trapKAT 2.0 Guide

NEW FEATURES:

- Kit Names - name your kits
- Continuous Controller Curve - improves hi hat response
- Expanded KIT Choices - now includes KAT KITs
- Cymbal Choking "Exclusive 96" - for Alesis D4/DM5 drum machines
- Roll Mode - improves response of certain sound sources
- Hi Hat Settings - Splash, Chick, etc. can now be manually adjusted
- Pad Pressure Test - makes sure the rubber is seated evenly

1. Naming Your Kits

USES:

You can now assign a name to each of your User Kits, using up to 12 letters.

HOW TO SETUP:

1. Hit Pad #21 twice while holding down the KIT Edit footswitch and you will see this screen.

2. To change the character of the letter that's flashing, use the following pads...

Pad1	-	assigns upper case letters
Pad11	-	assigns lower case letters
Pad2	-	assigns a Space between characters
Pad12	-	assigns a character
Pad3	-	advances the cursor
Pad13	-	reverses the cursor
Pad4	-	advances the characters
Pad14	-	reverses the characters

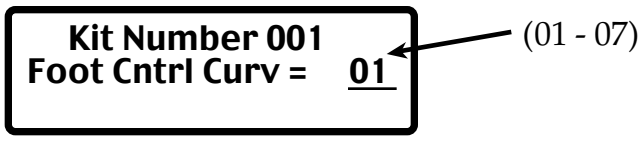
2. hatKAT/ Foot Control Curves

USES:

There are now 7 different foot control curves to choose from to personalize the feel of your hi hat controller pedal. Choose the one that best suits your type of controller pedal.

HOW TO SETUP:

1. Hold the KIT Edit footswitch down and press down once on your controller pedal and you will see this screen.



2. Each press on the pedal after your first one will rotate through the curves.

3. Hi Hat Adjustments

USES:

New hi hat adjustments include **HAT NOTE** Mode and **HAT NOTE OVERLAP** . HTA NOTE offers an 8 note hi hat feature to users with a hi hat controller pedal and a sound module with multiple hi hat sounds. HAT NOTE OVERLAP lets you a set a specified time in which your hi hat notes will overlap instead of abruptly cutting each other off, i.e. a more realistic hi hat sound.

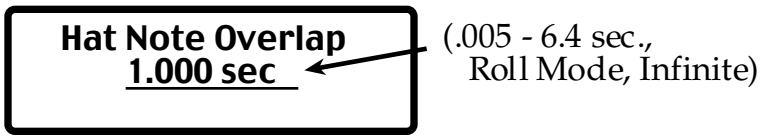
HOW TO SETUP HAT NOTE:

1. First, assign a pad or pads to be hi hat pads using Pad #5 just like you always have.
2. Hit Pad #18 with the Kit Edit footswitch held down and you will see this screen.

3. If HAT NOTE does not appear in the display, hit Pad #18 until HAT NOTE is selected, then release the footswitch.
4. To make it easy for you, we have preassigned note numbers 85 through 92 as the 8 hi hat note numbers. All you have to do is to reassign up to 8 hi hat sounds from closed (#85) to open (#92), in your sound source. *You must assign hi hat sounds to all 8 note numbers in order for HAT NOTE to work. Example: if you only have 3 hi hat sounds (not including the foot sound), Closed, 1/2 Open and fully Open, you would assign the sounds to these note numbers - #85 = Clos, #86 = Clos, #87 = 1/2 Open, #88 = 1/2 Open, #89 1/2 Open, #90 = Open, #91 = Open, #92 = Open.
5. Reassign your hi hat foot closed sound to note number 93 in your sound module (this is already preassigned in the trapKAT).
6. If you are using a Splash sound... In your sound module, assign the Splash sound to #94. On the trapKAT, assign the Splash note number to #94 using Pad #6 with the Kit Edit footswitch held down.
7. Retrain your hi hat pedal using Pad #17 with the Global Edit footswitch held down.

HOW TO SETUP HAT NOTE OVERLAP:

1. Hit Pad #19 while holding down the KIT Edit footswitch and you will see this screen.



2. Continue to hit Pad #19 until you find the selection that gives you the best performance for HAT NOTE mode, then release the footswitch.

