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

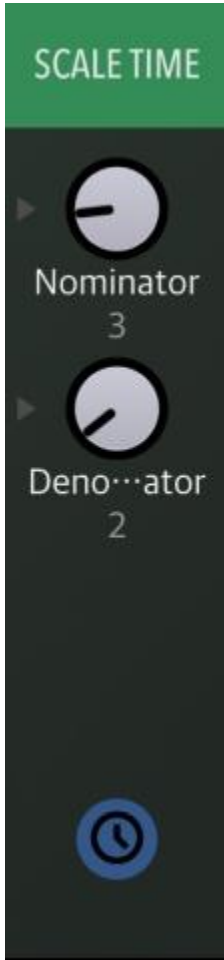|	
15	0.46875
16	0.5
17	0.53125
18	0.5625
19	0.59375
20	0.625
21	0.65625
22	0.6875
23	0.71875
24	0.75
25	0.78125
26	0.8125
27	0.84375
28	0.875
29	0.90625
30	0.9375
31	0.96875
32	1

Triplets

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

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

Scale time

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	●		●	●			●	●		●			●
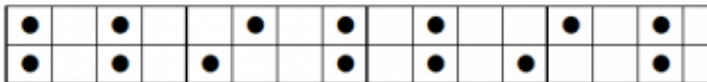
euclidean: 16 steps, 7 fill	●			●		●		●			●		●		●
+ offset 2	●		●			●		●	●			●		●
+ offset 4	●		●		●			●		●	●			●
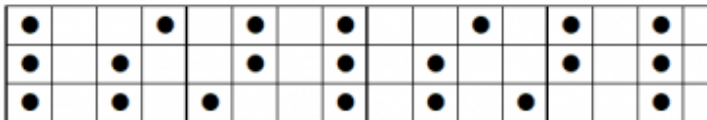
When modulating, the exact values to obtain the offset by 2 and 4 are .5625 and .125
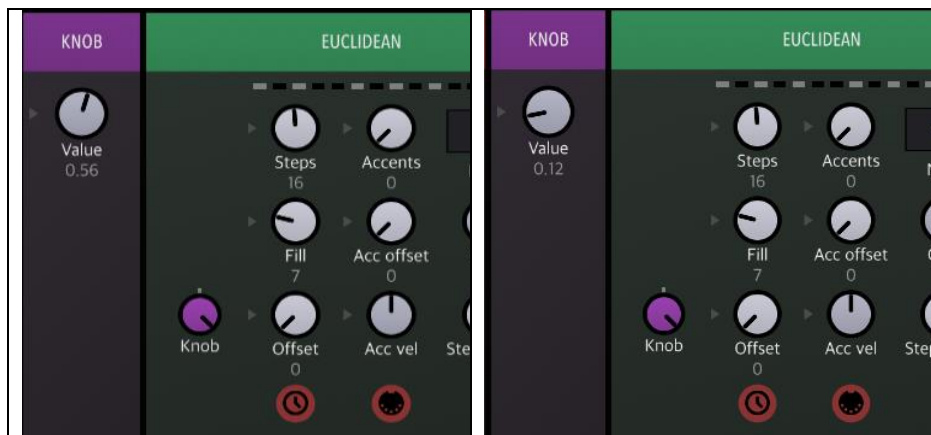
Opposite

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

Mutes

Time modulation

Ping-pong

https://forum.beepstreet.com/discussion/comment/52353/#Comment_5235
3

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_4707
9

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

Accents

Modulator (every N steps)

Accumulator (every N gates)

Choke groups

(Euc2 só toca se Euc1 calado)

Retrigger

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	

RANDOMIZE
Amount
1.00
Smooth
0.0 ms
ASSIGN

GRAPHIC ENV
Length
1
Bar
Sustain

SCALE TIME
Nom
4
Denom
1

EUCLIDEAN
Steps
4
Accents
0
D#2
Note
Fill
4
Acc offset
0
Gate
Offset
0
Acc vel
Steps/beat
4

MIDI TO CV
1
Voices

RANDOM 1
0.235
Range
Bipolar

Scale
MIDI

Passar os euclideans para trás do randomize

Module list

Links

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