

E F N O T E D R U M S













EFNOTE 3 / 5 series

Reference Guide
(for Ver 1.1)



EN

Contents

Basic Operation4
Sound Module4
Power On/Off5
Home Screen6
Widgets.7
 Menu.9
Power Menu.9
Menu	10
 Drum Kit Edit	10
About the Inst, tone and zone	11
About the MIDI messages	12
About the NAME ENTRY screen	13
 Pad Levels	14
 Inst Library	15
 Set List	16
 Click Setup	17
 Stroke Scope	18
 Accuracy Score.	18
 Rhythm Box.	19
 Bluetooth	20
 Trigger	22
 Settings	24
Connecting to a PC/Mac	27
Specifications	28

For the latest information, please refer to the EFNOTE website.

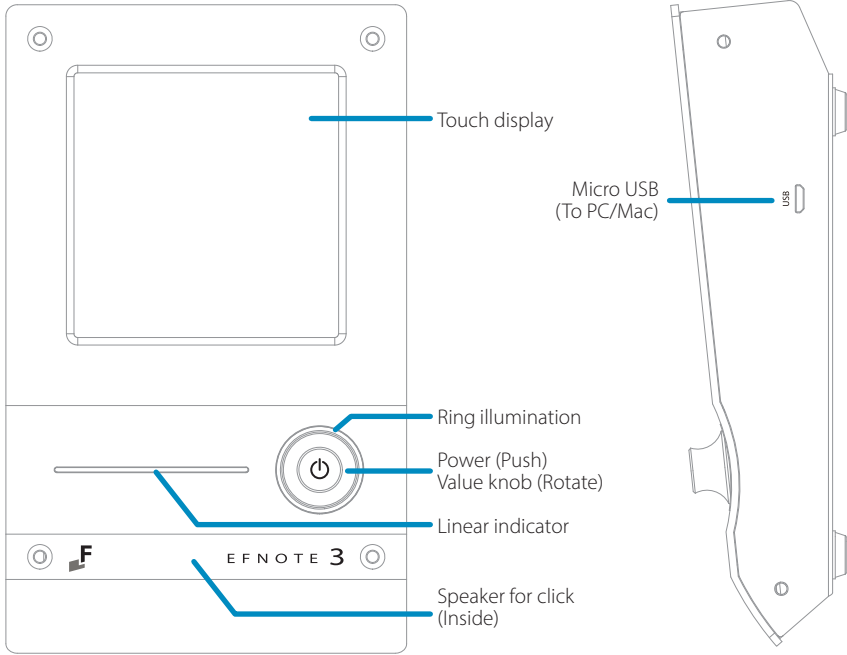
ef-note.com



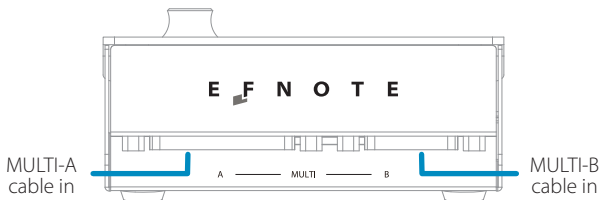
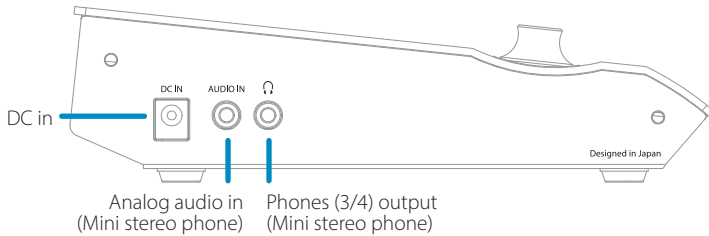
- * Before using this product, read “IMPORTANT SAFETY INSTRUCTIONS” in the Quickstart Guide.
- * Read this guide in combination with the Quickstart Guide.
- * The information in this document might differ from the sound module you’re using due to differences of the firmware version. For the latest firmware update information, refer to the EFNOTE website.
- * All illustrations and screens appearing in this document are for the purpose of explaining operation, and may differ from the actual product or specifications.
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Basic Operation

■ Sound Module



* About the USB connection, see p. 27.



* The line (1/2) output and MIDI output (5-pin) are available with the MULTI-B cable. See the "Quickstart Guide".

