

Gotharman's SpazeDrum



Analog Drum Synthesizer

Update Manual V4.36

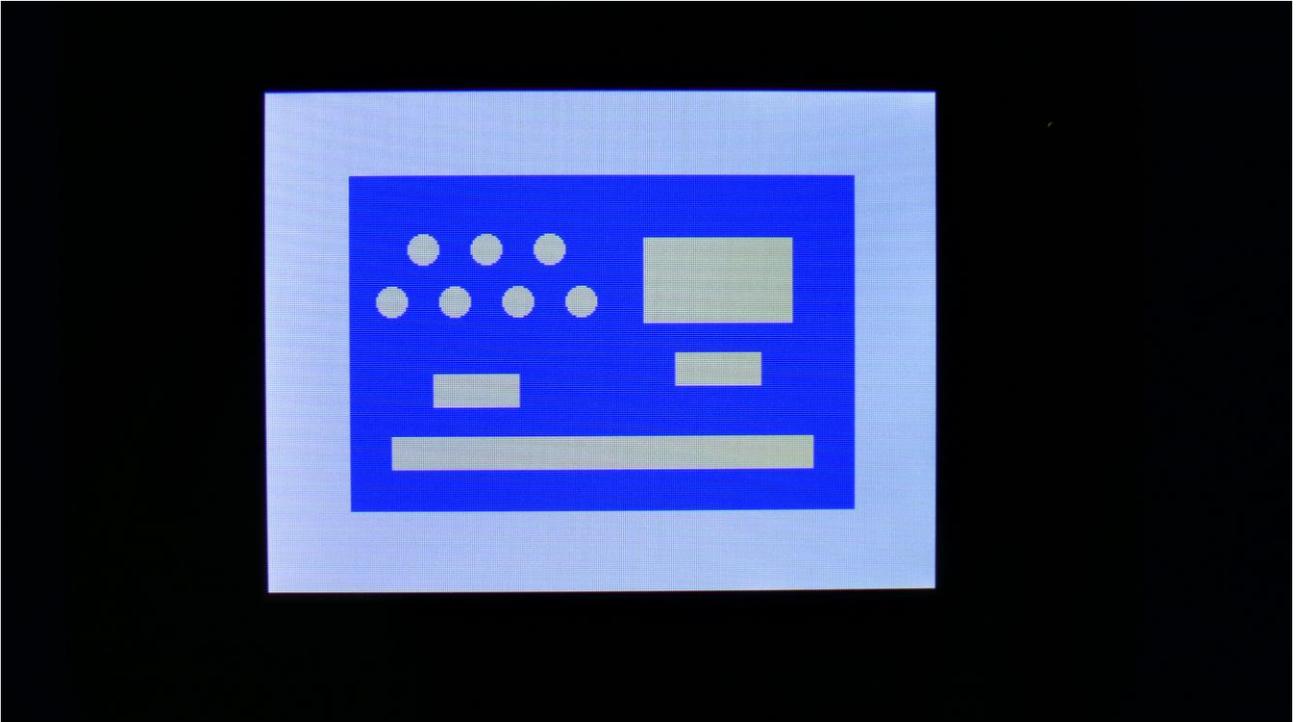
- A cool icon is now shown at start-up! [Page 3](#)
- 256 favorite sounds can now be stored, for instant recall. [Page 4](#)
- Added functionality of the 4 Edit Knobs: Group Morph and Group Levels. [Page 9](#)
- Oscillator D can now be sent to the analog oscillators. [Page 11](#)
- Ring modulated noise has been added as a noise source on Analog Percussion and Analog Clap. [Page 12](#)
- 4 new G-RAY soft modes have been added. [Page 13](#)

Bug fixes:

- If no samplings were imported in the SpazeDrum FLASH memory, and the oscillator pages were accessed, it would start scanning for samples, which would affect the sequencer and envelopes timing. This has now been fixed.
- If a part was set up to External MIDI mode, and this part was controlled from an external MIDI device, notes would hang, if more than one note were played at a time. This has now been fixed.
- The sequencer position was not present on the VCF pages. Now it is.
- The PitchShaper effect Oct parameter would show wrong values (the effect did though work as intended). This has now been fixed.

