Main Process

DRUM PROGRAM
Example:
Beats Per Minute → 150
Number of Beats → 8
Pattern → kick-silence-snare-hat

Trigger Drum Track
Generation Based on Programming

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

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

Sub-Process Running Perpetually