ALESIS

E-PRACTICE PAD
ELECTRONIC DRUM PRACTICE PAD

INTRODUCTION

Welcome to the Alesis E-Practice Pad! This digital drum is a fun way to learn and practice the drums. Included are 65 drum sounds and 60 songs and exercises, all designed to make you a better drummer. It feels great and gives you a full range of dynamics from the lightest touches to the loudest accents. Here are several features you'll come to love about the E-Practice Pad:

BOX CONTENTS
- E-Practice Pad
- Power Adapter
- Quickstart Guide
- Safety Instructions & Warranty Information Booklet

- 65 different drum sounds
- Metronome with six sounds, adjustable time signatures and subdivisions
- 60 practice games and exercises
- Natural feel and performance with full dynamic range
- Headphone jack for silent practice or amplifier output for playing with other musicians
- Mountable on standard 8mm cymbal stand or snare stand
- Recording and playback for listening to your playing
- Runs on batteries for portability or on wall power with included power adapter
- Expandable with optional bass drum and hi-hat pedal

Please refer to this manual to take full advantage of E-Practice Pad's numerous features, and have fun playing!
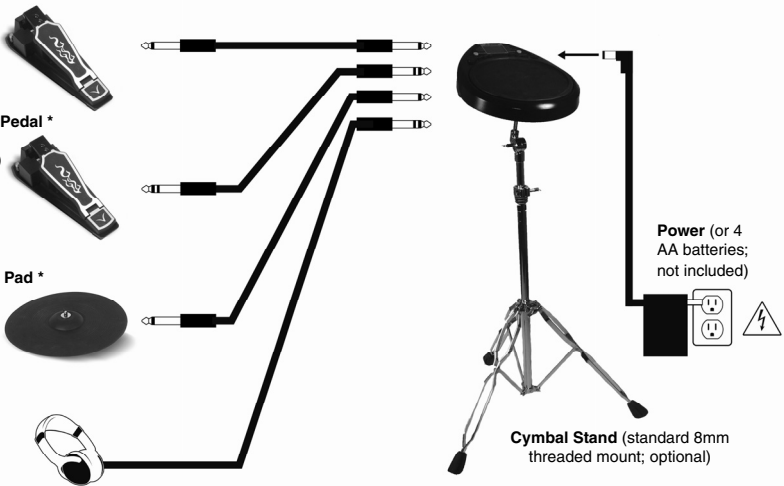
Sincerely,
The People of Alesis

CONNECTION DIAGRAM

Kick Drum Pedal *
(footswitch; 1/4" mono)

Hi-Hat Control Pedal *
(footswitch; 1/4" stereo; optional)
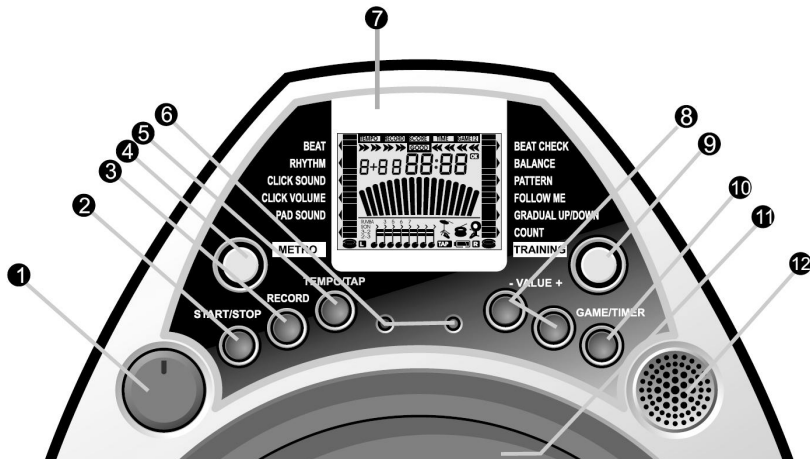
Hi-Hat Cymbal Pad *
(1/4" mono; optional)

Headphones or Monitors
(1/4" stereo)

Power (or 4 AA batteries; not included)

Cymbal Stand (standard 8mm threaded mount; optional)

WARNING: Only put on your headphones or turn on your monitors AFTER turning on the E-Practice Pad.

*** To purchase these accessories, visit alesis.com.**

ALESIS

TOP PANEL FEATURES

1. **VOLUME –** Adjusts the volume level.
2. **START / STOP –** Starts or stops the metronome.
3. **RECORD –** Enters Record Mode.
4. **METRO –** Press this button to select metronome settings or change the pad sound.
5. **TEMPO / TAP –** Press this button to enter Tempo Mode, then use the VALUE +/- buttons to adjust the tempo. You can also press and hold this button for three seconds then tap the button (four times) to the beat of the new tempo you wish to enter.
6. **BEAT INDICATOR –** These LEDs flash in time with the quarter notes of the pattern being played. The red LED flashes on the downbeat of each bar.
7. **LCD –** Displays the current parameters and other operations.
8. **VALUE +/- –** Decreases or increases the value of each parameter.
9. **TRAINING –** Enters Training Mode.
10. **GAME / TIMER –** Enters Game Mode when pressed. Hold down this button to enter Timer Mode.
11. **PAD –** Strike this single-zone pad with a drumstick.
12. **METRONOME SPEAKER –** This speaker plays the metronome sound only unless headphones are connected to the rear panel.

REAR PANEL FEATURES

1. **HEADPHONES –** Connect a set of 1/4" headphones to this input.
2. **HI-HAT INPUT –** Connect an optional hi-hat cymbal trigger pad here with a 1/4" mono cable to use as a hi-hat trigger while playing.
3. **HI-HAT CONTROL INPUT –** If you connected a hi-hat trigger pad to the HI-HAT INPUT, connect an optional footswitch here with a 1/4" stereo cable to this input to use both "open" and "closed" hi-hat sounds.
4. **KICK PEDAL INPUT** – Connect an optional footswitch here with a 1/4" mono cable to use as a bass drum trigger while playing.
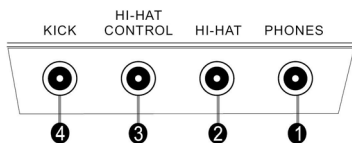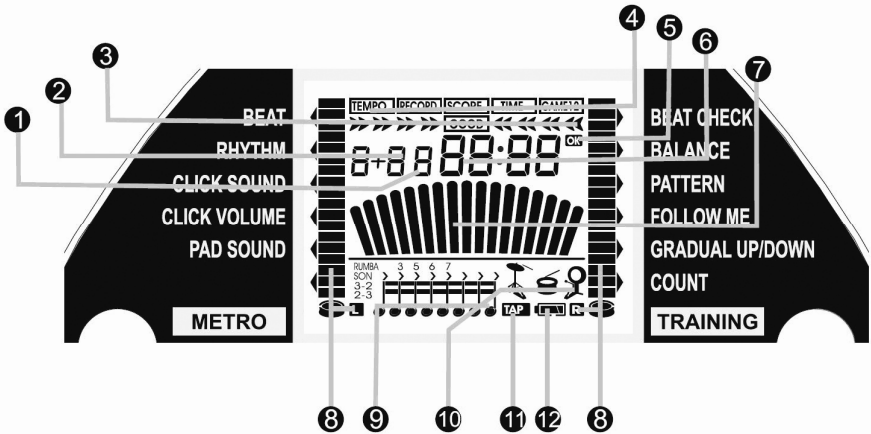
SIDE PANEL FEATURES

1. **DC INPUT –** Connect the included power adapter here, then connect the adapter to wall power.
2. **POWER SWITCH –** Turns the E-Practice Pad on and off.

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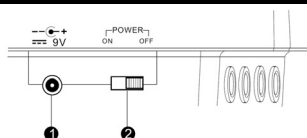
LCD FEATURES

1. **BEAT COUNT –** Displays the count of the current beat (1-9).

2. **BEAT TYPE –** Displays the number of beats the metronome will count. (See BEAT under CHANGING PARAMETERS.)

3. **BEAT CHECK –** When playing along to a pattern, the closer the lit arrows are to the center, the more accurate your timing is. When "GOOD" is lit, the timing of your strokes is accurate.

4. **MODE INDICATOR –** Displays the currently selected mode: Tempo, Record, Score, Timer, or Game. (See OTHER MODES.)

5. **GAME OK ICON –** In Game Mode ("GAME2"), "OK" will appear when your score is greater than 60, indicating the pattern will change to one of greater difficulty.

