EFNOTE Aura

Sound Module

EFD-AURA

Reference Guide

CAUTION

Before using this product, read "IMPORTANT SAFETY INSTRUCTIONS" in the Quick Start Guide.

EN

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* Before using this product, read "IMPORTANT SAFETY INSTRUCTIONS" in the Quick Start Guide.
* Read this guide in combination with the Quick Start Guide.
* The information in this document might differ from the product you're using due to differences in firmware version. For the latest firmware update information, refer to the product support web page.
* All illustrations and screenshots appearing in this document are for the purpose of explaining operation and may differ from the actual product or specifications.
* Specifications and design are subject to change without prior notice.
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* Mac and macOS are trademarks of Apple Inc., registered in the U.S. and other countries.
* Android is a trademark of Google LLC.
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■ Obtaining Manuals and Apps

For the manual PDFs, Apps, and other support information, please refer to the following web page.

Quick Start Guide PDF
Assembly Guide PDF

EFNOTE Tools (Mobile) app
EFNOTE Desktop Tools app

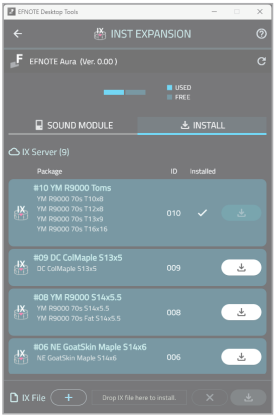
ef-note.com/support/efnoteaura

■ EFNOTE Apps

The EFNOTE Aura features two dedicated applications designed to unlock its full potential, allowing it to integrate seamlessly with your computer or wirelessly interface with your smartphone.
For information on how to obtain the apps, please refer to the product support page above.

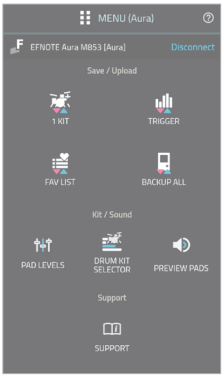
EFNOTE Desktop Tools App (macOS/Windows):

Utilizing a USB connection, this app is required to utilize advanced features of the Aura, such as managing IX (Inst Expansion) packages, creating UTs (User Tones), and performing firmware updates. For detailed functions, please refer to this Reference Guide and the app's help section.



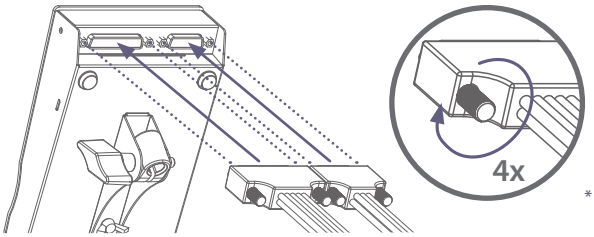
EFNOTE Tools (Mobile) App (iOS/Android):

Utilizing a wireless Bluetooth connection, this app allows you to save/load kit data and trigger settings, preview pads, switch drum kits, and more directly from your smartphone. It also provides one-tap access to the product support page. For detailed features, please refer to the app's help section.



Connections

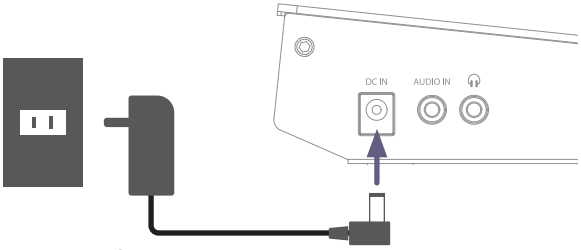
Sound Module



Multi D25 **Multi D15**

* Securely tighten the connectors to ensure proper transmission of trigger and audio signals.

Sound Module

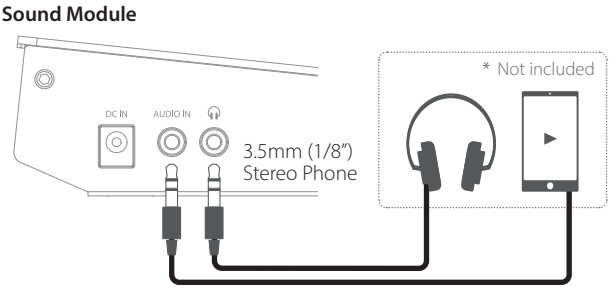


AC Adapter
(Included)

CAUTION

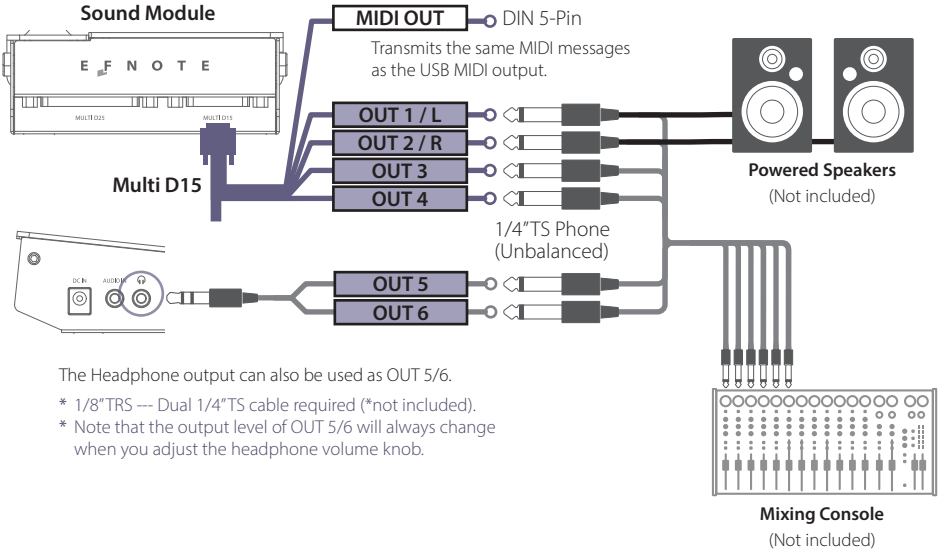
* Use only the included AC adapter and plug.
* See the Quick Start Guide for details (page 4).

■ Audio Connection



Up to 6 channels of analog output are available.
OUT 1/2 outputs the Main L/R signals by default.

* For the output routing, see (page 43).

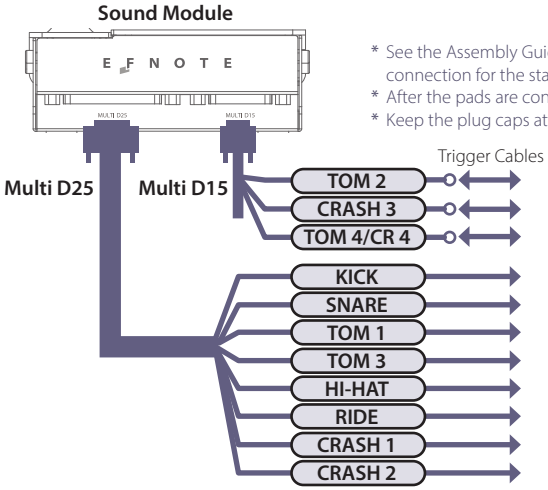


The Headphone output can also be used as OUT 5/6.

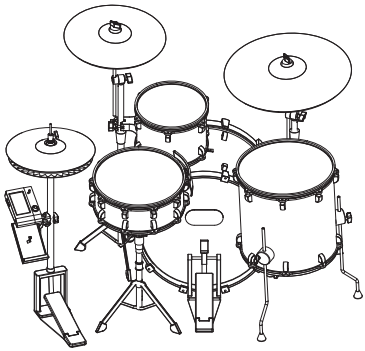
* 1/8"TRS --- Dual 1/4"TS cable required (*not included).
* Note that the output level of OUT 5/6 will always change when you adjust the headphone volume knob.

* Audio cables are not included.

■ Trigger Inputs



* See the Assembly Guide (page 4) for information on trigger connection for the standard kit configurations.
* After the pads are connected, configure the pad models (page 37).
* Keep the plug caps attached when not in use.



Trigger Input Specification

Trigger Input	Zone Supported					Remarks
	Head/Bow	Rim	Side-Rim	Edge	Cup	
KICK	✓	-	-	-	-	
SNARE	✓	✓	✓	✓	-	* (2) (4)
TOM 1	✓	✓	-	✓	-	* (2)
TOM 2	✓	✓	-	✓	-	* (2)
TOM 3	✓	✓	-	✓	-	* (2)
TOM 4 / CR 4	✓	✓	-	✓	-	* (1) (2)
HI-HAT	✓	-	-	✓	✓	* 6-pin special connector
RIDE	✓	-	-	✓	✓	* (3)
CRASH 1	✓	-	-	✓	✓	* (3)
CRASH 2	✓	-	-	✓	✓	* (3)
CRASH 3	✓	-	-	✓	-	* (3)

* (1) TOM 4 and CRASH 4 cannot be used simultaneously. Switch this via the [SWITCH T4/CR4...] option in the TRIGGER submenu (page 37).
* (2) These inputs also support cymbal pads; Bow/Edge zones are available.
* (3) These inputs also support drum pads; however, only the Head zone is supported.
* (4) The SIDE-RIM input is dedicated to the snare side-rim.

NOTE

* Secure the trigger cables using ties or clamps to prevent accidental disconnection.
* The trigger input circuits and the ELISE sensing processor are optimized specifically for EFNOTE pads. Performance cannot be guaranteed when using pads from other manufacturers.
* Damage or malfunctions caused by the use of third-party pads are not covered under warranty.

■ USB Connectivity

Connect the EFNOTE Aura to your computer via a USB cable to use the EFNOTE Desktop Tools app (page 4) or record your performance with DAW software.



USB Audio/MIDI Port (USB 2.0 C Type)

Mac/PC (*Not included)

Interfaces

USB Audio	Out	8ch (48kHz / 24bit)
	In	2ch (48kHz / 16bit)
USB MIDI	Out	16ch
	In	16ch

ASIO Driver for Windows PC

The ASIO driver installation is needed for high quality USB audio streaming with 8 channels of audio output.
The ASIO driver is available on the web page (page 4).

■ Bluetooth® Connectivity

Via Bluetooth, you can use the EFNOTE Tools (Mobile) app (page 4) or stream music from your mobile device.

