

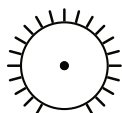
Patchsheet

DRM1MKIV
analog drum synthesizer

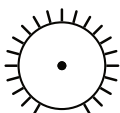
Date

Name

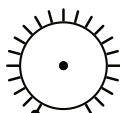
KICK



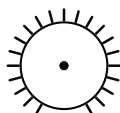
DECAY



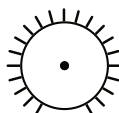
PITCH



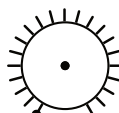
BEND



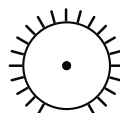
TIME



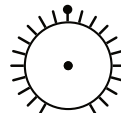
WAVE



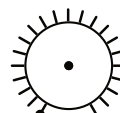
NOISE



ATTACK



PAN

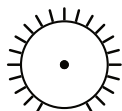


VOLUME

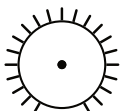
OUT/SEND →

← RETURN

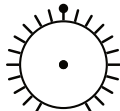
DRUM 1



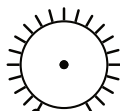
DECAY



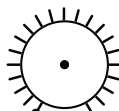
PITCH



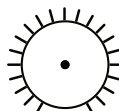
BEND



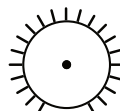
ATTACK



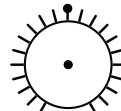
FM INT



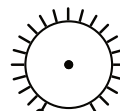
FM FREQ



WAVE



PAN

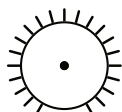


VOLUME

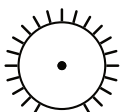
OUT/SEND →

← RETURN

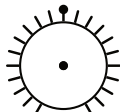
DRUM 2



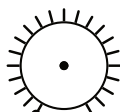
DECAY



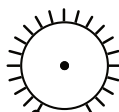
PITCH



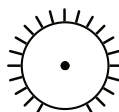
BEND



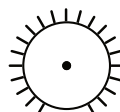
ATTACK



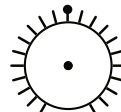
FM INT



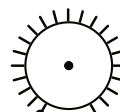
FM FREQ



WAVE



PAN

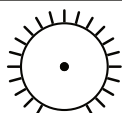


VOLUME

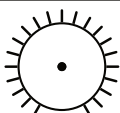
OUT/SEND →

← RETURN

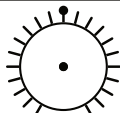
MULTI



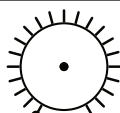
DECAY



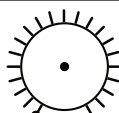
PITCH



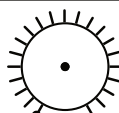
BEND



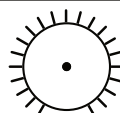
ATTACK



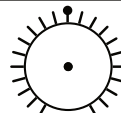
PITCH 2



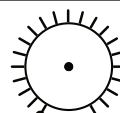
PITCH 3



HIGHPASS



PAN

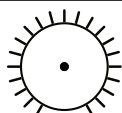


VOLUME

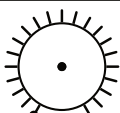
OUT/SEND →

← RETURN

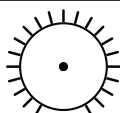
SNARE



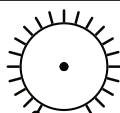
DECAY REV



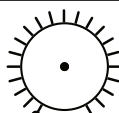
REVERB



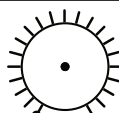
DECAY NOISE



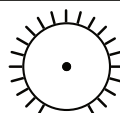
NOISE



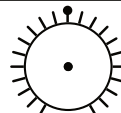