6. **PARAMETER DISPLAY –** Displays the current parameter values (tempo, score, etc.).

7. **METRONOME NEEDLE –** Moves left and right in time with the current tempo. During the "Balance" exercise, this area becomes a meter, measuring the force of each hit of the pad. During the "Count" exercise, this area becomes a meter, indicating the time remaining *or* the number of hits remaining. (See TRAINING MODE.)

8. **GAME NOTE DISPLAY –** While in Game Mode, horizontal bars on the left and right edges of the LCD will prompt you to hit the pad. (See GAME MODE under OTHER MODES.)

9. **RHYTHM INDICATOR –** Displays the current rhythmic figure. (See RHYTHM under CHANGING PARAMETERS.)

10. **TRIGGER ICONS –** Indicates the available triggers you can use while playing and when they are struck. A snare drum icon (representing the pad) will always be shown. If you have connected a hi-hat or kick drum trigger, these icons will be displayed.

11. **TAP ICON –** Displays after the TEMPO / TAP button is held for three seconds. Strike the pad four times at the tempo you wish to enter.

12. **BATTERY LEVEL –** Indicates the remaining battery life of the E-Practice Pad.

ALESIS

USING THE E-PRACTICE PAD

CHANGING PARAMETERS

Press METRO to select a parameter to adjust: **Beat**, **Rhythm**, **Click Sound**, **Click Volume**, **Pad Sound**, or **Metronome**. Keep pressing METRO to toggle through these options. An arrow on the left edge of the LCD will appear to indicate the selected parameter. Press VALUE +/- to increase or decrease the value of the parameter.

Note: After pressing METRO, *you can also turn the metronome on or off by pressing* START / STOP.

BEAT

Select any of the following beat combinations. The metronome will count beats based on this number, and the selected beat will be displayed in the BEAT TYPE area of the LCD.

0 – 9	3+4	5+4	6+7	8+7
2+3	4+3	5+6	7+6	8+9
3+2	4+5	6+5	7+8	9+8

Examples:
- If you select "4," the metronome will mark the downbeat (with the red LED and a different "click" sound) every four beats.
- If you select "5+6," the metronome will mark the downbeat (with the red LED and a different "click" sound) every five beats then six beats.

RHYTHM

Select any of the following 24 rhythmic figures. The selected rhythmic figure will be played on every beat counted by the metronome. The exceptions are the clave figures, which are played across two bars (as opposed to every beat). The RHYTHM INDICATOR of the LCD will display the current rhythmic figure.

CLICK SOUND

Select any of six sounds to serve as the metronome "click." The number of the selected sound will be displayed in the PARAMETER DISPLAY area of the LCD.

1. Metronome
2. Claves
3. Sticks
4. Cowbell
5. Voice Count
6. Electronic

CLICK VOLUME

Adjust the metronome volume by selecting a setting from "0" (off) to "4" (loud). The volume level will be displayed in the PARAMETER DISPLAY area of the LCD.

PAD SOUND

Select one of 65 sounds for a pad or attached trigger. To do this, strike the pad or trigger, then use VALUE +/- to select a sound. (See the PAD SOUNDS section for a list of available sounds.)

TRAINING MODE

E-Practice Pad's Training Mode contains a set of exercises designed to help you improve your speed, stamina, and accuracy as a drummer. This section outlines how to use the different Training Mode features.

To enter Training Mode, press TRAINING then use the VALUE +/- buttons to select the type of exercise, which will be indicated by an arrow on the right-hand side of the LCD. Available exercises include: **Beat Check**, **Balance**, **Pattern**, **Follow Me**, **Gradual Up / Down**, and **Count**.

To begin each exercise, select it, then press START / STOP. Press it again to end the exercise.

BEAT CHECK

Beat Check is actually more of a setting than an "exercise." It is always enabled regardless of what other exercise is selected.

While playing, Beat Check measures the accuracy of your strokes. If you see arrows on the left (pointing to the right), you are striking the pad "behind the beat" or slightly slower than the actual tempo. If you see arrows on the right (pointing to the left), you are striking the pad "ahead of the beat" or slightly faster than the actual tempo. When the "Good" icon in the center is displayed, your strokes are accurately timed.

Use the VALUE +/- buttons to increase or decrease the tolerance of Beat Check (how "strictly" it measures your accuracy). The higher the number, the stricter the Beat Check will be. The levels are as follows:

|	
L-1: Quarter note (easier timing)	**L-5:** Sixteenth notes (easier timing)
L-2: Quarter note (more exact timing)	**L-6:** Sixteenth notes (more exact timing)
L-3: Eighth notes (easier timing)	**L-7:** Sixteenth note triplets (easier timing)
L-4: Eighth notes (more exact timing)	**L-8:** Sixteenth note triplets (more exact timing)

BALANCE

This exercise measures the differences in dynamics (i.e. force and, therefore, volume) between different strokes, especially between your left and right hands.

In this exercise, the metronome needle acts as a "meter" to indicate the force of each hit of the pad while the BEAT CHECK meter acts as a "force check": the "GOOD" icon means a stroke is of equal force to the previous one. If it is a heavier stroke than before, arrows will appear to the right (pointing left) to indicate you should hit the pad with less force. If it is a lighter stroke than before, arrows will appear to the left (pointing right) to indicate you should hit the pad with more force.
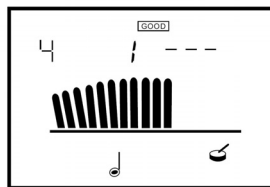
PATTERN

This exercise helps familiarize you with different rhythms. The metronome will play through a series of four rhythmic figures constituting a pattern (pictured here). Each rhythmic figure is played for two bars before moving to the next one. The current rhythmic figure will be displayed in the RHYTHM TYPE area of the LCD.

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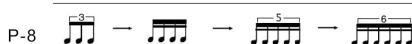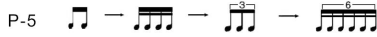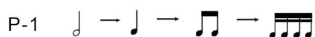
FOLLOW ME

This exercise improves your familiarity with rhythmic figures and sense of timing without a metronome. The metronome will play a rhythmic figure for one, two, four, or eight measures. For the following one, two, four, or eight measures (respectively), the metronome will be muted while you play the rhythm yourself. This cycle will repeat until you stop the exercise.

This exercise has four levels of difficulty:

F-1: one-measure cycle
F-2: two-measure cycle
F-3: four-measure cycle
F-4: eight-measure cycle

GRADUAL UP / DOWN

This exercise helps improve your stamina and timing by gradually increasing the tempo of a rhythmic figure then decreasing it to the original tempo. This cycle will repeat until you stop the exercise.

Assign the original (minimum) tempo of the exercise before beginning by pressing TEMPO / TAP and using VALUE +/- to adjust the tempo. Assign the maximum tempo of the exercise *during* the exercise by pressing TEMPO / TAP when the exercise has reached the highest tempo you want. The rate at which the tempo increases is as follows:

G-1: The tempo will increase/decrease by 1 BPM each beat.
G-2: The tempo will increase/decrease by 1 BPM every two beats.
G-3: The tempo will increase/decrease by 2 BPM every eight measures.
G-4: The tempo will increase/decrease by 5 BPM every eight measures.
G-5: The tempo will increase/decrease by 5 BPM after every eight measures you play correctly.

> *"BPM" is a stands for "beats per minute" or the number of quarter note beats that occur in one minute, which designates the tempo.*

COUNT

This exercise has two modes to help improve your speed. After selecting "Count," toggle through all available options with the VALUE +/- buttons.

Fixed Time: You can select a fixed amount of time – **15 seconds**, **30 seconds**, or **60 seconds** – to hit the pad as many times as you can. After a one-measure count-in, the designated amount of time will be represented by the metronome needle "meter" (as time remaining). The number of times you hit the pad will be counted and shown at the top of the LCD.

Fixed Hits: You can select the number of times you need to hit the pad – **200 times**, **500 times**, or **1,000 times** – while you are being timed. After a one-measure count-in, the designated number of times you need to hit the pad will be represented by the metronome needle "meter" (as hits remaining). The amount of time you take to hit the pad for the designated number of times will be shown on the LCD.

After you are done with either of these exercises, you may press VALUE +/- to exit the exercise or START / STOP to repeat it.

OTHER MODES

TIMER

You can set a timer from 1 to 60 minutes to designate a period of time to practice. You can enter other modes or use all other pad functions while the timer is running. The timer will go off when it runs out. To set the timer, hold down GAME for three seconds until the "Time" MODE INDICATOR is shown. Use VALUE +/- to set the amount of time. Press START / STOP to start the timer.

