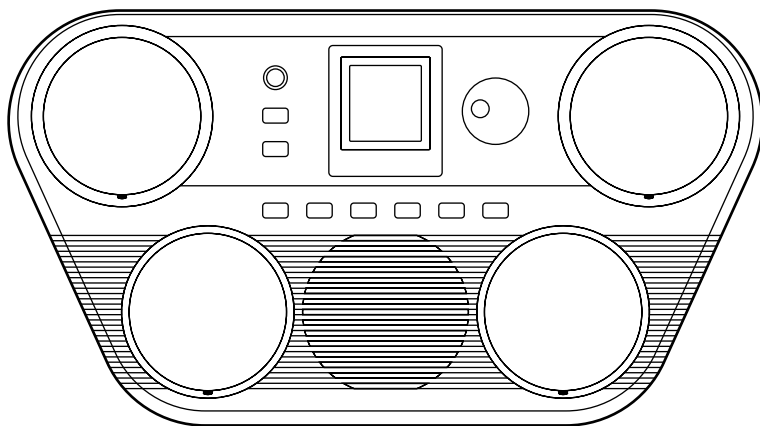


# MEDELI



## DD112

PORTABLE DRUM  
OWNER'S MANUAL

## Warnings & important notes

- Read these instructions.
- Keep these instructions.
- Heed all warnings.
- Follow all instructions.
- Do not use this apparatus near water.
- Clean only with dry cloth.
- Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- Only use attachments/accessories specified by the manufacturer.
- Unplug this apparatus during lightning storms or when unused for long periods of time.

Warning: to reduce the risk of fire or electric shock, do not remove cover (or back) as there are no user-serviceable parts inside. Refer servicing to qualified personnel. Do not expose this appliance to rain or moisture. Do not expose this equipment to dripping or splashing and ensure that no objects filled with liquids, such as vases, are placed on the equipment.

## Index

Panel	3
Display	3
Power up	4
Auto power off	4
Volume	4
Drum off	4
Playing the pad	4
Game	5
Pad assign	6
Tempo	6
Coach	7
Troubleshooting	10
Specification	10
Game List	11

## FCC statement

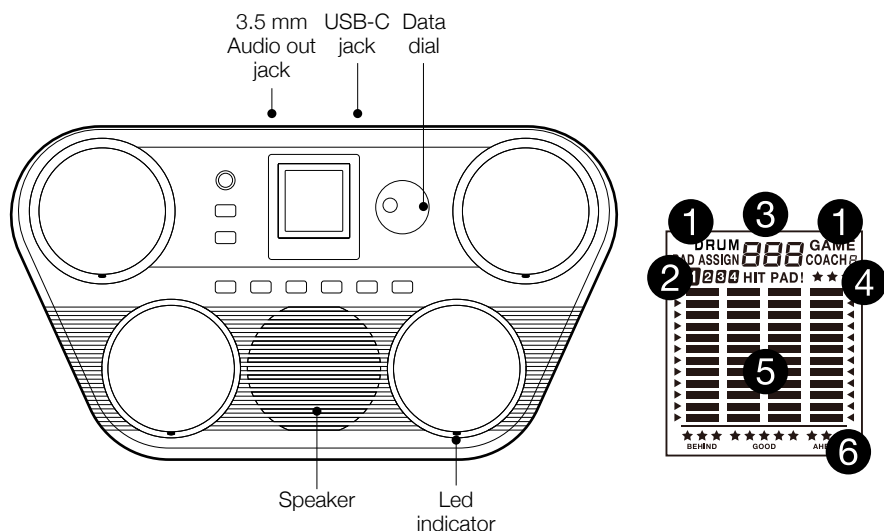
Note: this equipment has been tested and found to comply with the limits for a class b digital device, pursuant to part 15 of the fcc rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/tv technician for help.

