

# Gotharman's SpazeDrum Blue & Black



# Analog Drum Synthesizers Update Manual V7.29

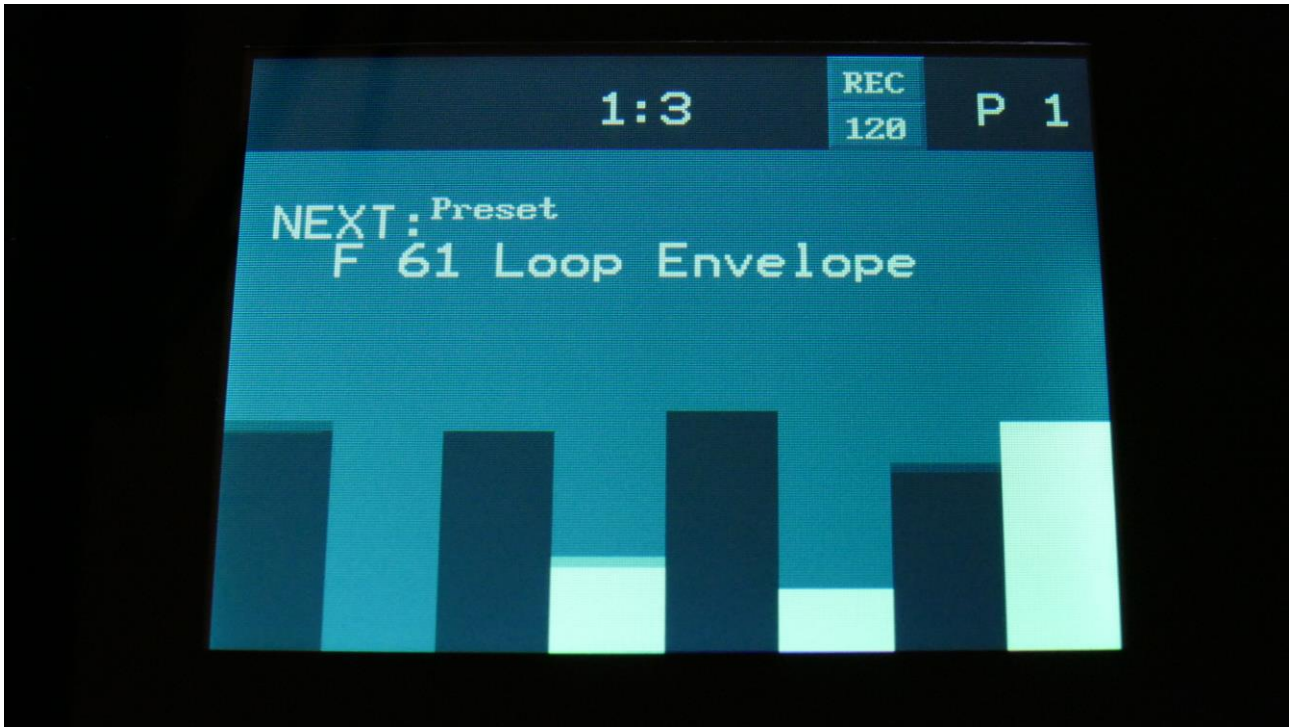
- New color scheme 😊 Goodbey to the white pages... [Page 3](#)
- Sample Pitch V2 Effect has been added –GlitchShifter 3 has been removed. [Page 4](#)
- LFO's can now Key Sync to sequencer tracks. [Page 9](#)
- Can now import LD3, Tiny LD and Urano sequences. [Page 10](#)

**Bug Fixes:**

- Digital voices were not affected by Group Levels. Now they are.
- The 4<sup>th</sup> EFX modulation amount could not be adjusted with Morph Set on. Now it can.
- Preset Confirm did not work, when changing presets via the step buttons. Now it does.