GAME MODE

In this mode, you can learn to play various rhythms by following visual prompts on the LCD. On the left and right edges of the LCD – the GAME NOTE DISPLAY – horizontal bars will move from the top of the display to the bottom, toward the drum icons. When a bar reaches a drum icon, strike the actual pad with your drumstick. (The bars on the left and right side of the screen represent your left and right hands, respectively.) When you strike a pad at the correct time, an "L" or "R" will appear next to the drum icon on the LCD. There are three different ways to play this game in Game Mode. Press GAME / TIMER to toggle through them:

GAME: Pressing GAME / TIMER once will enter Game Mode. You will be able to hear the pattern you are supposed to play, but you will not be scored.
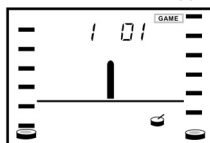
GAME 1: Pressing GAME / TIMER a second time will display "GAME 1." You will not hear the pattern you are supposed to play and you will be scored.
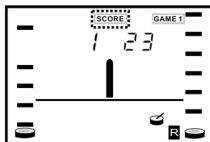
GAME 2: Pressing GAME / TIMER a third time will display "GAME 2." You will not hear the pattern you are supposed to play and you will be scored. If you score at least 60 points, the "OK" icon will appear on the LCD and the pattern will change. (There are 60 patterns for this game, which become more difficult as you progress.) Press START / STOP to begin the new pattern.
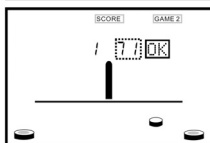
To exit Game Mode, press METRO, TRAINING, or RECORD.

TEMPO MODE

In this mode, you can set the tempo of a pattern. Press TEMPO to enter Tempo Mode then use the VALUE +/- buttons to adjust it.

You can also enter a tempo by tapping the TEMPO / TAP button. The E-Practice Pad will automatically detect the new tempo from how quickly you press it. To do this, hold the TEMPO / TAP button for three seconds. The "TAP" icon will appear at the bottom of the LCD. Tap the pad four times at the new tempo you want to set. (**Note:** *You can not tap a new tempo while in Game Mode.*)

RECORD MODE

In this mode, you can record a pattern of your own to play back. Press RECORD to enter Record Mode.

To start recording, press RECORD (while already in Record Mode). If a pattern is selected, it will play as you record. You can play along to this pattern if you want, or you can mute the background pattern by setting the metronome volume to "0." (See CHANGING PARAMETERS for more information.)

To stop recording, press RECORD again or START / STOP.

To play back your recording, press START / STOP while in Record Mode.

SETTINGS

E-Practice Pad will automatically save your current settings (beat and rhythm settings, metronome sound, tempo values, etc.). To return E-Practice Pad to its original factory settings, press and hold both VALUE + and VALUE – buttons while turning it on. All previous settings will return to their original state.

ALESIS

INTRODUCCIÓN

¡Bienvenido a E-Practice Pad de Alesis! Esta batería digital es una manera muy divertida de aprender y practicar batería. Incluye 65 sonidos de batería y 60 temas y ejercicios, todos diseñados para convertirle en un baterista mejor. La sensación es perfecta y le brinda una gama completa de dinámica desde los toques más ligeros a los acentos más intensos. He aquí algunas de las características de E-Practice Pad que usted disfrutará sin duda:

CONTENIDO DE LA CAJA
- E-Practice Pad
- Adaptador de alimentación
- Guía de inicio rápido
- Folleto de instrucciones de seguridad e información sobre la garantía

- Pad electrónico para práctica de batería con metrónomo y ejercicios de aprendizaje
- 65 sonidos de batería diferentes
- Metrónomo con seis sonidos, firmas y subdivisiones de tiempo ajustables
- 60 juegos y ejercicios de práctica
- Sensación y ejecución natural con rango dinámico completo
- Jack para auriculares para practicar en silencio o salida para amplificador para tocar con otros músicos
- Para montar en un soporte de snare o platillos de 8 mm estándar
- Grabación y reproducción para escuchar su interpretación
- Funciona con baterías para usar como equipo portátil o en el tomacorriente de pared con el adaptador incluido
- Expandible con pedales opcionales de bombo y hi-hat

Consulte este manual para aprovechar plenamente las muchas funciones de E-Practice Pad y divertirse mientras toca.

Atentamente,
La Gente de Alesis

DIAGRAMA DE CONEXIÓN

Pedal de kick (bombo)* (interruptor de pedal, 1/4" mono)

Pedal de control de Hi-Hat * (interruptor de pedal; 1/4" estéreo, opcional)
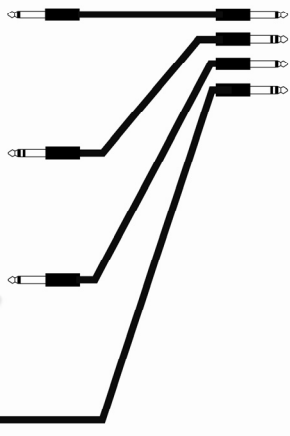
Pad de platillo Hi-Hat * (1/4" mono, opcional)

Auriculares o monitores (1/4" estéreo)

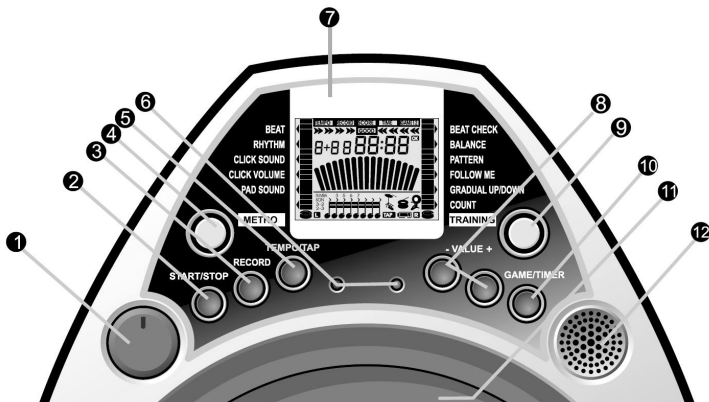**Alimentación** (o 4 baterías AA, no incluidas)

Soporte de platillos (montaje roscado de 8 mm estándar, opcional)

ADVERTENCIA: *Colóquese los auriculares o encienda sus monitores sólo DESPUÉS de encender el E-Practice Pad.*

** Para comprar estos accesorios, visite **alesis.com**.*

CARACTERÍSTICAS DEL PANEL SUPERIOR

1. **VOLUMEN –** Ajusta el nivel de volumen.

2. **ARRANQUE / PARADA –** Arranca o detiene el metrónomo.

3. **GRABAR –** Activa el modo de grabación.

4. **METRO –** Pulse este botón para seleccionar los valores del metrónomo o cambiar el sonido del pad.

5. **TEMPO / TAP –** Pulse este botón para activar el modo de tempo y use entonces los botones VALUE +/- para ajustarlo. También puede pulsar y retener este botón tres segundos y luego dar golpecitos en él (cuatro veces) de acuerdo al beat del nuevo tiempo que desea introducir.

6. **INDICADOR DE BEAT –** Estos LED destellan en sincronismo con las negras del patrón que se toca. El LED rojo destella en el downbeat de cada barra.

7. **LCD –** Muestra los parámetros y otras operaciones actuales.

8. **VALOR +/- –** Disminuye o aumenta el valor de cada parámetro.

9. **ENTRENAMIENTO –** Activa el modo de entrenamiento.

10. **JUEGO / TEMPORIZADOR –** Activa el modo de juego cuando se pulsa. Mantenga pulsado este botón para activar el modo de temporizador.

11. **PAD –** Golpee este pad de una sola zona con una baqueta.

12. **ALTAVOZ DEL METRÓNOMO –** Este altavoz reproduce el sonido del metrónomo únicamente a menos que se hayan conectado los auriculares al panel trasero.

CARACTERÍSTICAS DEL PANEL TRASERO

1. **AURICULARES –** Conecte aquí un juego de auriculares de 1/4".

2. **ENTRADA DE HI-HAT –** Conecte aquí un pad de disparo de platillo hi-hat opcional con una cable mono de 1/4" para usarlo como mono disparo de hi-hat mientras toca.

3. **ENTRADA DE CONTROL DE HI-HAT –** Si conectó un pad de disparo de hi-hat a la ENTRADA DE the HI-HAT, conecte a esta entrada un interruptor de pedal opcional con un cable estéreo de 1/4" para usar los sonidos "abierto" y "cerrado" del hi-hat.