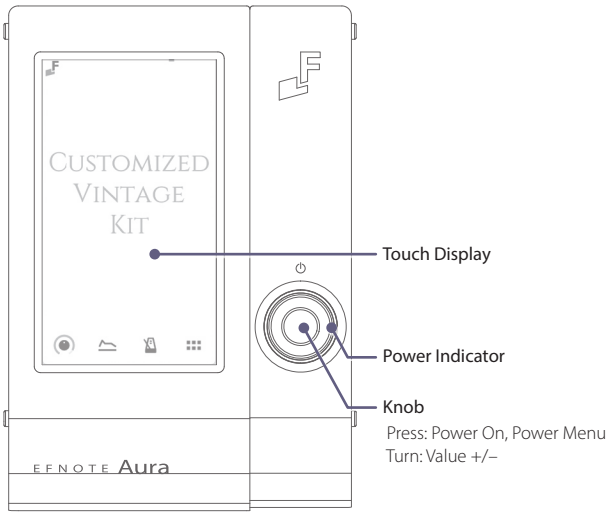


Bluetooth Audio/MIDI

* For the detailed supported OS information, refer to the support page (page 4).
* Compatibility with all USB and Bluetooth devices is not guaranteed.

Basic Operation

■ Panel Description



■ Power On/Off

Power On

1



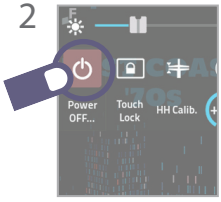
1 sec.

Power Off

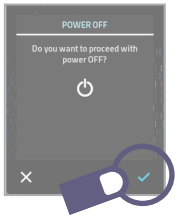
1



2



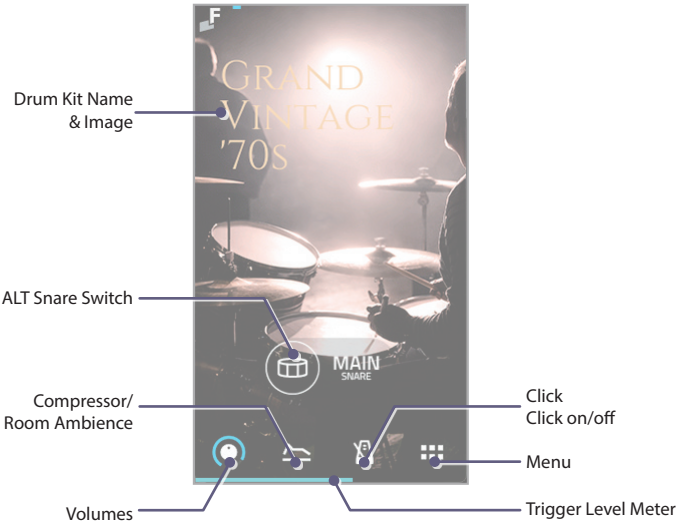
3



* Unplugging the power without this power off procedure may result in the loss of changes.
* The Power Save function automatically turns off the power after a specified period of inactivity. This function can be disabled (page 44).

Home Screen

The Home screen gives you quick access to kit selection, click controls, and Comp/Ambi type settings. It is recommended to stay on this screen during your performance.



Volumes	Shows the Volumes widget. The headphone volume is displayed on the button.	page 13
Click	Shows the Click widget. The beat indicator is displayed when the click is running.	page 13
Compressor/ Room Ambience	Shows the Comp/Ambi widget.	page 14
ALT Snare Switch	Switches snare sound between MAIN (Snare) and ALT (Snare 2). * Availability depends on the drum kit settings.	page 14
Menu	Shows the Menu window.	page 17
Trigger Level Meter	Displays strike force (velocity) detected by the ELISE sensing processor.	

■ Adjusting the Headphone Volume

The headphone volume can be easily adjusted from any screen using the following methods.



■ Switching Drum Kits

On the Home screen, swipe left or right to select the previous or next drum kit. Tap the center of the screen to open the drum kit list.



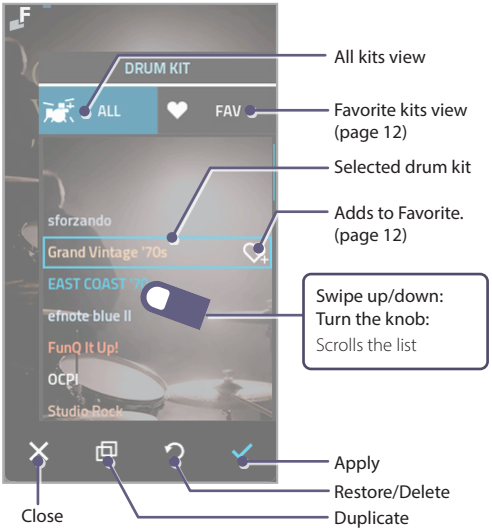
Swipe left/right:
Switches between drum kits.

Tap:
Opens the drum kit list.

* After switching drum kits, the kit loading takes a few seconds to complete.
* The kit switching operation can be changed to tap instead of swipe.

Drum Kit List

The Drum Kit List allows you to select, delete, or duplicate drum kits.



Apply	Loads the selected drum kit.
Duplicate	Duplicates the selected drum kit. You will be prompted to enter a name for the new kit. * See "Name Entry (Keyboard)" (page 16).
Restore/ Delete	Restores the selected Preset kit to its original settings, or deletes the selected User kit.

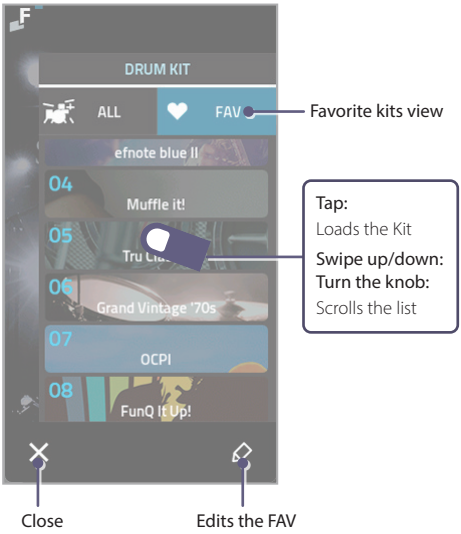
* Preset kits can be edited, but cannot be renamed or deleted.
* Duplicating a kit resets the kit name color to its default.
* Kit names shown are for illustrative purposes only.

Creating a New Drum Kit (User Kit)

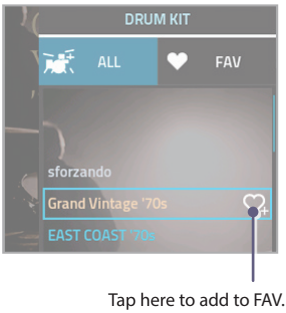
To create a new drum kit, duplicate an existing kit.
You can also duplicate a Preset kit after editing it to save your changes as a new User kit.

Favorite Drum Kits (FAV) / Set-List

Adding drum kits to your Favorites (FAV) enables one-tap selection. This feature can also serve as a set-list by arranging kits in your preferred order.
With the EFNOTE Tools mobile app, you can save multiple FAV lists on your smartphone and load any of them with a single tap. This makes it effortless to manage different set-lists for various performances.



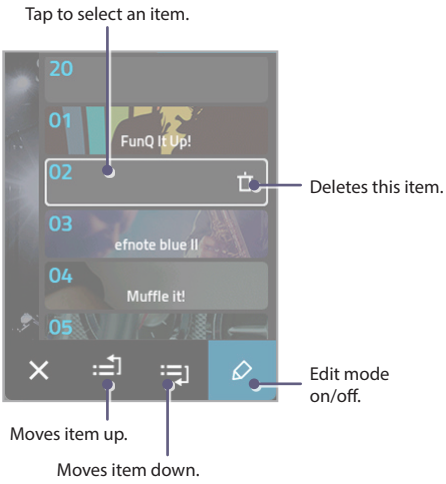
Adding to FAV



NOTE

- New items are always inserted into Slot 01.
- When a new item is added, existing items shift down, and the item in Slot 20 is automatically removed.
- The same kit can be added multiple times to your FAV list.

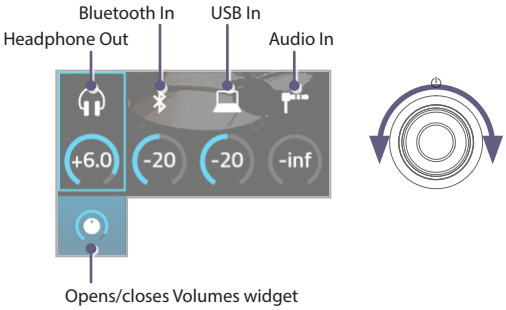
Editing the FAV List



* Kit names shown are for illustrative purposes only.

■ Volumes Widget

All audio I/O levels can be controlled here.



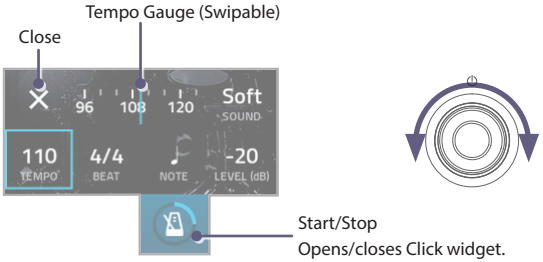
* To avoid unwanted noise, ensure the Audio In Volume is minimized when not in use.

CAUTION

* Avoid listening at high volume levels to prevent permanent hearing loss.

■ Click (Metronome) Widget

This screen allows you to configure the click settings.
Quickly adjust the tempo by swiping the tempo gauge left or right.

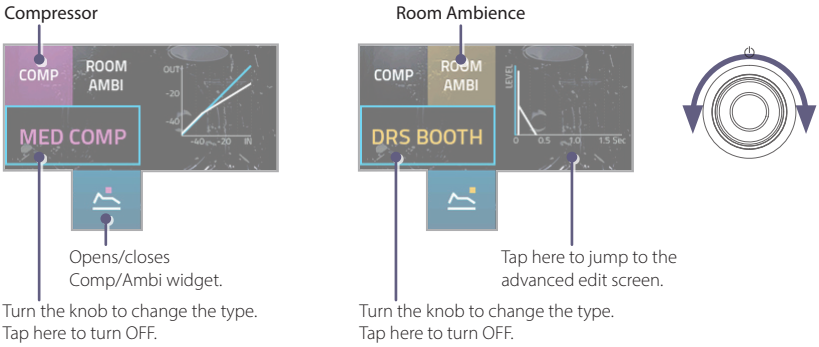


* Tapping [Close] closes the widget but does not stop the click..

Tempo Gauge	Displays the current tempo (BPM). Adjust the tempo by swiping this gauge.
Tempo	Adjusts the tempo (BPM).
Beat (Time Signature)	Configures time signature (number of beats in a measure).
Note	Configures the note value of the click.
Sound	Configures the click sound.
Level	Adjusts the click level.

