Instrukcja bezpieczeństwa użytkowania elektronicznego pada perkusyjnego

1. Przeznaczenie wyrobu

Urządzenie jest elektronicznym padem perkusyjnym z wbudowanym samplerem, efektami i interfejsem audio/MIDI, przeznaczonym do użytku muzycznego w pomieszczeniach. Nie jest to zabawka.

2. Grupa docelowa i ograniczenia wiekowe

- Urządzenie jest przeznaczone dla osób dorosłych oraz młodzieży od 14 roku życia, które zapoznały się z instrukcją.
- Dzieci młodsze mogą przebywać w pobliżu urządzenia wyłącznie pod stałym nadzorem osoby dorosłej.
- Osoby z ograniczeniami sensorycznymi, motorycznymi lub poznawczymi mogą korzystać z urządzenia wyłącznie pod nadzorem i po przeszkoleniu.

3. Ogólne zasady bezpieczeństwa

- Używaj wyłącznie w suchych, wentylowanych pomieszczeniach.
- Nie narażaj urządzenia na deszcz, wilgoć, skraplanie się pary wodnej ani zanurzenie w wodzie.
- Nie używaj urządzenia, jeśli jest uszkodzone, zdeformowane lub jeśli widoczne są uszkodzone przewody.
- Nie otwieraj obudowy i nie dokonuj samodzielnych modyfikacji – grozi to porażeniem prądem i utratą bezpieczeństwa użytkowania.
- Nie kładź na urządzeniu ciężkich przedmiotów ani nie używaj go jako podparcia lub stopnia.

4. Zasilanie i ochrona przed porażeniem prądem

- Używaj wyłącznie zasilacza o parametrach określonych przez producenta urządzenia.
- Podłączaj urządzenie wyłącznie do prawidłowo uziemionych i sprawnych instalacji elektrycznych.
- Przed podłączeniem upewnij się, że napięcie sieciowe odpowiada wartościom na tabliczce znamionowej zasilacza.
- Nie dotykaj wtyczek ani gniazd mokrymi dłońmi.
- Nie ciągnij za kabel zasilający, aby odłączyć urządzenie – wyjmuj wtyczkę trzymając za korpus.
- Nie prowadź kabli zasilających pod dywanami, przez ostre krawędzie ani w miejscach narażonych na zgniatanie lub przytrzaśnięcie.
- W razie zauważenia dymu, zapachu spalenizny lub nietypowych dźwięków natychmiast wyłącz urządzenie, odłącz je od sieci i nie używaj ponownie przed sprawdzeniem przez wykwalifikowany serwis.

5. Ochrona przed przegrzaniem i pożarem

- Zapewnij swobodny przepływ powietrza wokół urządzenia. Nie zasłaniaj otworów wentylacyjnych.

- Nie instaluj urządzenia w pobliżu źródeł ciepła (grzejniki, piecyki, źródła ognia, intensywne światło sceniczne skierowane bezpośrednio na obudowę).
- Nie przykrywaj urządzenia tkaninami, pokrowcami ani innymi materiałami, które mogłyby ograniczać chłodzenie.
- Nie stawiaj na urządzeniu pojemników z płynami (napoje, wazony, środki czyszczące). W razie zalania natychmiast odłącz od zasilania i nie uruchamiaj ponownie bez kontroli serwisowej.
- Nie używaj w otoczeniu łatwopalnych gazów, oparów lub pyłów.

6. Ustawienie i stabilność

- Ustawiaj urządzenie na stabilnej, płaskiej i nośnej powierzchni lub na stojaku przeznaczonym do tego typu sprzętu.
- Zabezpiecz urządzenie przed upadkiem, szczególnie na scenie lub podczas transportu.
- Upewnij się, że przewody nie tworzą pętli, o które można się potknąć.
- Nie umieszczaj urządzenia na niestabilnych statywach, pudełkach, krzesłach lub innych nieprzystosowanych powierzchniach.

7. Hałas i ochrona słuchu

- Urządzenie może generować wysokie poziomy dźwięku. Długotrwałe przebywanie w polu głośnego dźwięku może prowadzić do trwałego uszkodzenia słuchu.
- Zawsze zaczynaj od niskiego poziomu głośności na urządzeniu i wzmacniaczach/monitorach, a następnie stopniowo go zwiększaj.
- Używaj ochronników słuchu (zatyczki, słuchawki ochronne) podczas długich sesji lub gry w bliskiej odległości od głośników.
- Unikaj nagłych skoków głośności, w szczególności przy podłączaniu lub odłączaniu słuchawek, mikrofonów lub instrumentów.

8. Ochrona wzroku i ekspozycja na światło

- Urządzenie wykorzystuje podświetlane elementy (diody RGB, wyświetlacz). Są one małej mocy, jednak długotrwałe wpatrywanie się z bardzo bliskiej odległości jest niewskazane.
- Nie rozbieraj obudowy – wewnątrz mogą znajdować się elementy świetlne, których ekspozycja w nienaturalnych warunkach może powodować podrażnienie wzroku.

9. Bezpieczne podłączanie urządzeń zewnętrznych

- Przed podłączaniem lub odłączaniem innych urządzeń (instrumentów, mikrofonów, kontrolerów, komputera) ścisz poziomy głośności i, jeśli to możliwe, wyłącz zasilanie obu urządzeń.
- Używaj wyłącznie przewodów audio, MIDI i USB odpowiedniej jakości oraz w dobrym stanie technicznym.
- Nie przeciążaj wejść i wyjść audio – stosuj poziomy sygnałów zgodne ze specyfikacją.
- Przy podłączaniu do komputera przez USB zadbaj, aby komputer był ustawiony na stabilnej powierzchni i podłączony do bezpiecznej instalacji elektrycznej.

10. Użytkowanie na scenie i w przestrzeni publicznej

- Zabezpiecz wszystkie przewody taśmą sceniczną lub prowadź je w sposób uniemożliwiający potknięcie się osób postronnych.
- Ustaw urządzenie poza zasięgiem publiczności, w szczególności dzieci.

- Nie pozostawiaj urządzenia bez nadzoru w miejscach ogólnodostępnych, gdy jest podłączone do zasilania.

11. Czyszczenie i konserwacja

- Przed czyszczeniem zawsze odłącz urządzenie od zasilania i wszystkich przewodów.
- Czyść obudowę suchą lub lekko wilgotną, miękką ściereczką. Nie stosuj agresywnych środków chemicznych, rozpuszczalników, sprayów ani materiałów ściernych.
- Nie pozwól, aby wilgoć dostała się do złączy, przycisków i otworów wentylacyjnych.
- Okresowo sprawdzaj stan kabli i złączy. Uszkodzone przewody należy niezwłocznie wymienić.

12. Transport i przechowywanie

- Podczas transportu stosuj odpowiednie etui lub skrzynię transportową, aby zabezpieczyć urządzenie przed wstrząsami i uderzeniami.
- Nie narażaj urządzenia na bardzo wysokie lub bardzo niskie temperatury ani gwałtowne zmiany temperatury (ryzyko kondensacji wilgoci).
- Przechowuj urządzenie w suchym pomieszczeniu, z dala od źródeł ciepła, wilgoci i kurzu.
- Przed transportem odłącz wszystkie przewody i akcesoria.

13. Postępowanie w sytuacjach awaryjnych

- **Podejrzenie porażenia prądem:** nie dotykaj poszkodowanego, jeśli nadal ma kontakt z przewodami lub urządzeniem pod napięciem; natychmiast odłącz zasilanie główne i wezwij pomoc medyczną.
- **Zadymienie, płomień, silny zapach spalenizny:** natychmiast odłącz urządzenie od zasilania, jeśli można to zrobić bez ryzyka; użyj odpowiedniej gaśnicy (typ do urządzeń elektrycznych) i wezwij służby ratunkowe w razie potrzeby.
- **Zalanie:** natychmiast odłącz zasilanie, nie uruchamiaj urządzenia do czasu oceny przez wykwalifikowany serwis.

14. Modyfikacje i akcesoria

- Nie dokonuj samodzielnych przeróbek elektrycznych ani mechanicznych (wiercenie otworów, lutowanie, zmiana elementów konstrukcyjnych).
- Stosuj wyłącznie statywy, uchwyty i inne elementy montażowe dostosowane do wymiarów i masy urządzenia oraz przeznaczone do zastosowań muzycznych.

15. Odpowiedzialne użytkowanie i środowisko

- Po zakończeniu pracy wyłącz urządzenie i odłącz je od zasilania, jeśli nie będzie używane przez dłuższy czas.
- Nie wyrzucaj urządzenia wraz z odpadami komunalnymi. Po zakończeniu okresu użytkowania przekaż urządzenie do punktu zbiórki zużytego sprzętu elektrycznego i elektronicznego.
- Postępuj zgodnie z lokalnymi przepisami dotyczącymi gospodarki odpadami i recyklingu.

16. Podsumowanie zasad bezpiecznego użytkowania

- Zawsze używaj urządzenia w suchym, dobrze wentylowanym pomieszczeniu.

- Chroń przed wilgocią, wysoką temperaturą, pyłem i wstrząsami.
- Dbaj o poprawne i bezpieczne podłączenie do zasilania oraz innych urządzeń audio/MIDI/USB.
- Chroń słuch, unikaj długotrwałej ekspozycji na wysokie poziomy głośności.
- Nie dopuszczaj dzieci do samodzielnej obsługi urządzenia.
- W przypadku jakichkolwiek nieprawidłowości przerwij użytkowanie i skorzystaj z pomocy wykwalifikowanego serwisu.

ALESIS

DRUMS

STRIKE MULTIPAD

User Guide

(2 – 26)

Appendix

(27 – 30)

User Guide

Introduction

Thank you for purchasing the Strike MultiPad. At Alesis, we know how serious music is to you. That's why we design our equipment with only one thing in mind—to make your performance the best it can be.