4. **ENTRADA DE PEDAL DE KICK (BOMBO)** – Conecte aquí un interruptor de pedal opcinoal con un cable mono de 1/4" para usar como disparo de bombo cuando toca.
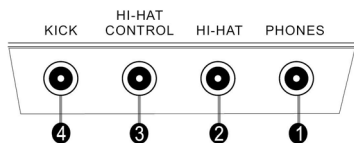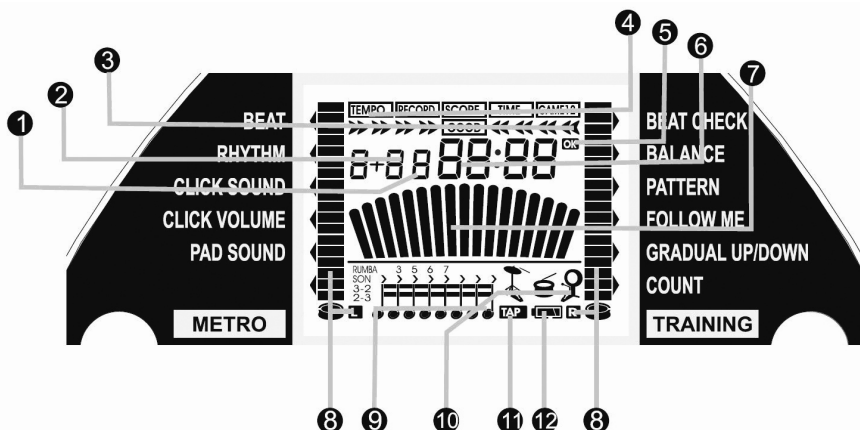
CARACTERÍSTICAS DEL PANEL LATERAL

1. **ENTRADA DE CC –** Conecte aquí el adaptador de alimentación incluido y conecte luego el adaptador al tomacorriente de pared.

2. **INTERRUPTOR DE ENCENDIDO** – Enciende y apaga el E-Practice Pad.

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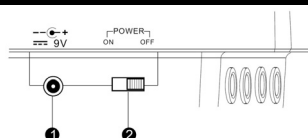
CARACTERÍSTICAS DE LA PANTALLA LCD

1. **CONTEO DE BEAT –** Muestra el conteo del beat actual (1-9).

2. **TIPO DE BEAT –** Muestra el número de beats que cuenta el metrónomo.

3. **COMPROBACIÓN DEL BEAT –** Cuando toca un patrón, cuanto más cerca del centro están las flechas encendidas, más exacta es su temporización. Cuando se enciende "GOOD", significa que la temporización de sus golpes es exacta.

4. **INDICADOR DE MODO –** Muestra el modo seleccionado en ese momento: Tempo, Grabar, Puntaje, Temporizador o Juego.

5. **ICONO DE JUEGO OK –** En modo de juego ("GAME2"), aparece "OK" cuando su puntaje es mayor que 60, lo que indica que el patrón cambiará a otro de mayor dificultad.

6. **PANTALLA DE PARÁMETROS –** Muestra los valores actuales de los parámetros (tempo, puntaje, etc.).

7. **AGUJA DEL METRÓNOMO –** Se mueve a izquierda y derecha en sincronismo con el tempo actual. Durante el ejercicio "Balance", esta área se transforma en un instrumento que mide la fuerza de cada golpe dado al pad. Durante el ejercicio "Count", esta área se transforma en un instrumento que mide el tiempo remanente o la cantidad de golpes remanentes.

8. **PANTALLA DE NOTAS DEL JUEGO –** En modo de juego, las barras horizontales de los bordes izquierdos y derechos de la LCD le indican que golpee el pad.

9. **INDICADOR DE RITMO –** Muestra la figura rítmica actual.

10. **ICONOS DE DISPARO –** Indican los disparos disponibles que usted puede usar mientras toca y cuando se golpean. Se muestra siempre el icono de un snare drum (que representa el pad). Si conecta un disparo de hi-hat o bombo, se muestran estos iconos.

11. **ICONO DE TAP –** Se muestra después de que se mantiene pulsado el botón TEMPO / TAP tres segundos. Golpee el pad cuatro veces al tempo que desea introducir.

12. **NIVEL DE BATERÍA –** Indica la vida remanente de la batería del E-Practice Pad.

INTRODUCTION

Voici le E-Practice Pad de Alesis. Cette batterie numérique permet d'apprendre à jouer de la batterie et à pratiquer tout en s'amusant. Elle est dotée de 65 sonorités de batterie et de 60 chansons et exercices, afin de faire de vous un meilleur batteur. Elle offre une grande plage dynamique, du touché le plus léger aux accents les plus forts. Voyez ci-dessous quelques-unes des caractéristiques que vous apprécierez du E-Practice Pad :

CONTENU DE LA BOÎTE
- E-Practice Pad
- Câble d'alimentation
- Guide d'utilisation simplifié
- Consignes de sécurité et informations concernant la garantie

- Pad de batterie électronique de pratique avec métronome et exercices d'apprentissages

- 65 sonorités de batterie différentes

- Métronome doté de six sonorités, signatures et subdivisions temporelles

- 60 jeux et exercices d'apprentissages

- Toucher naturel et plage de performance dynamique étendue

- Entrée casque d'écoute pour une pratique silencieuse ou sortie d'amplification permettant de jouer avec d'autres musiciens

- Se monte sur support standard pour cymbale ou caisse claire de 8 mm

- Enregistrement et lecture de vos prestations

- Peut être alimenté par bloc d'alimentation (inclus) ou par piles pour plus de mobilité

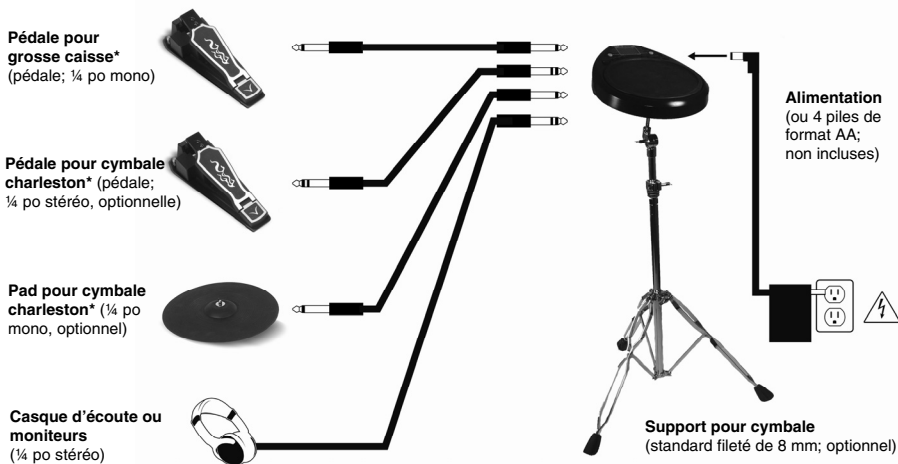- Expansible avec pédales optionnelles pour grosse caisse et charleston pad

Veuillez consulter ce guide afin de profiter pleinement des nombreuses caractéristiques qu'offre le E-Practice Pad, et amusez-vous bien!

Cordialement,
L'équipe de chez Alesis

SCHÉMA DE CONNEXION

Pédale pour grosse caisse* (pédale; ¼ po mono)

Alimentation (ou 4 piles de format AA; non incluses)

Pédale pour cymbale charleston* (pédale; ¼ po stéréo, optionnelle)

Pad pour cymbale charleston* (¼ po mono, optionnel)

Casque d'écoute ou moniteurs (¼ po stéréo)
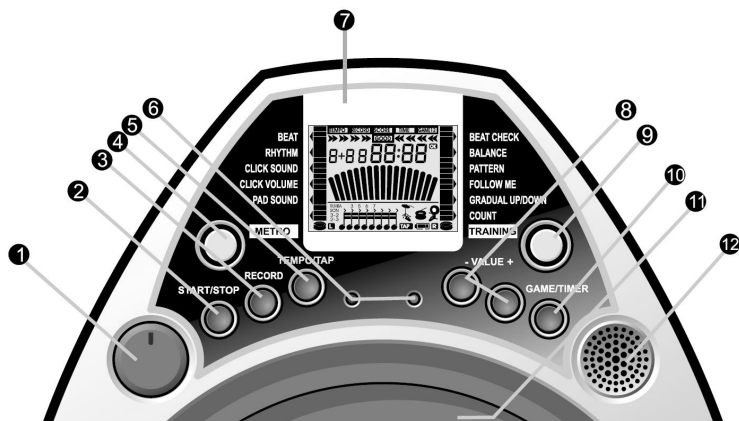
Support pour cymbale (standard fileté de 8 mm; optionnel)

MISE EN GARDE : Ne mettre votre casque d'écoute ou vos moniteurs sous tension QU'APRÈS avoir mis le E-Practice Pad sous tension.

