

UI



Self-explanatory

I'm not explaining the basics, the labels should be enough, but a quick hands-on play with it and I guess anyone can figure out the basic operation.

Time signal

Can be manipulated, see below. Like all time signals it rises from 0 to the current playing number of beats (not steps, so some scaling required if you're modulating it, let's say you're working with 4 steps, you need to scale the alternative time signal by times 4 to make it go 0..4 instead of 0..1).

MIDI

The midi input is just a way to chain (pass-through), so you can have a regular MIDI stream go untouched, and use Euclidean(s) to add to it.

Modulating the note

The note is the primary MIDI note the sequencer outputs. If you want to dynamically change it, use a morph:

- Set the lowest note you want.
- Set the morph at minimum.
- Press ASSIGN.
- Go to the note list and select the maximum note you want.
- Done: now the morph button spans from your note defined range. And you can modulate it.
- For instant fun, use a randomizer instead of a morph (trigger it with one of the gates you'll see below).

Modulating steps/fills/accents/offset

All these inputs go from 0 to 32. If you want to modulate them by precise values, here's the numbers they need to be receiving (formula is $1.0/steps$):

0	0
1	0.03125
2	0.0625
3	0.09375
4	0.125
5	0.15625
6	0.1875
7	0.21875
8	0.25
9	0.28125
10	0.3125
11	0.34375
12	0.375
13	0.40625
14	0.4375

15	0.46875
16	0.5
17	0.53125
18	0.5625
19	0.59375
20	0.625
21	0.65625
22	0.6875
23	0.71875
24	0.75
25	0.78125
26	0.8125
27	0.84375
28	0.875
29	0.90625
30	0.9375
31	0.96875
32	1

Triplets

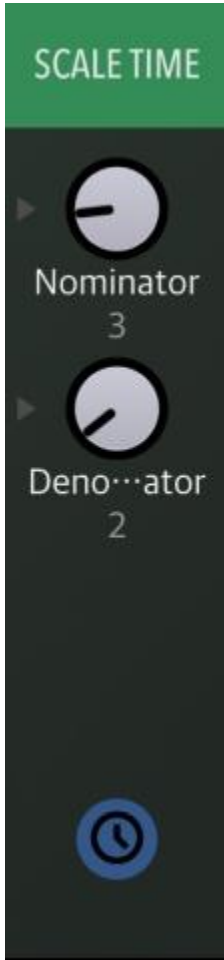
https://forum.beepstreet.com/discussion/comment/46320/#Comment_46320

0



You can modulate steps/beat using a morph (or a randomizer).

Scale time



https://forum.beeperstreet.com/discussion/comment/46358/#Comment_46358

It will connect to Time signal (clock* symbol), and like other time related modules, will modulate it.

*Not to be mixed with Clock in general or known from analog modular world, but they are interconnected...

- clock is a stream of pulses or gates generally, where the distance between the pulses will determine the tempo - like f.e Tap tempo in many apps; in modular analog world this is how tempo is set
- Time signal in Drambo is basically a position in your pattern or clip measured in beats, so 0 at the beginning of the clip, 1 at first beat, 2 at second etc... if your clip is 16 steps long (4beats) at the end of the clip Time signal will reach 4 and reset back to 0 for the next cycle. Imagine it like a song position in some DAWs that support it, except in Drambo it's most effective in relation to clips instead of linear songs.

In Drambo you have various ways to play with time...

First of all you can set Clip speed relative to tempo (bpm)

Then you have these Time modules relative to clip speed to further manipulate things.

MISC/UTILITY TIME Category:

- Counter will convert clock signal (stream of pulses or gates) into Time signal
- Reset time will reset Time signal to 0 on incoming gate
- Reverse time is self explanatory
- Scale time allows drastic changes by multiplying and/or dividing Time signal
- Shift time allows to offset time
- Swing time modifies the time signal so swing is added
- Transport time will not reset time at the end of the clip but run until transport is running - useful if you want to detach certain things from clip length (f.e clip is 16 steps long and you apply modulation with CV sequencer module with 5 steps long sequence and you don't want CV sequencer module to reset on each clip cycle)

- not in the category, but belongs here is clock generator, which is the opposite of the Counter module - converts Time signal into clock

All modules that have Time signal port will rely on these modules (sequencers, some LFOs, some time based effects) and this signal can be used consequently via Clock generator on everything that accepts Gates.

<https://www.youtube.com/watch?v=gu0CXpyZpR4>



Note in the video, that while the clip runs at normal speed each of the CV sequencers do their own thing:

- CV seq 1 - doing triplets with swing added
- CV seq 2 - runs reverse without reset on each clip cycle even though it's 7 steps long
- CV seq 3 - well, after all this mystification Time signal is just a number between 0 and 'infinity' so can be generated by a simple LFO (or anything else), so CV seq 3 is simply using the output of LFO (with an offset) to run back and forth.

