DRUM

ANALOG/PCM DRUM MACHINE

USER MANUAL

UNO Drum

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Introduction

Thank you for purchasing UNO Drum.

In the box

Your package contains:

- UNO Drum
- USB cable
- 4 AA Batteries
- MIDI cables
- Quick Start Guide
- Registration Card

UNO Drum

Register your UNO Drum

By registering, you can access technical support, activate your warranty and receive free JamPoints™ which will be added to your account. JamPoints™ allow you to obtain discounts on future IK purchases! Registering also keeps you informed of all the latest software updates and IK products.

Register at: **www.ikmultimedia.com/registration**

Precautions

Locations

Using the unit in the following locations can result in a malfunction.

- In direct sunlight
- Location of extreme temperature or humidity
- Excessively dusty or dirty locations
- Locations of excessive vibration
- Close to magnetic fields

Power Supply

Please use only the USB cable provided with the unit, and connect the same cable to a correct USB port in the device or USB power adapter.

UNO Drum works with both Ni-MH and Alkaline. Ni-MH batteries are tested to last for about 2.5 hours of continuous use, while Alkaline batteries last about 1.5 hours of continuous use.

Interference with other electrical devices

Radios and televisions placed nearby may experience reception interference. Operate the unit at a suitable distance from radios and televisions.

Handling

To avoid breakage, do not apply excessive force to the knobs and capacitive controls.

Care

If the exterior becomes dirty, wipe it with a clean and dry cloth. Do not use liquid cleaners such as benzene or thinner, or cleaning compounds of flammable polishes.

Keep this manual

After read, please keep this manual for later reference.

Keep foreign matter out of your unit

Never set any container with liquid in it near this unit. If liquid gets into the unit, it could cause a breakdown, fire, or electrical shock.

Introduction

Be careful not to let metal objects get into the equipment. If something does slip into the unit, unplug the USB cable, then contact your nearest IK Multimedia dealer or the store where the equipment was purchased.

Specification subject to change

The information contained in this manual is believed to be correct at the time of printing. However, IK Multimedia reserves the right to change or modify any of the specifications without notice or obligation to update existing units.

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1 – Installation and setup

Please note: To prevent malfunction and equipment failure, always turn down the volume and turn off all the units before making any connections.

UNO Drum can be powered by the USB bus or by 4 x AA batteries (Alkaline or Ni-MH).

USB: When connected to a USB host (MAC, Windows), all of the required power is typically provided by the host. If the connected host is not capable of providing the required power, batteries may be needed (for example, using an iOS device with a camera connection kit).

IMPORTANT: If the power switch is set to the Battery position but USB power is connected, note that the low battery "BAT" indicator will not appear on the display when the batteries reach a low level, but the unit will still be under battery power and will eventually shut off. Set the switch to the USB position to avoid this.
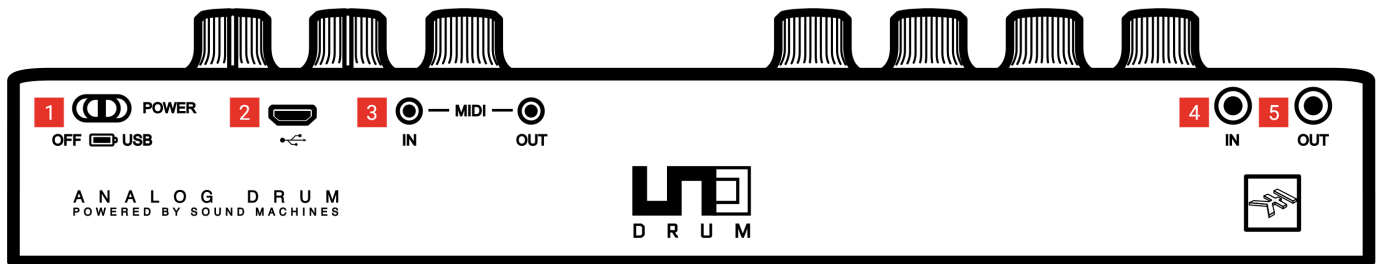
1 - Power switch

This switch turns the power on and off. The unit can be powered by 4 x AA batteries or by USB.

Ni-MH batteries are tested to last for about 2.5 hours of continuous use, while Alkaline batteries last about 1.5 hours of continuous use.

2 - Micro USB port

Connect the UNO Drum to a Host such as a Mac/PC or iOS device with a Lightning to USB Camera Adapter or power supply (for example a USB power adapter or USB power bank).

3 - MIDI IN/OUT ports

The MIDI ports works with the included 2.5mm micro plugs to MIDI DIN adapters.

4 - Audio IN

Connect another UNO unit or any external mono audio source. Please note that the signal coming in the Audio in will be effected by the internal Analog Compressor when active

5 - Audio OUT

Connect the UNO Drum output to an external amp, mixer, or audio interface or to your headphones with stereo mini-plug here.

2 – Turning the unit ON/OFF - Calibration process

When the unit is powered ON, it automatically starts the first tuning and capacitance sensing.

Do not press buttons or put objects on the unit during the calibration as this will incorrectly calibrate the capacitance sensing system. In case of incorrect calibration of the capacitance sensing system, please power off the unit, and then turn it on again to repeat the process.

Various noises and calibration sounds might be audible during the startup of the unit, so we recommend turning the volume down while starting up.

3 – Overview

UNO Drum is the ultimate beat creation station for anyone and everyone to create warm, punchy, high-quality, and inspiring grooves. Made in collaboration with Italian analog specialist Soundmachines, UNO Drum follows the acclaimed UNO Synth, combining massive analog tone with digital flexibility and convenience.

UNO Drum makes it easy to program and perform using the widest sonic palette to add professional drum grooves to your music.

UNO Drum features:

12 Killer sounding elements
- 6 fat, punchy analog voices
- Up to 12 PCM voices
- Analog drive and compressor
- 100 drum kits

Wider sonic-palette
- Analog character with digital flexibility
- Suits more music styles
- From Electronic to Hip-Hop, from Indie to Pop

Easy-to-use and perform
- 12 multi-touch, double-velocity pads
- 4 dynamic sound controls
- 5 performance effects

Fully programmable
- 64-step sequencer
- Up to 8 parameters per step
- 100 drum patterns

Integrates in any live, studio or mobile set-up
- MIDI and USB in/out
- Audio in to daisy chain other devices
- Ultra-portable and lightweight
- Battery or USB powered

3.1 – Interface and Terms conventions

Element: is the drum part, such as the kick, the snare, the hi hats, etc. An element can be an analog element or a PCM element.

Sound: is the sound of the element. Each element has 5 sounds available and 6 of the available 60 are analog.

Kit: a Kit is a combination of element and sounds that are edited and stored as a preset.

Element Pattern: is the pattern relative to an element.

Pattern: is the global pattern, comprehensive of all the elements patterns, saved as a preset.

Song: is a chain of up to 64 patterns repeating themselves in loop.

Alternative function: these functions are activated with the ALT button and can be global parameters or secondary functions.

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4 – Front panel interface
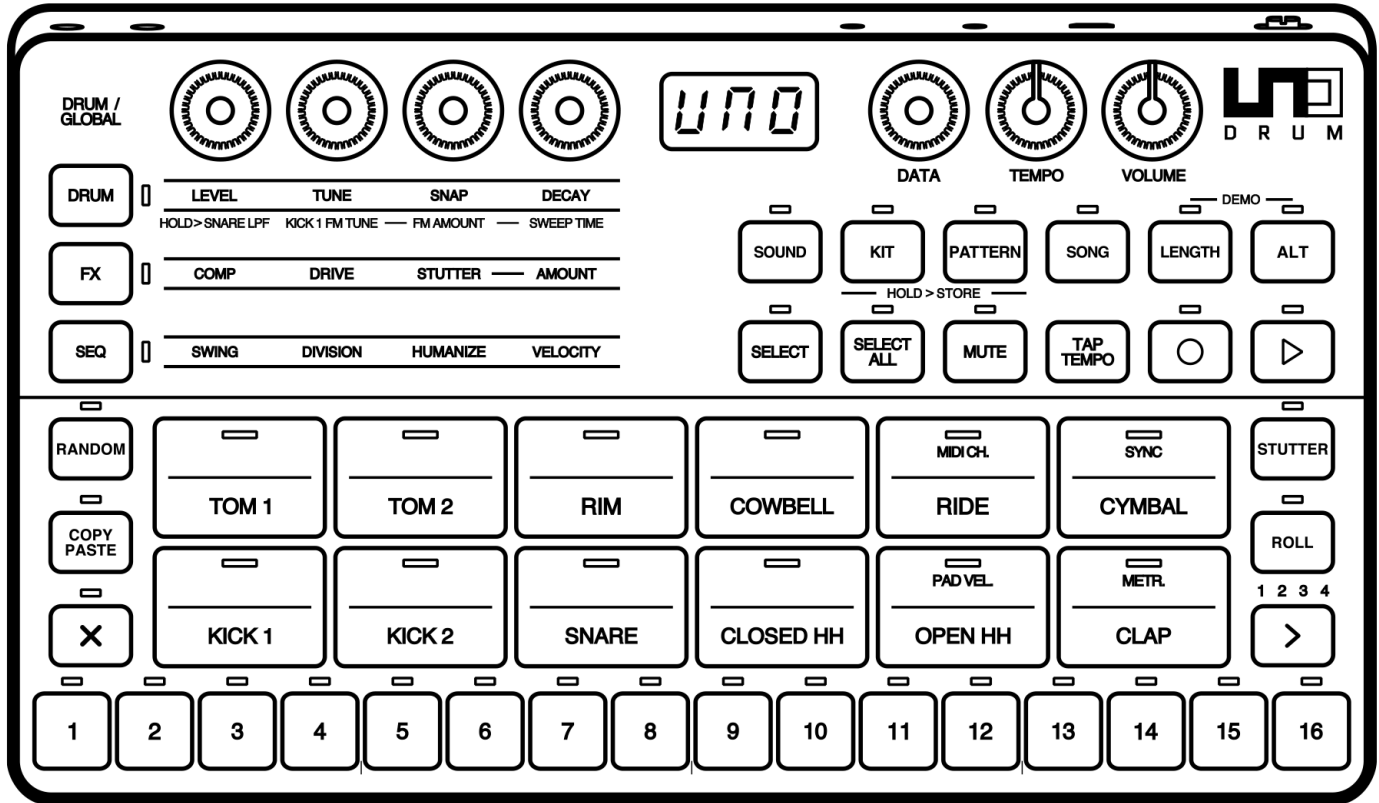
For an easier explanation we can divide the front panel in 3 parts, which are meant to cooperate together: the Editing Matrix, the Master Section, and the Play/Program section.

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4.1 – Editing Matrix

The editing matrix is composed in 4 endless encoders and 3 cap-sense buttons.

The cap-sense button activates the encoder, which will edit the parameters described in the labeled row at the right of the button and under the encoder. The row is shown as selected when the relative LED of the button is lit.

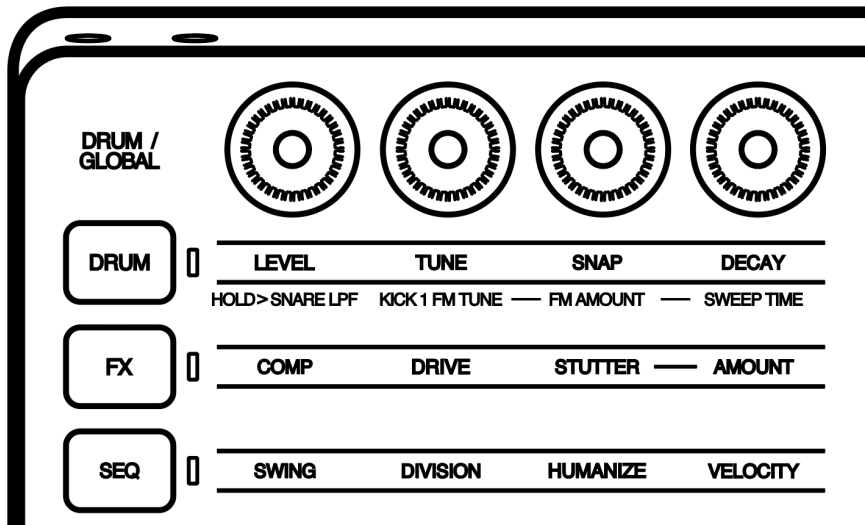All of the endless encoders have a RELATIVE behavior, meaning that the values are changing smoothly from the saved value or current value regardless of the knob position, creating no jump in values.