Box Contents

Strike MultiPad

Power Adapter

Software Download Card

Quickstart Guide

Safety & Warranty Manual

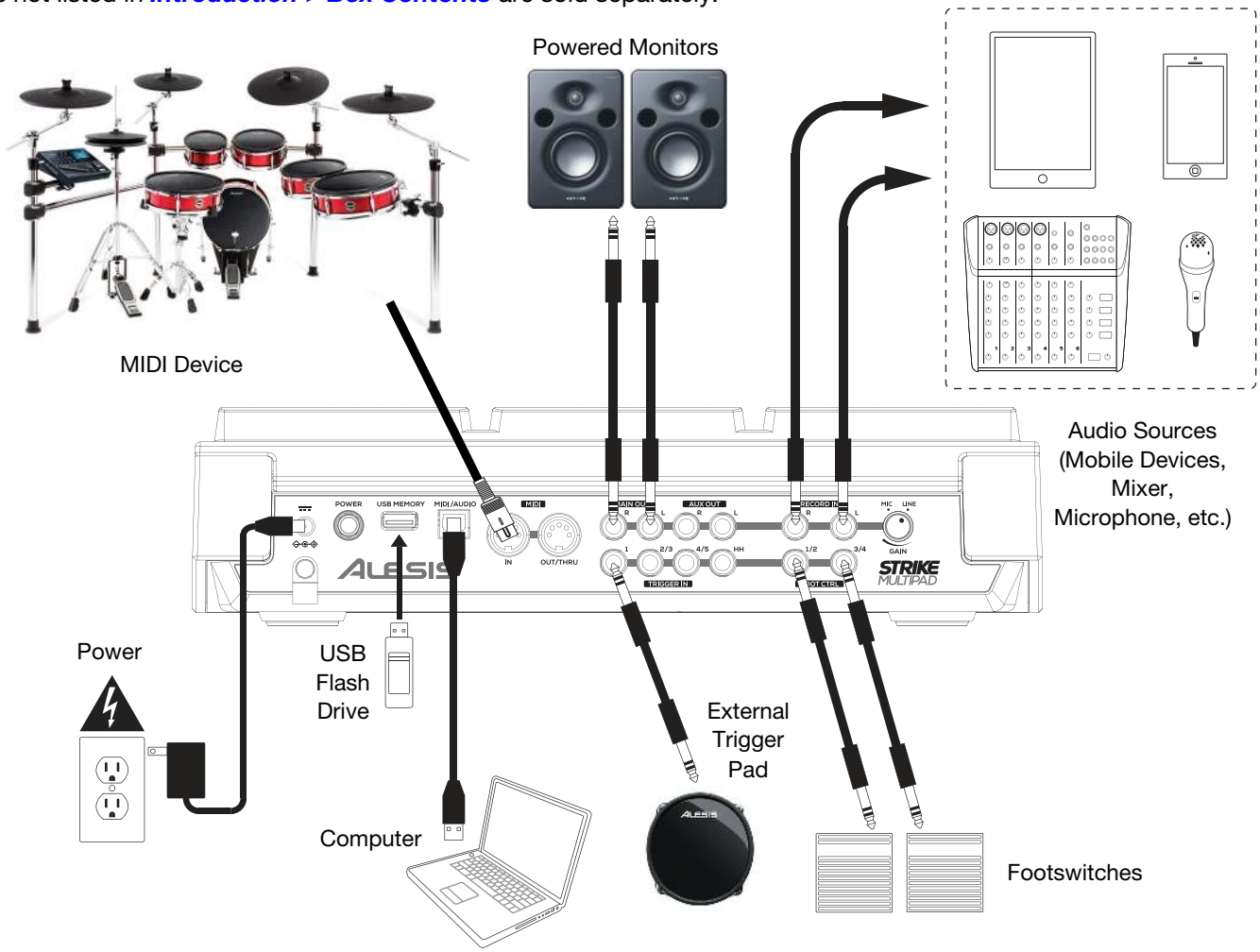
Support

For the latest information about this product (system requirements, compatibility information, etc.) and product registration, visit **alesis.com**.

For additional product support, visit **alesis.com/support**.

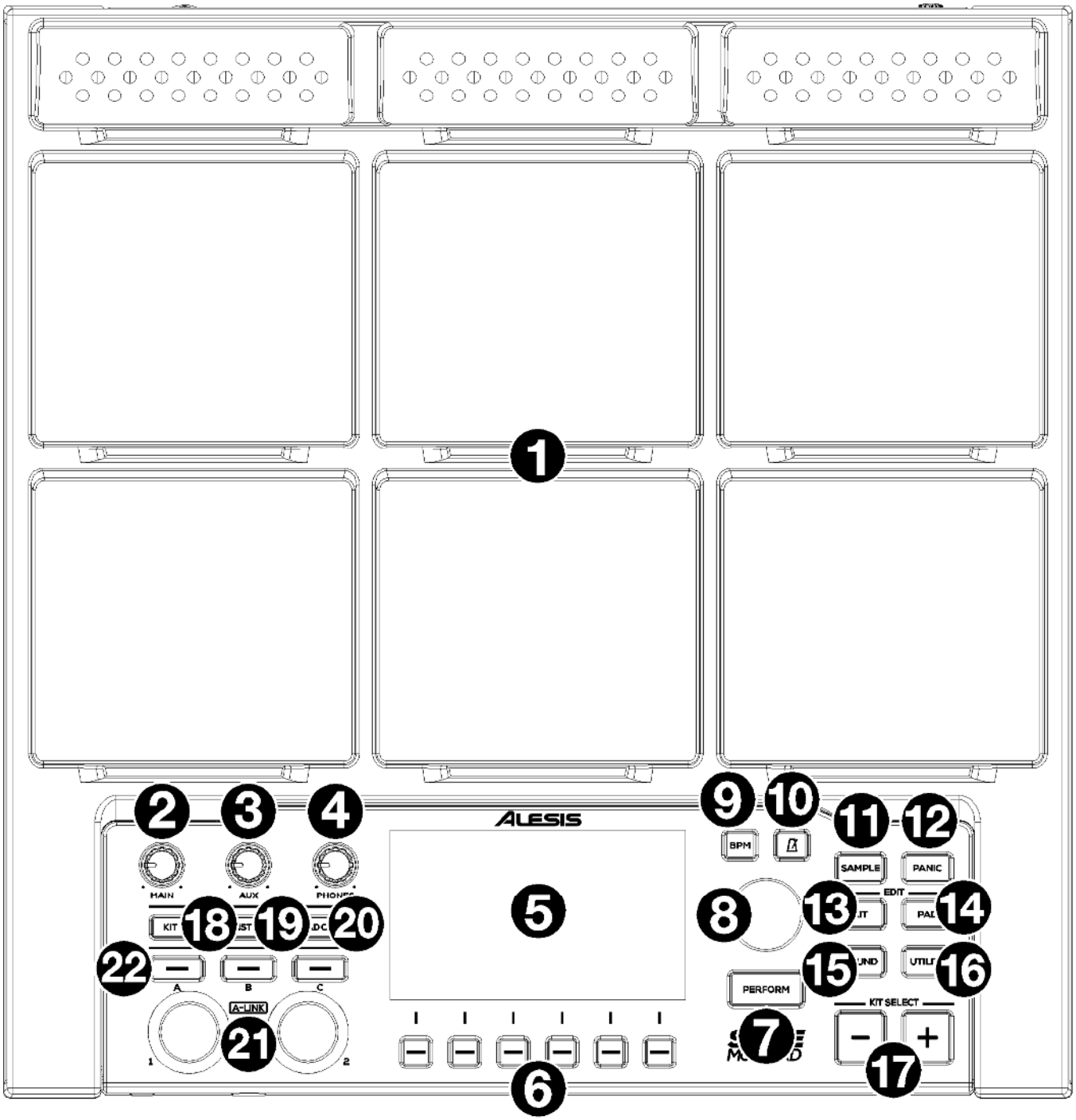
Setup

Items not listed in ***Introduction*** > ***Box Contents*** are sold separately.



Features

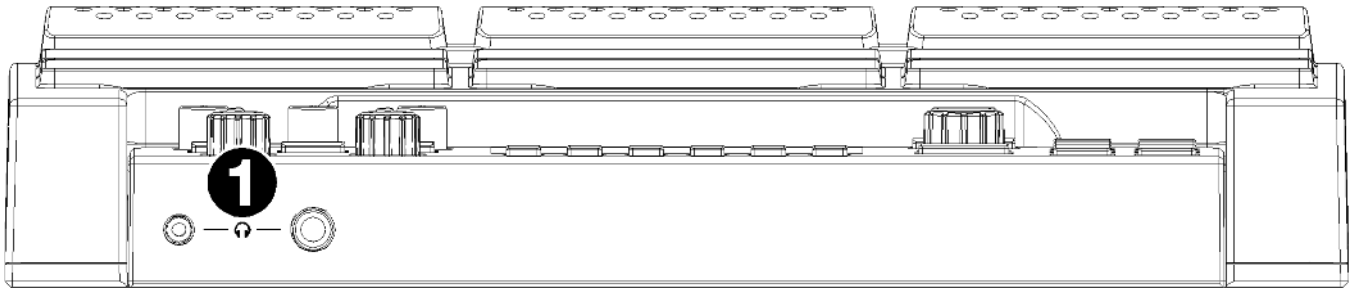
Top Panel



1. **Pads:** Use these pads to trigger samples or perform control functions.
2. **Main Knob:** Turn this knob to adjust the volume level of the **Main Outputs** on the rear panel.
3. **Aux Knob:** Turn this knob to adjust the volume level of the **Aux Outputs** on the rear panel.
4. **Phone Knob:** Turn this knob to adjust the volume level of the **Headphone Outputs** on the front panel.
5. **Display:** As the center for editing kits, pads, effects, and samples, this full-color display shows the current kit, settings, and other information. Use the **Main Encoder** to scroll through available options and change parameter values, and press it to select. Use the **Function Buttons** (**F1–F6**) to select tabs and functions shown at the bottom edge of the display.
6. **Function Buttons (F1 – F6):** Press one of these 6 buttons to select the corresponding tab or function shown above it (at the bottom edge of the display).

