sd drums

_travelers guide
_for drumming in parallel worlds

6	4	48
trigger voices	outputs	first midi note

› then noon = 12 o'clock tags = the panel drawing

drum samples from the microsd card · algorithm 04 sd 6 triggers · sequenced by stolperbeats over cables, midi or both

01 what this sector is

sdd_01 · fig.01

the job	disting ex plays drum samples off the card · stolperbeats sequences them
the algorithm	**[04]** sd 6 triggers · six voices, each its own trigger, sample, output · **[p]** › algorithms › choose single › 4
two routes	six trigger cables into the inputs, or midi through a tiny midi breakout · or both
the screen	the voice's file · playing: velocity, layer, round robin (› = neither) · **[r]** on **[sample]** auditions

__fig.01 : six trigger outs

stolperbeats › disting ex



02 a voice

sdd_02 · six of everything

in 1 … **in 6**	trigger voice 1 – 6 · gate voltage = velocity, 5 V = max
[sample 1-6]	the file (0 – 999 in the folder) · –1 switches the voice off
[folder 2-6]	a folder of its own, or –1 = the shared **[folder]**
[gain 1-6]	–40 to +6 db · –6 db default, so six hits can stack
[env time 1-6]	100 = play the file to its end (default) · lower = shorter tails
[transpose] **[fine]**	±60 semitones, ±100 cents per voice · tune toms, pitch a kick
[start offset]	skip into the file in 0.1 % steps · the ms shows on screen
[round robin]	mode: in order · random · random2 (no repeats) · random3 (shuffled sets)

10 first flight

sdd_10 · six cables, one kit

1. kit folder of six wavs at the card root
2. **[p]** › algorithms › choose single › **[4]** sd 6 triggers
3. **[folder]** to the kit · press the menu button to load it
4. stolperbeats **kick** … **perc 2** into **in 1** … **in 6**
5. **[sample 1-6]**: one file each · **[choke group]** 1 on both hats
6. **out 1** **out 2** to the mixer · press play on stolperbeats

03 the card

sdd_03 · microsd

format	fat32, mbr partition · 32 gb sdhc recommended · sd association formatter
speed	misc › tests › test sd speed · ~3 mb/s max · under 1.8: suspect · samsung evo runs high speed, sandisk extreme doesn't
supplied card	fine for firmware and wavetables · not guaranteed for streaming wavs

04 folders

sdd_04 · fig.02

where	folders of .wav files (24 bit ok) at the top level of the card, not nested
order	sorted alphabetically · **[folder]** (0 – 999) counts down that list, files too
tip	number the names (00 kit 808, 01 kit 909 …) so folder numbers stay put
kits	one folder per kit, or one folder per drum and **[folder 2-6]** to mix kits
switching	a new folder loads after you press the menu button to confirm
playlist.txt	optional · picks files, order and per-file settings · files are one-shot unless set to loop

__fig.02 : the card

alphabetical = folder number

```
microsd (fat32)
├── 00 kit 808/                          folder 0
│   ├── kick.wav
│   ├── snare_V1_RR1.wav                 soft, take 1
│   ├── snare_V1_RR2.wav                 soft, take 2
│   ├── snare_V2_RR1.wav                 hard, take 1
│   └── chh.wav · ohh.wav
├── 01 kit 909/                          folder 1
├── 02 kicks/                            folder 2 · a drum per folder
└── scl/ · kbm/ · MTS/                   tunings, not samples
```

05 file names

sdd_05 · suffixes

_V1 · _V2	velocity layers · lowest number = softest
_RR1 · _RR2	round-robin takes of the same hit
both	velocity first: snare_V2_RR1.wav
one voice	**[sample]** points at the group, the suffixes pick the take

06 outputs

sdd_06 · fig.04 · output 1–6

1 · 2 · 3 · 4	that output alone, mono
5 · 6	stereo pair 1/2 or 3/4 · **[pan 1-6]** places it
7 · 8	stereo 1/2 and out 3 or out 4 too · a send for reverb or a compressor
[saturation]	soft clip per output (out 1-4) · on by default

