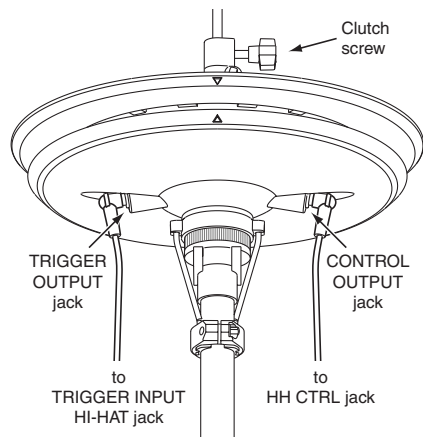


# Before Playing

## Connecting the Hi-Hat (VH-12) and Setting the "VH Offset"

### Connecting the Hi-Hat



\* If you do not make VH-12's setting correctly, it may cause malfunction. For details, refer to the VH-12 owner's manual.

### Adjusting the Offset

When using the VH-12, the "VH Offset" needs to be set up.

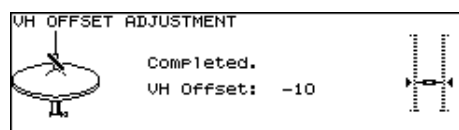
1. Loosen the clutch of the top hi-hat and let it sit on the bottom hi-hat.

\* Do NOT touch the hi-hats or the pedal.

2. Hold down [KIT] and press [TRIGGER] on the TD-20.

The "VH offset" parameter is set automatically. (approx. 3 seconds)

[TRIGGER] stops flashing and remains lit.



If you need, make further adjustments to the parameters. Refer to **Hi-Hat Settings [F3 (HI-HAT)]** (TD-20 owner's manual; p. 46).

\* If you adjust the value of "Noise Cancel," set it to the minimum value required to prevent a noise.

### Compatible Memory Card

Compatible memory card with TD-20 is a 3.3 V CompactFlash card with the capacity of 16 to 512 MB. The other card cannot be used.

## Adjusting the Mesh Head of the Pad (PD-125/105)

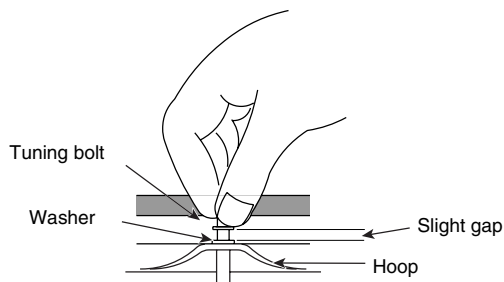
**Heads MUST BE TUNED BEFORE PLAYING.**

When adjusting, use a tuning key.

Like with an acoustic drum, accurate and equal head tension is needed for correct triggering response.

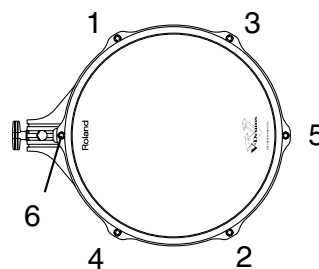
\* On the PD-125/105, adjusting the head tension affects only the head response, and not the pitch of the sound, as it would on an acoustic drum.

1. Loosen the tuning bolts until a slight gap is produced.
2. Tighten all tuning bolts by fingers, as tightly as you can.



3. Using the tuning key, turn the tuning bolts two full revolutions each, thus tightening them.

Tighten each tuning bolt one by one, observing the numerical order shown in the figure.



### If You Could Not Get a Rim Shot/Cross Stick Sound Smoothly

If you could not get a rim shot/cross stick sound smoothly, you can adjust the parameter described below.

1. Press [TRIGGER] - [F5 (ADVANCE)] - [F2 (RIM)] on the TD-20.
2. Raise the value of "RimShot Adjust."

\* Set this value as high as possible while the rim does not sound when you hit the head strongly.