Gotharman's SpazeDrum Blue & Black

Analog Drum Synthesizers

Update Manual V7.78

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Bug Fixes

-If a sequencer note tracks sub positions were not all set to zero, and the tracks were doubled, the positions would be wrong. This has now been fixed.

Sequencer Knob Tracks As LFO Waveforms

The sequencer knob tracks can now be selected to be used as LFO waveforms.

An extra LFO page has been added for this:

Parameters:

CtTrA: When this is set to **Off**, the LFO is running as a normal LFO, generating the same waveforms as it did before this update. When it is set to a Knob Track number (**p1_t1** (part 1, knob track 1), **p1_t2** (part 1, knob track 2)….**P16t4** (part 16, knob track4)) , the LFO will use the values from the selected knob track to generate its waveform, when the **Wave** parameter is turned fully down, and the **Curve** parameter is set to its middle position (256).

CtTrB: With this parameter you can select the Knob Track (**p1_t1** to **P16t4**), which the LFO will use the values from to generate its waveform, when the **Wave** parameter is turned fully up, and the **Curve** parameter is set to its middle position (256).

Turning or modulating the **Wave** parameter, will make the LFO morph between the 2 selected Knob Track Waves.
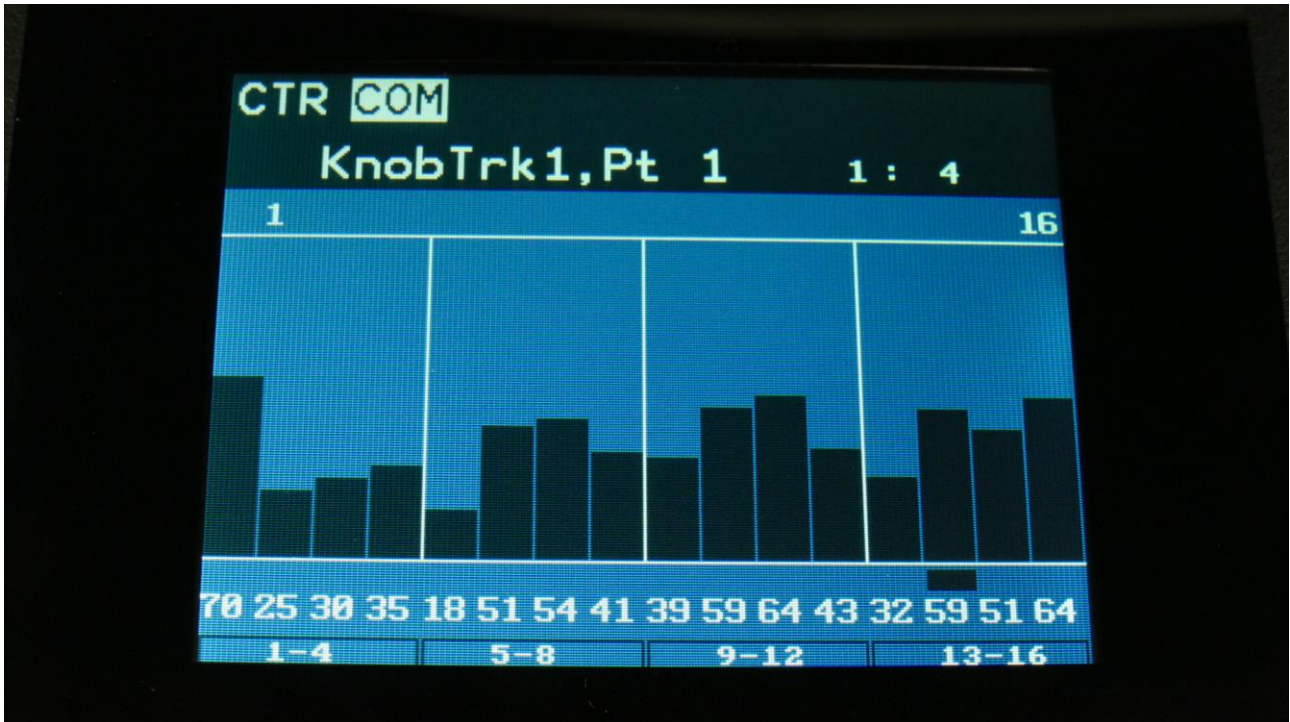
The more the **Curve** parameter is turned down from 256, the more the Knob Wave will be warped leftwards. Turning the **Curve** parameter up, will make the knob wave warp rightwards.