■ Comp/Ambi Widget

Easily shape your drum sound by selecting from various Compressor and Room Ambience types to suit your style or mood.
Note that the Compressor and Room Ambience settings are applied globally to all drum kits.



You can customize each Comp/Ambi type to create your ideal sound. See "COMP / ROOM AMBIENCE" (page 27) for more information.

* Applying a new type takes about 1 second. During this processing period, the type cannot be changed.

■ ALT Snare Switch

This feature allows you to switch between two different snare sounds on a single snare pad. From switching to a small-diameter snare or a "snares-off" sound, to toggling temporary sound effects, the possibilities are limited only by your imagination.



* The ALT Snare Switch is only displayed when the "Show ALT Snare Switch" setting is enabled for the kit. For more information, please refer to "KIT EDIT" (page 18).

MAIN SNARE	Triggers the SNARE pad sound assigned in the Kit Edit/Pad screen.
ALT SNARE	Triggers the SNARE 2 pad sound assigned in the Kit Edit/Pad screen.

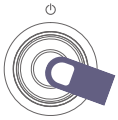
SNARE 2 is a completely independent virtual pad. Just like any other pad, it can be edited and assigned with its own tones.

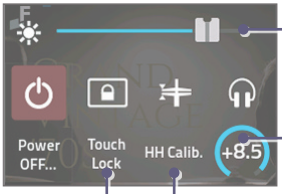
* The MAIN/ALT snare switching can also be changed from the Pad Select window in the Kit Edit screen.
* The SNARE 2 is a virtual pad, and only one physical pad can be connected to the SNARE trigger input.

■ Power Menu

The Power Menu provides shortcuts to frequently used functions and is easily accessible from any screen.

1





LCD Brightness
Drag the slider to adjust the LCD brightness.

Headphone Volume
Turn the knob to quickly adjust the headphone volume.
Tap to open the Volumes widget.

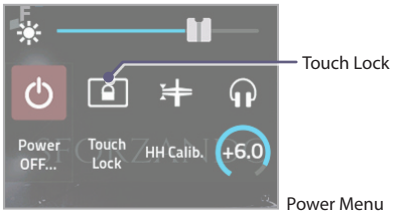
Touch Lock
Tap to lock the touchscreen.
To unlock, press the knob.

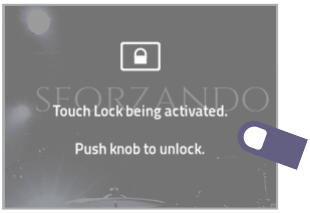
Hi-Hat Calibration
Tap to open the Hi-Hat Calibration screen.

To close the power menu, press the knob again, or tap outside the window.

Touch Lock

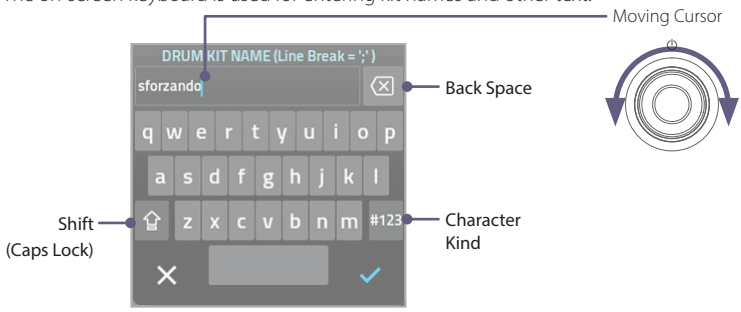
When the Touch Lock is activated, the touch screen is disabled. This feature is used to prevent settings from changing accidentally. To unlock, press the knob.





■ Name Entry (Keyboard)

The on-screen keyboard is used for entering kit names and other text.



- For drum kit names, inserting a semicolon (;) creates a line break on the Home screen. This is supported for up to three lines (using two semicolons).

* Each name (e.g., drum kit names) must be unique and contain at least one character.

* Names have a maximum length limit; characters exceeding this limit cannot be entered.

■ Progress Bar

A progress bar as shown below is displayed while processing, loading or saving data.

* While the progress bar is displayed, playability may deteriorate.



MENU

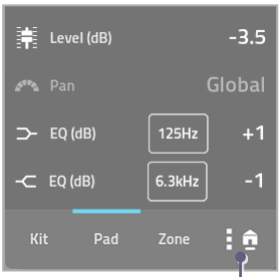
The menu window provides entrances to other screens.
Tapping the ▦ (MENU) button shows this window.

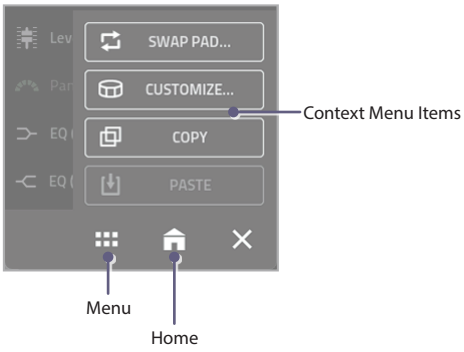


KIT EDIT	Edits the drum kit and changes the instrument on each pad.	page 18
GLOBAL PAN	Modifies the pan settings used across all drum kits.	page 26
COMP ROOM AMBI	Edits the Compressor and Room Ambience.	page 27
INST EXP. USER TONE	Manages the Inst Expansion (IX) and User Tones (UT).	page 29
RECORDER	Opens the recorder widget on the Home screen.	page 35
STROKE SCOPE	Displays a practice support screen, providing visual feedback on your stroke timing along a timeline.	page 36
TRIGGER	Configures the trigger settings.	page 37
SETTINGS	Sets up a Bluetooth connection, configures global settings.	page 41

Submenu

Most screens other than the Home screen feature a Submenu button. In addition to context-sensitive menus related to the current screen, the Submenu includes shortcuts to the main menu and the Home screen.
You can also return to the Home screen by long-pressing the Submenu button.





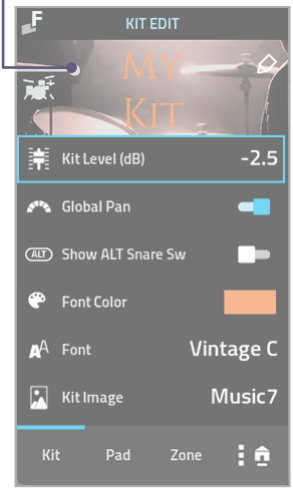
KIT EDIT

This screen configures parameters for the currently selected drum kit.
Select the drum kit you wish to edit on the Home screen before entering this screen.

■ Kit Tab

Configures parameters that apply to the entire drum kit.

Kit Name Preview



Parameters

Kit Name Preview	Displays the kit name, font settings, and kit image. To rename the kit, tap the name. Use a semicolon (;) to insert a line break. * Up to two semicolons (;) can be used to insert line breaks. * A unique kit name is required. * Preset kits cannot be renamed.
Kit Level (dB)	Configures the overall output level of the drum kit.
Global Pan	Determines whether to use the global pan settings or individual pan settings for the drum kit. ON: Activates the global pan settings. OFF: Enables individual pan settings for each pad, available on the Pad tab.
Show ALT Snare Sw	Determines whether to display the ALT Snare switch on the Home screen.
Font Color	Changes the color of the drum kit name. * This setting is not available for Preset kits.
Font	Selects the font used for the drum kit name. The "C/L/R" suffix indicates the text alignment: "C" aligns the text to the center, while "L" and "R" align it to the left and right, respectively. * This setting is not available for Preset kits.
Kit Image	Selects a background kit image for User kits. * For the Custom 1–5 options, see below. * This setting is not available for Preset kits.

Sub Menu

RESTORE...	Restores this preset drum kit.
DELETE...	Deletes this user drum kit. * Preset drum kit cannot be deleted.
DUPLICATE...	Duplicates this drum kit.

* Preset kits can be edited, but cannot be renamed or deleted.
* Duplicating a kit resets the kit name color to its default.
* The kit name location for User kits cannot be changed.
* Depending on the length of the kit name and the selected font, the text may not fit entirely within the Home screen display.

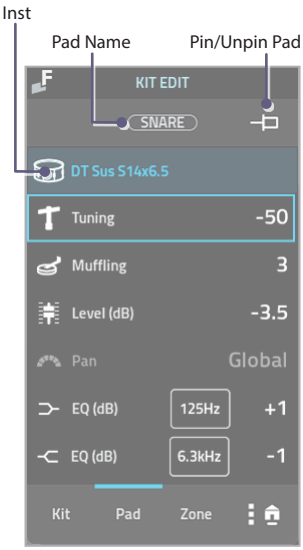
Custom Kit Images

The "Kit Image" parameter, which sets the background image for User Kits, includes options for "Custom 1–5". You can register your favorite images to these slots using the EFNOTE Desktop Tools app (page 4). By factory default, selecting Custom 1–5 will display a solid black background.

* For detailed instructions on how to use the app, please refer to the app's help section.

■ Pad Tab

Configures parameters for each pad of the currently selected drum kit.
To select the pad you wish to edit, either strike the pad directly or use the Pad Selector window by tapping the pad name.



Parameters

Pad	Displays the currently selected Pad. Tap to open the Pad Selector window.	
Pin/Unpin Pad	When pinned, the pad will stay selected even if other pads are struck.	
Inst	Displays the Inst (instrument) name currently assigned to the Pad. Tap to open the Inst list and select a different Inst.	
Tuning	Adjusts the tuning (pitch) of the Inst on the Pad.	
Muffling	Adjusts the muffling (decay) of the Inst on the Pad.	
Level (dB)	Adjusts the output level of the Pad. * Clipping may occur if the level exceeds 0 dB.	
Pan	Configures the pan position of the Pad. * This setting is unavailable when Global Pan is enabled.	
EQ Low	Freq (Hz): Cut-off frequency of the shelf EQ. Tap the button to change.	Gain (dB): Gain settings of the shelf EQ.
EQ High		

Pad Selector



Sub Menu

SWAP PAD...	Swaps settings between two pads. See (page 19)
CUSTOMIZE...	Edits the display name of Inst. See (page 20)
COPY	Copies all settings of the current Pad, including all zones, to the clipboard.
PASTE	Pastes the clipboard contents to the current Pad. * Existing settings on the pad will be overwritten.

Swap Pads



Swap Pads

This feature allows you to swap settings between two pads

1 Tap [SWAP PAD...] in the submenu.

2 Simply select the two pads you wish to swap in the SWAP PAD window.

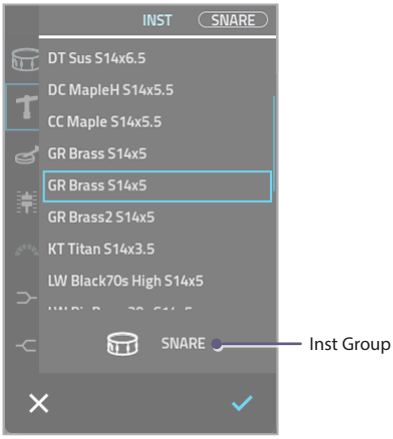
* MIDI note numbers are not swapped.
* To undo, swap them again.

