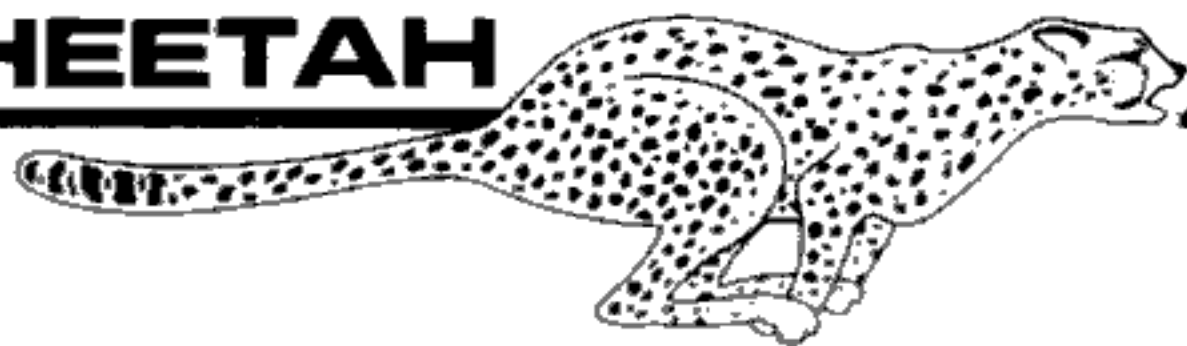


CHEETAH



OWNERS MANUAL

**CHEETAH MD16RP
DIGITAL DRUM SYSTEM**

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THE CHEETAH MD16RP HIGH SAMPLE RATE 16 BIT DRUM SYSTEM

OWNERS MANUAL

Thank you for choosing the CHEETAH MD16RP HIGH SAMPLE RATE 16 BIT DRUM SYSTEM.

To assure you that your MD16RP will give you many years of enjoyment, please be sure to read this owners manual carefully before attempting to operate it.

IMPORTANT - PLEASE READ THIS CAREFULLY

Your MD16RP contains a rechargeable battery which is used to retain the user programmable memory (ie. your patterns, songs and pad setups) when you switch off the mains power to the drum machine.

The battery is kept fully charged when you use the MD16RP, and will normally keep your memory intact for at least one year. However, like all batteries, it will run down over a period of time. To ensure that it is kept charged up, it is recommended that you use the MD16RP for at least 1 day in a period of one year (or 1 hour every 2 weeks).

The MD16RP is a computer based device which has to move information around in memory when you are recording, deleting, copying, merging or editing the patterns and songs and when you are programming, rotating or swapping the pad setups.

If the power is interrupted, even briefly, during these operations, you may lose some or all of the data in memory, so that a cold start may be necessary (see page 101 in the MD16/R Owners Manual). Please be careful not to disconnect or switch other mains powered equipment on or off during these vulnerable operations (ie. try to avoid doing anything which causes the speakers to crackle), and you should experience no problem with your MD16RP's memory.

INTRODUCTION

The MD16RP is a complete electronic drum system 'brain' for drummers and percussionists. It accepts trigger signals from drum pads or triggers and allows you to play any of the high quality 16 bit internal samples along with sounds from other MIDI modules or synthesizers via MIDI.

In addition to the exciting new features which give you responsive triggering for fast, expressive playing, the MD16RP includes all of the highly acclaimed features of the MD16R rack-mounted Drum Machine. This means that you can use the MD16RP's internal sequencing to record your playing either in real-time (like a tape recorder) or with timing correction (quantising). Your drum patterns or fills can then be triggered during a live performance using the drum pads or a footswitch, and you can play along with them, allowing you to produce complex drum rhythms with ease.

This owners manual contains information aimed at helping drummers and percussionists to get the best from their MD16RP. The MD16/R Owners Manual section is more for using the MD16RP as a conventional drum machine. However, there may be times when you will need to refer to both sections, so it's a good idea at least to become familiar with which features are covered by each section.

The features specifically for use with an electronic drum setup are described briefly below. Please also see pages 2 to 7 in the MD16/R section for more information about drum machine functions.

FEATURES

- * 8 velocity sensitive trigger inputs for electronic drum pads or triggers (piezo-electric), each with independent gain and threshold settings.
- * Trigger inputs can be assigned to play any 8 of the 128 internal pad setups.
- * 128 internal pad setups comprising 96 'single' sound setups and 32 'multi' sound setups (3 sounds from one pad).
- * 'Multi' sound pad setups can vary the mix of the 3 sounds depending upon how hard the electronic drum pad is played.
- * 32 programmable drum 'kits', instantly selectable via footswitches or MIDI controller change.
- * 'Tape Trigger' mode allows trigger inputs to be used to replace previously recorded drum tracks with new drum sounds in the studio.

