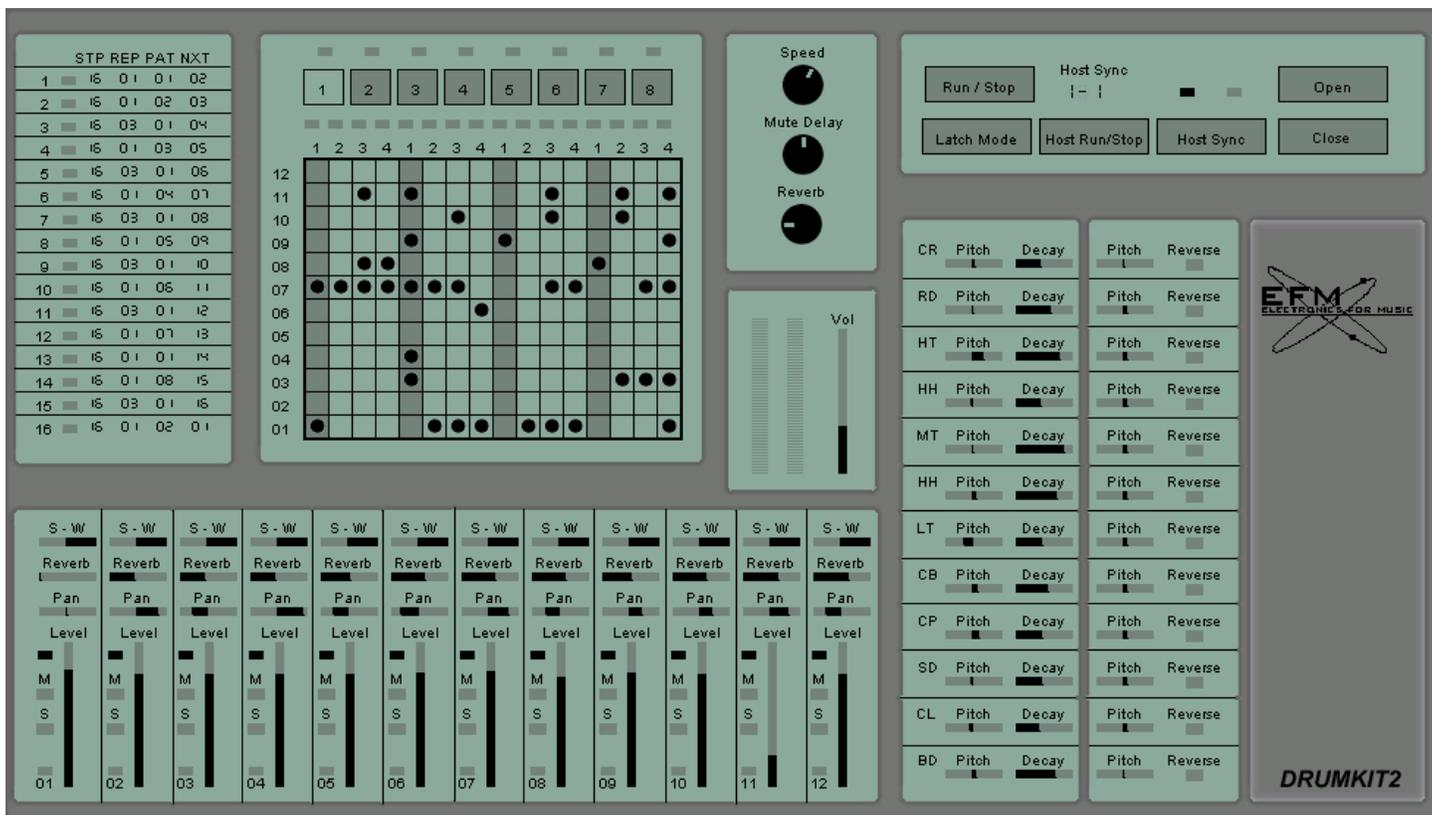


## EFM Drumkit2



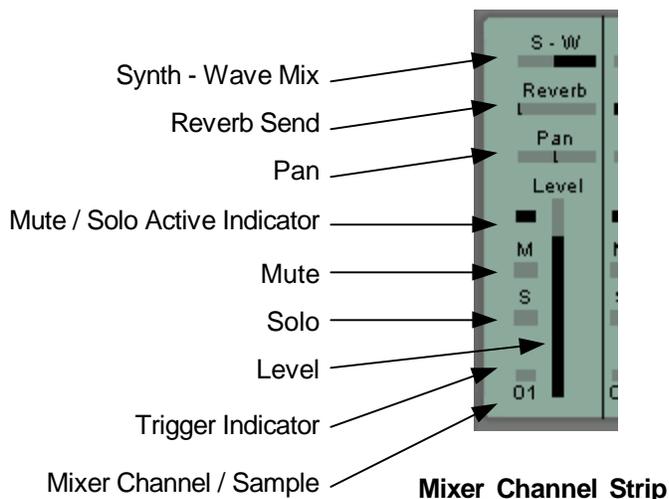
The **EFM Drumkit2** is a different kind of drum machine. It has four distinct modes of operation.

- Sample and Percussion Synthesizer Player
- Live Pattern Play
- Free Run Pattern Play
- Sync To Host Pattern Play
- Drumkit2 sends midi out.

All controls respond to a single mouse click or click and drag up - down movements.

### Mixer

C2-B2 (12 Notes) sent from your midi controller or sequencer will be used to trigger mixer channels one through twelve. Each channel can have a mix of samples and/or analog synthesized sounds.