* Instrument names shown are for illustrative purposes only.

Inst List

To try different instruments, select one by swiping or turning the knob. The highlighted Inst can be heard by striking the pad.
To switch the Inst Group, tap the Inst Group button.
To revert changes, tap Close.

* While the list is open, the currently selected pad remains fixed even if other pads are struck.



* Instrument names shown are for illustrative purposes only.

Customize Inst Name

This feature allows you to customize the display name of an Inst.
This is useful for identifying your original sounds when you create completely new Insts by replacing Tones, using User Tones, or editing parameters drastically.

1 Tap [CUSTOM...] in the submenu.

2 Enter the new Inst name, and tap [OK].

The CUSTOM badge is displayed when the customized Inst name is applied.

* The customized Inst names are only available for the selected pad, and will not be accessible in other pads or drum kits.
* To use the customized Inst in other pads or drum kits, copy the pad and then paste it into the other pad/drum kit.
* If you change from the custom Inst to another Inst, the custom Inst will be lost.
  If you want to try another Inst without losing the custom Inst, copy the pad in advance or duplicate the drum kit first.

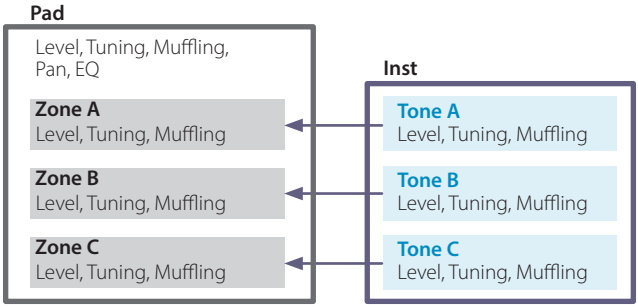


About Inst, Tone, and Zone

Each pad consists of multiple zones, as shown in the table to the right.
An "Inst" (instrument) is a complete sound set that contains specific "Tones" for each zone, along with parameters that apply to the entire pad. This structure allows you to configure all zones and their settings simultaneously simply by changing the Inst.
Parameters on the pad tab apply to all zones at once, while parameters on the Zone tab affect only the currently selected zone.

Zone	Pad				
	Kick	Snare	Toms	Crashes/ Ride	Hi-Hat
A	Head	Head	Head	Bow	
B	–	Rim	Rim	Edge	
C	–	Side-Rim	–	Cup	
Pedal	–	–	–	–	Pedal

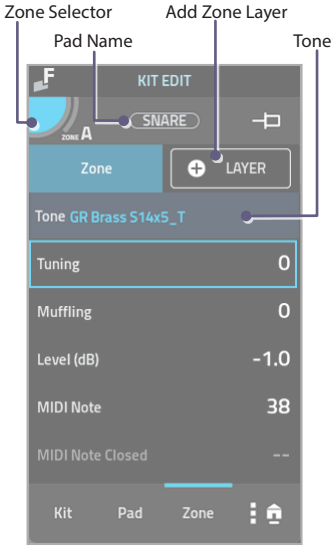
* The Hi-hat Inst is an exception, consisting of four Tones.



■ Zone Tab

Configures parameters for each zone of the selected pad.
To select the zone you wish to edit, either strike the zone directly or use the Zone Selector button.

Zone



Parameters

Zone Selector	Displays the currently selected zone. Tap to cycle through the zones of the pad.
Pad	Displays the currently selected Pad. Tap to open the Pad Selector window.
+ LAYER	Adds a Zone Layer to the current zone and enables the Zone Layer page. See "Zone Layer" (page 23).
Tone *1	Displays the Tone name currently assigned to the zone. Tap to open the Tone list and select a different Tone.
Tuning *1	Adjusts the tuning (pitch) of the Tone on the zone.
Muffling *1	Adjusts the muffling (decay) of the Tone on the zone.
Level (dB) *1	Adjusts the output level of the zone.
MIDI Note	Note number for the zone.
MIDI Note Closed	Note number for the hi-hat closed state on the zone.
Pedal CC	Control change number for the hi-hat pedal. * Only available in HH Pedal zone.

*1 These parameters will be reset to their default values if the Inst is changed on the Pad tab.

* Changing Note numbers or Control Change (CC) numbers may prevent previously recorded MIDI data from playing back correctly.

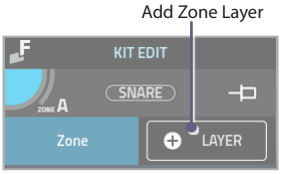
Sub Menu

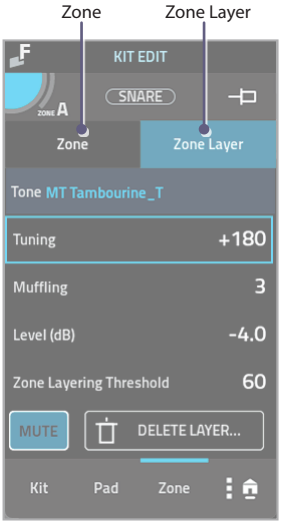
COPY (ZONE)	Copies all settings of the current zone to the clipboard. * Zone Layer is not included.
PASTE (ZONE)	Pastes the clipboard contents to the current zone. * Existing settings on the zone will be overwritten.

* Tone names shown are for illustrative purposes only.

Zone Layer

Each zone features a Zone Layer function, allowing you to play two Tones with a single stroke. Zone Layers can be edited like standard Tones, and UT (User Tones) can also be assigned.
A drum kit can utilize up to six Zone Layers in total.
To add a Zone Layer to a zone, tap the [+ LAYER] button.





Parameters

Zone/Zone Layer	Switch between the Zone page and Zone Layer page.
Tone	Displays the Tone name currently assigned to the zone. Tap to open the Tone list and select a different Tone.
Tuning	Adjusts the tuning (pitch) of the Tone on the zone.
Muffling	Adjusts the muffling (decay) of the Tone on the zone.
Level (dB)	Adjusts the output level of the zone.
Zone Layering Threshold	Determines the strike force threshold at which the Zone Layer begins to sound.
MUTE	Mutes or unmutes the Zone Layer.
DELETE LAYER...	Deletes this Zone Layer.

* Once all six Zone Layers are in use, the [+ LAYER] button will be disabled.

Sub Menu

COPY (ZONE)	Copies all settings of the current zone layer to the clipboard.
PASTE (ZONE)	Pastes the clipboard contents to the current zone. * Existing settings on the zone will be overwritten.

Deleting Zone Layer

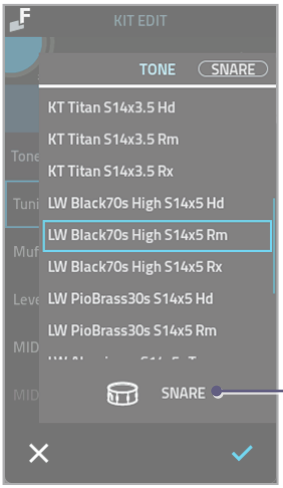
1 Display the Zone Layer you want to delete.

2 Press [DELETE LAYER...].

Tone List

To audition different Tones, select one by swiping or turning the knob. The highlighted Tone can be heard by striking the appropriate zone.
To switch the Tone Group, tap the Tone Group button.
To revert changes, tap Close.

* While the list is open, the currently selected pad and zone remain fixed even if other pads/zones are struck.



Acronyms appeared in the Tone List

Hd	Head
Rm	Rim-Shot or Rim
Rx	Cross-Sticks (Side Stick)
Bw	Bow
Eg	Edge
Cp	Cup

* Tone names shown are for illustrative purposes only.

Using the User Tones (UT)

To assign the created UTs, Open the Tone List, Tap the Tone Group, then select the UT Group.
Now you can access to the UT Tone list.

About the UTs, see “User Tones“ (page 32).

Tone Group Selector



Default MIDI Note Numbers

Pad		Note#
KICK		36
SNARE	Head	38
	Rim	40
	Side-rim	37
SNARE 2	Head	74
	Rim	76
	Side-rim	73
TOM 1	Head	48
	Rim	50
TOM 2	Head	45
	Rim	47
TOM 3	Head	43
	Rim	58
TOM 4	Head	41
	Rim	39

Pad		Note#
HI-HAT Open	Bow	46*1
	Edge	26*1
	Cup	16*1
	Pedal Splash	44 (CC#4=0)
HI-HAT Closed	Bow	42*1
	Edge	22*1
	Cup	12*1
	Pedal Close	44 (CC#4=127)
RIDE	Bow	51
	Edge	59
	Cup	53

Pad		Note#
CRASH 1	Bow	49
	Edge	55
	Cup	54
CRASH 2	Bow	57
	Edge	52
	Cup	56
CR 3/ FX	Bow	29
	Edge	30
	Cup	24
CR 4/ SP	Bow	27
	Edge	28
	Cup	60

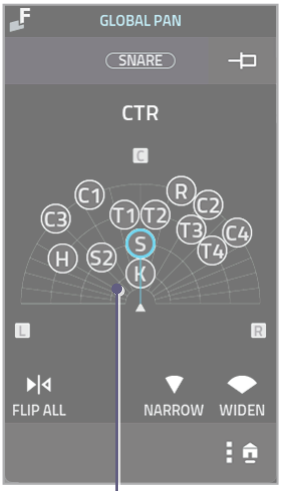
- Cymbal choke techniques send Polyphonic Aftertouch (Key Aftertouch) messages.
- The EFNOTE Aura does not send or receive Program Change messages.

*1 The hi-hat pedal sends MIDI Control Change (CC) #4 with a value from 0 (open) to 127 (tightly closed) before the corresponding note message.

* If the same note number is assigned to two or more pads, only one pad will sound when that note number is received.

GLOBAL PAN

Global Pan allows you to adjust the pan positions of all pads across all drum kits simultaneously. This is particularly useful when changing the physical placement of your pads.
By aligning the Pan Position Map with your physical pad layout, you can get the perfect stereo soundscape.



Pan Position Map

Parameters

Pad	Displays the currently selected Pad. Tap to open the Pad Selector window.
Pin/Unpin Pad	When pinned, the pad will stay selected even if other pads are struck.
Pan Position Map	Provides a visual overview of the pan positions for all pads. Simply strike or tap a pad to select it, then turn the knob to adjust its position. Aligning this map with your physical pad layout ensures the perfect stereo soundscape.
FLIP ALL	Flips the pan positions of all pads between left and right.
NARROW	Gradually narrows the pan positions of all pads with each tap.
WIDEN	Gradually widens the pan positions of all pads with each tap.

