

YAMAHA DTX500 QUICK START - EDIT the DRUMKIT: BASIC SKILLS

Start by pressing the **[DRUMKIT]** mode button to see the KIT1 page. Use the jog dial to select a drum kit that is similar to what you want to create (Kit #1 Oak Custom in this example).

1. Press the **PAGE**  button to view the Drum Voice select KIT2 page. Tap the snare pad (or kick the pedal) on this page and it is automatically selected for editing. You can see what drum category and voice is already assigned to that trigger zone for layer "A"¹.



2. Press **PAGE**  to move the flashing cursor to the Voice Category **letter** and rotate the jog-dial to the desired category. If no category change is needed, continue to step 3.
3. Press **PAGE**  to move the flashing cursor to the Voice **number** and rotate the jog-dial to the desired drum voice. You can tap the pad/pedal as you scroll through each voice.

You can repeat the process for other triggers, zones and/or layer B (set on KIT2) as desired.

4. Edit pages allow you to change other things about the sound(s) for that pad/zone/layer:

KIT3 page lets you adjust the Volume (level) of the voice assigned to the selected pad/zone

KIT4 page lets you adjust the Tuning (pitch) of the voice assigned to the selected pad/zone

KIT5 page lets you adjust the Pan (stereo image) of the voice assigned to the selected pad/zone

KIT6 page lets you adjust the Decay (fade time) of the voice assigned to the selected pad/zone

KIT7 page lets you adjust the CutOff Freq (filter) of the voice assigned to the selected pad/zone

These are the basic pages for editing sounds; other pages allow you to change midi settings, pad/sound behavior and effects settings. Continue making changes until you are ready to SAVE.

5. Press the **[SAVE/ENTER]** button and the following is displayed:

The default location for saving the kit is always #51, the first USER location*. Use the jog-dial to select a location from 51-70 and press the **[SAVE/ENTER]** button. Press the **[SAVE/ENTER]** button again to confirm the save.



If you want to change the drum kit name, press the **[<]/[>] buttons to move the flashing cursor to the character you want to edit, then rotate the jog-dial to select a character.*

NOTE: To exit without saving simply press **[DRUMKIT]**. Changes remain until a new kit is selected.

¹ Each trigger zone can have two sounds assigned using layers A and B – selectable with the jog-dial. If the voice number is set to "00," "NoAssign" is displayed as the voice name and no sound for that layer will be produced.