) Click level Ext Sp  
126 4 52% X  
Tempo Beat Level Ext Sp Close

Volume Info Click Record Menu


Turns click on/off

\* For the detailed click setup, see (p. 17).

\* When the drum kit is switched, the click sound will be interrupted while loading the kit.

 **Recorder**


Records your drum performances by MIDI, for sound check on stage, transferring to your DAW, or later self review.



The widget shows a track number '2' in a box, followed by icons for Play, Rec (a solid circle), Clear (a trash can), and Close (an X).

- Track: Selects target track
- Play: Plays target track
- Rec: Goes to recording stand-by
- Clear: Clears target track
- Close: Closes the widget


**Rec Standby**



The widget shows a status '01-1' in a box, followed by icons for Stop (a solid square), Start (a play button), Auto Rec (a checked checkbox), and Close (an X).

- Status: Status
- Stop: Cancels recording
- Start: Starts recording
- Auto Rec: Starts recording automatically when any pad is struck
- Close: Closes the widget


**Recording**



The widget shows a status '08-1' in a box, followed by icons for Stop (a solid square) and Close (an X).

- Status: Status
- Stop: Stops recording
- Close: Closes the widget

**Playing**



The widget shows a status '06-2' in a box, followed by icons for Stop (a solid square), FRwd (a double left arrow), FFwd (a double right arrow), and Close (an X).

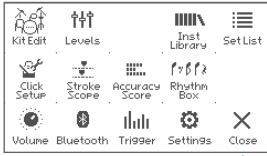
- Status: Status
- Stop: Stops playing
- FRwd: Fast rewind
- FFwd: Fast forward
- Close: Closes the widget

- \* Any other audio/MIDI sources are not recorded.
- \* Tempo and beat settings are not recorded.
- \* If the recording widget is closed, the recording will be stopped.
- \* The recorded data will be stored even if the power is turned off.
- \* The playback will not send any MIDI data.



## ■ Menu

This menu takes you to the various screens.



Closes menu



Edits drum kit, changes instrument on each pad  
 Shows pad level faders  
 Organizes drum kits for gigs  
 Manages user custom instruments



Configures click setup  
 Displays your strike points on time-line  
 Estimates your strike accuracy  
 Provides basic drum beats



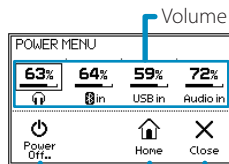
Shows volume control  
 Connects Bluetooth device  
 Configures triggers (pads)  
 Configures general settings

## ■ Power Menu

You can access to the power menu from anywhere.



2



Volume control  
 Turns power off  
 Goes back to home screen  
 Closes menu

\* Push the knob again to close the menu.

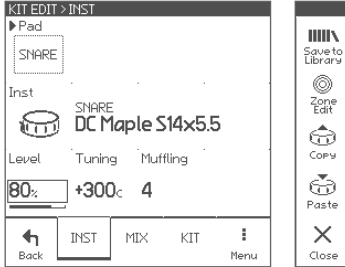
# Menu



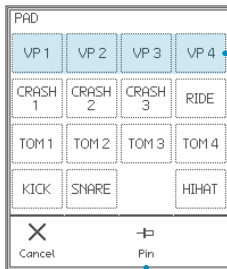
## Drum Kit Edit

In this section, you can edit the drum kit.

### INST



### PAD window



VP (virtual pad) can be played by the layer function (p. 11).

When pinned, the selected pad is not changed by hitting a pad.

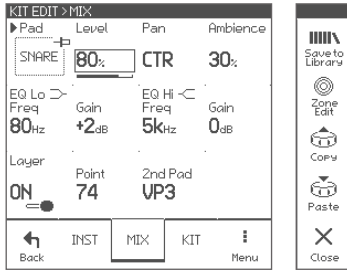
### Parameters for each pad

<b>Pad</b>	Selects an edit target pad. • Can be selected by hitting a pad.
<b>Inst (icon)</b>	Selects Inst group
<b>Inst (name)</b>	Selects Inst (sound for the pad)
<b>Level</b>	Adjusts pad level * Clipping may occur when exceeding 85%. * Adjusts all zones together • You can also adjust pad levels with faders in the Pad Levels screen (p. 14).
<b>Tuning</b>	Adjusts pitch in cent * Adjusts all zones together
<b>Muffling</b>	Adjusts mute amount (sustain) * Adjusts all zones together

### Page Menu

<b>Save To Library</b>	Saves current Inst settings to the Inst library (p. 15).
<b>Zone Edit</b>	Edits each zone (p. 12)
<b>Copy/Paste</b>	Copies/Pastes current pad (Inst) settings. When paste, the PASTE ITEMS window appear to select paste items.