■ Power On/Off

Power On

1



2

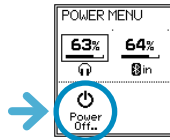


Power Off

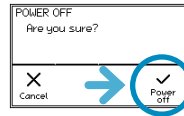
1



2



3



4

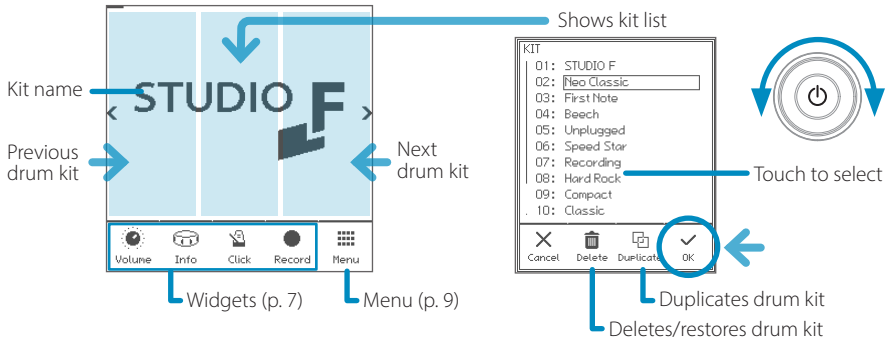


* Without this procedure may result in loss of changes.

* The power save function will turn power off automatically after specified period. It can be disabled (p. 24).

■ Home Screen

Switching drum kits



- * Preset drum kits can be edited, but cannot be renamed or deleted.
- * The edited preset drum kit can be restored by "Restore".
- * User drum kits are listed after the preset drum kits and sorted by the drum kit name.

Opening the kit list

- 1 In the home screen, tap on the center of the kit name area.

Creating a new drum kit / Duplicate the drum kit

- 1 Open the kit list, and select a drum kit as a source of duplication.

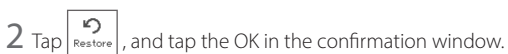


- 3 Enter the new kit name and tap the OK.

Regarding the name entry window, see p. 13.

Restoring the preset drum kit

- 1 Open the kit list, and select a preset drum kit that you want to restore.



Deleting the user drum kit (duplicated drum kit)

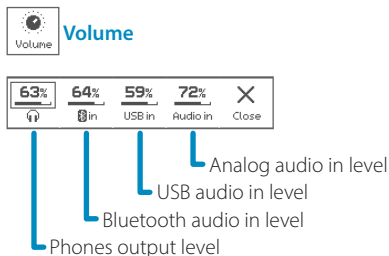
- 1 Open the kit list, and select a user drum kit that you want to delete.



■ Widgets

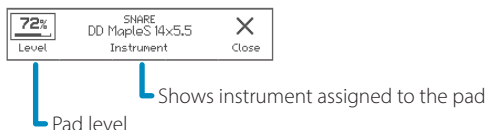
These widgets control various settings easily at the home screen.

* Some other widgets can be open from the menu (p. 9).



* The line out level can be linked with the phones level (p. 24).

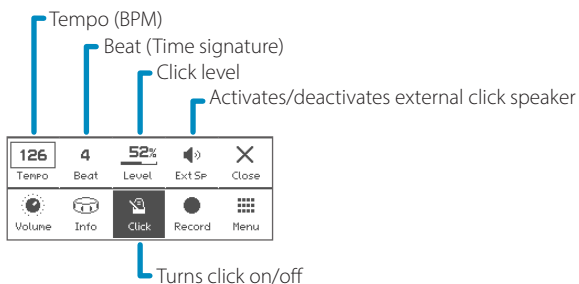
CAUTION Be sure not to listen to audio at a high volume. It can cause permanent hearing loss.



* Clipping may occur when exceeding 85%.



Click (Metronome)



* For the detailed click setup, see (p. 17).

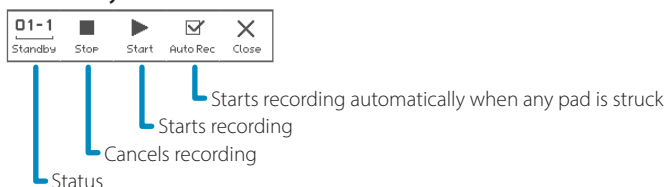
* When the drum kit is switched, the click sound will be interrupted while loading the kit.

 **Recorder**

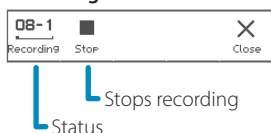
Records your drum performances by MIDI, for sound check on stage, transferring to your DAW, or later self review.



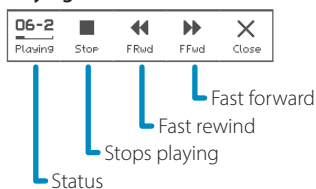
Rec Standby



Recording



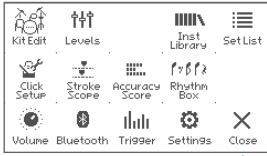
Playing



- * Any other audio/MIDI sources are not recorded.
- * Tempo and beat settings are not recorded.
- * If the recording widget is closed, the recording will be stopped.
- * The recorded data will be stored even if the power is turned off.
- * The playback will not send any MIDI data.

Menu

This menu takes you to the various screens.