## Caution

The normal function of the product may be disturbed by Strong Electro Magnet Interference. If so, simply reset the product to resume normal operation by following the owner's manual. In case the function could not resume, please use the product in other location.



## Panel

### Power

Turn the power on or off.

### Volume + / -

Adjust the master volume.

### Drum off

Mute or unmute the drum part in a song.

### Tempo

Press to enter the tempo menu.

### Pad assign

Change different voices to pad.

### Game

Press to enter the game mode.

### Coach

Press to enter the coach menu to choose practice mode.

### Play / stop

Play or stop playing a song.

## Display

### 1. Mode

Display the current mode.

### 2. Beat

Display the beats when playing back the click or song.

### 3. Parameters

Display the mode parameters, such as song number, game rhythm number or coach song number.

### 4. Difficulty level

Display the difficulty level of playing a game rhythm or a coach song.

### 5. Dropping bars

Display the dropping bars during rhythm playback.

### 6. Playing accuracy

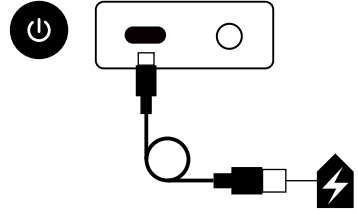
Display the accuracy of your strikes in game mode or coach mode.

# Power up

1. Connect an usb-c cable to power the unit.
2. Press [POWER] button to turn power on or off.

Notes:

1. Use the specified power adapter.
  2. The module supports using USB power. Make sure to use high-quality USB-C cable and USB power adapter.
- It supports USB power adapter of 5V/1A.
  - It supports portable power bank of 5V/1A. It may not supports all power bank brands.



# Auto power off

To disable this function, hold down [START/STOP] button, then turn on the power.

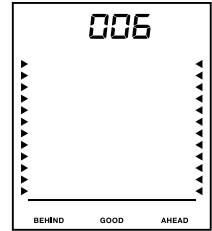


# Volume

Press [VOLUME] button to adjust output volume.



VOLUME

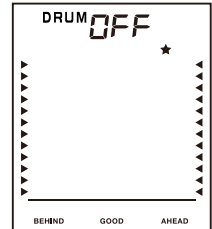


# Drum off

Press [DRUM OFF] button to mute the drum during game mode.

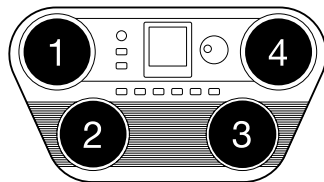
Notes:

After setting, the screen will return to game mode in 3 seconds.



# Playing the pad

The digital drum has 4 drum pads, corresponding to the four dropping bar columns on screen (from left to right).

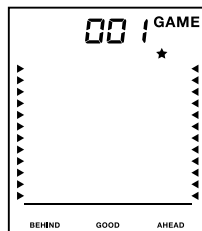


# Game

The game feature lets you learn and play a rhythm in a more easy and fun way. Simply follow the dropping bars on screen, then strike the corresponding drum pad when the dropping bars reach the bottom line. The screen will display the accuracy of each strike. Your score will add up each time when you strike correctly.

## Enter game mode

Press the [GAME] button to enter game mode. The screen displays "GAME" and the current rhythm number.



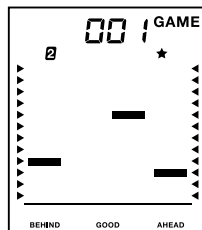
- ★ easy
- ★★ normal
- ★★★ hard

## Select game rhythm

Use the [DATA DIAL] to select a game rhythm. The screen displays the difficulty level of the current rhythm.

## Start the game

Press the [START/STOP] button to start the game. The on-screen bars start dropping in sync with rhythm playback. Strike the corresponding pads when the bars reach the bottom line.



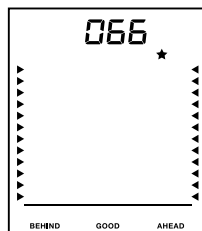
## Score

When the game is finished, it displays your score and voice comment will sound as well.



