

# THE DTX6 RANGE

**Training Document  
November 2020**



**There are three kits in the new DTX6 range;**

**DTX6 K - X**

**DTX range** → **DTX6 K2 - X** ← **Snare head material**  
**X = TCS**

**DTX6 K3 - X**

**Model** ↑



# DTX6K-X New

**PCY90 9" 2-zone crash  
(with choke) and hi hat**

**TP70  
tom pads**

**PCY135  
13" 3-zone ride**

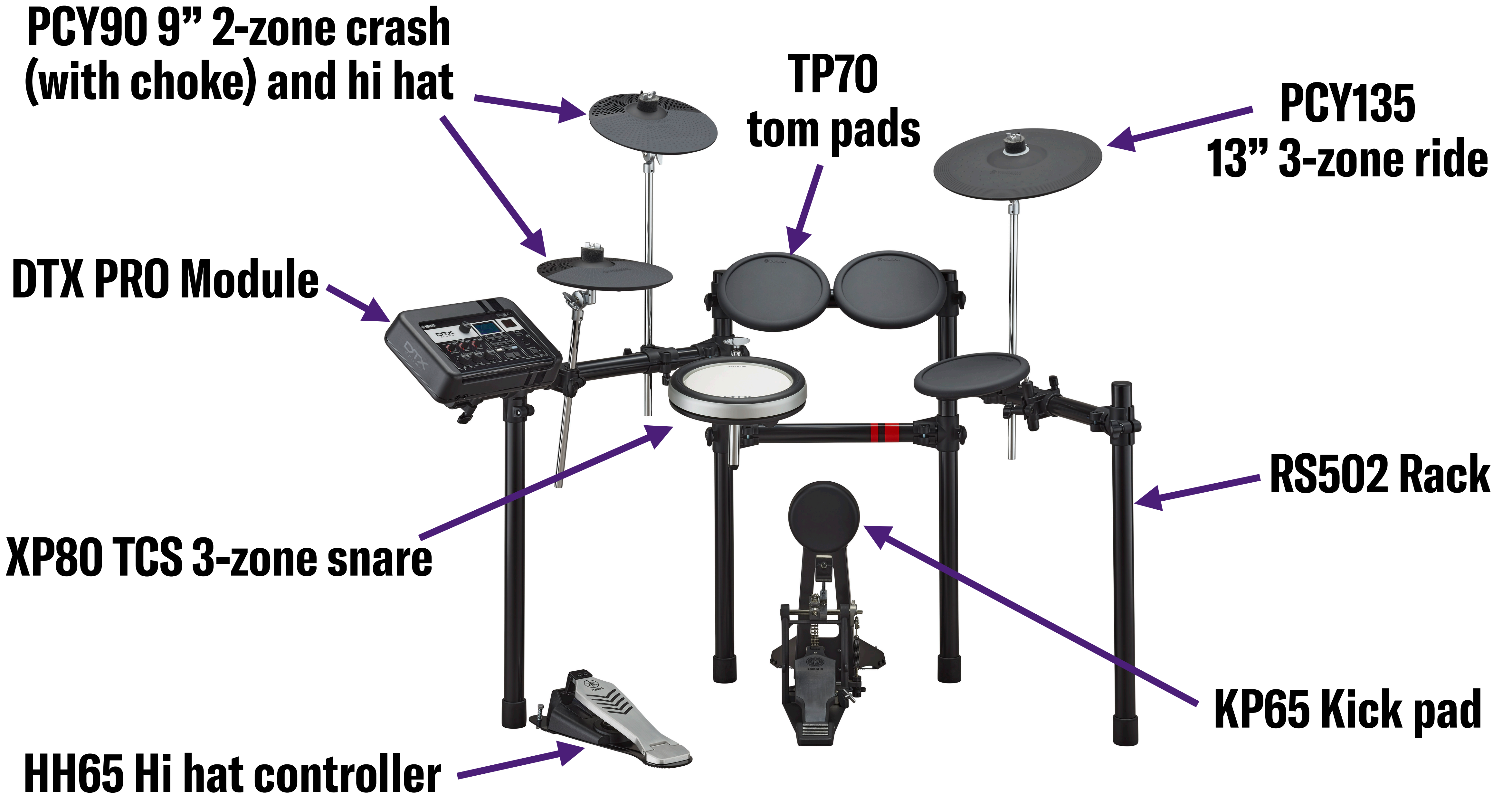
**DTX PRO Module**

**XP80 TCS 3-zone snare**

**RS502 Rack**

**HH65 Hi hat controller**

**KP65 Kick pad**





# Who is DTX6K-X for?

Aspiring drummers, music producers, MIDI musicians, students, online teachers, performing musicians, professional drummers, studio owners



**El Estepario Siberiano**



# DTX6K2-X New

**PCY135 13" 3-zone  
cymbals x3**

**TP70  
tom pads**

**DTX PRO Module**

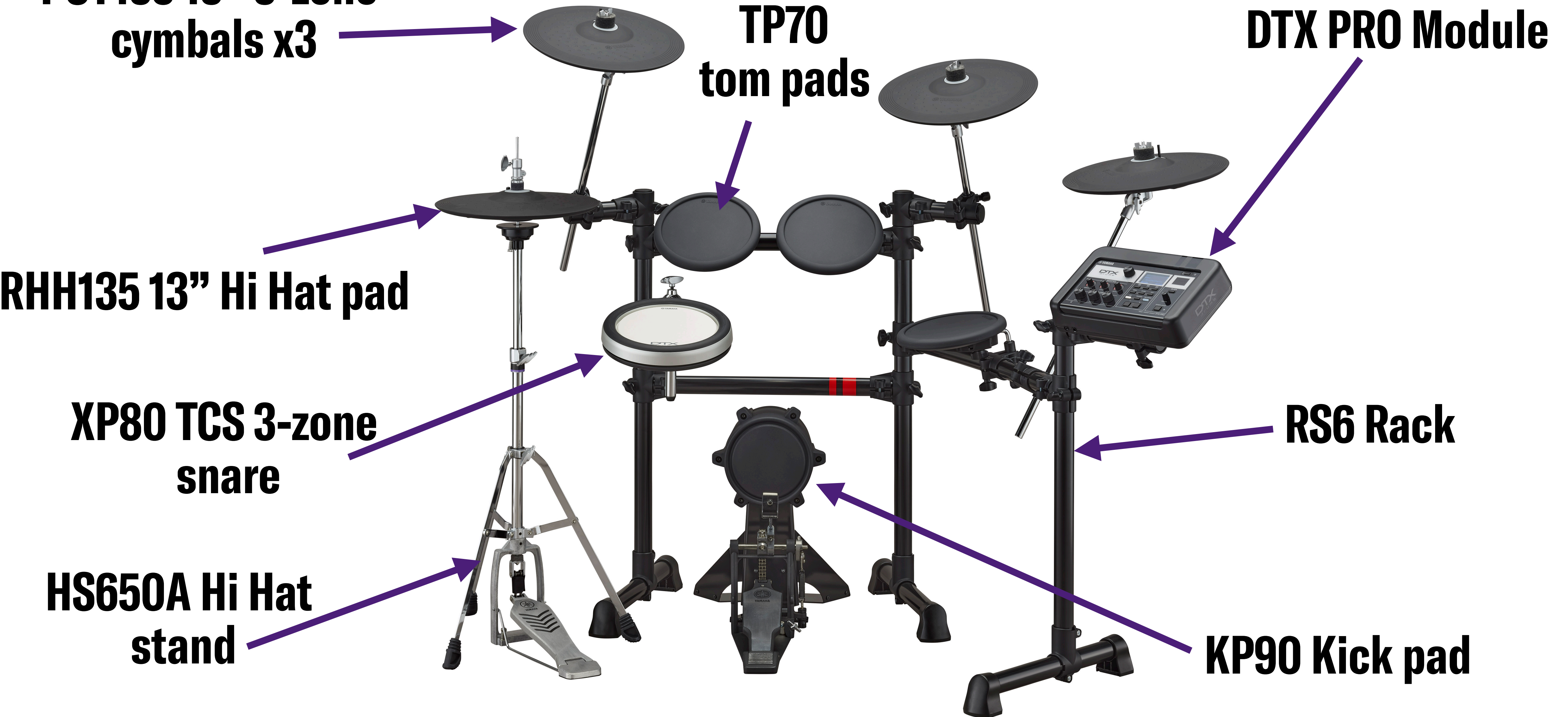
**RHH135 13" Hi Hat pad**

**XP80 TCS 3-zone  
snare**

**RS6 Rack**

**HS650A Hi Hat  
stand**

**KP90 Kick pad**





# Who is DTX6K2-X for?

**Aspiring drummers, music producers, MIDI musicians, students, online teachers, performing musicians, professional drummers, studio owners**