- * High quality 16 bit internal samples sampled at 44kHz, comprising drum, percussion and musical sounds.
- * Expansion port allows over 200 samples to be installed (available on Cheetah ROM Cartridges).
- * Over 700 sounds contained in memory.
- * Fully programmable pitch (6 octaves), pan position (15 steps), sound length (16 steps), volume envelope (8), velocity curve (8) and reverse sound play.
- * 'Chromatic' tune mode allows easy setup of tuned percussion sounds.
- * Fully programmable automatic functions which can change the pitch and pan position as the sound plays and automatically reverse the sound when it finishes playing in the first direction.
- * 'Roll Pan' feature allows the sound to move to a new pan position (left or right) when the same sound is played again before its decay has finished. This allows a tom roll, for example, to automatically 'move' across the stereo image each time the drum is played again. The pan position step rate is programmable (1 to 8).
- * Powerful 'Humanise' function which can change the pitch and the attack of the sound depending upon how hard the electronic drum pad is played. This can be used to give anything from realistic variations in the brightness and pitch of the sound (for natural toms or hi-hat rhythms, to extreme changes in pitch of up to 4 octaves. Random modes give wierd and wonderful effects which are great for live use.
- * Two programmable echo effects banks allow flam or echo to be selected for any pad.
- * 2 programmable footswitch inputs (8 modes). Default settings allow open/closed hi-hat selection and drum kit increment for selecting a new 'kit' of 8 sounds.
- * Mono/stereo mix output jack, plus 4 stereo output jacks for sending 8 separate voice outputs to a mixing desk.
- * 16 patterns can be triggered from the trigger inputs (with programmable pattern trigger threshold) or from the footswitch inputs. Three trigger modes are available.
- * The metronome can either play an internal sound or can play separately from the tape output so that a voice is not used up.
- * 20 step drum kit 'chain' allows kits to be selected in any order using the footswitch inputs, during a live performance.

EXTRA MENU FUNCTIONS FOR THE MD16RP

The MD16RP contains all the menu functions listed in pages 8 to 11 of the MD16/R section and has the additional menu shown below for setting up the trigger inputs.

TRIG I/P's (SHIFT TEMPO) Menu

1)	DRUM KIT	1 - 32
2)	TRIG 1 >>PAD	1 - 128
3)	TRIG 2 >>PAD	1 - 128
4)	TRIG 3 >>PAD	1 - 128
5)	TRIG 4 >>PAD	1 - 128
6)	TRIG 5 >>PAD	1 - 128
7)	TRIG 6 >>PAD	1 - 128
8)	TRIG 7 >>PAD	1 - 128
9)	TRIG 8 >>PAD	1 - 128
10)	TRIG 1 GAIN	1 - 8
11)	TRIG 2 GAIN	1 - 8
12)	TRIG 3 GAIN	1 - 8
13)	TRIG 4 GAIN	1 - 8
14)	TRIG 5 GAIN	1 - 8
15)	TRIG 6 GAIN	1 - 8
16)	TRIG 7 GAIN	1 - 8
17)	TRIG 8 GAIN	1 - 8
18)	TRIG 1 THRESH	1 - 32
19)	TRIG 2 THRESH	1 - 32
20)	TRIG 3 THRESH	1 - 32
21)	TRIG 4 THRESH	1 - 32
22)	TRIG 5 THRESH	1 - 32
23)	TRIG 6 THRESH	1 - 32
24)	TRIG 7 THRESH	1 - 32
25)	TRIG 8 THRESH	1 - 32
26)	TAPE TRIGGER OFF	ON/OFF

SHIFT FUNC Key Menu

The following menu functions are described in the MD16/R section, but please note that there are 10 entries for the MD16/R, but only 7 are required in the MD16RP. The menu for the MD16RP is as shown below :-

1)	PAD DEFAULTS	Press START/STOP key
2)	REC TAPESYNC	Press START/STOP key
3)	CHECK LEVEL	Press START/STOP key
4)	SYS EX DUMP	Press START/STOP key
5)	TAPE DUMP	Press START/STOP key
6)	SET LOAD TYPE	1 - 3 (1=Load, 2=Verify, 3=Check)
7)	TAPE READ	Press START/STOP key