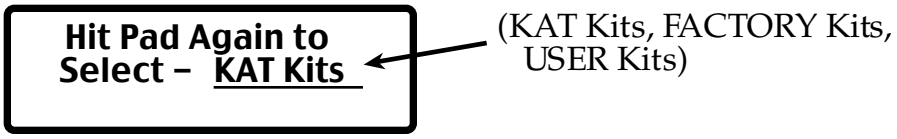
4. Kit Choices

USES:

A third Kit selection is now available in the trapKAT...**KAT KITS** . For those of you who own an AKAI S1000, 2000 or 3000 series sampler and own the KAT KIT CD Rom (from the Alternate Mode sound library), this kit selection arranges the sounds on the trapKAT pads without the need for additional programming.

HOW TO SETUP:

1. Hit Pad #1 once while holding down the Global Edit footswitch and you will see this screen.



2. If you don't see KAT Kits as your selection, continue to hold down the Global Edit footswitch and hit Pad #1 until KAT Kits is selected. Release the footswitch.

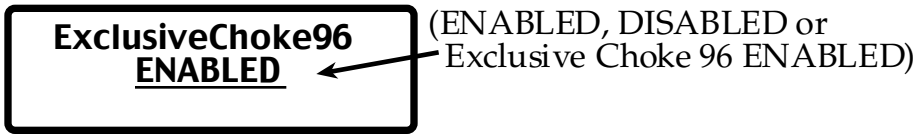
5. Cymbal Choke - Exclusive 96 Mode

USES:

If you own an Alesis D4 or DM5 sound module, you can now get a more realistic cymbal performance with the ability to choke cymbals. This feature was previously only available to owners of Roland TD7/TD5's and EMU Procussion sound modules.

HOW TO SETUP:

1. In the D4 / DM5, you must first assign any cymbal sound(s) you wish to choke to the same GROUP # *Don't use the same GROUP # as your hi hat sounds. **If you assign more than one cymbal sound to the same GROUP #, playing one of those cymbals after another will cause the first to cut off.
2. In the D4 / DM5, assign Note Number 96 to the EFX #80 = SILENCE sound. Also, assign this to the same GROUP # as your cymbal sound.
3. On the trapKAT, hit pad #8 with the Global Edit footswitch held down and you will see the cymbal choke screen.



2. If Exclusive Choke 96 ENABLED is not shown in the display, continue to hit Pad #8 until Exclusive Choke 96 ENABLED is selected and release the footswitch. You can now choke a cymbal pad by simply grabbing it.

6. Roll Mode

USES:

ROLL MODE was designed to be used with sound modules and samplers that respond to note off commands. This feature helps to eliminate the "machine

gun" drum roll effect by delaying a note off command until after 6 seconds has elapsed from the time the pad was last hit. ROLL MODE is a selection in the Gate Time settings.

HOW TO SETUP:

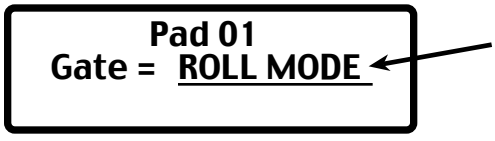
1. To set the entire Kit to ROLL MODE, hit Pad #10 once while holding down the Kit Edit footswitch and you will see this screen. If ROLL MODE is not shown as the selection, continue to hit the pad until ROLL MODE is in the display and release the footswitch.

(ROLL MODE, INFINITE, .005 - 6.4 sec.)

1. If you want to set just one or a few pads to ROLL MODE, hit Pad #24 once while holding down the Kit Edit footswitch and you will see this screen.

1. Hit the pad again and you will see...

2. Hit whichever pad you want to adjust and set it to ROLL MODE.



(ROLL MODE, INFINITE, .005 - 6.4 sec.)

7. Pad Pressure Adjustments

USES:

Important... these adjustments should only be made if you are having pad problems and have already tried the software adjustments, i.e.. Pad threshold.

If your rubber playing surface is not laying suitably flat (causing triggering problems), you may need to adjust your rubber surface. Please read this **entire** information sheet before performing any adjustments.

Before you adjust the allen-head tension screws on the frame to adjust the tension on your trapKAT rubber, there are several things you should try first. Adjusting the allen-screws is the last thing you should try and is rarely necessary.