The first row, named DRUM, has a second function which it activates after holding the button for 1.5 seconds; after those 1.5 seconds the encoders will adjust the parameters according to the label.

All the matrix buttons are exclusive toggles, meaning that only one button at the time can be selected and it is not possible to de-select a button but instead select another to change selection.
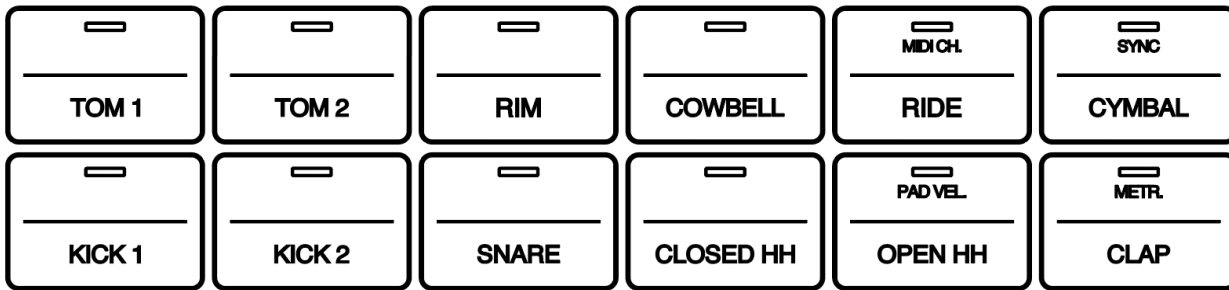
Each row has its own type of controls and parameter values.

4.1.1 – Drum Row

The DRUM row is an element related row and it is strictly linked to the elements PADs.

Once a PAD is selected (a selection of an element is made by pressing the relative PAD on the Play/Program section) the relative element controls can be modified in this row.

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▭	▭	▭	▭	MIDI CH.	SYNC
TOM 1	**TOM 2**	**RIM**	**COWBELL**	**RIDE**	**CYMBAL**
▭	▭	▭	▭	PAD VEL.	METR.
KICK 1	**KICK 2**	**SNARE**	**CLOSED HH**	**OPEN HH**	**CLAP**

Each of the 6 analog elements have their own parameters while the PCM element have the same type of controls.

Each elements parameter is different based on its electronics and musical nature:

Analog Sounds:

KICK1: (Modern type sound with FM modulation)

Tune: adjust the tuning of the carrier from around 30Hz to around 100Hz

Decay: adjust the decay time

FM Tuning: adjust the tuning of the modulator

FM Amount: adjust the amount of the FM modulation

Sweep Time: adjust the sweep time of the carrier and the modulator

Snap: adjust the volume of the added initial transient

Level: adjust element volume

KICK2: (Vintage type with add on transient)

Tune: adjust the tuning from around 31Hz to around 80Hz

Decay: adjust the decay time

Snap: adjust the volume of the added initial transient

Level: adjust element volume

SNARE (Vintage modern style)

Tune: adjust the tuning of the body part of the snare

Decay: adjust the decay time

Snap: adjust the style and volume of the initial transient

Snare LPF: Adjust the LPF placed on the noise generator recreating the snare to increase or decrease its harmonic content. Since the LPF is added only in the White Noise part, as soon as you start decreasing the harmonic content also the decay will start to decrease until only the body part of the snare remains.

Level: adjust element volume

CLAP

Decay: adjust the decay between 8 hard selections

Level: adjust element volume

OH/CH (open and closed hi hats)

Tune: Select the type of metal noise between 4 selections.

Decay: adjust the decay time

Level: adjust element volume

PCM sounds:

On UNO Drum the PCM sounds are vintage style samples, giving an old school vibe to the entire machine. For the PCM sounds the engine operate at 32kHz and 12 bit. The controls are:

Tune: adjust the speed reading of the PCM samples. On the display values are showed from 0 to 127, where 0 is the minimum reading speed value, 64 is the normal speed value and the default and 127 is the maximum reading speed.

Decay: Reduce the decay time of the amp envelope, meaning that the maximum value of 127 corresponds to the max length of the sample. Note that the decay is linked proportionally to the TUNE control, meaning that changing the tune will change the decay time accordingly.

Level and Velocity controls are common for all element, and are single edit for each element. They are shown and controlled with values between 0 and 127.

All the controls of the Drum row can be saved in a KIT, and can be recorded in an element pattern both in real time and per-step.

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4.1.2 – FX Row

The FX row is a global row, meaning the listed parameters will affect the master output of the UNO Drum.

COMP: abbreviation for compressor, it is an Audio Effect positioned in the master output. This control adjusts the threshold of the analog master compressor circuit.

Values goes from 0 to 127 adjusting the amount of compression and auto make-up.

The compressor values cannot be recorded in an element pattern or a pattern.

The compressor values is stored in a KIT.

DRIVE: is an Audio Effect positioned in the master out. This control adjust the amount of distortion given by the analog drive circuit.

Values go from 0 to 127 adjusting the amount of distortion.

The drive value cannot be recorded in an element pattern or a pattern.

The drive values is stored in a KIT.

The following 2 controls are the settings for the MIDI effect, STUTTER. This control adjusts the parameters for the momentary button STUTTER, which is located in the Play/Program section.

When the stutter button is pressed the selected type and amount are enabled from the first step played after the press of the button.

STUTTER and STUTTER AMOUNT: the STUTTER is a MIDI Effect. This control decides between the 10 types of stutter available and stutter type is strictly linked to the amount value and the result changes in relation with the recorded pattern and on when the button STUTTER is pressed.

The 10 stutter types are:

TYPE 1 (Loop 8): the selection on the display shows "1". This type repeats 8 steps in a loop from the first available after the press of the stutter button. In this case the AMOUNT controls the number of element affected by the stutter from the Kick1 to all the 12 elements as showed in the picture showing the example when starting from step 1. Amount range is 0-12.

STUTTER TYPE 1 - (loop 8)

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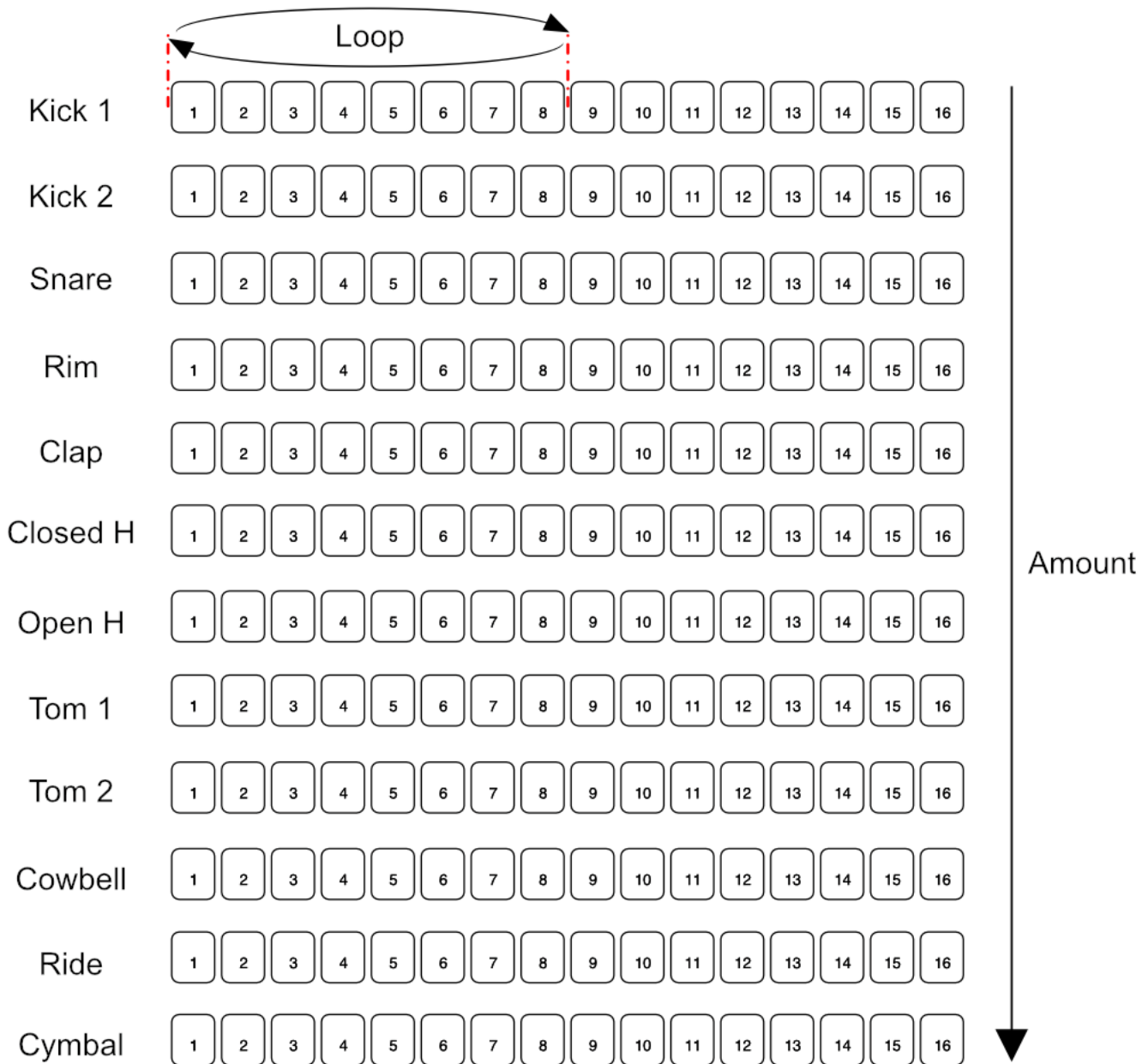
TYPE 2 (Loop 4): the selection on the display shows "2". This type repeats 4 steps in a loop from the first available after the press of the stutter button. In this case the AMOUNT controls the number of element affected by the stutter from the Kick1 to all the 12 elements as showed in the picture showing the example when starting from step 1.Amount range is 0-12.

STUTTER TYPE 2 - (loop 4)

TYPE 3 (Loop triplets 1): the selection on the display shows "3". This type repeats 3 steps in a loop from the first available after the press of the stutter button. In this case the AMOUNT controls the number of element affected by the stutter from the Kick1 to all the 12 elements are shown in the picture as an example when starting from step 1. Amount range is 0-12.

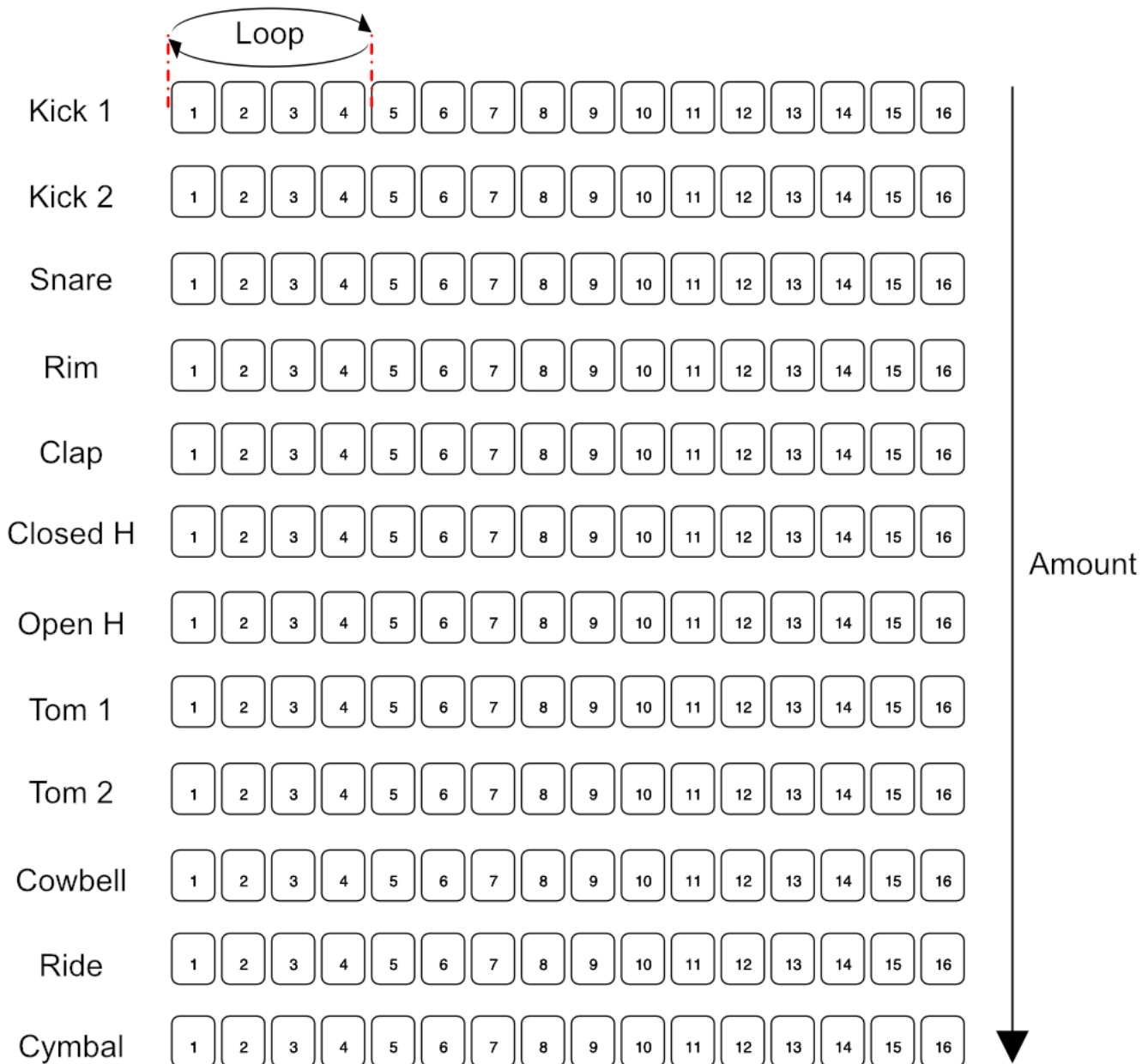STUTTER TYPE 3 - (loop triplets 1)

