

# MIXFOOD KNOCK – DRUM MACHINE MANUAL



**Mixfood Knock Drum Machine Rack Extension for  
Propellerhead Reason version 10 and up!**

Made by Studio Corbach

<http://www.studiocorbach.nl/>

<http://www.studiocorbach.nl/mixfood-knock-drum-machine/>

## MIXFOOD KNOCK DRUM MACHINE overview

Mixfood Knock is a Drum Machine Rack Extension for Reason 10 and up with a build in Step Sequencer (32 steps) and 10 Drum Slots, each with their own controls and effects.

The most common controls are available per Drum Slot:

- Sound/Sample select
- Solo and Mute
- Slot Level
- Sample Start
- Semi (+ - 24 notes) and Fine-tune (+ - 50 cents)
- Pre-effect Panning
- Amp Envelope and Filter Envelope
- LP/BP/HP Filter
- Lo-Fi
- Channel mixer (stereo samples)
- EQ

The Effects available per Drum Slot are:

- Grain Pitch (**only for Drum Slot 1 and 2**)
- Frequency Shifter (**only for Drum Slot 1 and 2**)
- Delay
- Reverb
- Post-effect Panning
- 3-band EQ
- **Slot 10 has the ability to load 1 USER SAMPLE!**

## STEP SEQUENCER (32-steps)

There is a 32-step Step Sequencer build in with Rate control and Swing control

Press PLAY to start the Step Sequencer to preview the pattern.

When used with the Reason Transport, press Play in the Reason Sequencer\*.

Click on the ENABLED button in the Step Sequencer controls to Enable or Disable the Step Sequencer.

When Disabled, the Step Sequencer won't play with the Reason Sequencer.

When Disabled Mixfood Knock is a **Drum Synthesizer** and you can draw in your own notes in Reason and/or play Mixfood Knock like a synthesizer with your Midi Keyboard.

**Only the notes C3 – A3 are used to play the Drum Slot (C3=Slot1, C#3=Slot2, etc..)!**

Drum Slot and Step Sequencer settings can be saved in patches.

Each Drum Slot also features a Mute Step Sequencer button. You can Mute the step sequencer for the selected Drum Slot. When used with other Triggering Devices connected to the CV in it can be helpful to press the Mute Step Sequencer button so you can leave the pattern for the selected Drum Slot intact. This button is also automatable.

\*When you change the Reason Transport with your mouse during playback the Step Sequencer can sometimes play out of sync, just stop the Reason Transport and restart it from the beginning of the bar and Mixfood Knock will be in sync again with Reason. This will mainly happen when you have the Snap set to OFF in the Reason Sequencer Transport.

## **BACKSIDE (AUDIO OUTPUT, CV INPUT and CV OUTPUT)**

On the Backside (use the TAB button) there are Separate Audio Outputs for each Drum Slot (Dry and Wet signals). Don't forget to enable them using the knobs! When using the Separate Audio Outputs it's best to disconnect the Main Audio outputs because the audio signal will also still come through there!

There is 1 CV input and 2 CV output connectors per Drum Slot. The CV input can be used with other triggering devices (like drum sequencers or step sequencers).

The Drum Sequencer can also be used to trigger other Reason devices via the 2 CV outputs per Drum Slot. The first CV output will output a short Trigger/Gate signal, to trigger other Drum devices or other Drum Slots. The second CV output will output a CV signal based on the value of the Step Sequencer Sliders. This output (CV Out) can be used to trigger other Reason devices like the Modulation Inputs on the Backside of SUBTRACTOR (or other devices). The Modulation will play in Rhythm with Mixfood Knock.

If you use the regular CV inputs also available (next to the Main Audio Output), be sure to check that the triggering device sends out signals to notes C3-A3, corresponding with Drum Slot 1-10, all other notes are disabled in Mixfood Knock.

## FULL VIEW (small controls and no Effect or Step Sequencer controls)





**ZOOM VIEW PER DRUM SLOT (BIG Controls and DRUM SLOT controls, EFFECT controls and STEP SEQUENCER VELOCITY SLIDERS for the selected Drum Slot)**



## DRUM SLOT 10 (ZOOM VIEW) with USER SAMPLE controls



All 10 Drum Slots hold the same 1000 drum samples in the same order.  
Only Drum Slot 10 can load 1 User Sample. Select Sound 1000 to play the User Sample. The regular Sound 1000 is therefore missing from Drum Slot 10.