Swing time

MIDI quantize

Sweet spots

The geometry of musical rhythm

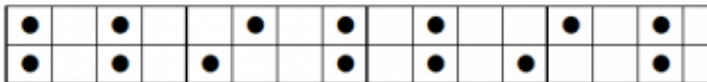
https://forum.beepstreet.com/discussion/comment/46480/#Comment_46480

Steps	Fill	
	Min	Max
5	2	4
7	3	4
8	3	5
9	3	4
11	4	5
12	3	8
13	5	6
16	5	8
24	9	13

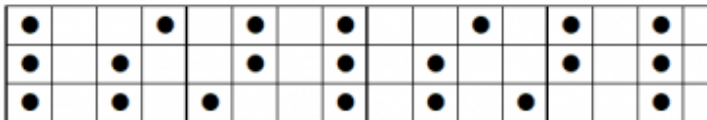


Partido-alto

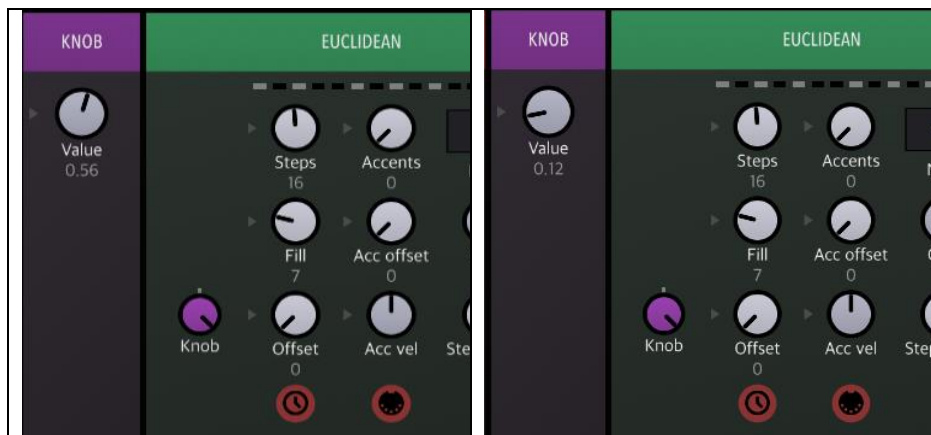
partido alto 1
partido alto 2



euclidean: 16 steps, 7 fill
+ offset 2
+ offset 4



When modulating, the exact values to obtain the offset by 2 and 4 are .5625 and .125



Opposite

Gate 1: on-steps; gate 2: off-steps

The image shows a digital audio workstation (DAW) interface with a rack of modules. The rack is divided into several sections:

- 1**: A blue header for the first module slot.
- RACK**: A green header for the rack section, containing four blue icons: a clock, a cat, a sine wave, and a plus sign.
- EUCLIDEAN**: A red header for the Euclidean module, containing a 24-step sequencer and various parameters:
 - Steps: 24
 - Accents: 2
 - Note: C2
 - Fill: 9
 - Acc offset: 0
 - Gate: 0
 - Offset: 0
 - Acc vel: 0
 - Steps/beat: 4
- MIDI TO CV**: A green header for the MIDI to CV module, containing a box with the number 1 and the label "Voices", and a red cat icon.
- CLOCK GENERATOR**: A purple header for the Clock Generator module, containing two knobs:
 - Trigs/beat: 4.00
 - Gate: 2.3 ms
- AMP**: A purple header for the AMP module, containing a green knob labeled "G" and a white knob labeled "Amp" with a value of 0.0 dB, and a purple sine wave icon.

Mutes

MIDI TO CV

Voices 1

GRAPHIC MODULATOR 1

Rate 1

Speed 1.00

Phase 0.00

Length 16

Sync $\frac{1}{4}$ Beat

Bipolar

SCALE TIME

Nom 4

Denom 1

EUCLIDIAN

Steps 16

Fill 10

Offset 0

GRAPHIC MODULATOR 1

Rate 1

Speed 1.00

Phase 0.00

Length 16

Sync $\frac{1}{4}$ Beat

Bipolar

Time modulation

Ping-pong

https://forum.beepstreet.com/discussion/comment/52353/#Comment_52353



Samba (negative swing)

You can't have negative step offset, so for samba swing (that needs it because some steps are early), this is what I could come up with.

https://forum.beepstreet.com/discussion/comment/47079/#Comment_47079



1 SAMBA OSCILLOSCOPE 2 EUCLIDEAN MIDI TO CV IMPULSE

Scale 1.00 Bipolar

0.00 > 0.91 Threshold X scale Y scale

Steps 4 Accents 1 Note C2

Fill 4 Acc offset 0 Gate

Offset 0 Acc vel Steps/beat 4

1 Voices

Pulse Length 5.0 ms

Noise Velocity

Tone

https://forum.beepstreet.com/discussion/comment/47081/#Comment_47081

1

Shaping the shaper can be as simple as adding an LFO (bipolar) with S&H ramp shape and adding its output to your processed time signal.