**Keli Gudjonsson**



# DTX6K3-X New

**PCY135 13" 3-zone  
cymbals x3**

**XP70 TCS  
tom pads**

**DTX PRO Module**

**RHH135 13" Hi Hat pad**

**XP80 TCS 3-zone  
snare**

**RS6 Rack**

**HS650A Hi Hat  
stand**

**KP90 Kick pad**





# Who is DTX6K3-X for?

Aspiring drummers, music producers, MIDI musicians, students, online teachers, performing musicians, professional drummers, studio owners



**Joel Cassady**



# RS6 RACK New

**Hex snare  
mount**

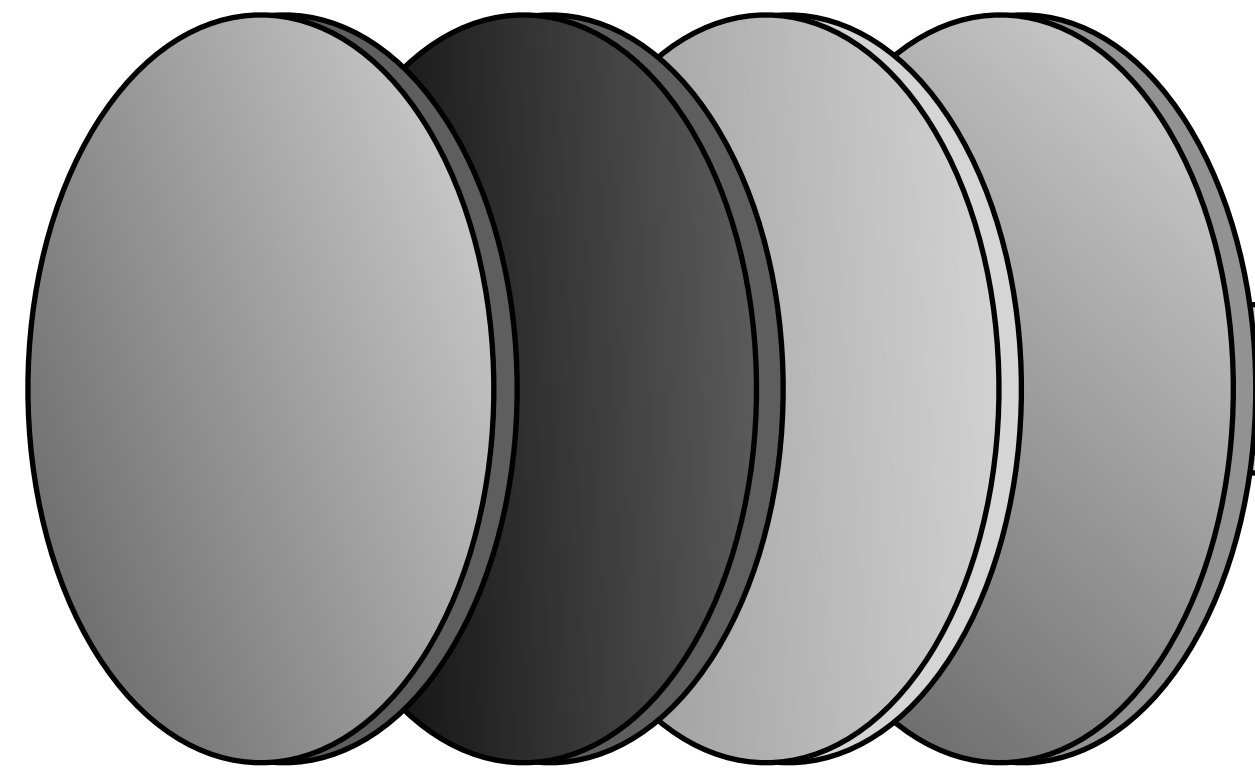
**Front cymbal arms act  
like boom arms for  
maximum reach**

**No left bar for easy  
hi hat and double  
pedal positioning**

**Module mounted  
on right  
- new for DTX**



# KP90 KICK PAD New



**Multi Layer Cushion  
Head design**

**Large enough for  
double pedals**



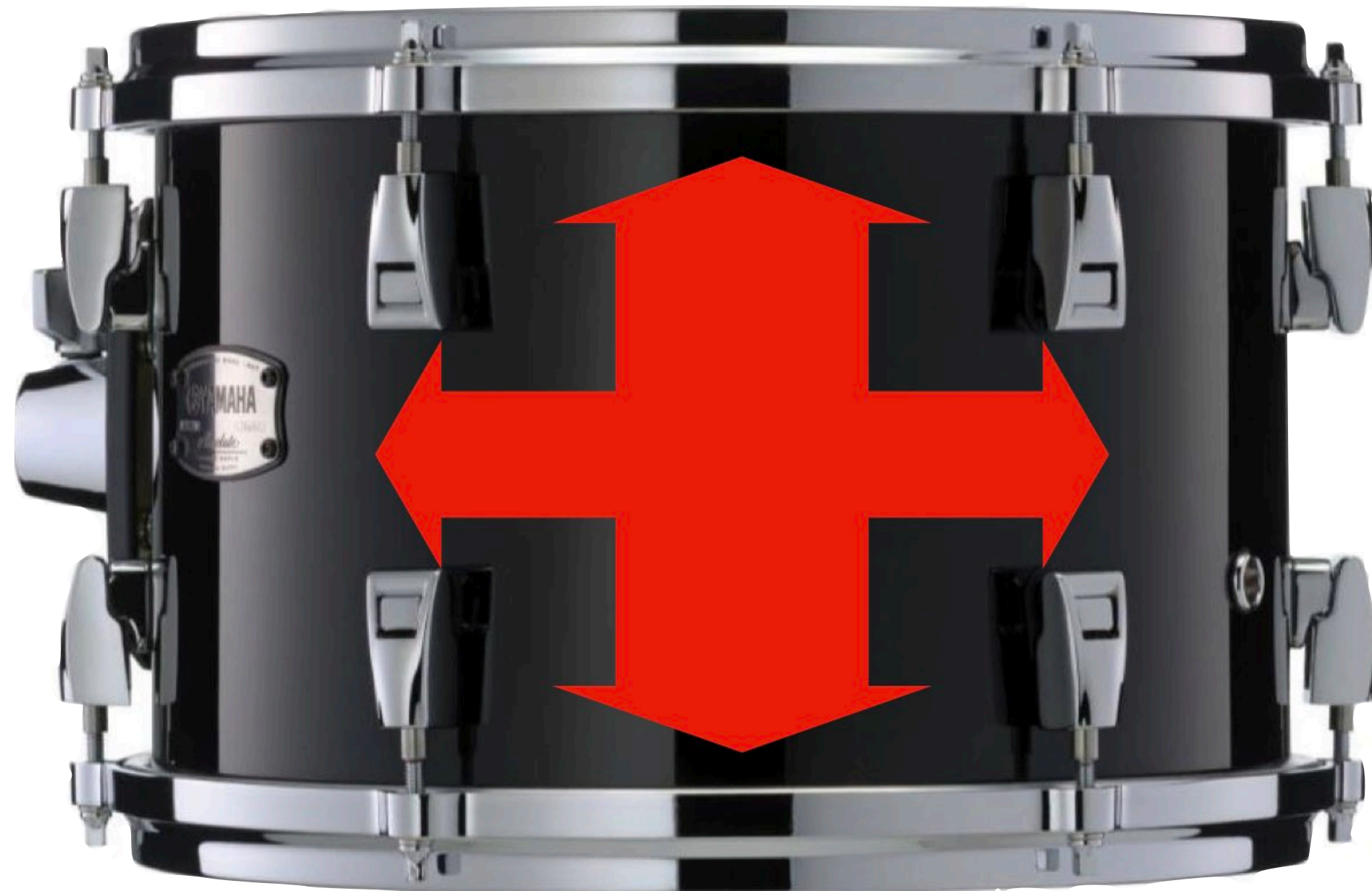
**Lower natural pitch,  
so less intrusive**