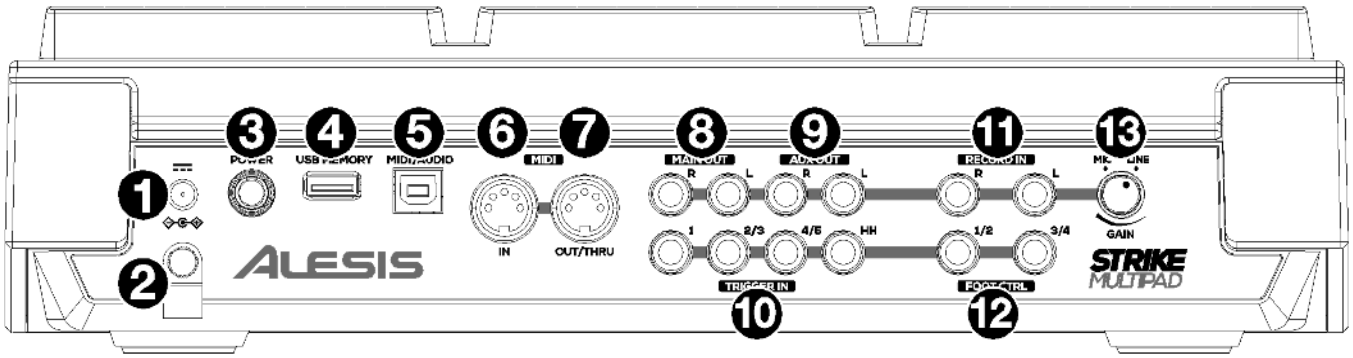
7. **Perform:** Press this button multiple times to cycle between the three pages of Perform mode: **Pad View**, **Trigger In View**, and **Foot Control View**. See ***Basic Operation*** > ***Perform Mode*** for more information.
8. **Main Encoder:** This knob serves as the main tool for adjusting settings listed on the **Display**. Turn this knob to scroll through kits, settings, and parameters. To edit a setting, press the encoder to select the setting, turn the encoder to adjust the value, then press the encoder again to save the changes.
9. **BPM:** Press this button to bring up the BPM and Time Signature settings pop-up. Use the **Main Encoder** to adjust the settings. Alternatively, you can use the **F3** or **F4** buttons for tap tempo.
10. **Click:** Briefly press this button to turn the click on or off. When on, this button will flash at the current BPM and the click will play to the assigned audio output. Press and hold this button to edit the **Sound**, **Level**, **Pan**, **Interval** and **Output** settings for the click.
11. **Sample:** Press this button to enter **Sample Mode**, where you can record audio from the **Record Inputs** or from the **USB MIDI/Audio** port connected to a computer. See ***Basic Operation*** > ***Customizing Kits and Sounds*** > ***Recording a Sample*** for more information.
12. **Panic:** Press this button to immediately stop all sound playing to all outputs.
13. **Kit:** Press this button to view a list of kits and to edit kit level settings.
14. **Pad:** Press this button to edit pad level settings, such as RGB lights, pad response, and output routing.
15. **Sound:** Press this button to browse and edit the many included sounds included with Strike MultiPad, or to import your own.
16. **Utility:** Press this button to edit the global settings and backup your user data.
17. **Kit Select:** Press these buttons to select a kit.
18. **Kit FX:** Press this button to enter **Kit FX Mode**, where you edit the three Kit FX settings and apply them to individual pads, trigger inputs, or footswitches.
19. **MST FX:** Press this button to enter the **Master FX Mode**, where you can apply effects, EQ and compression for all signals routed to the **Main Outputs**.
20. **Pad Cue:** Press this button to audition sounds to the **Headphone Outputs** only. When active, the button LED will flash on and off, and any pads triggered will be routed directly to the headphones without interrupting the main audio output.
21. **A-Link Encoders:** These knobs can be assigned to control pad parameters or FX parameters. See ***Other Features*** > ***A-Link*** for more information.
22. **A-Link Bank Buttons:** Press these buttons to select the active bank of assignments for the A**-Link Encoders**. Press and hold one of these buttons to edit the encoder assignments for that bank.

Front Panel



1. **Headphone Outputs** (1/8”/3.5 mm or 1/4”/6.35 mm)**:** Connect your stereo headphones to this input. Adjust the volume with the **Headphone Vol** knob.

Rear Panel



1. **Power Input:** Connect the included power adapter (9 V DC, 1,500 mA) to this input.
2. **Cable Restraint:** You can secure the cable of the power adapter to this restraint to help prevent disconnecting it accidentally.
3. **Power Switch:** Press this button to power the drum module on. Power it on only **after** you have connected all of your input devices and before you power on any connected loudspeakers. Press and hold this button to power the drum module off. All of your settings will be saved automatically when powering down. Power off your loudspeakers **before** powering off the drum module.
4. **USB Memory:** Connect a USB flash drive to this port to load and save WAV files, kits, and global settings. See ***Basic Operation*** > ***Customizing Kits and Sounds*** > ***Importing Files from USB*** for more information.
5. **USB MIDI/Audio:** Use a standard USB cable to connect this USB port to an available USB port on your computer. This connection sends and receives MIDI and audio information to and from the computer.
6. **MIDI In** (5-pin DIN)**:** Connect this input to the MIDI output of an external MIDI device (synthesizer, drum machine, etc.).
7. **MIDI Out/Thru** (5-pin DIN)**:** Connect this output to the MIDI input of an external MIDI device (synthesizer, drum machine, etc.). In Thru mode, MIDI received from the MIDI Input will be sent back out of this output. To enable Thru mode, go to **Utility > MIDI** and set the MIDI Thru setting to **On**.
8. **Main Outputs:** (1/4”/6.35 mm, TS)**:** Connect these outputs to your loudspeakers, audio interface, etc. Turn the **Main Knob** on the top panel to adjust the volume level.
9. **Aux Outputs** (1/4”/6.35 mm, TS)**:** Connect these outputs to route audio signal to another destination. You can individually route sounds from each pad, trigger in, or foot control to either the **Main Outputs** or **Aux Outputs** by going to the **Edit Pad > Output** menu and changing the **Audio Output** setting.
10. **Trigger Inputs** (1/4”/6.35 mm, TS and TRS)**:** Connect these inputs to your acoustic or electronic triggers. When connected, hitting a trigger will send an electric signal to the drum module, which will trigger the corresponding sound. **Trigger In 1** is a single-zone connection and **Trigger Ins 2/3** and **4/5** are dual-zone connections. The **HH Pedal** can be connected to an on/off control or a variable foot controller.
11. **Record Inputs** (1/4”/6.35 mm, TS)**:** Connect these inputs to an audio source such as a smartphone, microphone, instrument or mixer for recording samples which you can then assign to the pads. The sound from these inputs is also passed to the **Main**, **Aux**, or **Phones Outputs**. To change the routing and volume level, go to the **Utility > Audio** menu.
12. **Foot Control Inputs** (1/4”/6.35 mm, TRS)**:** Connect optional footswitches to these inputs for additional sounds or control functions.
13. **Mic/Line Gain:** Turn this knob to set the gain level of the **Record Inputs**. If you are using a mic-level input, turn the knob toward the **Mic** setting. If you are using a line-level input, turn the knob toward the **Line** setting. Use the signal meter in Sample mode to evaluate the input level.

Basic Operation

Perform Mode

Perform Mode is the main mode for Strike MultiPad. In this mode, you can view information about the current kit, select a new kit, enable or disable effects, and access the built-in looper.

At the top of Perform Mode, the current kit name and current BPM are shown.

- **To change kits,** turn the **Main Encoder**. The kit name at the top of the screen will flash blue to indicate it has not been loaded. Press the **Main Encoder** to load the kit.

  Alternatively, use the **Kit Select -/+** buttons and the kits will be loaded automatically.

- **To switch between Preset kits, User kits and Setlists (if any),** press the **F1** function button.

There are three pages in Perform Mode: **Pad View**, **Trigger In View**, and **Foot Control View**. Press the **Perform** button multiple times to cycle between these views:

- **Pad View:** Pad View is the default view when Strike MultiPad is powered on and when the **Perform** button is pressed while in another mode or menu. This view shows information about the 9 pads. Each pad icon shows the stop color that has been set for the pad, the current sound file name or control parameter, and the current play mode:
  - **Control:** ✚
  - **Loop:** ○
  - **One Shot:** ▪▪▶
  - **One Shot Alt:** ▫▫▷

- **Trigger In View:** Trigger In View shows the same information as Pad View but for the external **Trigger Inputs** instead of the pads.

- **Foot Control View:** Foot Control View shows the same information as Pad View but for the four **Foot Control Inputs** instead of the pads.

Effect View

In Perform Mode, you can also toggle between two different views of **Function buttons F2—F5** by pressing **F6–View**. Effect View is the default view when Strike MultiPad is powered on.

In Effect View, these function buttons are used for the following:

- **F2–F4 – FX1 / FX2 / FX3 Toggle:** Press these buttons to toggle the respective effects on or off.
- **F5 – Master FX Toggle:** Press these buttons to toggle the master effects on or off.

To learn more about effects, see ***Other Features*** > ***Effects***.

Looper View

Press the **F6–View** function button while in Effect View in Perform Mode to access the built-in Looper.

When the Looper is activated, you can set the following parameters for your recording:

- **Number of Measures:** Press the **F4** button to cycle through the lengths of the loop according to the current global time signature and BPM settings. Select **1**–**8**, **12**, or **16**. The default setting is **4** measures.
- **After Recording:** Press the **F5** button to open the Settings popup. Here, you can select the behavior of the looper once recording is completed. Select **Playback** for the loop to enter playback mode, or **Overdub** for the loop to enter overdub recording.
- **BPM and Time Signature:** Displays the current global BPM and Time Signature settings. To change the values, press the BPM button.

Recording a Loop

Once you have set the parameters for your loop, you can begin recording.

1. Press the **F3–Arm to Record** button to arm the recording. You can also press **F2–Cancel** to return to disarm recording.
2. Press **F3–Start Rec** to initiate recording. Once pressed, the click will activate and a one-measure countdown will begin. The progress bar above the Looper controls will fill according to the number of bars and beats selected in the Time Signature settings.
3. Once recording begins, the display will show a red progress bar that will fill according to the number of beats and measures selected, which are also shown to the right of the bar.

   During recording, you can press the **F3–Recording** button to stop recording and enter playback mode on the next downbeat.

   You can also press **F2–Cancel** to cancel recording and return to the previous page.
4. After you have recorded for the set number of beats and measures, the Looper will enter playback mode. The progress bar countdown will still be shown, but in green. In playback mode, the options for the Function buttons are as follows:
   - **F2–Play/Stop:** Press this button to start or stop loop playback.
   - **F3–Start Dub:** Press this button to immediately begin recording on top of the previous recording. The progress bar will turn red again to indicate recording is active, and the display will show **Dubbing** above the button. Press this button again to stop overdubbing, or press **F2–Play/Stop**.
   - **F4–Save:** Press this button to save the current loop as a WAV file. Saved loops will automatically be stored in the **User** > **New Sample** category.
   - **F5–Cancel:** When playback is stopped, press this button to delete the recording and return to Arm to Record mode. A confirmation window will appear; use the **Main Encoder** to select **No** to return to the previous page, or **Yes** to discard the loop.

Customizing Kits and Sounds

Strike MultiPad includes 30 preset kits which can be freely customized. You can also create kits from scratch using the 70 empty User kits. The **Kit**, **Pad** and **Sound** menus are used to create and customize kits. The **Utility** menu controls Strike MultiPad's global settings. See ***Menus*** to learn more about these pages.

