



Drums 1/4: Hits' ring in segments; TIGHT, the kit.



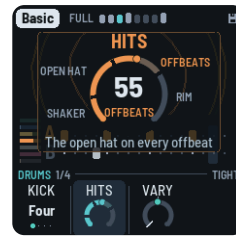
Kick 2/4: Tune, Length, Punch, Rumble.



Hats 3/4: Level, Tone, Length.



Pattern 4/4: five lanes; a key took it over.



Hits 55: Offbeats, the four zones round the ring.

1 · THE DRUMS PAGE SEQ · its part

KICK KNOB 1	The kick's shape, a switch: Four (four on the floor), Ghost (two and four 10 dB down), Half (one and three), One (the downbeat). From the next bar. Four · Ghost · Half · One
HITS KNOB 2	How busy the hats are, in four zones (card 3). 0 no hats · 100 the shaker's twelve
VARY KNOB 3	The kick's and hats' changes, more or less than Form's Vary. Far left Hold : the kick and the shaker kept (a section still brings its own kick). Hold · 0 as Form's · +50
KNOB 4	Empty. Duck is the Arrangement page's; Swing the Key page's.

2 · HOW THE KICK PLAYS a shape a phrase

ITS NOTE	The key's root, F1 to B1 (44-62 Hz); below F, its fifth. One note a piece.
HELD	A shape for 2 to 6 phrases (fewer as Vary rises), then drawn again round the knob: further from it with Vary up. On Four, always four in Full and Groove.
SECTIONS	A Thin a step sparser; out in a Break and a fill's second half. Back whole after a Break. Motion's Breaths: out a bar or two now and then (sheet 11).
OPENING	Four for two phrases, then down to the knob over six (till it's turned).

3 · HITS' ZONES KNOB 2, in segments

The shaker grows through all four, 0 to 12 steps, the last faded in. Said: "Hits 55, Offbeats".

SHAKER 0 - 14	"The shaker alone, a step more as it turns"; at 0: "No hats at all". The steps before the beats first.
OPEN HAT 15 - 39	"The open hat joins on one and three's offbeat": two a bar.
OFFBEATS 40 - 69	"The open hat on every offbeat": the four "ands", the style's figure.
RIM 70 - 100	"The rim joins on two and four: the dub snare", a short tok thrown into the echo. The looseness rests some, the same each A bar; a busy B bar plays all. A Thin or Break: no shaker, no rim.

4 · THE KICK PAGE SEQ again

TUNE KNOB 1	The kick's pitch, from the key's note. -12 · 0 · +12 semitones
LENGTH KNOB 2	How long it booms, around the kit's. -50 x0.44 · 0 · +50 x2.3
PUNCH KNOB 3	Its click and its start pitch. -50 no click · 0 the kit's · +50
RUMBLE KNOB 4	A dark roar under the kick: unpitched, 32-80 Hz, mono; its tail 2.5 to 5 s, ducked by each kick, swelling to the next. The pieces 14 (Steppers) to 62 (Fog). 0 none · 49 -14 dB · 100 -7 dB

5 · THE HATS PAGE SEQ a third time

LEVEL KNOB 1	The shaker and the open hat against the kick: the Hats strip's Level. 0 -12 dB · 50 x1 · 100 +12 dB
TONE KNOB 2	Dark to bright, round the piece's own. -50 the darkest · 0 · +50 the brightest
LENGTH KNOB 3	How long they ring, around the kit's. -50 x0.44 · 0 · +50 x2.3

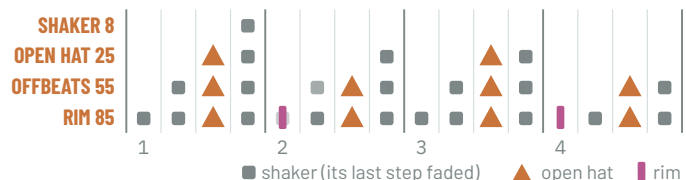
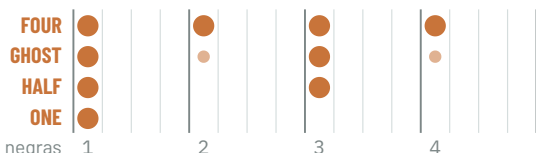
6 · THE PATTERN PAGE SEQ a fourth time

KEYS	White 1-16 (F3-G5): the lane's steps, on or off. A black key held + a white: that step accented.
LANE KNOB 1	Kick, Shaker, Open, Rim, Clap.
ACCENT KNOB 2	How much quieter the other steps. 0 alike · 50 · 100 -8 dB
CHANCE KNOB 3	How likely the lane's steps play. 0 - 100 % (the clap's 5)
PLAY KNOB 4	Auto (generated) or Pattern (yours). The first key takes Auto's over. No looseness, no B bars; the sections still take lanes out.

7 · THE CLAP Auto

RARE	On two or four now and then: 3% + 5% x the drums' amount (0 to 1) a chance, in Full and Groove. Three bursts and a tail, into the plate.
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8 · THE KICK'S SHAPES · THE HATS, A VALUE IN EACH ZONE before the looseness' rests



THE KIT

ALGORITHM, any drums page: Tight, Deep (long, 808-ish), Punch (short, hard), Soft (a muffled thump), Dusty (darker, noisier hats).

LEVEL, STRIPS, SEQ HELD

OCT- / OCT+: the whole kit. SEL: white 4 (B3) the Kick strip, white 5 (C4) the Hats'; black 5 (D#4), black 4 (C#4): solo, throw. SEQ held: a nudge; held on: another kit.