**Wider legs**

**Industrial Velcro**



# Textured Cellular Silicone (TCS) Pads



**Acoustic drums feel the way they do because of the air trapped inside them.**

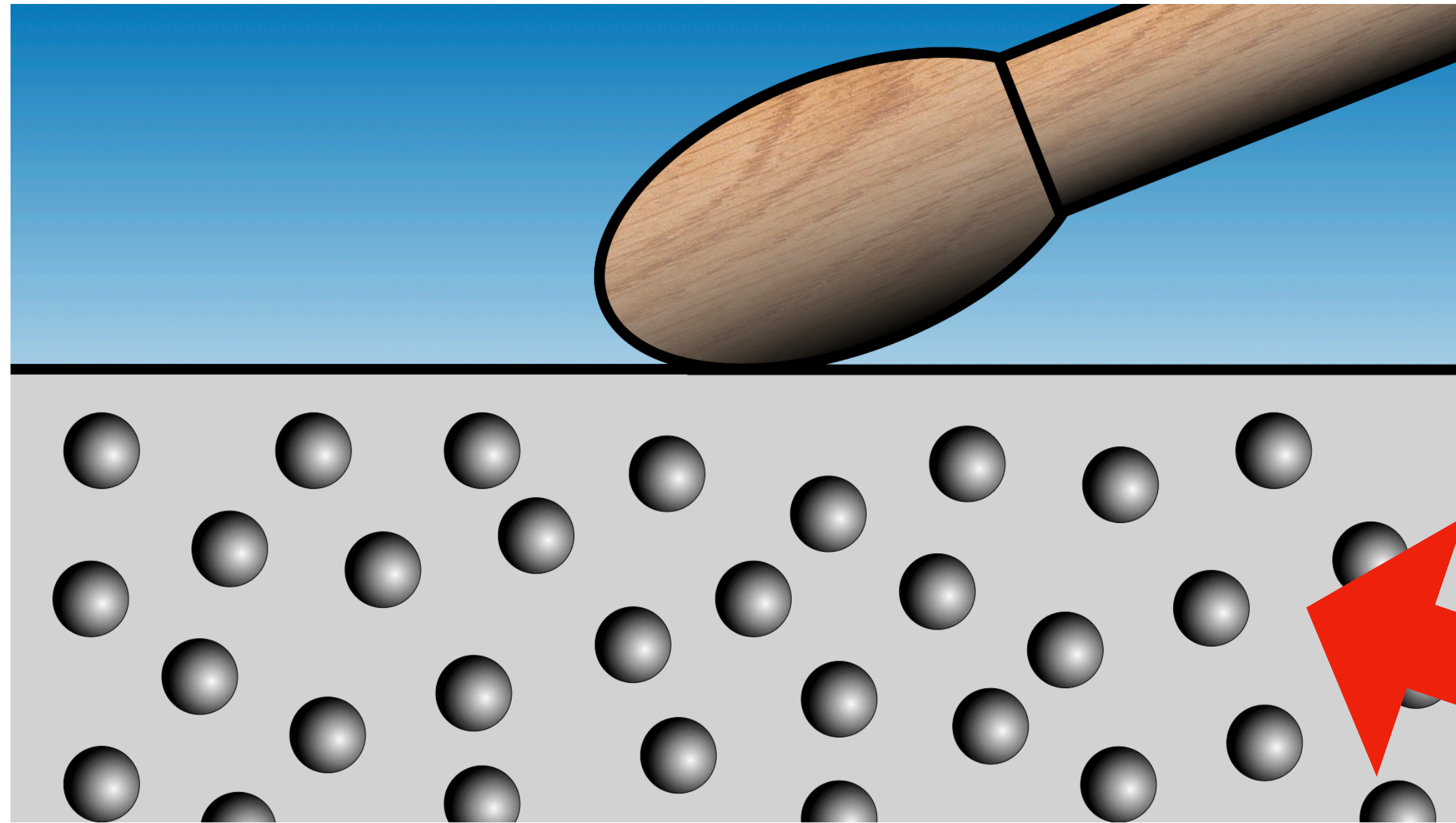
**It is not just the head tension.**



**If you take the bottom head off a drum, it becomes more difficult to play on. This is because the air can escape.**

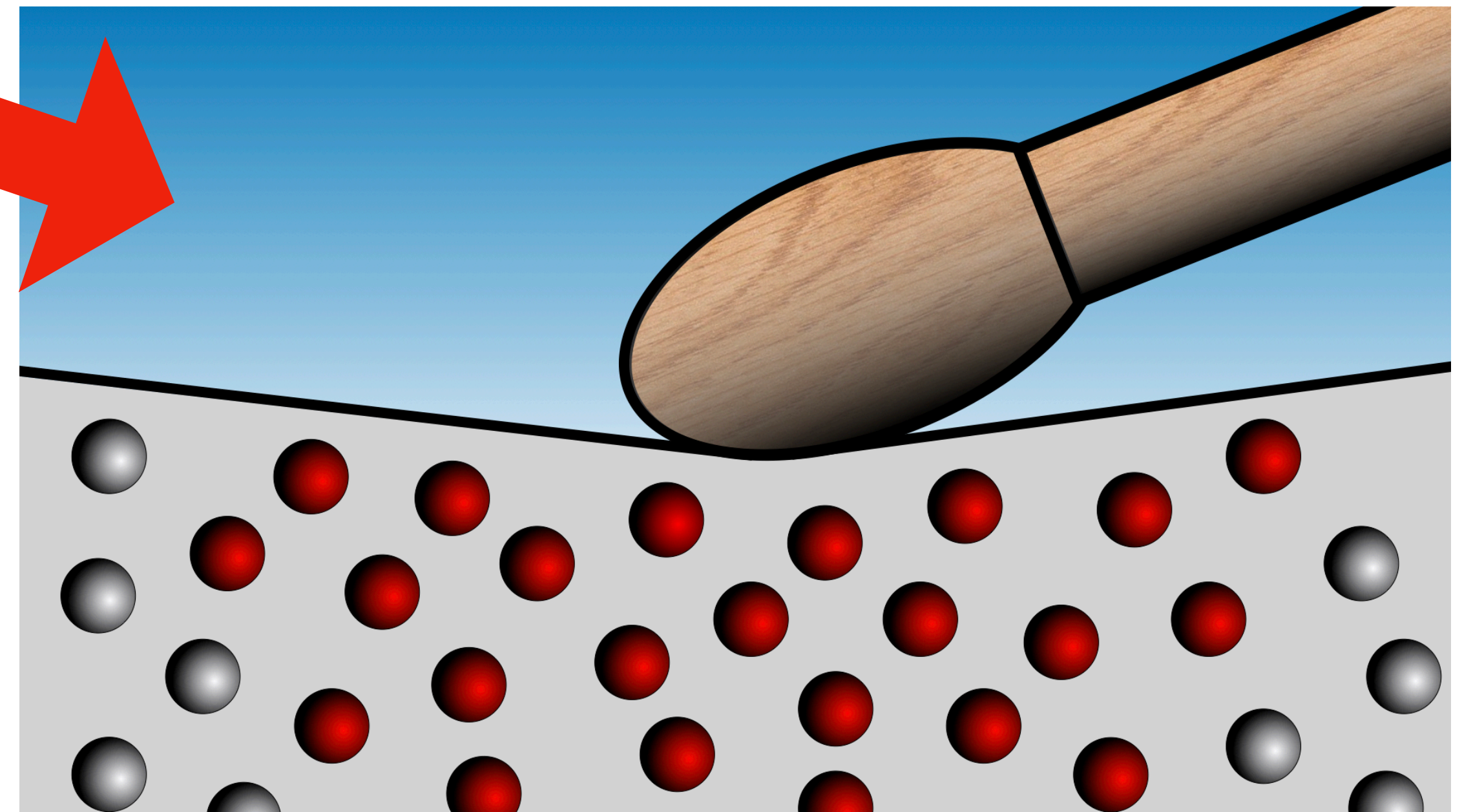


# TCS Pads



**TCS pads work in the same way as acoustic drums.**

**Air bubbles in the silicone surface compress when hit. The compressed air pushes the stick back in a natural and realistic way.**