The **KitFX** and **MstFX** menus are used to edit and apply effects. See ***Other Features*** > ***Effects*** to learn more.

Toolbar

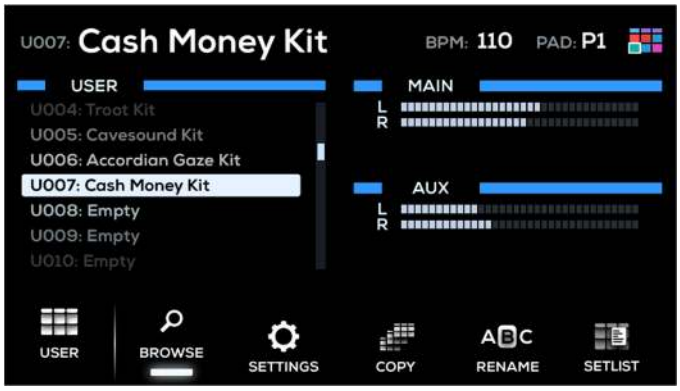
In the **Kit**, **Pad** and **Sound** menus, the toolbar at the top of the display will show the following information:

- **Kit Name:** Displays the name of the current kit. To change kits, turn the **Main Encoder** and the name of the kit will flash blue to indicate it has not been loaded. Press the **Main Encoder** to load the kit. Alternatively, press the **Kit Select -/+** buttons and the kit will load automatically.
- **BPM:** This shows the current kit BPM. To edit the BPM, press the **BPM** button. Turn the **Main Encoder** to adjust the value and press it to confirm. Alternatively, tap the **F3** or **F4** buttons with the downbeat of the music at least 3 times to determine the tempo.
- **Pad:** This shows which pad is currently selected and displayed (see image).

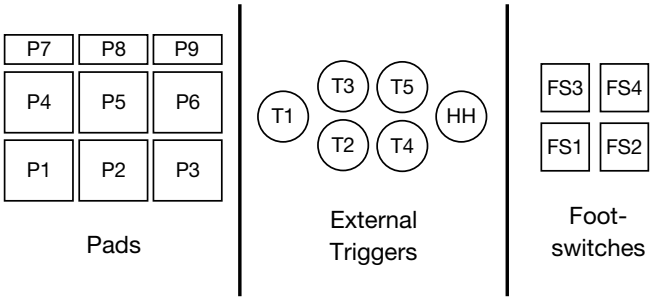
  When **P1–P9** is selected, the unit will show the stop color assigned to each pad LED (colors are assigned in the Pad Edit menu). The highlighted pad will be shown with a white/ glowing outline.

  If **T1–T5** or **HH** is selected, the Pad Select graphic will change to show the external triggers (all same color), with the selected one highlighted.

  If **FS1–FS4** is selected, the Pad select graphic will show the footswitches with the selected one highlighted.



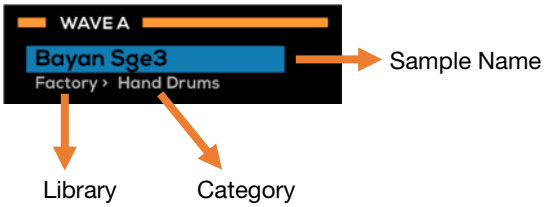
Kit Menu



Browsing and Adding Sounds

1. Press the **Kit** button to open the Kit menu. Here, you can select between the **Preset** and **User** kit options by pressing the **F1** button.
2. Use the **Main Encoder** to select the kit you want to customize. The kit name will flash in the toolbar at the top of the display to indicate it has not been loaded. Press the **Main Encoder** to load the kit. Alternatively, press the **Kit Select -/+** buttons and the kit will load automatically.
3. Press the **Sound** button to open the Sound Menu. The **F2–Browse** page is the default view when entering Sound Edit mode and lets you browse categories and samples.
4. Hit the pad, trigger in, or footswitch where you would like to add a sound to select it. Each Wave section contains fields for **Sample Name**, followed by **Library** > **Category**.
5. Start by selecting a Library. Turn the **Main Encoder** so the Library field is highlighted blue. Press the encoder to select the field. When selected, the field will be highlighted white and you can turn the encoder to choose **Factory** for built-in sounds. Press the encoder again to select the library.

Sound Menu



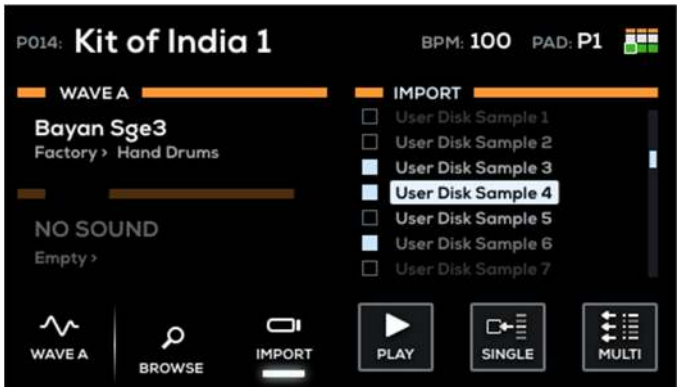
6. Turn the **Main Encoder** to highlight the Category field. Press the encoder to select the field, then turn it to browse the categories in the currently selected library. Press the encoder again to select the category.
7. Turn the **Main Encoder** to highlight the Sample Name field. The list of samples in the currently selected category will be shown on the right side of the display, under **Browse**. Press the encoder to move the cursor to the Browse field, then turn it to browse the list of samples. Press the encoder again to load the highlighted sample to the selected Wave.
8. Once a sample has been added, you can use the **F4–Mode** and **F5–Mix** buttons in the **Sound** menu to adjust the sample settings, such as Playback Mode, Poly/Mono, Volume, Pan, and more.

Importing Files from USB

In addition to the factory preset sounds, you can import your own sounds to the User Library to add to kits.

1. Start by adding sound files from a computer to a USB flash drive (mass storage class).

   IMPORTANT: Your flash drive must be formatted using FAT32, and all WAV files must be 44.1 kHz / 16-bit and located in the root directory of the drive (not in any folder or sub-folder).
2. Insert the USB flash drive to the **USB Memory** port on the rear panel.
3. Press the **Sound** button to open the Sound Menu, then hit the pad, trigger in, or foot control where you want to import the sample.
4. Press the **F3–Import** button and wait for the USB scanning to complete. If Strike MultiPad is not able to read your USB flash drive, an error message will appear on the display and return to the Browse screen.



Sound Menu

5. If WAV files are found on the USB flash drive, they will appear in the Import list. Use the **Main Encoder** to scroll through the samples, and press it to select a sample. While browsing, you can press **F4–Play/Stop** to listen to the highlighted file.
6. You can quickly import a selected WAV to the currently selected pad by pressing the **F5–Single** button.

   If you want to import multiple samples at once, use the **Main Encoder** to select the samples, then press the **F6–Multi** button to begin importing.
7. When a sample has finished importing, it will automatically be added to Wave A or B of the currently selected pad, and assigned to the **User Library** in the **New Sample** category.

   Note: Samples will be automatically added only when **Single** import is used.
8. To add another sample to another pad, simply select another pad. The Import list will stay the same, so you can quickly select a pad, select a sample and import it, then select another pad and import another sample.
9. To view all of your newly imported samples, press the **F2–Browse** button, select the **User** Library, and the **New Samples** Category.

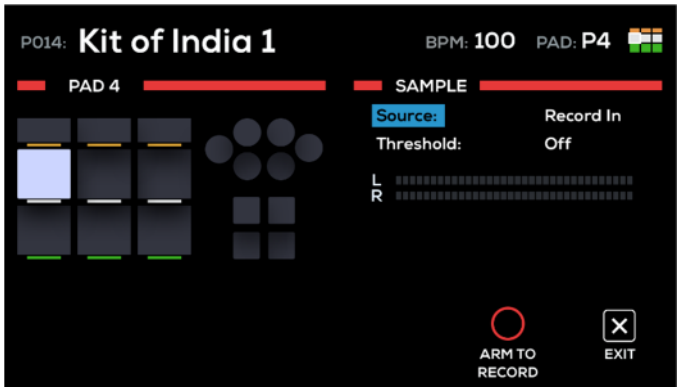
Recording a Sample

You can also use Strike MultiPad to create samples from a mobile device, instrument, microphone or other device connected to the **Record Inputs**, or directly from your computer using the **USB Audio** port.

To record a sample to use with Strike MultiPad:

1. Press the **Sample** button to open the Sample menu.
2. Turn the **Main Encoder** to set the **Source** to **Record In** or **USB Audio**.

   Note: Make sure to select **Alesis Strike MultiPad** as the audio output option on your computer.
3. If desired, set a threshold level to automatically start recording with. If you do not want to auto-start recording, use the **Main Encoder** to turn the threshold up until it says **0 dB**.
4. Press **F5–Arm to Record** to arm the recording.



Sample Menu

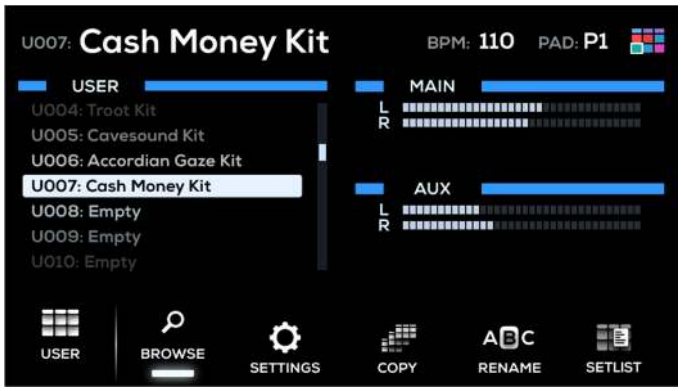
5. Adjust your recording source (such as a turntable, mixer, smartphone, or computer) to its optimal output level. If desired, play the source to view the level in the input meter on the display.
6. When you are ready to begin recording, press **F5–Start Recording**. You can also press **F6–Exit** to unarm recording.
7. When you are finished recording, press **F5–Stop Recording**. You can also press **F6–Exit** at any time.
8. To preview the recording, press **F4–Play/Stop**. If you are happy with the result, press **F5–Save** to save the sample. It will automatically be added to the currently selected pad, trigger in, or foot control on the current kit.

Menus

Kit Menu

The Kit menu is where you can browse and manage available kits, as well as edit kit settings.