SpazeDrum Icon At Start-up

When SpazeDrum has been powered on, and is starting up, an icon is now shown on the screen, instead of the "Starting Up" text.



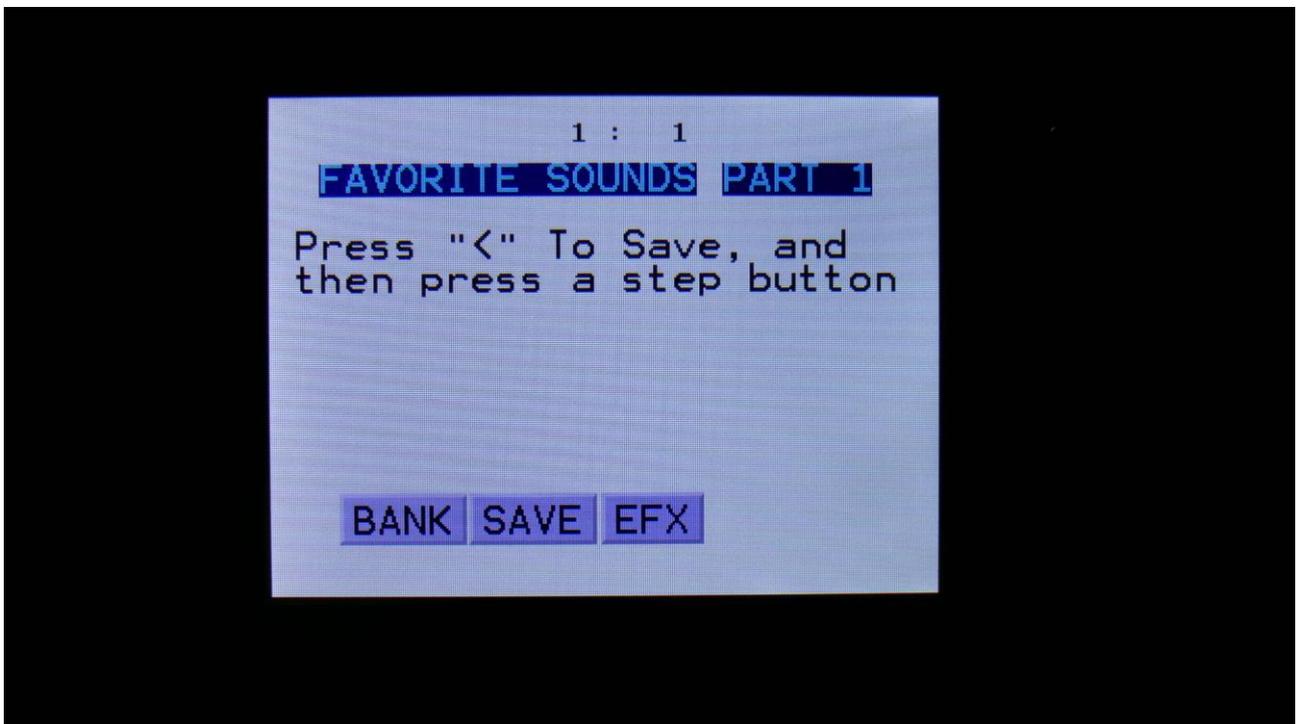
Favorite Sounds

It is now possible to store 256 favorite sounds, for instant recall, when you are making your preset setup. These sounds are stored and recalled for each part, with or without the insert effects.

You can, for instance, use this for storing good starting points for sounds, or as a 256 sound copy/paste buffer!

The favorite sounds simply points to a space in the SpazeDrum preset memory, so if you change the sound of the original preset, the favorite sound will be changed as well.