__fig.04 : a split kit

output 1-6 values



number = the voice's output setting · 7 / 8 add out 3 / out 4 as a send

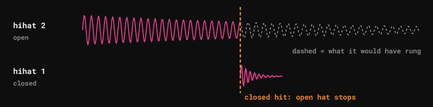
07 chokes · feel

sdd_07 · fig.05

[choke group]	per voice · 0 off · 1 – 3 · a hit stops the other voices in its group
hats	hihat 1 and 2 in group 1: closed cuts open
rolls	stolperbeats feeling: hihat 2 becomes a burst · choked, each hit cuts the last
flam · slop	kick, snare (and hats) land a touch late · long tails smear
[linear]	stolperbeats thins out stacked hits · one voice at a time, like a choke on the whole kit

__fig.05 : choke group

closed cuts open



13 cv · knob mappings

sdd_13 · mappings menu

cv	any input offsets any of the first 64 parameters · bi / unipolar, %/V · gate type: over 1 V = min ↔ max
not cv-able	**[folder 2-6]** and **[round robin mode]** (params 66 – 71): midi or i2c only
1 **r** knobs	map for live hands-on: env time, gain, start offset

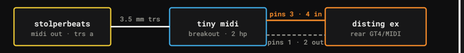
11 tiny midi breakout

sdd_11 · fig.06

to the ex	2 hp, passive, six trs sockets · ribbon to the rear **GT4/MIDI** header, pin 1 nearest the GT4 text
midi in	header pins 3 + 4 to a socket wired type a (tip, ring)
midi out	pins 1 + 2 to another socket (ring, tip) · soft thru forwards midi in › out · type b = swap tip, ring
the cable	stolperbeats **midi out** (trs a) › that socket · activity shows top right of the display

__fig.06 : the midi chain

tiny midi breakout



in socket: pin 3 › tip, pin 4 › ring (type a) · out socket: pin 1 › ring, pin 2 › tip
stolperbeats out is type a; its rear switch sets type b · swap tip / ring to match
one 4-way ribbon comes with the breakout · it splits into two 2-way cables

12 midi in

sdd_12 · notes 48 – 53

notes	six neighbouring notes fire voices 1 – 6 · 48 – 53 by default (menu) · channel: settings › midi/i2c › rx channel (single)
stolperbeats	midi edit: every track on that channel · kick 48, snare 49, hh1 50, hh2 51, p1 52, p2 53 · hold **[◂]** saves the bank
velocity	per track (1 LED = 8 steps) · picks the _V layer, unlike 10 V cable triggers
subdiv	its notes go out too · park it on another channel
free the inputs	turn trigger inputs off in the algorithm menu · then use them as cv
stop	all notes off · all sound off: menu, or cc 123 / 120

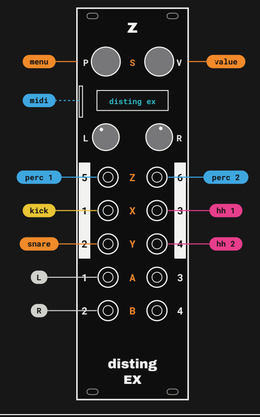
14 hybrid patches

sdd_14 · cables + midi + cv

make room	switch trigger inputs off in the menu, play those voices over midi · the jacks become cv
accents	stolperbeats env: stepped wave, clock :bd (a velocity per kick) › mapped to **[gain 1]**
drifting toms	env as a slow 1-bar ramp › **[transpose 5]** · perc 1 sweeps in pitch
hands on	**1** › **[env time 4]** (open hat length) · **r** › **[start offset 2]** (snare bite)

__fig.03 : the panel

numbers match the legend



kick **in 1** · voice 1 · 6 triggers
snare **in 2** · voice 2
hh 1 **in 3** · voice 3 · choke 1
hh 2 **in 4** · voice 4 · choke 1
perc 1 **in 5** · voice 5
perc 2 **in 6** · voice 6
L **R** **out 1** · **out 2** · output 1-6 = 5 (stereo 1/2)
menu **p** · push = menu · confirms a folder
value **v** · turn = value
midi **rear header** · GT4/MIDI · tiny midi breakout

09 when it goes wrong

sdd_09

cut tails	env time back to 100 · check the choke groups
all at max	cable triggers are 10 V: always the loudest layer · use midi for velocity
silence	sample –1 · folder not confirmed · trigger input off · glitches: test sd speed
double hits	cables and midi driving the same voice