**BACKSIDE** with Audio Outputs and CV-output and CV-input, also the Drum Sample Categories are listed here



## AUTOMATABLE CONTROLS (FULL VIEW)



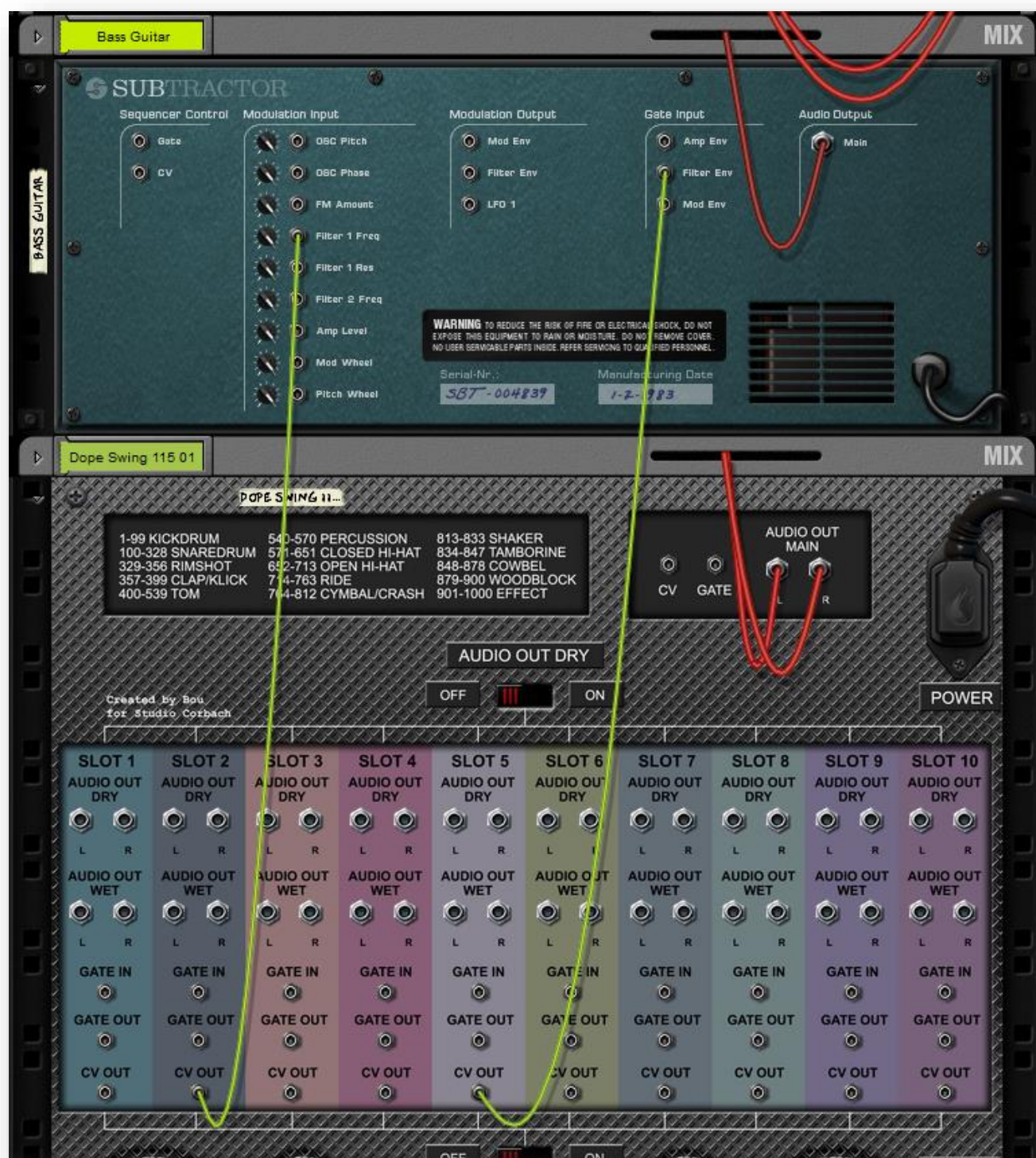
Automatable controls can also be used in Reason Combinators.



## AUTOMATABLE CONTROLS (ZOOM VIEW)



## MODULATION of REASON SUBTRACTOR VIA MIXFOOD KNOCK CV-OUT



The Subtractor Modulation will play in sync with Mixfood Knock.