ATTACK



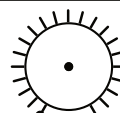
RESONANCE



FILTER



PAN

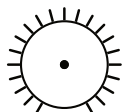


VOLUME

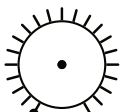
OUT/SEND →

← RETURN

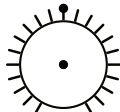
HIHAT 1



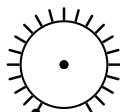
DECAY



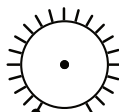
FILTER



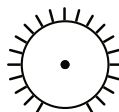
BEND



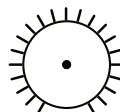
ATTACK



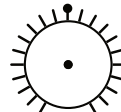
RESONANCE



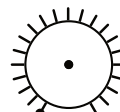
MIX



PITCH



PAN

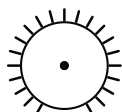


VOLUME

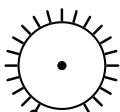
OUT/SEND →

← RETURN

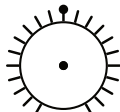
HIHAT 2



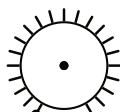
DECAY



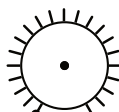
FILTER



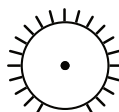
BEND



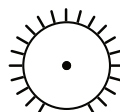
ATTACK



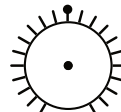
RESONANCE



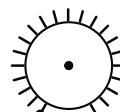
MIX



PITCH



PAN

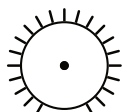


VOLUME

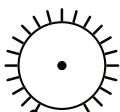
OUT/SEND →

← RETURN

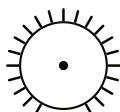
CLAP



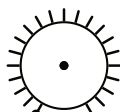
DECAY REV



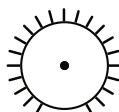
REVERB



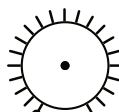
CLAP



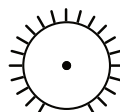
NOISE COLOR



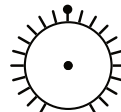
NOISE



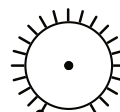
RESONANCE



FILTER



PAN



VOLUME

OUT/SEND →

← RETURN

KICK

KICK DECAY PITCH BEND TIME WAVE NOISE ATTACK PAN VOLUME

Project Name Date

KICK DECAY PITCH BEND TIME WAVE NOISE ATTACK PAN VOLUME

Project Name Date

KICK DECAY PITCH BEND TIME WAVE NOISE ATTACK PAN VOLUME

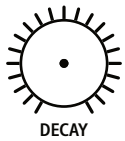
Project Name Date

KICK DECAY PITCH BEND TIME WAVE NOISE ATTACK PAN VOLUME

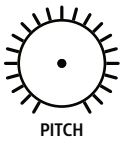
Project Name Date

DRUM 1

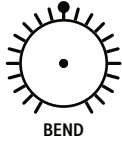
DRUM 1



DECAY



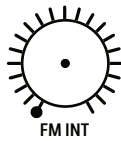
PITCH



BEND



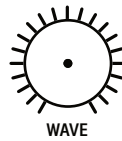
ATTACK



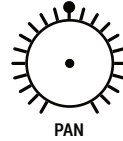
FM INT



FM FREQ



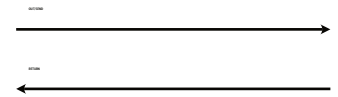
WAVE



PAN



VOLUME

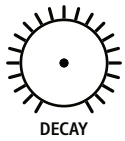


Project