# DTX PRO MODULE New







**USB Ports**

**Up to 14 pad inputs**

**MIDI Out**

**Master Outputs**



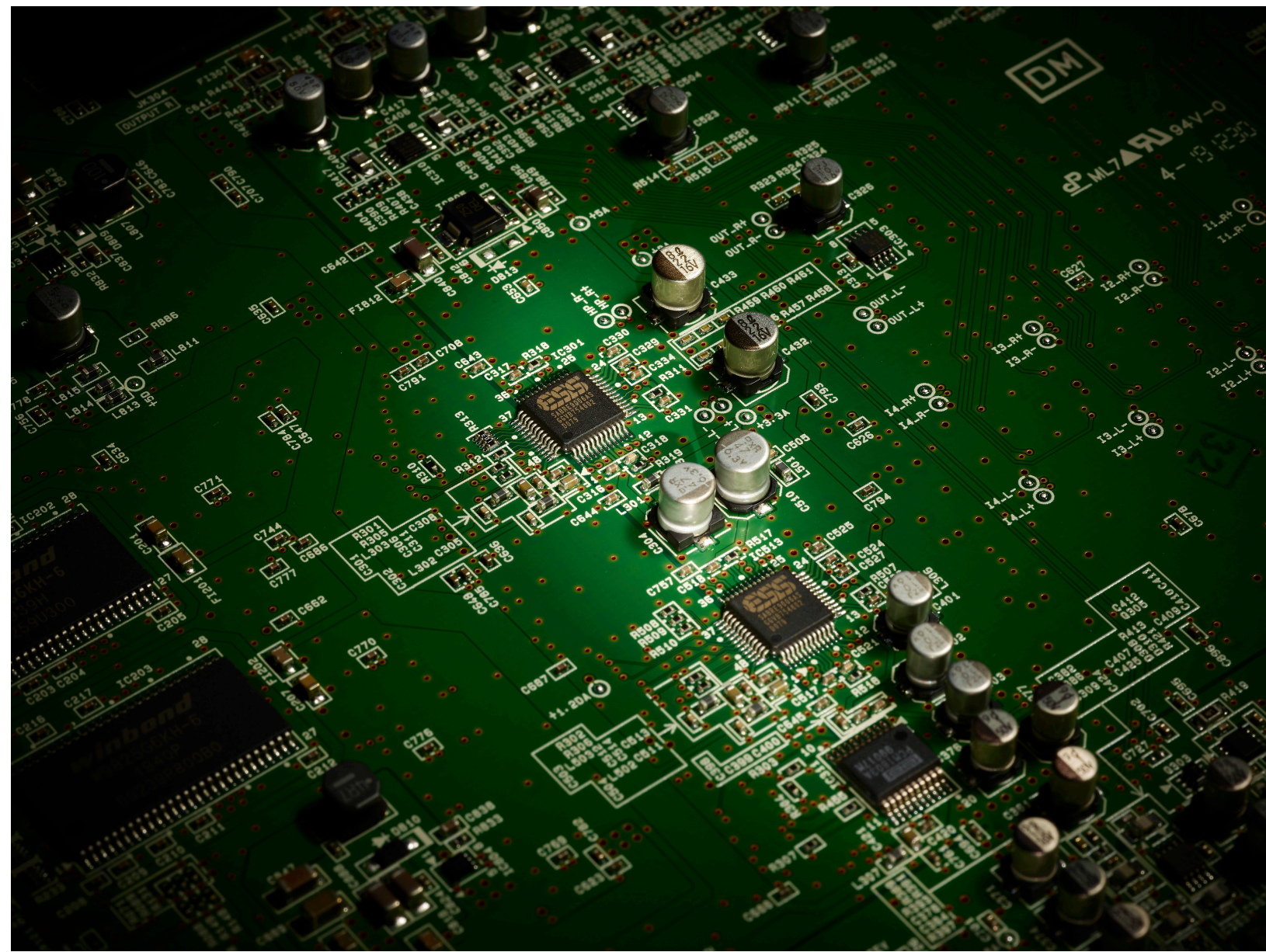
**Aux In Minijack**

**Headphone Out Jack**

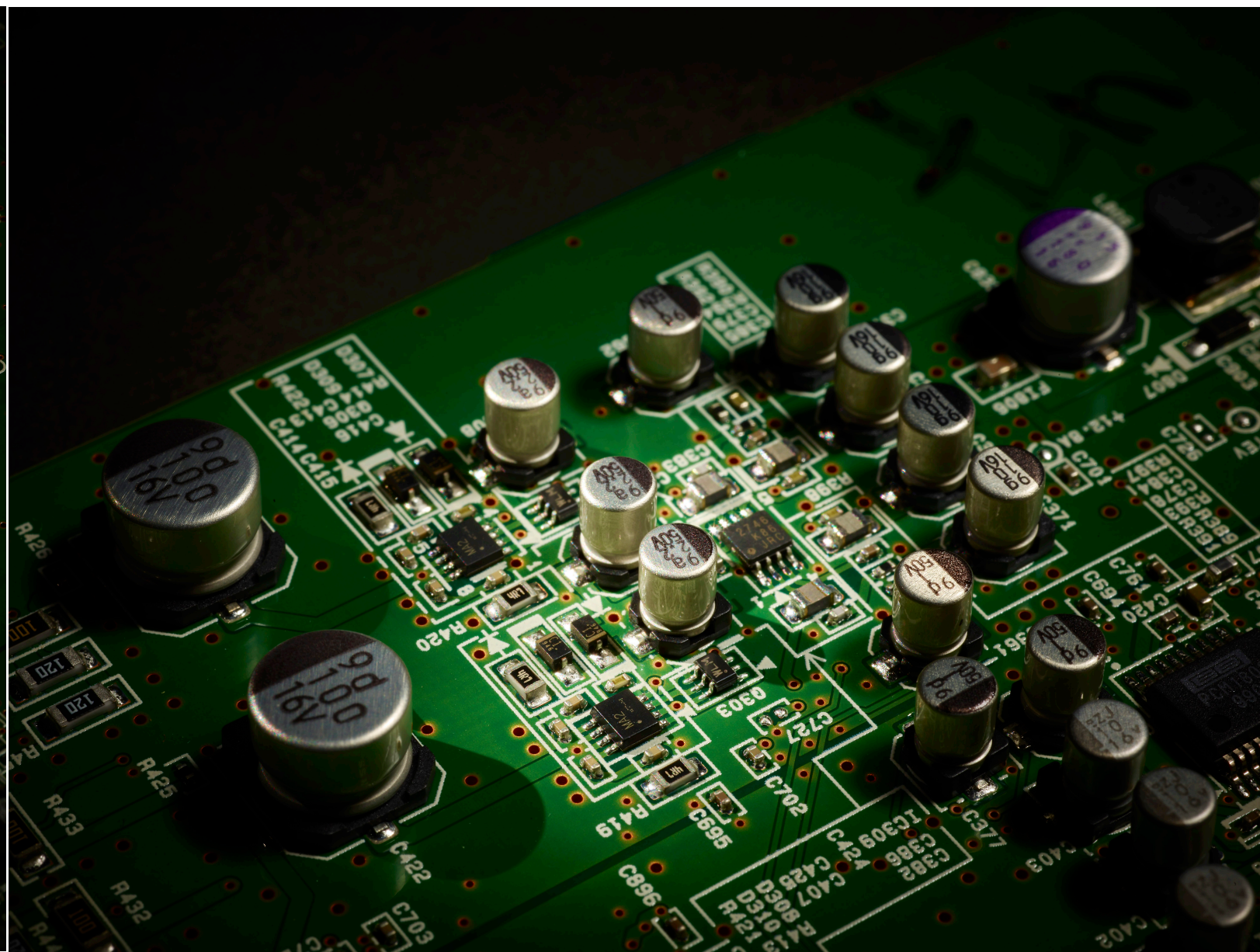


# NEW CIRCUITRY New

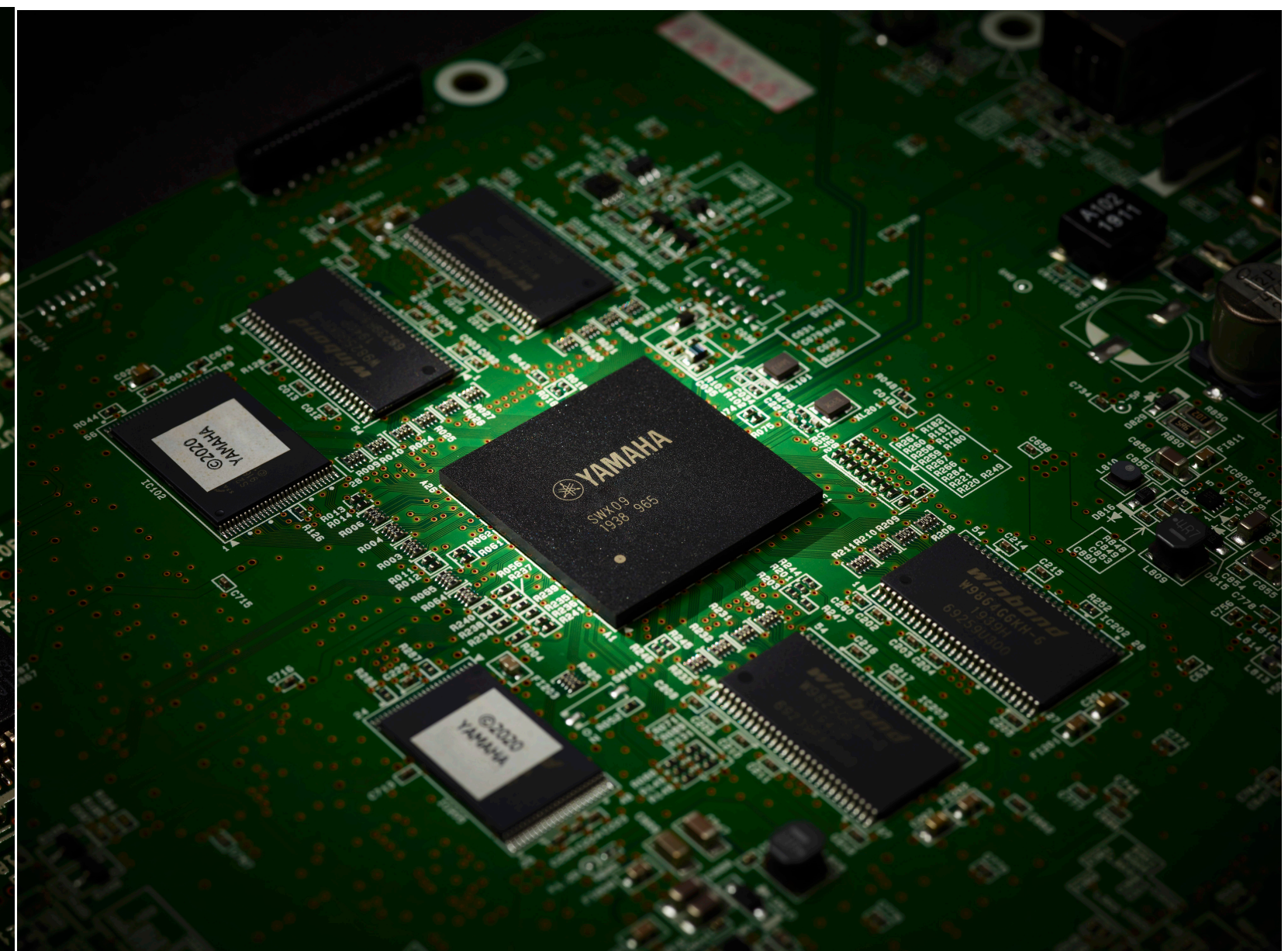
**New circuitry at every stage has made the DTX PRO the best performing and best sounding DTX ever.**



**New DAC & ADC**



**New Headphone Amplifier**



**New Sound Engine**





# SOUNDS New

**The sounds for the DTX-PRO module were recorded in some of the best studios in Europe.**

**Great care was taken to capture every single sound from the initial stick impact to the last usable vibration.**

**As well as the direct sound of the drums and cymbals themselves, the sounds of the instruments in the studios themselves was also captured.**



# TRIGGERING<sub>New</sub>

**The DTX PRO is much faster to trigger than previous DTX models. This makes it feel more natural to play.**

**It also has 256 note polyphony, meaning it can play more notes at one time.**





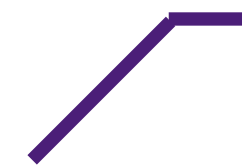