Closes menu



Organizes drum kits for gigs
 Manages user custom instruments
 Shows pad level faders
 Edits drum kit, changes instrument on each pad



Provides basic drum beats
 Estimates your strike accuracy
 Displays your strike points on time-line
 Configures click setup



Configures general settings
 Configures triggers (pads)
 Connects Bluetooth device
 Shows volume control

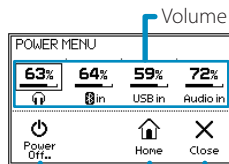
Power Menu

You can access to the power menu from anywhere.

1



2



Volume control
 Turns power off
 Goes back to home screen
 Closes menu

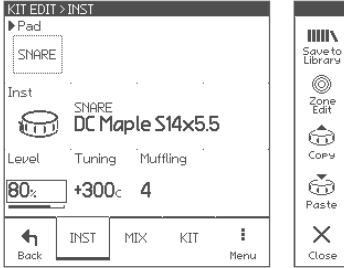
* Push the knob again to close the menu.

Menu

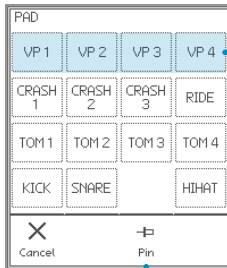
■ Drum Kit Edit

In this section, you can edit the drum kit.

INST



PAD window



VP (virtual pad) can be played by the layer function (p. 11).

When pinned, the selected pad is not changed by hitting a pad.

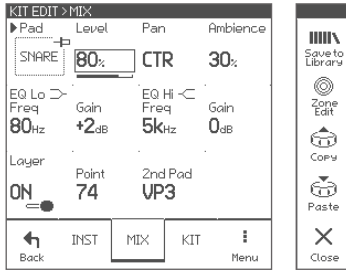
Parameters for each pad

Pad	Selects an edit target pad. • Can be selected by hitting a pad.
Inst (icon)	Selects Inst group
Inst (name)	Selects Inst (sound for the pad)
Level	Adjusts pad level * Clipping may occur when exceeding 85%. * Adjusts all zones together • You can also adjust pad levels with faders in the Pad Levels screen (p. 14).
Tuning	Adjusts pitch in cent * Adjusts all zones together
Muffling	Adjusts mute amount (sustain) * Adjusts all zones together

Page Menu

Save To Library	Saves current Inst settings to the Inst library (p. 15).
Zone Edit	Edits each zone (p. 12)
Copy/Paste	Copies/Pastes current pad (Inst) settings. When paste, the PASTE ITEMS window appear to select paste items.

MIX



Parameters for each pad

Pad	Selects an edit target pad. • Can be selected by hitting a pad.
Level	Adjusts pad level * Clipping may occur when exceeding 85%.
Pan	Adjusts pan
Ambience	Adjusts ambience send amount
EQ Lo/Hi	Modifies sound character with shelving EQs
Layer	On/Off
	Point
	2nd Pad

ON: Overlays the VP (virtual pad) sound on the pad. The VP is determined by the "2nd Pad", and overlaid only when struck harder than the "Point".

About the Inst, tone and zone

Each pad has some zones.

An Inst has three tones and some parameters in it.

When you assign an Inst to a pad, the three tones are assigned to each zone of the pad, and you can edit all zones at once.

You can also edit the each zone in the ZONE EDIT screen.

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

Pad

Level, Tuning, Muffling, Pan, Ambience, EQ

Zone A

Level, Tuning, Muffling

Zone B

Level, Tuning, Muffling

Zone C

Level, Tuning, Muffling

Inst

Tone A

Level, Tuning, Muffling

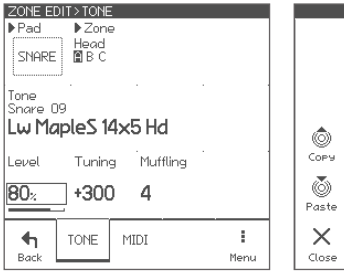
Tone B

Level, Tuning, Muffling

Tone C

Level, Tuning, Muffling

ZONE EDIT > TONE



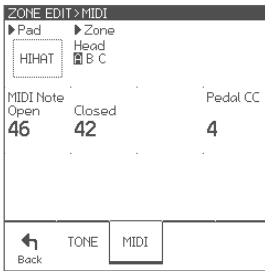
Parameters for each zone

Pad	Selects edit target pad
Zone	Selects edit target zone
Tone	Selects tone (sound for a zone)
Level	Adjusts zone level
Tuning	Adjusts pitch in cent
Muffling	Adjusts mute amount (sustain)

Page Menu

Copy/Paste	Copies/Pastes current zone (tone) settings
-------------------	--

ZONE EDIT > MIDI



Parameters for each zone

MIDI Note	Note number for current zone
Open	Note number for hi-hat open state on current zone
Closed	Note number for hi-hat closed state on current zone
Pedal CC	Control change number for hi-hat pedal

* If the note numbers or the control change numbers are changed, MIDI data previously recorded cannot be played back correctly.