* The pan settings on this screen apply to all drum kits that have Global Pan enabled.

Sub Menu

RESET...	Resets all pan positions to their default values.

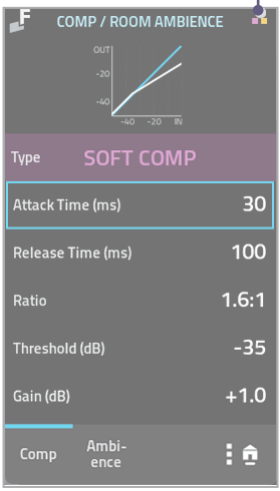
COMP / ROOM AMBIENCE

Easily shape your drum sound to suit any situation, from gig performances to home recording.
Use the Compressor to increase sound pressure and add punch, or use Room Ambience to blend your drums naturally with other instruments and enhance your playing experience.
Since these effects apply to all drum kits globally, you can quickly achieve the perfect sound for your environment without needing to edit each kit individually.

■ Comp Tab

A stereo compressor specially tuned for drums and inserted on the Main Bus. Use it to emphasize attack, increase sound pressure, or control signal peaks as a limiter.
You can choose from presets for instant results or dive in and fine-tune each parameter.

When Comp or Ambi is active, the corresponding color indicator lights up.



Parameters

Type	Offers various compressor and limiter presets. Simply select a type to instantly achieve a professional, punchy or maximized drum sound. Parameters for each type are fully adjustable. In addition to the presets, 3 custom slots (Custom 1–3) are available, allowing you to easily create your own personalized settings.
Attack Time	Determines how quickly the compression starts. * The Attack Time is approx. 0.1 ms when set to zero.
Release Time	Controls how long it takes for the sound to return to its original level.
Ratio	Sets the intensity of the compression.
Threshold	Adjusts the input level at which the compressor starts working.
Gain	Adjusts the overall output volume. Use this to compensate for any volume loss caused by the compression.

Sub Menu

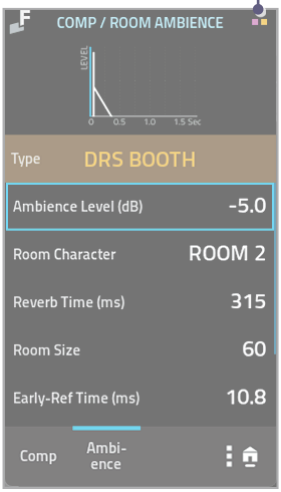
RESET ALL...	Resets all Comp types to their default settings.
RESET TYPE...	Resets the currently selected type to its default settings.

* The on-screen graph is a visual representation of the Compressor settings; actual audio response may vary.

■ Ambience Tab

A dedicated reverb specializing in short room ambience to provide natural air and realism to your drums. It applies the effect to the entire drum sound on the Main Bus while keeping it clear and defined. You can choose from presets for instant results or dive in and fine-tune each parameter.

When Comp or Ambi is active, the corresponding color indicator lights up.



Parameters

Type	Offers various room ambience presets. Simply select a type to instantly add a live, realistic sense of space to your drum sound. Parameters for each type are fully adjustable. In addition to the presets, 3 custom slots (Custom 1–3) are available, allowing you to easily create your own personalized settings.
Ambience Level	Adjusts the overall amount of the room effect.
Room Character	Changes the texture and reflective qualities of the room.
Reverb Time	Sets how long the room's reverberation lasts.
Room Size*	Defines the dimensions of the virtual space.
Early-Ref Time*	Controls the timing of the initial reflections to change the perceived distance from the walls.
Tail Level	Adjusts the volume of the late reverberation to fine-tune the density of the lingering sound.
Low-Cut Freq.	Cuts lower frequencies from the ambience to prevent a "muddy" sound. Higher values help maintain clarity in the low end.

* Since Room Size and Early-Ref Time share internal resources, increasing one parameter may automatically lower the other.

Sub Menu

RESET ALL...	Resets all Room Ambience types to their default settings.
RESET TYPE...	Resets the currently selected type to its default settings.

* The on-screen graph is a visual representation of the Room Ambience settings; actual audio response may vary.

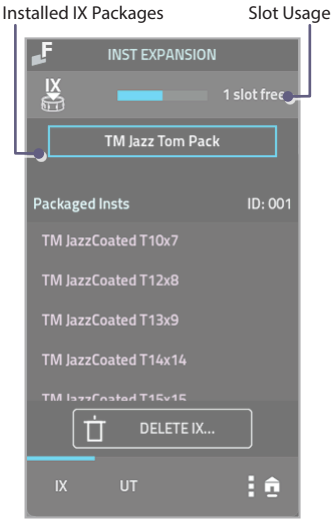
Inst Expansion (IX) / User Tone (UT)

EFNOTE Aura features two ways to expand your sound library, ensuring you're ready for any musical genre. Inst Expansion (IX) provides curated instrument packages from the latest EFNOTE sound library. In addition to high-quality IX packs already available for EFNOTE PRO, exclusive IX packs for Aura will also be released. The EFNOTE Aura can hold up to two IX packs.
User Tone (UT) allows you to import your own audio files to incorporate unique sounds into your performance. Note that using the UT function occupies one of the two IX slots.

■ IX (Inst Expansion) Tab

Each IX pack contains one or more Insts along with their associated Tones.
This screen allows you to monitor IX slot usage and view information about installed IX packages.
Installing IX packages is managed via the EFNOTE Desktop Tools app, as described later.

* For information on obtaining the app and its system requirements, please visit our support web page (page 4). For details on connecting to your computer via USB, refer to (page 8).



Parameters

Slot Usage	Displays the number of slots currently in use.
Installed IX Packages	Displays the names of currently installed IX packages.
Packaged Insts	Lists the instruments included in the selected IX.
DELETE IX...	Deletes the selected IX.

Sub Menu

DEL ALL IXs...	Deletes all installed IX packages.

NOTE

* If you delete an IX that is currently in use by a kit, the Tones from that IX will be replaced with "No Sound" and will not produce any sound. Reinstalling the IX will automatically reassign the Tones and restore the sound.
* Importing one or more User Tones (UT) occupies one IX slot. To use all slots for IXs, all UTs must be deleted.

* IX and Inst names shown are for illustrative purposes only.

Browsing and Installing IX Packages

Browsing and installing available IX packages requires the EFNOTE Desktop Tools app for Mac/PC (page 4).

1 Connect the EFNOTE Aura to your computer using a USB cable.

2 Launch the EFNOTE Desktop Tools app and select "IX" from the menu.
Currently installed IX packages are displayed in the Sound Module tab.

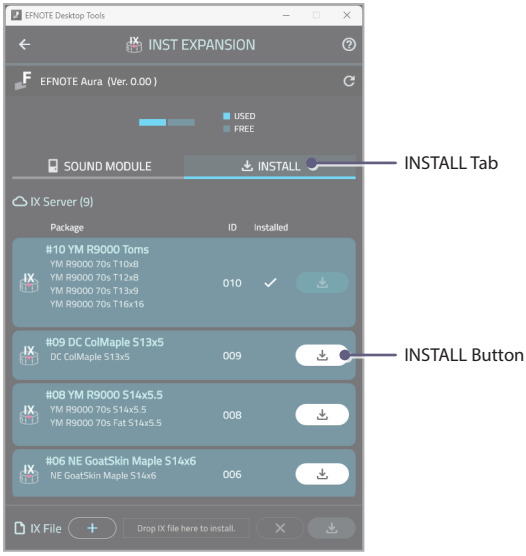
3 Switch to the Install tab.
A list of available IX packages will be displayed.

4 Simply click the [INSTALL] button for the IX you want to install onto the sound module.
The installation may take several minutes to complete.

* If the IX slots are full, delete an installed IX to make room for the new one.

Installed IXs can be used from the instrument list in Kit Edit/Pad.

EFNOTE Desktop Tools app



* Screenshots are for illustrative purposes only; design and specifications are subject to change without notice.
* Ef-Note Inc. does not guarantee the continuous release of new IX packages. The availability of IX packages is subject to change or discontinuation without notice.

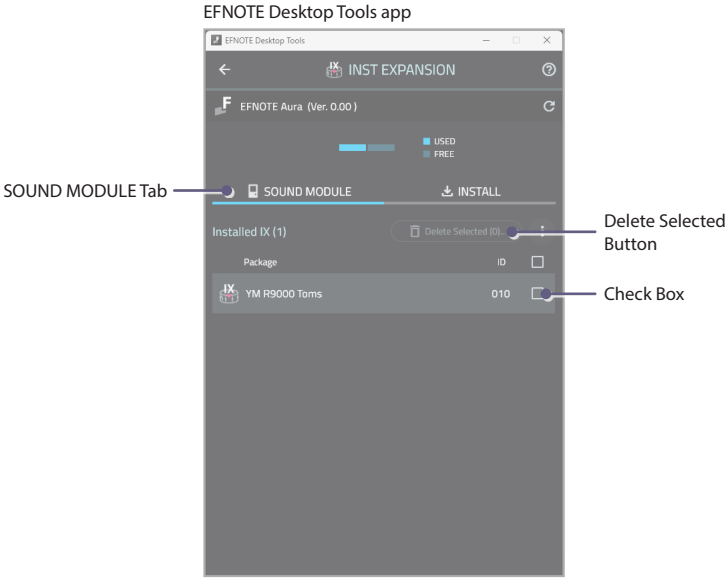
Deleting IX Packages

You can also delete IXs via the EFNOTE Desktop Tools app.

1 Select the "SOUND MODULE" tab.
This tab displays the IX packages currently installed on the sound module.

2 Select the IX(s) you wish to delete by checking the corresponding box.

3 Click the "Delete Selected" button.



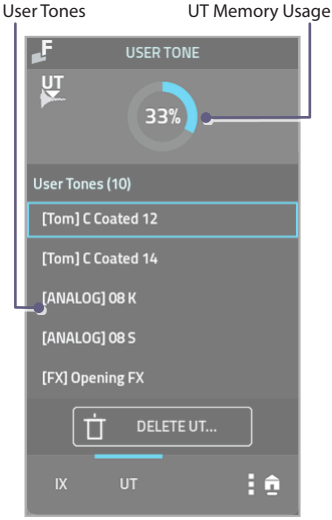
■ UT (User Tone) Tab

User Tone (UT) allows you to create your own original EFNOTE Aura Tones using your favorite audio files. This enables you to perform with unique sounds not built into the sound module. You can also assign multiple audio files to different layers, allowing you to create Dynamic-Sensitive Tones that respond naturally to your playing dynamics.
Creating and transferring UTs is managed via the EFNOTE Desktop Tools app, as described later.