# FX ON EVERY CHANNEL New



**EQ** - 3 band sweepable



**Transient Adjustment** - adjusts the attacks and release of the sound, in effect makes the instrument sound closer or further from the microphone



**Compression** - individual channel compression, in addition to the Compression Modifier



**Insert FX** - 31 different effects, and every channel can be different



# 200 USER KITS

**The DTX-PRO has 47 factory kits  
and 200 User kits.**

**Everything can be saved and  
backed-up on to USB drive.**

**This means you have limitless kits.**





# KIT MODIFIERS<sup>New</sup>

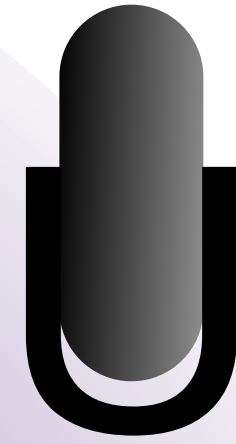
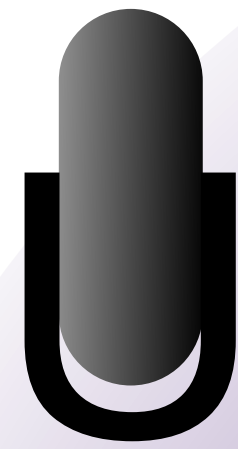


**The Kit Modifiers are unique to Yamaha.**

**They allow you to instantly change the sound by changing the Ambience, Compression and Effects.**

**You can also instantly see how much of each Modifier is being used, and adjust in real time.**

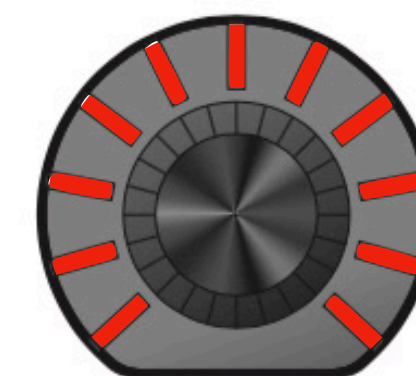




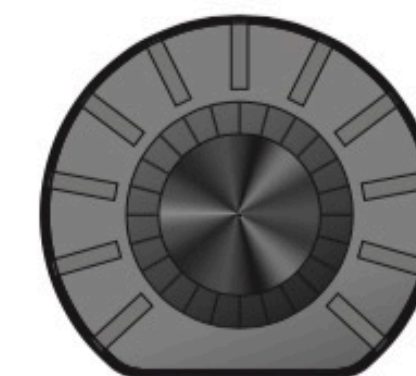
**The Ambience Modifier works by adding real room ambience onto the kit sound. When the drums were sampled, as well as the drum kits being recorded, the sound of the studio rooms were also sampled.**