CHAIN (SHIFT PLAY) Key Menu

1)	CHAIN KITS	ON/OFF
2)	CHAIN DELAY	0 - 126 beats

BASIC OPERATION

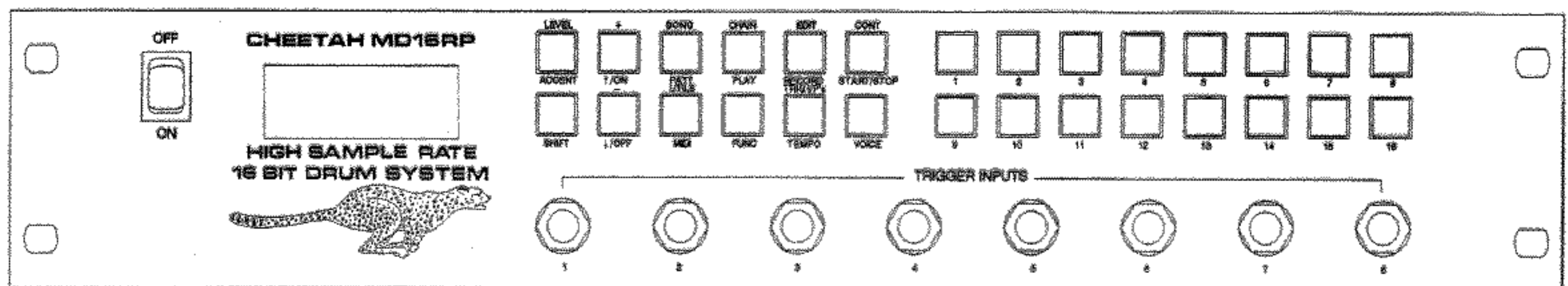
POWERING ON

NOTE : When powering your MD16/R on or off ensure that the volume control on your amplifier is turned down, to avoid any damage to your speakers.

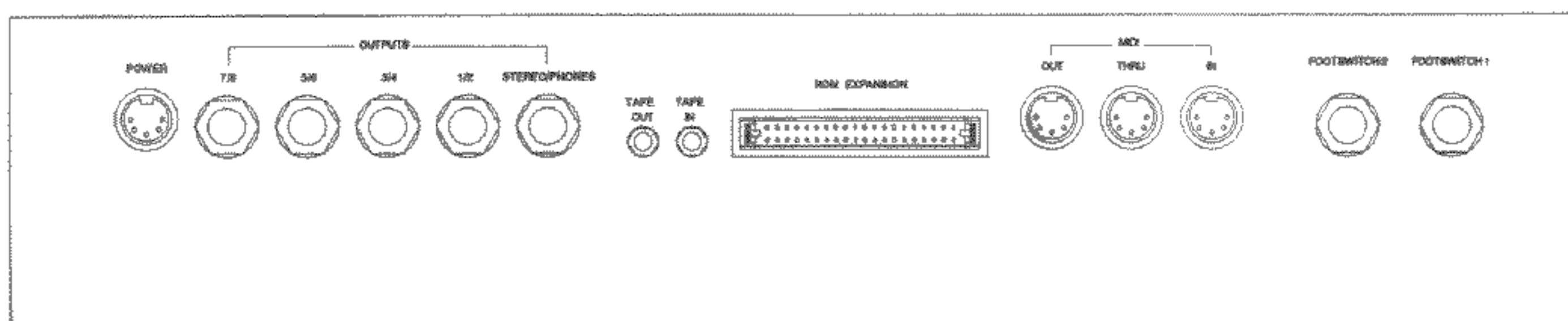
Connect the power supply plug to the POWER input, the display should now show :-

CHEETAH MD16RP
DRUM SYSTEM

MD16RP FRONT PANEL



MD16RP REAR PANEL



CONNECTIONS

Mono Operation

The MD16RP is initially set for mono operation. Connect the STEREO/PHONES output to your amplifier or headphones using a 1/4 inch mono jack plug.

Stereo Operation

If you want stereo operation, connect the STEREO/PHONES output as described above, but use a stereo jack plug.

The MD16/R will use the left and right sides of the stereo output automatically, but to allow this, you must first turn the MONO MIX parameter OFF as follows :-

1. Press and hold the SHIFT key.
2. Press the VOICE key twice to select the MONO MIX parameter.

2)
MONO MIX ON

3. Press the DOWN-ARROW key to turn MONO MIX - OFF.

If you pass the MONO MIX parameter, keep pressing the SHIFT and VOICE keys until the display is as shown above and then press the DOWN-ARROW key.

SETTING UP THE MD16RP FOR ELECTRONIC DRUM PADS AND TRIGGERS

The TRIG I/P's (SHIFT TEMPO) Menu

Plug your electronic drum pads or triggers into the trigger inputs on the MD16RP's front panel. To get the best results from electronic drum pads and triggers you should spend some time setting up the MD16RP, so that your kit 'plays' the way you like it (just like an acoustic kit). The MD16RP is already set up to work correctly with Cheetah drum pads and some of those from other manufacturers, so you may find that no adjustments are required. However, you will probably want to change the sounds assigned to the trigger inputs, as the sounds set at the factory may not be the ones you would choose.

