Drumstix Drumcomputer – USER MANUAL
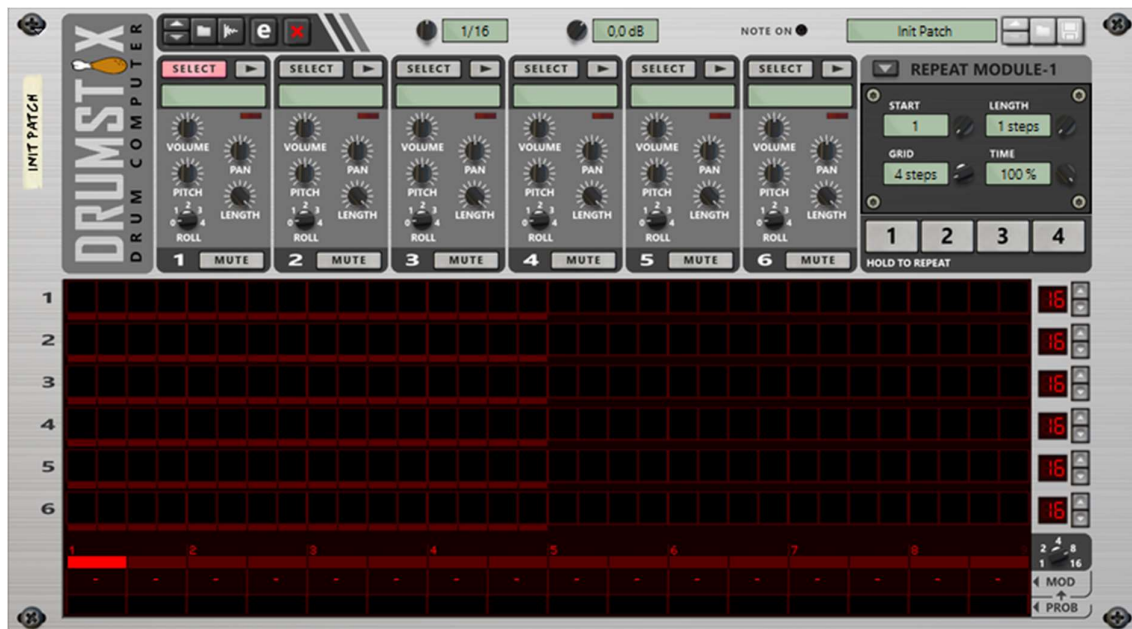
Functions Explained

LOADING SAMPLES

select slot   sample browser / edit / delete   play sample   sample name
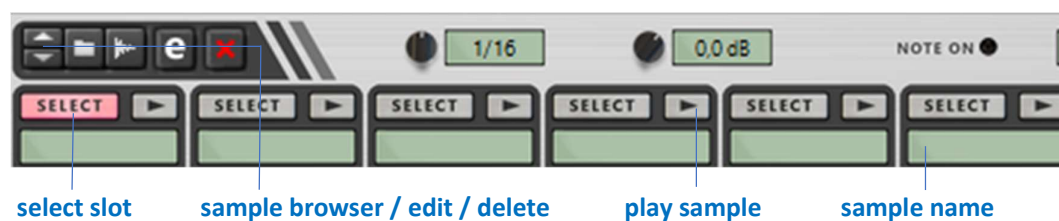
This part is used to load the samples. 6 slots are available for loading samples. This is done by selecting the wanted slot and use the sample browse button to find your sample, double-click it, or drag it in.
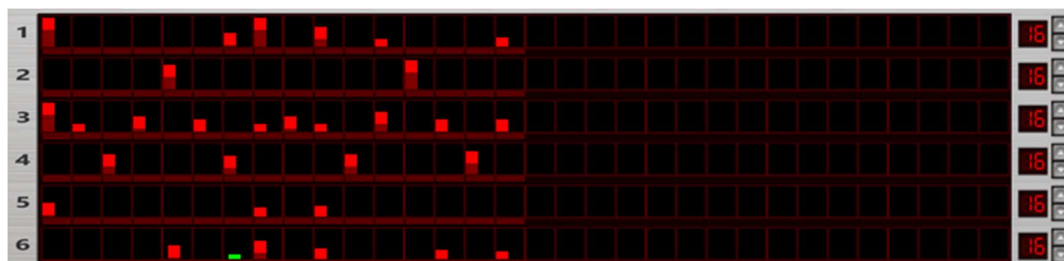
SAMPLE SLOTS

Each sample slot has a Volume, Pan, Pitch and Length setting.

The 'Roll' knob sets a value for when a roll note is drawn in the sequencer. The higher the value the smaller the interval inside the roll will be.