The LFO is only to demo the time signal.

Start/stop in sync

The image shows a modular synthesizer patch with the following modules and settings:

- 2**: A green module with a clock icon.
- CLOCK GENERATOR**: A red module with two knobs: "Trigs/beat" at 0.25 and "Gate" at 5.0 ms. It has a green clock icon at the bottom.
- CLOCKED**: A purple module with a blue "Switch" button.
- S&H**: A purple module with two waveforms: a purple sine wave and a red square wave.
- SCALE TIME 1**: A yellow module with two knobs: "Nom" at 4 and "Denom" at 1. It has a green clock icon at the bottom.
- GRAPHIC MODULATOR 1**: A teal module with a central graphic showing a diagonal line and a vertical line. It has knobs for "Rate" (1), "Speed" (1.00), and "Phase" (0.00). It also has a "Length" knob at 8 and a "Sync" button. A "Bipolar" label is visible. It has a grey square wave icon and a yellow clock icon at the bottom.
- MULTIPLY 1**: A teal module with two waveforms: a cyan sine wave and a purple sine wave.
- NUMBER**: A purple module with a numeric display showing "2,000" and the label "Number".
- MULTIPLY 2**: A teal module with two waveforms: a cyan sine wave and a purple sine wave.

Accents

Modulator (every N steps)

Accumulator (every N gates)

Choke groups

(Euc2 só toca se Euc1 calado)



Retrigger

https://forum.beepstreet.com/discussion/comment/46372/#Comment_46372

This could be a somewhat different option, allowing you to place triplets on an otherwise straight groove by defining a “key switch” for deliberately triggering triplet repeats to add some flavor:



Cross trigger

Counters and fills

Count for N gates (8 in the picture—see gate counter) then trigger another euclidean once. Repeat.



Melodic

Note modulation

Random note generation



Auto bass

<https://forum.beepstreet.com/discussion/2646/auto-bass/p1>

Krell patches

RANDOMIZE	GRAPHIC ENV	SCALE TIME	EUCLIDEAN			MIDI TO CV	RANDOM 1	
<p>Amount 1.00</p> <p>Smooth 0.0 ms</p> <p>ASSIGN</p> 	 <p>Length 1</p> <p>Bar</p> <p>Sustain</p> 	<p>Nom 4</p> <p>Denom 1</p> 	<p>Steps 4</p> <p>Fill 4</p> <p>Offset 0</p> 	<p>Accents 0</p> <p>Acc offset 0</p> <p>Acc vel</p> 	<p>D#2 Note</p> <p>Gate</p> <p>Steps/beat 4</p>	<p>1 Voices</p> 	<p>0.235 Range</p> <p>Bipolar</p> 	<p>Scale</p> <p>MIDI</p>   

Passar os euclidean para trás do randomize

This screenshot shows two adjacent Euclidean pattern settings. The left panel, titled 'EUCLIDEAN' in a green header, has a blue background and is set to 'C2' (Note). Its parameters are: Steps 9, Accents 2, Fill 2, Offset 0, Acc vel 0, and Steps/beat 4. The right panel, also titled 'EUCLIDEAN' in a red header, has a dark grey background and is set to 'A#2' (Note). Its parameters are: Steps 24, Accents 0, Fill 2, Offset 0, Acc vel 0, and Steps/beat 4. Both panels feature a dashed line at the top and several circular control knobs.

This screenshot shows a software interface with four main sections. From left to right: 1. 'MIDI TO CV' (green header) with a 'Voices' knob set to 1. 2. 'SCALE' (red header) with 'Amount' (0.00), 'Offset' (0.00), and 'Range' (1.044) knobs. 3. 'EUCLIDEAN' (purple header) with 'C2' (Note) and parameters: Steps 1, Accents 2, Fill 2, Offset 0, Acc vel 0, Steps/beat 4. 4. 'EUCLIDEAN' (green header) with 'A#2' (Note) and parameters: Steps 28, Accents 4, Fill 18, Offset 0, Acc vel 0, Steps/beat 4. The interface uses a dark theme with various colored headers and control elements.

Module list

Links

(by posting date)

Micro Timing

<https://forum.beepstreet.com/discussion/189/micro-timing>

Note repeat

<https://forum.beepstreet.com/discussion/2785/note-repeat>

Euclidean triplets

<https://forum.beepstreet.com/discussion/2471/euclidean-triplets/p1>

Gate accumulation and triggering

<https://forum.beepstreet.com/discussion/2818/gate-accumulation-and-triggering>

Tempo based trigger

<https://forum.beepstreet.com/discussion/2834/tempo-based-trigger>

Dynamic range Euclidean knobs depending on Steps

<https://forum.beepstreet.com/discussion/2764/dynamic-range-euclidean-knobs-depending-on-steps>