

ALM – ALM005 - Dinky's Taiko

- Manual PDF
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[ALM-005 'Dinky's Taiko' Manual \(PDF\)](#)

Using ALM-005 'Dinky's Taiko' to Build Full-Length Eurorack Songs

The **ALM-005 Dinky's Taiko** is a highly versatile digital drum voice module with richly voltage-controllable parameters, making it capable of far more than just static drum hits. To turn cool grooves into full-length songs and evolving arrangements in a Eurorack environment, you'll need to combine its strengths with the sequencing, modulation, and mixing capabilities of other modules. Here's how to get there:

1. Understanding What Taiko Can Do

- **Sound Palette:** Dinky's Taiko can cover a huge range of percussive, metallic, blip, noise, and synthesized drum sounds—any slot in a conventional drum kit, as well as more experimental percussion and tuned tones.
 - **Voltage Control:** Nearly every parameter (except EQ tilt) is voltage-controllable, permitting rich modulation.
 - **Choke and Accent:** Unique performance control inputs for dynamic variations per step.
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2. Moving from Loop to Song

A single pattern rarely makes a great full-length track. Here's how to expand the Dinky's Taiko role across an entire song:

A. Sequenced Variation & Pattern Changes

- **Sequencers:** Use a polymorphic or multi-track trigger sequencer (e.g., **ALM Pamela's PRO Workout**, **Mutable Grids**, **Intellijel Metropolis**) to send both triggers and accents/chokes for evolving patterns.
- **Multiple Patterns:** Program intro, verse, chorus, bridge, breakdown, and fills—send different trigger/accents per song section.
- **Live Pattern Change:** Manually switch patterns or sequence scene/slot changes.

B. Modulation Over Time

- **Precisely Modulate Parameters:** Use LFOs, envelopes, or function generators (like **Make Noise Maths**, **ALM Pam's** or **Malekko Voltage Block**) to sweep or step through parameters such as:
 - **Spectrum:** Morph noise brightness for verse vs. chorus.
 - **Release & Speed:** Shorten/lengthen for breakdowns or fills.
 - **Freq Start/End & Wave:** Move from a standard drum to clangy FM or digital zaps for dramatic changes.
- **Randomization:** Send S&H or random stepped voltages (e.g., **Wobblebug**, **Turing Machine**) to selected inputs for fills or glitchy sections.
- **Visuals as Cues:** The output LED helps check signal change intensity live.

C. Macro Arrangement and Performance Techniques

- **Manual Control:** Fade between Noise and Oscillator sounds using the **Mix** knob (or modulate with CV for automations/build-ups).

- **EQ Tweaks:** Tweak the EQ for brighter/darker sections by hand.
 - **Accent/Choke for Dynamics:** Accent to bring attention or hit harder, choke for immediate cuts or gating.
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3. Interaction With Other Modules

Layering and Multitimbrality

- **Multiple Dinky's Taikos:** Chain two or more units for polyphonic percussion or tuned drum melodies.
- **Run Through Effects:** Send outs to reverb, delay, or distortion modules (**ALM MFX**, **Strymon Magneto**, **Desmodus Versio**).
- **Further Processing:** Send into VCAs for external envelopes, or filters for spectral animation.

Mixing For Structure

- **Automated Muting/Cuing:** Use mutes, crossfaders, or voltage-controlled switches/VCAs to drop in/out drums section by section.
- **Submixers:** Blend Dinky's Taiko with other drums, synth voices, or samples for evolving textures.

Melodic Role

- **Tuned Percussion:** Use CV pitch sequences into **Freq Start/End** for basslines or melodic percussion—the changes don't track 1v/oct but melodic shape is possible.
 - **Wave Scanning:** Sequentially scan through the 24 waveforms with step sequencer or LFO for timbre changes.
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4. Example Full Site Patch—Building a Track

- Use Pamela's PRO Workout to trigger Taiko, sending base rhythm, a
- Add an LFO to sweep release or mix over the course of a build-up/
- Sequence Freq End CV for tonal changes in melody/percussion lines
- Perform manual EQ/mix tweaks for intro/outro dynamics.
- Use a VCA or mute to drop Taiko out for a breakdown, bring back i
- Process output with delay/reverb for larger chorus sections.
- For longer jams, use a CV switch to change between pre-patched LF

5. Tips for Full-Length Arrangements

- **Storyboard** your track: plan which parameters and triggers should evolve through the intro, verse, chorus, bridge, and so on.
- **Automate** with slow modulation sources: set sweeping LFOs/envelope generators to ramp or morph sounds over minutes.
- **Utilize Choke** for both rhythm gating and call-and-response phrase structure between percussion elements.
- **Treat Taiko As A Voice**: melodic percussion, noise wash for atmospheres, or spot accent instrument (not just as static drum).

6. More Resources

- [Official ALM-005 'Dinky's Taiko' Manual \(PDF\)](#)
- [ALM Busy Circuits Website](#)
- [Eurorack Songwriting Tips \(ModWiggler Forum\)](#)
- [Eurorack Patchbook \(DivKid\)](#)