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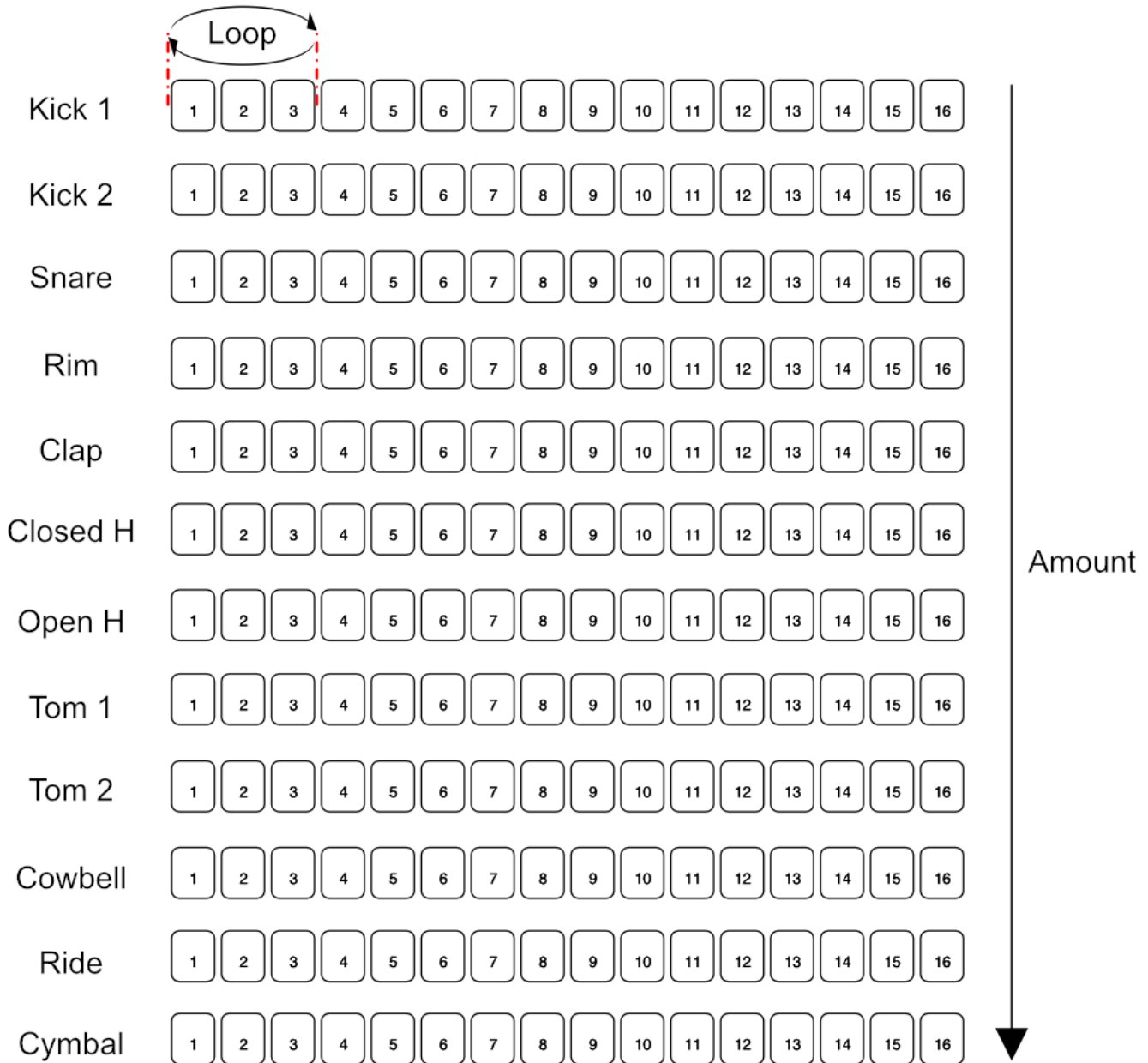**TYPE 4** (Loop triplets 2): the selection on the display shows "4". This type repeats 6 steps in a loop from the first available after the press of the stutter button. In this case the AMOUNT controls the number of elements affected by the stutter from the Kick1 to all of the 12 elements, as shown in the example when starting from step 1. Amount range is 0-12.

STUTTER TYPE 4 - (loop triplets 2)
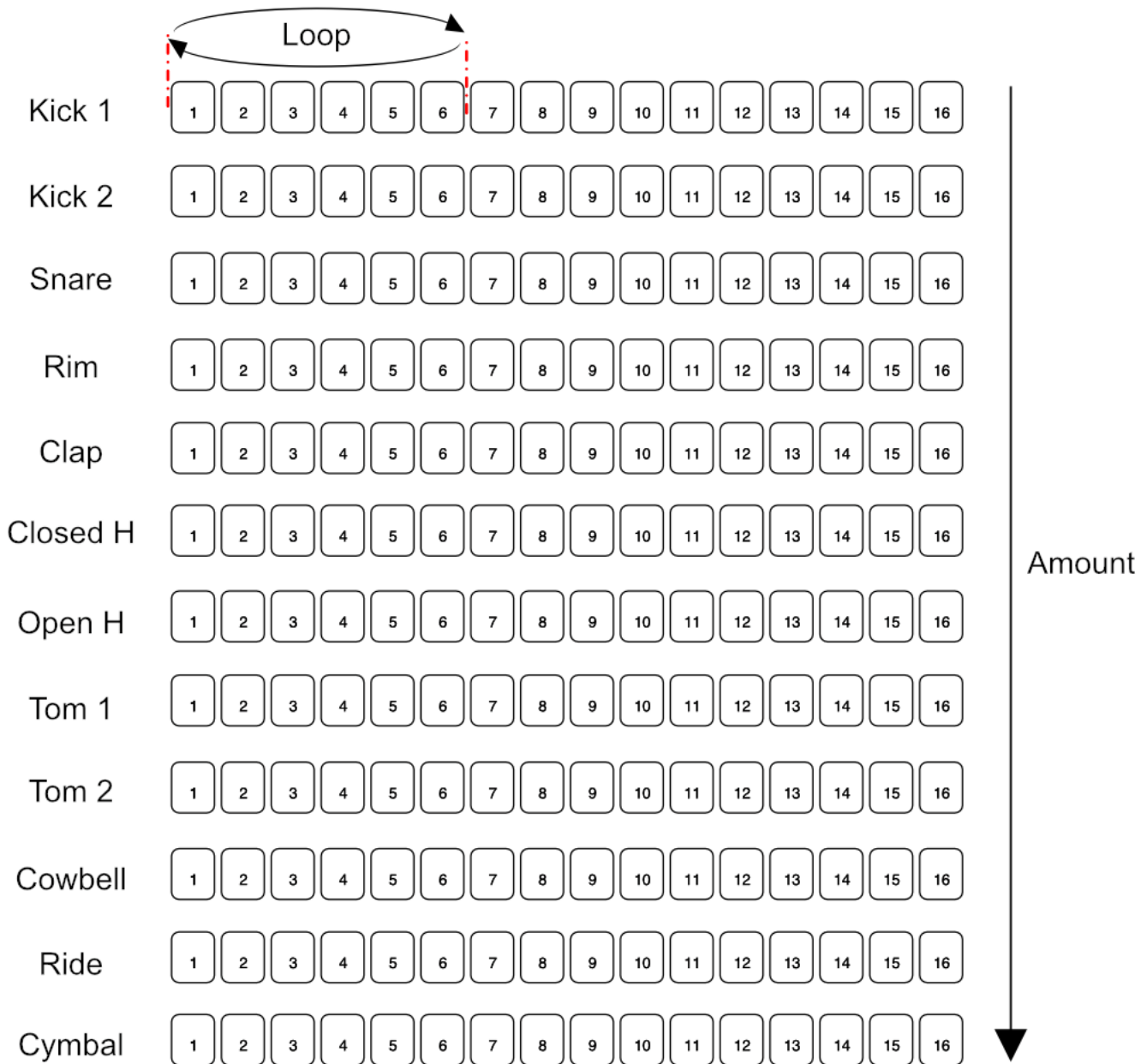
TYPE 5 (Fill style 1): the selection on the display shows "5". This type adds a pre-programmed pattern of 16 steps to the current pattern of elements, starting from the first step available, as showed in the picture.

In this case, the AMOUNT controls the number of elements affected by the stutter from Kick1 to all of the 12 elements as shown in the picture. Amount range is 0-12.

The type is effected by the swing and the division, but not the pattern length and velocity which is fixed at 127.

STUTTER TYPE 5 - (fill style 1)

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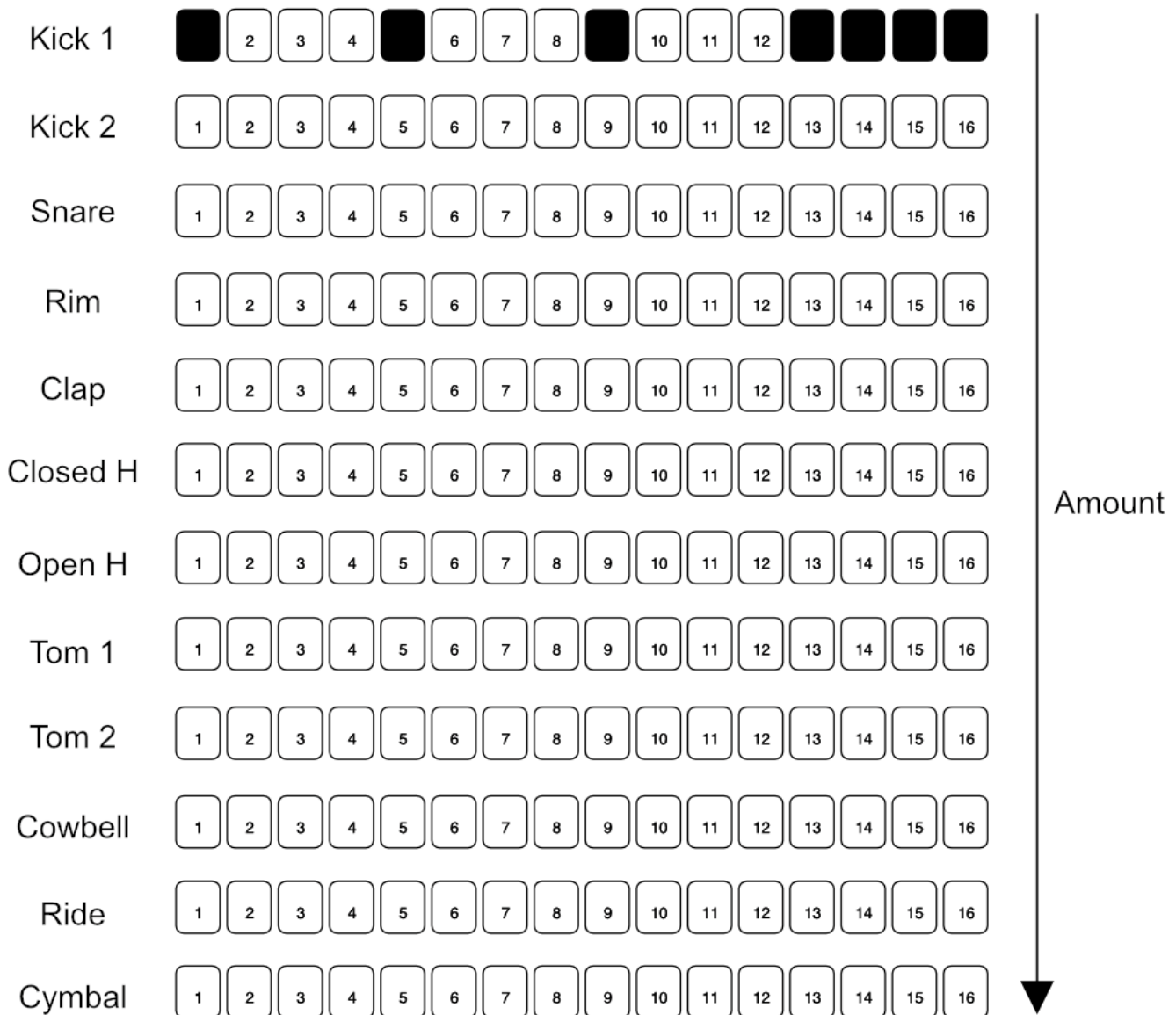
TYPE 6 (Fill style 2): the selection on the display shows "6". This type adds a pre-programmed pattern of 16 steps to the current element pattern starting from the first step available, as showed in the picture.