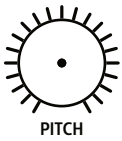
Name

Date

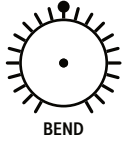
DRUM 1



DECAY



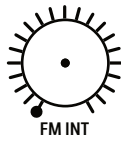
PITCH



BEND



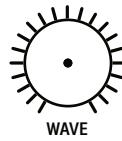
ATTACK



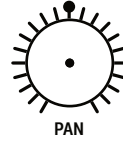
FM INT



FM FREQ



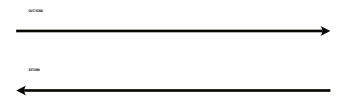
WAVE



PAN



VOLUME

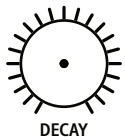


Project

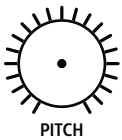
Name

Date

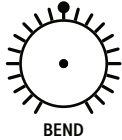
DRUM 1



DECAY



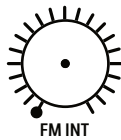
PITCH



BEND



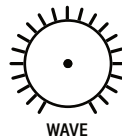
ATTACK



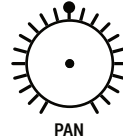
FM INT



FM FREQ



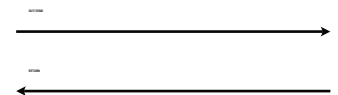
WAVE



PAN



VOLUME

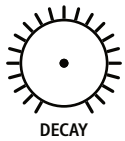


Project

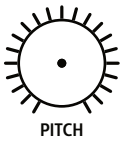
Name

Date

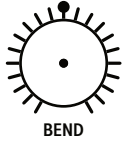
DRUM 1



DECAY



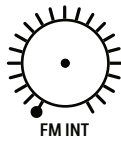
PITCH



BEND



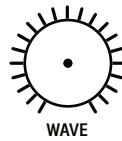
ATTACK



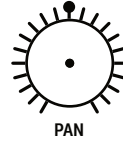
FM INT



FM FREQ



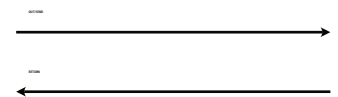
WAVE



PAN



VOLUME



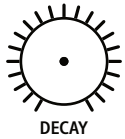
Project

Name

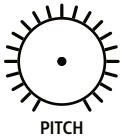
Date

DRUM 2

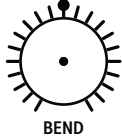
DRUM 2



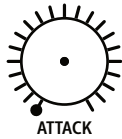
DECAY



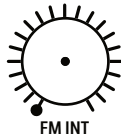
PITCH



BEND



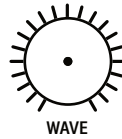
ATTACK



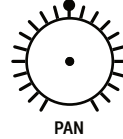
FM INT



FM FREQ



WAVE



PAN



VOLUME

OUT/SEND →

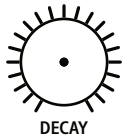
← RETURN

Project

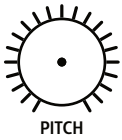
Name

Date

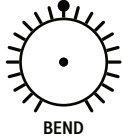
DRUM 2



DECAY



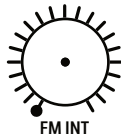
PITCH



BEND



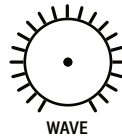
ATTACK



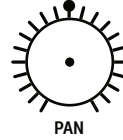
FM INT



FM FREQ



WAVE



PAN



VOLUME

OUT/SEND →

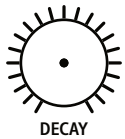
← RETURN

Project

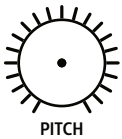
Name

Date

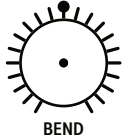
DRUM 2



DECAY



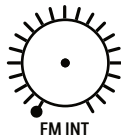
PITCH



BEND



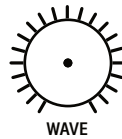
ATTACK



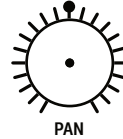
FM INT



FM FREQ



WAVE



PAN



VOLUME

OUT/SEND →

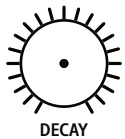