All other controls work as usual. The rate of the knob wave can be set and modulated, it can be key trigged and it can trigger parts. It is also still possible to use the one time key trigger mode, for using the knob waves as envelopes.
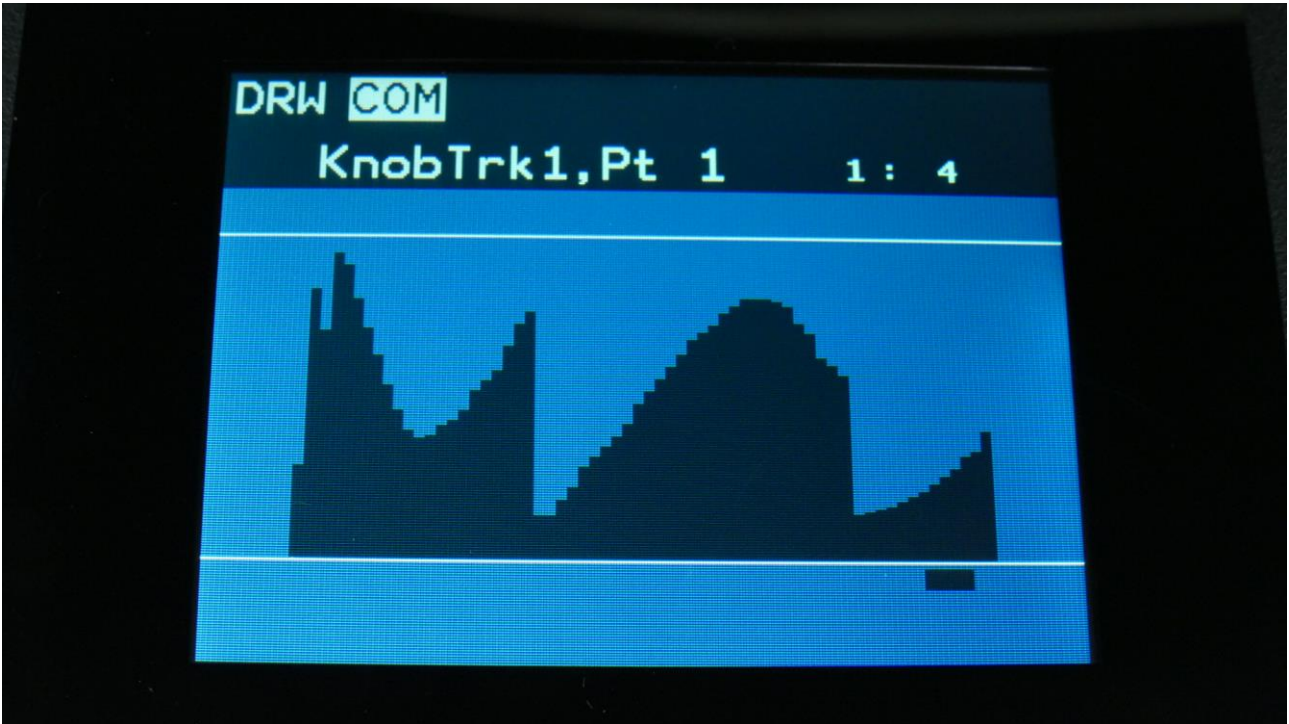
Knob Tracks "Draw" Mode

In order to make it easier to see the whole waveform, when using the Knob Tracks as LFO waveforms, a new "Draw" mode has been added to the knob track on the SpazeDrum models with touch screen.
On the SpazeDrums without touch screen, it is still possible to use the knob tracks as LFO waveforms, but it is only possible to edit the values via the knob interface.

To enter the draw mode, on the knob track values page, touch the CTR field in the upper left corner.
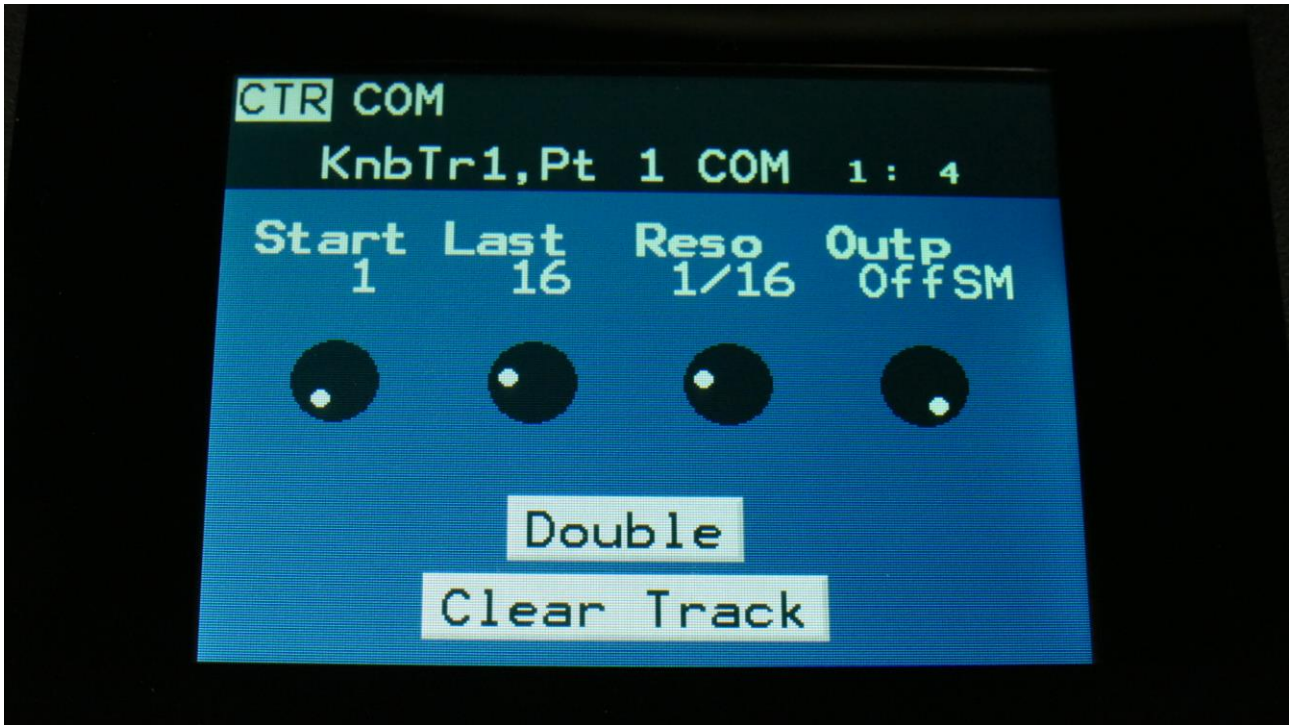
The view will now change to draw view.

Here you can see all the 64 steps of the knob track at one time, and change the values of the whole track, by drawing with a finger.

Controller Tracks

The 64 Knob tracks can now act as controller tracks, without affecting the knobs.

To do this, set the knob track output mode to the new value "OffSM".

The knob track will now no longer be affected by knob positions, or affect the parameters assigned to the knobs.

The independent controller tracks have been added as modulation sources, as Ktr1 to Ktr4.

New Reso EQ Effect!