In this case the AMOUNT controls the number of elements affected by the stutter from Kick1 to all the 12 elements as shown in the picture. Amount range is 0-12.

The type is effected by the swing and division, but not the pattern length and velocity which is fixed at 127.

STUTTER TYPE 6 - (fill style 2)
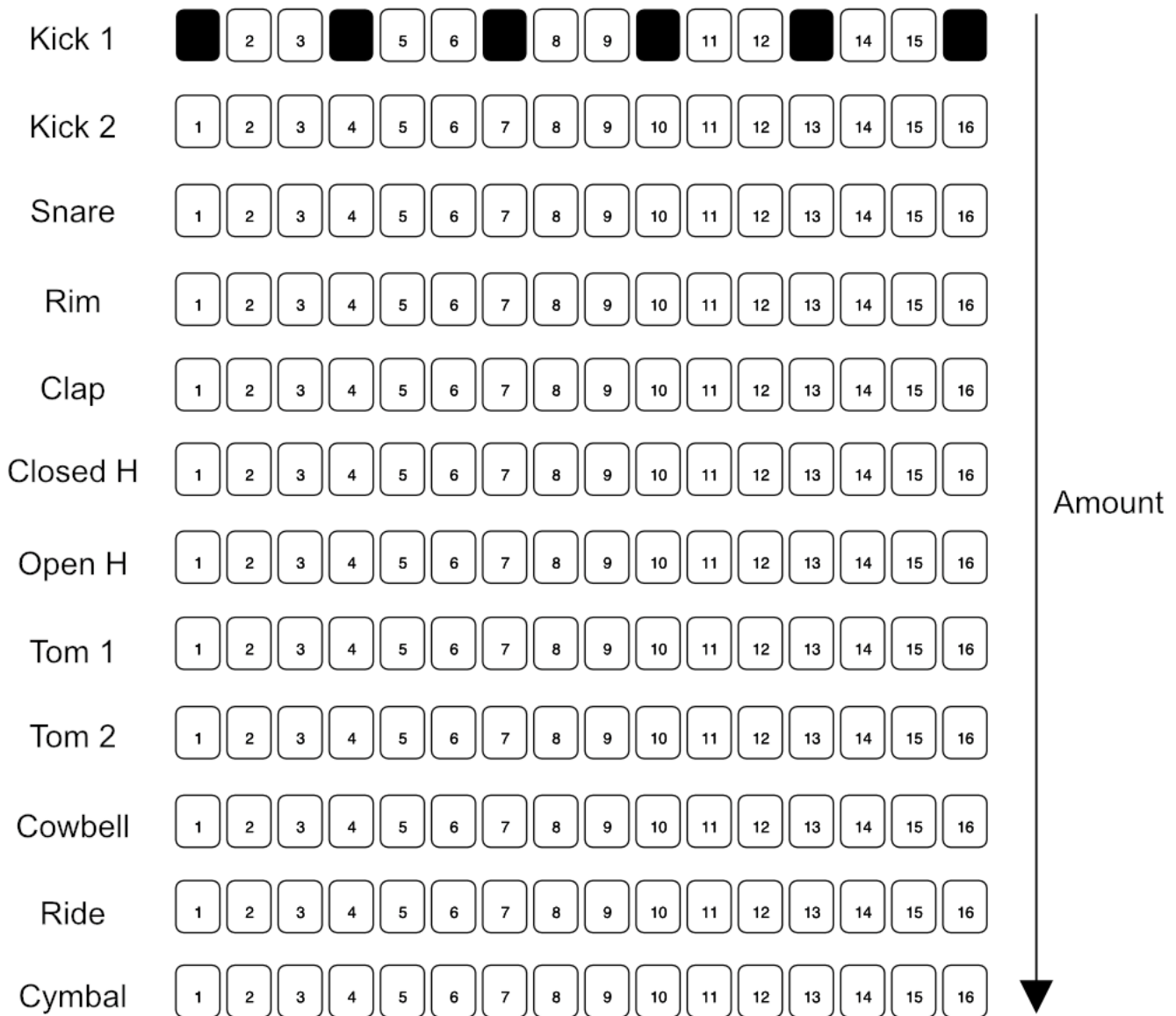
TYPE 7 (Tune UP): the selection on the display shows "7". This type overlaps the Tune parameters of the effected element going from value 0 to 127 in 8 steps (at the double of the speed of the sequence).

In this case the AMOUNT controls the number of element affected by the stutter from the Closed and Open HiHats to all the 12 elements as shown in the picture. Amount range is 0-12.

The type is effected by the swing, division, the velocity, and the pattern length.

STUTTER TYPE 7 - (Tune UP)

Element tune goes from 0 to 127
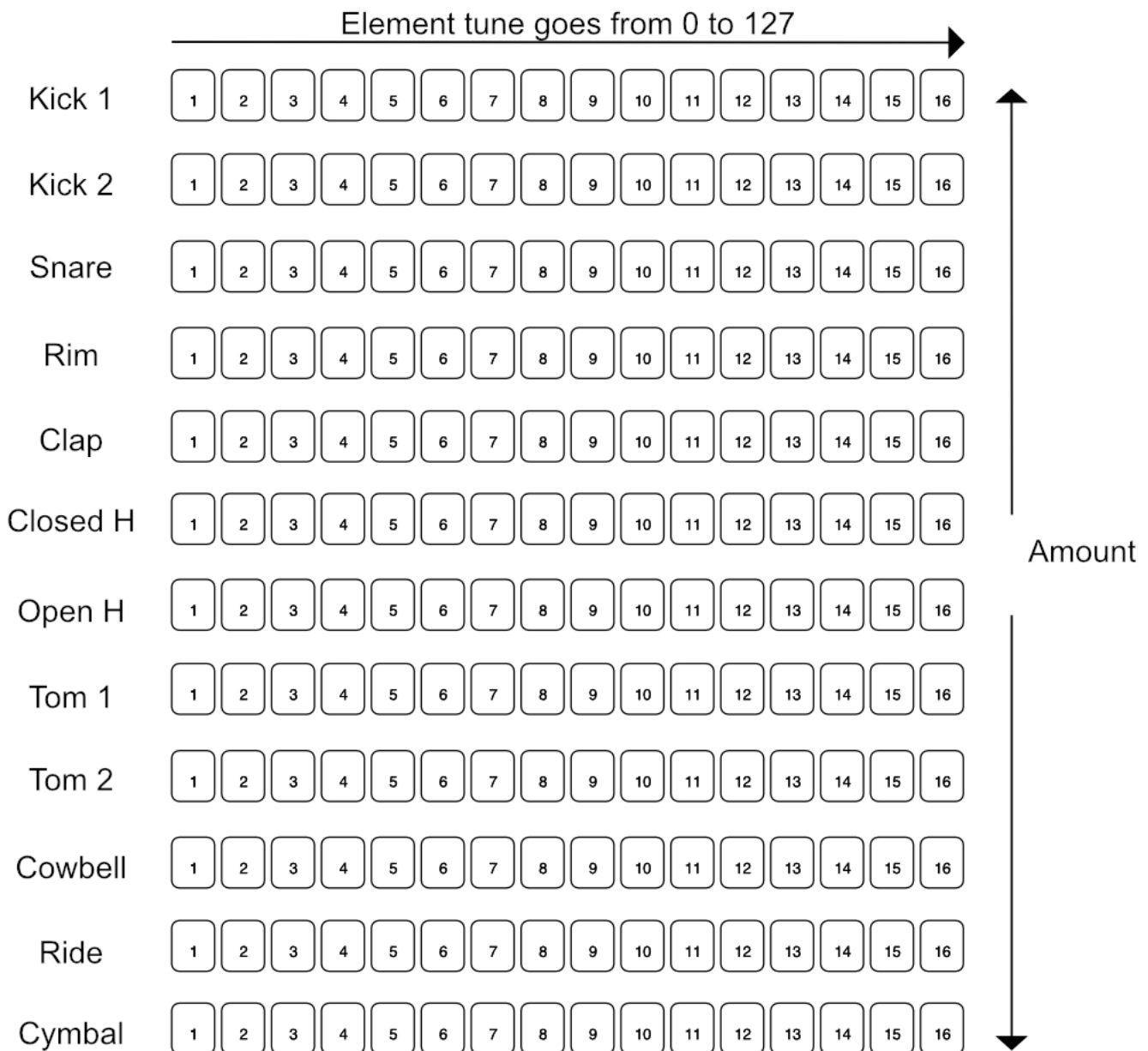
TYPE 8 (Tune DOWN): the selection on the display shows "8". This type overlaps the Tune parameters of the effected element going from values 127 to 0 in 8 steps (at the double of the speed of the sequence).

In this case the AMOUNT controls the number of elements affected by the stutter from the Closed and Open HiHats to all the 12 elements as shown in the picture. Amount range is 0-12.

The type is effected by the swing, division, the velocity, and the pattern length.

STUTTER TYPE 8 - (Tune DOWN)
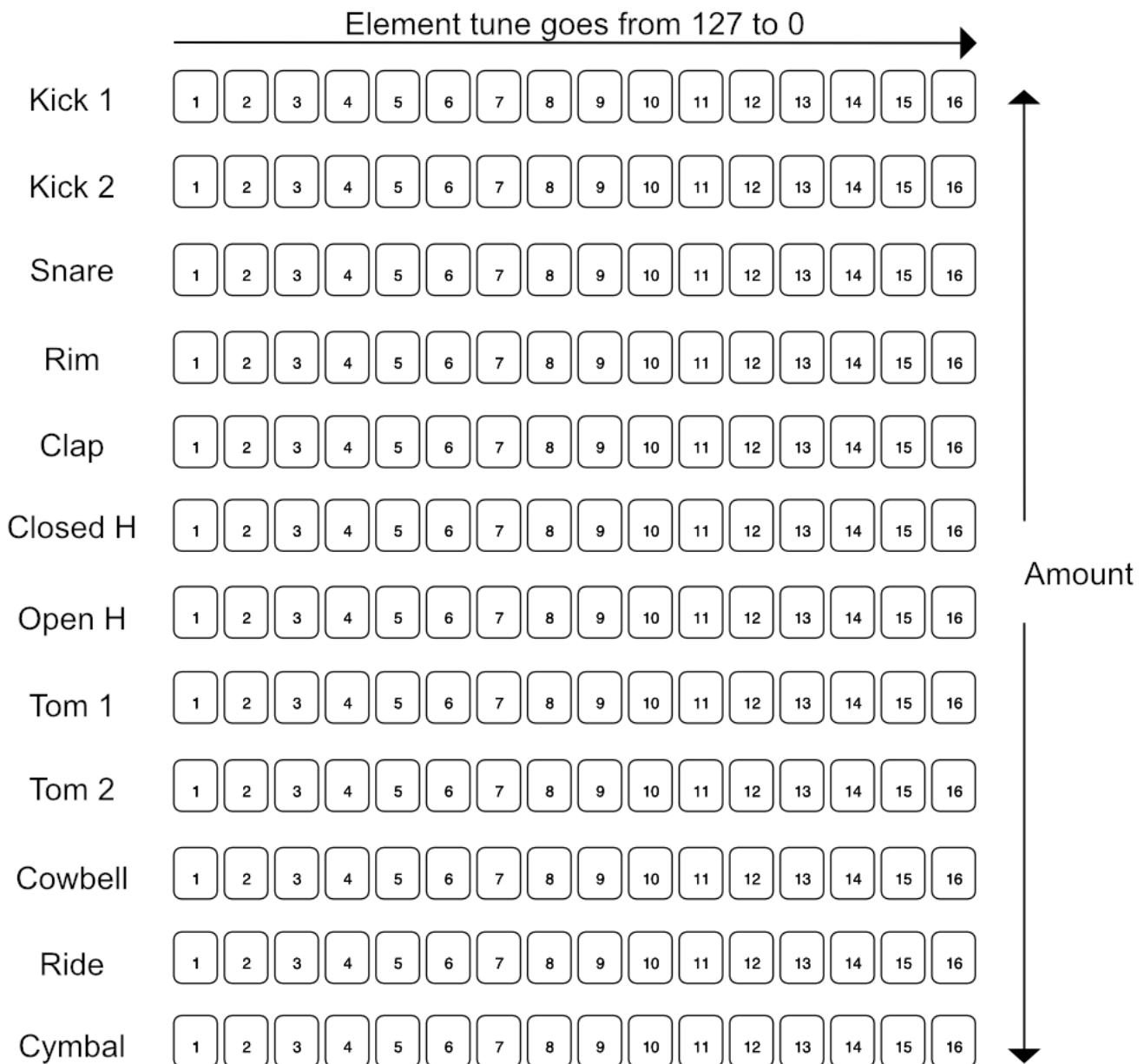
TYPE 9 (Madness 1): the selection on the display shows "9". This type repeats 4 steps in a loop from the first available after the press of the stutter button at the double of the speed of the sequence. In this case the AMOUNT controls the amount of steps from 50% to 100% of the steps independently from the loop that will have a random Velocity, Decay, and Tune.

