

Main Process

Drum Program

Example:

Beats Per Minute → 150

Number of Beats → 8

Pattern → kick-silence-snare-hat

Trigger Track Generation
Based on Parameters

Drum Track Assembler
(Waits for Trigger)

Drum Track

Send to Speaker
and/or
Save to Disk

DRUM KIT (Shared Memory)
1 representative for each drum type

Kick

Snare

Hat

Shake

Others...

Generative System

Updates a drum representative in the drum-kit when new drums are found

Sub-Process Running Perpetually