At any time, press the **F1 function button** to switch between viewing the included Preset kits and the User kits, as well as any Setlists. The toolbar at the top of the display will show the currently selected kit.



Browse

Press the **F2–Browse** button to open the Browse menu, where you can search through available kits. Turn the **Main Encoder** to scroll through the list. The name of the selected kit will flash at the top of the screen to indicate it has not been loaded. Press the **Main Encoder** to load the highlighted kit. Alternatively, press the **Kit Select -/+** buttons to load the kits automatically.

The left side of the display shows two level meters. The **Main** level meters show the level coming out of the **Main Outs**, and the **Aux** level meters show the level coming out of the **Aux Outputs**.

Settings

Press the **F3–Settings** button to open the **Kit Settings** menu, where you can edit the following kit parameters:

Parameter	Description	Values/Settings
Kit Level	This is the overall volume of the kit.	**0–100** (default 90)
Kit Tempo	This is tempo of the kit, in beats per minute (BPM). This setting will override the Global Tempo setting when the kit is loaded.	**30–280 BPM** (default 120 BPM)
Kit Time Sig	This is the time signature of the kit. This setting will override the Global Time Sig setting when the kit is loaded.	**1/2 – 9/2**, **1/4 – 9/4**, **1/8 – 9/8**, **1/16 – 9/16** (default 4/4)
Logo Color	This is the color of the Alesis logos on the back and sides of Strike MultiPad. This will also change the color of the wave bars in all menus, except Utility.	**Red**, **Coral**, **Deep Pink**, **Light Pink**, **Magenta**, **Purple**, **Plum**, **Blue**, **Sky Blue**, **Cyan**, **Aquamarine**, **Lime**, **Green**, **Yellow**, **Orange**, **Orange Red**, **White**
Logo Mode	This adjusts the lighting effects for the Alesis logos on the back and sides of Strike MultiPad.	**Off:** Lights are off. **Color Soft:** Solid dim color. **Color Medium:** Solid medium color. **Color Full:** Solid bright color. **Trigger:** Lights go from dim to bright when a sound is triggered. **BPM Pulse:** Lights flash in time with the Kit Tempo. **Audio Level:** Lights flash according to the audio output level.
Logo Beat	When **Logo Mode** is set to **BPM Pulse**, this determines the beat division at which the lights flash.	**1/2**, **1/4**, **1/8**, **1/16**

Copy

Press the **F4–Copy** button to open the Kit Copy menu. In this menu, you can perform the following functions:

- **Copy Current Kit:** Copies the currently selected kit, shown in the top left of the display.
- **Paste to Current Kit:** Pastes the copied kit (shown above) to the currently selected kit.
- **Swap with Current Kit:** Exchanges the copied kit with the currently selected kit.

To copy a kit:

1. Use the **Kit Select** buttons to select the kit you would like to copy. You can press the **F1** function button to switch between Preset and User kits.
2. Use the **Main Encoder** to highlight **Copy Selected Kit** and press it to select. The **Kit** information of the copied kit will be displayed.
3. Use the **Kit Select** buttons to select the kit you would like to copy. You can press the **F1** function button to switch between Preset and User kits. The copied kit will be remembered until another kit is copied or Strike MultiPad is powered off.
4. Use the **Main Encoder** to highlight **Paste To Current Kit** and press it to replace currently selected kit with the copied kit.

   Alternatively, use the **Main Encoder** to highlight **Swap With Current Kit** and press it exchange the copied kit with the currently selected kit.

   After selecting either option, a confirmation window will appear for two seconds.

Rename

Press the **F5–Rename** button to open the **Rename Kit** window, which you can use to rename your kits. While this window is open, the **Function Buttons** will perform the following functions:

- **F1–Type:** Press this button to cycle between character types: upper case, lower case, numbers and symbols. Use the **Main Encoder** to browse the options and press it to select.
- **F2–Insert:** Press this button to insert a new character before the highlighted character.
- **F3–Delete:** Press this button to delete the highlighted character.
- **F4–Clear:** Press this button to clear all current characters.
- **F5–Save:** Press this button to save the current kit name.
- **F6–Exit:** Press this button to exit the Rename Kit window without saving.

Setlists

In addition to the Preset and User Kits, you can create a custom list of any of these kits by making a Setlist, which can then be accessed in Perform Mode.

To create and edit Setlists, press the **F6–Setlist** button in Kit Mode to open the **Setlist** menu. While this menu is open, the **Function Buttons** will perform the following functions:

- **F2–Exit:** Press this button to exit the Setlist menu.
- **F3–Insert/Replace/Remove:** Press this button to cycle through the setlist editing options: **Insert** (adds the kit to the setlist), **Replace** (adds the kit to the setlist, replacing any kits already in the kit slot), or **Remove** (deletes the kit from the setlist).
- **F4–Clear:** Press this button to clear the current setlist.
- **F5–Rename:** Press this button to rename the current setlist. This functions the same as the ***Rename Kit*** window.
- **F6–Setlist:** Press this button to select a setlist.

To create a Setlist:

1. Press **F6–Setlist** to open the Setlist menu.
2. Use the **Main Encoder** to select the Setlist you would like to edit and press it to confirm. There are 20 Setlists available, and each can hold up to 99 kits.
3. Press the **F2** button to select **Insert**, and the cursor will be moved to the kit list. At any time, you can press the **F1** button to switch between viewing Preset and User kits, as well as other Setlists.
4. Use the **Main Encoder** to select the kit you would like to add and press it once to load the kit for previewing. To confirm and add the kit to the setlist, press the **Main Encoder** again.
5. Use the **Main Encoder** to select the slot where the kit will be added. For example, if the new kit is positioned between slots 2 and 3, it will become slot 3. Press the **Main Encoder** to confirm.

To replace a kit, press the **F2** button to select **Replace**, then follow the directions above to select a kit. When adding the kit to the Setlist, the new kit will replace the kit in the highlighted kit slot.

To remove a kit, press the **F2** button to select **Remove**. Use the **Main Encoder** to move through the kits in the setlist and highlight the kit you would like to take out, and then press it to confirm.

To access setlists, press the **F1** button in Perform Mode until the **Setlist** window appears. Use the **Main Encoder** to highlight the setlist you would like to load, and then press it to confirm. When the setlist is loaded, turning the **Main Encoder** or using the **Kit Select -/+** buttons will switch between kits as ordered in the setlist.

Kits in a setlist can also be edited like any other kit in the Kit Menu. Press the **F1** button in the Kit Menu until **Setlist** is shown on the left side of the display. Use the **Main Encoder** to highlight a setlist, and then press it to show the kits in that list. Use the **Main Encoder** to highlight the kit you would like to edit, and then press it to confirm.

Pad Menu

The Pad menu is where you can view and edit all pad-related parameters.

The left side of the display shows the pads, triggers and footswitches. The currently selected control will be highlighted.

The right side of the display will show the parameters being edited. See below for more details.

Feel

Press the **F1–Feel** button to adjust the playing dynamics for the pad.

Parameter	Description	Values/Settings
Sensitivity	This is the gain control for the pad, trigger or footswitch. The higher the setting, the easier it'll be to trigger louder sounds with lighter hits. When setting this parameter, strike the trigger listen to the sound. If it's too loud even though you are striking the pad lightly, lower this setting.	**01–32**
Curve	This determines how a sound's volume is affected by how hard you strike it—that is, how responsive the pad or trigger's dynamics are to changes in your playing. All pads and triggers on your Strike MultiPad use **Normal** as the default setting, which provides the most accurate and natural performance.	**Normal**, **Exp1**, **Exp2**, **Log1**, **Log2**, **Loud**
Threshold	This determines how much velocity (force) is required for a voice to sound. At higher settings, you'll need to strike the pad or trigger harder to produce a sound. At lower settings, very light strikes on the pad or trigger will produce sounds. One typical use for this setting is when an acoustic drum trigger is connected to a Trigger In and you find the bass from a nearby speaker is causing unexpected triggers. Raise the threshold setting here to help prevent this.	**00–32** (default 04)
Fixed Level	This setting allows you to have all pads, triggers and footswitches sound at a specific velocity, no matter how hard or soft you strike it. If you prefer to have pads and triggers react to your playing dynamics, leave this setting at **Off**.	**Off**, **001–127**

Control

Press the **F2–Control** button to edit the control mode for each pad, as well whether a sound will play or not.

Parameter	Description	Values/Settings
Mode	This setting determines what, if any, control function will be performed when the pad is triggered.	**Off**: Triggering the pad does not perform a control function. **Next Kit**: Triggering the pad loads the next kit. **Previous Kit**: Triggering the pad loads the previous kit. **Click On/Off**: Triggering the pad turns the click on or off. **Tap Tempo**: Triggering the pad acts as a tap tempo. **Panic:** Triggering the pad sends a MIDI Panic message, stopping all notes from sounding. **Looper Rec:** Triggering the pad controls the Looper record state. Note that Loop View must be active before triggering. The first trigger will set the Looper from Arm to Record to Start Record. The next trigger will set the Looper to start recording, beginning with a countdown. If triggered again before the number of measures set have passed, the Looper will stop recording and enter playback on the next downbeat. Once playback is initiated, trigger the pad to start or stop overdub recording. **Looper Play/Stop**: Triggering the pad starts or stops playback of the loop. Note that a Loop View must be active and a loop must be recorded before triggering. **Kit FX 1 On/Off:** Triggering the pad turns Kit FX1 on or off. **Kit FX2 On/Off:** Triggering the pad turns Kit FX2 on or off. **Kit FX 3 On/Off:** Triggering the pad turns Kit FX3 on or off. **MST FX On/Off:** Triggering the pad turns the Master Effect on or off.
Sound	This setting determines whether the pad sound will be triggered.	**On**, **Off**

Output

Press the **F3–Output** button to edit the pad output settings.

Parameter	Description	Values/Settings
Audio Output	This setting determines the audio output routing for the pad, trigger or footswitch.	**Main+Phone**, **FX1–3, Aux+Phone**, **Phone Only**
Kit FX Level	This setting determines the output level of effects applied to the kit.	**000–127**
MIDI Note Output	This setting determines the MIDI note that is sent when a pad, trigger or footswitch is pressed.	**000–127**

Light

Press the **F4–Light** button to edit the settings for the pad LEDs.

