


Drum Map Editor

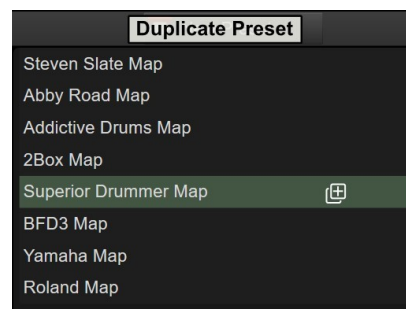
Drum maps allow your eDRUMin to easily switch between triggering between different hardware / software applications.

eDRUMin comes with several factory drum maps, but users can also create and edit their own maps with the Drum Map Editor which is integrated into the Preset Manager. Click on the drum map button, shown right, to view, load, or edit the drum maps on your system,

Open the Drum Map Editor

Superior Drummer Map

To start editing a drum map, either click  to create a new user drum map from the one already stored on your device, or duplicate a factory preset.



When you duplicate a factory preset, it's automatically placed in your user presets and selected for editing.

After editing a drum map, you must save it by clicking on the white save icon in the top right hand corner of the editor.

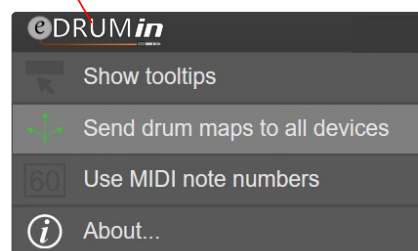
Once saved, double-click on the drum map to send it to the device. If you have more than one device connected to your system, the map will be sent to whichever device is currently selected.

Save drum map



You can have drums sent to all connected device by clicking on the eDRUMin logo and selecting 'Send drum maps to all devices'.

Click to show options menu



A drum map is broken up into two pages of kit pieces (32 total) and a page for hihat pedal / cymbal.

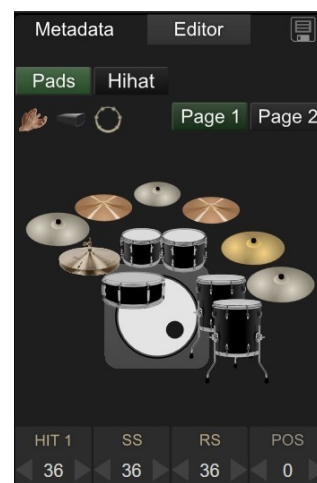
Page 1 Kit Pieces

Each kit piece has four notes associated with it. The labeling of the notes depends on whether the kit piece is a pad, cymbal, or percussion.

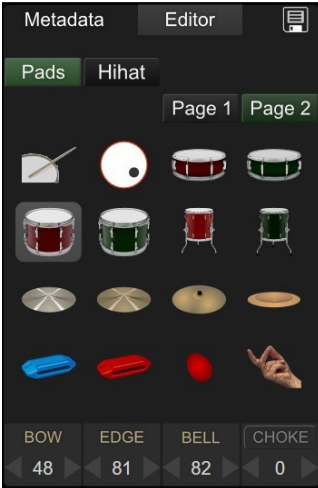
The first three notes are the standard 3 zones that most pads and cymbals can trigger, but the fourth note's function varies depending on an input's settings.

If the input supports positional sensing, then this will correspond to the positional CC that the pad should use.

If the pad type is a cymbal, then this note represents a choke note that is sent along with aftertouch. Look [here](#) for more information about enabling choking with notes.



Page 2 Kit Pieces



While the page 1 kit pieces will be sufficient for 95% of users, Page 2 kit pieces are for those with more complex setups.

Page 2 lets you define an additional 16 kit pieces, and unlike the page 1 which has predefined images, the images for kit pieces on page 2 can be changed.

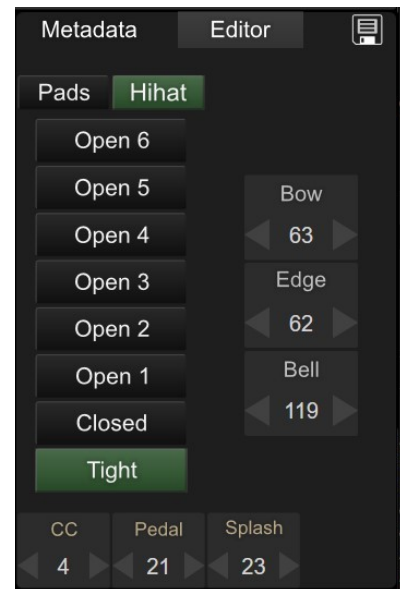
To change a kit piece's image, right click on it and select an image from the list of available images.



Hihat Pedal / Cymbal

The hihat section defines the notes that pads set to 'Hihat Cymbal' will trigger when the hihat is in Levels Mode. If the hihat is in CC Mode, then pads set the 'Hihat Cymbal' will trigger the notes defined by the hihat kit piece from Page 1 kit pieces.

By clicking on the various levels, you can adjust the notes that will be played for each level. You can drag and drop levels onto each other to quickly copy assignments.



Drag and Drop

Drag and drop is supported within a drum map, and also between drum maps.

For example, you can drag one kit piece onto another to copy its note assignments. The same goes for hihat levels. You can drag one hihat level onto another to copy note assignment.

You can also drag kit pieces, hihat levels, all pads, and all hihat settings between drum map presets. When you do this, the target preset is updated and saved immediately.



Copy notes by dragging one kit piece onto another.