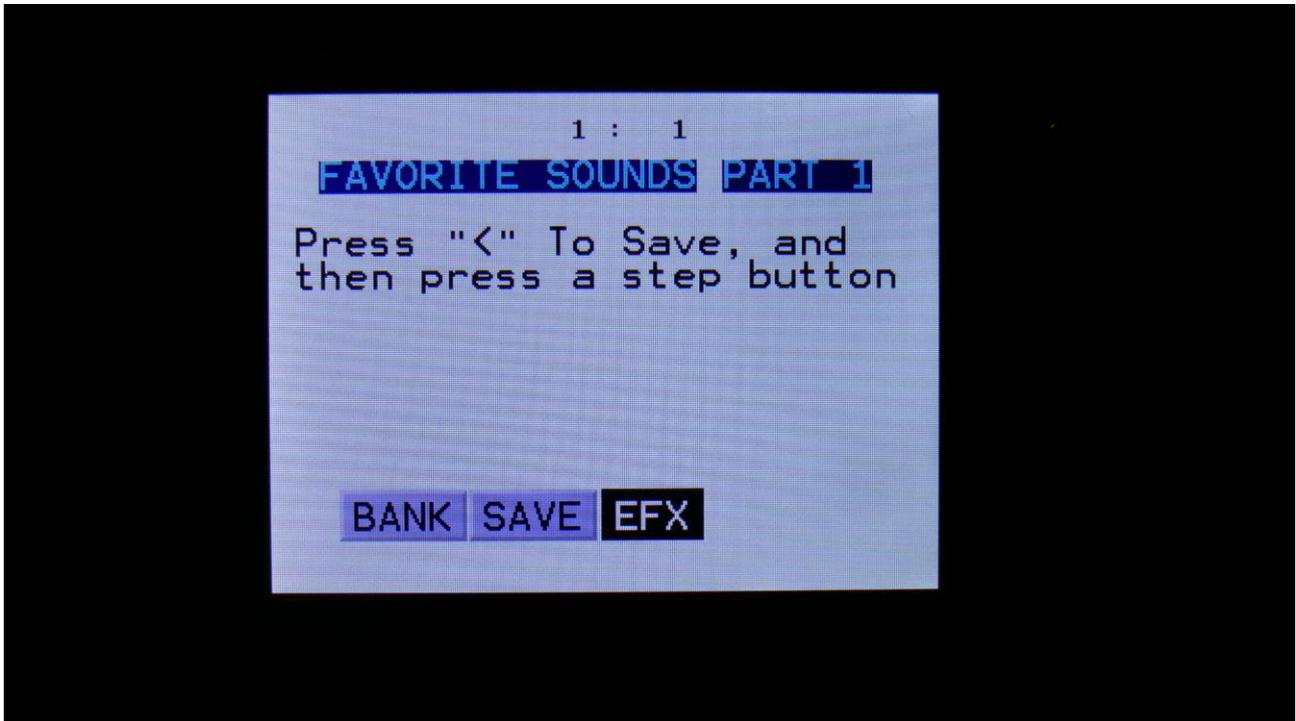
To access the favorite sounds page, from the Drum Osc, Digital Osc, VCF, DGF, VCA, ENV or LFO edit pages, push the Edit button.



When on the favorite sounds page, pushing a step button will load a sound to the currently selected part, while playing the sound back for auditioning. Step buttons that has a favorite sound stored, will light up.



Initially the sounds are loaded without the insert effects settings. To load sounds with the insert effects included, push the > button, so that EFX turns black, and then push a step button, to load a sound. EFX only affects loading of sounds, not saving.



To load sounds without the insert effects, simply push the > button again, so that EFX turns grey.