Parameter	Description	Values/Settings
Play Color	This setting determines the color of the pad and trigger LEDs when active.	**Red**, **Coral**, **Deep Pink**, **Light Pink**, **Magenta**, **Purple**, **Plum**, **Blue**, **Sky Blue**, **Cyan**, **Aquamarine**, **Lime**, **Green**, **Yellow**, **Orange**, **Orange Red**, **White**
Play Mode	This setting determines the behavior of the pad and trigger LEDs when activated.	**Off:** Lights remain at the **Stop Mode** setting when triggered. **Trigger:** Lights go from dim to bright when a sound is triggered. **Audio Meter:** Lights represent a signal meter (left to right) for the pad volume level. **Audio Breath:** Lights flash from dim to bright based on the sound volume level. **Fill:** Lights move from left to right and back based on the length of the sound. **BPM Pulse:** Lights flash from dim to bright in time with the Kit Tempo. **BPM Pong:** A "dot" of bright color moves from left to right and back in time with the kit time signature and tempo.
Play Beat	For **Play Mode** settings that are BPM-dependent, this setting determines the beat division	**1/2**, **1/4**, **1/8**, **1/16**
Stop Color	This setting determines the color of the pad and trigger LEDs when no sound is being played.	**Red**, **Coral**, **Deep Pink**, **Light Pink**, **Magenta**, **Purple**, **Plum**, **Blue**, **Sky Blue**, **Cyan**, **Aquamarine**, **Lime**, **Green**, **Yellow**, **Orange**, **Orange Red**, **White**
Stop Mode	This setting determines the color of the pad and trigger LEDs when inactive.	**Off:** Lights are off. **Solid Dim:** Solid dim color. **Solid Medium:** Solid medium color **Solid Bright:** Solid bright color. **BPM Pulse:** Lights flash from dim to bright in time with the Kit Tempo. **BPM Pong:** A "dot" of bright color moves from left to right and back in time with the kit time signature and tempo.
Stop Beat	For **Stop Mode** settings that are BPM-dependent, this determines the beat division	**1/2**, **1/4**, **1/8**, **1/16**

Group

Press the **F5–Group** button to edit the pad group settings.

Parameter	Description	Values/Settings
Sync Group	This setting allows you to trigger multiple pads Each kit can have up to 16 Sync Groups.	**Off**, **1–16**
Sync Mode	This setting determines how pads in the same Sync Group are triggered.	**Mute:** Pads that share a Sync Group will mute each other when triggered. **Cycle:** Pads in the Sync Group will be triggered in consecutive order, from **P1–9**, to **T1–6**, to **FS1–4**. This is similar to a "round robin" function. **Random:** Pads in the Sync Group will be triggered in random order. **Together:** Up to 9 pads in the group will play at the same time. **Hihat:** Pads in the Hihat group will cycle based on the position of the hi-hat pedal connected to the **HH Trigger Input**. Lower number pads are closed positions and higher number pads are open positions.

Copy

Press the **F6–Copy** button to open the Pad Copy menu. In this menu, you can perform the following functions:

- **Copy Selected Pad:** Copies the currently selected pad, highlighted to the left.
- **Paste With Selected Pad:** Pastes the copied pad (shown above) to the currently selected pad.

To copy a pad:

1. Hit or select the pad you would like to copy.
2. Use the **Main Encoder** to highlight **Copy Selected Pad** and press it to select. The **Kit** and **Pad** information of the copied pad will be displayed.
3. Hit or select the pad where you want to paste the copied pad. You can select any pad from any kit and the copied pad will be remembered until another pad is copied or Strike MultiPad is powered off.
4. Use the **Main Encoder** to highlight **Paste With Selected Pad** and press it to select. The copied pad will be pasted to the selected pad, and a confirmation window will appear for two seconds.

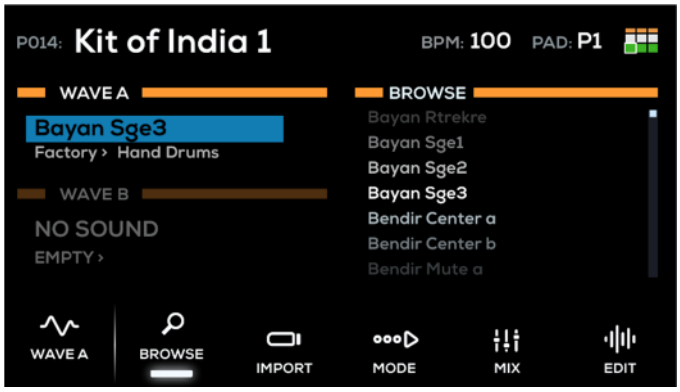
   You can continue to copy the same pad, or start over by copying a new pad.

Sound Menu

The Sound Menu is where you can select and import WAV files and assign them to each layer (Wave A or Wave B) for each pad, trigger or footswitch, edit the settings for the WAV files and edit the waveform itself.

At any time, press the **F1–Wave** button to switch between editing Wave A and Wave B.

You can also press and hold the **F1–Wave** button to copy a sound from one Wave to another. In the Copy Wave popup that appears, turn the **Main Encoder** to select **Yes** and press it to copy the selected Wave to the opposite layer, or select **No** to cancel.

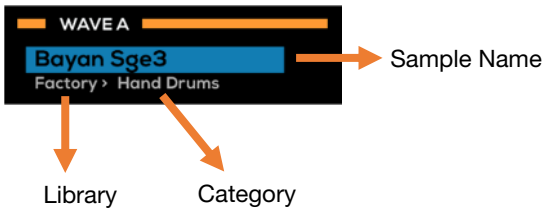


Browse

Press the **F2–Browse** button to open the Browse menu, where you can search through the included Factory sounds, as well as sounds you create or import.

The left side of this menu shows the two editable Waves. Each Wave section contains fields for **Sample Name**, followed by **Library** > **Category**. Use the **Main Encoder** to select the field you would like to edit, then press it to select. Turn the **Main Encoder** to browse the sounds, libraries or categories, and press it to select.

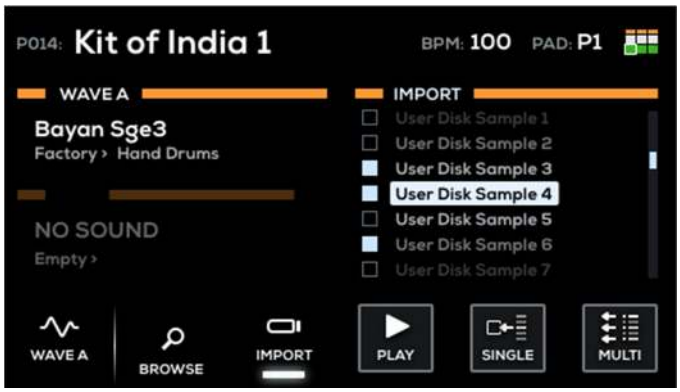
The right side of this menu shows the list of sounds to browse.



Import

Press the **F3–Import** button to import WAV files from a USB flash drive (mass storage class, FAT32 formatted) connected to Strike MultiPad. Use the **Main Encoder** to scroll through samples from your USB drive on the right side of the display, and press it to select the sample. When selected, the box to the left of the sample name will be filled in.

- Press the **F2–Browse** button to exit the Import menu and return to Browse.
- Press **F4–Play** to preview the highlighted sample. To stop the preview, press **F4–Stop** during playback.
- Press **F5–Single** to load a single selected sample. This will load the selected sample directly to the currently selected pad, trigger or footswitch.
- Press **F6–Multi** to load multiple selected samples. All selected samples will be placed into the **User**>**New Sample** category.



Mode

Press the **F4–Mode** button to open the Mode menu, where you can adjust the sample playback mode options.

Parameter	Description	Values/Settings
Playback Mode	This setting determines how the wave layer(s) is played.	**OneShot:** When triggered, the sound plays until the end and stops. **Alter:** Hit the pad to start the sample, and hit it again to stop. **Loop:** Hit the pad to start the loop, and hit it again to stop. **RoundRobin:** Each successive hit alternates between Wave A and Wave B. When one Wave is set to Round Robin, the other Wave will also be set to Round Robin automatically. If one Wave is changed from the Round Robin mode, the other will default to One Shot (Mono). **Hi-hat:** Assigns HH Open and HH Closed labels to Wave A and Wave B, respectively, for quick and easy hi-hat setup on a single pad. Use an on/off control or a variable foot controller connected to the **HH Trigger Input** to switch between the open and closed sounds. When played, the closed sound will mute the open sound. **FS1–4:** Assigns FS Open and FS Closed labels to Wave A and Wave B, respectively. Use an on/off control or a variable foot controller connected to the **Foot Control Inputs** to trigger the open and closed sounds.
Poly/Mono	This setting determines the number of voices available for sample playback. **Note:** When **Playback Mode** is set to **Loop**, this will automatically be set to **Mono**.	**Mono:** Only one voice will be active at a time. **Poly:** Multiple voices can be played at one time.

Mix

Press the **F5–Mix** button to open the Mix menu, where you can adjust the audio mixing setting for the sample.

Parameter	Description	Values/Settings
Volume	This setting determines the volume level of the pad.	**000–100**
Pan	This setting determines the position of the pad's sound in the stereo field.	**L15–Center–R15**
Fade In	This setting adds a fade in to the pad's sound.	**Off**, **1–100%**
Fade Out	This setting adds a fade out to the pad's sound.	**Off**, **1–100%**
Velocity High	This setting determines the high velocity limit to trigger the sound. Any hits higher than that velocity will not trigger the sound.	**001–127**
Velocity Low	This setting determines the low velocity limit to trigger the sound. Any hits lower than that velocity will not trigger the sound.	**000–126**
Prior	This setting determines the priority of a sound in Strike MultiPad's polyphony. Up to 32 mono voices or 16 stereo voices can be active at one time. When this limit is reached, voices will be stopped to make room for more. Use this parameter to set the priority of voices to be dropped. At **Low** priority, the sound is more likely to be dropped; at **High** priority, the sound is less likely to be dropped. **Note:** Sounds with Loop playback will not ever be stopped as a result of polyphony limits.	**Low**, **Medium**, **High**

Edit

Press the **F6–Edit** button to open the Sound Edit menu, where you can perform various non-destructive and destructive edits to your WAV files.

Factory Samples cannot be destructively edit. If you would like to edit a Factory Sample, you must first copy the sample to the Edit menu will at first show only one option, **Copy to User**.

Once the sample has been copied to the User Library, the following options will be available:

- **Rename:** Select this option to rename the selected Wave.

- **Edit Start/End:** Select this option to edit the start and end points of the sample. While viewing this page, you can perform the following functions:

  Use the **Main Encoder** to move both the start and end points at the same time.

