RHYTHM TRAINER

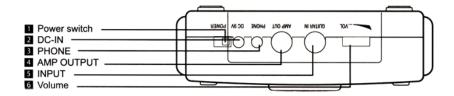
Warning

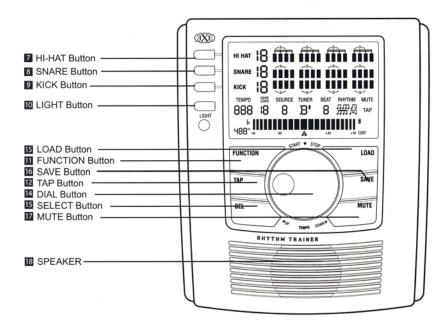
- Using incorrect battery is prohibited and will cause defective.
- · Please off the power when you change battery.
- Please remove the battery if you don't use for a long time.
- Please don't push the button so hard.

Introduction

This ERT-100 Rhythm Trainer has been developed for Guitarist , Bassist & Drummer. By using ERT-100, guitarist & bassist will have their rhythm partner in their hand, in addition player can set a unique rhythm for himself at home, small showroom & when they practice alone.

Parts name & Function





Introduction of Buttons

- 1) Power Switch
- 2) DC-IN
- 3) PHONE INPUT

User can use Headphone or Earphone.

4) AMP OUTPUT

Line-out to Amplifier so sound comes out from the Amplifier. Also User can use this as output when he set this rhythm trainer with effectors.

5) INPUT

Guitar/Bass inputs here and sounds bypasses to amplifier when output cable connected to amplifier

Volume

This Dial button is used for adjust main Volume

7) HI-HAT Button

User pushes this button when they want to set HI-HAT rhythm More functional introduction will be explained in "Operation" below

8) SNARE Button

User pushes this button when they want to set SNARE rhythm More functional introduction will be explained in "Operation" below

9) KICK Button User pushes this button when they want to set KICK rhythm More functional introduction will be explained in "Operation" below

10) LIGHT Button

When user pushes this button back light on & off

11) FUNCTION Button

User can choose Rhythm trainer, Metronome & Tuner function by using this button First function is Rhythm trainer when power on, and next Metronome mode, Tuner mode

12) TAP Button

Used in Metronome mode and it is same function like all other metronomes Use can set a tempo optionally by pushing TAP button

13) SELECT Button

This ERT-100 Rhythm trainer has 10 different Drum Sound Set for various expression. So user can choose one of the SET for drum sound. When user puts SELECT button, SOURCE is on-and-off on LCD Then user can dail the DIAL button to find a figure from 0-9 and this number means the SET OF DRUM sound.

If user pushes SELECT button again, setting's done and assigned drum sound comes out DRUM SOUND SET is as below:

- 0: ROCK 1
- 1: ROCK 2
- 2: ROCK 3
- 3: ROCK 4
- 4: JAZZ 1 5: JAZZ 2
- 6: POP1
- 7: POP2
- 8: LATIN 1
- 9: LATIN 2

14) DIAL Button

- When dial button: TEMPO control
- When push button: START / STOP control of rhythm trainer
- When dial after push HI-HAT button: Searching for HI-HAT rhythm
- When dial after push SNARE button : Searching for SNARE rhythm
- When dial after push KICK button: Searching for KICK rhythm
- When dial after push SELECT button : Searching for DRUM SOUND SOURCE
- · When dial after push LOAD button: Searching for saved drum patch number which user saved before
- When dial after push SAVE button: Searching for patch number to save after user make own rhythm

15) LOAD Button

- When user pushes button, LOAD is on-and-off and user can find saved rhythm
- Then dial the DIAL button then you can find saved patch numbers
- When user want to use the chosen rhythm, push LOAD button with long push
- User can load total 20 different patch

16) SAVE Button

- When user pushes button, SAVE is on-and-off on LCD and user can find patch number to save the rhythm
- Then dial the DIAL button then you can find patch numbers to save and push SAVE button longly
- When user saves a rhythm to a certain patch number, previous information for the patch will be erased
- User can save total 20 different patch

17) MUTE Button

· This is only for sounds off while operating

18) SPEAKER

• The sound comes out through the 2 installed speakers without input cable

- · Speakers are Front & back of the body and user can control the volume with volume switch
- When user input the cable , then user can plays with the drum sound through the speakers

Specification

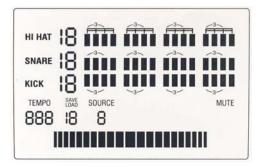
- Plug & Play
- Easy Setting
- Real Sound
- Comfortable & Portable
- · Various Tones & Save/Load
- With Tuner & Metronome
- You can use this with Headphone & line out to amplifier, mixer &speaker.
- True bypass for guitar line in

You can put this machine at the end of your effector line and just plug it to line in then you will experience a reliable drum partner from your amplifier.