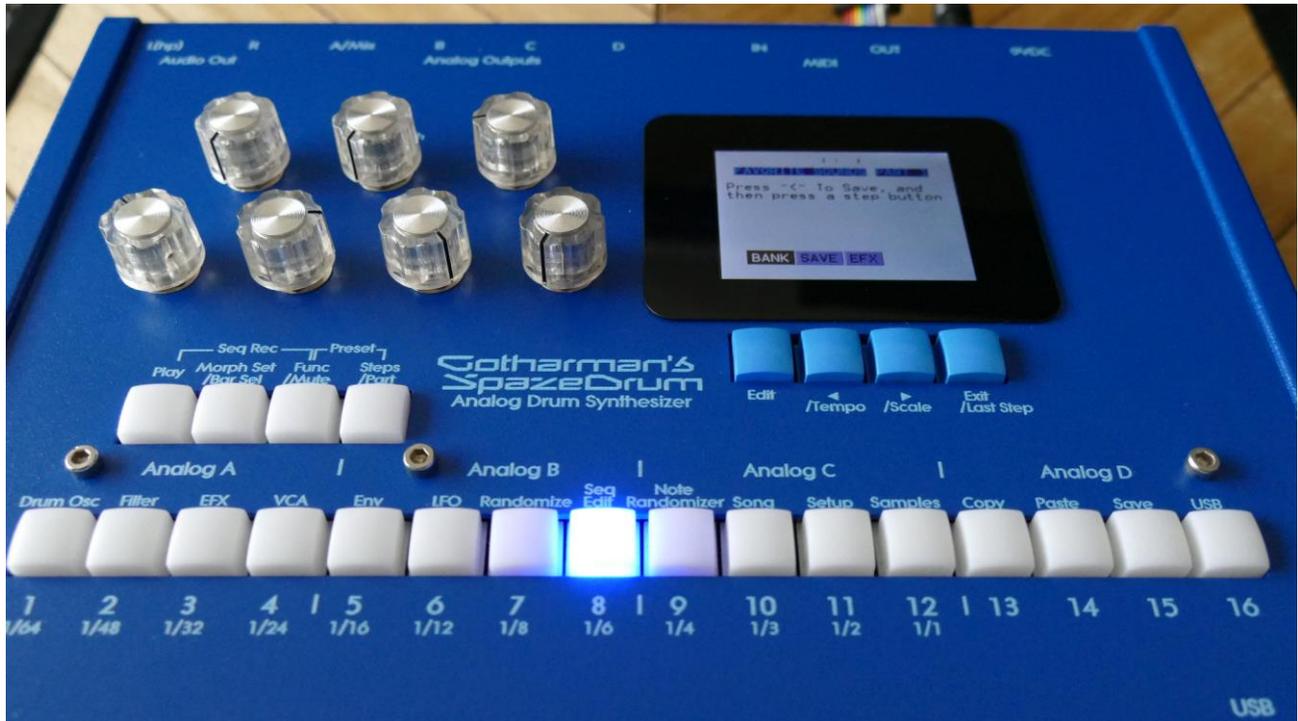
When a sound is loaded into a part, it can be edited, just like any other sound. Editing a favorite sound, that is loaded into a part, does not affect the preset, where the sound was loaded from.

When you have selected and edited the sounds you need for each part, remember to save the preset, to keep your edits.

Selecting The Favorite sounds bank

Since SpazeDrum only has 16 step buttons, only 16 favorite sounds can be selected at a time. The rest of the favorite sounds can be accessed by selecting 16 banks.

To access a bank, push the Edit button, so that BANK turns black.



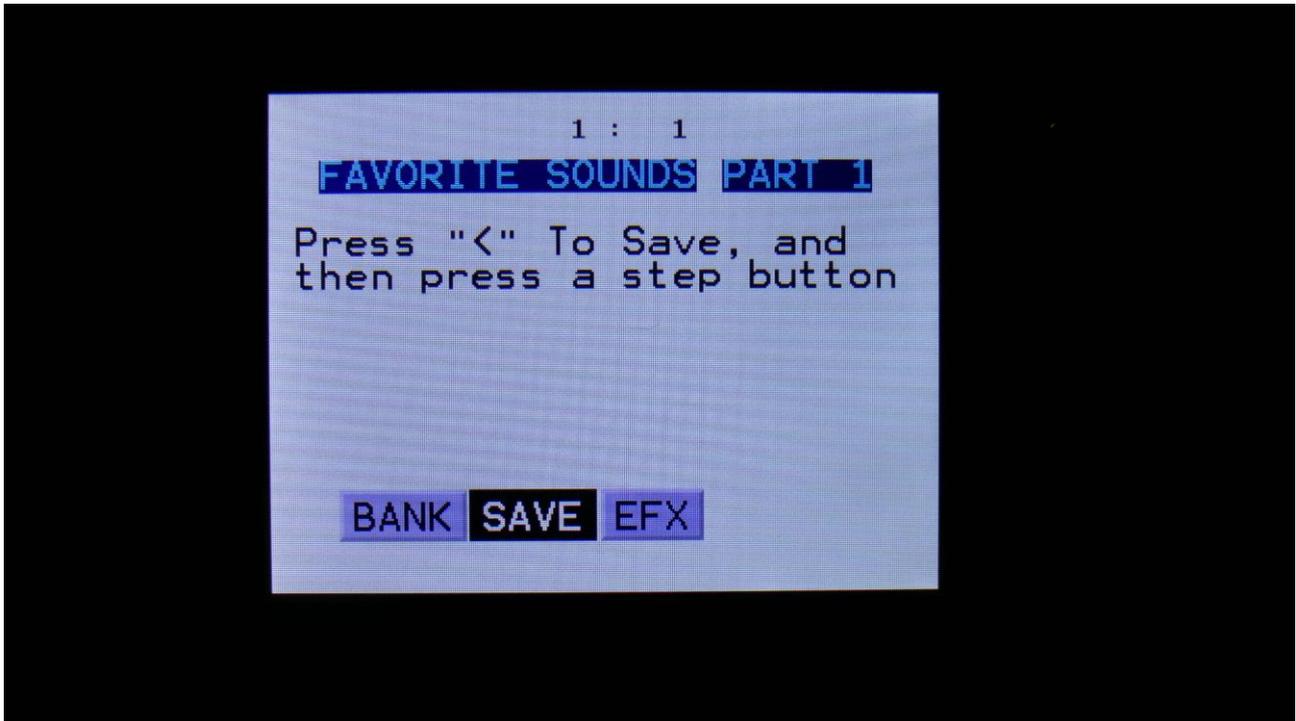
Now the selected bank will be shown on the step buttons, by one step button lighting up. Push a step button to select another bank.