About the MIDI messages

Pad	Note#	
Kick	36	
Snare	Head	38
	Rim	40
	Side-rim	37
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#	
HH Open	Bow	46*
	Edge	26*
	Pedal	44
	Splash	(CC#4=0)
HH Closed	Bow	42*
	Edge	22*
	Pedal	44
	Close	(CC#4=127)

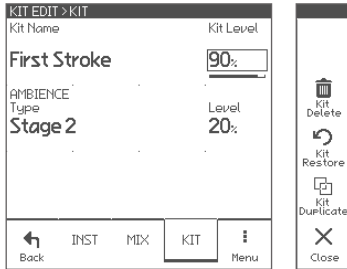
Pad	Note#	
Crash 1	Bow	49
	Edge	55
	Cup	54
Crash 2	Bow	57
	Edge	52
Crash 3	Cup	56
	Bow	27
Ride	Edge	28
	Bow	51
	Cup	59
	Cup	53

* The hi-hat pedal sends MIDI control change #4 with value in range from 0 (open) to 127 (tight closed), before the corresponding note message.

* The cymbal choke technique sends the polyphonic after touch (key after touch) message.

* The sound module does not send/receive the Program Change messages.

KIT



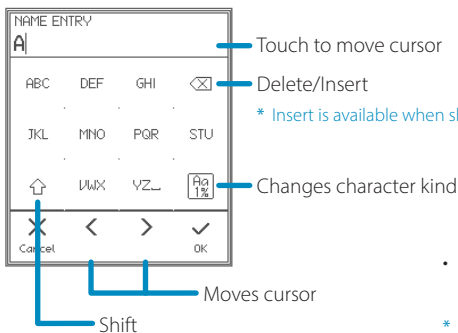
Parameters for each drum kit

Kit Name	Changes kit name * Preset kits cannot be renamed.
Level	Adjusts kit level
Ambience Type	Selects room type
Ambience Level	Adjusts ambience return level

Page Menu

Kit Duplicate	Duplicates drum kit. • About the name entry window, see p. 13. * Unique kit name is required.
Kit Restore	Restores this drum kit to initialized preset kit. (Preset kit only)
Kit Delete	Deletes this drum kit. (User kit only)

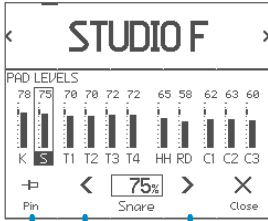
About the NAME ENTRY screen



- You can also change the selected letter with the value knob.

* At least one letter is required for a name.

■  **Pad Levels**



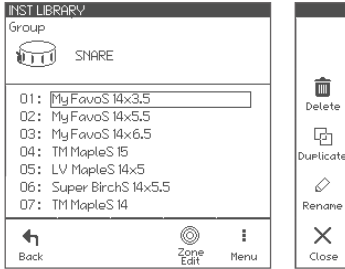
- Selects a pad
- When pinned, the selected pad is not changed by hitting a pad.

This is dedicated page for level control for all pads.

Parameters

Pad Level	Adjusts pad level * Clipping may occur when exceeding 85%.
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- Target pad can be selected by hitting a pad.
- Pad level can also be adjusted in drum kit edit, or Inst info widget in the home screen.


Inst Library


You can store your customized Inst on a pad to the Inst library, and assign it to any pads. In this screen, you can manage the stored instruments.

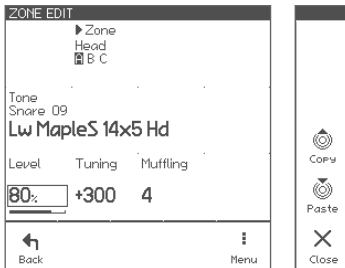
Parameters

Group	Selects Inst group
Zone Edit	Edits parameters in each zone

Page Menu

Rename	Changes selected Inst name. • About the name entry window, see p. 13.
Duplicate	Duplicates selected Inst. • About the name entry window, see p. 13.
Delete	Deletes selected Inst

- The Inst library shows only customized Insts you stored.
- You can store your customized Inst in the drum kit edit screen (p. 10).
- In the drum kit edit, your customized Inst are listed behind the preset Insts and sorted by the Inst name.
- In this screen, you can play the selected inst with all pads.

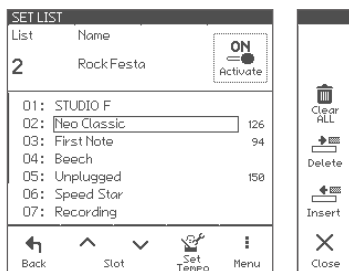
ZONE EDIT**Parameters for each zone**

Zone	Selects edit target zone
Tone	Selects tone (sound for a zone)
Level	Adjusts zone level
Tuning	Adjusts pitch
Muffling	Adjusts mute amount (sustain)

Page Menu

Copy/Paste	Copies/Pastes current zone (tone) settings
-------------------	--

Set List



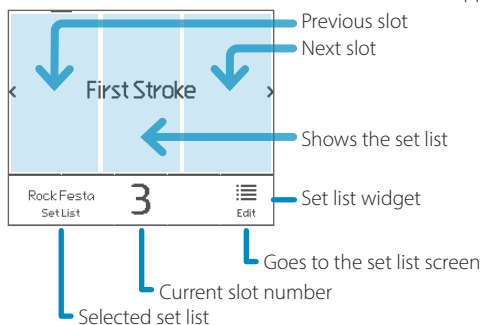
The set list function allows you to determine drum kit order along with your performance on stage. In this screen, you can manage set lists.