**You can add this natural ambience onto the drum kit sound by turning up the Ambience Modifier.**

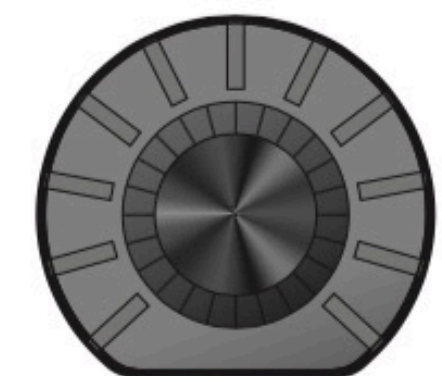
KIT MODIFIER



AMBIENCE

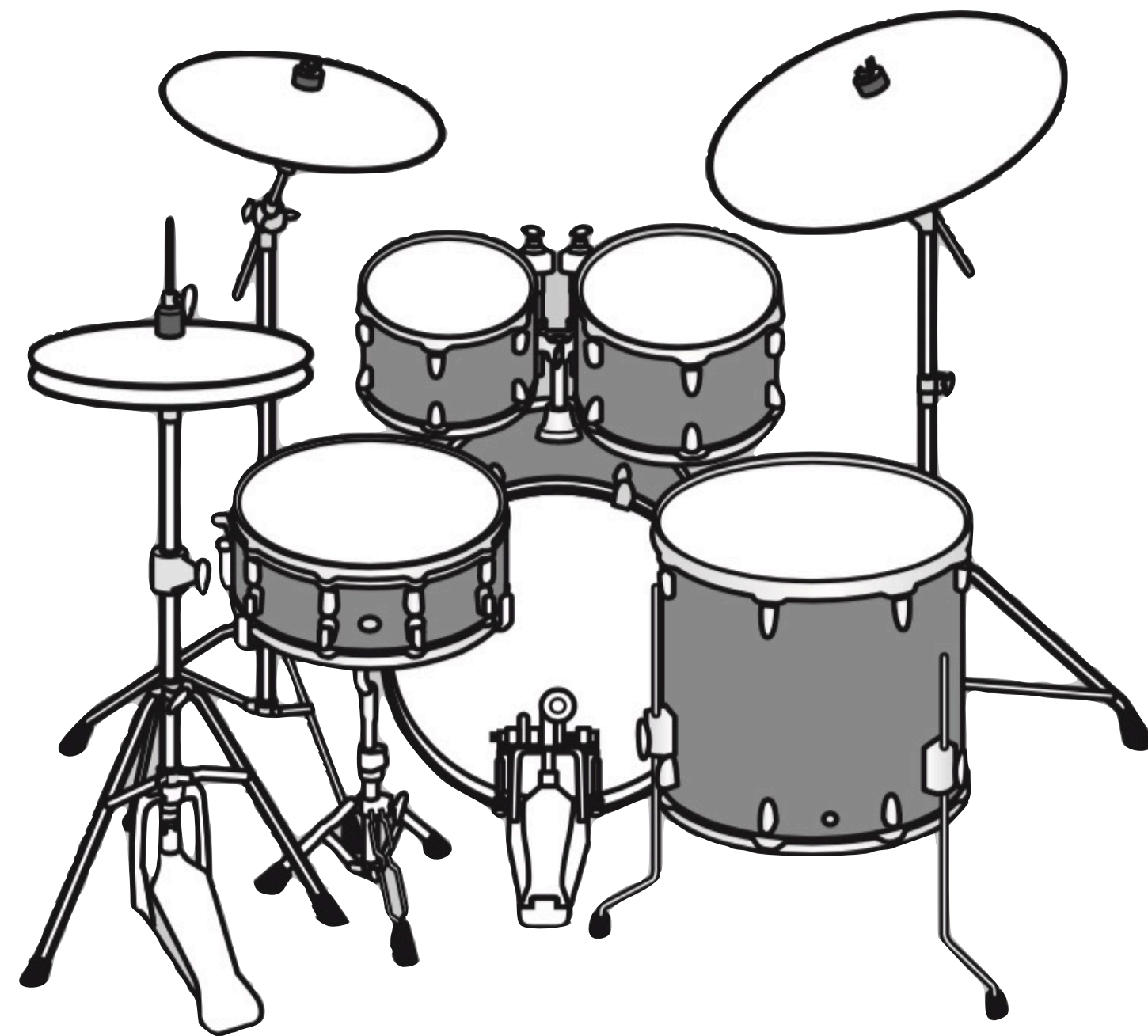
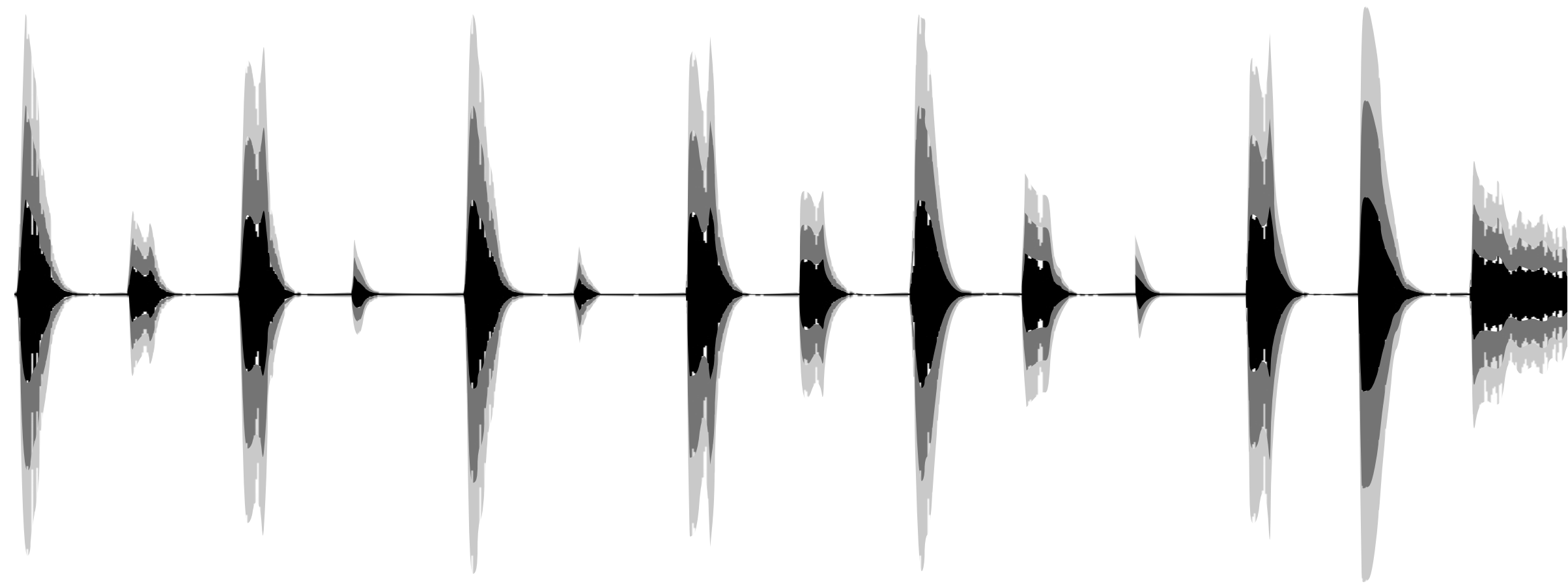


COMP



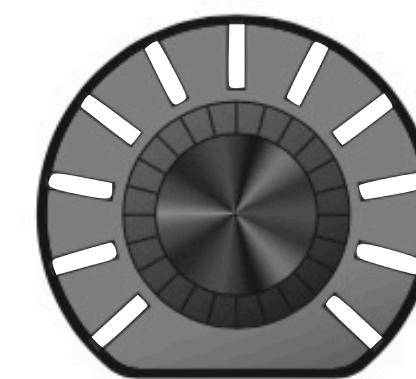
EFFECT



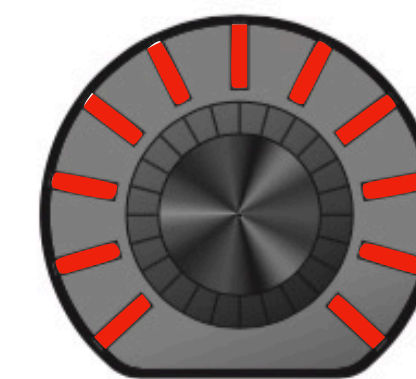


**The Compression Modifier works by adding compression onto the whole kit. A little bit of compression helps to ‘glue’ the sound of the kit together. More compression adds more ‘smack’ or attack to the sound and sounds more aggressive.**

