

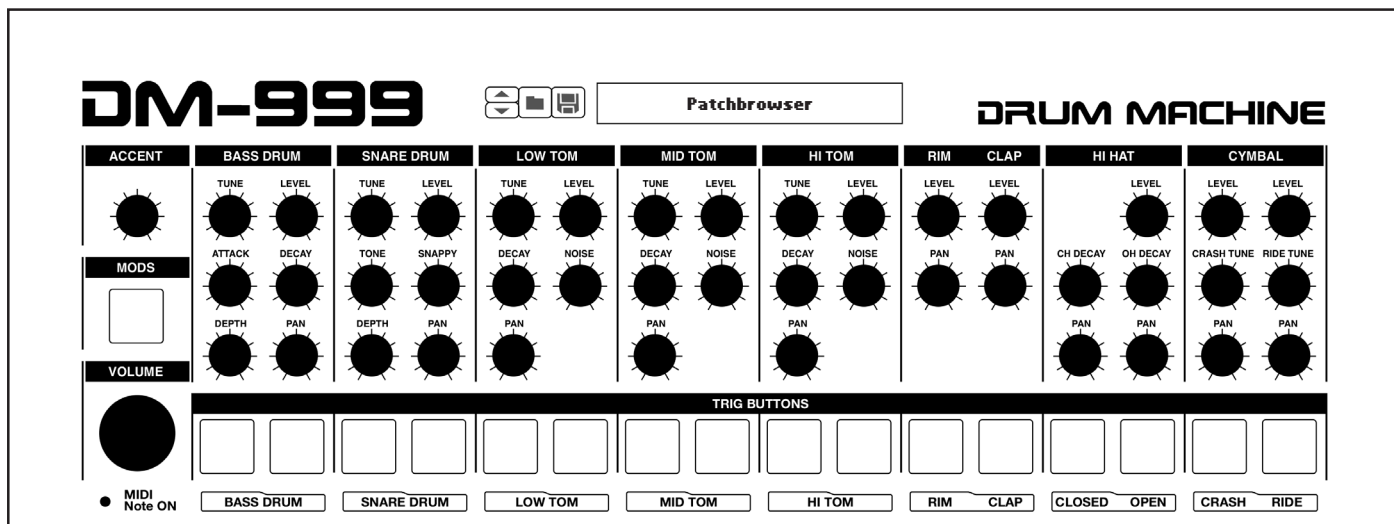
DM-999

DRUM MACHINE

Version 1.0.0



INTERFACE



Welcome to the DM-999 Drum Machine Quick Guide

Thank you for choosing the DM-999 Drum Machine by Ekssperimental Sounds Studio. This quick guide manual will guide you through the features and functionalities of your new drum machine.

The DM-999 is crafted to provide the sound of a classic and beyond. Explore the extensive parameter controls with the unique MOD panel, and discover how to make the most of its sound design capabilities.

PATCH BROWSE / LOAD / SAVE

At the top of the front panel you'll find the Patchbrowser, use it to browse, load and save patches or "kits". The Patchbrowser can be accessed also in folded view.

TRIGGERING DRUMS

DM-999 Accept MIDI (see chart to the right)
Notes received is indicated with a led below the main VOLUME knob.
DM-999 also accept monophonic CV/GATE and also has individual GATE inputs for each sound.

TRIG BUTTONS / SOLO MUTE

The 16 push buttons on the DM-999 has two functions that you can toggle between by clicking the long dark header saying "TRIG BUTTONS" or "SOLO / MUTE".

AUDIO OUTPUTS

All drums are normalled to the MAIN outputs. They also have individual outputs in pairs. Use PAN knobs to direct the signal to a specific jack.

ACCENT & VELOCITY

The DM-999 features 3 velocity levels for the standart sounds:

0-63	Weak
63-100	Normal
101-127	Accented

An accented note has the same strength as a normal note + the value set by the Accent knob.

Accent can be modulated by controlled voltage via the Accent CV input jack on the back panel. The chromatic notes (Bass Drum below C1 & Hi Hats & Cymbals above E2) has the full velocity range of 0-127.

REGROOVE SHUFFLE

DM-999 comes with 7 ReGroove files that can be loaded in the ReGroove Mixer to recreate the original tempo fluctuations and shuffle settings. Open ReGroove and load them from the DM-999 folder. If you're using R13 it should be as easy as typing "999" in the browser search bar to find them. Shuffle1 is "straight" but there are some deviations that add a feel - so it's recommended for a classic experience!