## MIX



## Parameters for each pad

<b>Pad</b>	Selects an edit target pad. • Can be selected by hitting a pad.
<b>Level</b>	Adjusts pad level * Clipping may occur when exceeding 85%.
<b>Pan</b>	Adjusts pan
<b>Ambience</b>	Adjusts ambience send amount
<b>EQ Lo/Hi</b>	Modifies sound character with shelving EQs
<b>Layer</b>	<b>On/Off</b>
	<b>Point</b>
	<b>2nd Pad</b>

ON: Overlays the VP (virtual pad) sound on the pad. The VP is determined by the "2nd Pad", and overlaid only when struck harder than the "Point".

## About the Inst, tone and zone

Each pad has some zones.

An Inst has three tones and some parameters in it.

When you assign an Inst to a pad, the three tones are assigned to each zone of the pad, and you can edit all zones at once.

You can also edit the each zone in the ZONE EDIT screen.

Zone	Pad				
	Kick	Snare	Toms	Crashes/ Ride	Hi-Hat
<b>A</b>	Head			Bow	
<b>B</b>	-	Rim		Edge	
<b>C</b>	-	Side-Rim	-	Cup	Pedal

### Pad

Level, Tuning, Muffling, Pan, Ambience, EQ

#### Zone A

Level, Tuning, Muffling

#### Zone B

Level, Tuning, Muffling

#### Zone C

Level, Tuning, Muffling

### Inst

#### Tone A

Level, Tuning, Muffling

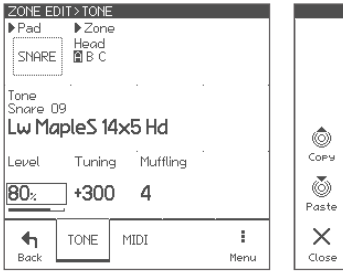
#### Tone B

Level, Tuning, Muffling

#### Tone C

Level, Tuning, Muffling

## ZONE EDIT > TONE



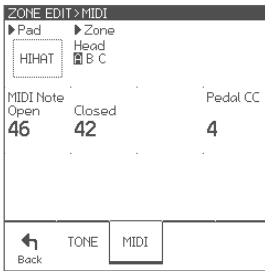
### Parameters for each zone

<b>Pad</b>	Selects edit target pad
<b>Zone</b>	Selects edit target zone
<b>Tone</b>	Selects tone (sound for a zone)
<b>Level</b>	Adjusts zone level
<b>Tuning</b>	Adjusts pitch in cent
<b>Muffling</b>	Adjusts mute amount (sustain)

### Page Menu

<b>Copy/Paste</b>	Copies/Pastes current zone (tone) settings
-------------------	--

## ZONE EDIT > MIDI



### Parameters for each zone

<b>MIDI Note</b>	Note number for current zone
<b>Open</b>	Note number for hi-hat open state on current zone
<b>Closed</b>	Note number for hi-hat closed state on current zone
<b>Pedal CC</b>	Control change number for hi-hat pedal

\* If the note numbers or the control change numbers are changed, MIDI data previously recorded cannot be played back correctly.

## About the MIDI messages

Pad		Note#
Kick		36
Snare	Head	38
	Rim	40
	Side-rim	37
	Tom 1	
Tom 2	Head	45
	Rim	47
Tom 3	Head	43
	Rim	58
Tom 4	Head	41
	Rim	39

Pad		Note#
HH Open	Bow	46*
	Edge	26*
	Pedal	44
	Splash	(CC#4=0)
HH Closed	Bow	42*
	Edge	22*
	Pedal	44
Close		(CC#4=127)

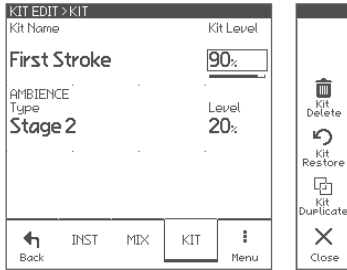
Pad		Note#
Crash 1	Bow	49
	Edge	55
	Cup	54
Crash 2	Bow	57
	Edge	52
Crash 3	Cup	56
	Bow	27
Ride	Edge	28
	Bow	51
	Cup	59
Cup		53

\* The hi-hat pedal sends MIDI control change #4 with value in range from 0 (open) to 127 (tight closed), before the corresponding note message.