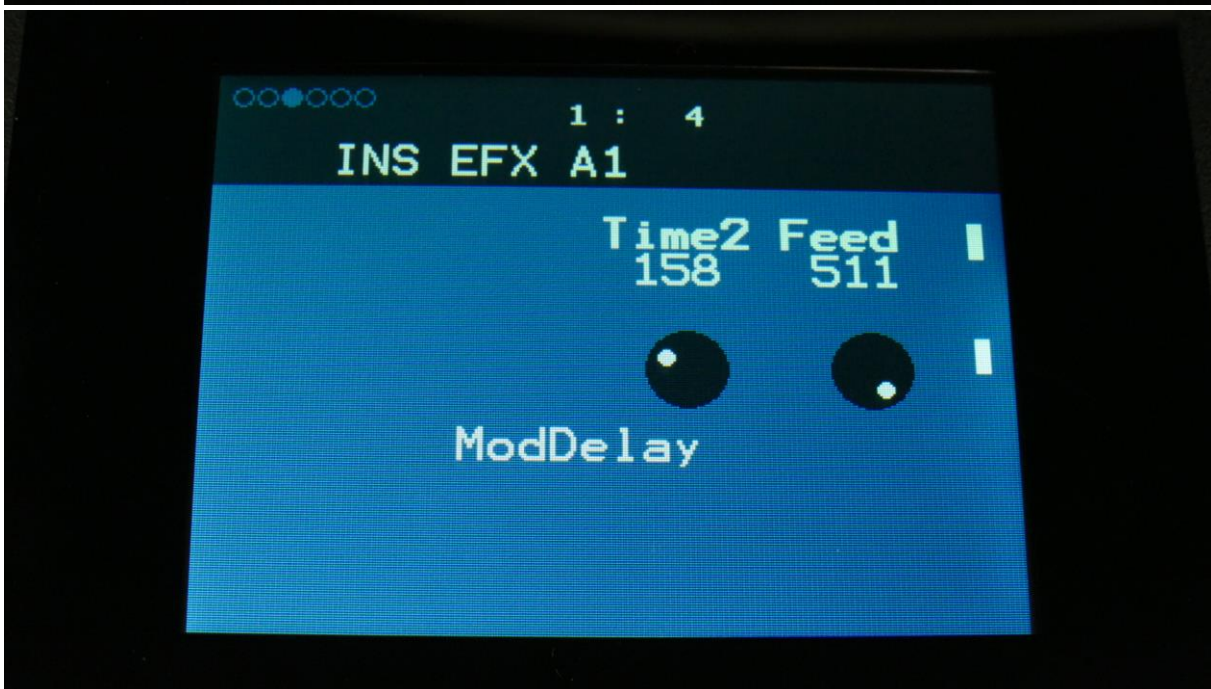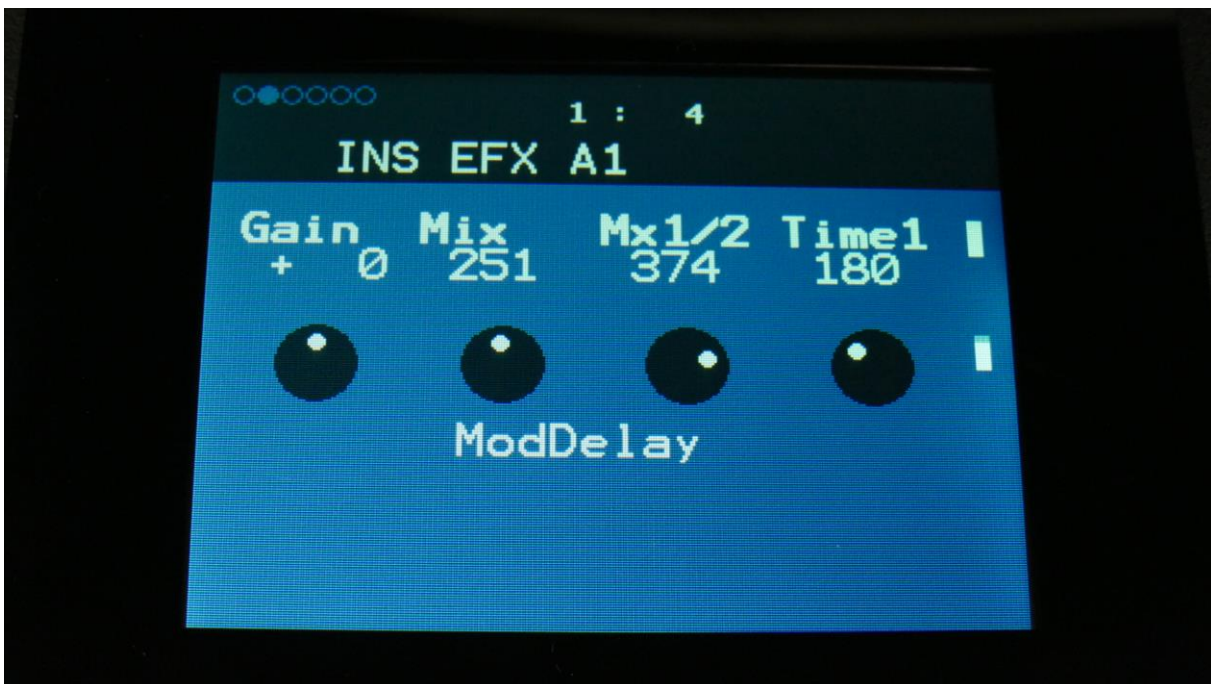A resonant EQ has been added to the effects.