TRIGGER KEYS

<C1: Bass Drum Chromatically
C1: Bass Drum
C#1: Rim Shot
D1: Snare Drum
D#1: Clap
E1: Snare Drum
F1: Low Tom
F#1: Closed Hi Hat
G1: Low Tom
G#1: Closed Hi-Hat
A1: Mid Tom
A#1: Open Hi Hat
B1: Mid Tom
C2: High Tom
C#2: Crash Cymbal
D2: High Tom
D#2 : Ride Cymbal
>D#2: Hats & Cymbals Chromatically

MOD SECTION

The DM-999 features a unique MOD section that greatly expand the the sound sculpting possibillites of each drum sound.

The MODS button will reveal the section on top of the DM-999 fron panel. It will then step through all drums while highlighting their headline. The MOD section can also be revealed by clicking the headline of each drum.

On the MOD panel you can click the name of the drum to reveal a list of all drums and "MODS HIDDEN". You can also step through the options by using the up/down arrows on the MOD panel.

The MOD section can be hidden by clicking the faint X in its upper right corner, by clicking the MODS headline or by CMD/CTRL click a headline.

BASS DRUM

TUNE - Decay of pitch modulation (set by Depth)
LEVEL - Volume
ATTACK - Amount of high frequency attack
DECAY - Time
DEPTH - Pitch modulation amount
PAN - Stereo placement

MOD SECTION CONTROLS:

HIPASS - Adjusts level of sub bass
VCO TUNE - Pitch
DECAY - Addition of Decay
NOISE - Amount of noise in the VCO circuit



RIM

LEVEL - Volume
PAN - Stereo placement

MOD SECTION CONTROLS:

TUNE - Adjust decay and pitch for all VCOs
 Decay time is added both by lowering and raising the value - shortest decay is set at zero.
VCO 1-2-3 Adjust pitch of each VCO
NOISE - Amount of noise in the VCO circuits



CYMBAL

LEVEL - Volume
CRASH & RIDE TUNE - Pitch of each cymbal
PAN - Stereo placement

MOD SECTION CONTROLS:

DECAY - Decay offset
LOFI - Bit Depth/Rate offset
R.MOD - Ring Modulation Amount
R.M FREQ - Ring Modulation Frequency



SNARE DRUM

TUNE - Pitch
LEVEL - Volume
STONE - Decay of Snappy
SNAPPY - Level of the noise element
DEPTH - Pitch modulation amount
PAN - Stereo placement

MOD SECTION CONTROLS:

DETUNE - Amount of VCO detuning
NOISE TONE - Noise element filtration
VCO BAL - VCO 1 & 2 volume balance
Decay - VCO 1 & 2 decay



CLAP

LEVEL - Volume
PAN - Stereo placement

MOD SECTION CONTROLS:

TUNE - Time constant for the 3 stage envelope
 and offset of reverb decay and filtering
REVERB - Adjust level and decay of reverb
FREQUENCY - Reverb frequency offset
RESONANCE - Reverb filter resonance



LOW, MID & HI TOMS

TUNE - Pitch
LEVEL - Volume
DECAY - Env 2 Decay
NOISE - Noise element level
PAN - Stereo placement

MOD SECTION CONTROLS:

Env 1 Decay - Decay of VCO1
Env 3 Decay - Decay of VCO 3 & Noise
Env 4 Decay - Pitch modulation decay
Env 4 Depth - Pitch modulation depth



HI HATS

LEVEL - Volume
CH & OH DECAY - Decay of each hi hat
PAN - Stereo placement

MOD SECTION CONTROLS:

TUNE - Pitch offset
LOFI - Bit Depth/Rate offset
R.MOD - Ring Modulation Amount
R.M FREQ - Ring Modulation Frequency



ANALOG SETTING

MASTER DRIVE:

Analog style overdrive on the master output

DRIVE CHAR. - Character/tone of the overdrive

BG NOISE:

Background noise - values above zero will add a constant sampled noise from a physical machine and raise the noise level of all VCO circuits.
 Lowering the BG NOISE will make the sound cleaner.

RANODM:

Introduces random levels, frequencies and fluctuations throughout the machine.



CV & GATE CONNECTIVITY

GATE OUT:

These drums will output a short gate signal

GATE IN:

Trigger each drum by feeding a short gate

CONTROL VOLTAGE INPUTS (ORANGE):

Bass Drum: Level & Decay
Snare Drum: Level & Tone
Toms: Level & Tune
Hi Hats: Tune & Decay
Cymbals: Tune



THANK YOU FOR SUPPORTING EKSSPERIMENTAL SOUNDS STUDIO!

Ekssperimental Sounds Studio is a one man project driven by the passion for experimental electronic sounds, new and old synthesizers and music gear. As a Reason user since 2001 it truly is a dream come true to finally be able to create my own synthesizers and effects for the Reason rack. Thanks to all of you who buy my products I can continue to learn and develop more fun and inspiring devices for our beloved rack.

I hope you will enjoy DM-999 Drum Machine!

Cheers,
Erik Söderberg 2024