## Mixer - cont.

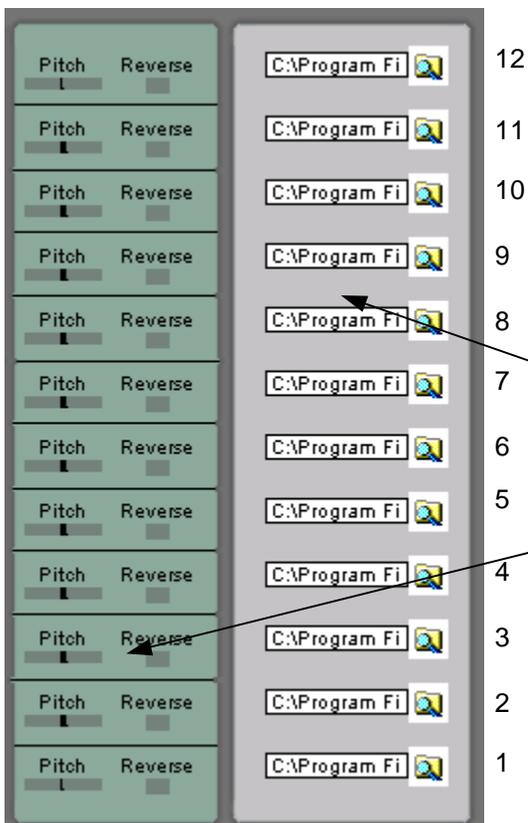
The sound from each channel is easy to set up. The drum synthesizers have been chosen to give you a complete kit of electronic sounds.

### Drum Synthesizers

The sound from each channel is easy to set up. The drum synthesizers have been chosen to give you a complete kit of electronic sounds. Each generator be modified by pitch and decay.

There are twelve generators one for each mixer channel. They are stacked in a single column with channel one on the bottom and channel twelve on the top.

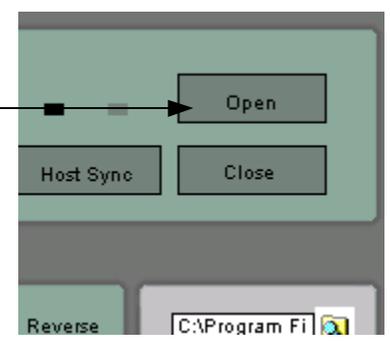
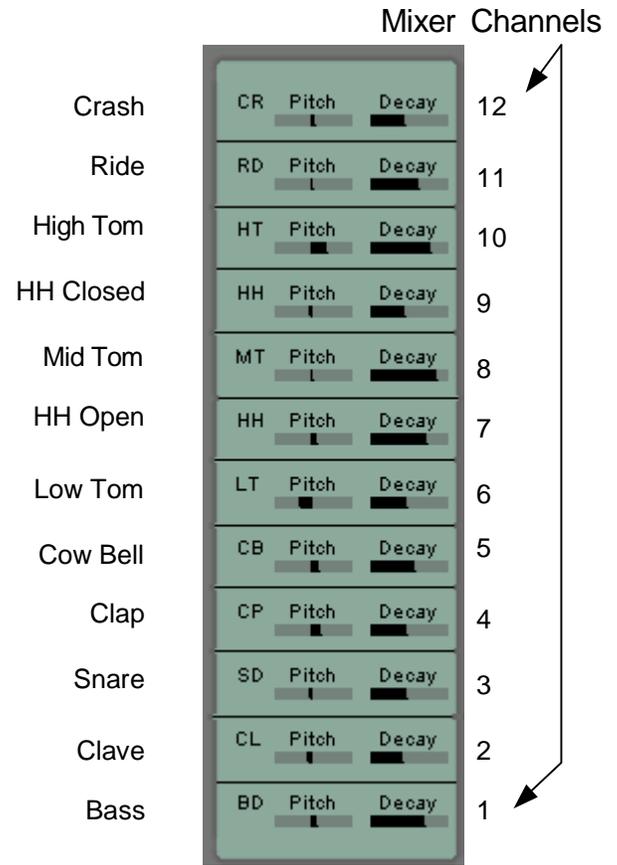
### Sample Slots