← RETURN

Project

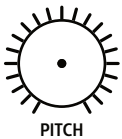
Name

Date

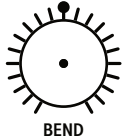
DRUM 2



DECAY



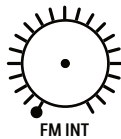
PITCH



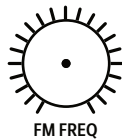
BEND



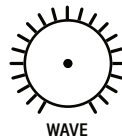
ATTACK



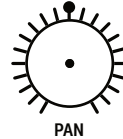
FM INT



FM FREQ



WAVE



PAN



VOLUME

OUT/SEND →

← RETURN

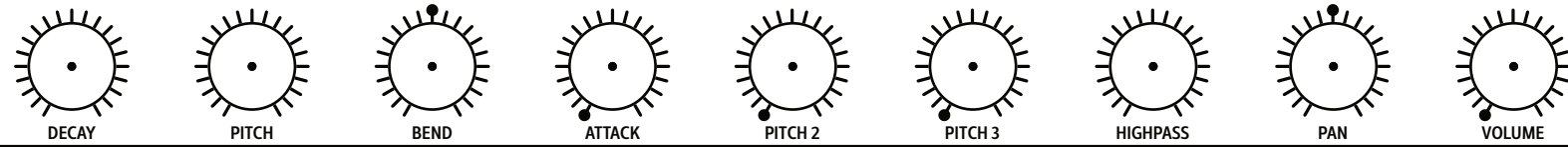
Project

Name

Date

MULTI

MULTI

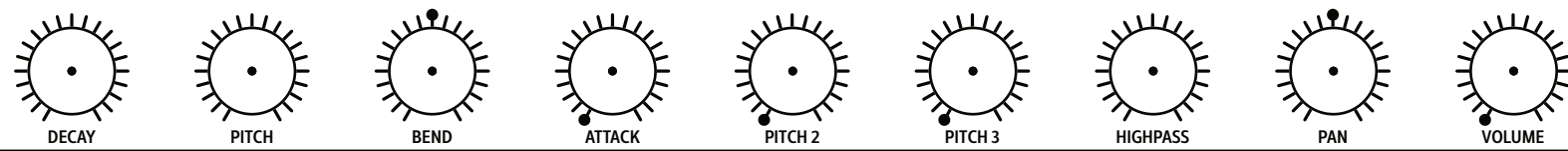


DECAY PITCH BEND ATTACK PITCH 2 PITCH 3 HIGHPASS PAN VOLUME

OUT/SEND
RETURN

Project Name Date

MULTI

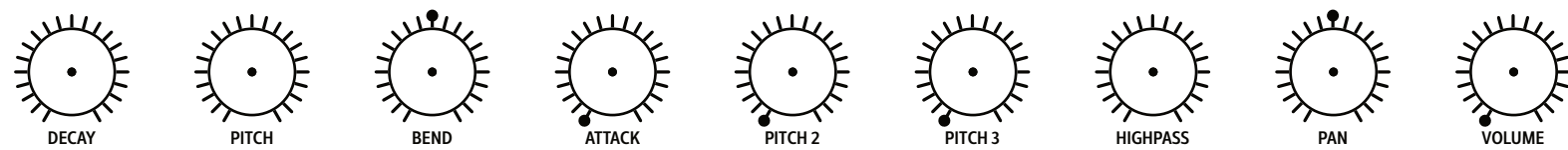


DECAY PITCH BEND ATTACK PITCH 2 PITCH 3 HIGHPASS PAN VOLUME

OUT/SEND
RETURN

Project Name Date

MULTI

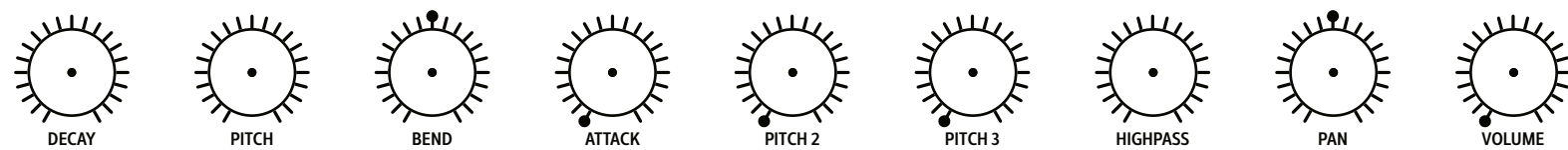


DECAY PITCH BEND ATTACK PITCH 2 PITCH 3 HIGHPASS PAN VOLUME

OUT/SEND
RETURN

Project Name Date

MULTI



DECAY PITCH BEND ATTACK PITCH 2 PITCH 3 HIGHPASS PAN VOLUME

OUT/SEND
RETURN

Project Name Date

SNARE

SNARE

DECAY REV REVERB DECAY NOISE NOISE ATTACK RESONANCE FILTER PAN VOLUME

OUT/SEND →
← RETURN

Project Name Date

SNARE

DECAY REV REVERB DECAY NOISE NOISE ATTACK RESONANCE FILTER PAN VOLUME

OUT/SEND →
← RETURN

Project Name Date

SNARE

DECAY REV REVERB DECAY NOISE NOISE ATTACK RESONANCE FILTER PAN VOLUME

OUT/SEND →
← RETURN

Project Name Date

SNARE

DECAY REV REVERB DECAY NOISE NOISE ATTACK RESONANCE FILTER PAN VOLUME

OUT/SEND →
← RETURN

Project Name Date

HIHAT 1/2

HIHAT

DECAY FILTER BEND ATTACK RESONANCE MIX PITCH PAN VOLUME

OUT/SEND
RETURN

Project Name Date

HIHAT

DECAY FILTER BEND ATTACK RESONANCE MIX PITCH PAN VOLUME

OUT/SEND
RETURN

Project Name Date

HIHAT

DECAY FILTER BEND ATTACK RESONANCE MIX PITCH PAN VOLUME

OUT/SEND
RETURN

Project Name Date

HIHAT

DECAY FILTER BEND ATTACK RESONANCE MIX PITCH PAN VOLUME

OUT/SEND
RETURN

Project Name Date

CLAP

CLAP

DECAY REV REVERB CLAP NOISE COLOR NOISE RESONANCE FILTER PAN VOLUME

OUT/SEND
RETURN

Project Name Date

CLAP

DECAY REV REVERB CLAP NOISE COLOR NOISE RESONANCE FILTER PAN VOLUME

OUT/SEND
RETURN

Project Name Date

CLAP

DECAY REV REVERB CLAP NOISE COLOR NOISE RESONANCE FILTER PAN VOLUME

OUT/SEND
RETURN

Project Name Date

CLAP

DECAY REV REVERB CLAP NOISE COLOR NOISE RESONANCE FILTER PAN VOLUME

OUT/SEND
RETURN

Project Name Date