INSTRUCTIONS FOR MIDI INTERFACE

SIMMONS SDS 5 DRUM MACHINE

When set to default settings SDS 5 will be set to receive on MIDI channel 16 - omni off and will play the voice in slot 1 from the bottom C of a DX7, D50 etc. (MIDI note number 36) slot 2 from the next note and so on - seven slots in all - Hi hat open/close can be controlled from the sustain pedal provided that the switch on the rear panel is in the down position. This switch affects only the Hi-Hat open/close.

The voices are velocity sensitive to some degree.

You can assign the voices to any MIDI note number by entering the "mapping mode" or change the MIDI channel by entering "set-up mode"

The MIDI setup and map are stored in non-volatile memory to be recalled when you next use the machine.

YOU CAN RETURN TO THE MIDI DEFAULT SETTINGS BY SWITCHING THE MACHINE ON WHILST HOLDING THE RED BUTTON PRESSED (hold for a couple of seconds)

1) SET-UP MODE - setting MIDI channel
Give the red push button a short press (half a second) - then release. Follow this with a MIDI note (a key on a DX7 D50 etc.) or sequence of notes, as detailed on page 2. Note that after selecting a channel or other function, top C will need to be pressed to return the unit to playing mode.

2) MAPPING MODE - assigning MIDI notes to sounds
Press the red button hold for about six seconds - then release. Follow this (on the remote keyboard) with a program change number, then any MIDI note. The drum sound specified by that program change number will be mapped to the key you pressed. You may keep assigning drum sounds to keys in the same fashion (program then key). When you have assigned all the sounds that you want to, press any invalid program change number (8 and above), you will then be automatically returned to normal play mode. On page 3 is a list of which program numbers correspond to what drum sounds.

N.B. The red button can be "pressed via MIDI - see last page.

C	Receive channel	1	Bottom C - MIDI note no. 36	
Db	" "	2		
D	" "	3		
Eb	" "	4		
E	" "	5		
F	" "	6		
Gb	" "	7		
G	" "	8		Selecting a receive channel
Ab	" "	9		will automatically put the
A	" "	10		MIDI into omni off mode.
Bb	" "	11		That is, it will receive on
B	" "	12		the selected channel only.
C	" "	13		
Db	" "	14		
D	" "	15		
Eb	" "	16	(default)	
E	not used			
F	Omni on mode			
Gb	not used			
G	not used			
Ab	not used			
A	Ignore received master reset			
Bb	not used			
B	not used			
C	not used		Middle C - MIDI note no. 60	
Db	not used			
D	not used			
Eb	not used			
E	not used			
F	not used			
Gb	not used			
G	not used			
Ab	not used			
A	not used			
Bb	not used			
B	not used			
C	not used			
Db	not used			
D	not used			
Eb	not used			
E	not used			
F	not used			
Gb	not used			
G	not used			
Ab	not used			
A	not used			
Bb	not used			
B	not used			
C	not used			
Db	not used			
D	not used			
Eb	not used			
E	not used			
F	not used			
Gb	not used			
G	not used			
Ab	not used			
A	not used			
Bb	not used			
B	not used			
C	ENTER KEY - Press and release.		Top C - MIDI note no. 96	

MAPPING SOUNDS TO MIDI NOTE NUMBERS

Program number	SDS5 slot number
1	1
2	2
3	3
4	4
5	5
6	6
7	7

1) No matter how the sounds are assigned, these program numbers always belong to the same sound (slot number).

2) Any program number above 7 will terminate Mapping mode and return you to normal play mode.

3) If you assign more than one sound to the same MIDI note, only the most recent one will sound - the original sound on that note will then be "unassigned" until it has been given a new assignment.

4) Assignments are stored in non volatile memory.

MIDI CONTROL OF RED PUSH BUTTON

The red push button can be "pressed" via MIDI as MIDI switch number 95 (5Fh) for regular program mode or 94 (5Eh) for transpose mode. The selection of the push button is enough, it doesn’t matter if it is being turned on or off.
In hexadecimal BX - 5F - 00 = program mode
In hexadecimal BX - 5E - 00 = transpose mode
Where X is the current MIDI channel.
[n.b. whilst in program/transpose modes the MIDI is in omni on mode]

MIDI CONNECTORS - -

MIDI IN should be connected to a MIDI OUT or a MIDI THRU
similarly MIDI OUT should be connected only to a MIDI IN
and a MIDI THRU should also be connected only to a MIDI IN.

MIDI OUT is the signal from the synthesiser (or drum machine etc.) that is to be sent to another instrument. MIDI IN is a received signal that contains MIDI information from another synth, and MIDI THRU is an exact copy of information arriving at the MIDI IN socket. This allows several instruments to be connected together.

If you want to wire your own MIDI cables the following information may be useful.
1) Although a 5 pin connector is used, only two connections plus an earth connection are required.
2) If you look at the din plug from the wiring side you will see that the pins are numbered. From left to right (or clockwise) these are 1 - 4 - 2 - 5 - 3.
3) The pins numbered 1 & 3 are not used.
4) The screen (earth) is connected to pin 2 (centre pin)
5) Pin 4 of one plug should be connected to pin 4 of the other
6) Pin 5 of one plug should be connected to pin 5 of the other
7) You should now have a working MIDI lead
8) It is preferable to label one end of the cable MIDI IN & the other end MIDI OUT, to avoid confusion.

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