Score    Comment

0-29	Ok
30-59	Good
60-79	Very good
80-100	Excellent



## Stop the game

The game will automatically start again after displaying the score for 3 seconds.

Press the [START/STOP] button to stop the game.

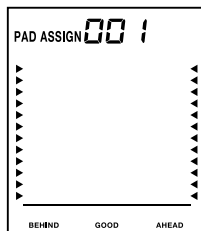
# Pad assign

In Game mode, you can assign different voices to each pad in each of the 60 Games. There is a total of 70 voices and 14 voice effects that can be assigned to the pads.

1. Use the [DATA DIAL] to select a rhythm that you want.
2. Press the [PAD ASSIGN] button. the led indicator of pad turns on.
3. Strike the drum pad that you want to assign.  
For example, strike pad 2, and the pad 2 indicator lights up. The screen displays the current voice and effect number.
4. Strike the current pad repeatedly or use the [DATA DIAL] to select a desired voice.
5. Press the [PAD ASSIGN] button to confirm the setting.
6. Repeat step 2 to 5 to assign another drum pad.



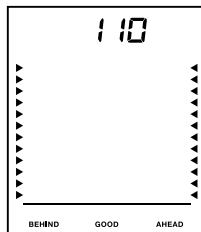
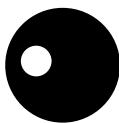
PAD  
ASSIGN



# Tempo

1. Press the [TEMPO] button, the tempo value will flash on screen.
2. When the tempo value is flashing, use the [DATA DIAL] to change the value.
3. If there is no operation in 3 seconds, it will exit tempo setting and go back to the previous menu.

TEMPO

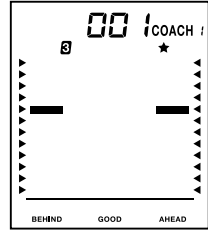


# Coach

Design for beginners to develop basic drumming skills. It provides two practice modes: rhythm practice and beat practice.

## Rhythm practice

When rhythm is playing back, the four columns of dropping bars on screen correspond to the four drum pad. Strike the corresponding drum pad when the dropping bars reach the bottom line.

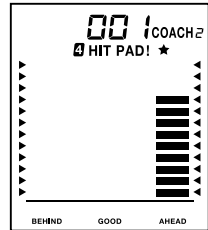
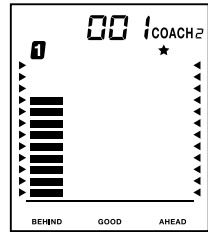


## Beat practice

Beat practice offers two types of practice: change up and tap! tap!

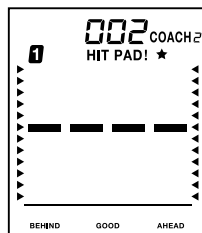
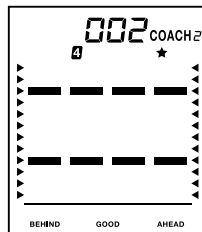
### Change up

This practice is similar to four children clapping their hands, and you are the fourth one. The other three clap their hands at a certain tempo, then you clap your hands at the same tempo. Likewise, you follow the rhythm, then strike any one of the four drum pads. The drum indicators will flash as a hint, and the screen will also display "HIT PAD!", telling you it's time to strike a pad.



## Tap! Tap!

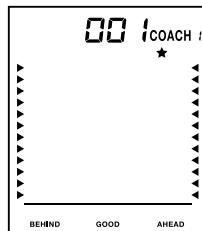
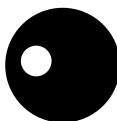
In this practice, it will first play “do mi so do so” at a certain tempo. All you need to do is to strike a drum pad when it comes to “so”. Your score will add up each time when you strike correctly, and the screen will display the accuracy of each strike. However, if you strike incorrectly, your score will be subtracted. Listen to the rhythm, then strike any one of the drum pads when it plays “so”. The drum indicators will flash as a hint, and the screen will also display “HIT PAD!”, telling you it’s time to strike a pad.