When you have the desired bank selected, push the Edit button again, so that BANK turns grey, to return to the favorite sound select.

Saving a Favorite Sound

Select the favorite sounds bank, in which you would like to store the sound of the currently selected part.

Push the < button, so that SAVE turns black.



Push the step button, that equals the desired location.

SAVE will now turn grey, and the sound has been stored.

Please notice that only the location of the sound is stored, not the sound itself. You will still have to save the preset, in order to keep an edited sound.

Group Morphs And Levels

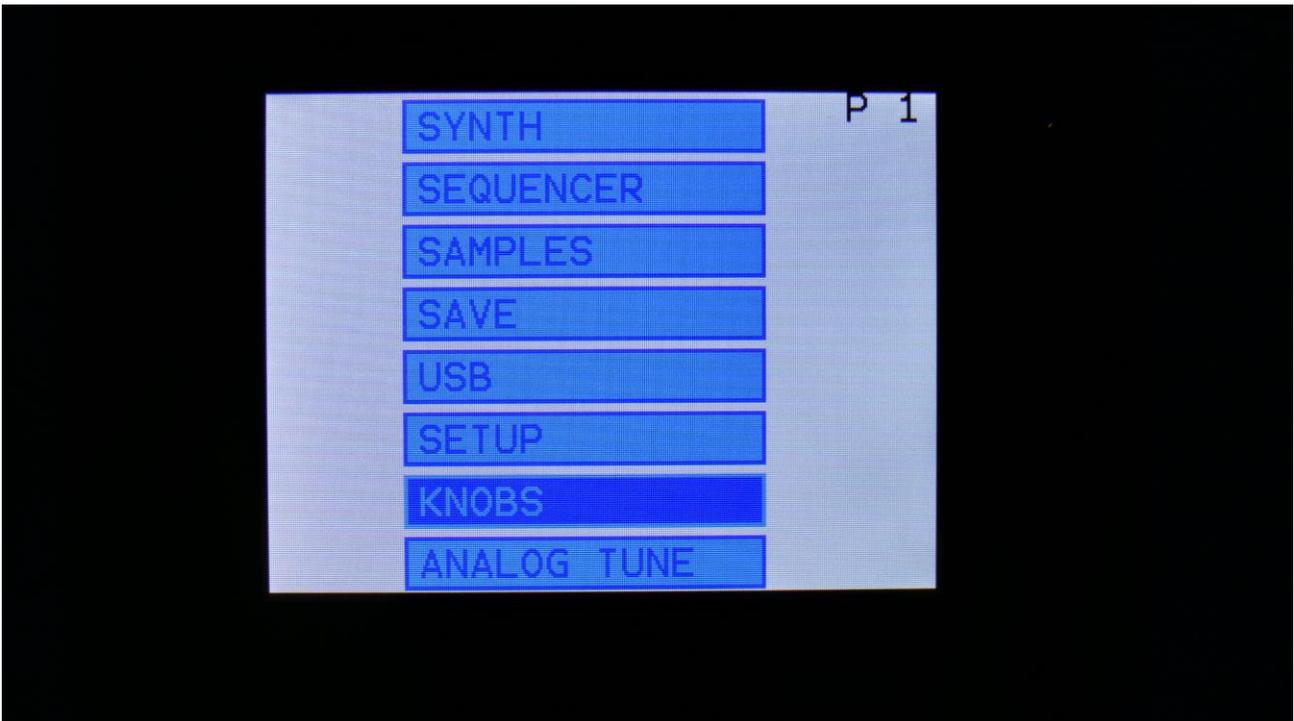
The 4 Edit Knobs can now be set up to control the analog groups levels and morphs, instead of acting as modulation sources, when on the preset select page (the main page).