* For information on obtaining the app and its system requirements, please visit our support web page (page 4). For details on connecting to your computer via USB, refer to (page 8).

NOTE

* Importing one or more User Tones (UT) occupies one IX slot. If all slots are already filled with IX packages, the UT feature will be unavailable. Delete one of the IXs to enable UT.



Parameters

UT Memory Usage	Displays current usage of UT memory.
User Tones	Lists the imported User Tones.
DELETE UT...	Deletes the selected User Tone.

Sub Menu

DEL ALL UTs...	Deletes all imported User Tones.

* IX and Inst names shown are for illustrative purposes only.

UT Storage

Total UT length	@48kHz: Approx. 110 seconds in Mono, 55 seconds in Stereo @44.1kHz: Approx. 120 seconds in Mono, 60 seconds in Stereo	* Varies depending on the length and audio format of each UT.
Maximum Number of UTs	80	
Supported Audio Files	Format: WAV (.wav) Sample Rate: 44.1kHz or 48kHz Bit Rate: 16, 24, or 32 bits	* For the latest information, refer to the help page that can be accessed from the app.
Maximum Audio File Layers for Dynamic-Sensitive Tones	4	

NOTE

* If you delete a UT that is currently in use by a kit, the UT(s) will be replaced with "No Sound" tone and will not produce any sound. Reimporting the same name UT will automatically reassign the UTs and restore the sound.

Creating User Tones (UT)

Creating UTs requires the EFNOTE Desktop Tools app for Mac/PC (page 4).

* If the IX slots are full, delete an installed IX to make room for the UTs.

1 Connect the EFNOTE Aura to your computer using a USB cable.

2 Launch the EFNOTE Desktop Tools app and select "UT" from the menu.
Currently imported UTs are displayed in the Sound Module tab.

3 Switch to the Creator tab.

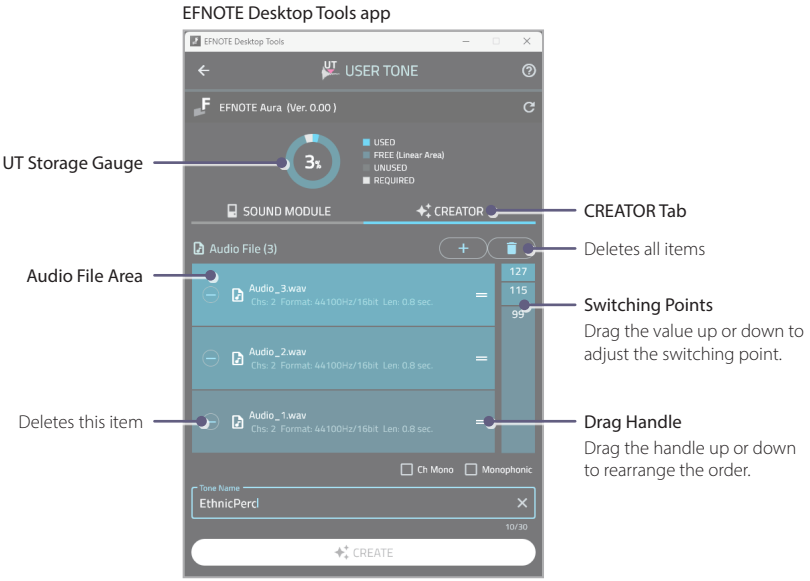
4 Drag and drop an audio file into the Audio File area.
To create a dynamic-sensitive Tone, simply drop additional audio files.

* Multiple files can be dropped at once.
* The memory required for the dropped files is displayed on the UT Gauge. If there is insufficient memory, the gauge will turn red as a warning.

5 Arrange the assigned files by dragging the handle on the right edge of each item. Position the loudest sound at the top and the softest sound at the bottom.
Adjust the switching point values by dragging them as needed.

6 Enter the Tone name and click the [CREATE] button.

Imported UTs can be used from the Tone list in Kit Edit/Zone.



* Screenshots are for illustrative purposes only; design and specifications are subject to change without notice.

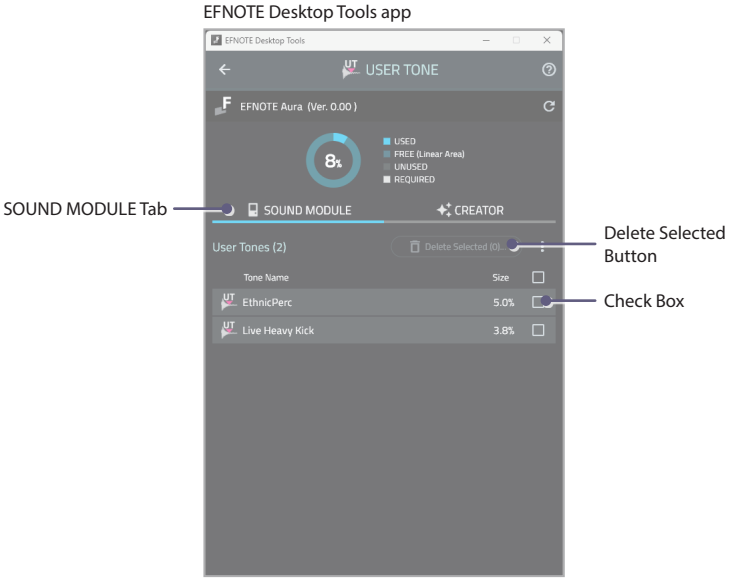
Deleting UTs

You can also delete UTs via the EFNOTE Desktop Tools app.

1 Select the "SOUND MODULE" tab.
This tab displays the User Tones currently imported to the sound module.

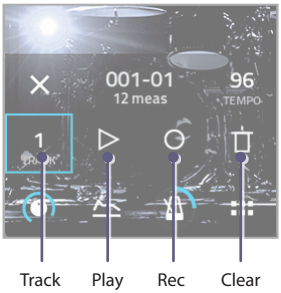
2 Select the UT(s) you wish to delete by checking the corresponding box.

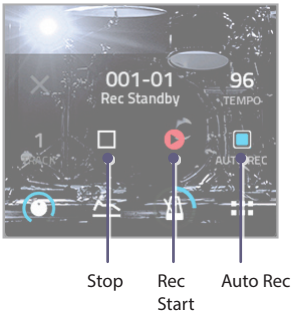
3 Click the "Delete Selected" button.



RECORDER

The Recorder feature allows you to record and play back your drum performances. It offers various practical uses, such as reviewing your playing objectively for practice or checking your live drum sound from the audience's perspective during a stage setup. With a simple press of the Recorder button, you can start recording instantly—no tedious preparation required.





To record while listening to the click, press the click button to turn it on, then tap the [X] button to close the widget.

* The click sound will not be recorded.

1 Select a track to record.

* Recording will overwrite any existing data on the selected track.

2 Press the [Rec] button.
Ensure [AUTO REC] is ON.

* To start recording manually, press the [Rec Start] button.

3 Start playing to begin recording.

4 Press the [Stop] button to stop recording.

* Recorded data is saved automatically.

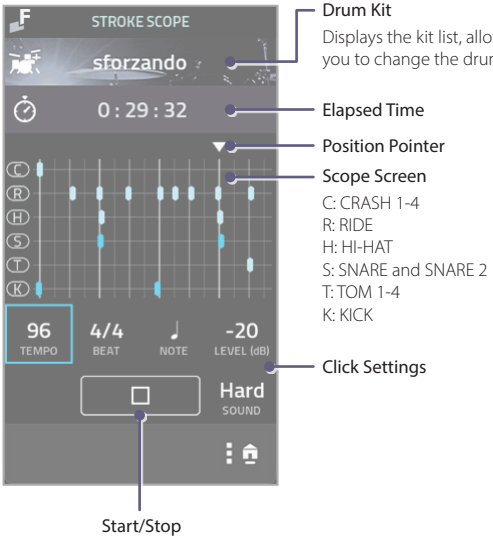
5 Press the [Play] button to listen to your performance.

- To delete the recorded data on the track, press the [Clear] button.

* This recorder is MIDI-based; the playback tempo will vary depending on the currently set click tempo.
* Tempo and time signature settings are not recorded.
* Audio/MIDI sources from external inputs are not recorded.
* The playback does not transmit MIDI data to external devices.

STROKE SCOPE

Stroke Scope is a training tool that visualizes your stroke timing on a timeline as you play along with the metronome. Strokes are displayed in separate rows for each pad type—such as kick, snare, and hi-hat—allowing you to easily identify which notes are off-beat. It also displays the elapsed time since the scope was started, making it the perfect tool for your daily rudiment practice.



1 Press the [Start] button to begin measurement.
The metronome will start playing and the elapsed time will be reset.

2 As you play the pads, markers will appear on the scope screen to show the timing of each stroke.
If your timing is accurate, the marker will align perfectly with the grid lines.

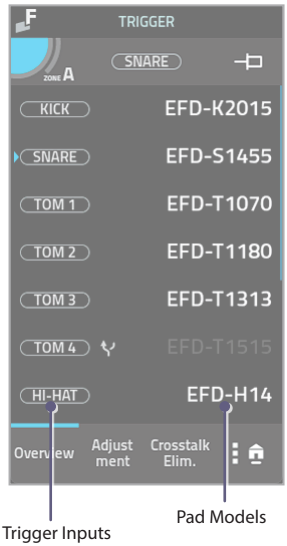
* If you set the click note value to triplets, the grid will automatically switch to a triplet-based layout.
* Please note that there are limits to display accuracy; subtle misalignments may occur due to rendering resolution, latency, or other factors.

TRIGGER

Configure the settings for the trigger sensing section that detects your pad strikes. EFNOTE's proprietary trigger sensing processor, ELISE™, captures each and every stroke with exceptional accuracy and precision, flawlessly reflecting your subtle dynamics and timing into the sound.

■ Overview Tab

This screen gives you an overview of the currently configured pad models for each trigger input. You can change the pad model by tapping it.



Parameters

Pad Model	Selects the type of pad connected to each trigger input. Tapping it displays a list of available models. * Changing the Pad Model resets its trigger parameters to their default settings.

* Configure the pad model correctly when you add new pads to your drum kit or change pad types. This is a very important setting to allow the ELISE™ sensing processor to detect your performance quickly and precisely.