  Use the **A-Link 1** and **2 encoders** to adjust the start and end points individually. You can set the level of adjustment using the **A-Link Bank Buttons**—press **A** for **coarse** adjustment, **B** for **medium** and **C** for **fine**.

  Additionally, use the **function buttons** to perform the following additional functions:
  - **F1–Play/Stop:** Press this button to play or stop the sample.
  - **F3–Grid:** Press the button to adjust a preset grid of points. Select **Free** to freely move the start and end points throughout the sample, or select **Grid 4**, **Grid 8** or **Grid 16** to set evenly spaced markers along the waveform based on the Global BPM value. Moving the **A-Link encoders** will now snap the start and end markers to these points.

    This is particularly useful when editing loops or selecting a smaller "slice" from a larger sample. Adjust the Global Tempo using the **BPM** button to move the grid points in the waveform until they are correctly aligned with the sample tempo.
  - **F4–Zoom:** Press this button to toggle between zoomed-in and zoomed-out views. Press and hold this button and turn the **Main Encoder** to change the zoom level.
  - **F5–Save:** Press this button to save the edited sample.
  - **F6–Exit:** Press this button to exit the trim function without saving.

- **Normalize:** Select this option to normalize the sample audio. Press **F1/F2** to **Overwrite** the sound file, **F3/F4** to **Save As New** sound file, or **F5/F6** to **Cancel**. New files will be placed in the same User Category as the sample being edited.

- **Pitch:** Select this option to adjust the pitch of the sample up to **1200 cents** in either direction. Use the **Main Encoder** to select the amount of pitch change, and then press **F1/F2** to **Overwrite** the sound file, **F3/F4** to **Save As New** sound file, or **F5/F6** to **Cancel**. New files will be placed in the same User Category as the sample being edited.

- **Reverse:** Select this option to reverse the sample audio. Press **F1/F2** to **Overwrite** the sound file, **F3/F4** to **Save As New** sound file, or **F5/F6** to **Cancel**. New files will be placed in the same User Category as the sample being edited.

- **Copy:** Select this option to copy the sample to a new file.

- **Delete:** Select this option to delete the sample file.

  Important: This action does not require confirmation and cannot be undone.

Utility Menu

The Utility menu is where you can edit various parameters for Strike MultiPad's hardware and firmware functionality.

MIDI

Press the **F1–MIDI** button to open the MIDI menu, where you can adjust the MIDI settings for Strike MultiPad.

Parameter	Description	Values/Settings
Global MIDI Channel	This setting determines the MIDI channel that Strike MultiPad sends messages on.	**1–16**
MIDI Sync	This setting determines whether Strike MultiPad receives external MIDI Clock signals. When **On**, MIDI Clock signal will override the Global Tempo.	**On**, **Off**
Local Control	This setting determines whether Strike MultiPad triggers its internal sounds.	**On**, **Off**
MIDI Thru	This setting determines whether MIDI received from the MIDI Input will be sent back out through the MIDI Output.	**On**, **Off**
Program Change Switch	This setting determines whether Strike MultiPad will change kits when receiving program change messages. When **On**, Program Change Inc/Dec messages will act as the **Kit +/-** buttons, and Program Change Number messages will match the Kit Number as shown on the display (Bank 0 = Presets, Bank 1 = User).	**On**, **Off**
5-Pin MIDI to USB	This setting determines whether MIDI received by the 5-pin MIDI DIN input is passed to USB.	**On**, **Off**

Audio

Press the **F2–Audio** button to open the Audio menu, where you can adjust the audio settings for Strike MultiPad.

Parameter	Description	Values/Settings
Rec In Vol	This setting determines the digital level for Record In, separate from the analog gain.	**0–100**
USB In Vol	This setting determines the level of the USB audio input.	**0–100**
USB Out Vol	This setting determines the level of the USB audio output.	**0–100**
Rec In Output	This setting determines the audio routing of the analog Record In signal.	**Main**, **Aux**, **Phone**
USB In Output	This setting determines the audio routing of the digital USB In signal.	**Main**, **Aux**, **Phone**
System Gain	This setting determines the additional digital gain for the Main outputs.	**0dB**, **6dB**, **12dB**
FX1 Output	This setting determines the audio output routing for FX1.	**Main+Phone**, **Aux+Phone**
FX2 Output	This setting determines the audio output routing for FX2.	**Main+Phone**, **Aux+Phone**
FX3 Output	This setting determines the audio output routing for FX3.	**Main+Phone**, **Aux+Phone**

Triggers

Press the **F3–Triggers** button to open the Triggers menu, where you can adjust the advanced trigger settings for the five Trigger In connections on the rear panel (1, 2/3, 4/5).

Parameter	Description	Values/Settings
Trigger In	This setting determines the Trigger In to be edited. The additional options available on this page will change depending on which trigger is selected.	**[1]–[5]**
Trigger In [1]		
Type	This setting determines the type of trigger control.	**Velocity:** The trigger will send a variable range of velocity values. **Switch:** The trigger only sends fixed on/off velocity values.
Scan Time	When **Type** is set to Velocity, this setting determines how long the Strike MultiPad firmware scans the voltage to detect a hit. Lower settings will reduce latency time, but may lessen dynamic accuracy.	**1–20ms**
Retrigger	When **Type** is set to Velocity, this setting helps reduce double triggering. Higher settings will make double triggers less common, but setting the value too high may cause the trigger to miss hits with faster playing, such as when performing a buzz roll.	**0–32**
Filter Time	When **Type** is set to Variable, this setting works in conjunction with **Retrig-C** to reduce double triggering.	**1–50ms**
Crosstalk	When **Type** is set to Variable, increase this setting to reduce center hits accidentally triggering rim sounds, or rim hits triggering center sounds when using a dual-zone drum.	**0–32**
Fix Lev	When Type is set to **Switch**, this setting determines the fixed velocity level sent by the trigger.	**0–127**
Trigger In [2]–[5]		
Type	This setting determines the type of trigger control.	**2 Trigger:** A TRS to dual-TS splitter is used to connect two drum triggers. **Head+Rim:** The connected trigger is a dual-zone drum trigger.
Scan Time	See description ***above***.	**1–20ms**
Retrigger	See description ***above***.	**0–32**
Filter Time	See description ***above***.	**1–50ms**
Crosstalk	See description ***above***.	**0–32**
Rim Gain	When **Type** is set to Head+Rim, this determines the sensitivity of the rim zone only.	**0–32**

Pedals

Press the **F4–Pedals** button to open the Pedals menu, where you can adjust the settings for the three Foot Control connections on the rear panel (HH, 1/2, 3/4).

Parameter	Description	Values/Settings
Pedal	This setting determines the pedal to be edited. The additional options available on this page will change depending on which pedal is selected.	**[HH]**, **[1]–[4]**
Type	This setting determines the type of hi-hat or footswitch control.	**Variable:** The hi-hat pedal or footswitch will send a variable range of velocity values. **Switch:** The hi-hat pedal or footswitch only sends fixed on/off velocity values.
[HH]		
Fix Level	When **Type** is set to **Switch**, this setting determines the fixed velocity level that is sent.	**0–127**
Open Position / Close Position	When **Type** is set to **Variable**, these settings determine the velocity of the Open Position and Close Position for the hi-hat.	**0–127**
[1]–[4]		
Polar	This setting determines the polarity of the footswitch.	**Normal**, **Inverse**

System

Press the **F5–System** button to open the System menu, where you can adjust the system settings for Strike MultiPad.

Parameter	Description	Values/Settings
Display Brightness	This setting determines the brightness level of the display.	**1–100**
Auto Power-Off	This setting determines after what length of inactivity will Strike MultiPad automatically shut down.	**Off**, **30min**, **60min**
Firmware Version	Displays the current firmware version of Strike MultiPad. Visit **alesis.com** to check for firmware updates.	
Space on Internal Drive	Displays the amount of space available on the internal storage drive.	

From time to time, Alesis may release new firmware for Strike MultiPad that adds new features or fixes issues. Visit **alesis.com** and find the product page for Strike MultiPad to check for new firmware. You can see what firmware version your Strike MultiPad is currently running by going to the **Utility**>**System** menu.

To update your Strike MultiPad firmware:

1. Download the firmware file to your computer.
2. Connect a USB flash drive (mass storage class, FAT32 formatted) to an available USB port on your computer, and then transfer the firmware file to the **root level** of the USB drive. Strike MultiPad will not read the firmware file correctly if it is placed in a folder below root level.
3. With Strike MultiPad powered off, insert the USB drive into the **USB Memory** port on the rear panel.
4. Hold down the **BPM** and **Click** buttons simultaneously and power on Strike MultiPad using the **power switch**.
5. Strike MultiPad will automatically detect the firmware update file and begin the update process. The display will show the firmware update progress.

   Important: Do not power off Strike MultiPad during the update process. Doing so may damage the unit or your USB drive.

6. When the firmware update is finished, the Strike MultiPad display will show an update success message and prompt you to restart the unit. Use the power switch to turn Strike MultiPad off and then back on. Your Strike MultiPad will now be updated to the latest firmware!

Backup

Press the **F6–Backup** button to open the Backup menu, where you can create and manage backups of your kit data onto a connected USB flash drive (mass storage class, FAT32 formatted).

- **Save All User Kits:** Select this option to save all User Kits to your USB flash drive.
  1. Make sure you have a USB flash drive connected to the **USB Memory** port on the rear panel.
  2. Highlight **Save All User Kits** in the **Utility**>**Backup** menu, then press the **Main Encoder**.
  3. A window will appear where you can assign the backup file a number, allowing you to keep multiple backups stored on your USB drive.
  4. Press the **Main Encoder** to continue with saving, or press **F6–Exit** to exit the window without saving.
  5. Once the saving process begins, a window will appear on the display and show the saving progress.
  6. When complete, a folder named **Strike** will be created on your USB drive, and your backup files will appear in a sub-folder named **BackUp**.

- **Load All User Kits:** Select this option to load all User Kit files from a USB flash drive.
  1. Make sure you have a USB flash drive connected to the **USB Memory** port on the rear panel.
  2. Highlight **Load All User Kits** in the **Utility**>**Backup** menu, then press the **Main Encoder**.
  3. All available backup files will be shown on the next page. Use the **Main Encoder** to highlight the backup you would like to load, then press it to confirm. Press **F6–Exit** to exit the window without loading.

- **Restore Factory Settings:** Select this option to restore Strike MultiPad's settings to the original factory defaults. Once the settings have been reset, a window will appear prompting you to reset Strike MultiPad. Press the **Main Encoder** to confirm, and Strike MultiPad will reset automatically.

