

## 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 Essembler  
(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