\* The cymbal choke technique sends the polyphonic after touch (key after touch) message.

\* The sound module does not send/receive the Program Change messages.

## KIT



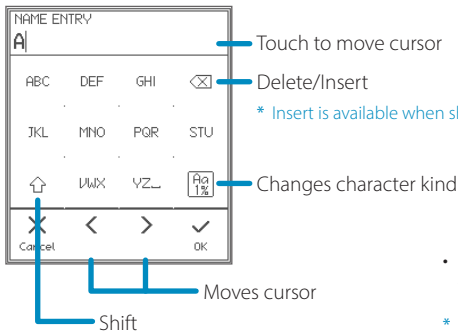
### Parameters for each drum kit

<b>Kit Name</b>	Changes kit name * Preset kits cannot be renamed.
<b>Level</b>	Adjusts kit level
<b>Ambience Type</b>	Selects room type
<b>Ambience Level</b>	Adjusts ambience return level

### Page Menu

<b>Kit Duplicate</b>	Duplicates drum kit. • About the name entry window, see p. 13. * Unique kit name is required.
<b>Kit Restore</b>	Restores this drum kit to initialized preset kit. (Preset kit only)
<b>Kit Delete</b>	Deletes this drum kit. (User kit only)

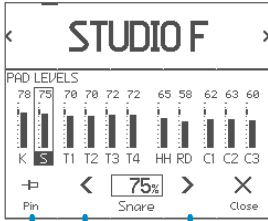
### About the NAME ENTRY screen



- You can also change the selected letter with the value knob.

\* At least one letter is required for a name.

■  **Pad Levels**



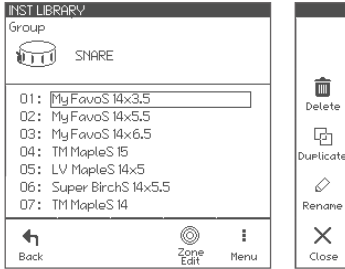
- Selects a pad
- When pinned, the selected pad is not changed by hitting a pad.

This is dedicated page for level control for all pads.

**Parameters**

<b>Pad Level</b>	Adjusts pad level * Clipping may occur when exceeding 85%.
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- Target pad can be selected by hitting a pad.
- Pad level can also be adjusted in drum kit edit, or Inst info widget in the home screen.


**Inst Library**


You can store your customized Inst on a pad to the Inst library, and assign it to any pads. In this screen, you can manage the stored instruments.

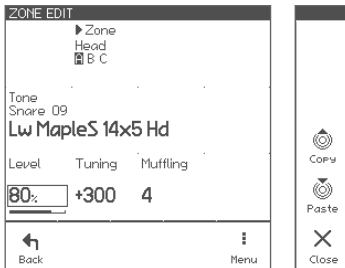
**Parameters**

<b>Group</b>	Selects Inst group
<b>Zone Edit</b>	Edits parameters in each zone

**Page Menu**

<b>Rename</b>	Changes selected Inst name. <ul style="list-style-type: none"> <li>About the name entry window, see p. 13.</li> </ul>
<b>Duplicate</b>	Duplicates selected Inst. <ul style="list-style-type: none"> <li>About the name entry window, see p. 13.</li> </ul>
<b>Delete</b>	Deletes selected Inst

- The Inst library shows only customized Insts you stored.
- You can store your customized Inst in the drum kit edit screen (p. 10).
- In the drum kit edit, your customized Inst are listed behind the preset Insts and sorted by the Inst name.
- In this screen, you can play the selected inst with all pads.

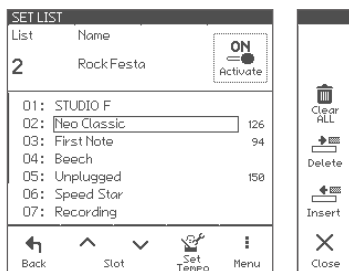
**ZONE EDIT****Parameters for each zone**

<b>Zone</b>	Selects edit target zone
<b>Tone</b>	Selects tone (sound for a zone)
<b>Level</b>	Adjusts zone level
<b>Tuning</b>	Adjusts pitch
<b>Muffling</b>	Adjusts mute amount (sustain)

