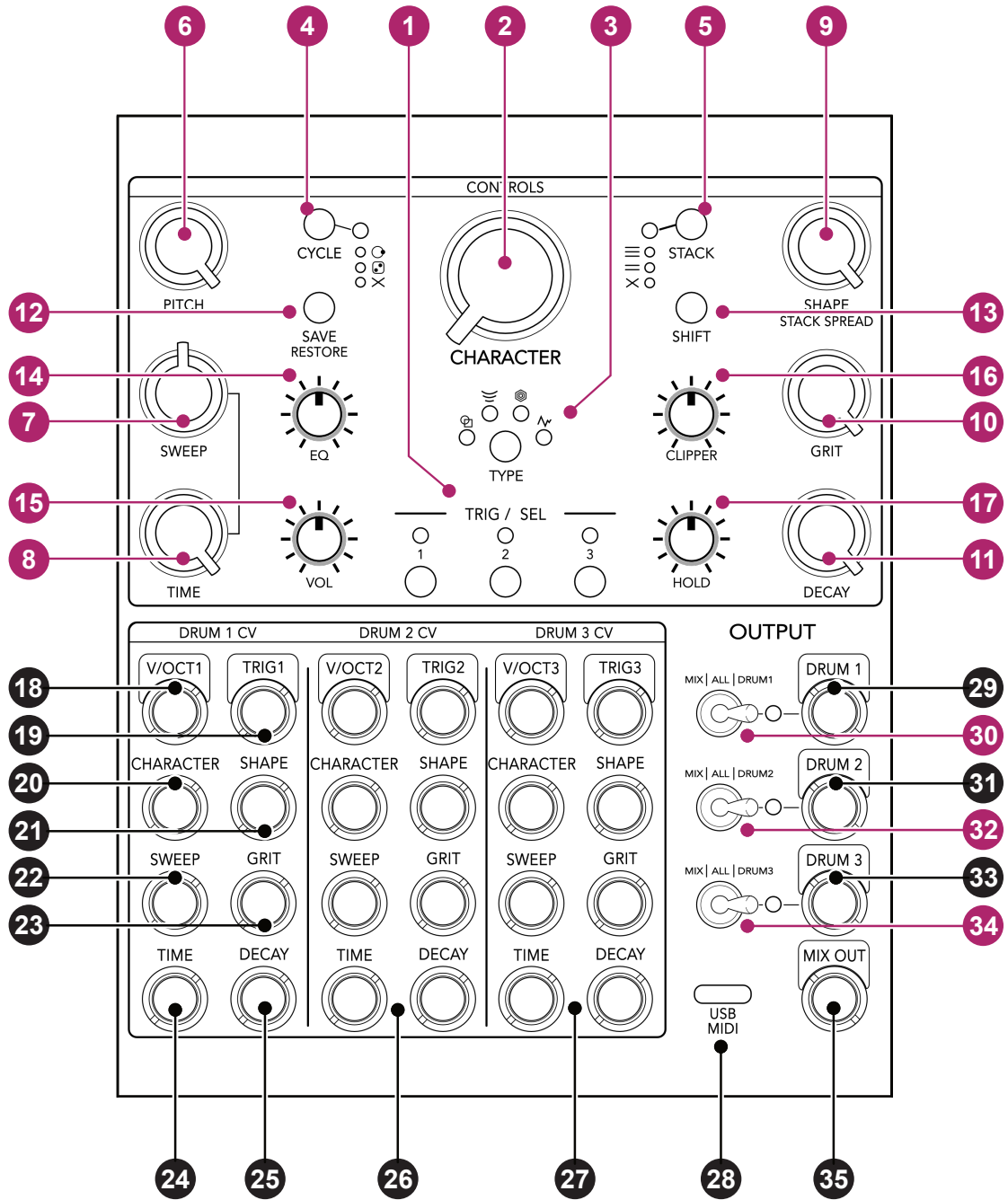


# TRINITY

DIGITAL DRUM SYNTH ARRAY

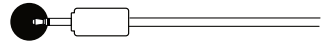
PATCH BOOK





Press, Turn, Switch

Plug and Patch



- 1 Trig/Sel. Triggers the drum channel or use Shift + Trig/Sel to silently select channel.
- 2 Character adjusts the timbre / primary synth parameter of the selected channel.
- 3 Type. Selects one of the four algorithm types; Block, Heap, Neon, Arcade.
- 4 Cycle. Off, Round Robin, Random.
- 5 Stack. Off or layers the 2 or 3 voices, triggered simultaneously from input channel 1
- 6 Pitch. Adjusts the pitch of the selected drum channel.
- 7 Sweep. Amount of relative modulation applied to the channels pitch envelope.
- 8 Time. Controls the decay rate of the pitch envelope for the selected drum channel.
- 9 Shape. Shapes the sound of the selected drum channel.
- 10 Grit. Adjusts the noise and artefacts in the selected drum channel sound.
- 11 Decay. Adjusts the decay rate of the amp envelope .
- 12 Save. Saves the drum preset with the entire module configuration.
- 13 Shift. Used in conjunction with other functions to access its secondary option.
- 14 EQ Pot. DJ style state variable filter; LPF 50-0%, HPF 50-100%
- 15 Vol Pot. Volume level control of the selected drum channel.
- 16 Clipper Pot. Wave shaping to add a distortion type to the waveform.
- 17 Hold Pot. Adjusts the amp envelope hold time.
- 18 V/Oct. CV Input for Drum 1 Pitch control.
- 19 Trigger. Drum 1 Trigger input.
- 20 Character. Drum 1 CV Input to control character parameter.
- 21 Shape. Drum 1 CV Input to control the shape parameter.
- 22 Sweep. Drum 1 CV Input to control the sweep parameter.