It is a parametric EQ where frequency, cut/boost, frequency span and resonance (Q) can be set. Since the frequency span and Q can be set as 2 different parameters, this EQ has 2 peaks or dips at higher Q settings.
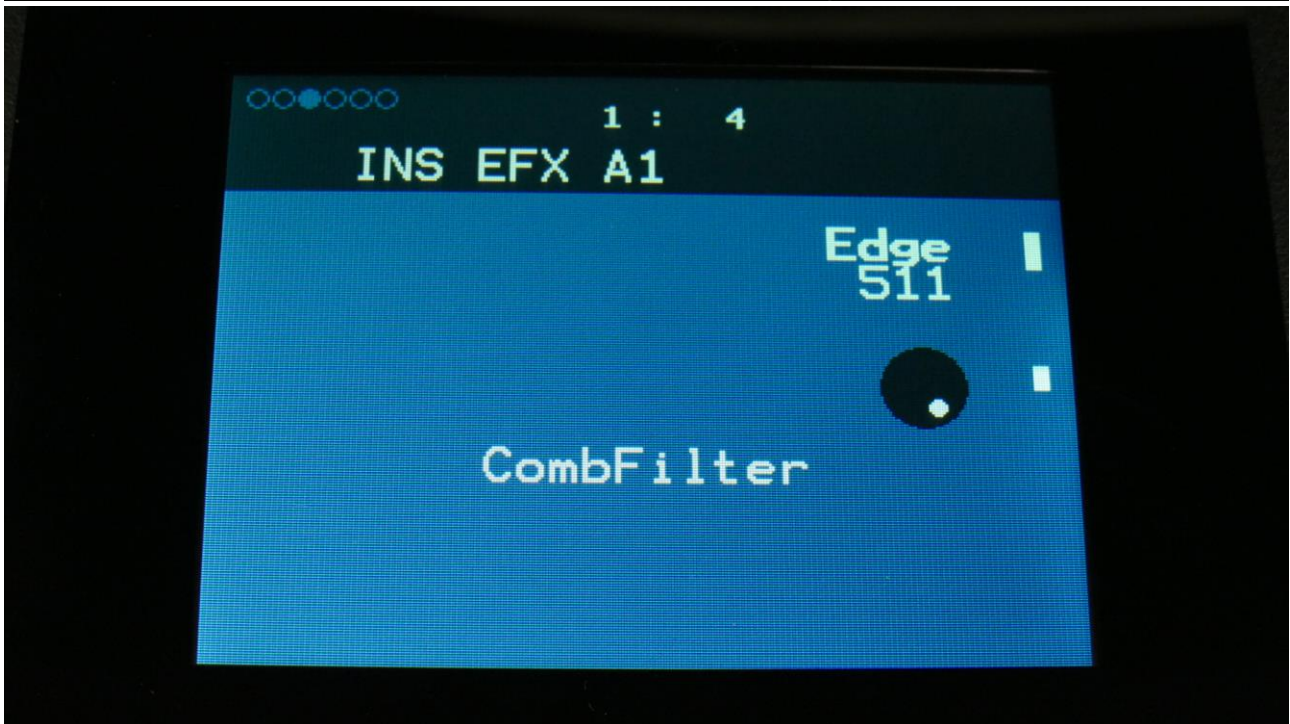
New Smooth Dual Tap Mod Delay Effect!

A new dual tap delay effect has been added to both the Insert effects and the Output effects. When you change or modulate the delay times on this, the transition is smooth, and do not generate any clicks.

It is also possible to set different delay times on the 2 taps, and mix between them, manually or via modulation.
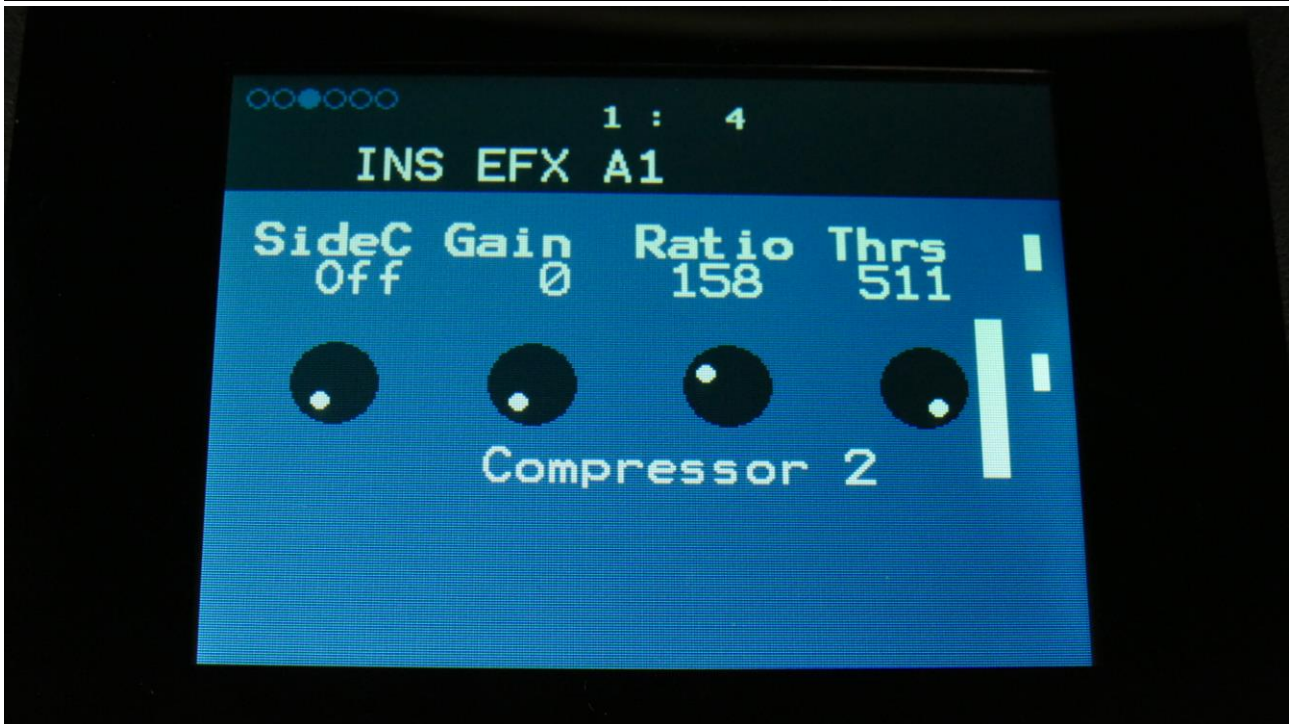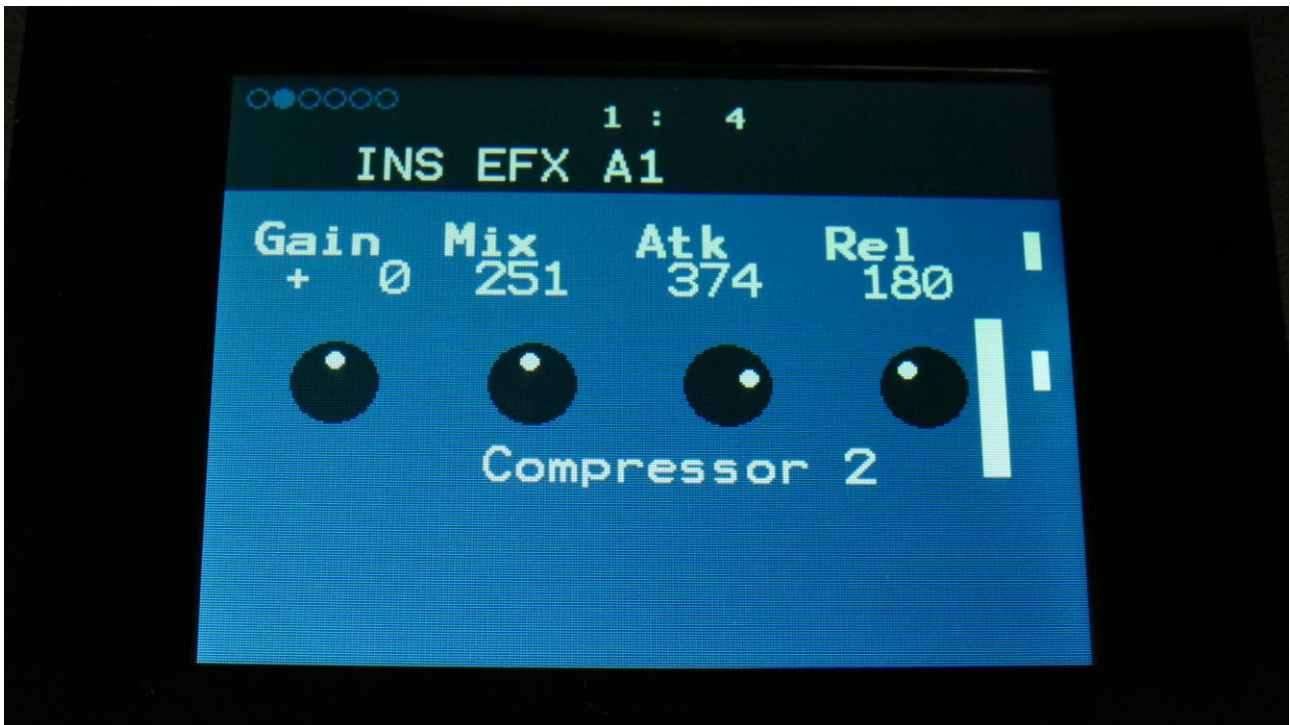
New Comb Filter!