**Page Menu**

<b>Copy/Paste</b>	Copies/Pastes current zone (tone) settings
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## ■ Set List



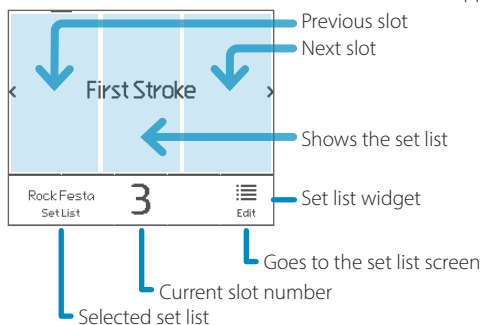
The set list function allows you to determine drum kit order along with your performance on stage. In this screen, you can manage set lists.

### Parameters

<b>List</b>	Selects the set list number
<b>Name</b>	Changes set list name. • About the name entry window, see p. 13.
<b>Activate</b>	ON: Drum kit order is sorted along with the selected set list.
<b>Slot up/down</b>	Select a slot on the list. • Choose a drum kit with the value knob.
<b>Set Tempo</b>	Configures click for each slot • In case the Enable is checked, configured tempo and beat are applied to the click when the slot is proceeded.
<b>Clear ALL</b>	Clears all slots.
<b>Delete</b>	Deletes selected slot.
<b>Insert</b>	Inserts a slot before selected slot.

- You can create up to 9 set lists, and 20 slots for each.
- When the set list is activated, the set list widget appears in the home screen.

Home screen

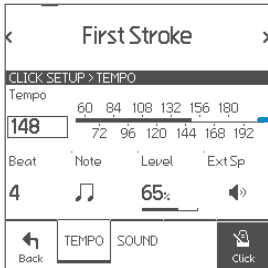






## Click Setup

### TEMPO



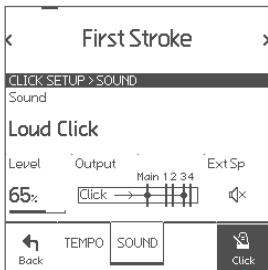
Touch to set tempo

You can configure the detailed click settings.

#### Parameters

<b>Tempo</b>	Sets tempo (BPM) • Also can be set by touching the scale.
<b>Beat</b>	Sets beat (time signature)
<b>Note</b>	Sets beat interval
<b>Level</b>	Sets click level
<b>Ext Sp</b>	ON: Activates on-board click speaker. • You can use EFNOTE as a training kit without headphones for daily exercise.

### SOUND



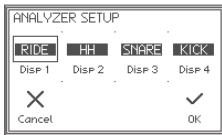
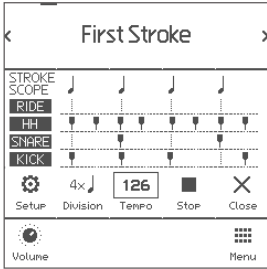
Turns click on/off

#### Parameters

<b>Sound</b>	Selects click sound
<b>Output</b>	Configures output routing



## Stroke Scope



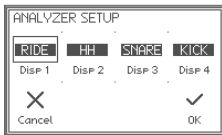
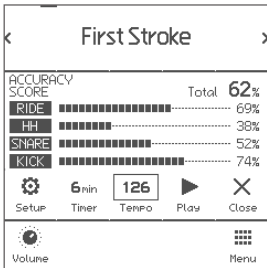
The stroke scope displays your strike timings on the time line to visualize your stroke accuracy against the metronome.

### Parameters

<b>Start/Stop</b>	Starts/stops the stroke scope
<b>Tempo</b>	Sets tempo
<b>Division</b>	Changes the division of the scope window.
<b>Setup</b>	Shows the setup window to select which pads are displayed.
<b>Volume</b>	Shows the volume widget



## Accuracy Score



The accuracy score estimates your stroke accuracies against the metronome and displays them with scores.

### Parameters

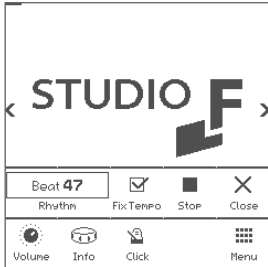
<b>Start/Stop</b>	Starts/stops the accuracy score
<b>Tempo</b>	Sets tempo
<b>Timer</b>	Configures period of time until finish
<b>Setup</b>	Shows the setup window to select which pads are displayed.
<b>Volume</b>	Shows the volume widget

\* The scores are just for your reference and does not reflect your exact stroke/performance skills.