**** Visitez alesis.com pour vous procurer ces accessoires.***

ALESIS

CARACTÉRISTIQUES DU PANNEAU SUPÉRIEUR

1. **VOLUME –** Touche permettant d'ajuster le niveau du volume.

2. **START / STOP –** Touche permettant d'activer ou de désactiver le métronome.

3. **RECORD –** Touche permettant de lancer le mode enregistrement.

4. **METRO –** Touche permettant de sélectionner les paramètres du métronome ou de modifier la sonorité du pad.

5. **TEMPO / TAP –** Touche permettant d'entrer en mode Tempo, puis à l'aide des touches VALUE +/-, ajuster le tempo. Vous pouvez également maintenir cette touche enfoncée pendant trois secondes puis taper la touche Tap (quatre fois) au rythme du nouveau tempo que vous désirez entrer.

6. **INDICATEURS RYTHMIQUE –** Ces DEL clignotent au rythme des noires du motif rythmique en cours. La DEL rouge clignote sur le premier battement de chaque mesure.

7. **ACL –** Affiche la valeur des paramètres et les opérations en cours.

8. **VALUE +/- –** Touche permettant d'augmenter ou de diminuer la valeur de chaque paramètre.

9. **TRAINING –** Touche permettant d'entrer en mode d'entraînement.

10. **GAME / TIMER –** Touche permettant d'entrer en mode jeux. Maintenez la touche enfoncée pour entrer en mode minuterie (Timer).

11. **PAD -** Frappez ce pad à zone unique à l'aide d'une baguette.

12. **HAUT-PARLEUR DU MÉTRONOME –** Ce haut-parleur fait jouer le son provenant du métronome uniquement, sauf si un casque d'écoute est branché au panneau arrière.

CARACTÉRISTIQUES DU PANNEAU ARRIÈRE

1. **PHONES –** Sortie permettant de brancher un casque d'écoute ¼ po.

2. **ENTRÉE HI-HAT –** Entrée permettant de brancher un pad de cymbale charleston optionnel à l'aide d'un câble mono ¼ po.

3. **ENTRÉE HI-HAT CONTROL –** Si vous avez branché un pad de cymbale charleston à l'entrée HI-HAT, branchez une pédale optionnelle ici à l'aide d'un câble stéréo ¼ po afin de pouvoir utiliser les deux sonorités de la cymbale (ouverte/fermée).

4. **ENTRÉE KICK –** Entrée permettant de brancher une pédale optionnelle à l'aide d'un câble mono ¼ po afin de l'utiliser comme déclencheur pour grosse caisse.
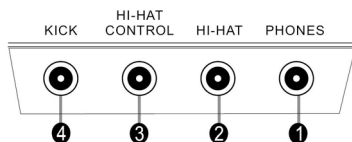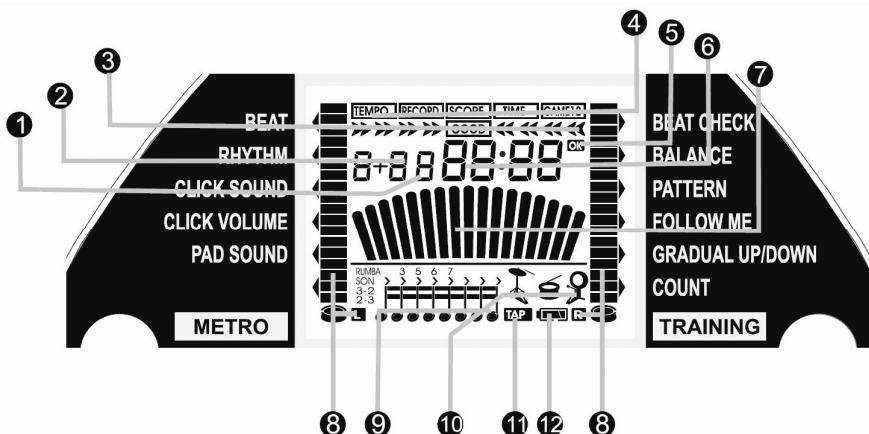
CARACTÉRISTIQUES DU PANNEAU LATÉRAL

1. **ENTRÉE c.c. –** Branchez le câble d'alimentation inclus à cette entrée, puis branchez l'extrémité à une prise de courant.

2. **POWER -** Commutateur permettant de mettre le E-Practice Pad sous et hors tension.

12
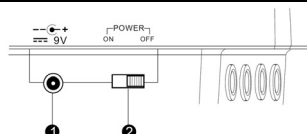
CARATÉRISTIQUES DE L'AFFICHEUR ACL

1. **NOMBRE DE BATTEMENTS –** Affiche le nombre de battements du rythme en cours (1 à 9).

2. **TYPE DE RYTHME –** Affiche le nombre de battements que le métronome compte.

3. **VÉRIFICATION RYTHMIQUE –** Lorsque vous vous accompagnez d'un motif rythmique, plus les flèches du centre sont allumées, plus votre rythme est précis. Lorsque « GOOD » s'affiche, c'est que votre frappe suit le rythme.

4. **INDICATEUR DE MODE –** Affiche le mode en cours : Tempo, Record, Score, Timer ou Game.

5. **ICÔNE GAME OK –** En mode jeux (GAME2), l'icône « OK » s'affiche lorsque votre score atteint plus de 60, indiquant que le motif rythmique passera à un niveau de difficulté supérieur.

6. **AFFICHAGE DES PARAMÈTRES –** Affiche la valeur des paramètres en cours (tempo, score, etc.).

7. **AIGUILLE DU MÉTRONOME –** Se déplace de gauche à droite au rythme du tempo. Durant l'exercice « Balance », cette zone devient un vumètre, mesurant la force de frappe sur le pad. Durant l'exercice « Count », cette zone devient un vumètre, indiquant le temps restant ou le nombre de frappes restantes.

8. **AFFICHAGE JEUX –** En mode jeux, les barres horizontales à gauche et à droite de l'écran vous invitent à frapper le pad.

9. **INDICATEUR RYTHMIQUE –** Affiche le motif rythmique en cours.

10. **ICÔNES DES CAPTEURS –** Indique les capteurs de déclenchement disponibles et lorsqu'ils sont frappés. L'icône d'une caisse claire (représentant le pad) sera toujours affichée. Si vous avez branché une cymbale charleston ou une grosse caisse, ces icônes seront affichées.

11. **ICÔNE TAP –** S'affiche lorsque la touche TEMPO / TAP est maintenue enfoncée pendant trois secondes. Frappez le pad quatre fois au rythme du nouveau tempo que vous désirez entrer.

12. **NIVEAU DE CHARGE DE LA PILE –** Indique le niveau de charge de la pile du E-Practice Pad.

ALESIS

INTRODUZIONE

Benvenuti all'E-Practice Pad di Alesis! Questa batteria digitale è un modo divertente di imparare a suonare la batteria ed esercitarsi. Comprende 65 suoni di batteria e 60 canzoni ed eserciti, tutti concepiti per rendervi un batterista migliore! Dona fantastiche sensazioni e offre una gamma completa di dinamiche, dai tasti più leggeri agli accenti più sonori. Ecco alcune funzioni che imparerete ad amare dell'E-Practice Pad:

- Pad di pratica per batteria elettronica con metronomo ed esercizi di apprendimento

- 65 suoni diversi di batteria

- Metronomo con sei suoni, segnature di tempo e suddivisioni regolabili

- 60 giochi ed esercizi per fare pratica

- Sensazioni e prestazioni naturali con una gamma dinamica completa

- Jack cuffie per fare esercizio in silenzio o uscita amplificatori per suonare con altri musicisti

- Montabile su un supporto standard da 8mm per piatti o snare

- Registrazione e riproduzione per l'ascolto mentre si suona

- Il funzionamento a batterie garantisce la portatilità, ma può anche essere alimentato a parete grazie all'adattatore in dotazione

- Espansibile con pedali opzionali per grancassa e hi-hat pad de batterie

Fate riferimento al presente manuale per godere appieno delle numerose funzioni di E-Practice Pad e divertitevi a suonare!