## New Color Scheme

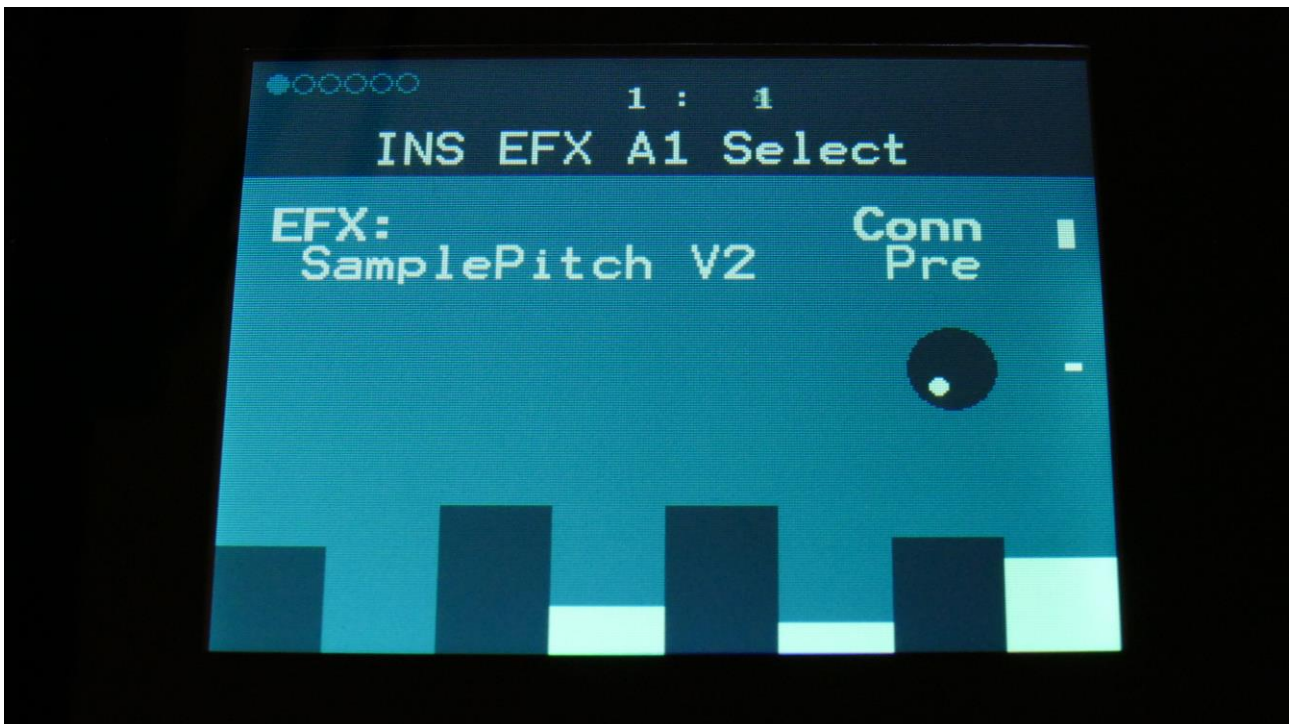
The SpazeDrum color scheme has now been changed from white to blue/green-ish.