Click the open button here and the panel will open to show a bank of sample slots.

Pitch and reverse can be modified for each sample.

Mixer Channels



## Mixer - cont.

### **Sequencer Speed**

Speed of non-host play.

### **Mute Delay**

This controls mute length. Unless the output is muted, loading a bank of samples when you change patches can make a horrendous sound. Set it so that mute time is a little bit longer than the loading noise.

### **Main Reverb return**

Master reverb level

### **Main output volume and level indicators**

Master Volume



## Pattern Sequencer

If all you want to do is trigger samples by midi note you can stop right here for everybody else, let's take a look at the pattern sequencer.

Pattern Sequencer

Active Pattern Indicators

Pattern Select Buttons

The Pattern Sequencer interface consists of three main sections. On the left is a table with 16 rows and 4 columns labeled 'STP', 'REP', 'PAT', and 'NXT'. In the center are 8 pattern select buttons numbered 1 to 8, with 6 buttons (1-6) currently active. On the right is a sequencer grid with 16 rows (01-12) and 16 columns (1-4 repeated). A 'Sequencer Clock' indicator is shown above the grid. The grid contains black dots representing active patterns at various positions.

	STP	REP	PAT	NXT
1	16	01	01	02
2	16	01	02	03
3	16	03	01	04
4	16	01	03	05
5	16	03	01	06
6	16	01	04	07
7	16	03	01	08
8	16	01	05	09
9	16	03	01	10
10	16	01	06	11
11	16	03	01	12
12	16	01	07	13
13	16	01	01	14
14	16	01	08	15
15	16	03	01	16
16	16	01	02	01

Pattern Grid

## Pattern Sequencer cont.

### Active Pattern Indicators

When running these indicators will show the active pattern.

### Sequencer Speed

When not in host mode this controls how fast the sequencer is running.

### Pattern Select Buttons

Clicking buttons 1-8 will show the corresponding pattern

### Sequencer Clock

When running these indicators will chase left to right to show the active pattern column.



## Pattern Sequencer

When running the pattern sequencer will advance 1 to 16 sequences until it encounters a stop command.

STP - Number of steps to play (1-16)

REP - Number of repetitions (1-16)

PAT - Pattern to Play (1-8)

NXT - Next Pattern (1- --) (-- = Stop)

To set pattern one to repeat 16 steps until manually stopped enter.

[1] 16 - 01 - 01 - 01

(Pattern one (x1) pattern two (x3) ) x 2 [--] end

[1] 16-01-01-02

[2] 16-03-02-03

[3] 16-01-01-02

[4] 16-03-02- --

## Pattern Sequencer

	STP	REP	PAT	NXT
1	16	01	01	02
2	16	01	02	03
3	16	03	01	04
4	16	01	03	05
5	16	03	01	06
6	16	01	04	07
7	16	03	01	08
8	16	01	05	09
9	16	03	01	10
10	16	01	06	11
11	16	03	01	12
12	16	01	07	13
13	16	01	01	14
14	16	01	08	15
15	16	03	01	16
16	16	01	02	01