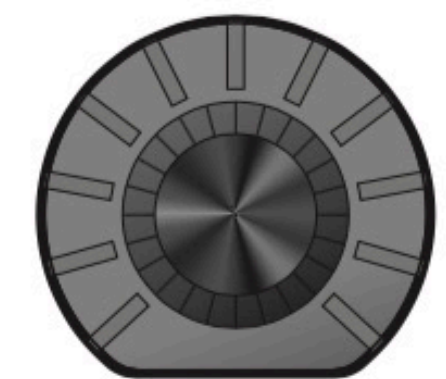
KIT MODIFIER



AMBIENCE



COMP



EFFECT

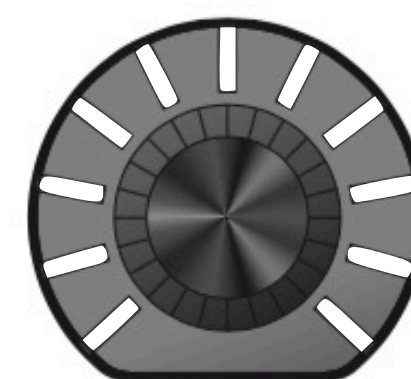


No Effect	An effect is set as OFF. Input sound is not outputted.
Gated Reverb	Gate reverb is simulated.
Reverse Reverb	It is the effect which simulated the reverse reproduction of gate reverb.
Early Ref 1	It is the effect which took out only initial reflective sound from reverb.
Early Ref 2	
Early Ref 3	
Early Ref 4	
Early Ref 5	
Tempo Delay 8th	The tempo synchronization of the delay length is carried out by 8 diacritical marks.
Tempo Delay Tri	The tempo synchronization of the delay length is carried out by 3 連 mark for 4 minutes.
Tempo Delay Dot	The tempo synchronization of the delay length is carried out by 付点 8 diacritical marks.
G Chorus	It is a chorus effect from which the sound which is deep by complicated modulation is acquired.
2 Modulator	It is a chorus effect which can set up pitch modulation and amplifier modulation. Sound is extended automatically.
SPX Chorus	It is a chorus effect which gives a more complicated surge and spread by LFO of a three phase circuit.
Symphonic	It is a three-phase-circuit chorus using a complicated LFO waveform.
Ensemble Detune	It is a chorus effect without a surge by adding the sound which shifted the pitch slightly.
VCM Flanger	With the effect reproducing the feature of the Analog flanger currently used for the 1970s, a warm high-quality sound flanger effect can be applied.
Classic Flanger	It is the flanger from which a surge free from vice is acquired.
Tempo Flanger	The shake cycle of LFO is the flanger of the type which synchronizes with tempo.
Dynamic Flanger	It is the flanger which controls delay abnormal conditions in real time with the level of input sound.
AmbienceFlanger	It is the flanger which added initial reflective sound.
VCM Phaser	warm with the effect reproducing the feature of the Analog phasor currently used for the 1970s -- high-quality sound A phasor effect can be applied. It is a phasor of the stereo of a vintage system using VCM technology.
Tempo Phaser	The speed of LFO is a phasor of the type which synchronizes with tempo.
Dynamic Phaser	It is an effect which controls a phase in real time with the level of input sound.
VCM Auto Wah	It is an auto wow of a vintage system using VCM technology.
VCM Touch Wah	It is a touch wow of a vintage system using VCM technology.
Ring Modulator	It is an effect which changes input sound to a metallic sound.
Dynamic RingMod	It is an effect which controls the effect of RING MODULATOR in real time with the level of input sound.
Auto Synth 1	It is an effect which re-compounds an input signal in the combination of delay and abnormal conditions.
Auto Synth 2	
Auto Synth 3	
TempoSpializer	It is a special filter impressed with the pitch rising or descending infinitely. The principle of a phasor is applied.
Tech Modulation	It is an effect to which peculiar abnormal conditions are applied and which transforms input sound into a metallic sound.
Pitch Change 1	It is an effect which changes a pitch.
Pitch Change 2	

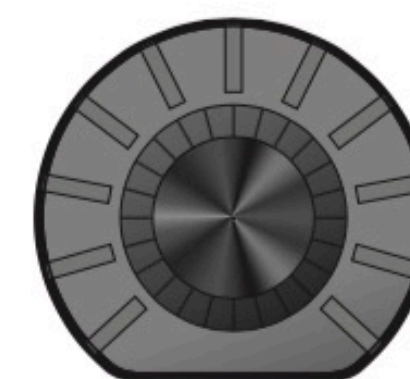
**The Effect Modifier works by controlling how much you hear of the 2 effects processors, and the Master FX.**

**Each pad can send different amounts of signal to either processor, meaning each pad can have different effects on it if required.**

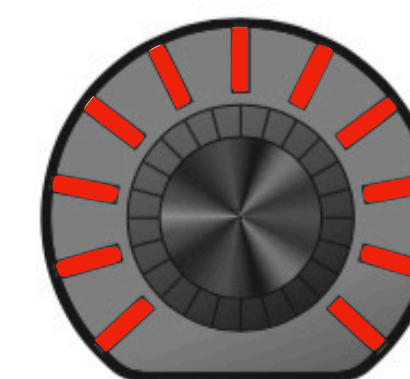
### KIT MODIFIER



AMBIENCE



COMP



EFFECT



# HIT POINT DETECTION<sup>New</sup>



**All the DTX6 ride cymbals have 'hit point detection', or positional sensing, which means they can sense where on the bow they have been played, and change the sound accordingly.**

**This is in addition to the 3-zones - bell, bow and edge.**

**This can be heard while playing the internal sounds, but is particularly obvious when the DTX6 kits are connected to VST instruments on computers.**



# USER SAMPLES



**You can load up to 1000 of your own samples into the DTX PRO Module.**

**Each sample must be 16bit, 44.1kHz Stereo or Mono and is loaded in from a USB drive**

**The maximum sample time is 12 minutes 40 seconds in mono.**





# LAYERING

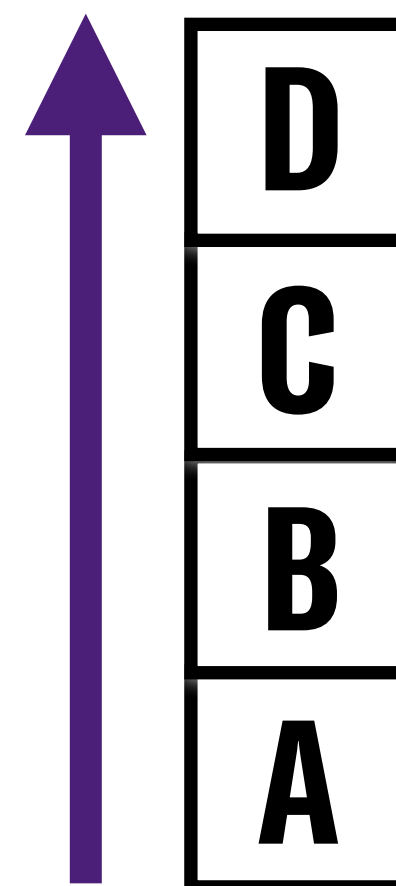


**Every zone of every pad of the DTX6 kits can have 4 layers. Each layer can be an internal sound or a user sample.**

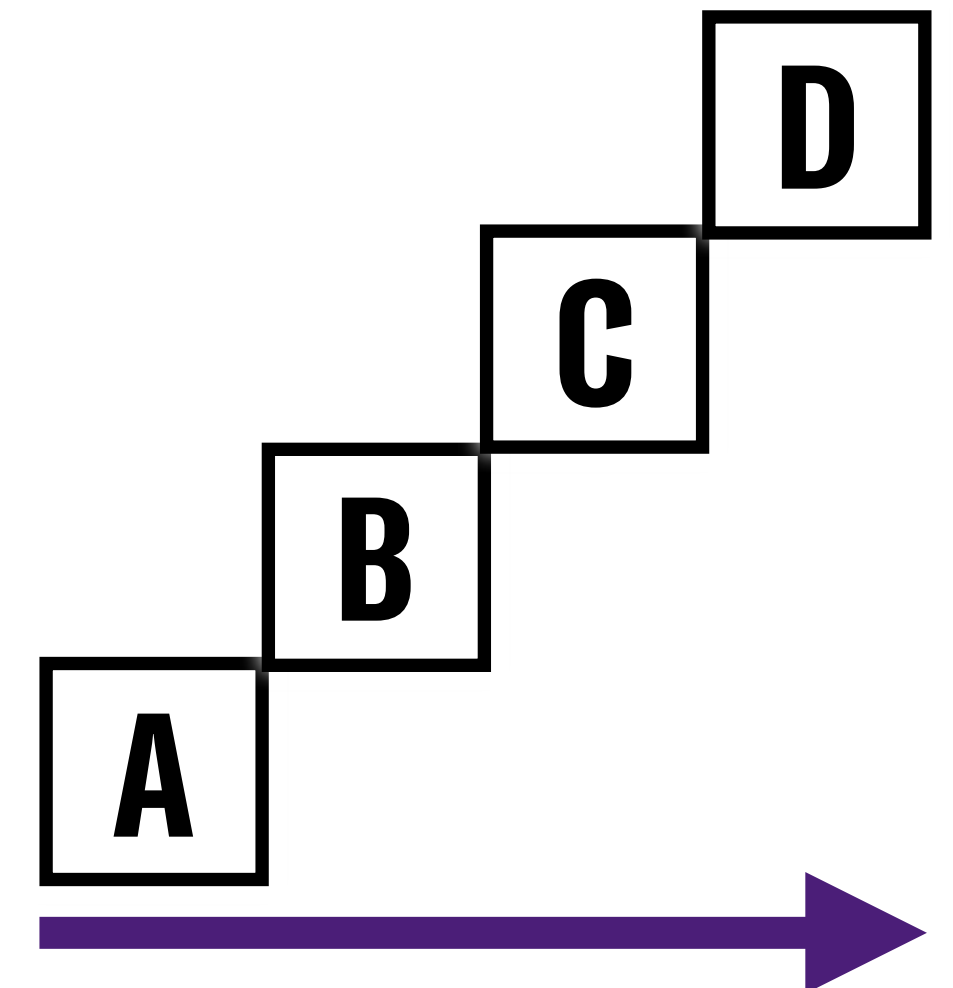
**These sounds can be stacked together or alternated - each time the zone is hit, the next sound in the list is heard.**