There is a gain and a threshold parameter for each trigger input, which are used to set up the MD16RP's response for trigger signals from your pads. The settings will depend on the type of drum pads or triggers that you have, how hard you want to play the pad and how much 'spill' there is from one pad to another. There is also a parameter which sets the internal pad setups (sound) played by each trigger input and a drum kit parameter to select 1 of 32 'kits' of sounds.

MD16RP Sounds and Drum Kits

Each trigger input can be set to play any one of the MD16RP's 128 internal pad setups. The internal pad setups are a collection of parameters which set the sound (ie. the sample and how it is played) assigned to the 16 front panel drum pad keys. There are 8 'levels' of these pads, 128 pads in total. Initially, the trigger inputs will be set to play pad setups from all pad levels 1 to 8 (see page 14 of the MD16/R Owners Manual for selecting different pad levels).

Selecting a 'multi' sound pad setup (49 to 64 or 113 to 128) on pad level 4 or 8 allows 3 sounds to be played from each pad hit. Each sound can have a different velocity curve, which means that as you hit the pad harder, the mix between the 3 sounds will change. For example, you could change from one snare drum sound to another depending upon how hard you play, or even change from a timbale to a mix between a conga and a tom sound.

There are 32 'kits' (ie. set of 8 pad assignments for the trigger inputs) which are selected by changing the DRUM KIT parameter. The eight 'TRIG m >>PAD n' parameters for each kit can be set differently for every kit if required.

The actual sound played by each internal pad setup is not fixed and can be selected in the VOICE key menu (see page 19 of the MD16/R Owners Manual). There are many parameters, such as Tuning, Volume Envelope and Pan Position which determine how the sample selected is played. Setting the Pad Sound parameter (see page 20 of the MD16/R Owners Manual) will select one of 14 presets for the sample selected, but you can edit any parameters to produce your own sounds. The Humanise parameters (see page 28 of the MD16/R Owners Manual) are particularly useful in changing the sound depending upon how hard the drum pad is hit, allowing more expression in your performance.

If you set the trigger inputs to play a pad setup from pad level 3 (33 to 48), you can program a different pattern to be triggered from each trigger input (see page 76 in the MD16/R Owners Manual), as well as triggering the sound. You can also program a threshold value for triggering patterns, so that only very hard hits will trigger the pattern and normal hits will just play the drum sound selected.

Triggering patterns in real time allows you to play along with percussion patterns you have pre-recorded. Patterns can be triggered any number of times in any order, which is great for improvising complex rhythms.

1. Selecting the Drum Kit

To select the DRUM KIT parameter, first select the TRIG I/P's menu by pressing the SHIFT and TEMPO keys together.

The first menu entry will show :-

1)	
DRUM KIT	1

Use the UP/DOWN keys to select a drum kit from from 1 to 32. The internal pad setups assigned to all 8 trigger inputs will change so that you can play a new 'kit' of sounds immediately.

2. to 9. Setting the Internal Pad Setup Played by the Trigger Input

The next menu entry will show :-

2)	
TRIG 1 >> PAD	1

Use the UP/DOWN keys to select an internal pad setup from 1 to 128 for trigger input 1.

To program which internal pad setup is played by other trigger inputs, just hit a drum pad to change to the menu entry for that trigger input and then use the UP/DOWN keys to select the internal pad.

Alternatively, press the SHIFT and TEMPO keys again to select the next menu entry. Holding both SHIFT and TEMPO keys down will step through all menu entries in turn and eventually return to entry 1.

If you step too far and miss the menu entry you require, a quick way to return to menu entry 1 is to press another menu key (e.g. the VOICE key) and then SHIFT and TEMPO again. See page 19 of the MD16/R Owners Manual for how to step back down the menu if you miss the entry you require.

To select a pad setup for trigger input 8, select menu entry 9 as above and use the UP/DOWN keys as before. The display will be as shown below :-

9)	
TRIG 8 >> PAD	8

10. to 17. Setting the Trigger Input Gain Parameter

The gain parameter works in the same way as an input gain control on one channel of a mixer or cassette recorder and is used to match the input range of the trigger input to the output signal from the drum pad or sensor. There is a separate gain parameter for each pad, so that if you have different types of pads you can set the gain parameter to suit each one individually.

The gain parameter value can be set from 1 to 8.

VALUE	GAIN	
1	x 1/4	(-12dB)
2	x 1/2	(-6dB)
3	x 1	(0dB)
4	x 2	(+6dB)
5	x 4	(+12dB)
6	x 8	(+18dB)
7	x 16	(+24dB)
8	x 32	(+30dB)

Each increase in value doubles the actual gain applied to the trigger input signal.

