

MD-808

MACHINEDRUM DRUMPACK

MD-808

Contents:

808 modeled analog drum sounds for the MD.

- 1 Kit
- 16 Patterns

Kits:

MD808: Classic 808 Kit.

Shared Voice Circuitry:

The MD-808 Kit closely models the architecture of the 808 voice circuitry. As such, some of the voices are shared.

Toms/Congas:

An authentic 808 Tom sound is generated by layering the Conga Voices with a filtered noise source. Low Tom Noise (Track 5) will simultaneously trigger the Low Conga.

Rim-shot/Clave:

The Rimshot (Track 11) requires simultaneously triggering the Clave instrument (Track 16). The Clave voice will not sound correctly when triggered from the drum pad. To produce an authentic 808 Clave sound, a parameter locked step on the Clave track must be inserted into the step sequencer with the following values, Pitch: 103 and Decay: 20.

Track Assignment:

BD-1: Bass Drum Accent

BD-2: Bass Drum

SD-1: Snare Drum

SD-2: Snare Drum Noise

LT: Low Tom

LT/LC: Low Tom/Conga

HT/HC: High Tom/Conga

MA: Maraca

CH: Closed High Hat

OH: Open High Hat

RS: Rim-shot

CP-1: Clap Accent

CP-2: Clap

CB: Cow Bell

CY: Cymbal

CL: Clave/Rimshot

○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○○○○
1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	
BD-1	BD-2	SD-1	SD-2	LT	LT/LC	HT/HC	MA	CH	OH	RS	CP-1	CP-2	CB	CY	CL/RS	

MD808 Installation Instructions:

MD808 requires one full bank (16 free patterns). If using a Machinedrum with a +Drive installed, it is recommended that you transfer the data to a new snapshot.

For users without a +drive, ensure you have 1 free banks and 1 free Kit slot.

- 1) Enter the "SYSEX REC" menu on the Machinedrum,
- 2) Use C6 or equivalent SYSEX software to send the sysex data from the MD808.syx file. Before sending, select either ORIG or SPEC mode in the MD SYSEX menu, depending upon where you want to store the pattern and kits

ORIG Mode: The MD808 Kit will occupy Kit Slot 1 and the MD808 Patterns will occupy bank A.

SPEC Mode. Use specific mode to select location for the MD808 patterns and kit. They will be stored sequentially from the specified starting location.