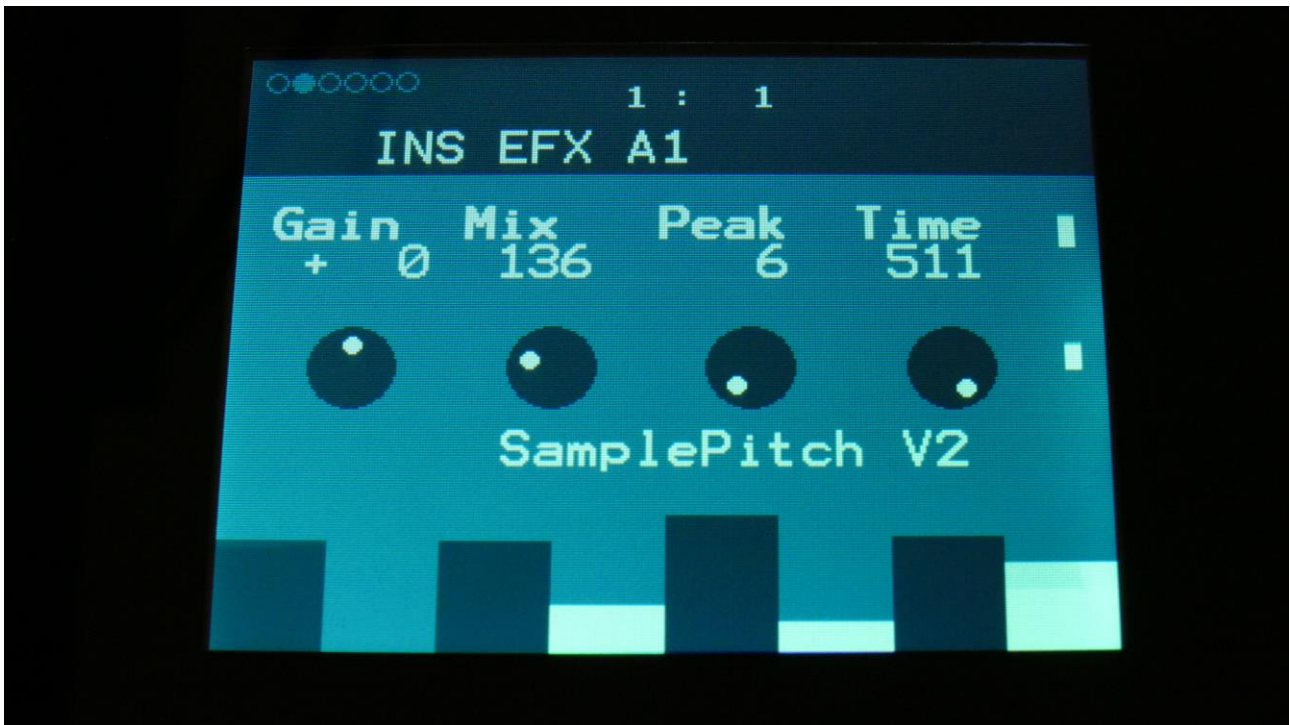


## SamplePitch V2

The SamplePitch V2 effect, originally engineered for Urano, has now been added to the SpazeDrum insert effects. In order to make room for this, the GlitchShifter3 effect was removed. If anybody is not happy with this, please let me know.

SamplePitch V2 are a pitchshifter that is degrading the sound. A Peak parameter are available, that alters the formants, and a Warp parameter will warp the signal into another dimension.