Select TRIG I/P's menu entry 10 to 17 and use the UP/DOWN keys to set the gain value from 1 to 8. For setting the gain for trigger input 1, the display will show :-

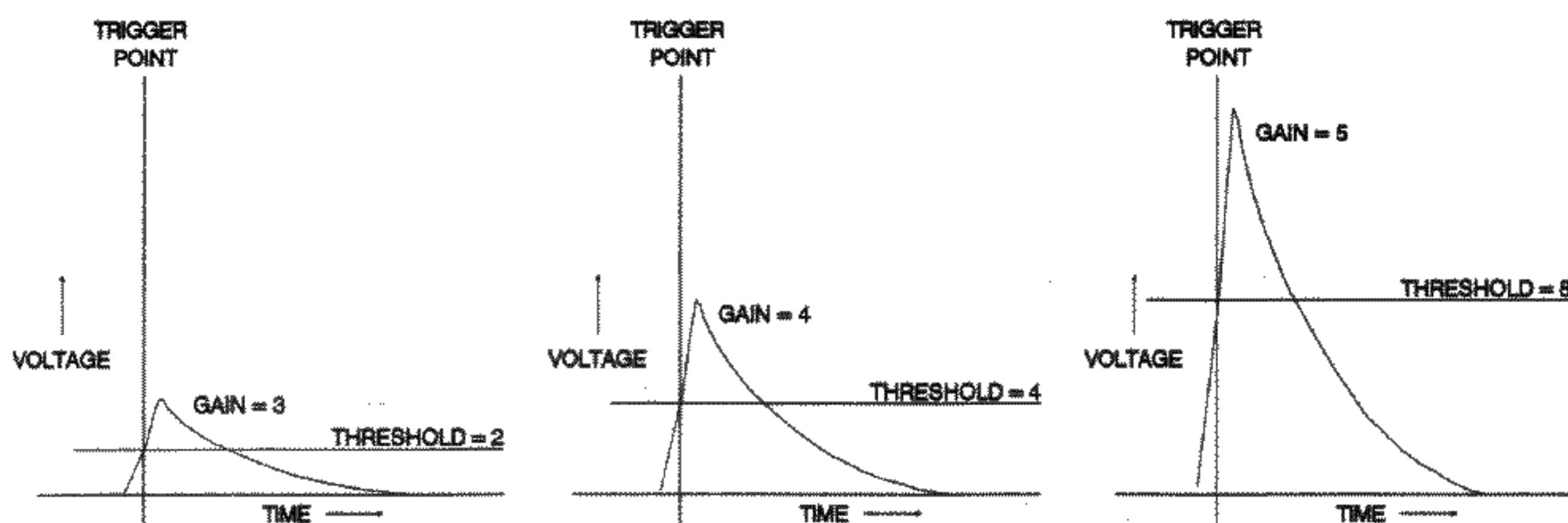
10)
TRIG 1 GAIN 4

For other trigger inputs hit the drum pad required :-

17)
TRIG 8 GAIN 4

- If you think that the sound does not reach full volume for hard pad hits, try increasing the gain value one step and check again.
- If the volume does not increase any further for the hardest hit you use than for slightly softer hits, try reducing the gain value one step and check again.

The Effect of Gain and Threshold Parameters on a Drum Pad Trigger Signal



You will probably have to adjust the threshold parameter after changing the gain value (see below).

18. to 25. Setting the Trigger Input Threshold Parameter

The threshold parameter sets how hard you need to hit your electronic drum pads before the MD16RP will trigger a sound. Whatever the threshold value selected is, hitting the pad so that triggering just occurs will produce minimum volume for the sound, even if you have to hit the pad hard to produce a trigger. Hitting the pad harder than the minimum required to trigger a sound will produce higher volumes.

Select TRIG I/P's menu entry 18 to 25 and use the UP/DOWN keys to set the threshold value from 1 to 32. For setting the threshold for trigger input 1, the display will show :-

```
18)
TRIG 1 THRESH 4
```

For trigger input 8, hit the drum pad plugged into input 8 etc. :-

```
25)
TRIG 8 THRESH 4
```

- a) If you find that you have to hit the pads harder than you would like before the sound is triggered, the threshold is probably set too high, so try reducing it. If this is not successful, the gain is probably set too low for your pads, so first increase the gain by one step and then check again.
- b) If you find that the MD16RP seems to trigger sounds when you are not hitting the pads, then the threshold value is set too low for the gain that you have selected. Try increasing the threshold value until the self-triggering stops, or alternatively reduce the gain value for the offending trigger inputs.

Even when you are not playing the pads, there will be a small signal coming from your pads, because the sensor in the pads can also pick up electrical and acoustic noise. If the gain value is too high, the 'noise' signal will be amplified, and if a low threshold value is also selected, then the noise will be causing the triggering.