STUTTER TYPE 9 - (madness 1)

Loop

Global

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |

Amount- From 50% to 100% of the steps

Velocity
Decay
Tune
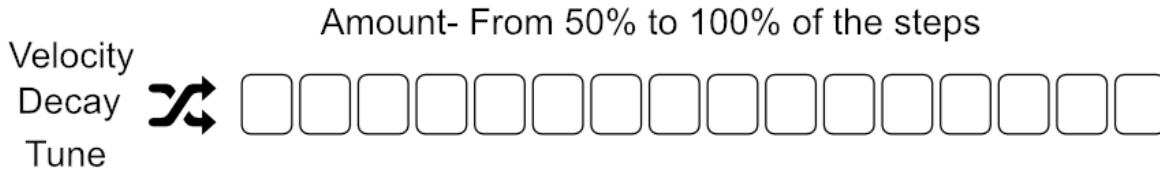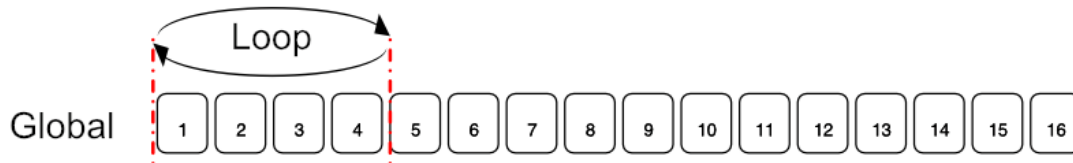
TYPE 10 (Madness 2): the selection on the display shows "10". This type repeats 3 steps in a loop from the first available after the press of the stutter button at the double of the speed of the sequence. In this case the AMOUNT controls the amount of steps from 50% to 100% of the steps independently from the loop that will have a random Velocity, Decay, and Tune plus adding a roll of 4 steps at the end of the 16 step pattern.

STUTTER TYPE 10 - (madness 2)

Loop

Global

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | ■ | ■ | ■ | ■ |

Amount- From 50% to 100% of the steps

Velocity
Decay
Tune
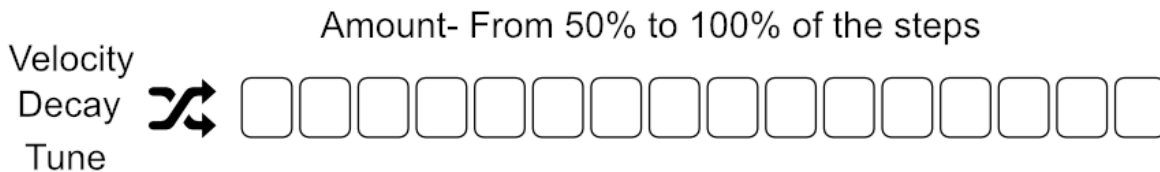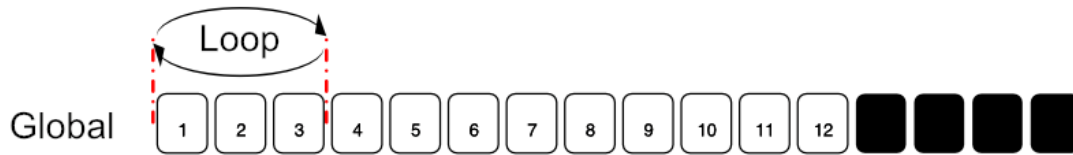
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4.1.3 – SEQ Row

The SEQ row is a global row, meaning the effects will affect the master settings of the UNO Drum's digital sequencer with the exception of the velocity. This adjusts the velocity of each element per step when the recording is active.

SWING: MIDI Effect - adjusts the amount of swing percentage applied to every second step, assuming 16 step in a 16th note swing.

Those percentages pertain to the degree that every second 16th note is positioned in relation to the beats either side of it. So 50% swing refers to straight timing, where every second step is played exactly half way between the two beats either side of it.
The Values goes from 50 to 70.

DIVISION: MIDI Effect - The UNO sequence can have different division from the usual 4/4, and can be selected between:

8th note triplet (3/4) - Three steps will be one beat, meaning that there is 1 bar in 12 steps. The length of the pattern is not automatically cut when this scale is selected. To cut the length of the pattern to 12 steps, the LENGTH function on the master section has to be used. The fact that we have 64 steps available on a pattern gives the possibility to create up to 5 complete bars. To program correct triplet scales, the user has to select the length of the pattern accordingly.
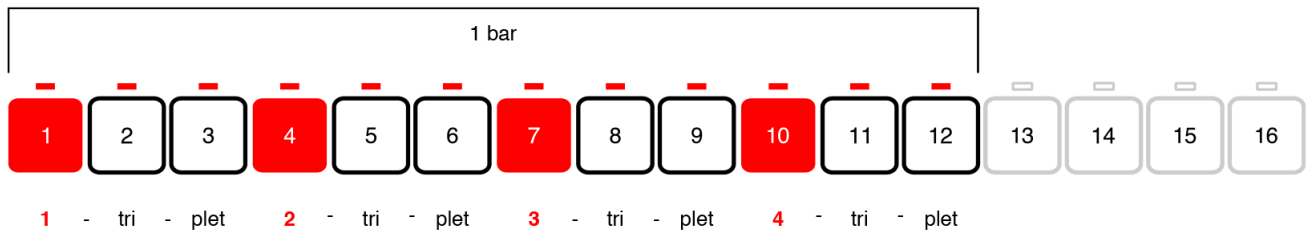
16th note triplet (6/8) - Six steps will be one beat, meaning that 12 steps will be half of a bar. The length of the pattern is not automatically cut when this scale is selected. To cut the length of the pattern to 12 steps, the LENGTH function on the master section must be used. Having 64 steps available on a pattern gives the possibility to create up to 2 complete bars. To program a correct triplet scale the user has to select the length of the pattern accordingly.
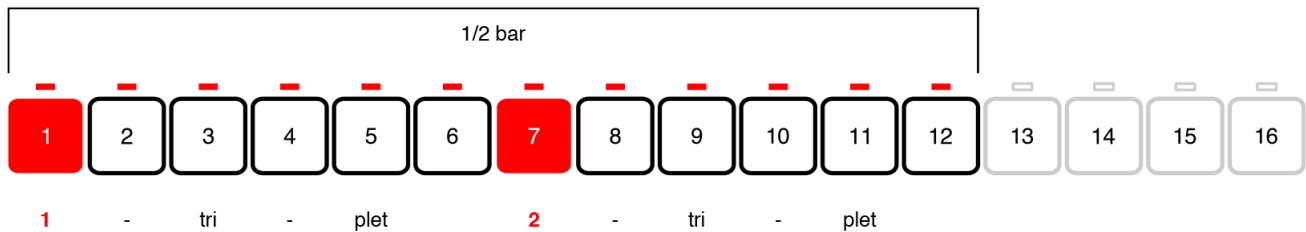
16th note - Four steps will be one beat (the default and the usual 4/4), meaning that 16 steps will be 1 bar. Since we have 64 steps available on a pattern, the possibility to create up to 4 complete bars is available. To program correct triplet scales the user has to select the length of the pattern accordingly.
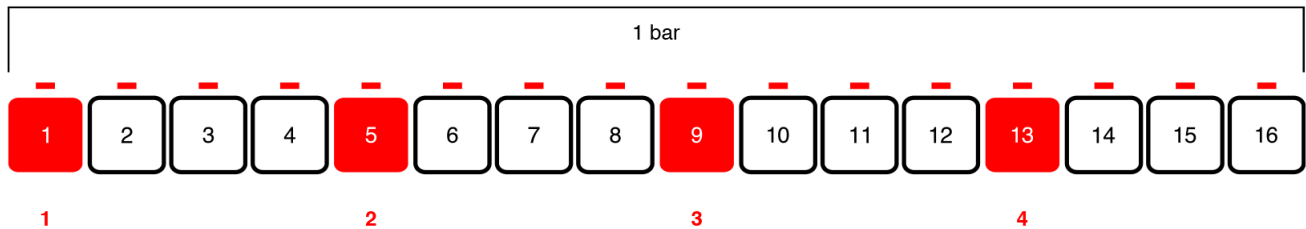
32nd note - Eight steps will be one beat, meaning that 16 steps will be half of a bar. Since we have 64 steps available on a pattern we have the possibility to create up to 2 complete bars. To program correct triplet scales the user has to select the length of the pattern accordingly.
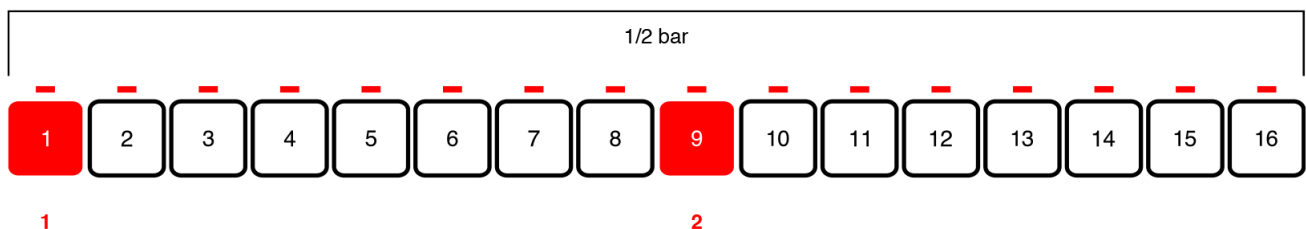
Note that having the same BPM, the playback of the sequencer will change its speed accordingly to the selected division.

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HUMANIZE: MIDI effect - adjust the amount of randomness and probability, changing the velocity of the steps in the pattern and slightly moving the recorded steps further from their relative position.

Each time a pattern is repeated, the humanize will change its internal values.

VELOCITY: MIDI Effect - controls the velocity to VCA of each element per step, in turn affecting the element pattern.

Velocity values goes from 0 to 127, and can only be modified with the per-step recording by holding the step to modify the parameter.