**This is a function called Stack/Alt**

**Stack**



**Alt**





# **USER VOICES** New



**The DTX PRO Module has a feature called User Voice which works in parallel with Stack/Alt. This means that up to 40 samples can be loaded onto any zone of any pad. These samples can then be set to play at different dynamics. You could load up to 120 samples per pad - 10 layers and 4 repeating samples on each zone. Using User Voices, the DTX6 can compete with VSTi Plug ins, and use any voice from any VSTi - up to 720 samples per kit!**



# USB AUDIO + MIDI New

**The USB 'To Host' port can carry MIDI data to a computer or smart device but also audio data.**

**This means you can record by simply attaching the module to a device.**

**The audio is a stereo audio stream - 16 bit, 44.1kHz**





# STREAM AUDIO FROM USB New

**You can also stream audio tracks into the DTX PRO module. If you put a USB drive with audio files on it, you can play along to them.**

**Press Recorder, find the track you want, and press Play**





# RECORD TO USB New

**You can also use the DTX PRO as an audio recorder. This means you can simply push the Recorder button, press Record, and start playing.**

**You can use the module alone as an audio notepad and record for seconds, or you can plug in a USB drive and record for 90 minutes.**

**This means rehearsals and lesson can be easily recorded.**





# RECORD WITHOUT A COMPUTER New

**If you want to record yourself playing along to a track and you do not have a computer to hand, you can simply use the DTX-PRO.**

**If you put the track onto a USB drive and insert it in the DTX-PRO, press Recorder, find the track, press Play and then immediately Record as well, the module will record your drums over the audio track\*.**

**Perfect for recording demos.**

**\*Requires a fast USB drive**





# TRAINING



**The DTX-PRO has borrowed the best practice functions from previous DTX models. There are 10 training functions that are ideal for players of all standards, as well as 37 training songs that allow you to learn various genres. Drummers of all levels will find the DTX-PRO training functions a useful aid for daily practice.**



# CLICK



**The click on the DTX-PRO is exactly what drummers are after - precise, clear, and easily accessible.**

**It can be routed to just the headphone output for use when other musicians are in earshot.**

**You can even import your own click samples if there is a click sound you particularly like to use.**



# HEADPHONE AMPLIFIER New

**It is incredibly important that drummers can hear themselves clearly, so the DTX-PRO module comes equipped with a high precision, low distortion, low noise, and high-power headphone amplifier.**

**This circuitry delivers high-fidelity sound directly to the player, and has been developed exclusively for electronic drums.**





# REC'N'SHARE

**Rec'n'Share first became known with the EAD10. Now Rec'n'Share works with the DTX6 range, meaning it can be used for practice or video making.**

**Rec'n'Share is iOS and Android compatible. The device connects with a USB cable and an adaptor (depending on the device).**





# PLAY, CHANGE TEMPO, ADD CLICK

**Any track which you have on your device and which you own a copy of can be used with Rec'n'Share.**

**Streaming sites such as Spotify and Apple Music cannot be used as it is against the EULA.**

**Rec'n'Share can link to Dropbox for easy access of all your music tracks.**

**Any track in Rec'n'Share can have its tempo changed and have a click added to it.**

**You can also loop sections of the track for better practice sessions.**





# FILM, EDIT, MIX, UPLOAD

**As well as recording your playing, the Rec'n'Share App can also be used to record drum videos, by using the audio from the DTX-PRO, and the video capture of the attached device.**

**Videos can be trimmed and edited, mixes changed, and the final result can be easily shared directly from the app.**





# CUBASE AI

**Every DTX6 kit comes with a download code to get a copy of Cubase AI, the powerful music production software from Steinberg.**

**By connecting the DTX-PRO to your computer with a USB cable, all recording, editing, and mixing tasks that are found in modern music production, can be handled by Cubase.**





# SPECIFICATIONS

<b>Tone generator</b>	<b>Type</b>	AWM2	<b>Recorder</b>	<b>Recording time</b>	<b>Internal memory</b>	maximum of 90 seconds
	<b>Maximum polyphony</b>	256 notes		<b>USB flash drive</b>	maximum of 90 minutes per file	
	<b>Effect units</b>	For each Inst EQ / Comp / Transient / Insertion (*1)  For each Kit Ambience / Effect 1 / Effect 2 Master Comp / Master Effect  For overall Master EQ / Phones EQ  (*1) Insertion effects can be used only for specific Inst.		<b>Format</b>	<b>Record/playback</b>	WAV (44.1 kHz, 16 bit, stereo)
<b>Kits</b>	<b>Quantity</b>	Preset: more than 30 kits User: 200 kits	<b>Display</b>	Full Dot LCD (128 × 64 dot)		
	<b>Number of voices</b>	Drum/Percussion: more than 400	<b>Connectivity</b>	<b>DC IN</b>	DC IN (+12V)	
<b>Metronome</b>	<b>User click sets</b>	30	<b>Headphones</b>	Headphones (standard stereo phone jack × 1)		
	<b>Tempo</b>	30 to 300 BPM; tap tempo supported	<b>AUX IN</b>	AUX IN (stereo mini jack × 1)		
	<b>Time signatures</b>	1/4 to 16/4, 1/8 to 16/8, and 1/16 to 16/16	<b>Output</b>	OUTPUT L/MONO, R (standard phone jack, one for each)		
	<b>Subdivisions</b>	Accents, quarter notes, eighth notes, sixteenth notes, and eight-note triplets	<b>USB</b>	USB TO DEVICE USB TO HOST		
	<b>Others</b>	Individual click volume control, wav import, timer	<b>MIDI</b>	MIDI OUT		
<b>Training</b>	<b>Types</b>	10	<b>Trigger Input</b>	<b>Jacks</b>	10 (standard stereo phone jack, not including the HI-HAT CONTROL jack)	
	<b>Training Songs</b>	Preset: 37 songs User: 1 song	<b>Maximum number of pads to be connected (when Y-cable is used)</b>	14		
<b>Audio files</b>	<b>Import limit</b>	1,000 files	<b>Power consumption</b>	11 W		
	<b>Maximum loadable sample time</b>	760 seconds (44.1 kHz, 16 bit, mono) 380 seconds (44.1 kHz, 16 bit, stereo)	<b>Dimensions</b>	303 (W) mm × 196 (D) mm × 66 (H) mm (11-15/16 in × 7-11/16 in × 2-5/8 in)		
	<b>Sampling format</b>	WAV	<b>Weight</b>	1.5 kg (3 lb 5 oz)		
			<b>Included Accessories</b>	AC adaptor (PA-150 or an equivalent recommended by Yamaha)*2, Owner's Manual (this document), module holder, module holder wing bolts (× 4) Cubase AI Download Information  *2 May not be included depending on your area. Check with your Yamaha dealer.		





**DTX6** SERIES  
create. inspire. connect.





*Make Waves*