A comb filter has been added to the effects section. A traditional comb filter with frequency and feedback settings, plus an Edge setting, which will add some character and crunchy distortion.
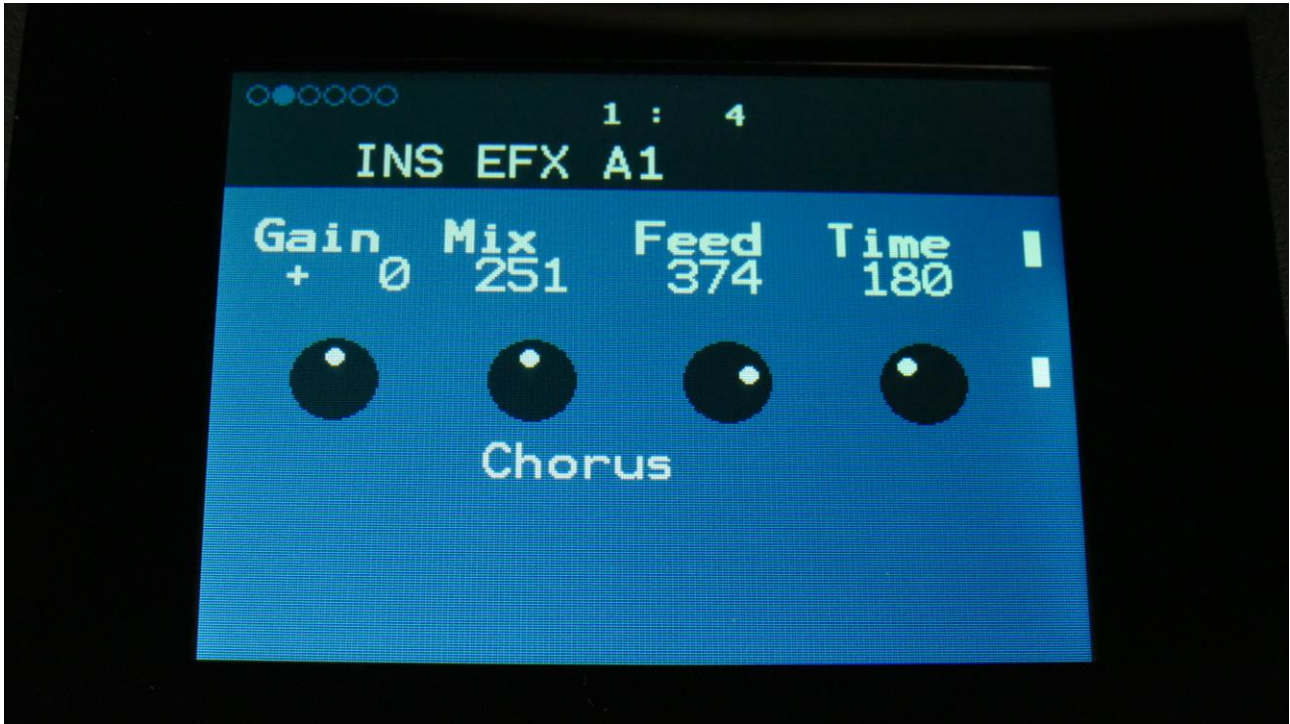
New Compressor With Side Chain!