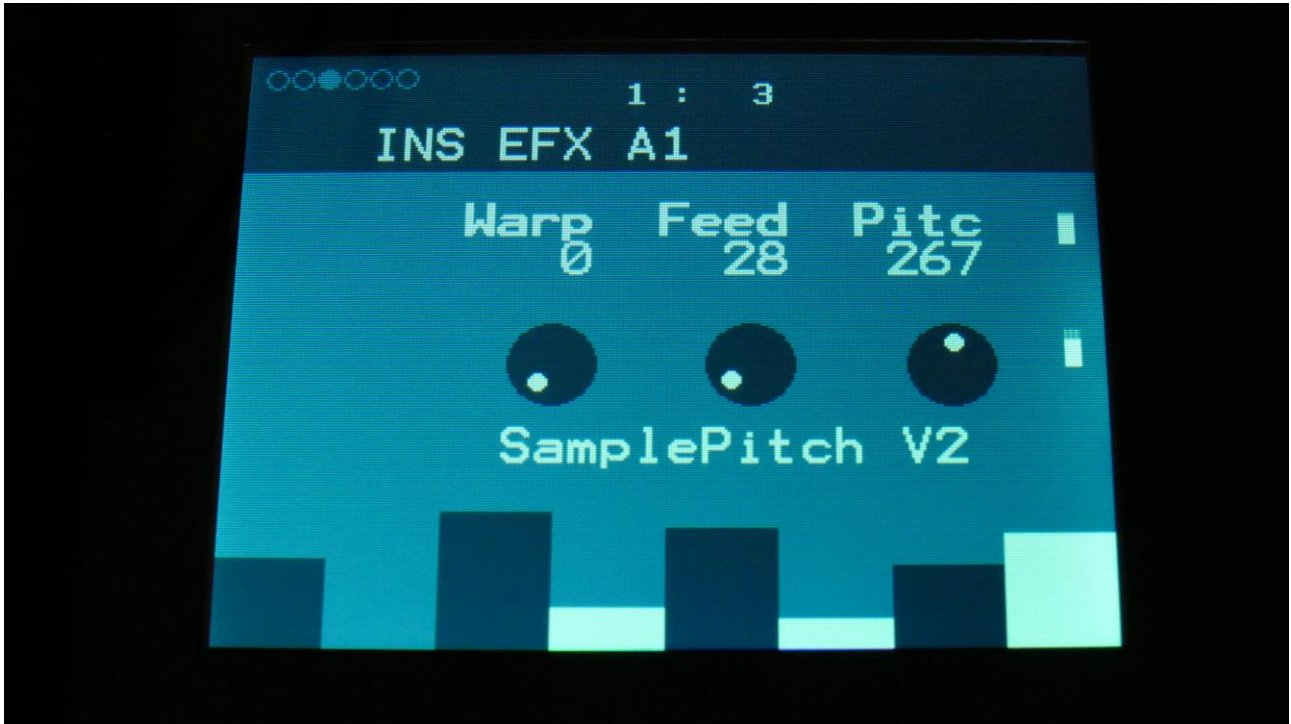


**Gain:** Insert effect input gain. A negative value attenuates the input signal, a positive value gains the input signal.

**Mix:** The mix between the un-effected signal on the effect input, and the effected signal on the effect output.

**Peak:** Adjusts the formant peaks of the sound. When set to zero, the formants of the sound are not altered.

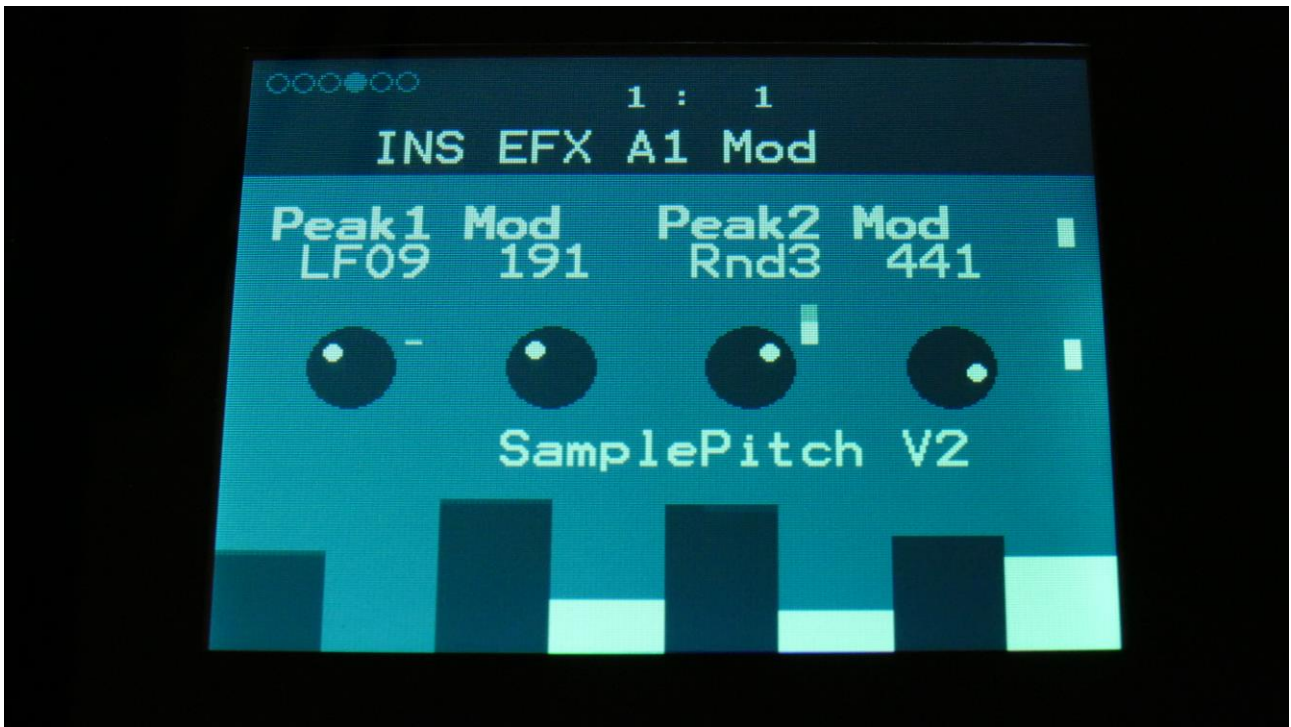
**Time:** Sets the time base of the pitch shifting. When set to the maximum value, the relationship between time and pitch shifting is 1:1. When turned down, this relationship gets out of sync, and things starts to sound different.