Sub Menu

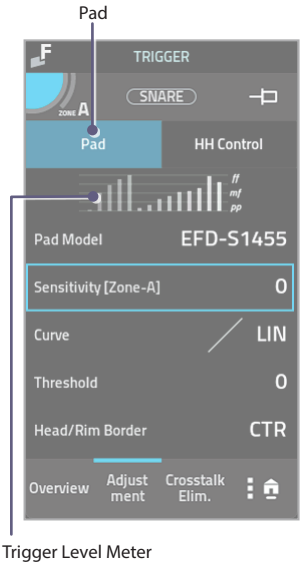
SWITCH T4/CR4...	Switches the TOM 4 / CRASH 4 trigger input cable function between TOM 4 and CRASH 4.
RESET ALL TRIGs...	Resets all trigger settings to their factory default values.

■ Adjustment Tab

Allows you to fine-tune the trigger sensing parameters for each pad.

Pad

* Always configure the pad model correctly before adjusting the fine-tune parameters below.



Parameters

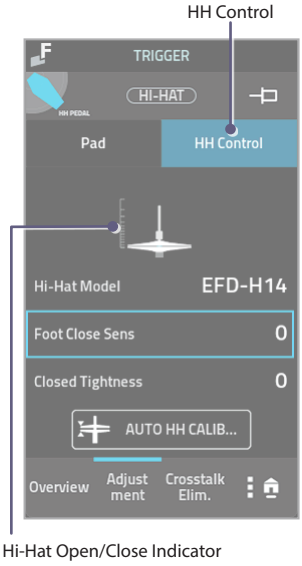
Trigger Level Meter	The rightmost column displays the level of your latest strike. A history of these levels is also displayed, allowing you to easily confirm that the detection level follows your striking force linearly. If multiple levels appear from just a single strike, crosstalk (page 40) may be occurring.
Pad Model	Selects the type of pad connected to each trigger input. Tapping it displays a list of available models. * Changing the Pad Model resets its trigger parameters to their default settings.
Sensitivity [Zone-A/B/C]	Adjusts the striking sensitivity for each zone. Increasing this value makes the sensing processor recognize your strikes as being harder.
Curve	Adjusts the dynamics curve so that the dynamic response on the trigger level meter matches your expectation based on your striking force. This primarily affects the detection level around mezzo-forte (mf).
Threshold	Sets the minimum striking force required to trigger a sound. Setting this value too low may cause retriggering or false triggering from ambient noise. * For pads with a mesh drumhead, if you feel the sensitivity to softer strikes is too low, first check that the head is properly tensioned.
Head/Rim Border	If a rim shot is incorrectly detected as a head shot, adjust the value toward the "R" side. If striking the edge of the head is incorrectly detected as a rim shot, adjust it toward the "H" side. * This parameter is only available for pads that feature both head and rim zones.

Sub Menu

RESET THIS PAD...	Resets all trigger settings to their factory default values.

HH Control

Allows you to configure settings related to hi-hat control.



Parameters

Hi-Hat Open/ Close Indicator	Visually displays the hi-hat openness detected by ELISE™.
Hi-Hat Model	Selects the model of your hi-hat pad or controller. * Changing the Hi-Hat Model resets its trigger parameters to their default settings.
Foot Close Sens	Adjusts the sensitivity for foot close techniques.
Closed Tightness	Adjusts how easily the hi-hat opens from a firmly pressed closed position.
AUTO HH CALIB...	Automatically calibrates the hi-hat optical sensors. * Hi-hat calibration is recommended at each power-on to ensure optimal performance.

Sub Menu

RESET HIHAT CTRL...	Resets hi-hat controller settings to their factory default values.

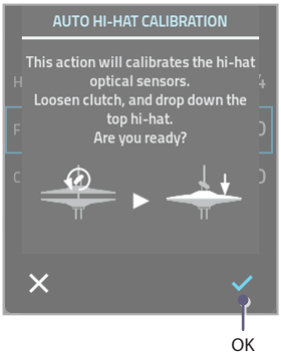
Hi-Hat Calibration

* Hi-hat calibration is recommended at each power-on to ensure optimal performance.

1 Press the [AUTO HH CALIB...] button.

2 Loosen the hi-hat clutch and drop down the top hi-hat cymbal

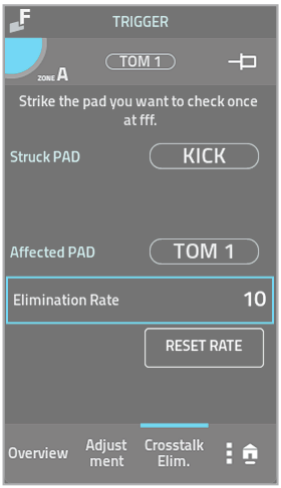
3 Press the [OK] to execute.



■ Crosstalk Eliminator Tab

Allows you to configure settings to reduce unwanted crosstalk between pads.

> **What is crosstalk?**
> Crosstalk occurs when striking one pad inadvertently triggers sounds from other pads due to traveling vibrations. This phenomenon often happens when two pads are mounted on the same stand.



How to Reduce Crosstalk

1 While on this screen, firmly strike the pad causing the crosstalk a single time.

2 The pad you struck will be displayed in the "Struck Pad" area. If the sensing processor detects any crosstalk, the affected pad will appear in the "Affected Pad" area.

3 If crosstalk is detected, increase the Elimination Rate value.

4 Strike the pad once again to check if the crosstalk has disappeared.

5 Repeat steps 3 and 4 until the crosstalk disappears.

Checking Configured Values

1 Select a pad combination—"Struck PAD" and "Affected PAD"—by turning the knob.

2 The elimination rate configured for the selected combination will be displayed. You can then change the rate by turning the knob.

Parameters

Struck PAD	Displays the pad that was just struck. This identifies the source pad causing the vibration.
Affected PAD	Displays the pad that inadvertently triggered a sound due to crosstalk from the Struck Pad.
Elimination Rate	Adjusts the crosstalk suppression level for the selected pad combination. Increase this value if you still hear unwanted sounds.
RESET RATE	Resets the elimination rate for the selected pad combination.

Sub Menu

RESET CROSSTALK...	Resets all crosstalk elimination settings to their factory default values.

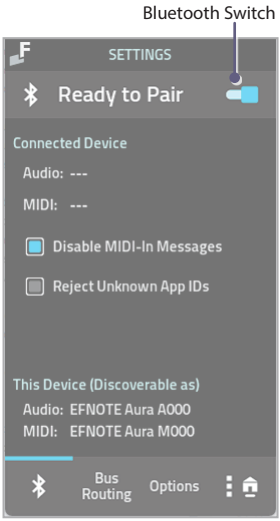
* The Crosstalk Eliminator may not be able to eliminate all instances of crosstalk. If this occurs, mounting the affected pads on separate stands may resolve the issue.
* When changing your drum or cymbal pad setup, clearing all crosstalk settings is recommended to ensure optimal sensing performance.

SETTINGS

This screen allows you to configure global options for the sound module, including Bluetooth, audio I/Os, and MIDI settings.

■ Bluetooth Tab

Allows you to configure settings for wireless Bluetooth connections. EFNOTE Aura supports both Bluetooth audio input and Bluetooth MIDI. Enabling Bluetooth is required to use the EFNOTE Tools (mobile) app (page 4).



Parameters

Bluetooth Switch	Off	Bluetooth is turned off.
	Ready to Pair	The sound module can be discovered and paired with by your smartphone using the device name shown in "This Device." If pin code is required, enter "0000" (four zeros). * This pairing mode remains active for 3 minutes. If no device connects within this period, Bluetooth automatically reverts to OFF.
	Connected	A Bluetooth connection has been successfully established. * Appears when either Bluetooth Audio or Bluetooth MIDI is connected.
Connected Device	Displays the names of the devices currently connected	
Disable MIDI-In Messages	When turned ON, this function discards incoming MIDI messages received via Bluetooth MIDI, preventing unexpected triggering or sound generation. * Communication with the EFNOTE Tools (mobile) app will still function normally.	
Reject Unknown App IDs	When connecting the EFNOTE Tools (mobile) app, there is a feature that automatically approves subsequent connection requests from the same App ID. Turning this option ON automatically rejects connection requests from any other App IDs, preventing unauthorized connections from other users' apps. * Disable this option if you want to connect the EFNOTE Tools app from a new device.	
This Device (Discoverable as)	Displays the names of this sound module as they appear on your smartphone.	

Sub Menu

CLEAR APP IDs...	Clears all registered App IDs stored for auto-approval.
RESET BLUETOOTH...	Resets all Bluetooth settings and deletes all paired device information.

App Connection Request Screen

This screen appears when the EFNOTE Tools (mobile) app (page 4) attempts to connect to the sound module.



1 On your app's connection screen, tap the name of the sound module (the name shown in "Discoverable as") to initiate the connection.

2 To ensure it is your own app connecting, verify that the App ID displayed on your app matches the App ID shown on the sound module's display.

3 To allow the connection, press [OK]. To deny it, press [Cancel].

* To automatically approve future connections from this specific App ID, turn ON "Auto-Approve" before pressing [OK]. Subsequent connections will establish automatically without displaying this popup screen.

NOTE

The maximum communication range for Bluetooth is approximately 10 m (33 ft). However, in actual operating environments, this range may be significantly reduced due to physical obstacles or radio interference from nearby Wi-Fi and other Bluetooth devices. Please keep your mobile device within an effective range when using the app.

■ Bus Routing Tab

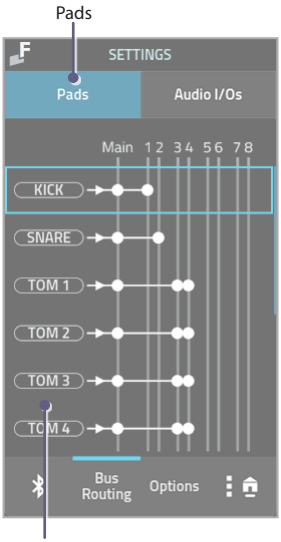
Allows you to visually configure internal audio routing. In addition to the main stereo bus, EFNOTE Aura features eight internal audio buses, letting you freely route each pad, click, and audio input. Furthermore, with six channels of analog output and eight channels of USB audio output, you can choose which bus is assigned to each output destination.

Pads

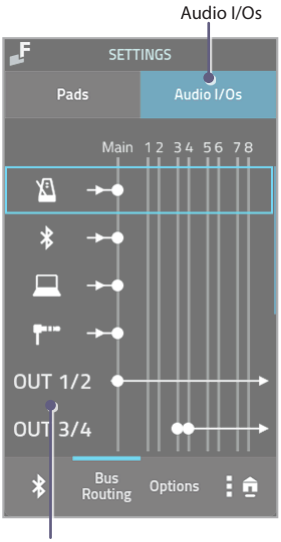
Routes the output destination for each pad in either stereo pairs or mono.