A new compressor effect has been added, which is easier to use than the first one, and which can be side chained to any analog or digital voice.
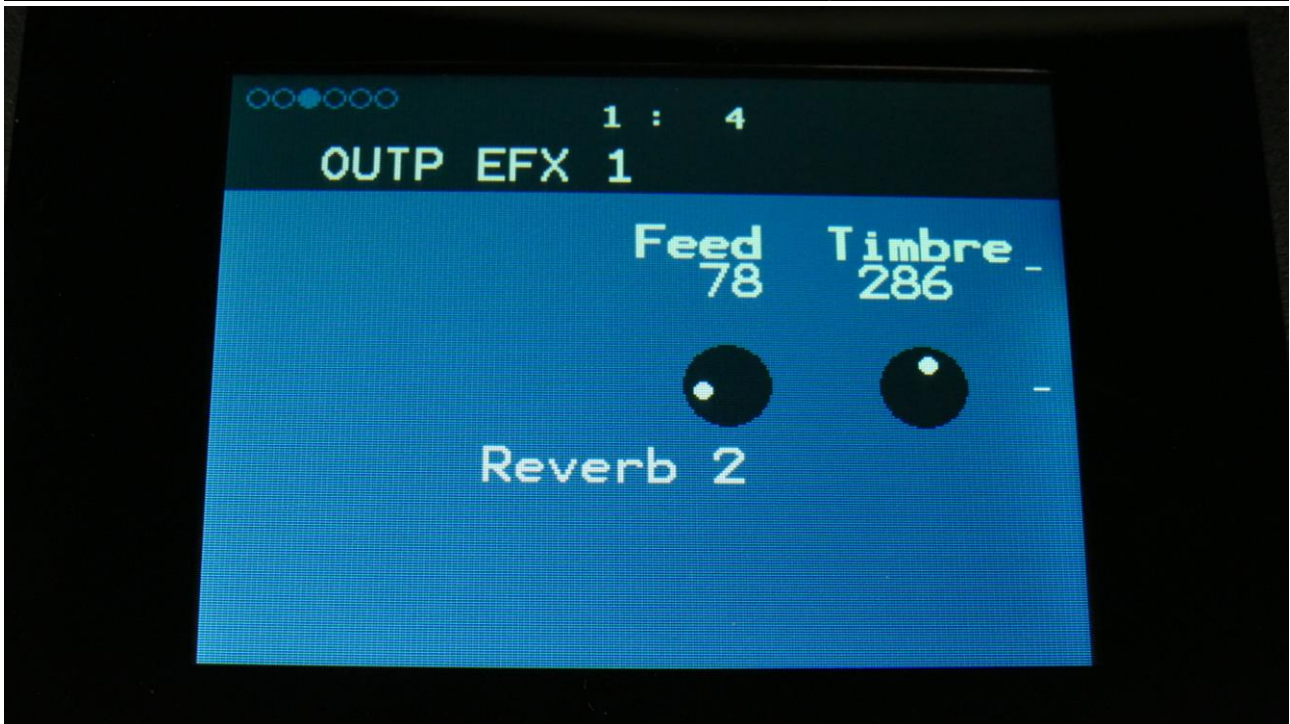
Chorus Effect Has Been Optimized

The Chorus effect has been optimized a bit, so that it is now less clicky.

New Reverb Effect

The reverb effect from Urano and Zaturn has now been included in SpazeDrum. This is a bit easier to use, than the original reverb.
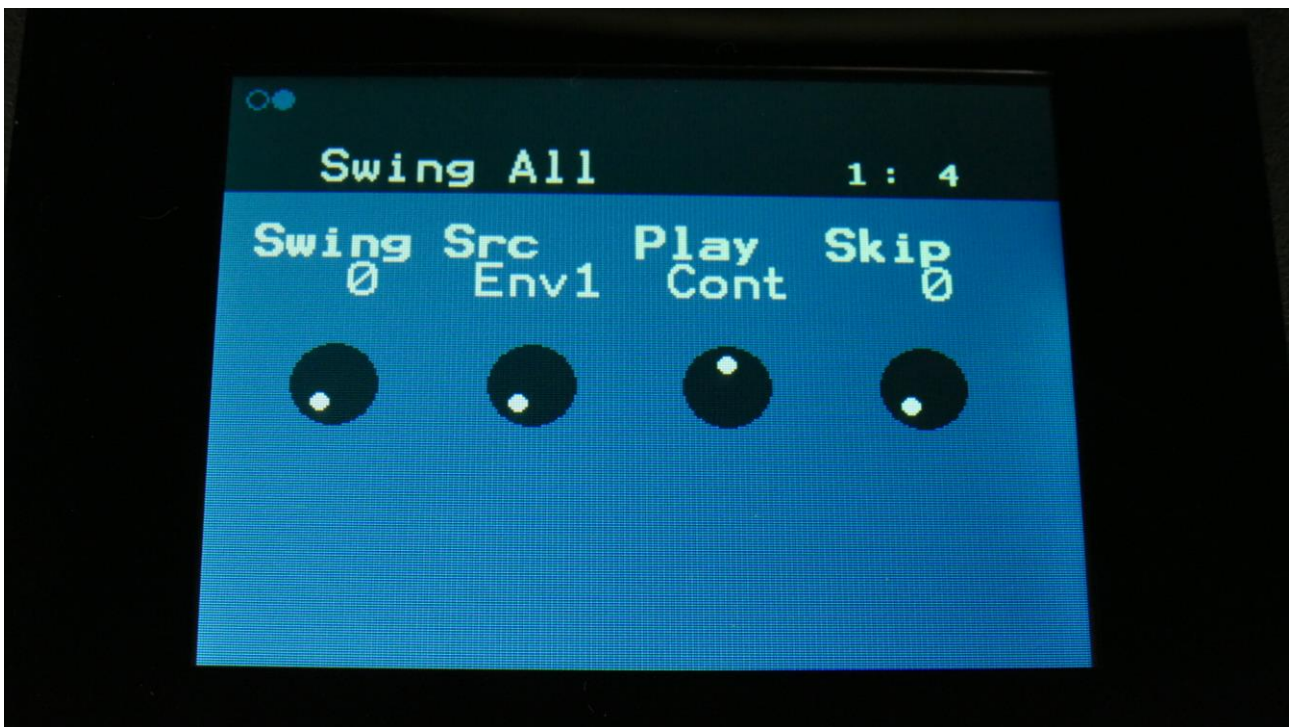
Immediate Preset Change!