When set to Morph, each of the 4 Edit knobs will individually morph one analog group only. The Morph knob itself, will still morph all parts.

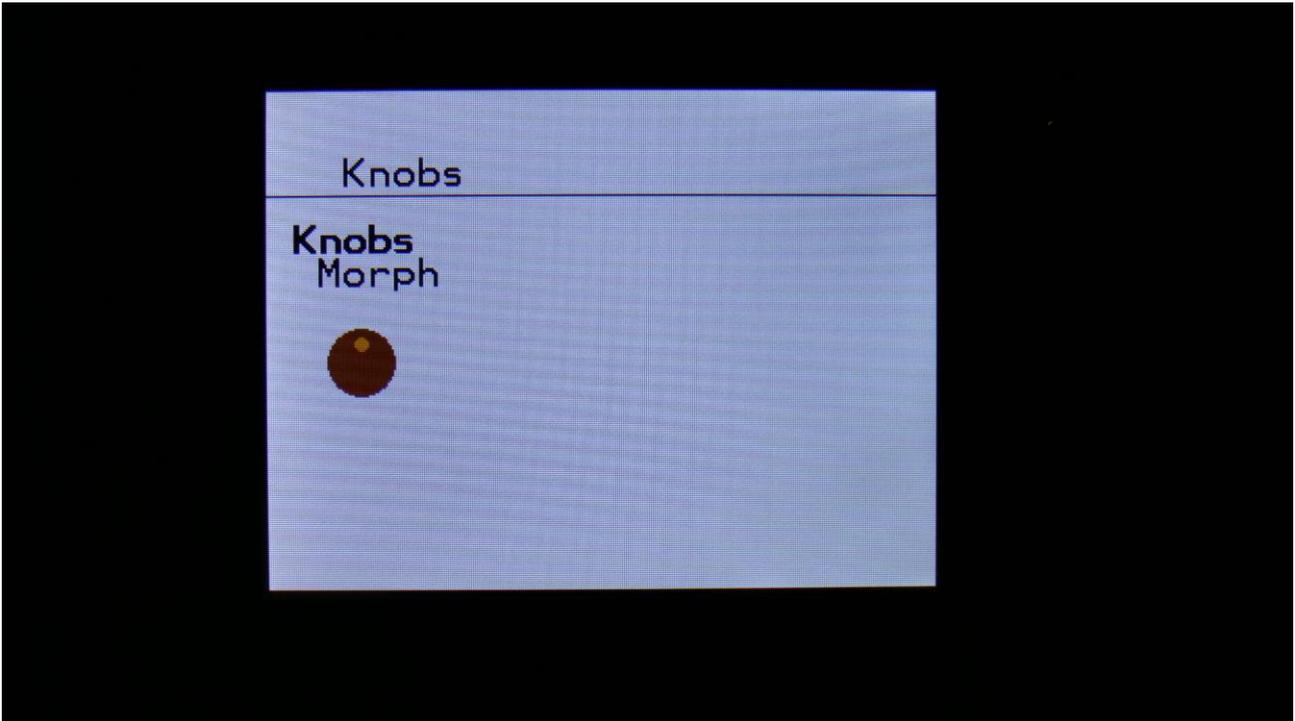
When set to levels, each of the 4 Edit knobs will adjust the level of one analog group, by controlling the Insert effects Gain parameter.