- c) If a hard hit on a pad causes a sound assigned to another pad to be triggered, then the threshold must be increased for the falsely triggered pad, or it's gain must be reduced. Persistent 'cross-triggering' usually occurs if there is not enough sound or mechanical insulation between the drum pads in your setup and the mounting stands or frame are transmitting vibrations from one pad to another.

Typical Gain and Threshold Settings for Electronic Drum Pads and Triggers

<u>Manufacturer</u>	<u>Gain</u>	<u>Threshold</u>
Cheetah DP5 Pads	4	6
Simmons SDS Pads	4	2
Roland PD-21 Pads	5	2
Dauz Pads	6	2
DW 5000 Bass Drum Pedal	6	2
Spike	5	2
Fishman ADT-100 Trigger	6	2

Other electronic pads and triggers will require similar settings to those given above, but remember that the settings for your pads will depend upon your own playing style and your particular kit setup.

26. Setting Tape Trigger Mode

If you want to trigger the MD16RP's sounds from another drum sound recorded on one track of a multitrack tape recorder, the trigger inputs can still be used as described above. Reliable triggering results will be obtained with Tape Trigger mode turned ON, but the MD16RP will still trigger with Tape Trigger set to OFF (probably with some double triggering).

You can also use the signal from a microphone to trigger the MD16RP, but the gain value will usually have to be set to 8. Alternatively, the microphone signal could be boosted by a pre-amp or mixer before connecting to the trigger inputs. As before, best results will be obtained with Tape trigger set to ON.

Select TRIG I/P's menu entry 26 and use the UP/DOWN keys to turn Tape Trigger mode ON or OFF. The display will show :-

```

26)
TAPE TRIGGER OFF

```


Using Footswitch 1 and 2 Inputs

The footswitch inputs 1 and 2 can each have one of 8 different functions programmed in the UTILS (SHIFT MIDI) menu. Initially, Footswitch 1 will be programmed for Swap Hi-hats (4) and Footswitch 2 will be set for Drum Kit Increment (6). The MD16RP has more footswitch modes than the MD16/R Owners Manual describes, so only refer to the information given below for programming the footswitch functions.

UTILS Menu Entry 11. Programming Footswitch 1

You can assign Footswitch 1 to perform one of 8 different functions, by selecting UTILS menu entry 11 and using the UP/DOWN keys to set a value from 1 to 8.

11)
FOOTSWITCH 1 1

The functions selected are as follows :-

- 1 - Start/Stop (songs or patterns)
- 2 - Accent key (see page 98 of the MD16/R Owners Manual)
- 3 - Shift key (for deleting events while real-time recording)
- 4 - Swap Hi-hats (change from open to closed etc.)
- 5 - Drum Kit Decrement (select a new set of pad sounds)
- 6 - Drum Kit Increment (select a new set of pad sounds)
- 7 - Re-Trigger Next Pattern (from Level 3 Pads)
- 8 - Queue-Trigger Next Pattern (from Level 3 Pads)

When the MD16/R is in Song Chain (see page 68 of the MD16RP Owners Manual) mode and is waiting between songs (when Chain Delay is zero or when an automatic delay is programmed), pressing Footswitch 1 will start the next song immediately, instead of performing its programmed function.

Swap Hi-hats Mode (4)

Mode 4 allows you to use the footswitch as a hi-hat foot pedal and swap between open and closed hi-hats, and change mid to open hi-hats.

Footswitch 1 Contacts Open

Footswitch 1 Contacts Closed

CLOSED HI-HAT	----->	OPEN HI-HAT
OPEN HI-HAT	----->	CLOSED HI-HAT
MID HI-HAT	----->	OPEN HI-HAT

UTILS Menu Entry 12. Programming Footswitch 2

Footswitch 2 has identical features to Footswitch 1, except for mode 4 (Swap Hi-hats), which swaps closed and mid hi-hats, and changes open to mid hi-hats.

Footswitch 2 Contacts Open

CLOSED HI-HAT

MID HI-HAT

OPEN HI-HAT

----->

----->

----->

Footswitch 2 Contacts Closed

MID HI-HAT

CLOSED HI-HAT

MID HI-HAT

Select UTILS menu entry 12 and use the UP/DOWN keys to set a value from 1 to 8.

12)
FOOTSWITCH 2 1

Trigger Modes 7 and 8

Modes 7 and 8 perform the pattern trigger functions as described on page 76 of the MD16RP Owners Manual, but the pattern selected to trigger will be from the next level 3 pad which has a trigger pattern programmed. When all the programmed patterns have been triggered in turn (by pressing the footswitch again), the sequence returns to the start.

