

Basic Functions

- Press the start/stop button to start or stop the rhythm
- Press buttons A/B/C/D to select different knob functions (see table below)
- Turn any of the four knobs to alter the parameters in the current selected group (see table below)
- Tap the tap tempo button repeatedly to set the tempo
- Press buttons A+B together to load a session, then choose which session to load by pressing any of the buttons (or press multiple buttons together to cancel)
- Press buttons C+D together to save a session, then choose which slot to save your session in by pressing any of the buttons (or press multiple buttons together to cancel)
- Press buttons B+C together to change the current active memory bank, then choose a specific memory bank by pressing any of the buttons

Other functions

A few extra hidden functions:

- Press buttons A+B+C together to reset your beat to default values. This will not affect any saved beats
- Press buttons A+B+D together to generate a random beat. This will also not affect any saved beats

Parameters

There are 16 different parameters which can be adjusted on DrumKid, split into four groups, with each group's four parameters controlled by the four knobs. The parameters are grouped as follows:

Group A (randomness)

1. Chance
2. Zoom
3. Range
4. Midpoint

Group B (effects)

1. Pitch
2. Crush
3. Crop
4. Drop

Group C (drone)

1. Drone
2. Modulate
3. Tuning
4. Note

Group D (rhythm)

1. Beat
2. Beats/bar (time signature)
3. Swing
4. Tempo

You can try out each parameter by starting a rhythm (using the start/stop button), then selecting a group and turning the different knobs. For example, try selecting group B (by pressing the B button) then turning the first knob, which will now control "pitch". You should hear the sound change. Below are descriptions of exactly what each parameter does, and how it can be used.

Chance - The probability of extra drum hits being generated. At zero, the beat will be completely unchanged, while for higher values there will be lots of extra events, usually creating a busier, messier beat. This can be used in conjunction with zoom, midpoint, and range to create drum fills that transition organically from a simple beat.

Zoom - Chooses which subdivision of the beat should be affected by the randomly generated extra hits. When zoom is at zero, beats will only be generated for "whole notes" (i.e. the first beat of the bar). Higher values will affect half notes, quarter notes, eighth notes, and so on. A medium value is a good place to start for zoom, but turning it up can make a beat or fill sound more "urgent". Some of the smaller subdivisions will vary depending on the current "swing" setting.

Range - This is the range of velocities which will be assigned to the random hits, and works in conjunction with "midpoint" (see below). For all the random hits to have the same velocity as each other, keep this value at zero. For a wide range of velocities, turn this up high.

Midpoint - This is the average velocity of the randomly generated hits, and works in conjunction with "range". Note that this control does allow negative values (below halfway). If you set the midpoint to maximum and have range set at zero, all the randomly generated hits will be at max velocity. Conversely, if you set it at zero, some hits will be muted. Setting it somewhere in the middle (with non-zero range) will add some random hits while reducing the volume of others. Try keeping midpoint at a three-quarters setting to add a bustling undercurrent to your beat, or turn it up briefly to create a drum fill.

Pitch - Alters the playback speed of the samples. Will play samples backwards if you turn the knob below halfway.

Crush - Reduces the number of bits used to calculate the audio output, creating a digital distortion effect. Higher values are clean, lower values are more distorted (fewer bits).

Crop - Crops the end of the samples, creating a staccato effect. Lower values are more cropped.

Drop - This control mutes some or all of the drum channels, allowing you to quickly "drop" everything except the hi-hat and snare, for example, or only retain the kick drum. Broadly, this control has "treble-y" channels at one end and "bass-y" channels at the other. The setting corresponding to all the channels being audible is somewhere in the middle.

Drone - generates a drone which can be mixed with the drum sounds. The "drone" parameter controls the amount of raw drone signal added to the mix. Turning to the left adds a single tone, while turning to the right adds two tones, a fifth apart. A halfway value mutes the drone.

Modulation - The drone can also be used to modulate the audio signal from the drums, creating a robotic effect. When "modulation" is set at halfway, no effect is heard. Turning the knob to the left modulates the drums with a single drone, while turning it to the right modulates the drums with two tones, a fifth apart. Turning the knob all the way left or right creates an extreme effect, while values closer to halfway will be more subtle.

Tuning - Controls the overall tuning of the drones (both the single and fifth tones).

Note - Alter the root note of the drones, in semitone steps over an octave range.

Beat - Chooses between a series of basic underlying drum patterns (see "preset beat list" below).

Beats/bar - Alters the time signature of the beat, i.e. the number of steps in the pattern. You can have between 1 and 13 beats in a bar, or if you turn the knob all the way to the right, the time signature will be randomised at the start of each bar.

Swing - Creates a swing feel to a beat by altering the timing of certain hits. There are three settings: straight, partial swing, and full (triplet) swing.

Tempo - Alters the tempo (BPM) of the beat. Will override any tempo previously set using the tap tempo function. Has a range of 10BPM to ~1000BPM, with the "sensible" tempos grouped in the middle of the range.

Pre-set beat list

The pre-set beats can be accessed via hitting button D and turning pot 1.

Beat - Chooses between a series of basic underlying drum patterns

Please note that the LED pattern for each beat is illustrated to help you find the correct beat.

1. You can leave your hat on ●○○○○
2. Johnny Two-Hats ○●○○○
3. Drum lesson ○○●○○
4. Half-time rock ○○○●○
5. There there ○○○○●
6. Metal ●○○○○
7. Four to the floor ○●○○○
8. "Dance" ○○●○○
9. Blue Monday ○○○●○

10. Chime ○○○○●
11. Funk Soul Brother ●○○○○
12. Amen I ○●○○○
13. Amen I ○○●○○
14. Superstition ○○○●○
15. Derribar el muro ○○○○●
16. Hips don't lie ●○○○○
17. Videotape ○●○○○
18. Videotape (Bonnaroo) ○○●○○
19. Military ○○○●○
20. Ballad ○○○○●

- 21. Waltz ●○○○○
- 22. Take Five ○●○○○
- 23. Unsquare ○○●○○
- 24. Nihil ○○○●○