

Variation

Length

Global mute

Menus

Accent

Fillorder/ Branches

Rolls

Settings

Distribution

Activity

Dejavu / Morph

Patch name: Copy Machine (v02)

Droid patch to import 4 external drum (trigger) sequences on the fly and feed them into algoquencers to apply dynamic rhythm modulations.

System requirements: Droid master on firmware blue-3 (~50% RAM), 2x P2B8, 1x P10

Main features and functionality:

Input of 4 trigger sequences. Output of 4 modulated trigger sequences and 4 accent sequences.

Large pots set global parameters for activity (P1.1), variation (P1.2), fills (P2.1), rolls (P2.2), offbeats (P3.1) and distribution (P3.2).

Small pots set individual channel parameters for activity, dejavu (left of 12 o'clock) and morph (right of 12 o'clock).

Left button group selects between 7 menus (B1.1-B1.6 and B1.8), a global mute button (B1.7), and a global clear function (long-press B1.1).

Right button group (B2.1-B2.8) adjusts values associated to the menus.

Menu 1: Mute

Mute/unmute individual channels. 1st column mute on/off. 2nd column unmute.

Additional feature: 4 moving leds indicating bar progression.

Menu 2: Reroll

Reroll random seeds. 1st column seed for trigger modulation. 2nd column seed for accent modulation.

Menu 3: Pattern length

Adjust the lengths of the output patterns from 16-1. Short presses of left/right buttons decrease/increase pattern length. Long press of right button activates length range 16-9 and sets pattern length to 16. Long press on left button activates length range 8-1 and sets pattern length to 8. Lit left/right leds indicate current lengths are 8/16. Flashing leds indicate current lengths are deviating from 8/16.

Menu 4: Accent level

Adjusts level contrast between accent and non-accent triggers. Left/right buttons follow same logic as in menu 3. A value of 16 means accent levels are identical to non-accent levels (= no accents). Lower values gradually increase the spread between accent and non-accent levels.

Menu 5: Fills and rolls

Activate/deactivate fills and rolls for each channel. Modulation depths are set by global pots.

Menu 6: Variation

Left button column activates/deactivates variation for each channel. Modulation depth is set by global pot. Right column hosts a 4-state button for each channel to enable 4 attenuation factors to the global modulation depth (1, 0.75, 0.5, 0.25).

Menu 8: Fillorder and branches

Left button column sets value for fillorder (0-3), right column sets value for branches (0-3).

Submenu 8: Presets and bypass

A long press on menu 8 calls a submenu (pulsing led), in which the whole drum pattern and its parameters can be saved as 7 presets by a long press on buttons B2.1-B2.7. Recall a preset by a short button press or by cv (I2: 0-6V, I3: trigger). Presets are loading at the end of the current bar.

Button B2.8 is a bypass function, which cuts the algoquencers from listening to the external trigger inputs. When activated, triggers of a loaded preset are played independent of the external trigger inputs. When deactivated, only the parameters of a preset are loaded, whereas the triggers are still determined by the external inputs.