## Enter coach mode

Press the [COACH] button to enter coach mode. The screen displays “COACH 1”, indicating it enters rhythm practice. Press this button again, and the screen displays “COACH 2”, indicating it enters beat practice. The screen will also display the current coach song number.

COACH



## Select a coach song

Use the [DATA DIAL] to select a coach song. Totally there are 20 coach songs for practice.

## Beat practice

Use the [DATA DIAL] to select a coach song. Each song has a preset practice type.

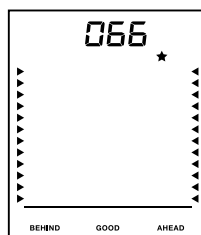
<u>Song</u>	<u>Practice</u>
1.	Change up
2.	Tap! Tap!
3.	Tap! Tap!
4.	Change up
5.	Change up
6.	Tap! Tap!
7.	Tap! Tap!
8.	Change up

The screen will display the difficulty level of the current coach song.

- ★ easy
- ★★ normal
- ★★★ hard

## Start practice

Press the [START/STOP] button to play the coach song. The on-screen bars will change along to give you a hint. Strike a drum pad whenever it is needed.



## Score

When the coach song is completed, it will pause temporarily and display your score. A voice comment will sound.

<u>Score</u>	<u>Comment</u>
0-39	Ok
40-69	Good
70-89	Very good
90-100	Excellent

## Stop practice

The coach song will automatically start again after displaying the score for 3 seconds.

Press the [START/STOP] button to stop the practice.



# Troubleshooting

## Cannot power on

- Make sure the power adaptor is connected properly.

## Turns off automatically

- Make sure the power adaptor is connected firmly.
- The auto power off function will shut down the digital drum in 30 minutes if it is not used. To disable this function, hold down [START/STOP] button, then turn on the power.

## No sound

- Make sure the master volume is not set to “0”.
- Make sure headphones are plugged into the phones jack.

# Specification

Drum pads	4 triggers with flashing indicator
Display	Backlit LCD
Max polyphony	16
Voice	84 preset
Game(Rhythm)	60 preset
Coach	2 modes, 28 preset
Tempo	40 – 240
Phones	3.5 mm audio out jack
Power	5V 1000mA USB-C
Dimension	460 x 260 x 150 mm
Weight	1.5 kg

# Game list

1	8 Beat 1	21	Bounce	41	Heavy Metal 2
2	8 Beat 2	22	Reggae 1	42	16 Beat Funk
3	8 Beat 3	23	Bossa Nova 2	43	Blues Funk
4	8 Beat 5	24	Latin Rock	44	Dance Pop 2
5	8 Beat 8	25	Cha Cha	45	Disco
6	8 Beat 9	26	Rhumba	46	Shuffle 2
7	8 Beat Ballad	27	Country	47	Cool Jazz
8	Rock 2	28	Country Rock	48	Reggae 2
9	Heavy Metal 1	29	March	49	Samba
10	6/8 Pop 1	30	Polka	50	Mambo
11	6/8 Pop 2	31	Waltz 1	51	SFX 1
12	16 Beat Pop	32	8 Beat 4	52	SFX 2
13	Funk Pop	33	8 Beat Rock 1	53	SFX 4
14	Hourse	34	8 Beat 6	54	Funk 2
15	Slow Rock	35	Dance Pop 1	55	Hip Hop
16	Soul 1	36	8 Beat 7	56	Rap
17	Jazz Swing	37	8 Beat Pop	57	Blues 1
18	Blues 2	38	8 Beat Rock 2	58	Waltz 2
19	Fusion 1	39	Rock 1	59	SFX 3
20	Fusion 2	40	Hard Rock	60	SFX 5