When set to any of these new modes, the Edit Knobs will not function as modulation sources. In these modes, only the 4 sequencer knob tracks of Part 1 will be active, and these will be accessed from any part. Recording knob tweaks, will always be on the part 1 knob tracks as well. MIDI CC's 8 to 11 will control the Edit knobs. The rest of the knob MIDI CC's will be ignored.

To set up the Edit Knobs mode, on the main menu page, select "KNOBS".



Push the Edit button to enter the Knobs page.



On the Knobs page, you will find the **Knobs** parameter. This can be set to:

Mod: The 4 Edit Knobs will work as modulation sources, just like before this new functionality was added.

Level: The 4 Edit Knobs will control the level of each analog group, by controlling the Insert Effect 1 Gain parameter.

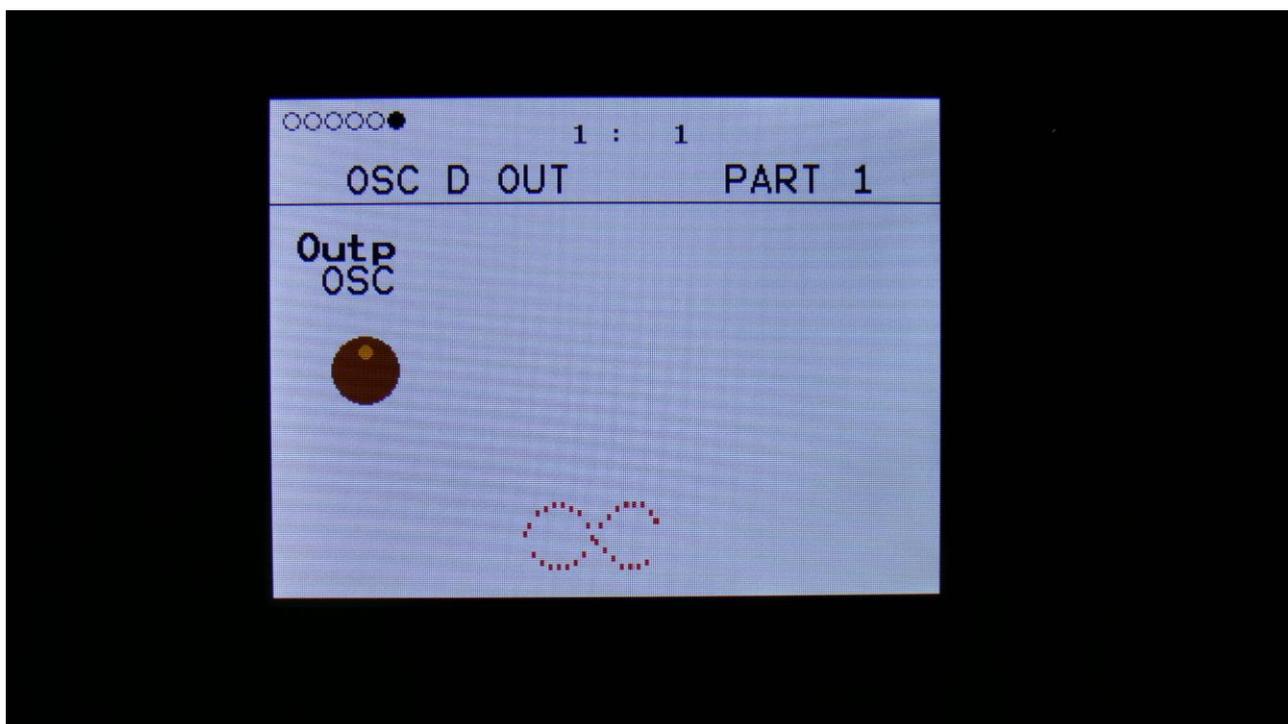
Morph: The 4 Edit Knobs will each morph one analog group. The Morph parameter will still morph all parts at the same time.

Osc D To Analog Oscillators

It is now possible to route the output of the digital oscillator in analog drum modes, to the input of the analog oscillators. This will force the analog circuits to work as oscillators and filters at the same time, and might create some really interesting results.