Operation

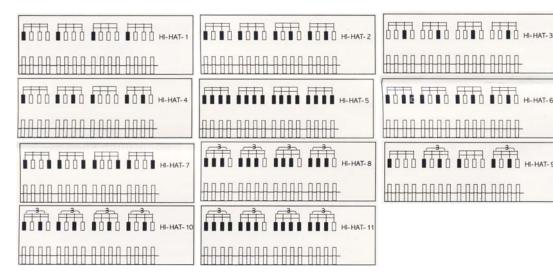
1) Rhythm Making

When the power on LED is like below status
User can change the rhythm by using HI-HAT, SNARE, KICK rhythm at this step



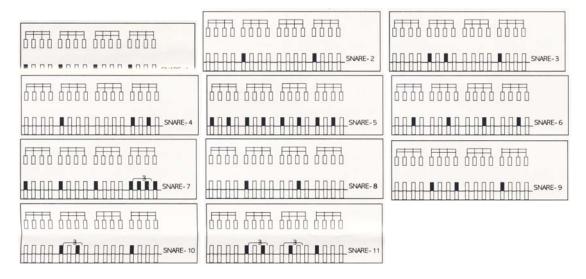
2) Selecting HI-HAT Rhythm

- If you push HI-HAT button, HI-HAT letters is on-and-off on LCD
- Then dial the DIAL button to find different HI-HAT rhythm pattern
- Then push HI-HAT button again after find the rhythm, and HI-HAT rhythm setting is done
- 10 seconds without push button, the rhythm will be back to previous rhythm
- There are 11 different HI-HAT rhythm in the program and you can check this one by one



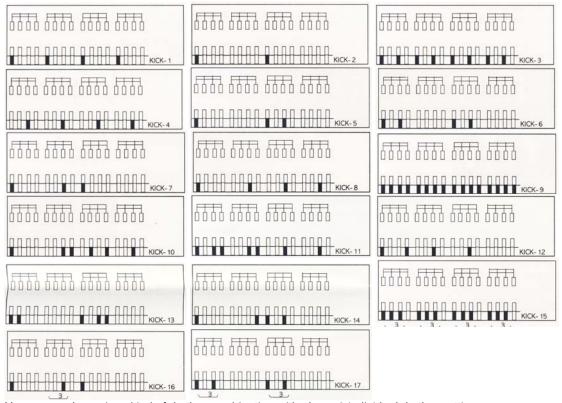
3) Selecting SNARE Rhythm

- If you push SNARE button, SNARE letters is on-and-off on Leo
- Then dial the DIAL button to find different, SNARE thythm pattern
- Then push SNARE button again after find the rhythm, and SNARE rhythm setting is done
- 10 seconds without pushing button, the rhythm will be back to previous rhythm
- There are 11 different SNARE rhythm in the program and you can check this one



4) Selecting KICK Rhythm

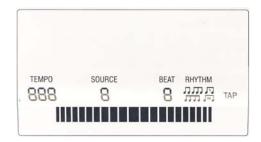
- If you push KICK button, KICK letters is on-and-off on LCD
- Then dial the DIAL button to find different KICK rhythm pattern
- Then push KICK button again after find the rhythm, and KICK rhythm selling is done
- 10 seconds without pushing button, the rhythm will be back to previous rhythm
- There are 17 different KICK rhythm in the program and you can check this one by one



User can make various kind of rhythm combination with above 3 individual rhythm setting And use can save after he make the rhythm and load the rhythm later

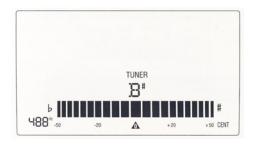
Metronome Mode

User can use this machine as normal metronome like drawing



TunerMode

User can use this machine as normal tuner



HOW TO USE

