Basic Connections

Connections		
Master Output	All of the 880's instruments are summed together at the MASTER OUT jack. The level of each drum voice in the master out mix is controlled by each instrument's	achieve the desired output level into your monitoring and/or recording device.
	LEVEL control. When auditioning and recording from the master output adjust the instrument LEVEL controls to obtain the desired balance of each instrument in the mix. Use the MASTER VOLUME control to	NOTE: The 880 is a clone of a vintage analog design. You may find the noise floor higher compared to other contemporary electronic instruments.
Instrument Outputs	The 880 has 11 individual audio outputs. Connecting a jack to an instrument's individual output removes that instrument from the summed MASTER OUT signal. An instrument's level at its output jack is determined only by its LEVEL control and is not affected by the MASTER VOLUME control.	There are five instrument pairs that each share an output (LC/LT, MC/MT, HC/HT, RS/CL, and CP/MA). The LEVEL control for these instrument pairs affects the level of both instruments.
Trigger Outputs	The 880 provides two independant, programmable Trigger Outputs for interfacing with synthesizers and sequencers. See the Quick Tips section on Page 5 for details on how to assign any of the instrument triggers to either of the Trigger Outputs.	Trigger Output 2 may also be set to provide a positive 12 Volt pulse required by some vintage equipment. See Installation and Setup on Page 3 for more details
	Each trigger signal is a positive 5 Volt, 20 millisecond (ms) pulse suitable for activating most Trigger and Gate inputs on other equipment.	
Sync In	The SYNC IN jack is used to slave the 880's sequencer to an external analog clock pulse. When set as a SYNC IN slave (see Synchronization, Page 13), the	sequencer will respond to the rising edge of a 5 Volt clock pulse received on the SYNC IN jack at a rate of 2 Pulses Per Quarter Note (PPQN).
 MIDI/Sync	The MIDI/SYNC jack is a multi-function DIN connector	Synchronization Mode (see Synchronization, Page