If you, for instance, adds a tuned down sine wave to a kick drum, it will get even more boom, than it already has 😊

An extra page has been added to the digital oscillator, to hold the **Outp** parameter:



This parameter can be set to:

DGF: The output of the digital oscillator will be routed to the digital filters, just like before this new functionality was added.

OSC: The output of the digital oscillator will be routed to the analog oscillators, forcing the analog circuits to work as oscillators and filters at the same time.

Ring Modulated Noise

A ring modulated noise source has now been added to the analog percussion and the analog clap.

This outputs a different, more discrete kind of noise, than the regular noise generators, and expands the sound possibilities for the analog oscillators.

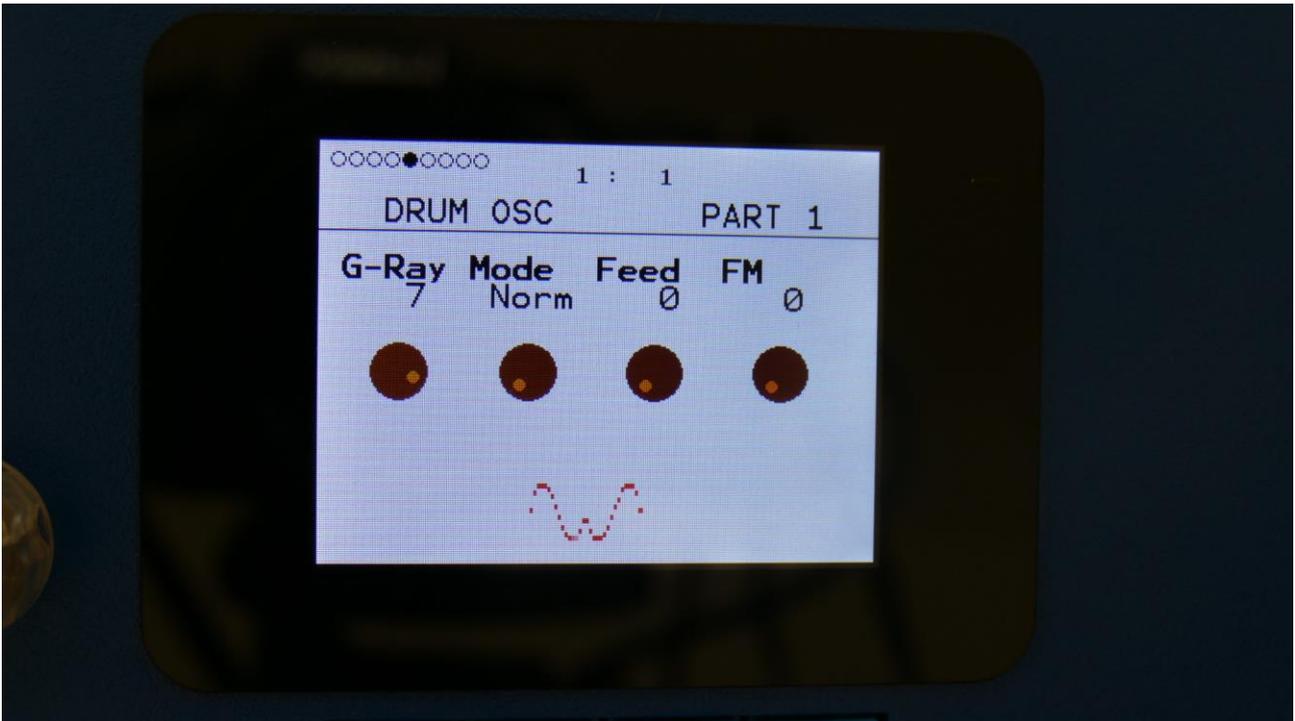
To select the 2 new noise sources, Ring Modulated Voltage Noise (RiV) and Ring Modulated Pulsed Noise (RiP), simply turn up the **NozWv** parameter on the Analog Percussion and Analog Clap Drum Oscillator pages.



New G-Ray Modes

4 new G-RAY modes have been added, that are a bit softer than the original ones.

These have been added as G-Ray modes 4 to 7. To select them, simply turn up the G-Ray parameter found on the analog oscillator pages, and on the analog filter pages.



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