Parameters

List	Selects the set list number
Name	Changes set list name. • About the name entry window, see p. 13.
Activate	ON: Drum kit order is sorted along with the selected set list.
Slot up/down	Select a slot on the list. • Choose a drum kit with the value knob.
Set Tempo	Configures click for each slot • In case the Enable is checked, configured tempo and beat are applied to the click when the slot is proceeded.
Clear ALL	Clears all slots.
Delete	Deletes selected slot.
Insert	Inserts a slot before selected slot.

- You can create up to 9 set lists, and 20 slots for each.
- When the set list is activated, the set list widget appears in the home screen.

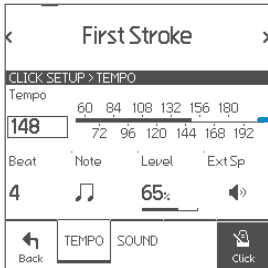
Home screen





Click Setup

TEMPO



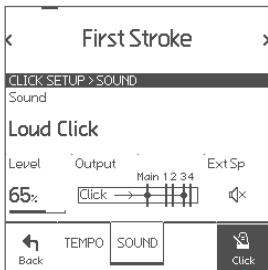
Touch to set tempo

You can configure the detailed click settings.

Parameters

Tempo	Sets tempo (BPM) • Also can be set by touching the scale.
Beat	Sets beat (time signature)
Note	Sets beat interval
Level	Sets click level
Ext Sp	ON: Activates on-board click speaker. • You can use EFNOTE as a training kit without headphones for daily exercise.

SOUND



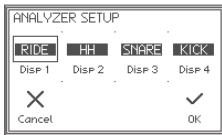
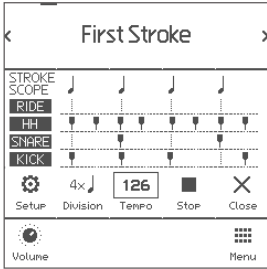
Turns click on/off

Parameters

Sound	Selects click sound
Output	Configures output routing



Stroke Scope



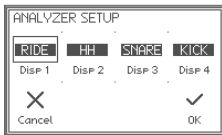
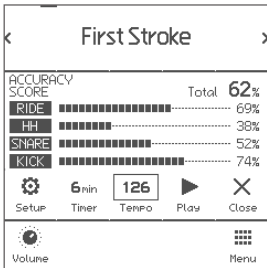
The stroke scope displays your strike timings on the time line to visualize your stroke accuracy against the metronome.

Parameters

Start/Stop	Starts/stops the stroke scope
Tempo	Sets tempo
Division	Changes the division of the scope window.
Setup	Shows the setup window to select which pads are displayed.
Volume	Shows the volume widget



Accuracy Score



The accuracy score estimates your stroke accuracies against the metronome and displays them with scores.

Parameters

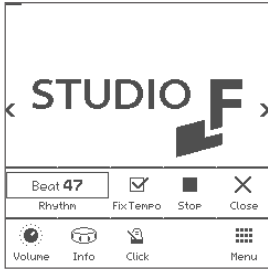
Start/Stop	Starts/stops the accuracy score
Tempo	Sets tempo
Timer	Configures period of time until finish
Setup	Shows the setup window to select which pads are displayed.
Volume	Shows the volume widget

* The scores are just for your reference and does not reflect your exact stroke/performance skills.

* Flams or rolls may lower the scores.



Rhythm Box

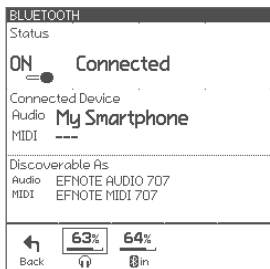


The rhythm box provides approx. 100 short drum beat loops.

This shows the rhythm box widget in the home screen.

Parameters

Rhythm	Selects drum beats
Fix Tempo	When checked, it keeps current tempo even if the drum beat is changed.
Start/Stop	Starts/stops the drum beat



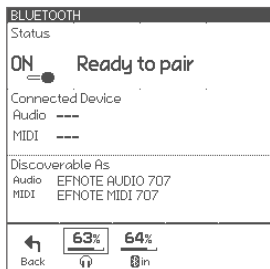
The sound module comes with the Bluetooth connectivity to be connected with your smart device.