When, on the Preset Select Page, you have selected a new preset, which is shown as "Next" on the display, and the Play button is flashing, it is now possible to immediately shift to the next preset, by pushing the Play button.

Sequencer Continue/Restart function

Usually when you press the play button, to start the playback of a sequence, SpazeDrum will start playing back the sequence from the start step.
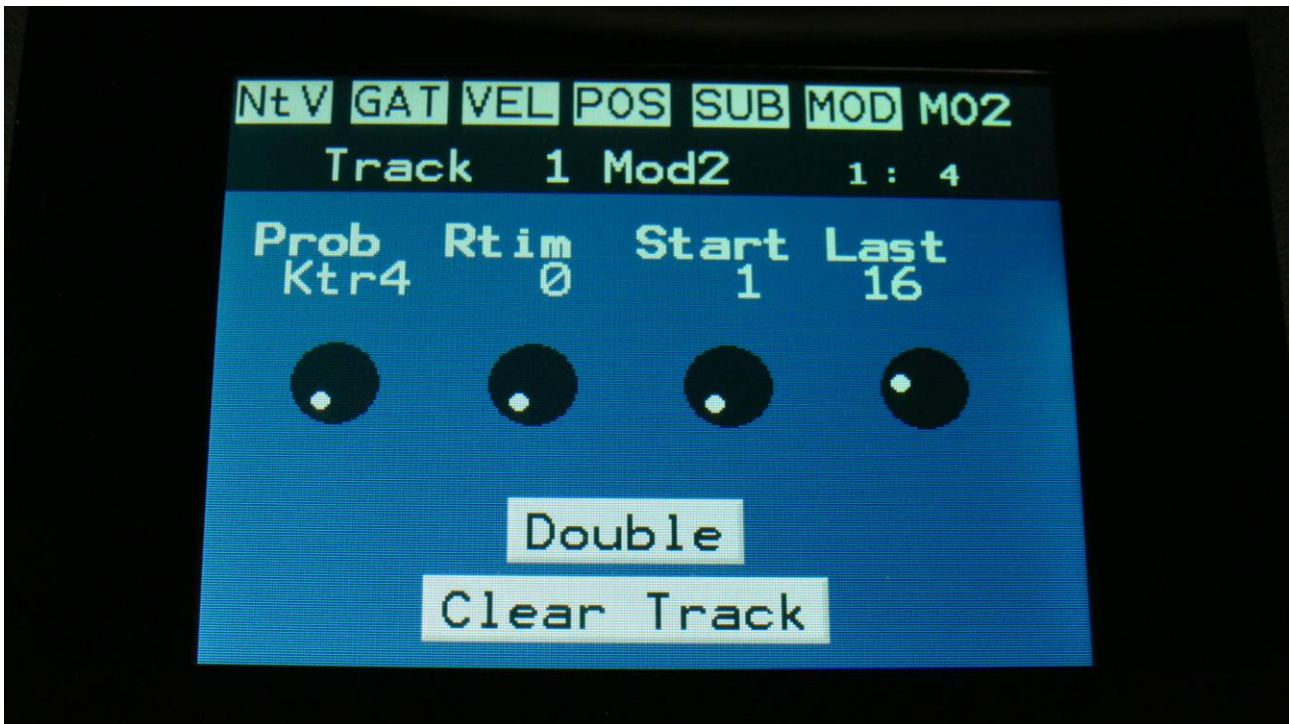
It is now also possible to make it continue from where it was stopped. To make this happen, go to the SEQ MAIN > Swing All page, and set the new Play parameter to "Cont". Set the Play parameter to "Reset", to make the playback start at the start step again.
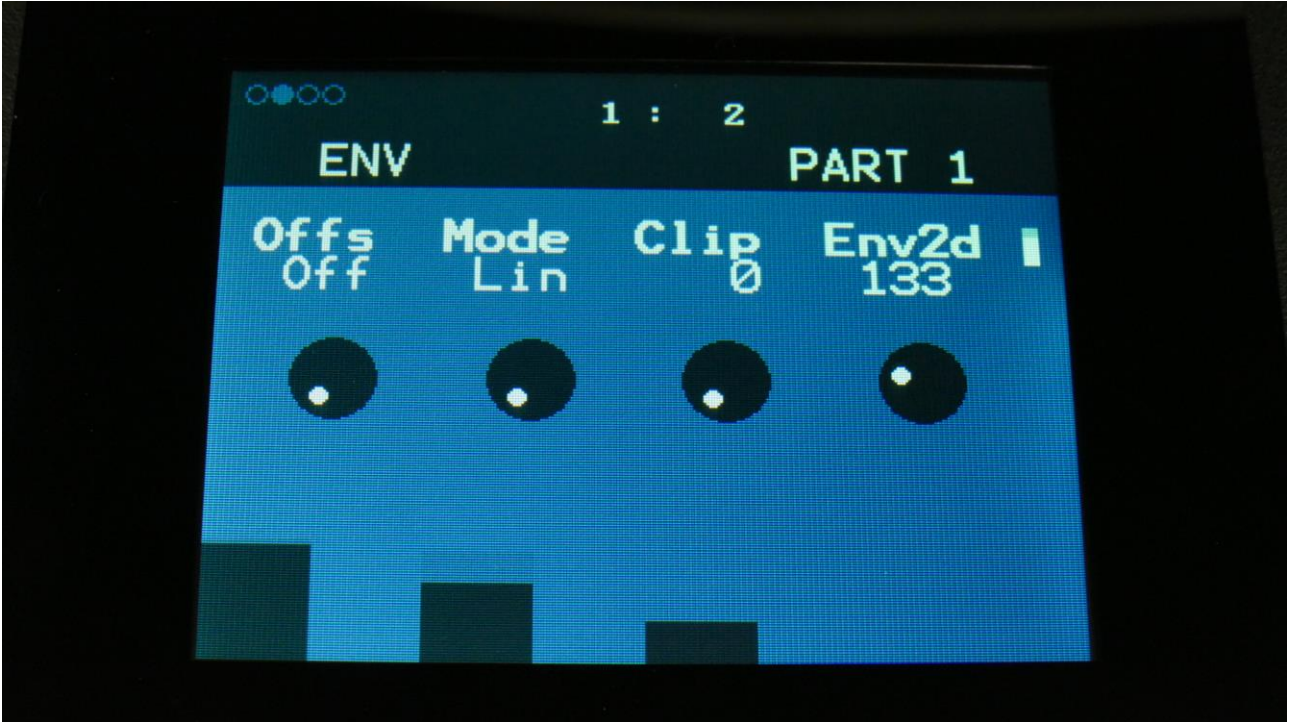
Note Track Step Probability