  Important: This action cannot be undone. Restoring factory settings will erase saved User Kits.

Other Features

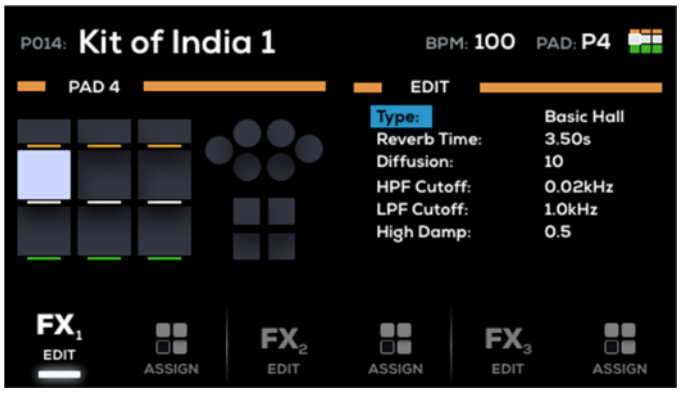
Effects

Strike MultiPad features up to 3 built-in Kit FX that can be applied to any pad, trigger or footswitch, as well as Master FX that can be applied to the entire kit.

See ***Appendix*** > ***Effects*** for a complete list of available effects and their parameters.

Kit FX

Press the **Kit FX** button to view the Kit FX menu. The left side of the display will show the pad, trigger and footswitch outlines. The right side of the display is used for browsing effects and adjusting their parameters.



- **To edit the FX parameters,** press the **F1–FX1 Edit**, **F3–FX2 Edit** or **F5–FX3 Edit** buttons.
- **To assign the FX to a pad,** trigger or footswitch, press and hold the **F2–FX1 Assign**, **F4–FX2 Assign** or **F6–FX3 Assign** buttons and hit the pad, trigger or footswitch where you would like to assign the effect. The selected pad, trigger or footswitch will then become highlight on the left side of the display.

Master FX

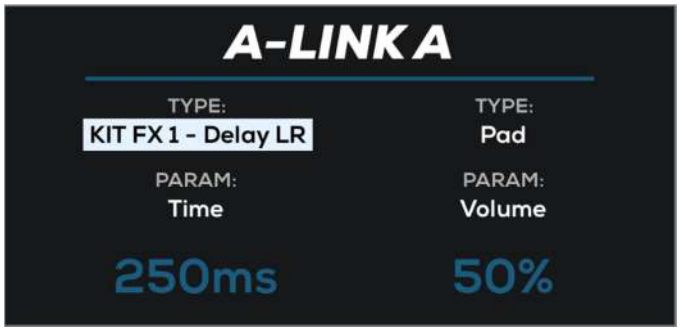
Press the **MST FX** button to view the Master FX menu. There is one available slot that can be assigned to any effect, as well as dedicated **Compressor** and **EQ** effects.

- **To edit the FX parameters,** press the **F1–FXM Edit**, **F3–Comp Edit** or **F5–EQ Edit** buttons.
- **To hear the applied effects,** use the **F2–FXM**, **F3–Comp** and **F4–EQ** buttons to toggle the master effects on and off. Additionally, make sure that the **Master FX** slot is set to **On** by pressing the **F5–MFX** button in **Perform** mode.

A-Link

The A-Link encoders allow you to freely assign commonly used parameters for quick and easy access. The two A-Link encoders can have up to three sets of assignments, which are accessed using the **A-Link Bank** buttons. Only one bank can be active at a time.

Pressing an A-Link Bank button or turning an A-Link encoder will show a temporary popup on the display indicating the current parameters and their values.



To edit the A-Link assignments:

1. Press and hold one of the A-Link Bank buttons (**A**, **B** or **C**). The bank button will flash, and the A-Link window will appear on the display.
2. Use the **Main Encoder** to highlight the **Type** for **A-Link Encoder 1** or **2**, and press it to select.
3. Use the Main Encoder to select the desired A-Link type, **MFX**, **FX1–3**, **PAD-Wave A**, **PAD-Wave B** or **PAD-Output**, and press it to select.
4. Use the **Main Encoder** to highlight the **Param** field for **A-Link Encoder 1** or **2** and press it to select.
5. Use the **Main Encoder** to select the desired parameter.

A-Link assignments can be saved with the kit. See ***Menus*** > ***Utility Menu*** > ***Backup*** for more on saving kits.

Pad Cue

Pad Cue allows you to audition sounds directly to the **Headphone Outputs**. This is useful for previewing sounds without playing them out to your audience.

Additionally, when Pad Cue is active, you can use the **Main Encoder** to select any pad, trigger or footswitch. This is useful for editing parameters on triggers or footswitches that may not be currently connected to your Strike MultiPad.

To enable Pad Cue, press the **Pad Cue** button. While enabled:

- The **Pad Cue** button and **F1–F5** buttons will flash, and the Pad Cue window will appear on the display.
- Any sound playing to the **Main** or **Aux Outputs** prior to enabling Pad Cue will continue to play. Any sounds triggered after enabling Pad Cue will be sent directly to the **Headphones Output**.
- While enabled, only one pad will play to the Headphones Output at a time.

To select a sound, hit the pad, trigger or footswitch, or turn the **Main Encoder**.

To preview the sound, hit the pad or press the **F6–Play/Stop** button. While the sound is playing, you can press the **F6–Play/Stop** button again to stop it.

Appendix

Preset Categories

- Chinas Acoustic
- Crashes Acoustic
- Crashes Electronic
- Hand Drums
- HiHats Acoustic
- HiHats Electronic
- Hybrid Elements
- Kicks Acoustic
- Kicks Electronic
- Loops Acoustic Guitar
- Loops African Drums
- Loops Arabic
- Loops Dance
- Loops Dance Drums
- Loops DnB
- Loops DnB Drums
- Loops EDM
- Loops House
- Loops Jazz
- Loops Latin Drums
- Loops Pop
- Loops Pop Drums
- Loops RnB
- Loops Rock
- Loops Rock Perc
- Loops SFX
- Melodic
- Multi Samples
- Percussion Electronic
- Mallets
- Percussion Orchestra
- Percussion Toys
- Rides Acoustic
- Rides Electronic
- Snares Acoustic
- Snares Electronic
- Sound Effects
- Splashes Acoustic
- Toms Acoustic
- Toms Electronic
- Timpani
- SFX

Effects

Kit Effects

Effect Name	Parameters				
Bypass					
Basic Hall / Ballad Hall	Time	Diffuse	HPF Frequency	LPF Frequency	Hi-damp
Echo / Delay LR	Time	Feedback			
Chorus 1 / 2	Frequency	Depth	Feedback	Phase Difference	
Flanger 1 / 2	Frequency	Depth	Feedback	Phase Difference	
Phaser 1 / 2	Frequency	Depth	Feedback	Phase Difference	
Tremolo 1 / 2 / 3	Frequency	Am Depth	Pm Depth	Phase Difference	
Touch Wah 1 / 2	Depth	Cutoff	Resonance	Hi-gain	Sensitivity
Pitch Change 1 / 2	Pitch	Cent	Feedback		
Lofi 1 / 2	Sample Rate	Hi-cut	Filter	Resonance	
Amp 1 / 2	Drive	Amp Type	Lo-cut	Output	
RFilter 1 / 2	Frequency	Step	Depth	Resonance	
RFlanger 1 / 2	Frequency	Step	Depth	Feedback	
RingMod 1 / 2	Pre-LPF	Frequency	Depth		

Master Effects

Effect Name	Parameters						
Bypass							
Basic Hall / Ballad Hall	Dry/Wet	Diffuse	HPF Frequency	LPF Frequency	Time		
Chorus 1 / 2	Dry/Wet	Depth	Feedback	Phase Difference	Frequency		
Phaser 1 / 2	Dry/Wet	Depth	Feedback	Phase Difference	Frequency		
Touch Wah 1 / 2	Dry/Wet	Cutoff	Resonance	Hi-gain	Sensitivity	Depth	
Pitch Change 1 / 2	Dry/Wet	Pitch	Cent	Feedback			
Lofi 1 / 2	Dry/Wet	Hi-cut	Filter	Resonance	Sample Rate		
Amp 1 / 2	Dry/Wet	Amp Type	Lo-cut	Output	Drive		
RFilter 1 / 2	Dry/Wet	Step	Depth	Resonance	Frequency		
RFlanger 1 / 2	Dry/Wet	Step	Depth	Feedback	Frequency		
RingMod 1 / 2	Dry/Wet	Frequency	Depth	Pre-LPF			
Filter 1	Mode	Slope	Cutoff	Resonance	Rate	Depth	
Flanger 1 / 2 / 3 / 4 / 5 / GM	Frequency	Depth	Feedback	Phase Difference	Dry/Wet		
Rear Slicer / Manual Slicer / Fore Slicer	Rt Sync	Speed	Loop Length	Loop Volume	Dry/Wet		
Echo / **LR** (Delay) / **LCR 1** (Delay) / **LCR 2** (Delay) / **Cross** (Delay) /	Time	Feedback	Dry/Wet				
Tremolo 1 / 2 / 3	Frequency	Am Depth	Pm Depth	Phase Difference			
Compressor	Threshold	Attack	Release	Ratio	Level		
EQ	Low Freq.	Low Gain	Mid Freq.	Mid Gain	Mid Q	High Freq.	High Gain

Technical Specifications

Connectors	(4) 1/4” (6.35 mm) TRS audio outputs (1) 1/4” (6.35 mm) TRS headphone output (1) 1/8” (3.5 mm) TRS headphone output (1) MIDI DIN Output/Thru-port (2) 1/4” (6.35 mm) TRS audio inputs (1) 1/4" (6.35 mm) TS trigger input (2) 1/4" (6.35 mm) TRS trigger inputs (1) 1/4" (6.35 mm) TRS HH pedal input (2) 1/4" (6.35 mm) TRS footswitch inputs (1) MIDI DIN Input (1) USB Type-B port (1) USB Type-A port (1) power adapter input
USB Drive	**Supported Format:** FAT32 **Supported File Type:** 16-bit, mono or stereo .WAV files, 44.1 KHz Sample Rate
Power	**Adapter:** 9 VDC, 1,500 mA **Voltage**: 100–240 V, 50/60 Hz, 1.5 A Max
Dimensions (width x depth x height)	13.75" x 14" x 3" 349.25 x 355.6 x 76.2 mm
Weight	8.5 lbs. 3.85 kg

Specifications are subject to change without notice.

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