Cordialmente,
Il team Alesis

SCHEMA DEI COLLEGAMENTI

Pedale grancassa *
(interruttore a pedale;
1/4" mono)

Pad piatto Hi-Hat *
(1/4" mono;
opzionale)

Pedale di controllo Hi-Hat *
(interruttore a pedale; 1/4"
stereo; opzionale)

Cuffie o Monitor
(1/4" stereo)

Alimentazione (o 4 batterie AA; non in dotazione)

Supporto piatti (montaggio standard da 8mm filettato; opzionale)
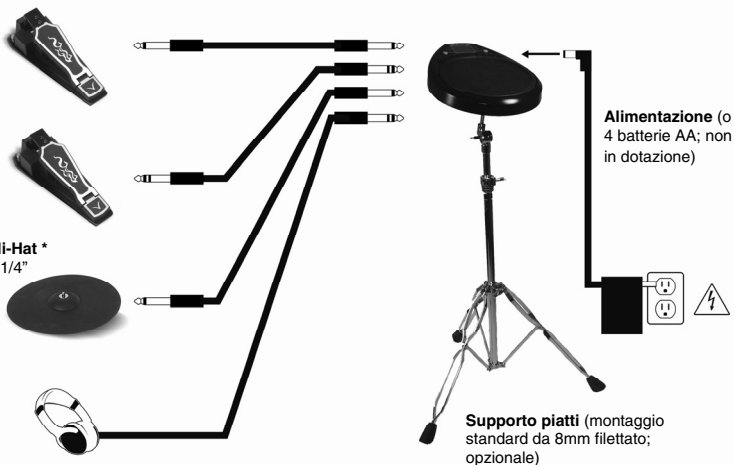
AVVERTENZA: *inserire le cuffie o accendere i monitor DOPO aver acceso l'E-Practice Pad.*

* Per acquistare questi accessori, visitare la pagina alesis.com.

CARATTERISTICHE PANNELLO SUPERIORE

1. **VOLUME –** Regola il livello del volume.

2. **START / STOP –** Lancia o interrompe il metronomo.

3. **RECORD –** Entra in modalità di registrazione.

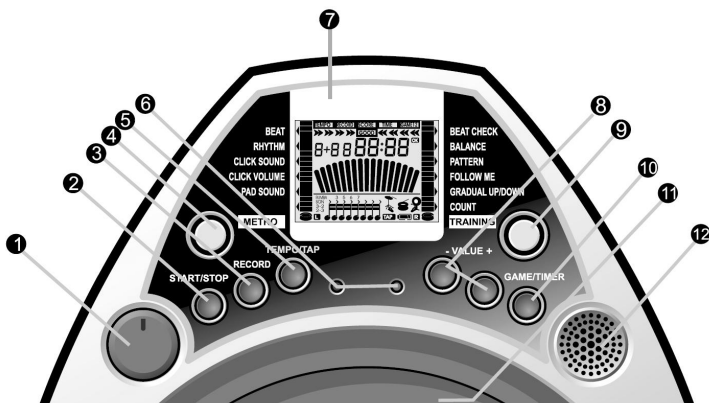4. **METRO –** Premere questo tasto per selezionare le impostazioni del metronomo o modificare il suono del pad.

5. **TEMPO / TAP –** Premere questo tasto per entrare in modalità Tempo, quindi servirsi dei tasti VALUE +/- per regolare il tempo. Si può inoltre tenere premuto questo tasto per tre secondi e batterlo (quattro volte) al ritmo del nuovo tempo che si desidera immettere.

6. **INDICATORE DEL BEAT –** Questi LED lampeggiano a tempo con le semicrome del pattern che si sta suonando. Il LED rosso lampeggia sull'attacco di ciascuna battuta.

7. **LCD –** Mostra a display i parametri correnti e altre operazioni.

8. **VALUE +/-** (valore +/-) **–** Diminuisce o aumenta il valore di ciascun parametro.

9. **TRAINING –** Entra in modalità di addestramento.

10. **GAME / TIMER –** Quando premuto, entra in modalità di gioco. Tenere premuto questo tasto per entrare in modalità Timer.

11. **PAD –** Battere questo pad a zona singola con una bacchetta.

12. **CASSA DEL METRONOMO –** Questa cassa riproduce il suono del solo metronomo, a meno che le cuffie non siano collegate a livello del pannello posteriore.

CARATTERISTICHE PANNELLO POSTERIORE

1. **CUFFIE –** Collegare a questo ingresso cuffie da 1/4".

2. **INGRESSO HI-HAT –** Collegare un pad trigger opzionale per piatto hi-hat a questo livello, servendosi di un cavo mono da 1/4" per utilizzarlo come trigger hi-hat mentre si suona.

3. **INGRESSO DI CONTROLLO HI-HAT –** Se è stato collegato un pad trigger hi-hat all'INGRESSO HI-HAT, collegare un interruttore a pedale opzionale a questo livello servendosi di un cavo stereo da 1/4" per servirsi di suoni hi-hat sia "aperti" che "chiusi".

4. **INGRESSO PEDALE KICK –** Collegare un interruttore a pedale opzionale a questo livello servendosi di un cavo mono da 1/4" da utilizzare come trigger di grancassa mentre si suona.
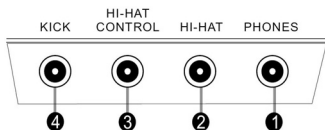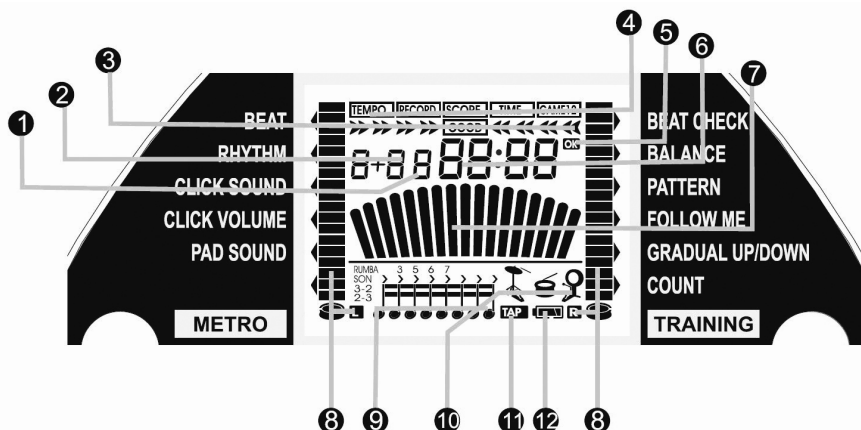
CARATTERISTICHE PANNELLO LATERALE

1. **INGRESSO CC –** Collegare l'adattatore di alimentazione in dotazione a questo livello, quindi collegarlo ad una presa elettrica a parete.

2. **INTERRUTTORE DI ALIMENTAZIONE (POWER) –** Accende e spegne l'E-Practice Pad.

ALESIS
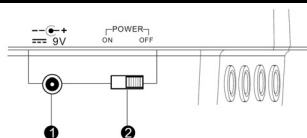
1. **BEAT COUNT (contabattiti) –** Mostra a display il conteggio del beat corrente (1-9).

2. **BEAT TYPE (tipo di beat) –** Mostra a display il numero di battiti che verrà contato dal metronomo.

3. **BEAT CHECK (verifica del beat) –** Quando si suona a tempo con un pattern, più le frecce accese sono vicine al centro, più il tempo è preciso. Quando "GOOD" (bene) è acceso, il tempismo dei battiti è preciso.

4. **INDICATORE di MODALITÀ –** Mostra a display la modalità selezionata attualmente: Tempo, Record, Score, Timer, o Game.

5. **ICONA GAME OK –** In modalità di gioco ("GAME2"), "OK" apparirà quando il punteggio ottenuto è superiore a 60, a indicare che il pattern passerà ad uno di maggiore difficoltà.

6. **DISPLAY PARAMETRI –** Mostra a display i valori del parametro corrente (tempo, punteggio, ecc.).

7. **AGO DEL METRONOMO –** Oscilla a sinistra e a destra a tempo con il tempo attuale. Durante l'esercizio di "Equilibrio" (Balance), questa area diventa un misuratore, che misura la forza di ciascun battito del pad. Durante l'esercizio di "Conteggio ("Count"), quest'area diventa un misuratore che indica il tempo rimanente *o* il numero di hit rimanenti.