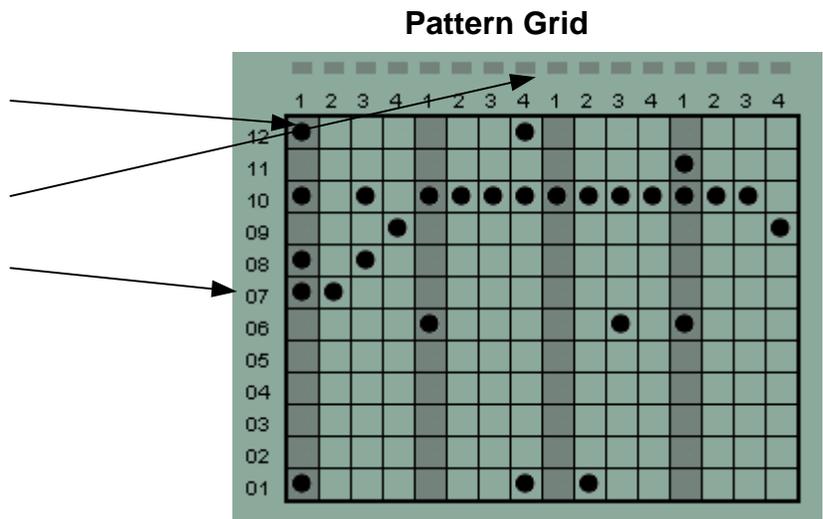
## Pattern Grid

To program a pattern simply click in the cells

Theses indicate which column is active.

Numbers 1-12 indicate the mixer channels.

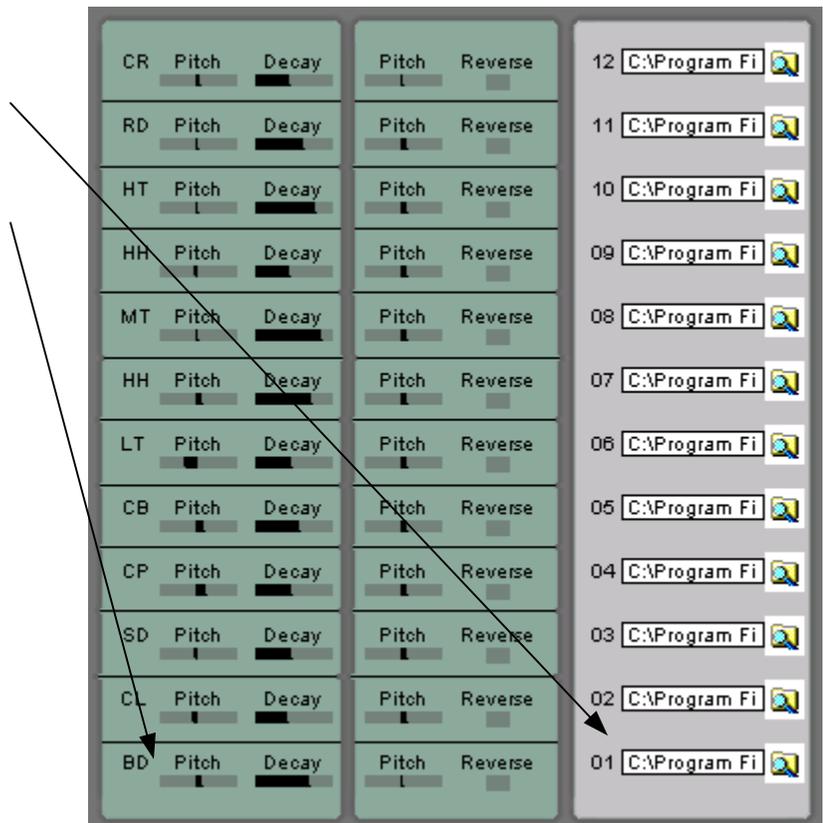
The Grid is arranged in 16 steps by 12 channels.



## Operation

Select a sample or percussion generator. Usually you'll want to load a Bass Drum sample into channel 1, Clave or Rim Shot into channel 2, Snare into channel 3 and so on, to correspond to the percussion generator sounds. However any sample can be loaded into any slot.

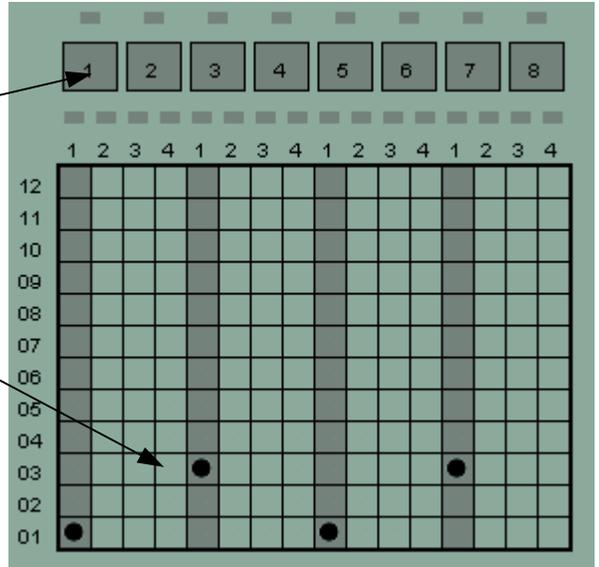
For example you could load and tune Bass, Guitar or vocal samples.