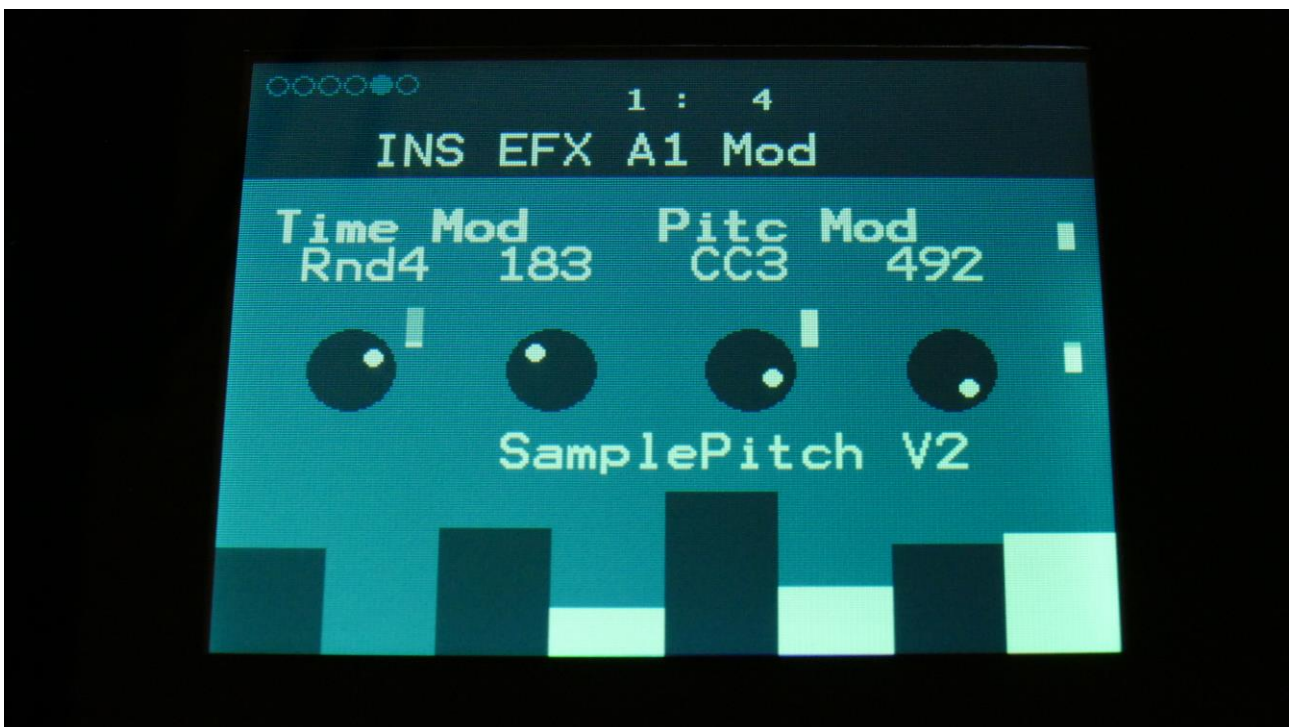
**Warp:** Warps the signal over the edge, to make things sound really weird.