8. **VISUALIZZAZIONE NOTE del GIOCO –** In modalità di gioco, barre orizzontali ai margini sinistro e destro dell'LCD vi indicherà di battere il pad.

9. **INDICATORE del RITMO –** Mostra a display la cifra ritmica corrente.

10. **ICONE TRIGGER –** Indicano i trigger disponibili che si possono utilizzare quando si suona e quando vengono battuti. Un'icona rullante (che rappresenta i pad) sarà sempre mostrato. Se è stato collegato un trigger hi-hat o grancassa, queste icone appariranno a display.

11. **ICONA TAP –** Appare a display dopo che il tasto TEMPO / TAP è stato tenuto premuto per tre secondi. Battere il pad quattro volte al tempo che si desidera inserire.

12. **LIVELLO BATTERIA –** Indica la durata rimanente della batteria dell'E-Practice Pad.

EINFÜHRUNG

Willkommen beim Alesis E-Practice Pad! Dieses digitale Schlagzeug ist eine unterhaltsame Art und Weise das Schlagzeugspiel zu erlernen und zu üben. Es sind 65 Drum-Sounds, 60 Songs und Übungen inkludiert, die alle darauf ausgerichtet sind, Ihr Spiel zu verbessern. Es macht Spass und gibt Ihnen die ganze Dynamik-Spanne von der leichtesten Berührung bis hin zum lautesten Akzent. Hier sind einige Features des E-Practice Pads, die Ihnen gefallen werden:

SCHACHTELINHALT

- E-Practice Pad
- Stromadapter
- Schnellstartanleitug
- Sicherheitshinweise & Garantie-Booklet

- Elektronisches Übungsdrumpad mit Metronom und Lernübungen
- 65 verschiedene Drumsounds
- Metronom mit 6 Sounds
- 60 Übungsspiele und -lektionen
- Natürliches Spielgefühl und Performance über den gesamten Anschlagbereich
- Kopfhörerausgang ermöglicht lautloses Üben oder Verstärkerbuchse zum Spielen mit anderen Musikern
- Montage auf normale 8 mm Becken- oder Snareständer möglich
- Aufnahme- und Wiedergabefunktion zum Überprüfen das eigenen Spiels
- Batterie- oder Netzteilbetrieb (Netzteil im Lieferumfang enthalten)
- Erweiterbar mit optionalen Bassdrum- und HiHat Pedalen

Bitte sehen Sie in dieser Anleitung nach, um von den zahlreichen Vorteilen des E-Practice Pads zu profitieren. Viel Spass beim Spielen!

Mit besten Grüßen,
Ihr Alesis-Team

ANSCHLUSSPLAN

Kick Drum Pedal *
(Fußtaster;
6.3 mm Mono)

Hi-Hat Control Pedal *
(Fußtaster; 6.3 mm
Stereo; Optional)

Hi-Hat Becken Pad *
(6.3 mm Mono;
Optional)

**Kopfhörer
oder Monitore**
(6.3 mm Stereo)

Netzstrom
(Oder 4 AA
Batterien;
nicht
inkludiert)

Beckenständer (Standard 8mm
Gewindefassung; Optional)

ACHTUNG: Schalten Sie ZUERST das E-Practice Pad ein, und setzen Sie erst dann Ihre Kopfhörer auf oder drehen die Monitore auf.

** Besuchen Sie alesis.com, um dieses Zubehör zu kaufen.*

ALESIS

FEATURES DER OBEREN KONSOLE
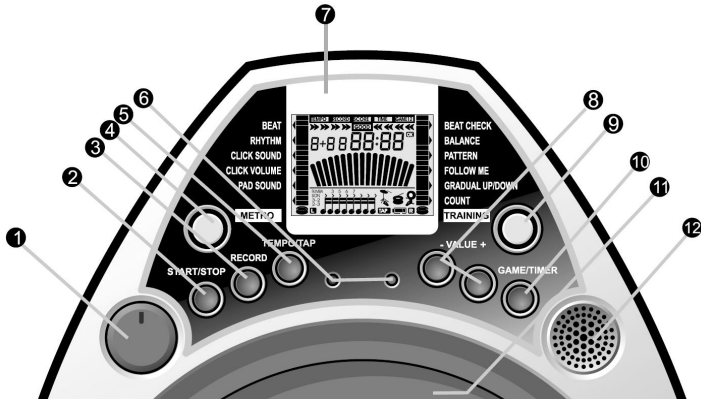
1. **VOLUME –** Adjustiert die Lautstärke.
2. **START / STOP –** Startet oder stoppt das Metronom.
3. **RECORD –** Aktiviert den Aufnahmemodus.
4. **METRO –** Drücken Sie diesen Button, um die Metronom-Einstellungen auzuwählen oder den Pad-Sound zu ändern.
5. **TEMPO / TAP –** Drücken Sie diesen Button, um den Tempo-Modus zu aktivieren. Verwenden Sie dann die VALUE +/- Buttons, um das Tempo zu adjustieren. Sie können diesen Button auch drei Sekunden lang gedrückt halten, und ihn dann (vier Mal) im gewünschten Takttempo antippen.
6. **BEAT INDICATOR –** Diese LEDs blinken im Takt der Viertelnoten des gespielten Patterns. Die rote LED leuchtet bei jedem Taktanfang kurz auf.
7. **LCD –** Zeigt die aktuellen Parameter und andere Abläufe an.
8. **VALUE +/- –** Vermindert oder erhöht den Wert des entsprechenden Parameters.
9. **TRAINING –** Aktiviert den Trainingsmodus.
10. **GAME / TIMER –** Drücken Sie diesen Button, um den Game-Modus zu aktivieren. Halten Sie diesen Button gedrückt, um den Timer-Modus zu aktivieren.
11. **PAD –** Schlagen Sie dieses Einzel-Zonen-Pad mit einem Drumstick.
12. **METRONOME SPEAKER –** Aus diesem Lautsprecher ertönt das Metronom, es sei denn, es sind an der Rückseite Kopfhörer angeschlossen.

FEATURES AN DER KONSOLENRÜCKSEITE

1. **HEADPHONES –** Schließen Sie einen Satz 6.3 mm Kopfhörer an diese Buchse an.
2. **HI-HAT INPUT –** Schließen Sie hier ein optionales Hi-Hat Becken-Trigger-Pad mit einem 6.3 mm Monokabel an, um dies beim Spiel als Hi-Hat-Trigger zu verwenden.

3. **HI-HAT CONTROL INPUT –** Falls Sie ein Hi-Hat Trigger-Pad an den HI-HAT INPUT angeschlossen haben, schließen Sie hier einen optionalen Fußtaster mit einem 6.3 mm Stereokabel in dieser Buchse an, um sowohl "offene" als auch "geschlossene" Hi-Hat-Sounds zu verwenden.
4. **KICK PEDAL INPUT** – Schließen Sie hier einen optionalen Fußtaster mit einem 6.3 mm Monokabel an, um dies beim Spiel als Bass-Drum-Trigger zu verwenden.
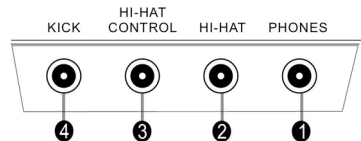
FEATURES DER KONSOLENSEITE

1. **DC INPUT –** Schließen Sie den inkludierten Stromadapter hier an, und verbinden ihn dann mit dem Netzstrom.
2. **POWER SWITCH –** Schaltet das E-Practice Pad ein und aus.
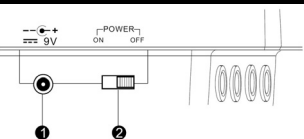
FEATURES DER LCD-ANZEIGE

1. **BEAT COUNT –** Zeigt den Zählerstand des aktuellen Beat (1-9) an.

2. **BEAT TYPE –** Zeigt die Anzahl der Beats an, die das Metronom zählen wird.