4.2 – Master Section
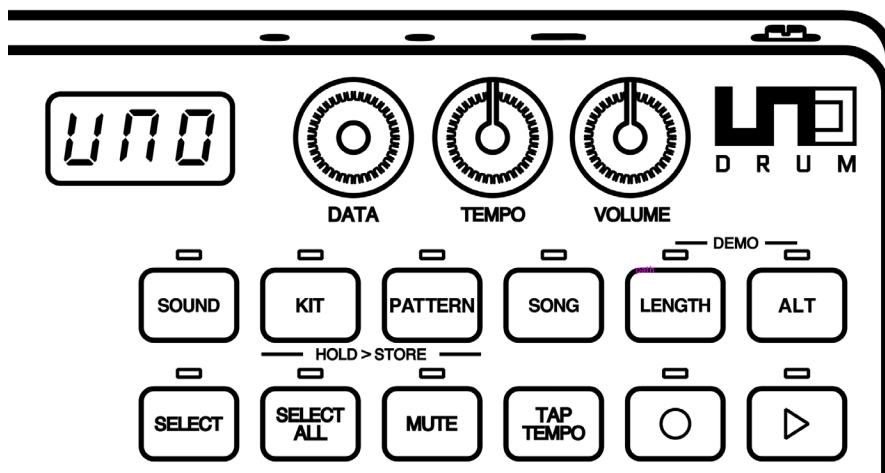
The Master section can be identified as the section where all the "global" parameters are controlled and the management of the memory (kit, patterns, and song) can be controlled.

Here a DATA ENCODER is used to insert a value. Most times a value is automatically set when it is inserted without the need for confirmation (exemption is made for the Storing function).

Looking at the controls we can instantly notice that 2 colors are used for the functions: Orange and Black. The orange controls are the controls that work directly and only with the Data Encoder, and the black controls are independent from the data encoder.

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The Orange functions are:

SOUND: when pressed the display shows the actual drum sound for the selected element between 1 and 5. UNO Drum has 6 analog sound and 54 PCM sounds. That means that each element has 5 different sound to tweak. To select a sound for an element, select the element then SOUND and use the DATA ENCODER to select between the 5 possible sounds.

KIT: when pressed the display shows the actual selected KIT between 1 and 100. A KIT is a combination of sounds, sound types (if analog or PCM) and their relative values, meaning that the KIT stores also the Element parameters. Kits can be recalled by pressing KIT and selecting the kit number via the DATA ENCODER or via the MIDI Program Change.

PATTERN: when pressed the display shows the actual selected PATTERN between 1 and 100.   A pattern is the composition of all the single element patterns. A pattern length can be from 1 to 64 steps and is determined by the LENGTH function. All elements shares the same pattern length. To select a pattern press PATTERN and use the DATA ENCODER to select between the 100 available patterns.

SONG: when pressed the display will show "SNG" to indicate song mode is active. In Song mode it is possible to chain up to 64 patterns, determined with the LENGTH function between 1 and 64. When the chain is active, the steps of the sequencer become the patterns to chain. By default, the patterns are empty. Holding the step gives the possibility to enter the pattern number to insert in the step.

- To insert a pattern, hold the step. The display will show the pattern number inserted (default is "- - -" meaning no pattern is insert) and to modify use the DATA ENCODER. When the step is released, the display will show "SNG" again.
- To delete a selection, press the steps again. To cancel an entire chain, hold CLEAR and press SONG. When clear is pressed the display will show "CLR" blinking 3 times.

ALT: When the button is LIT and active the pads are bypassed and not playing or selecting the elements, instead the last 4 pads on the right (Ride, Cymbal, Open Hat and Clap) will select the alternate functions:

- MIDI CH (Ride pad): select the MIDI channels of the unit between 1 and 16 using the data encoder. On the first selection, the Orange LED is lit and is selecting the MIDI in channel; the display will show an "i." and the number of the channel. Press the pad a second time and the LED will become orange, the display will show an "O." and the selected MIDI OUT channel. For UNO Drum the default channels are both 10.
- SYNC (Cymbal Pad): set the MIDI CLOCK settings - default is Internal (INT), but with the DATA ENCODER it will toggle between external MIDI (EXT) and external USB (USB).
- PAD VEL (Open HH pad): this function enables or disables the 2 velocity sections of the pads. By default, it is set to send fixed value of 127, and when ON it will send HIGH velocity at 127 and LOW velocity at 100.
- METRONOME (Clap Pad): Activate the metronome during the recording. Using the DATA ENCODER it is possible to select between "OFF", "ON", or "PLY". OFF means the metronome is off in all situations. ON means the metronome is on and hearable only when in real-time recording. PLY means the metronome is always on, both in real-time recording and in Playback. The metronome is also affected by the division chosen for a pattern.
- TEMPO KNOB LOCK: holding ALT and pressing the TAP TEMPO will lock the TEMPO Knob, this means that it will only be possible to use the tempo knob when holding the TAP TEMPO. Repeat the operation to

unlock the knob. When locked the display blinks "LOC", when unlocked it blinks "UnL".

LENGTH: this function gives the possibility to select the length of a pattern between 1 to 64 steps. By default, the pattern is set to be 16 steps but length can be changed in real-time and have odd number of measures. When it is used during a playback, the length will be affected.

DEMO: Press ALT+LENGTH to activate the playback of 20 KITS on 20 Patterns.

The "Home" button of these functions is SOUND, meaning that when any other orange button is deselected, the selection goes back to SOUND.

The Black buttons are toggle buttons which enable or disable direct functions:

SELECT ALL: enable this function to select all of the elements at once and then make tweaks or effects on all the elements at the same time. Possible tweaks are: Mute, roll, random, and all the parameters showed on the DRUM row. When the function is activated it is not possible to change the sounds of all elements using the SOUND button. If the SOUND button is pressed when the select all function is active, the function is disabled and the last element selection becomes active.

SELECT: When active it disables the playback of the Pads and maintains the selection of the relative element.

MUTE: When active it disables the playback of the Pads and the selection will MUTE or UNMUTE the selected pads. Muted pads are lit in RED while playing pads are unlit.

TAP TEMPO: Tap tempo function gives the possibility to adjust the tempo without touching the tempo knob. The tempo value will start blinking on the display from the 3rd tap on. A minimum of 3 taps is always required to change tempo. When there is no Tap after 5 seconds the display will go back to the last selected parameter.

REC: the self-explanatory recording button works for both step by step and live recording. It enables the sequencer to record changes, step tweaks, and live playing. Inserting an element on a step is not intended as a recording, but the tweak of its parameters is (see programming and recording sequence section).

PLAY: start the playback of the selected pattern

Apart from the Buttons and the DATA ENCODER, we also have 2 direct controls knobs: these direct functions are the VOLUME and the TEMPO Knob.

The VOLUME knob controls the master volume of the unit.

The TEMPO knob adjusts the master tempo of the unit from 30 to 299 bpm. When the unit is connected via MIDI or USB, it is possible to decide to use the internal clock or external clock.

If the Clock is set to MIDI or USB and a clock signal is received, the knob selects as follow:

1:1: normal tempo (if a tempo of 120 bpm is received, units will play at 120 bpm)

1/2: one half tempo (if a tempo of 120 bpm is received, units will play at 60 bpm)

1/4: one quarter tempo (if a tempo of 120 bpm is received, units will play at 30 bpm)

UNO will automatically transmit MIDI Beat Clock and sequence start/stop messages from its MIDI Out to allow the synching of two or more UNO units simply by patching the MIDI Out from the master unit to the MIDI in of the slave unit.

4.3 – Play/Program Section

The PLAY/PROGRAM is where the triggers are, such as the PADS, the SEQUENCER, and the relatively fast controls. This section can be divided in 4 parts.

On the right of this section, the 3 editing buttons in a grey outline are located, and they are RANDOM, COPY/PASTE and CLEAR.

RANDOM: MIDI Effect - the random function gives the possibility to randomize an elements pattern each time it is pressed.
  - To randomize an Elements pattern, hold RANDOM and select an element. A random pattern will populate the sequence. The function will randomize not only the step position but also the velocity of the steps.
  - To randomize all the element patterns, hold RANDOM and press SELECT ALL. Now all the elements will be randomized.

COPY/PASTE: this function gives the possibility to copy steps and patterns.
  - To copy and paste a step, REC needs to be active. Hold COPY/PASTE and press desired step to copy it. The button will now blink to indicate that the buffer is full. To paste it in another step, hold the destination step and press COPY/PASTE again. It is possible to Paste the same Step on the element pattern until the buffer is cleared with the CLEAR button.
  - To COPY/PASTE the element pattern hold COPY/PASTE and press the element pad you want to copy (display will show "EL" blinking 3 times, then goes back to the last showed parameter). The button will now blink to indicate that the buffer is full. Change pattern pressing PATTERN and using the DATA ENCODER. Press COPY/PASTE again to paste the pattern in the element.
  - To copy and paste a Global pattern in song mode, REC needs to be inactive and SONG needs to be active. Hold COPY/PASTE and press the step where the source pattern is located. The button will now blink to indicate that the buffer is full. Hold the destination step where you want to copy a pattern and press COPY/PASTE to paste the pattern in the step.

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CLEAR: the clear button is the way to delete what has been programmed or recorded on the sequencer. It is possible to delete a steps parameter recording, a pattern, an element parameter setting, an entire kit, or a chain.

- To clear the parameters on a step, hold CLEAR and press the desired step.
- To clear an element pattern, hold CLEAR and double-tap the element you want to clear. To clear all the element patterns, hold CLEAR and press PATTERN.
- To Clear the element parameters stored in a kit and reset it to its default stage, select the element you want to reset, hold CLEAR and press SOUND.
- To Clear or reset a KIT, load the desired kit and hold CLEAR and press SELECT ALL. All sound will be set to 1 and parameters to their relative defaults.
- To Clear the SONG, hold CLEAR and press SONG.
- To Clear the COPY/PASTE buffer, hold CLEAR and press COPY/PASTE.
- To Recall a KIT after it has been hardly modified, press SELECT ALL and then hold CLEAR and press KIT.

On the center of this section we have the PADS, used to play the elements live and select them.

Each pad is divided in 2, which are the 2 velocity level available for each pad to be live played and give a more realistic feeling. HIGH Velocity is 127 and LOW velocity is 100.

The pad velocity split is OFF by default and will output velocity 127.

The selection of an element is made every time a pad is pressed in any of the 2 velocity pats.

The bottom row of 16 buttons is where the sequencer is located, composed by the 16 step buttons.

When an element is selected, the LEDs will show element, pattern, and the transport moving. Pressing a step will insert the element on that step. To remove it simply press it again.

When an element is selected and the REC button is lit, it is also possible to save parameters in that step.

On the right, there are 3 elements - STUTTER, ROLL and PAGE.

STUTTER: MIDI Effect - the stutter is a global effect, meaning that it affects all the elements. The button on the right activates the stutter. Its effect is momentary and its parameters are set on the FX row.

ROLL: MIDI Effect - the roll effects is an Element effect, meaning that affect only the selected element or elements. The rolls effect consists of repeating the elements in loop from when the button is pressed until it is released. It is possible to change the roll type up to 4 types: roll 8th note, 8th-note triplets, 16thnote, and 32ndnote. After the first rolls, other 4 types called FILLS will be selected. To select a roll type, turn the DATA ENCODER while holding the ROLL button. The roll effect is affected but the Swing amount.

PAGE (right pointing arrow): When the pattern length is different from 16, the page button gives the possibility to visualize steps from 17 to 32 on page 2, 33 to 48 on page 3, and 49 to 64 on page 4. The LED showing the relative page will light accordingly to the selection.

5 – Programming a Sequence

The sequencer can manually program one element at the time, after the selection of the element.

Note: An element pattern can be randomized using the RANDOM button.

5.1 – Insert a trig

To insert a trig in an element pattern, select the element and press the steps where you want to insert a trig. The inserted trig will have the HIGH velocity value of the Pad which is 127.

Holding the element while inserting a trig will have the LOW velocity value of the pad which is 100.

To remove a trig, press the step again. To change the velocity value from HIGH to LOW, hold the element pad and press the step. To change Velocity value from LOW to HIGH press the step once to delete it and again to insert the trig.

When a trig is deleted the automated parameters on the step are also deleted.

5.2 – Automate a trig

A step where a trig is inserted can store up to 8 parameters depending on the element. Automation on a trig can be inserted only when REC is active. The PLAYback can be ON or OFF independently. Hold the step you want to automate and move the desired parameter (which can be on the DRUM row or the VELOCITY located in the SEQ row).

To remove an automated trig, it is necessary to press CLEAR + the desired step. Remove and reinsert the trig while the sequencer REC is OFF.

5.3 – Automate a pattern

An element pattern can be automated when the REC is active and the PLAYback is ON.

Select an element to tweak the desired parameter in the DRUM row or the VELOCITY in the SEQ row during the playback.

The recording is stopped when REC is pressed again.

A ROLL effects can be recorded in the pattern.

5.4 – Using the Element pads

The pads can be used to play the drum machine without recording - like an MPC live playing or to record patterns.

When the REC function is inactive, the pads will only play the Elements without recording them.

