

A guide to Drum Programming in the Soundside PS02

Pattern Editor

Polyphony

The maximum polyphony of the PS02 drum machine is 4, but there are some limitations to the combination of drum sounds that you are allowed to use . The drums are divided into 4 groups for this purpose:

Original/ Hiphop set	Rock set
1) Kicks	1) Kicks
2) Snares/ stick/ Toms	2) Snares/ Stick/ Toms
3) Hihats/ Rides	3) Hihats
4) All other percussion	4) Rides and other* percussion

Although up to 4 instruments can sound at the same time, no more than 1 instrument is allowed from each particular group. You could not, for example have a snare and a tomtom sounding at the same time. Any cymbal still sounding when the next note in its group is triggered will be cut off.

Some info about the various PS02 drum sets and dealing with non-GM sounds in the Pattern Editor

There are a few PS02 percussion sounds that are not GM (General Midi) standard. When you try to import a pattern into the Pattern editor containing these "non-GM" notes they will not trigger the correct sample.

The way to deal with any non-GM PS02 percussion is explained below.

Original Set

The original drum set follows the GM standard, except for just one instrument - Clave which is located at midi note 69 in the PS02 rather than the GM standard 75. If you intend to have a clave playing in the Pattern Editor the user should click on "clave" in the instrument list, and select midi note number 75 instead. This will enable you to hear a clave at this location. Before saving the Pattern however, you should again click on note number 75 in the instrument list and reselect note 69 (PS02 clave).

Hiphop set

Bass glissandos/dives can be programmed in the Pattern Editor by transposing a bass note to octave 4 (low dive) or 5 (High dive).

The following sounds in the hiphop set do not follow the GM standard:

Reverse kick: This sound is not available on your soundcard, so you will have to use your imagination here!

909 Crash and 808 cymbal: Before writing patterns containing these instruments you should consult the "Hiphop drum and bass note number table" to confirm the midi number for these instruments as it varies between the kits!!

808 Conga: If you want to hear the correct instrument in your pattern editor, click on "808Conga" in the instrument list and select note 63 instead. Before you write the Pattern remember to reselect "808Conga".

Synth Perc: There is no equivalent on your soundcard, so there is no substitute instrument available. On the PS02 it sounds like a struck metal pole, but you will hear it as a high hat in the Pattern Editor.

Rap finger snap: If you wish to hear the approximate sound in the Pattern Editor, click on "Rap finger snap" in the instrument list, and select note 85 instead. Before you save a pattern containing "rap finger snap", you should reselect note "Rap finger snap" in the instrument list"

Noise: There is no soundcard equivalent for this instrument. On the PS02 this is vinyl surface noise.

Rock set

The following rock set sounds do not follow the GM standard:

Bass Dive: There is no equivalent sound on your soundcard.

Clave: To hear this sound in the Pattern editor click on "Clave" in the instrument list and select note 75 instead. Before saving a pattern containing "clave", you should reselect "clave".

808 Shaker: To hear this sound played in the Pattern Editor, click on "808 shaker" in the instrument list and select note 82 instead. Before saving a pattern containing "808 shaker", you should ensure that "808 shaker" has been reselected in the instrument list.