This allows you to program a sequence of up to 16 different patterns which you can trigger at any time. For instance, in Queue-Trigger mode (with Footswitch 1 set to 8), you could start a normal pattern or song playing, and bring in different patterns for the lead-in to a chorus or bridge part, using the footswitch.

Using the Footswitch to Trigger Bass Drum Sounds

If you want to trigger bass drum sounds with a footswitch, you will first have to record a pattern with a single bass drum on the first beat. Select footswitch mode 7 to re-trigger the pattern at any time, and program the pattern number as the first level 3 trigger pattern, making sure that all other level 3 pads have no pattern assigned, only one Re-trigger Repeat is selected and Continuous Trigger is OFF (see MD16/R Owners Manual page 76). Each time the footswitch is pressed, the pattern will be triggered immediately, just playing the bass drum recorded in the pattern.

Types of Footswitches

Connect your footswitch to the Footswitch sockets at the rear of the MD16/R using 1/4 inch mono Jack Plugs. The best operation is with a 'normally open' footswitch contact, but the MD16/R will also work with a 'normally closed' footswitch for all modes except mode 2 (Accent key) and mode 3 (Shift key), which will work in the opposite way to normal and will cause the other keys to act differently (ie. accent or shift keys will be pressed all the time, except when operating the footswitch).

Using Echo and Flam Effects

Echoes and flams can be selected for each pad setup as described in pages 32 and 72 of the MD16/R Owners Manual.

Using the MD16RP Sequencer to Record your Playing

The MD16RP can be used like a tape recorder to record your playing, or it can record short drum patterns which can be linked together later to form a song.

To use the MD16RP like a tape recorder, you must first set the Record Mode to TAPE (see page 46 of MD16/R Owners Manual).

The MD16RP can perform timing corrections (quantise) when recording. Initially, the Quantise setting will be 1/16, which means that any pad hits will be recorded at the nearest sixteenth of a bar, even if your playing is not in time. In order for the MD16RP to record all subtle timing changes, you must set the Quantise parameter to at 1/64, 1/128, 1/192 or OFF (1/384). Page 37 of the MD16/R Owners Manual tells you how to change the Quantise setting.

- 1) Press the RECORD key, and use the UP/DOWN keys to select an empty pattern.
- 2) Press the START/STOP key twice to start recording into the pattern, you should hear a metronome on each beat and the timing position on the display should be advancing.
- 3) You can now play the drum pads.
- 4) If the Tempo is not correct, press the TEMPO key and use the UP/DOWN keys to select the tempo you require. The timing position will not be displayed, but the MD16RP is still recording. If you want to restart, from the beginning, press the START/STOP key to stop recording and repeat from step 1.
- 5) To stop recording, press the START/STOP key. The length of the pattern will be shown on the display.
- 6) To play back the pattern, press the PLAY or START/STOP keys.

At a tempo of 120 beats per minute, you can record up to 5 minutes 41 seconds (682 beats) in each pattern, as long as there is sufficient memory available. At 20 beats per minute, you will be able to record for 34 minutes 6 seconds, but you will probably want to turn off the metronome at this tempo, as it will be too slow (see page 44 of the MD16/R Owners Manual). With the Quantise parameter set to OFF, you can still play the drum pads at any tempo you wish and the MD16RP will record with good accuracy.

Recording Short Patterns Using Cycle Record Mode

To record short patterns the MD16RP can be set to CYCLE Record Mode (see pages 14 and 45 in the MD16/R Owners Manual), but instead of using the front panel drum pad keys, you can record from the trigger inputs. You can also program a footswitch to delete incorrect pad hits from the pattern without having to press any front panel keys. You must press and hold the footswitch and then hit the pad you wish to remove as the incorrect entry is played out.

Editing Patterns After Recording

You can edit any pattern after recording using the MD16RP Pattern Edit mode (see page 49 of the MD16/R Owners Manual) allowing you to change the sounds, the timing or delete mistakes if required. You can also perform an automatic timing correction after the pattern has been recorded (see pages 38 and 48 of the MD16/R Owners Manual for information about Post-Quantising).

Programming and Using a Drum Kit Chain

The drum kit 'chain' allows you to program a list of up to 20 kits in any order, and use a footswitch to step up or down the list during a live performance. The chain is programmed as described in 'Creating and Editing a Chain in Memory' on page 68 of the MD16/R Owners Manual but instead of chaining songs together as described, the song entries you enter will be used to select different drum kits.

Select the CHAIN menu (SHIFT PLAY). CHAIN menu entry 1 allows you Chain Kits mode ON or OFF using the UP/DOWN keys. The display will be as shown below :-

1)
CHAIN KITS OFF

Turn the Chain Kits mode ON so that pressing the footswitch will select the drum kit from the next chain entry instead of just incrementing or decrementing the drum kit parameter.