\* Flams or rolls may lower the scores.



## Rhythm Box

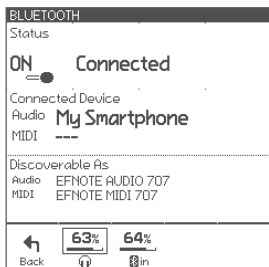


The rhythm box provides approx. 100 short drum beat loops.

This shows the rhythm box widget in the home screen.

### Parameters

<b>Rhythm</b>	Selects drum beats
<b>Fix Tempo</b>	When checked, it keeps current tempo even if the drum beat is changed.
<b>Start/Stop</b>	Starts/stops the drum beat



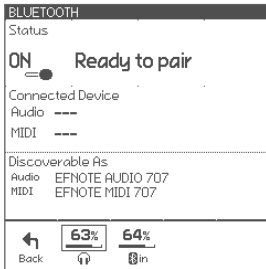
The sound module comes with the Bluetooth connectivity to be connected with your smart device.

#### Parameters

<b>Status</b>	OFF: Bluetooth is turned off. ON: <ul style="list-style-type: none"> <li>• Ready to pair: No device is connected.</li> <li>• Connected: Device is connected.</li> </ul>
<b>Connected Device</b>	Displays currently connected device name <ul style="list-style-type: none"> <li>• Audio: Device name which is being connected as audio in device.</li> <li>• MIDI: Device name which is being connected as MIDI device.</li> </ul>
<b>Discoverable As</b>	Device name of the sound module which is shown on your smart device.

## Connecting

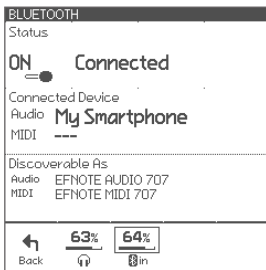
- 1 Make sure the status is "Ready to pair".  
If the status is "OFF", tap it to turn on.



### On your smart device

- 2 Turn Bluetooth on.
- 3 Find new device discoverable as "EFNOTE AUDIO xxx" or "EFNOTE MIDI xxx" (xxx is any value), and select it.
- 4 If pin code is required, enter "0000" (four zeros), and tap [Pair].

- 5 Make sure the status changes to "Connected", and your device name is displayed.



Controls Bluetooth input volume

## Disconnecting

- 1 Tap [Disconnect] on your smart device.

## Re-connecting

- 1 Tap [Connect] on your smart device.

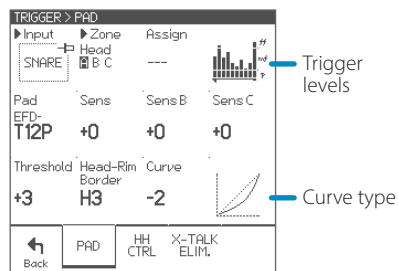
\* About the operation of your smart device, refer to the user guide of your smart device.

**CAUTION** Be sure not to listen to audio at a high volume. It can cause permanent hearing loss.



In this section, you can optimize the pad sensing settings as needed.  
The EFNOTE's trigger settings are already configured appropriately at the factory state.