Parameters

Status	OFF: Bluetooth is turned off. ON: <ul style="list-style-type: none"> • Ready to pair: No device is connected. • Connected: Device is connected.
Connected Device	Displays currently connected device name <ul style="list-style-type: none"> • Audio: Device name which is being connected as audio in device. • MIDI: Device name which is being connected as MIDI device.
Discoverable As	Device name of the sound module which is shown on your smart device.

Connecting

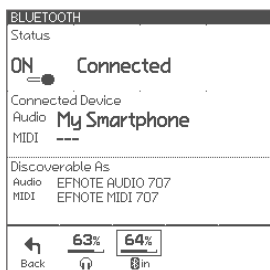
- 1 Make sure the status is "Ready to pair".
If the status is "OFF", tap it to turn on.



On your smart device

- 2 Turn Bluetooth on.
- 3 Find new device discoverable as "EFNOTE AUDIO xxx" or "EFNOTE MIDI xxx" (xxx is any value), and select it.
- 4 If pin code is required, enter "0000" (four zeros), and tap [Pair].

- 5 Make sure the status changes to "Connected", and your device name is displayed.



Controls Bluetooth input volume

Disconnecting

- 1 Tap [Disconnect] on your smart device.

Re-connecting

- 1 Tap [Connect] on your smart device.

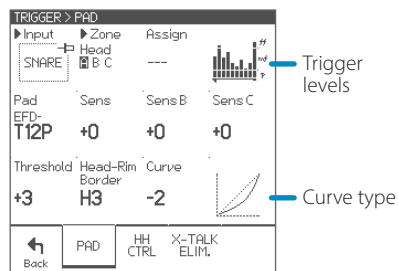
* About the operation of your smart device, refer to the user guide of your smart device.

CAUTION Be sure not to listen to audio at a high volume. It can cause permanent hearing loss.



In this section, you can optimize the pad sensing settings as needed.
The EFNOTE's trigger settings are already configured appropriately at the factory state.

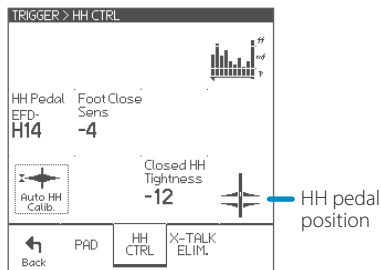
PAD



Parameters for each pad

Input	Selects optimizing target trigger input
Zone	Selects target zone
Assign	You can switch trigger input assignment for Tom 4 and Crash 3 inputs. <ul style="list-style-type: none"> • TOM 4 cable: Tom 4 or Crash 1 Cup • CRASH 3 cable: Crash 3 or Crash 2 Cup <p>* Only for Tom 4 / Crash 3 input.</p>
Pad	Selects the pad model which is connected to the input. <p>* When the pad model is changed, internal trigger settings are automatically set to the appropriate values.</p>
Sens	Adjusts sensitivity of the pad for all zones. The default value is 0.
Sens B	Adjusts zone B sensitivity of the pad. The default value is 0. <p>* Only for the inputs zone B is available.</p>
Sens C	Adjusts zone C sensitivity of the pad. The default value is 0. <p>* Only for the inputs zone C is available.</p>
Threshold	Adjusts threshold of the pad. Only when the trigger signal coming from the pad exceeds this level, the trigger is acquired. The default value is 0.
Head-Rim Border	Determines border between the head-shot and the rim-shot. When the rim-shot sound can be heard even though the head is struck, set it toward H. The default value is CTR. <p>* Only for snare and tom inputs.</p>
Curve	Adjusts the sensitivity of the pad in mf (middle) strike strength. The default value is 0.

HH CTRL

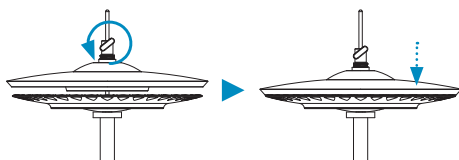


Parameters for HH pedal

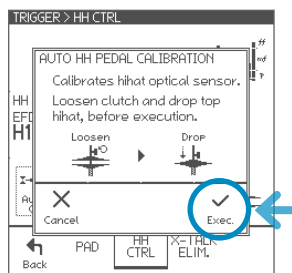
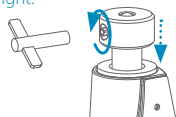
HH Pedal	Selects the HH pedal model
Foot Close Sens	Adjusts sensitivity of the foot-close and foot-splash of the hi-hat pedal. The default value is 0.
Auto HH Calib.	Calibrates hi-hat optical sensor automatically. For the procedure, see below.
Closed HH Tightness	Adjusts the hi-hat manually. When the hi-hat sound is not closed enough despite you press the pedal firmly, increase the value. When the hi-hat sound is not open easily even if you slightly release the pedal, decrease the value. The default value is 0.

AUTO HI-HAT PEDAL CALIBRATION

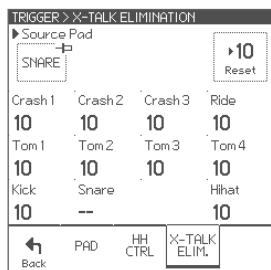
- 1 Tap the Auto HH Calib.
- 2 Loosen the clutch, and drop the top hi-hat cymbal.
- 3 Tap the Exec to calibrate.