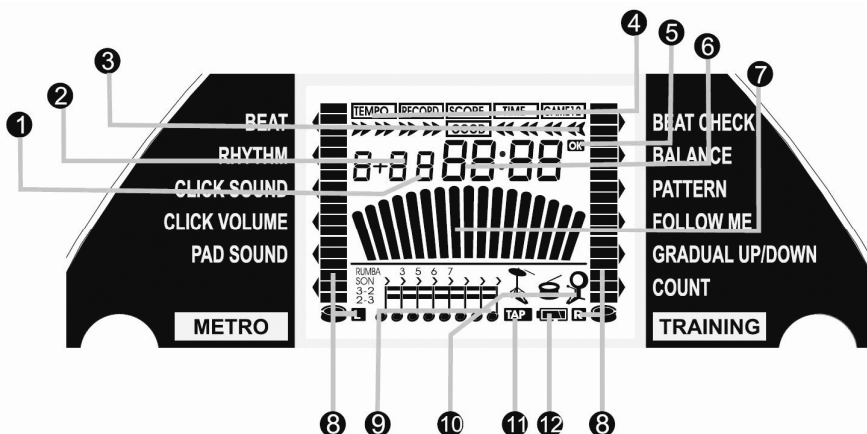3. **BEAT CHECK –** Wenn Sie mit einem Pattern mitspielen: Je mehr sich die aufleuchtenden Pfeile der Mitte nähern, desto genauer ist Ihr Timing. Wenn "GOOD" aufleuchtet, spielen Sie genau im Takt.

4. **MODE INDICATOR –** Zeigt den aktuell angewählten Modus an: Tempo, Aufnahme, Punktestand, Timer oder Game.

5. **GAME OK ICON –** Wenn Ihre Punktezahl im Game-Modus ("GAME2") größer als 60 ist, erscheinen die Buchstaben "OK", was darauf hinweist, dass das Pattern auf ein schwierigeres Pattern wechselt.

6. **PARAMETER DISPLAY –** Zeigt die aktuellen Parameterwerte an (Tempo, Punktestand etc.).

7. **METRONOME NEEDLE –** Schwenkt im aktuellen Tempo von links nach rechts. Bei der "Balanceübung" verwandelt sich dieser Bereich in einen VU-Messer, welcher die Kraft jedes einzelnen Schlags auf das Pad misst. Bei der "Zählübung" verwandelt sich dieser Bereich in einen Zähler, der die verbleibende Zeit *oder* die Anzahl der verbleibenden Schläge anzeigt.

8. **GAME NOTE DISPLAY –** Im Game-Modus fordern Sie horizontale Balken in den linken und rechten Ecken der LCD-Anzeige auf, auf das Pad zu schlagen.

9. **RHYTHM INDICATOR –** Zeigt die aktuelle rhytmische Figur an.

10. **TRIGGER ICONS** – Zeigen die verfügbaren Trigger an, die Sie beim Spiel verwenden können sowie den Zeitpunkt zu dem sie geschlagen werden. Das Snare-Drum-Symbol (welches das Pad darstellt) ist permanent zu sehen. Falls Sie einen Hi-Hat oder Kick-Drum-Trigger angeschlossen haben, werden diese Symbole aufscheinen.

11. **TAP ICON –** Wird angezeigt, nachdem Sie den TEMPO / TAP Button drei Sekunden lang gedrückt halten. Schlagen Sie vier Mal im Tempo, das Sie einstellen möchten, auf das Pad.

12. **BATTERY LEVEL –** Zeigt die verbleibende Lebensdauer der Batterie des E-Practice Pad an.

ALESIS

PAD SOUNDS

01: Standard Snare	**23:** Standard Kick	**45:** Standard Hi-Hat Closed
02: Standard Snare Rim	**24:** Rock Kick	**46:** Standard Hi-Hat Pedal
03: Rock Snare	**25:** Room Kick	**47:** Standard Hi-Hat Open
04: Rock Snare Rim	**26:** Jazz Kick	**48:** Rock Hi-Hat Closed
05: Room Snare	**27:** Funk Kick	**49:** Rock Hi-Hat Pedal
06: Room Snare Rim	**28:** Hip-Hop Kick	**50:** Rock Hi-Hat Open
07: Jazz Snare	**29:** Electronic Kick 1	**51:** Standard Hi-Hat Closed/Open
08: Jazz Snare Rim	**30:** Electronic Kick 2	**52:** Rock Hi-Hat Closed/Open
09: Funk Snare	**31:** Electronic Kick 3	**53:** Jazz Hi-Hat Closed/Open
10: Funk Snare Rim	**32:** Electronic Kick 4	**54:** Standard Crash
11: Hip-Hop Snare	**33:** Standard Tom 1	**55:** Rock Crash
12: Hip-Hop Snare Rim	**34:** Standard Tom 2	**56:** Standard Ride
13: Electronic Snare 1	**35:** Standard Tom 3	**57:** Rock Ride
14: Electronic Snare 2	**36:** Standard Tom 4	**58:** Metronome 1
15: Electronic Snare 3	**37:** Standard Tom 5	**59:** Metronome 2
16: Electronic Snare 4	**38:** Standard Tom 6	**60:** Claves 1
17: Electronic Snare 5	**39:** Electronic Tom 1	**61:** Claves 2
18: Electronic Snare 6	**40:** Electronic Tom 2	**62:** Sticks 1
19: Electronic Snare 7	**41:** Electronic Tom 3	**63:** Sticks 2
20: Electronic Snare 8	**42:** Electronic Tom 4	**64:** Cowbell 1
21: Electronic Snare 9	**43:** Electronic Tom 5	**65:** Cowbell 2
22: Electronic Snare 10	**44:** Electronic Tom 6	

GAME MODE SONGS

EASY

#	NAME	TIME SIGNATURE (BEAT)	STYLE
1	Country – Easy	4/4	Country
2	Country – Hard	4/4	Country
3	6/8 Ballad – Easy	6/8	Ballad
4	6/8 Ballad – Hard	6/8	Ballad
5	8-Beat Ballad – Easy	4/4	Ballad
6	8-Beat Ballad – Hard	4/4	Ballad
7	Pop Bossa – Easy	4/4	Latin
8	Pop Bossa – Hard	4/4	Latin
9	Funk 1 – Easy	4/4	Funk
10	Funk 1 – Hard	4/4	Funk
11	8-Beat Pop – Easy	4/4	Pop
12	8-Beat Pop – Hard	4/4	Pop
13	Ballad – Easy	4/4	Ballad
14	Ballad – Hard	4/4	Ballad
15	Blues 1 – Easy	4/4	Blues
16	Blues 2 – Hard	4/4	Blues
17	Bossa – Easy	4/4	Latin
18	Bossa – Hard	4/4	Latin
19	Dance 1 – Easy	4/4	Dance
20	Dance 2 – Hard	4/4	Dance

MEDIUM

#	NAME	TIME SIGNATURE (BEAT)	STYLE
21	Big Band – Easy	4/4	Jazz
22	Big Band – Hard	4/4	Jazz
23	Dance 2 – Easy	4/4	Dance
24	Dance 2 – Hard	4/4	Dance
25	Funk 2 – Easy	4/4	Funk
26	Funk 2 – Hard	4/4	Funk
27	Funk 3 – Easy	4/4	Funk
28	Funk 3 – Easy	4/4	Funk
29	Fusion – Easy	4/4	Fusion
30	Fusion – Hard	4/4	Fusion
31	Jazz 1 – Easy	4/4	Jazz
32	Jazz 1 – Hard	4/4	Jazz
33	Jazz 2 – Easy	4/4	Jazz
34	Jazz 2 – Hard	4/4	Jazz
35	March 1 – Easy	4/4	March
36	March 1 – Hard	4/4	March
37	Reggae – Easy	4/4	Reggae
38	Reggae – Hard	4/4	Reggae
39	Latin Jazz – Easy	4/4	Latin
40	Latin Jazz – Hard	4/4	Latin

HARD

#	NAME	TIME SIGNATURE (BEAT)	STYLE
41	March 2 – Easy	4/4	March
42	March 2 – Hard	4/4	March
43	Rock Shuffle – Easy	4/4	Rock
44	Rock Shuffle – Hard	4/4	Rock
45	Metal – Easy	4/4	Rock
46	Metal – Hard	4/4	Rock
47	Pop – Easy	4/4	Pop
48	Pop – Hard	4/4	Pop
49	R&B – Easy	4/4	R&B
50	R&B – Hard	4/4	R&B
51	Rock 1 – Easy	4/4	Rock
52	Rock 1 – Hard	4/4	Rock
53	Rock 2 – Easy	4/4	Rock
54	Rock 2 – Hard	4/4	Rock
55	Samba – Easy	4/4	Latin
56	Samba – Hard	4/4	Latin
57	Shuffle – Easy	4/4	Fusion
58	Shuffle – Hard	4/4	Fusion
59	Swing – Easy	4/4	Jazz
60	Swing – Hard	4/4	Jazz

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