When the REC function is active and the sequencer is in Playback, the pads will record the trigger quantized on the sequencer and with different velocity depending on where the pad is played (if the double velocity feature is active, which is off by default).

6 – Presets

UNO Drum can store Kits and Patterns, up to 100 preset each.

A KIT is the possibility to save the composition of types of sounds and relative parameters.

A PATTERN is the possibility to save the group of elements patterns.

To store a preset hold KIT or PRESET then select the desired preset slot with the DATA ENCODER and then press KIT or PRESET again to store it.

NOTE: The DEMO it is the perfect way to discover the powerful feature of the UNO Drum simply by listening. To activate the demo, press LENGTH and ALT simultaneously.

6.1 – Loading a KIT or a PATTERN

Every time the UNO Drum is powered, the last KIT or PATTER selected is loaded.

To select other KITs or PATTERNs, simply press the KIT or PATTERN button and use the data encoder to load the desired KIT or PATTERN.

6.2 – Store a KIT or a PATTERN

After the KIT or the Pattern has been modified and the desired sound is reached, it is possible to save them as presets in the slots 1 through 100.

To save a KIT, hold the KIT button for 1.5 seconds until the preset number blinks on the display.

To overwrite the current preset, simply press KIT again, and the display will show "SAV" and the preset number will stop blinking.

To store the KIT in another slot, select the new slot with the data encoder, then press the KIT again.

To save a PATTERN follow the above instruction but using the PATTERN button instead of the KIT.

6.3 – Factory Presets

UNO Drum comes with a collection of 100 ready-to-use Kit and 100 ready-to-use Patterns to inspire your creativity.

7 – MIDI Implementation

7.1 – General

MIDI stands for Musical Instrument Digital Interface, and is the worldwide standard for exchanging musical data between electronic musical instruments and computers.

When MIDI cables are used to connect two or more MIDI devices, performance data can be exchanged between the devices, even if they were made by different manufacturers.

The UNO Drum transmits the front panel knobs or buttons movement via continuous controller (CC) messages to let you control other external MIDI devices.

As each parameter and control on the synth has its own unique Control Change number, it is possible to completely control the unit via external controllers or computers.

MIDI data can also be exchanged between the UNO Drum and your computer using the provided USB cable in addition to the MIDI DIN ports.

It is possible to synchronize the UNO Drum's tempo to the MIDI clock of an external MIDI sequencer or other device.

7.2 – Control External Devices with UNO Drum

If you want to use the UNO Pads, controls, and sequencer to play sounds on or to control an external instrument, connect the UNO Drum MIDI OUT connector to the external instrument MIDI IN connector using a MIDI cable.

7.3 – Control UNO Drum from External Devices

If you want to play or control the UNO Drum from another MIDI keyboard, pad controller, sequencer or other external device, connect the MIDI OUT connector of the external MIDI device to the UNO Drum's MIDI IN jack with a MIDI cable.

7.4 – Connecting UNO Drum to a computer via MIDI

You may want to play the UNO Drum and record your performance on a computer (connected using a MIDI interface) and/or play the UNO Drum while monitoring what you recorded. You also may want to use the UNO Drum as both an input device for playing notes and as a tone generator. In all of these cases, connect the MIDI OUT connector to the MIDI IN connector on both the UNO Drum and the computer.

7.5 – Connecting UNO Drum to a computer via USB

The UNO Drum is recognized as a standard USB device, so the installation of proprietary drivers is not needed. The USB MIDI has both IN and OUT capabilities and can be used as a MIDI Interface.

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7.6 – Setting the MIDI Channel

To select the MIDI channels, press the ALT button, and then the RIDE pad. MIDI channels can be selected between 1 and 16 using the data encoder.

The default MIDI IN and OUT channel is the 10.

Press once for the input channel (the display will show an "i" and the channel number to indicate the input is selected) and twice for the output channel (the display will show and "o" and the channel number to indicate the output is selected).

7.7 – Setting the Sync Mode

To adjust the MIDI sync mode, Press ALT and then the CYMBAL pad. The default sync is internal (INT), meaning the internal tempo of the UNO Drum is used. The data encoder allows the selection of external MIDI (EXT), meaning the MIDI clock received from the MIDI IN DIN connector decides the tempo of the UNO Drum, or external USB (USB), meaning the MIDI clock received from the USB connector sets the tempo of the UNO Drum.

7.8 – MIDI Soft Thru

The MIDI Soft Thru functionality allows messages from the MIDI IN DIN of the unit to be passed through to the MIDI OUT DIN. When disabled, MIDI IN data is not passed to the MIDI OUT. MIDI Soft Thru is enabled by default and can be disabled via MIDI SysEx.

7.9 – MIDI Interface Mode

As stated before, UNO Drum can act as a MIDI USB interface for your computer to fit perfectly in both studio and live setups.

When the MIDI Interface Mode is enabled, the MIDI messages coming in via the USB are sent to the MIDI OUT DIN of the unit, and similarly, the MIDI messages coming in from the MIDI IN DIN are sent to the USB connection.

When the function is disabled, the above connection is not made.

The MIDI Interface Mode it is enabled by default and can be disabled by MIDI SysEx.

7.10 – Element Mapping

By default, each element has a NOTE to which they respond to, which is:

KICK 1: note C2 (36)

KICK 2: note B1 (35)

SNARE: note D2 (38) + note E2 (40)

CLAP: note D#2 (39)

RIM: note C#2 (37)

CLOSED HAT: note F#2 (42)

OPEN HAT: note A#2 (46)

TOM1: note F2 (41)

TOM2: note G2 (43)

CYMBAL: note C#3 (49)

RIDE: note D#3 (51)

COWBELL: note G#3 (56)

7.11 – Pad note out

The PADs send out MIDI notes with a fixed gate (meaning a fixed time between a note ON and note OFF message).

7.12 – Program Change

On the drum machine, KITs are recalled by MIDI Program Change. Program Change 0 will recall KIT 1 (for consistency with UNO Synth).

7.13 – MIDI Implementation Chart

UNO Drum MIDI Implementation Chart V 1.0

MIDI Implementation Chart v. 1.0 (Page 1 of 4)

Manufacturer: IK Multimedia   Model: UNO Drum   Date: 9 May 2019   Version:1.0

	Transmit/Export	Recognize/Import	Remarks
1. Basic Information			
MIDI channels	1-16	1-16	**Memorized**
Note numbers	0-127	0-127	
Program change	0-99	0-99	**Displayed as "1-100", Memorized**
Bank Select response? (Yes/No) If yes, list banks utilized in remarks column		No	

Modes supported :   Mode 1: Omni-On, Poly (Yes/No)
                           Mode 2: Omni-On, Mono (Yes/No)
                           Mode 3: Omni-Off, Poly (Yes/No)
                           Mode 4: Omni-Off, Mono (Yes/No)
                           Multi Mode (Yes/No)
		No
		No
		No
		Yes
		No	

Note-On Velocity (Yes/No)	Yes	Yes	
Note-Off Velocity (Yes/No)	No	No	
Channel Aftertouch (Yes/No)	No	No	
Poly (Key) Aftertouch (Yes/No)	No	No	
Pitch Bend (Yes/No)	No	No	
Active Sensing (Yes/No)	No	No	
System Reset (Yes/No)	No	No	
Tune Request (Yes/No)	No	No	

Universal System Exclusive: Sample Dump Standard (Yes/No)
                           Device Inquiry (Yes/No)
                           File Dump (Yes/No)
                           MIDI Tuning (Yes/No)
                           Master Volume (Yes/No)
                           Master Balance (Yes/No)
                           Notation Information (Yes/No)
                           Turn GM1 System On (Yes/No)
                           Turn GM2 System On (Yes/No)
                           Turn GM System Off (Yes/No)
                           DLS-1 (Yes/No)
                           File Reference (Yes/No)
                           Controller Destination (Yes/No)
                           Key-based Instrument Ctrl (Yes/No)
                           Master Fine/Coarse Tune (Yes/No)
                           Other Universal System Exclusive
	No	No	

Manufacturer or Non-Commercial System Exclusive	Yes	Yes	
NRPNs (Yes/No)	No	No	
RPN 00 (Pitch Bend Sensitivity) (Yes/No) RPN 01 (Channel Fine Tune) (Yes/No) RPN 02 (Channel Coarse Tune) (Yes/No) RPN 03 (Tuning Program Select) (Yes/No) RPN 04 (Tuning Bank Select) (Yes/No) RPN 05 (Modulation Depth Range) (Yes/No)	No	No	
2. MIDI Timing and Synchronization			
MIDI Clock (Yes/No)	No	No	
Song Position Pointer (Yes/No)	Yes	Yes	
Song Select (Yes/No)	No	No	
Start (Yes/No) Continue (Yes/No) Stop (Yes/No)	Yes No Yes	Yes No Yes	
MIDI Time Code (Yes/No)	No	No	
MIDI Machine Control (Yes/No)	No	No	
MIDI Show Control (Yes/No) If yes, MSC Level supported	No	No	
3. Extensions Compatibility			
General MIDI compatible? (Level(s)/No) Is GM default power-up mode? (Level/No)	No	No	
DLS compatible? (Levels(s)/No) (DLS File Type(s)/No)	No	No	
Standard MIDI Files (Type(s)/No)	No	No	
XMF Files (Type(s)/No)	No	No	

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MIDI Implementation Chart v. 1.0 (Page 2 of 4)

Manufacturer: IK Multimedia   Model: UNO Drum   Date: 9 May 2019   Version:1.0

Control #	Function	Transmitted (Y/N)	Recognized (Y/N)	Remarks
0	Bank Select (MSB)	No	No	
1	Modulation Wheel (MSB)	No	No	
2	Breath Controller (MSB)	No	No	
3		No	No	
4	Foot Controller (MSB)	No	No	
5	Portamento Time (MSB)	No	No	
6	Data Entry (MSB)	No	No	
7	Channel Volume (MSB)	Yes	Yes	**Output Level**
8	Balance (MSB)	No	No	
9		Yes	Yes	**Swing Amount**
10	Pan (MSB)	No	No	
11	Expression (MSB)	No	No	
12	Effect Control 1 (MSB)	Yes	Yes	**Sequencer Division**
13	Effect Control 2 (MSB)	Yes	Yes	**Pattern Length (max 64)**
14		No	No	
15		No	No	
16	General Purpose Controller 1 (MSB)	No	No	
17	General Purpose Controller 2 (MSB)	Yes	Yes	**Compressor Amount**
18	General Purpose Controller 3 (MSB)	Yes	Yes	**DriveAmount**
19	General Purpose Controller 4 (MSB)	No	No	
20		Yes	Yes	**Kick 1 Level**
21		Yes	Yes	**Kick 1 Tune**
22		Yes	Yes	**Kick 1 Snap**
23		Yes	Yes	**Kick 1 Decay**
24		Yes	Yes	**Kick 1 FM Tune**
25		Yes	Yes	**Kick 1 FM Amount**
26		Yes	Yes	**Kick 1 Sweep Time**
27		Yes	Yes	**Kick 2 Level**
28		Yes	Yes	**Kick 2Tune**
29		Yes	Yes	**Kick 2Snap**
30		Yes	Yes	**Kick 2Decay**
31		Yes	Yes	**Snare Level**
32	Bank Select (LSB)	Yes	Yes	**Snare Tune**
33	Modulation Wheel (LSB)	Yes	Yes	**Snare Snap**
34	Breath Controller (LSB)	Yes	Yes	**Snare Decay**
35		Yes	Yes	**Snare LPF**
36	Foot Controller (LSB)	No	No	
37	Portamento Time (LSB)	Yes	Yes	**Clap Level**
38	Data Entry (LSB)	Yes	Yes	**Clap Decay (8 selections)**
39	Channel Volume (LSB)	Yes	Yes	**Closed Hat Level**
40	Balance (LSB)	Yes	Yes	**Closed Hat Tune (4 selections)**
41		Yes	Yes	**Closed Hat Decay**
42	Pan (LSB)	Yes	Yes	**Open Hat Level**
43	Expression (LSB)	Yes	Yes	**Open Hat Tune (4 selections)**
44	Effect Control 1 (LSB)	Yes	Yes	**Open Hat Decay**
45	Effect Control 2 (LSB)	Yes	Yes	**Rim Level**
46		Yes	Yes	**Rim Tune**
47		Yes	Yes	**Rim Decay**
48	General Purpose Controller 1 (LSB)	Yes	Yes	**Tom 1 Level**
49	General Purpose Controller 2 (LSB)	Yes	Yes	**Tom 1 Tune**
50	General Purpose Controller 3 (LSB)	Yes	Yes	**Tom 1 Decay**
51	General Purpose Controller 4 (LSB)	Yes	Yes	**Tom 2 Level**
52		Yes	Yes	**Tom 2 Tune**
53		Yes	Yes	**Tom 2 Decay**
54		Yes	Yes	**Cowbell Level**
55		Yes	Yes	**Cowbell Tune**
56		Yes	Yes	**Cowbell Decay**
57		Yes	Yes	**Ride Level**
58		Yes	Yes	**Ride Tune**
59		Yes	Yes	**Ride Decay**
60		Yes	Yes	**Cymbal Level**
61		Yes	Yes	**Cymbal Tune**
62		Yes	Yes	**Cymbal Decay**

