

## **18 PAD SAMPLING INSTRUCTIONS**

There are two main steps to this procedure;

- 1) Erasing an old Internal Sound.
- 2) Loading a new Internal Sound.

Note: Be sure to distinguish between Custom Sounds, available with the stock 9000 and Internal Sounds available only with your new sampling mod. The Custom Sounds can always be loaded “on top” of the Internal Sounds, just as you could with the stock sounds supplied with the original 9000.

### **STEP 1) TO ERASE AN OLD INTERNAL SOUND FROM A PAD**

- A) First, be sure that there is no Custom Sound loaded on that pad. If there is a sound loaded, clear it from the 9000's memory before proceeding.
  - B) Press the HI HAT MANUAL button (it should light up). Hold the FUNCTION 2 button down and hit the pad. Continue holding FUNCTION 2 down for the duration of the sound.
  - C) Press the HI HAT button again (the light should go off).
  - D) Hit the pad again to be sure that no sound is loaded.
- NOTE: For the Tom and Conga pads, the pad must be hit twice to properly erase or load a sound.

### **STEP 2) TO LOAD AN INTERNAL SOUND TO THE PAD**

- A) Make sure that the HI HAT Manual light is OFF then load a Custom Sound into the pad in the normal way.
  - B) Hold down the FUNCTION 2 button and hit the pad. Continue holding down FUNCTION 2 for the duration of the sound.
  - C) Erase the Custom Sound.
- NOTE: Remember that the Tom and Conga pads must be hit twice to insure proper loading of the sounds. Please note that the memory in the Bass, Snare, Side stick, Toms, Congas, Cowbell, Cabasa, Tambourine, and Claps are 16K a piece. You may load any sound up to 16K or less into these slots and that you may load a sound, as large as 32K into Ride 1 and Ride 2 and Hi Hat. The Crash can hold up to 64K. Use Truncate and/ or Fade (supplied with 7.09 software) to shorten any sound, or to clean any clicks or pops at the end of samples.