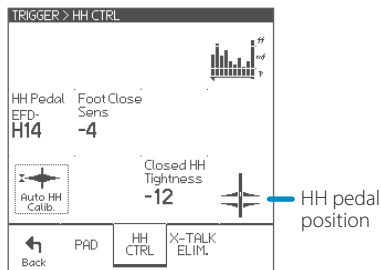
## PAD



## Parameters for each pad

<b>Input</b>	Selects optimizing target trigger input
<b>Zone</b>	Selects target zone
<b>Assign</b>	You can switch trigger input assignment for Tom 4 and Crash 3 inputs. <ul style="list-style-type: none"> <li>• TOM 4 cable: Tom 4 or Crash 1 Cup</li> <li>• CRASH 3 cable: Crash 3 or Crash 2 Cup</li> </ul> <i>* Only for Tom 4 / Crash 3 input.</i>
<b>Pad</b>	Selects the pad model which is connected to the input. <ul style="list-style-type: none"> <li><i>* When the pad model is changed, internal trigger settings are automatically set to the appropriate values.</i></li> </ul>
<b>Sens</b>	Adjusts sensitivity of the pad for all zones. The default value is 0.
<b>Sens B</b>	Adjusts zone B sensitivity of the pad. The default value is 0. <ul style="list-style-type: none"> <li><i>* Only for the inputs zone B is available.</i></li> </ul>
<b>Sens C</b>	Adjusts zone C sensitivity of the pad. The default value is 0. <ul style="list-style-type: none"> <li><i>* Only for the inputs zone C is available.</i></li> </ul>
<b>Threshold</b>	Adjusts threshold of the pad. Only when the trigger signal coming from the pad exceeds this level, the trigger is acquired. The default value is 0.
<b>Head-Rim Border</b>	Determines border between the head-shot and the rim-shot. When the rim-shot sound can be heard even though the head is struck, set it toward H. The default value is CTR. <ul style="list-style-type: none"> <li><i>* Only for snare and tom inputs.</i></li> </ul>
<b>Curve</b>	Adjusts the sensitivity of the pad in mf (middle) strike strength. The default value is 0.

## HH CTRL

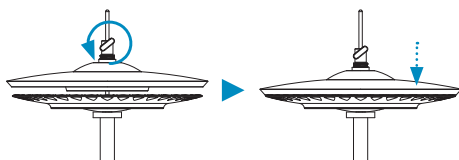


### Parameters for HH pedal

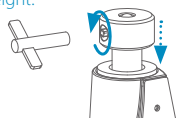
<b>HH Pedal</b>	Selects the HH pedal model
<b>Foot Close Sens</b>	Adjusts sensitivity of the foot-close and foot-splash of the hi-hat pedal. The default value is 0.
<b>Auto HH Calib.</b>	Calibrates hi-hat optical sensor automatically. For the procedure, see below.
<b>Closed HH Tightness</b>	Adjusts the hi-hat manually. When the hi-hat sound is not closed enough despite you press the pedal firmly, increase the value. When the hi-hat sound is not open easily even if you slightly release the pedal, decrease the value. The default value is 0.

## AUTO HI-HAT PEDAL CALIBRATION

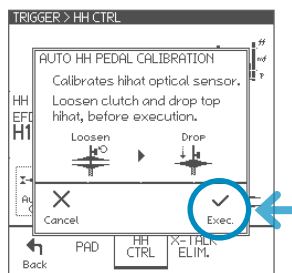
- 1 Tap the Auto HH Calib.
- 2 Loosen the clutch, and drop the top hi-hat cymbal.



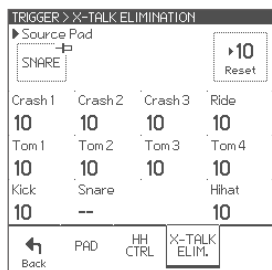
\* For the EFD-HC3 hi-hat pedal, loosen the bolt with tuning key, and drop the weight.



- 3 Tap the Exec to calibrate.



## X-TALK ELIM.



With this settings, you can cancel cross-talk which means that when you hit a pad, you also hear sounds coming from other pads, due to the vibration travel. This phenomenon can often happen when the two pads are mounted on the same stand.

### Parameters for each pad

<b>Source Pad</b>	Selects the source pad of the vibration
<b>Other pads</b>	Example: In case that you hear a Tom 3 sound when you strike the snare pad, select the snare as source pad, and increase the value of the Tom 3 until the Tom 3 no longer sounds. <b>* Note not to set too high value.</b>
<b>Reset</b>	Resets values for all pads.


**Settings**
**OPTION**

SETTINGS > OPTION			
LCD Contrast	Backlight	Linear Indicator Trigger	Tempo
5	5	On	Blink
Audio Level Line out	USB out	MIDI Ch	Local
Link	+0dB	Multi	On
Power Save	Info		
4 Hrs			
Back	OPTION	AUDIO PAD	AUDIO I/O RESET

These parameters configure the system general settings.