* For the EFD-HC3 hi-hat pedal, loosen the bolt with tuning key, and drop the weight.



X-TALK ELIM.



With this settings, you can cancel cross-talk which means that when you hit a pad, you also hear sounds coming from other pads, due to the vibration travel. This phenomenon can often happen when the two pads are mounted on the same stand.

Parameters for each pad

Source Pad	Selects the source pad of the vibration
Other pads	Example: In case that you hear a Tom 3 sound when you strike the snare pad, select the snare as source pad, and increase the value of the Tom 3 until the Tom 3 no longer sounds. <i>* Note not to set too high value.</i>
Reset	Resets values for all pads.


Settings
OPTION

SETTINGS > OPTION			
LCD Contrast	Backlight	Linear Indicator Trigger	Tempo
5	5	On	Blink
Audio Level Line out	USB out	MIDI Ch	Local
Link	+0dB	Multi	On
Power Save	Info		
4 Hrs			
Back	OPTION	AUDIO PAD	AUDIO I/O RESET

These parameters configure the system general settings.

Parameters

LCD	Contrast	Adjusts the display contrast * The LCD contrast is adjusted automatically depending on the surrounding temperature.
	Backlight	Adjusts display back light brightness
Linear Indicator	Trigger	On: The indicator displays strike force.
	Tempo	Blink / Scan: When the click is on, the indicator displays the beat.
Audio Level	Line Out	The line out level can be configured as fixed level or variable level. • 0dB: Maximum level • -6dB: Applies a 6dB attenuator • -12dB: Applies a 12dB attenuator • Link: Line out level is linked to the phones level setting
	USB Out	Adjusts USB audio output level for all channels • 0dB: Normal level • +6dB: Boosts 6dB
MIDI	Ch	Configures the MIDI channel for send/receive • Multi: Configures separate MIDI channels for each pad. See the "Multi MIDI channel" table.
	Local	This should be ON normally. When Off, internal connection between the pad and the sound generator is inactivated.
Power Save	Power save function will turn power off automatically after specified period has passed since it was last played or operated. You can specify this period of time, or disable it. • 30 min / 4 Hrs: Enables the power save • Off: Disable the power save	
Info	Displays the firmware version information	

Multi MIDI channel

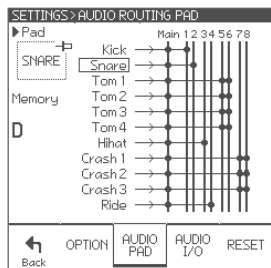
* Each channel setting is not changeable.

Pad	Ch
Kick	1
Snare	2
Tom 1	3
Tom 2	4
Tom 3	5
Tom 4	6

Pad	Ch
HH	7
Crash 1	8
Crash 2	9
Crash 3	10
Ride	11

* About the USB connection, see p. 27.

AUDIO PAD



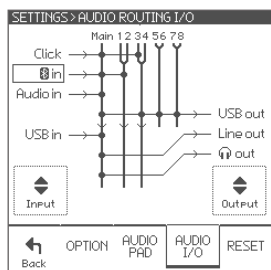
In this screen, you can configure the audio output routings for each pad.

The sound module has a stereo main bus, and 8 channel buses. The sounds from all pads always send to the main bus. Bus 1 to 4 are used for both analog and USB output. Bus 5 to 8 are used for USB output only.

Parameters

Pad	Selects edit target pad
Memory	The sound module keeps 4 different settings in the memory A/B/C/D. Changes are stored automatically to the memory currently selected.

AUDIO I/O



In this screen, you can specify the audio in/out routings.

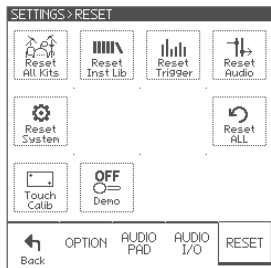
All inputs always send to the main bus.

Parameters

Input	Click	Selects the click sound destination
	Bluetooth	Selects the Bluetooth audio destination
	Audio in	Selects the Audio in signal destination
	USB in	Selects the USB audio in signal destination
Output	USB out	Selects source bus for channel 1/2 of the USB audio out
	Line out	Selects the line out signal source: Main or bus 1/2
	Phones out	Selects the phones out signal source: Main or bus 3/4 * When using the phones out as line level output, set the phones volume to 60%. Clipping may occur when exceeding 67%.

* About the USB connection, see p. 27.

RESET



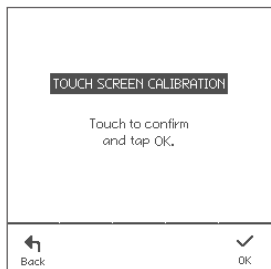
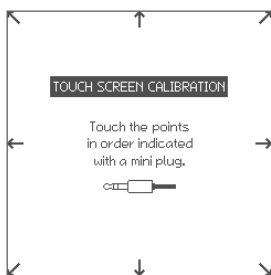
In this section, you can delete, initialize, or reset data and settings in specified area.