First, a little explanation of how an FSR sensor system works will be helpful. Over such a large expanse on a surface whose first and foremost goal is to feel and respond great,

the rubber (and to some extent the FSR sensor) needs to "breathe" and be able to shift and adjust to changes in temperature, humidity, and pressure. The rubber can't be tightly clamped down or adhered in one place. The rubber must be a bit free to move and adjust - to be able to stay flat and in close contact with the FSR sensor system underneath it even with the repeated intense impacts that a drum controller experiences. The rubber is designed to self-adjust and be able to shift and move a bit.

Rubber not laying flat? After transporting your trapKAT from one place to another, your rubber may not lay as flat as it normally does. If your frame is properly adjusted so that the rubber isn't compressed by the frame, the rubber will generally self-adjust after a half-hour or so on its own if you place it in playing position.

To speed up the process, use your drumstick as a rolling pin to coax the edge of the rubber back under the frame. In addition, you may try grabbing one or more rimPads and pulling it outward toward the outside edge (in the area where your rubber isn't laying flat). Don't pull up, pull horizontally - parallel to the main pad surface. This should push the rubber back under the frame so that the pads will be pulled flat again.

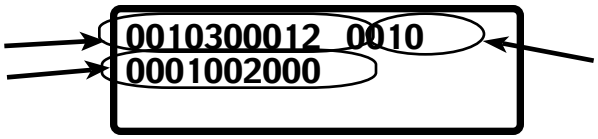
If this isn't providing satisfactory results, you should loosen the allen screws in the area and repeat the above steps to position the rubber back under the frame. After you have repositioned the rubber to your liking, you need to retighten the allen-screws.

When tightening the allen-screws it is important to avoid two problems:

1) Overtightening the screws will damage the sensor plate underneath the rubber if they are tightened too far. This will void your warranty. You can tell when you have gone too far, the rubber will start to bulge as you clamp down on the rubber. The rubber must be free to move a bit under the frame, so you don't want the frame to actually compress the rubber. Call us if you are in doubt (413-594-5190).
2) Overtightening the screws may cause extra pressure on the FSR sensor system , cause a pad to false trigger and play by itself and could also damage the sensor plate. (False triggering can also be caused by your thresholds being too low - see manual p.26). In the unlikely event that you will actually need to adjust your rubber with the allen wrench, we have provided a new screen to help you see what your actions are doing to your FSR idle levels. You'll probably find this interesting as well as fun!

To get to this new screen:

1) Hold down the Kit Edit footswitch
2) While the Kit Edit footswitch is depressed, hit rimPad 20 (the rimPad to the immediate right of the display) three times. On the first hit it says "No Function" - ignore that and keep going. With the second hit you see the actual settings for your hi hat pedal. On the third hit you see the idle level of Pad1 (if you keep hitting the rimPad 20 you will walk through the idle levels for all the pads). If you release the Kit Edit footswitch when on this idle level screen the display will change to something like:



This screen shows you the "idle level" of all 24 of your pads. This "idle level" is a measure of what the internal computer sees from your pads when you are not playing - when they are "idle". As you know, FSR is sensitive to very light playing or pressure. Therefore, even the pressure of the rubber itself can show up. That is OK - the software is designed to take care of small constant pressures. This is what we call the "idle levels" of your pads.

The top row has all 14 rimPads. The first 10 are rimPads 15 to 24. These are the rims that start on the left corner and curve around the back to the right corner. The last four on the top line are the four front rimPads 11 to 14. The bottom line has pads 1 through 10. To identify which pad is which, pick a pad and press on it and watch which number on the screen rises when you press it. (It is normal for there to be some jitter or fluctuation in the numbers around some specific value - from 1 to 0 to 1 to 2 to 1 etc.)

As you adjust the tension on the rubber with the allen-screws, make sure you are not raising the idle level of your pads too far. Any idle level of 5 or lower can generally be handled by the internal trapKAT software without false-triggering. If you have a 6 or higher you should loosen the allen-screws by that pad.

To exit this screen and return to Play Mode, press the Kit Edit footswitch and release it.

When adjusting the tension of your rubber with the allen-screws you need a **balance** between making the rubber lay flat and keeping the "idle level" of the pads low.

If you would like help from us when you feel a need to make this kind of adjustment to your trapKAT, feel free to call us at 413-594-5190. We will be glad to help you get the most from your investment.

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