**Parameters**

<b>LCD</b>	Contrast	Adjusts the display contrast * The LCD contrast is adjusted automatically depending on the surrounding temperature.
	Backlight	Adjusts display back light brightness
<b>Linear Indicator</b>	Trigger	On: The indicator displays strike force.
	Tempo	Blink / Scan: When the click is on, the indicator displays the beat.
<b>Audio Level</b>	Line Out	The line out level can be configured as fixed level or variable level. • 0dB: Maximum level • -6dB: Applies a 6dB attenuator • -12dB: Applies a 12dB attenuator • Link: Line out level is linked to the phones level setting
	USB Out	Adjusts USB audio output level for all channels • 0dB: Normal level • +6dB: Boosts 6dB
<b>MIDI</b>	Ch	Configures the MIDI channel for send/receive • Multi: Configures separate MIDI channels for each pad. See the "Multi MIDI channel" table.
	Local	This should be ON normally. When Off, internal connection between the pad and the sound generator is inactivated.
<b>Power Save</b>	Power save function will turn power off automatically after specified period has passed since it was last played or operated. You can specify this period of time, or disable it. • 30 min / 4 Hrs: Enables the power save • Off: Disable the power save	
<b>Info</b>	Displays the firmware version information	

## Multi MIDI channel

\* Each channel setting is not changeable.

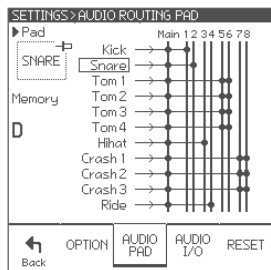
Pad	Ch
Kick	1
Snare	2
Tom 1	3
Tom 2	4
Tom 3	5
Tom 4	6

Pad	Ch
HH	7
Crash 1	8
Crash 2	9
Crash 3	10
Ride	11

\* About the USB connection, see p. 27.



## AUDIO PAD



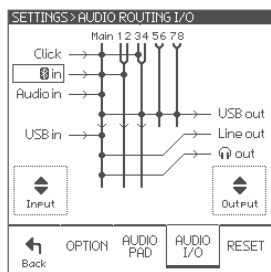
In this screen, you can configure the audio output routings for each pad.

The sound module has a stereo main bus, and 8 channel buses. The sounds from all pads always send to the main bus. Bus 1 to 4 are used for both analog and USB output. Bus 5 to 8 are used for USB output only.

## Parameters

<b>Pad</b>	Selects edit target pad
<b>Memory</b>	The sound module keeps 4 different settings in the memory A/B/C/D. Changes are stored automatically to the memory currently selected.

## AUDIO I/O



In this screen, you can specify the audio in/out routings.

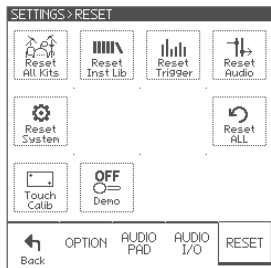
All inputs always send to the main bus.

## Parameters

<b>Input</b>	Click	Selects the click sound destination
	Bluetooth	Selects the Bluetooth audio destination
	Audio in	Selects the Audio in signal destination
	USB in	Selects the USB audio in signal destination
<b>Output</b>	USB out	Selects source bus for channel 1/2 of the USB audio out
	Line out	Selects the line out signal source: Main or bus 1/2
	Phones out	Selects the phones out signal source: Main or bus 3/4 * When using the phones out as line level output, set the phones volume to 60%. Clipping may occur when exceeding 67%.

\* About the USB connection, see p. 27.

## RESET



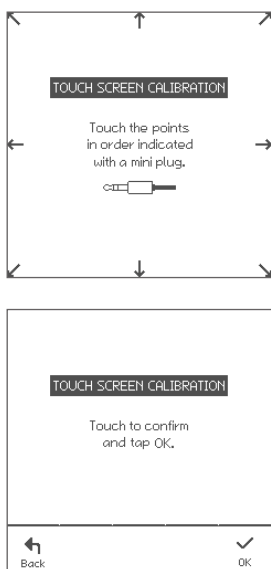
In this section, you can delete, initialize, or reset data and settings in specified area.

**CAUTION** With the reset operation, you will permanently lose the edited data or settings in the specified area

### Parameters

<b>Reset All Kits</b>	Deletes all kit data and all set lists, and then restores preset kits.
<b>Reset Inst Lib</b>	Deletes all instruments in the Inst library.
<b>Reset Trigger</b>	Initializes all trigger settings to the factory settings.
<b>Reset Audio</b>	Resets all audio routings and memories.
<b>Reset System</b>	Resets all system parameters.
<b>Reset ALL</b>	Deletes all data and resets all settings in the sound module, and then restores to the factory state.
<b>Touch Calib</b>	Shows the touch screen calibration
<b>Demo</b>	This should be OFF, normally. <b>CAUTION</b> If ON, all data and settings are deleted/initialized automatically every time you turn this sound module on.

