Bleep Drum User Guide & Hacking Info

Guide for Bleep Drum code v003 (also applies to Dam Drum 2.0).

Basics

Output:

The output is mono but comes out as phased stereo when a stereo plug is in.

The tip of the jack is the signal and the signal is ground. The sleeve is unconnected.

This mean's that when headphones are plugged in it sounds huge but when a mono plug is in it is just mono.

When connecting the Bleep Drum to other gear always use a mono 1/8″ cable or a stereo cable with a mono 1/4″ adapter.

The left knob controls the pitch of the red pad, the snare.

Right knob controls the blue, tom pad.

Play – Stop and start playback of selected sequence. Light will blink white on the beat.

Record – Start and stop additive recording. Any pad played will be added to the sequence. Light blinks red.

Tap – Tap tempo

Shift + pad = Change to that color sequence. Light will change to that color.

Shift + tap + right knob = Change tempo with knob.

Shift + Play = Reverses samples

Play + Record = Erase current sequence.

Blue and yellow sequences start with kick on the 1 and 3.

NOISE MODE 30XX

Hold shift while turning on the device. The light will turn green. Hitting shift again will turn it pink and blinky

Green – Pots control the pitch just like normal

Pink – Pots control noise.

All other controls are the same.

MIDI Implementation

Trigger Note – Pitch CC – Pad

C4 – 70 – red tick

D4 – 71 – blue tom

E4 – 72 – clap green

F4 – 73 – yellow kick

(Some DAWs, like FL Studio, seem to be transposing the output up or down and octave. If your device isn't responding to these keys, try C5, D3, etc.)

G4 – toggle play

A4 – Reverse toggle

Bb4 – Noise toggle

In noise the four ccs change different variables.

C5 – Select blue sequence

D5 – Select yellow sequence

E5 – Select red sequence

F5 – Select green sequence

G3 – MIDI step (This is used to advance the sequence one 32 note. While midi clock is not supported, this can be used to sync with the rate of another device)

MIDI channel select:

with the device off, hold one of the pads down to select a midi channel.

If no pads are held down during power on the Bleep Drum will receive on all MIDI channels.

Red = 1

Blue = 2

Green = 3

Yellow = 4

Modding

Here is a guide to getting your own samples into the Bleep Drum.

The pads on the left side are for future expandability and hacking. Note That in the new MIDI version does not have the tempo trigger input.

To reprogram the device, use a Arduino Duemilanove or UNO with the chip removed. Connect thr RX, TX, reset and ground pins between the Bleep Drum and Arduino board. Now you can upload directly to the device from the Arduino IDE.
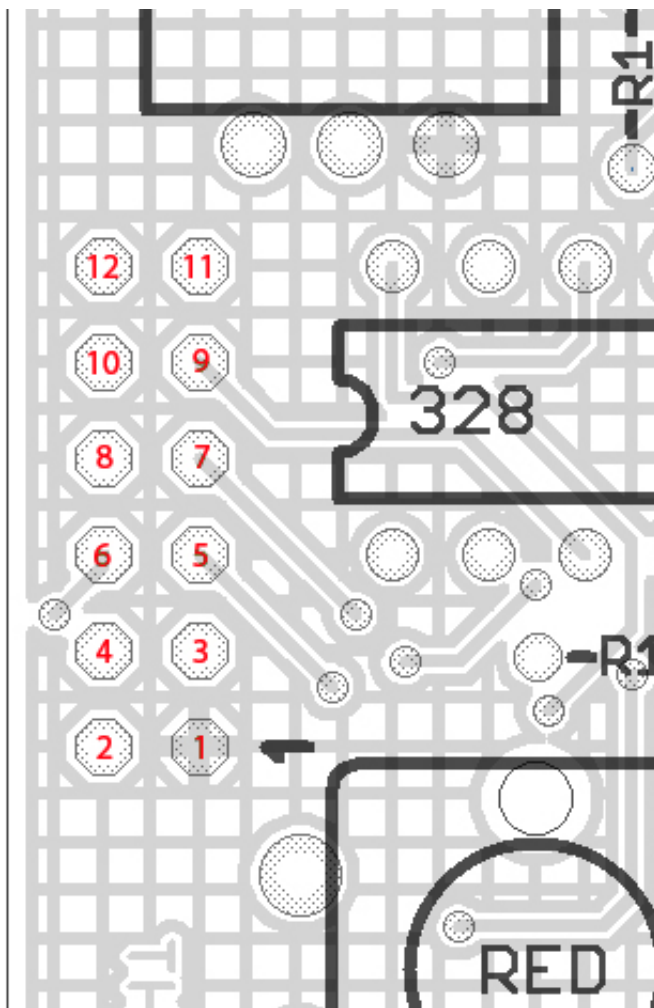
1 – Ground

2 – Tempo output (high pulse every 1/8th)

3 – +5V

4 – Tempo input (low pulse advances 1/8th. Not available on MIDI version)

5 – Trigger yellow

6 – Trigger blue

7 – Trigger red

8 – Trigger green

9 – TX

10 – RX

11 – +9V (Straight from battery)

12 – Reset

When a low pulse is sent to one of the trigger color buttons, that pad is activated.

0 1

BD001 V012

C1

MCP4901
E/P 18R8
1224

PLAY   REC   TAP   SHIFT