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MIDI Implementation Chart v. 1.0 (Page 3 of 4)

Manufacturer: IK Multimedia   Model: UNO Drum   Date: 9 May 2019   Version:1.0

Control #	Function	Transmitted (Y/N)	Recognized (Y/N)	Remarks
64	Sustain Pedal	No	No	
65	Portamento On/Off	No	No	
66	Sostenuto	No	No	
67	Soft Pedal	No	No	
68	Legato Footswitch	No	No	
69	Hold 2	No	No	
70	Sound Controller 1 (default: Sound Variation)	Yes	Yes	**Stutter Type (10 selections)**
71	Sound Controller 2 (default: Timbre / Harmonic Quality)	Yes	Yes	**Stutter Amount**
72	Sound Controller 3 (default: Release Time)	Yes	Yes	**Stutter ON/OFF**
73	Sound Controller 4 (default: Attack Time)	Yes	Yes	**Roll Type**
74	Sound Controller 5 (default: Brightness)	Yes	Yes	**Roll ON/OFF**
75	Sound Controller 6 (GM2 default: Decay Time)	Yes	Yes	**Pad Double Velocity ON/OFF**
76	Sound Controller 7 (GM2 default: Vibrato Rate)	Yes	Yes	**Metronome ON/OFF/PLAY**
77	Sound Controller 8 (GM2 default: Vibrato Depth)	Yes	Yes	**Pad Note Length**
78	Sound Controller 9 (GM2 default: Vibrato Delay)	No	No	
79	Sound Controller 10 (GM2 default: Undefined)	No	No	
80	General Purpose Controller 5	No	No	
81	General Purpose Controller 6	No	No	
82	General Purpose Controller 7	No	No	
83	General Purpose Controller 8	No	No	
84	Portamento Control	No	No	
85		No	No	
86		No	No	
87		No	No	
88		No	No	
89		No	No	
90		No	No	
91	Effects 1 Depth (default: Reverb Send)	No	No	
92	Effects 2 Depth (default: Tremolo Depth)	No	No	
93	Effects 3 Depth (default: Chorus Send)	No	No	
94	Effects 4 Depth (default: Celeste [Detune] Depth)	No	No	
95	Effects 5 Depth (default: Phaser Depth)	No	No	
96	Data Increment	No	No	
97	Data Decrement	No	No	
98	Non-Registered Parameter Number (LSB)	No	No	
99	Non-Registered Parameter Number(MSB)	No	No	
100	Registered Parameter Number (LSB)	No	No	
101	Registered Parameter Number(MSB)	No	No	
102		No	No	
103		No	No	
104		No	No	
105		No	No	
106		No	No	
107		No	No	
108		No	No	
109		No	No	
110		No	No	
111		No	No	
112		No	No	
113		No	No	
114		No	No	
115		No	No	
116		No	No	
117		No	No	
118		No	No	
119		No	No	
120	All Sound Off	No	No	
121	Reset All Controllers	No	No	
122	Local Control On/Off	No	No	
123	All Notes Off	Yes	Yes	
124	Omni Mode Off	No	No	
125	Omni Mode On	No	No	
126	Poly Mode Off	No	No	

UNO Drum

UNO Drum MIDI Implementation Chart V 1.0

MIDI Implementation Chart v. 1.0 (Page 4 of 4)	
Manufacturer: IK Multimedia Model: UNO Drum Date: 9 May 2019 Version:1.0	
Sytem Exclusive Message	**Function**
F0 00 21 1A 02 02 11 01 7F F7	Enter Setup Mode (send this message beforany of the following operation)
F0 00 21 1A 02 02 21 00 06 00 F7	Program Change Receive OFF
F0 00 21 1A 02 02 21 00 06 01 F7	Program Change Receive ON (default)
F0 00 21 1A 02 02 21 00 08 00 F7	Program Change Send OFF
F0 00 21 1A 02 02 21 00 08 01 F7	Program Change Send ON (default)
F0 00 21 1A 02 02 21 00 07 00 F7	MIDI Soft Thru OFF
F0 00 21 1A 02 02 21 00 07 01 F7	MIDI Soft Thru ON (default)
F0 00 21 1A 02 02 21 00 0B 00 F7	MIDI Interface Mode OFF
F0 00 21 1A 02 02 21 00 0B 01 F7	MIDI Interface Mode ON (default)

8 – Specifications

Synthesis

- Type: Analog/PCM
- Polyphony: 11 voices
- Kick 1 (analog): Level, Tune, Snap, Decay, FM Tune, FM amount, Sweep time
- Kick 2 (analog): Level, Tune, Snap, Decay
- Snare (analog): Level, Tune, Snap, Decay, LPF
- Closed HH: Level, Tune, Decay
- Open HH: Level, Tune, Decay
- Clap: Level, Decay
- PCM: Level, Tune, Decay
- All element are Velocity responsive

Preset

- 100 Kits
- 100 Patterns

Keyboard and controls

- 5 Encoders (4 matrix, 1 global)
- 2 Knobs (fixed)
- 12 Multi-Touch Element Pads with 2 velocity.
- 17 Sequencer buttons
- 17 Utility and effects buttons

Sequencer

- 64-step sequencer
- Real-time and step recording with parameter recording
- Up to 8 parameter recording per-step
- Selectable length between 1 and 64 steps
- 4 Division: 16th, 32th, 3/4 and 6/8
- Swing function

Effects

- Analog master compressor
- Analog master drive
- Random
- Stutter with 10 types and adjustable amount
- Roll with 4 roll types and 4 fills

UNO Drum

Connections

- Audio Out: Mini-jack 3.5mm stereo (mono summed)
- Audio In: Mini-jack 3.5mm stereo (mono summed)
- 2 x MIDI 2.5mm mini-jack to DIN cables (IN/OUT)
- 1 Micro USB*

Power

- 4x AA Batteries (Alkaline, Ni-Mh)
- Micro USB connector

Package includes

- UNO Drum
- 1x Micro USB to USB cable
- 2x MIDI jack 2.5mm to DIN cables
- 4x AA batteries (Alkaline)

Dimensions

- Size: 25.6cm/10.1" x 15cm/8.9" x 4.9cm/1.93"
- Weight: 400g/14.1oz (excluded batteries)

*USB power has inherent ground noise, so when connecting the UNO Drum directly to your computer via USB, you may hear more noise and interference than when the synth is connected to a USB wall charger or running via batteries. With the direct computer connection, you can reduce the USB ground noise and other interference by either using a USB isolator or a custom TRS cable into a balanced input on your preamp or audio interface where the ground is not connected at the balanced input side.
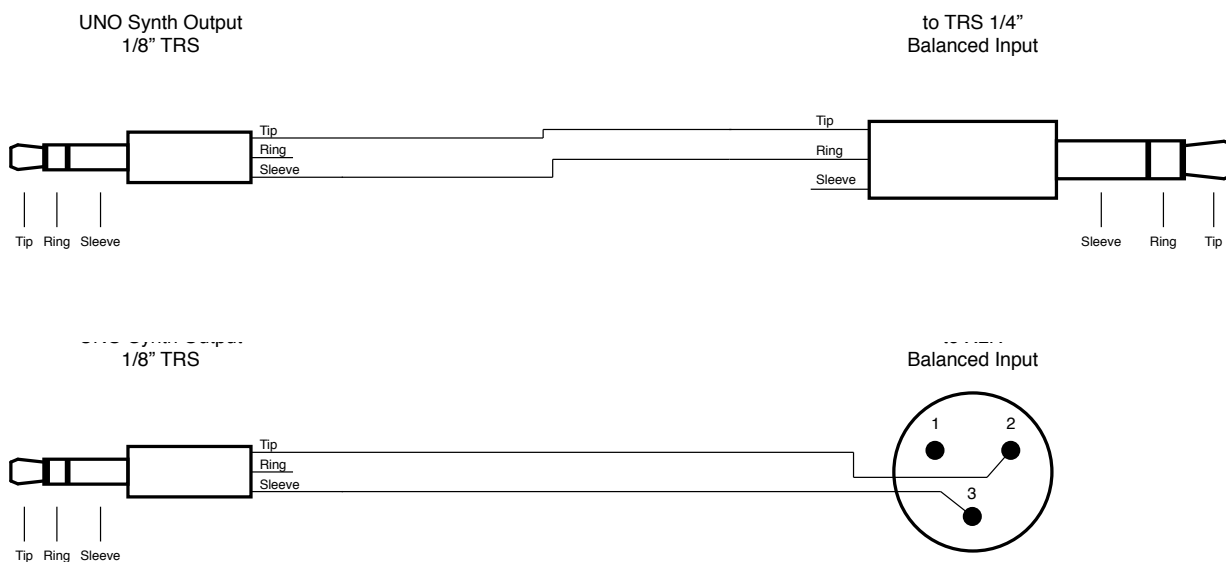
9 – Troubleshooting

There is excessive noise or interference in the audio.

If your UNO Drum is connected to your computer via the UNO Drum's USB port, the ground noise and interference from the USB may be increased. The easiest way to avoid this is to instead power the UNO Drum using a standard wall charger or with batteries and then use the 2.5mm to MIDI DIN cables for the MIDI connection to your computer. Alternatively, if you want to maintain the USB connection to the UNO Drum itself, you can reduce the USB noise and interference by either using a USB isolator or a custom TRS cable into a balanced input on your preamp or audio interface where the ground is not connected balanced at the input side. See the cable wiring image on the Specs page.

Where can I find my IK product Serial Number?

The Serial Number is written on the Registration Card (included with your IK product).

IMPORTANT: the number zero can easily be identified in your Serial Number because it is crossed by a line.

Why is the Authorization Manager rejecting my Serial Number?

Probably because of a typo, here are some common errors:

- Typing a 0 ("zero" number) instead of an O ("o" letter).
- Typing 1 ("one" number) instead of an I ("i" letter).
- Typing 2 ("two" number) instead of a Z ("z" letter).
- Typing 5 ("five" number) instead of an S ("s" letter).
- Typing 8 ("eight" number) instead of a B ("b" letter).
- Typing a "." (point) instead of a "-" (minus).

Suggestions:

- If possible, please copy and paste the information.
- Cut off all the leading and trailing spaces.
- Please type all codes in UPPERCASE during the installation and registration process.
- Check that the Serial Number that you are entering is in correlation with the product installed.

I need to log in into the User Area but I forgot my User Name and Password. What should I do?

You can retrieve your User Area login details in two different ways:

- Run the Authorization Manager and follow the steps until you reach the login page. Here you just have to click on the 'Forgot password?' button and submit your email address. Your login details will be sent to your email account. In case you have checked the 'Remember me' checkbox before and are not able to access the login page, just click on the LOGOUT button.
- Go to www.ikmultimedia.com, click on 'I forgot my username and/or password' and submit your email address. Your login details will be sent to your email account.

10 – Support

For any questions you may have, please refer to the FAQ webpage at: **www.ikmultimedia.com/faq**
Here you will find answers to the most commonly asked questions.

To submit a Technical Support Form, go to: **www.ikmultimedia.com/support**

For warranty information, please visit: **www.ikmultimedia.com/warranty**

For other requests such as Product, Sales, or Web info, please go to: **www.ikmultimedia.com/contact-us**

10.1 – User Area

The User Area is a special section of our website specifically designed for our users.

Here you can easily edit your personal data, manage your product authorizations and licenses, and download the latest IK products updates.

Access your User Area to be able to:

- Edit your Personal data.
- View and download the latest product updates, free content, and Sound Libraries.
- Access any current Promotions.
- View exclusive offers and pricing.
- Manage your earned JamPoints.
- View your Orders.
- Share your AmpliTube presets.
- Download firmware and hardware drivers.
- Access the IK Forum and more.

To access the User Area go to:

www.ikmultimedia.com/userarea

To access your User Area, please login with your User Name and Password created upon registration and emailed to your registered email address. If you need to update your Password, you may do so at the User Area login.

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