PATTERN MATRIX

The Pattern Matrix is where you draw your notes for each of the 6 samples. Each lane has its own 32 step length setting. Inside each black square field, a note can be drawn.

velocity grip (bright)

offset grip (dark)

Each note consists out of 2 grips. The bright grip is for adjusting velocity (drag vertical) The dark grip is for adjusting offset (drag horizontal).


Notes can also be dragged horizontally to give the note an offset to its original position. Notes can have an offset of max 1 step. The pictures above show results of giving an offset by dragging the darker grip horizontally.

A roll-note can be applied by CTRL-Clicking the Bright red grip. Adding a rollnote makes the grip turn green. A roll-note will be played following its setting on the sample slot. (note when set to '0' no roll will occur)

MOD PROBABILITY SEQUENCER

step indicator   choose action   probability slider   sequencer speed
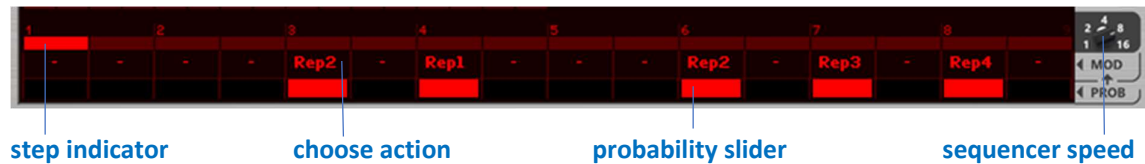
The Mod Probability Sequencer is an additional sequencer that runs along when the device plays.

On this sequencer you can control when the repeater will trigger, Or when an external pulse should be send to the corresponding cv outputs on the back.

The probability slider decides the chance a chosen event will occur. A full bar will give a 100% chance and a empty bar will give a 0% chance. And everything in between is possible to create variations and randomness of events.

This Sequencer can also be set in different lengths to make longer variations. A longer sequence will have less precise trigger intervals.

REPEATER MODULES

4 Repeat modules can be used manually of triggered by the probability sequencer. Each module is build with same controls.

Start: Set the step on which the repeat should start.

Length: The length of the repeat (duration) in steps.

Grid: The grid of the repeat in steps. Meaning the amount of notes whitin the Length that is repeated.

Time: shortens the repeat time in percentage.

When triggering manual using de 1,2,3,4 buttons the Start and Length setting will be bypassed. In this case Start is **when** the button is pressed, and Length is **how long** the button is pressed.

GLOBAL CONTROLS

Rate: Available Rate's : 1/2, 1/4 , 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/64, 1/128

Volume: Main volume control.

Note On Led: Note On led displays when the device plays.

Patch Browser: Patch browser to load saved patches.

Backside Connections Explained:

SAMPLE SLOTS

The sample slot part on the back contains the regular separate audio outputs, each slot has its gate cv input, and has a Pan, Pitch ,and Length cv input.
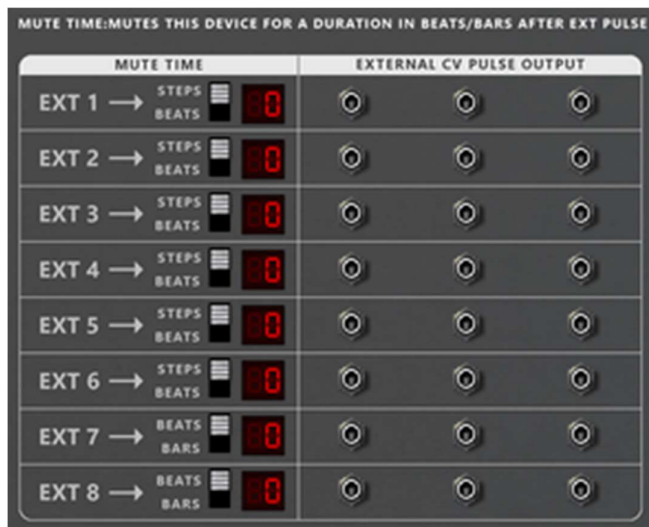

One incoming CV signal can be send to the 'cv out' output. This is done by turning on the green button. The cv out gives both a normal and an inverted signal.

REPEATER CV CONTROL

Each repeater can be turned on by a cv pulse signal, and a pulse signal to the 'off' input turns all repeaters off.

EXT OUT PULSE

When the MOD Sequencer is set to give a pulse to one of the 8 External Outputs. All 3 outputs of that particular EXT OUT will give a pulse signal. Like the text on the back says, the mute time mutes the device for a duration after the pulse is given. This can be very useful to control other things i.e. breaks or one shots.

SEQUENCE / PULSE SEQUENCE

This device needs a note to run, any note will succeed, this can be a matrix or other sequencer aswel as a note drawn in a note track. Use Sequencer CV IN to connect a note sequencer.

This device can also be started by a pulse. When using this feature give a pulse to the 'run' input, and a pulse on the 'stop' input wil stop sequence. Also a Run Length can be given to limit the duration and automatically stop sequence.