Operation cont.

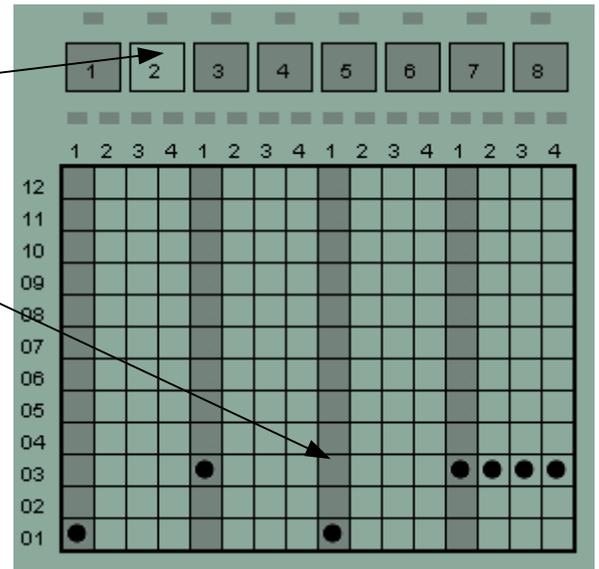
Select Pattern 1 and program a simple beat.

The bass drum will play on 1 and 9. The snare will play on 5 and 13.



Select Pattern 2 and program a variation.

Set the pattern sequencer so that step 1 plays pattern 1, 16 steps, 3 repetitions. Then step 2 plays pattern 2, 16 steps, 2 repetitions and return to Step 1. This will repeat until manually stopped.



Step	Rep	Pat	Next
1	16	03	01 02
2	16	01	01 01
3	01	01	01 --

This sequence will program the pattern sequencer to play 3 times and stop

**Note:** If the sequencer is not manually stopped you will have to press Run / Stop twice before the sequence will run again.

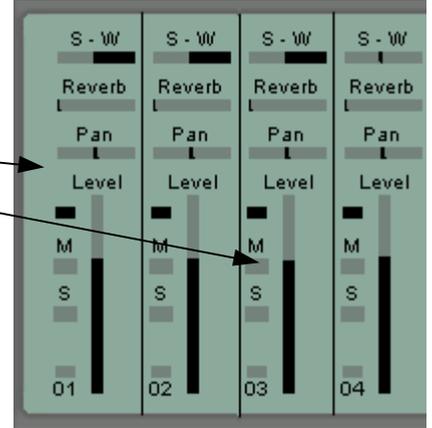
Step	Rep	Pat	Next
1	16	03	01 02
2	16	01	02 03
3	16	03	01 04
4	16	01	02 05
5	16	03	01 06
6	16	01	02 --
7	01	01	01 --

**Operation cont.**

Set the mixer so that it plays samples on channels 1 and 3.

Then click Run / Stop.

Adjust the play Speed.

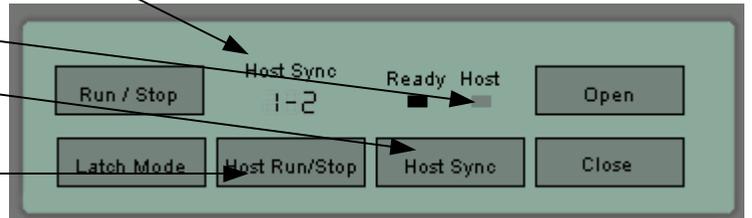


**Host Sync**

This controls how the sequencer responds to the host clock. 1-1, 1-2 or 1-4 beats.

This indicates that the host is active when the Host Sync button is pressed

Host Run / Stop will control the sequencer regardless of the host's run status.



## Latch Mode

In latch mode you can play pattern 1-8 sending midi notes (C1-G1)



These indicate the pattern playing.



**NOTE:** Indicator 1 will stay on.

Set the Pattern Sequencer to repeat pattern 1 until manually stopped.

Step	Rep	Pat	Next
1	16	01	01 01
2	01	01	01 --
3	01	01	01 --

Click the Run / Stop button to start.