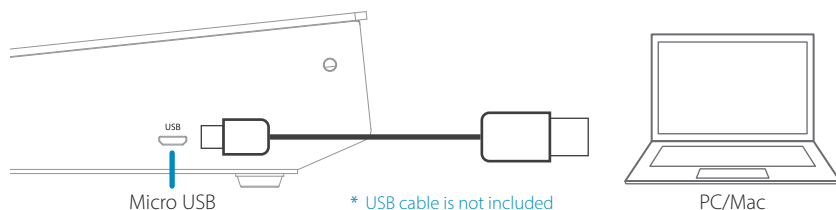
## TOUCH SCREEN CALIBRATION



In case that you can't tap any button on the screen correctly, this calibration can adjust the touch screen.

- 1 Touch each point indicated on the screen step by step.
  - \* Using a headphones' mini plug to touch is one idea on how to do this.
  - \* Do not touch with your finger for the calibration.
  - \* Be sure not to press too hard.
- 2 Touch the screen and confirm if the calibration is correct.
- 3 Tap the OK to finish.

## Connecting to a PC/Mac



### **Supported function:**

- USB Audio (8-channel Output / 2-channel Input)
- USB MIDI In/Out

### **Supported OS:**

- Windows 10
  - Mac OS 10.13 (High Sierra), or newer
- \* For the detailed supported OS information, refer to the website (p. 3).

### **Note for the Windows PC:**

The ASIO driver installation is needed for the high quality USB audio streaming with 8 channel audio output. Without the driver installation, the sound module supports 2-in/2-out USB audio by the WDM.

The ASIO driver is available on the website (p. 3).

\* The ASIO driver can be used for the EFNOTE series.

\* About the USB connection to a computer, the operation is not guaranteed for all environments. Some computers may not be fully compatible.

\* About the operation of computers or application softwares, please refer to their manuals.

# Specifications

## Trigger Interface

Input		Kick	Snare	Tom				Hi-Hat	Ride	Crash		
				1	2	3	4			1	2	3
Supported Zone	Head/Bow	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	Rim	-	✓	✓	✓	✓	✓	-	-	-	-	-
	Side-Rim	-	✓*1	-	-	-	-	-	-	-	-	-
	Edge	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	Cup	-	-	-	-	-	-	-	✓*2	✓*3	✓*4	-

\* 1: Uses the Side-Rim cable.

\* 2: Uses the Ride Cup cable.

\* 3: Uses the Tom 4 cable. The Tom 4 input can be assigned as Tom 4 or Crash 1 Cup.

\* 4: Uses the Crash 3 cable. The Crash 3 input can be assigned as Crash 3 or Crash 2 Cup.

## Audio / MIDI Interface

<b>Audio</b>	<ul style="list-style-type: none"> <li>• Line (1/2) Output: 2x TS Phone (+4dBu, Unbalanced)</li> <li>• Phones (3/4) Output: Stereo Mini-Phone (320 mW + 320 mW @32Ω)</li> <li>• Audio Input: Stereo Mini-Phone (+2dBu Max)</li> <li>• USB Audio: 8-ch Output / 2-ch Input (Mac/Windows ASIO, USB 2.0 Hi-Speed)</li> <li>• Bluetooth Audio Input (A2DP)</li> </ul>
<b>MIDI</b>	<ul style="list-style-type: none"> <li>• USB MIDI In/Out</li> <li>• Bluetooth MIDI In/Out (Bluetooth Low Energy/GATT)</li> <li>• MIDI Out: 5-pin DIN</li> </ul>

## Others

<b>Recorder</b>	<ul style="list-style-type: none"> <li>• Resolution: 480 TPQN</li> <li>• Tracks: 5 (EFNOTE 3 series) / 15 (EFNOTE 5 and 7 series)</li> <li>• Capacity: Approx. 8,000 Events/Track</li> </ul>
<b>Drum Kit</b>	<ul style="list-style-type: none"> <li>• 50 (EFNOTE 3 series)</li> <li>• 100 (EFNOTE 5 and 7 series)</li> <li>* Including the preset drum kit</li> </ul>
<b>User Inst Library</b>	<ul style="list-style-type: none"> <li>• 50 (EFNOTE 3 series)</li> <li>• 128 (EFNOTE 5 and 7 series)</li> </ul>
<b>Set List</b>	<ul style="list-style-type: none"> <li>• 9 lists</li> <li>• 20 slots/list</li> </ul>

\* Specification and design are subject to change without prior notice.



**E F N O T E**

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