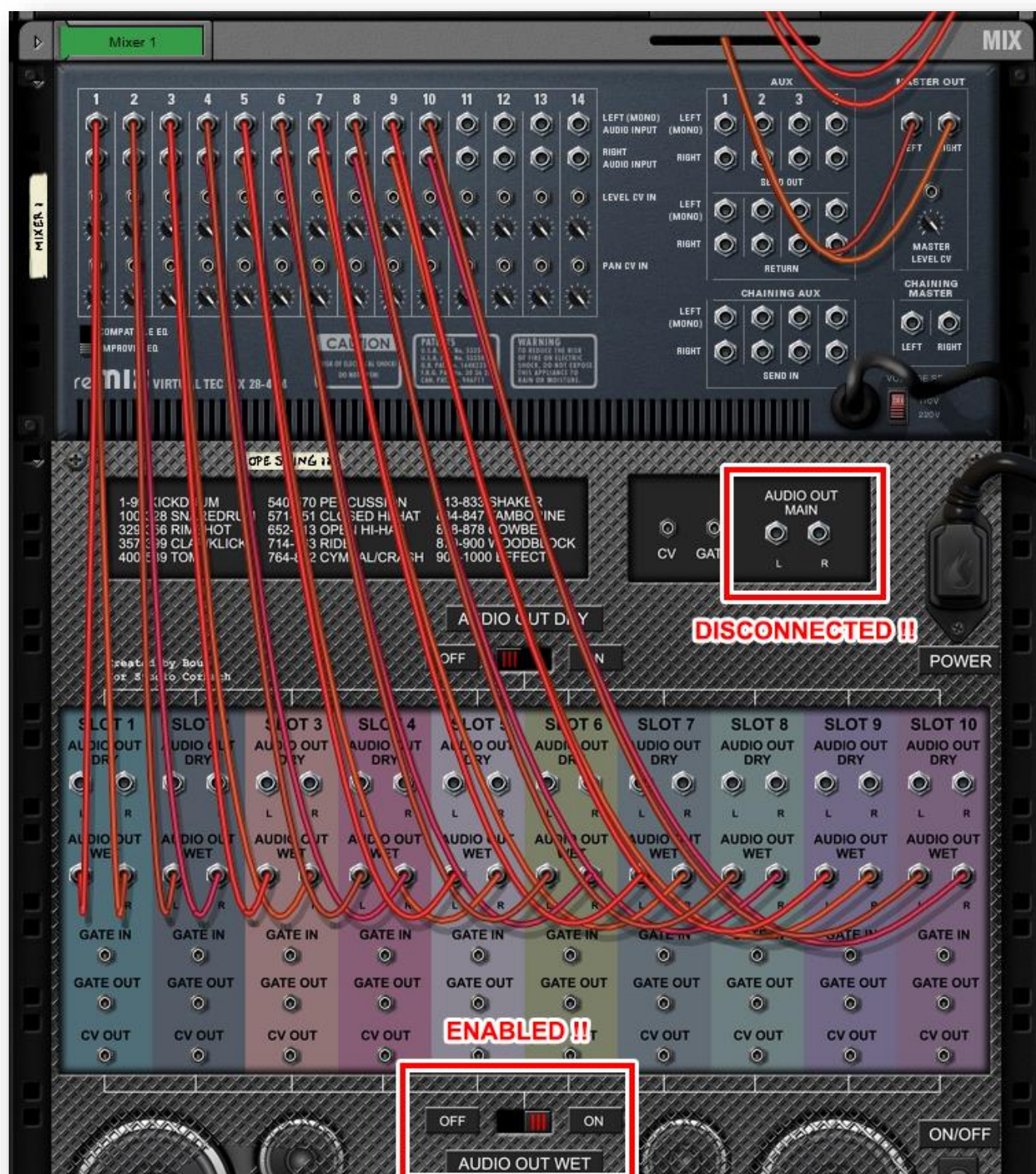
## MIXFOOD KNOCK TRIGGERED BY REASON REDRUM VIA GATE-OUT AND GATE-IN



Mixfood Knock Drum Slot 1 and 2 triggered with Reason Redrum Drum Computer.



## MIXFOOD KNOCK SEPARATE AUDIO-OUTPUTS CONNECTED TO REASON reMIX (Mixer 14:2)



Each Drum Slot from Mixfood Knock is connected to the Reason remix mixer. Be sure to Enable the chosen Audio Output! And disconnect the Main Audio Output.



## STEP SEQUENCER DRUM SLOT 5 MUTED VIA COMBINATOR BUTTON