CAUTION With the reset operation, you will permanently lose the edited data or settings in the specified area

Parameters

Reset All Kits	Deletes all kit data and all set lists, and then restores preset kits.
Reset Inst Lib	Deletes all instruments in the Inst library.
Reset Trigger	Initializes all trigger settings to the factory settings.
Reset Audio	Resets all audio routings and memories.
Reset System	Resets all system parameters.
Reset ALL	Deletes all data and resets all settings in the sound module, and then restores to the factory state.
Touch Calib	Shows the touch screen calibration
Demo	This should be OFF, normally. CAUTION If ON, all data and settings are deleted/initialized automatically every time you turn this sound module on.

TOUCH SCREEN CALIBRATION



In case that you can't tap any button on the screen correctly, this calibration can adjust the touch screen.

1 Touch each point indicated on the screen step by step.

* Using a headphones' mini plug to touch is one idea on how to do this.

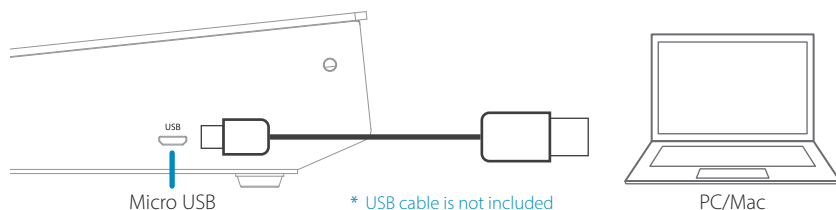
* Do not touch with your finger for the calibration.

* Be sure not to press too hard.

2 Touch the screen and confirm if the calibration is correct.

3 Tap the OK to finish.

Connecting to a PC/Mac



Supported function:

- USB Audio (8-channel Output / 2-channel Input)
- USB MIDI In/Out

Supported OS:

- Windows 10
 - Mac OS 10.13 (High Sierra), or newer
- * For the detailed supported OS information, refer to the website (p. 3).

Note for the Windows PC:

The ASIO driver installation is needed for the high quality USB audio streaming with 8 channel audio output. Without the driver installation, the sound module supports 2-in/2-out USB audio by the WDM.

The ASIO driver is available on the website (p. 3).

* The ASIO driver can be used for the EFNOTE series.

* About the USB connection to a computer, the operation is not guaranteed for all environments. Some computers may not be fully compatible.

* About the operation of computers or application softwares, please refer to their manuals.

Specifications

Trigger Interface

Input		Kick	Snare	Tom				Hi-Hat	Ride	Crash		
				1	2	3	4			1	2	3
Supported Zone	Head/Bow	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	Rim	-	✓	✓	✓	✓	✓	-	-	-	-	-
	Side-Rim	-	✓*1	-	-	-	-	-	-	-	-	-
	Edge	-	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	Cup	-	-	-	-	-	-	-	✓*2	✓*3	✓*4	-

* 1: Uses the Side-Rim cable.

* 2: Uses the Ride Cup cable.

* 3: Uses the Tom 4 cable. The Tom 4 input can be assigned as Tom 4 or Crash 1 Cup.

* 4: Uses the Crash 3 cable. The Crash 3 input can be assigned as Crash 3 or Crash 2 Cup.

Audio / MIDI Interface

Audio	<ul style="list-style-type: none"> • Line (1/2) Output: 2x TS Phone (+4dBu, Unbalanced) • Phones (3/4) Output: Stereo Mini-Phone (320 mW + 320 mW @32Ω) • Audio Input: Stereo Mini-Phone (+2dBu Max) • USB Audio: 8-ch Output / 2-ch Input (Mac/Windows ASIO, USB 2.0 Hi-Speed) • Bluetooth Audio Input (A2DP)
MIDI	<ul style="list-style-type: none"> • USB MIDI In/Out • Bluetooth MIDI In/Out (Bluetooth Low Energy/GATT) • MIDI Out: 5-pin DIN

Others

Recorder	<ul style="list-style-type: none"> • Resolution: 480 TPQN • Tracks: 5 (EFNOTE 3 series) / 15 (EFNOTE 5 series) • Capacity: Approx. 8,000 Events/Track
Drum Kit	<ul style="list-style-type: none"> • 50 (EFNOTE 3 series) • 100 (EFNOTE 5 series) <p>* Including the preset drum kit</p>
User Inst Library	<ul style="list-style-type: none"> • 50 (EFNOTE 3 series) • 128 (EFNOTE 5 series)
Set List	<ul style="list-style-type: none"> • 9 lists • 20 slots/list

* Specification and design are subject to change without prior notice.

E F N O T E

ef-note.com