Audio I/Os

Configures the routing for audio input sources and assigns the internal buses to each output port.



Input Sources (Pads)
Swipe up or down to view all items.



Input Sources / Output ports
Swipe up or down to view all items.

1 Tap to select the input source or output port you want to configure.

2 Turn the knob to assign the destination for input sources, or select the source bus for output ports.

Parameters

Input Sources	Each pad (KICK–CRASH 4), Click, Bluetooth In, USB Audio In, Audio In (Analog) * The sound from each pad is always sent to the Main bus regardless of these routing settings. * A single audio source cannot be assigned to multiple buses simultaneously.
Output Ports	OUT 1/2 (L/R), OUT 3/4, Phones Output (5/6), USB Audio Out * For USB Audio Out, you can select either Bus 1/2 or Main L/R to be sent to channels 1/2. Channels 3–8 are permanently assigned to Bus 3–8.

Sub Menu

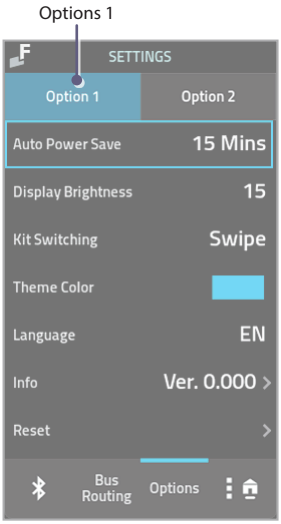
RESET ALL BUSES...	Resets all Bus routings to their factory default settings.

■ Options Tab

Configures global settings for the sound module, including Auto Power Save, theme color, language, and MIDI channel.

Option 1

Contains general option settings.



Parameters (Option 1)

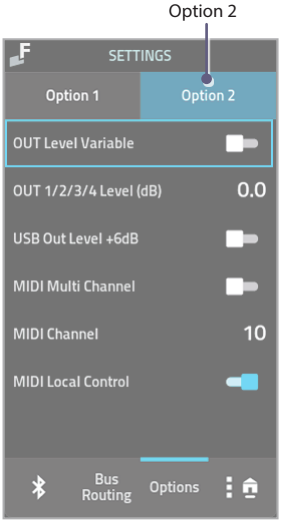
Auto Power Save	Automatically turns off the power after a period of inactivity. Sets the amount of time before the power turns off. Selecting "Disable" turns this function off. **NOTE** * Selecting any option other than "15 Mins" will increase energy consumption.
Display Brightness	Adjusts the brightness of the screen.
Kit Switching	Changes the method for switching drum kits on the Home screen from "Swipe" to "Tap".
Theme Color	Changes the accent color of the user interface to suit your preference.
Language	Changes the display language for parameters and dialog messages.
Info	Displays the firmware version. Tap to view detailed information about the sound module.
Reset	DELETE KITS: Deletes all user drum kits and restores the factory preset kits.
	RESET SYSTEM: Restores all trigger settings and global options within the Settings screen to their default values.
	RESET ALL: Deletes and initializes all data and settings, including drum kits, IX, UT, and Recorder data.

Sub Menu

RESET OPTIONS...	Resets all settings within the Options tab to their factory defaults.

Option 2

Contains audio and MIDI related options.



Parameters (Option 2)

OUT Level Variable	Sets whether the output levels for OUT 1/2/3/4 are variable or fixed. When turned ON, the volume of OUT 1/2/3/4 changes in tandem with the headphone level.
OUT 1/2/3/4 Level (dB)	Sets the output level for OUT 1/2/3/4 when "OUT Level Variable" is turned OFF.
USB Out Level +6dB	Boosts the overall USB audio output level by +6 dB.
MIDI Multi Channel	When turned ON, each pad transmits MIDI Note messages on a separate MIDI channel (See the table below). This makes it easier to organize and edit MIDI tracks within your DAW.
MIDI Channel	Sets the global MIDI channel when "MIDI Multi Channel" is turned OFF.
MIDI Local Control	Normally set to ON. Turning this option OFF disconnects the pads (ELISE) from the internal sound engine. This is useful when you want to output MIDI Note messages from the pads to an external device, and then trigger the internal sounds via MIDI input. However, because the signal routes through MIDI, latency will occur; therefore, this is not recommended for normal performance.

Sub Menu

RESET OPTIONS...	Resets all settings within the Options tab to their factory defaults.

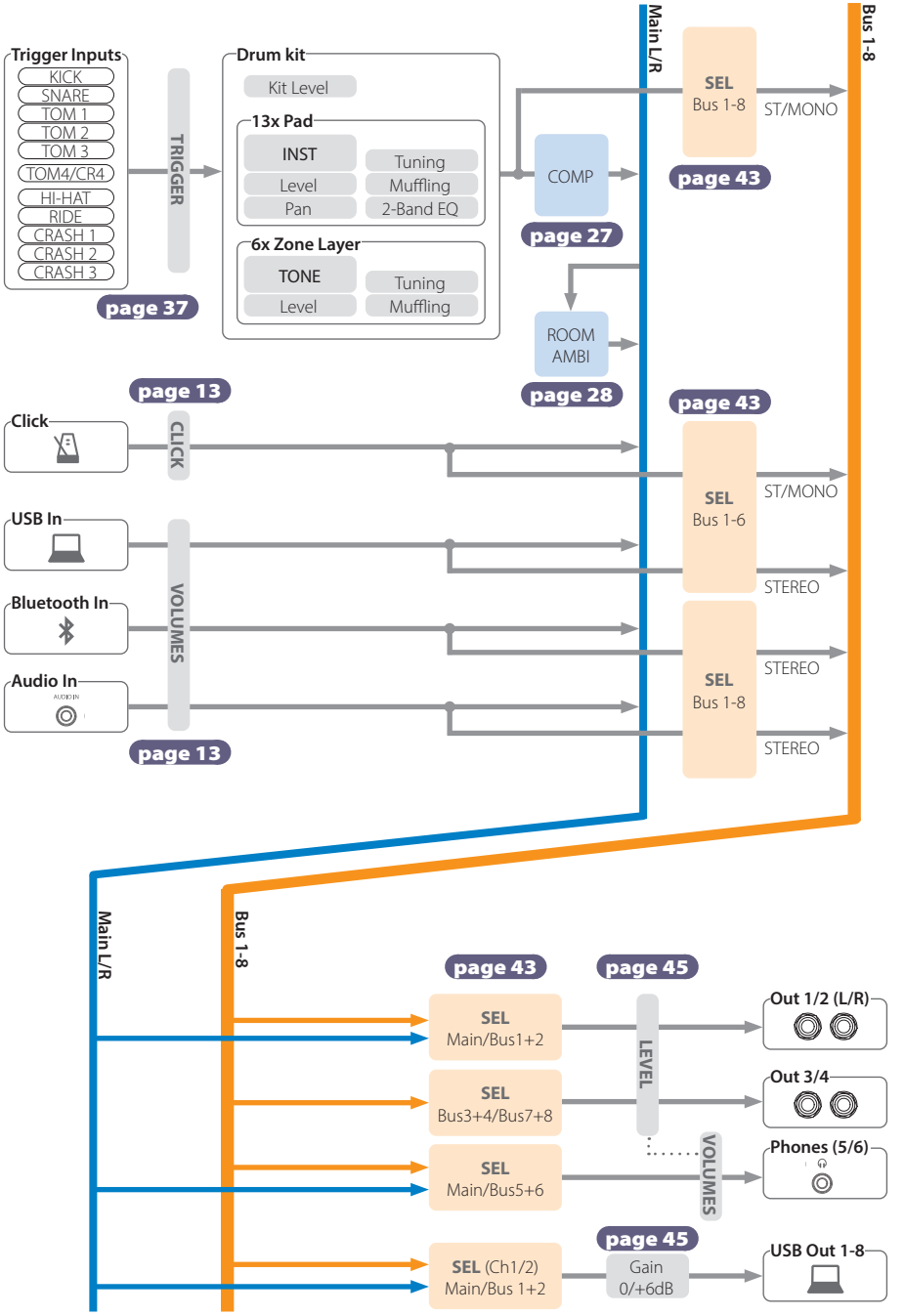
MIDI Multi channel

* These channel settings are not changeable.

Pad	Ch
KICK	1
SNARE SNARE 2	2
TOM 1	3
TOM 2	4
TOM 3	5
TOM 4	6

Pad	Ch
HI-HAT	7
RIDE	8
CRASH 1	9
CRASH 2	10
CR 3 /FX	11
CR 4 /SP	12

Simplified Block Diagram



Specifications

Electronic Drums: EFNOTE Aura

Sound Module: EFD-AURA

Item	Specifications
Trigger Interface	• 3-Zone: SNARE, HI-HAT, RIDE, CRASH 1, CRASH 2 • 2-Zone: TOM 1, TOM 2, TOM 3, CRASH 3, TOM 4/CR 4* • 1-Zone: KICK * The "TOM 4/CR 4" cable is a selectable input for either Tom 4 or Crash 4. These two pads cannot be used simultaneously. See the Reference Guide for details.
Audio / MIDI Interface	• Out 1(L)/2(R): 2x 1/4"TS Phone (+4dBu, Unbalanced) • Out 3/4: 2x 1/4"TS Phone (+4dBu, Unbalanced) • Phones (5/6) Output: 3.5mm (1/8") Stereo Phone (320 mW + 320 mW @32Ω) • Audio Input: 3.5mm (1/8") Stereo Phone (+2dBu Max) • MIDI Out: 5-Pin DIN • USB: C Type, USB 2.0 Hi-Speed, Audio/MIDI USB Audio: 8-ch Output (48kHz/24bit) / 2-ch Input (48kHz/16bit), Mac/Windows ASIO • Bluetooth: Audio Input (A2DP), MIDI In/Out (Bluetooth Low Energy/GATT) Transmission Frequency: 2402--2480 MHz, Maximum Transmit Power: 2.5 mW EIRP
Power Supply, Current Draw	12V ⎓ 600 mA
Dimensions / Weight	108 (W) x 158 (D) x 52 (H) mm / 650 g * Excluding protrusions
Accessories	AC Adapter, MULTI-D25 Cable, MULTI-D15 Cable, Trigger Cable (3m) x3, Module Mount, Smartphone Tray, Mount Holder, Tuning Key, Cable Ties, Cable Label, Quick Start Guide * USB cable is not included.

* 0dBu = 0.775Vrms, 0dBV = 1.0Vrms
* Specifications and design are subject to change without prior notice.

Support

If you have any questions about the product, please visit the product support page on our website. For further inquiries about the product, as well as information regarding repairs and spare parts, please contact your local authorized distributor listed on the following web page.

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