

Default settings for arcade kick drum module.

1. Accent knob fully clockwise.
2. Pitch knob in the center near fully counter clockwise.
3. Level Knob near fully clock wise.
4. Distortion Knob fully counter clockwise.
5. Depth knob fully counter clockwise.
6. Smack knob on the 12o clock middle position.
7. Decay knob around middle position.

Patch a triggering signal into one of the trigger inputs on the top. Slowly turn up the Depth knob to add some power punch to the kick. The key is not to turn too much of the depth knobs, small amount do wonders. The Tune Decay is used to fine tune and move around the pitch+decay levels. Try the toggle switch short and long to change the Pitch decay timings.

The Decay knob on the top determines how long you want the kick drum to be. The toggle switch right above it gives you short or longer timings.

The Smack knob mixes in a 'paper' noise sound to the drum. This circuit is connected with how hard your trigger signal is. If you patch softer trigger signals, you might not hear the effect when the knob is fully counter clockwise. Signals near 7v or above should make the smack louder. I did not want a lame clicking sound to the drum, so internal capacitor values were changed from the original 909 kick drum. Many report that the vintage age of the 909 made the kick drum click sound not so bright, which was a good thing. I simple found the best capacitor values to reproduce this.

Once you get good at making a basic drum sound, you can add DIST, or distortion to the drum sound.

The level knob fully clockwise adds some saturation to the kick drum, even with the distortion knob set to fully counterclockwise. If you wish to get close to the original perfect triangle of the 909, simple turn the level knob a bit counter clock wise, about 45 degrees. You can see the results with a scope. Otherwise you will probably just like the sound with the level knob all the way up. It add a nice round soft clip to the punch. All of this was done according to sound and results.

Turning the Accent knob from fully clockwise, to a bit counter clockwise will also lower the volume, this is normal.

Once you get good at making large drum sounds. Try to make velocity percussion sounds:

1. Have the accent knob around middle or near fully counter clockwise.
2. Patch an LFO or triggering module.
3. Patch a different frequency trigger into Trigger input.

4. You should hear soft and louder percussion sounds happening.

You will need to adjust the two triggering sources to achieve different results.

Next patch another triggering frequency into trigger input # 2.

If done right you will hear something wonderful.