

RESOTUNE II

Preliminary Owners Manual

Insert the four longer struts into the four ports along back side of RESOTUNE. Insert 4 shorter struts into front ports. Locate lug being adjusted between two middle struts. To start a function press the middle of the legend where the dot is. You will feel a tactile click. .

Press **FIND BOTH** to indentify both the lowest DRUM (fundamental) note and next higher LUG (first overtone) note. Lug note will display in green, lower DRUM note will display in red. To tune drum to different note, just tension lugs tighter or looser and RESOTUNE will follow. You want to adjust all lugs a similar amout and the red DRUM note will better refelct average tension of all lugs. So for large note changes first use DRUM, then fine tune DRUM or LUG note as desired. .

Press **TUNE LUG** or **TUNE DRUM** button alone to fine tune just one note at a time. After performing a FIND note operation you will jump into both fine tune modes. To use just one press the one you want. You can start one or both fine tune modes by pressing one or both buttons. It is reccomended that you always use FIND BOTH the first time to lock onto the correct esonances.

Press **CLEAR LUG**, to measure and clear the LUG between the two front middle struts. The first lug cleared after running **TUNE LUG** will always indicate CLEAR/green because it is the reference used to clear the other lugs to agree with. Move RESOTUNE around to the other lugs to make them CLEAR also.

The diagram illustrates the RESOTUNE II Drum Tuner interface. At the top left, the title "RESOTUNE II™ Drum Tuner" is displayed. Below it, a sequence of three buttons is shown: "FIND BOTH", "TUNE LUG", and "TUNE DRUM", with arrows indicating a flow from left to right. Below these buttons, the text "Full SCAN - Fine Tune Lug or Fundamental Note" is written. To the right of the buttons is a note display consisting of a row of ten buttons labeled with musical notes: C, C#, D, Eb, E, F, F#, G, Ab, and Ab. Above the Ab and Ab buttons are two sets of "cents above" indicators, each with three buttons labeled "+25", "+50", and "+75". Below the note display is a "CLEAR" button with arrows pointing to the left and right, labeled "Flat (below)" and "Sharp (above)" respectively. Below the CLEAR button is a "Circular Science" logo and the text "Made in USA". To the right of the CLEAR button is a "SAVE NOTE" button and a "RECALL NOTE" button, with "Memory" written below the RECALL button. The text "Protected by US PAT # 6,925,880" is located at the bottom right of the diagram.

Press **SAVE NOTE** to save the current pair of notes. If the notes are already in memory RESOTUNE will ignore the Save request. A good new **SAVE NOTE** will flash across the note LEDs. These notes are stored in the order that they were saved, unless reordered by **RECALL**.

Press **RECALL NOTE** to call up a previously saved note pair. **RECALL NOTE** will alternate playing the two saved notes. It will first display the Note, then a relative level on the same note display. When sitting on a drum you have tuned before, you should be able to step through the saved notes and easily identify which one the drum was formerly tuned to. You can also have **RECALL NOTE** search for you. by holding down the **RECALL NOTE** button, for a few seconds, when you first start it. It will quickly search through the previously saved notes and grab the best (loudest) match for the LUG note. Be carefu. If you hold down **RECALL NOTE** for several seconds while displaying a note pair you no longer want, they will be erased. |

Press **ON/EXIT** to first wake up RESOTUNE, Press **ON/EXIT** while running any operation mode and it will stop that mode and wait for your next command. Press **ON/EXIT** again to turn off RESOTUNE. You can safely jump from one mode to anther just by pressing the next mode button you want to start.