MachineDrum Notes

User manual

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MachineDrum Notes

Introduction

Thank you for downloading and using Ruin & Wesen MachineDrum Notes. MachineDrum Notes is a program that allows you to access a whole new aspect of the Elektron MachineDrum. Instead of using it as a groovebox/drum machine, you can now use it as a polyphonic 16-voice synthesizer. Certain machines of the MachineDrum can be used to generate melodic content. For example, the TRX-BD, the EFM-HH, the EFM-SD, and of course machines like the ROM-Machines can be used to play melodies. However, this is often coupled to painstakingly finding the right pitch by twisting sound parameters. With MachineDrum Notes, you can just plug a MIDI Keyboard into your Midi Command or your computer, and play the MachineDrum like a normal sequencer.

Installation

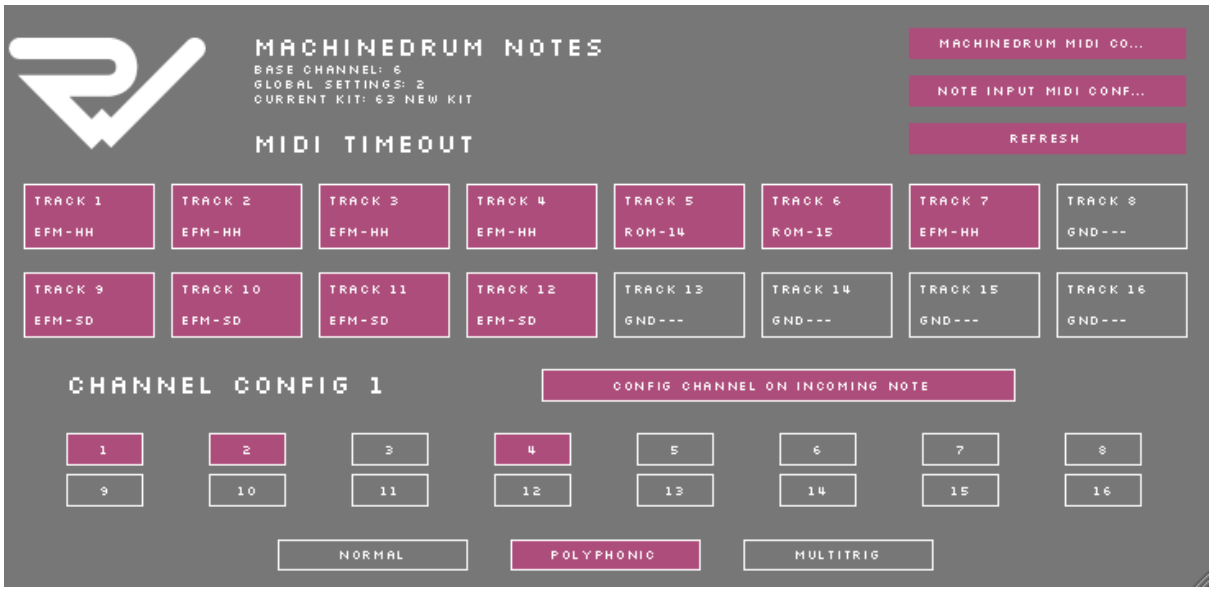
Windows

Unzip the zip file and double click the EXE file. The application starts and is ready to use.

MacOSX

Due to lacking MIDI support in OSX Java, you have to use the MMJ wrapper for MIDI under OSX. You can download it at http://humatic.de/htools/mmj.htm .

Interface and MIDI Configuration



MachineDrum Notes has a very simple interface. On the upper left part, you can see the logo of the Ruin & Wesen company. In the middle, a few lines of text show the current settings of the connected MachineDrum. On the right, a MachineDrum Notes

few buttons allow you to configure MIDI access to the MachineDrum. Press the “MachineDrum MIDI Config” button to configure the MIDI Input and MIDI Output to which the MachineDrum is connected. Connect the output of the MachineDrum to the input of your computer’s MIDI interface, and the input of the MachineDrum to the output of your computer’s MIDI interface. When everything is connected, MachineDrum Notes should load the current GLOBAL settings of the MachineDrum, and recognize the currently loaded kit. If this is not the case, try to press the “Refresh” button and verify your MIDI connections.

Once the MachineDrum is recognized, you can configure your input MIDI keyboard. Connect the output of the MIDI Keyboard to another of your computer’s MIDI inputs, or use a virtual MIDI connection port like MIDI-Yoke under Windows or the IAC Driver under MacOSX. Press the “Note Input MIDI Config” button to configure the MIDI Input to which your keyboard is connected.

In the middle of the window, the machines of the currently loaded kit are shown. Pink machines are recognized by MachineDrum Notes as being able to play melodic contents (not all melodic machines of the MachineDrum are recognized at the moment, more will be available in the future). Gray machines are not recognized by MachineDrum Notes.

On the lower part, you can see the input channel configuration. This is used to configure which channel on the input MIDI keyboard is mapped to which machines on the MachineDrum. To configure a specific channel, make sure the “Config Channel on Incoming Note” is selected, and press a key on your keyboard. The configuration panel updates to configure the channel on which the last pressed note was sent.

Usage

There are different ways to configure how the MachineDrum is played using MachineDrum Notes.

Each MIDI channel on the keyboard is mapped to tracks on the MachineDrum. Each channel can be configured to be either a “Normal” channel, which is a simple 1:1 monophonic mapping to the MachineDrum, a “Polyphonic” channel, which maps polyphonic voices onto multiple tracks of the MachineDrum, and “MultiTrig” mode, which combines different tracks on the MachineDrum to a multi-layered monophonic synth sound.

For example, using the kit example in the screenshot above, having MIDI Channel 1 configured a “Normal” means that a note played on channel 1 will be sent to the first track on the MachineDrum, triggering the EFM-HH. If the note is too low or too high for the EFM-HH, it will not be sent to the MachineDrum. Playing a note on the MIDI Channel 2 configured as normal would trigger the EFM-HH on track 2 of the MachineDrum, etc...

To configure a channel as “Polyphonic”, press the Polyphonic mode button, and then select different tracks by pressing the number buttons above. For example, setting MIDI Channel 3 to polyphonic and selecting tracks 1, 2, 3, 4 will make MIDI Channel 3 a 4-voice polyphonic EFM-HH synthesizer. The MachineDrum Notes recognizes CC sent by the MachineDrum (when Controller Out is activated), and replicates parameters changes onto every voice in a polyphonic channel. For example, turning up the FB parameter on track 1 of the MachineDrum will replicate that change to tracks 2, 3 and 4. This way, you can play chords and change the sound uniformly across the polyphonic channel.

Finally, “MultiTrig” mode is configured similarly to polyphonic mode. Press the “MultiTrig” button and select which track should be triggered by a single note on the MultiTrig channel. Parameter changes are not replicated across multiple layers of a MultiTrig channel, allowing you to tweak the layers indepently.

Settings are remembered when you leave MachineDrum Notes.

Support

Stay tuned and watch for updates at http://ruinwesen.com/ . You can send feedback, bug reports and praises to Ruin & Wesen at http://ruinwesen.com/contact . Feel free to share songs, patches and other wonderful things!