It is now possible to program the note probability per step, using Knob Track 4 on each of the 16 parts.

To make this happen, turn the Prob parameter all the way down. It will now read out "Ktr4". Now go program knob track 4, to set the probability values for each step.

Decay Envelopes VU-Meter

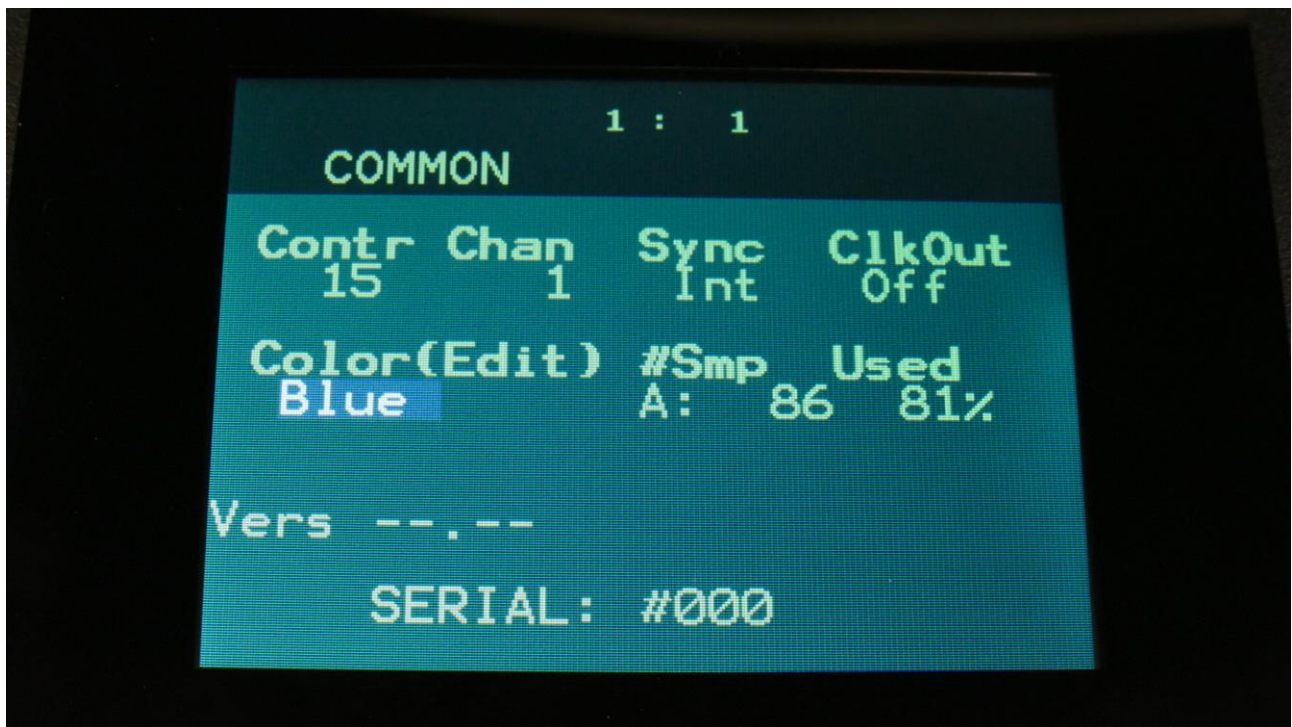An output VU-meter has now been added to the decay envelopes.

Blue Color Scheme

A new blue color scheme has been added, which is a bit sharper and easier to read, than the green one.

To switch between the blue and the green color scheme, enter the SETUP > COMMON page.

Here, push the Edit button, to change color scheme.

Parameter Fine Adjust

A parameter fine adjust function has been added. First, adjust the parameter, as you would normally do, with a knob. Then push and hold the Morph Set button, while adjusting the parameter again, using the knob. The parameter will now be adjusted inside a narrow range, and it will be easier to set it at a specific value.

Metronome now only at playback

The metronome is now only audible, when the sequencer is playing back.

Sequencer Count-In

The 2 bars sequencer record count-in is now only active, when the metronome is on. When the metronome is off, the sequencer will now start recording without any count-in.

Sequencer real time recording timing

The timing of the real time recording has been improved, so it is now better at "catching" notes which is played too early.

Sample Playback Panic

When the panic function is activated (Func>Copy>Exit), and when an All Notes Off MIDI message is received, all sample playback will now be stopped.

MIDI Program Change Out

-MIDI program change is now transmitted, as soon as a new preset is selected, instead of when Spazedrum actually changes the preset, in order to make other connected pattern based instruments change program in time.
In Song mode program changes are sent one tic before the preset is changed.

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