**Feed:** Adjusts the portion of the output signal, that is fed back to the input.

**Pitc:** Sets the output pitch of the effect. Goes from minus one octave to plus one octave.

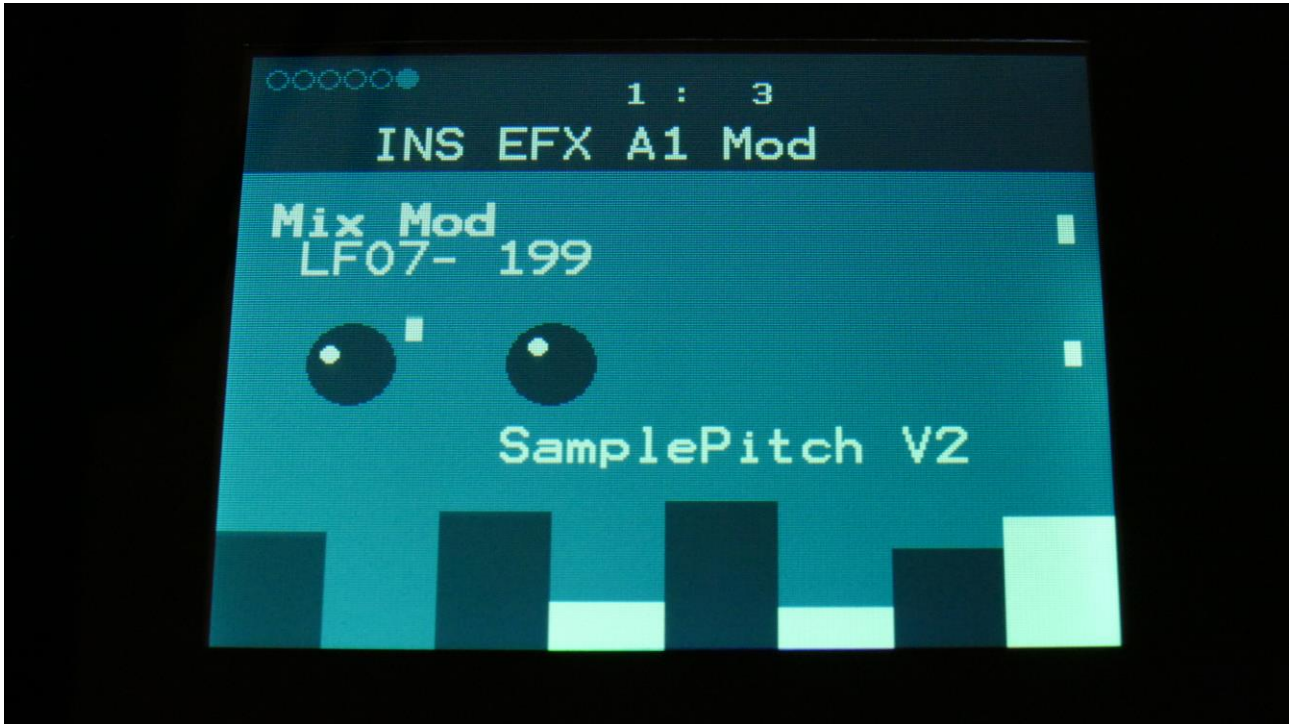


**Peak1 and Peak2:** Modulates the Peak parameter.



**Time:** Modulates the Time parameter.

**Pitc:** Modulates the Pitc parameter.

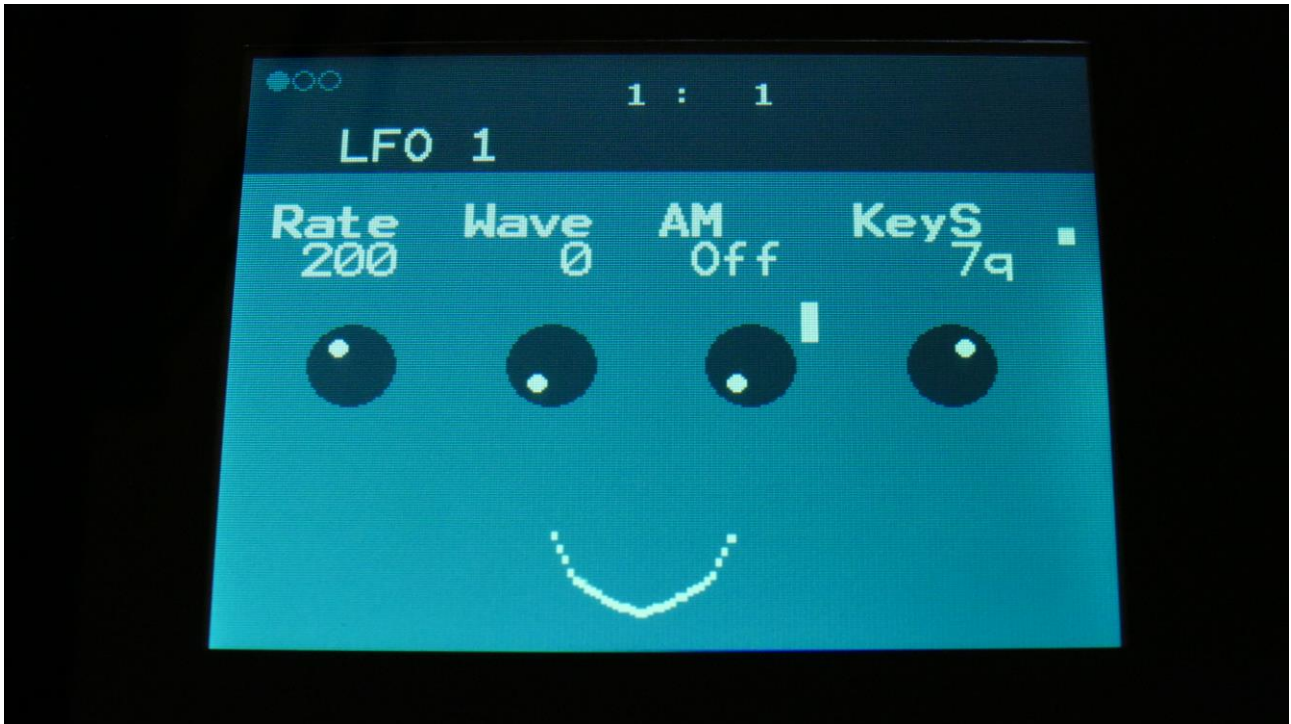


**Mix:** Modulates the EFX Mix parameter.



## LFO's Sequencer Sync

It is now possible to make the LFO's reset, every time a sequencer note track starts over, by setting the KeyS parameter to a value between 1q and 16q. The number in this value, refers to the sequencer note track, which will make the LFO reset, when it starts over.



## LD3, Tiny LD and Urano Sequences

SpazeDrum can now import the sequencer tracks from LD3, Tiny LD and Urano presets. Sound settings are not imported. Note tracks are fully imported, but only the step values are imported from the Controller tracks, since the controller track systems are not 100% compatible between these 4 instruments.



LD3, Tiny LD and Urano presets will now show on the USB pages. Just select a preset and import.

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