To use the chain, program the footswitch for Drum Kit Increment (mode 5) or Drum Kit Decrement (mode 6) as described earlier on page 12. The chain is reset to the beginning when the MD16RP is powered on.

Cheetah User Club

Thank you for buying a **Cheetah** product which we are sure will provide you with endless hours of enjoyment. The product which you have bought is only one of many in the best range of music products available today. **Cheetah** remain the top company in its field producing what you the customer wants - at the best prices and at the best quality in the industry. We invite you to become a member of the Exclusive **Cheetah User Club**. As a purchaser of our products you will be entitled to *FREE* membership, which will ensure that you receive regular News Bulletins on Cheetah's range. All you have to do is write and ask us for an application form enclosing one stamped addressed envelope. We look forward to hearing from you.

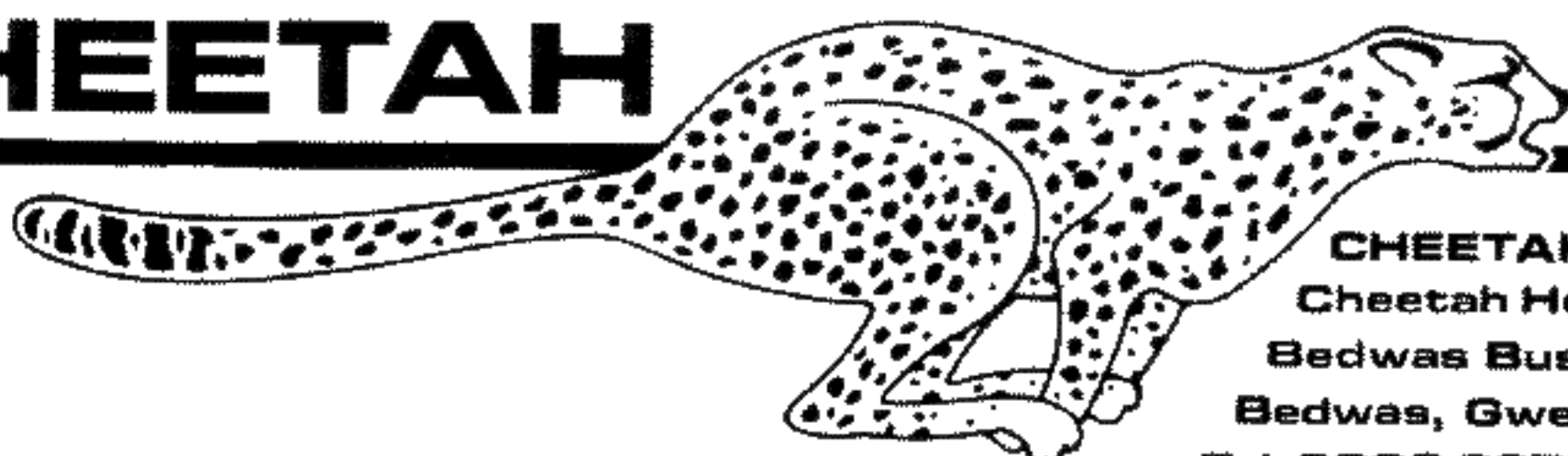
SERVICE INFORMATION ONE YEAR GUARANTEE

Your new Cheetah product has been tested before leaving the factory. It is guaranteed against defective materials or workmanship for a period of one year from the original purchase date provided it has been properly operated and maintained. During the above guarantee period, any defects in parts or workmanship will be repaired by Cheetah International Ltd at no charge, except for a handling and return transportation charge of £5.00 which must be enclosed when returning your unit for service. Make remittance by cheque or postal order payable to Cheetah International Ltd. Do not send cash or stamps. Return your unit postpaid to Cheetah Service Department, Cheetah House, Bedwas Business Park, Bedwas, Gwent NP1 8DU, (C.O.D. packages will not be accepted). Please pack your unit carefully with proper wrapping to avoid breakage as no liability can be accepted for damage or loss in transit. To expedite processing, please ensure nature of failure is indicated.

As an option, Cheetah International Ltd, may elect to replace the entire unit rather than repair it. This guarantee is void if the defect is due to the use of the product for other than the purpose it is designed for, or to accidental damage (whether in transit or otherwise), misuse, neglect or repair other than by the manufacturer

Cheetah International Ltd disclaim any liability for incidental or consequential damages. This guarantee becomes effective only if a letter is completed and mailed within ten days of purchase giving the following details: When and where purchased, with copy of receipt. These statements in no way prejudice the statutory rights of the purchaser. This applies to UK only.

CHEETAH



CHEETAH INTERNATIONAL LTD.
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