- 23 Grit. Drum 1 CV Input to control the grit parameter.
- 24 Time. Drum 1 CV Input to control the time parameter.
- 25 Decay. Drum 1 CV Input to control the decay parameter.
- 26 Drum 2 CV Inputs. Applied same as Drum 1 - see 18-25
- 27 Drum 3 CV Inputs. Applied same as Drum 1 - see 18-25
- 28 USB Connection. Micro USB.
- 29 Drum 1 Individual channel mono audio output.
- 30 Drum 1 output routing switch. To mix only, drum1 only or all / both outputs
- 31 Drum 2 Individual channel mono audio output.
- 32 Drum 2 output routing switch. To mix only, drum2 only or all / both outputs
- 33 Drum 3 Individual channel mono audio output.
- 34 Drum 3 output routing switch. To mix only, drum3 only or all / both outputs
- 35 All Drums - Summed mono audio output.



Classic Patches

**TRINITY**  
DIGITAL DRUM SYNTH ARRAY

CONTROLS

Patch Name: Trinity Kick

Description: Tight Round Kick

**TRINITY**  
DIGITAL DRUM SYNTH ARRAY

CONTROLS

Patch Name: Trinity Snare

Description: Tight Snare

**TRINITY**  
DIGITAL DRUM SYNTH ARRAY

CONTROLS

Patch Name: Trinity Hat

Description: Tight Closed Hat

**TRINITY**  
DIGITAL DRUM SYNTH ARRAY

CONTROLS

Patch Name: Trinity Kick

Description: Tight Round Kick



### Block Based Patches

**TRINITY**  
DIGITAL DRUM SYNTH ARRAY

CONTROLS

Patch Name: Maui Long Kick

Description:

**TRINITY**  
DIGITAL DRUM SYNTH ARRAY

CONTROLS

Patch Name: Pew Pew

Description:

**TRINITY**  
DIGITAL DRUM SYNTH ARRAY

CONTROLS

Patch Name: Peach Fuzz Snare

Description:

**TRINITY**  
DIGITAL DRUM SYNTH ARRAY

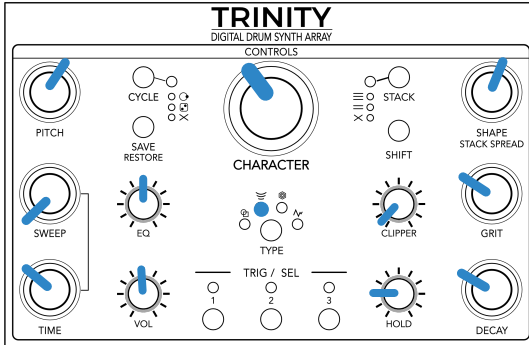
CONTROLS

Patch Name: Low Fi Bump Kick

Description:

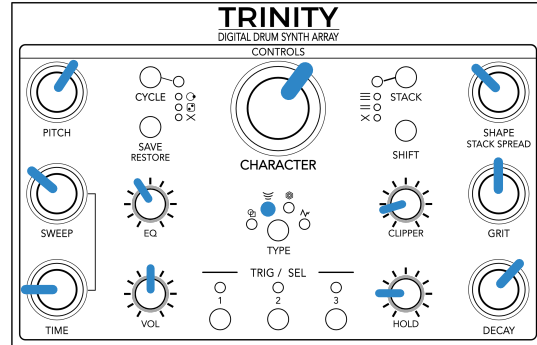


Heap Based Patches



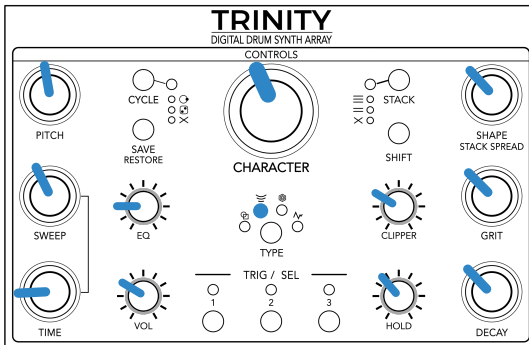
Patch Name: Wood Block

Description:



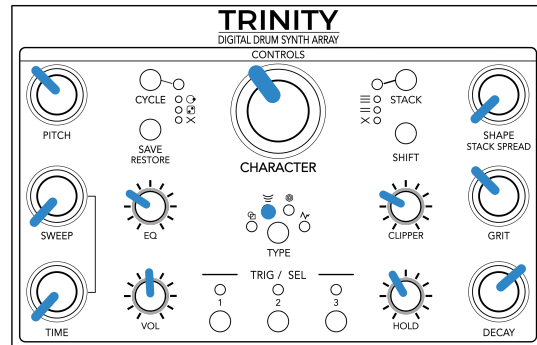
Patch Name: Cymbal

Description:



Patch Name: Steele Drum

Description:

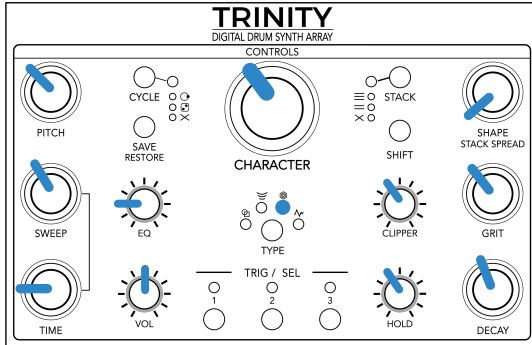


Patch Name: Royal Gong

Description:

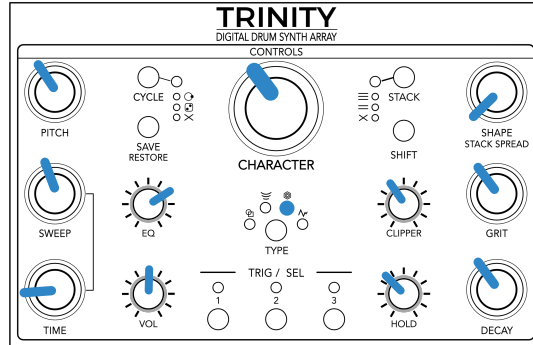


Neon Based Patches



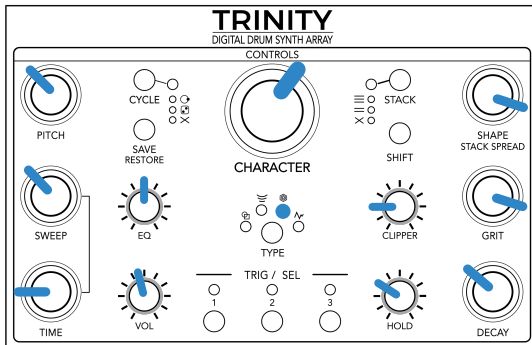
Patch Name: FM Sub Kick

Description:



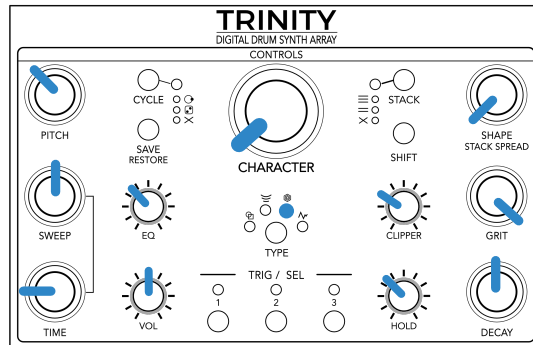
Patch Name: FM Rim Shot

Description:



Patch Name: FM Metal Snare

Description:

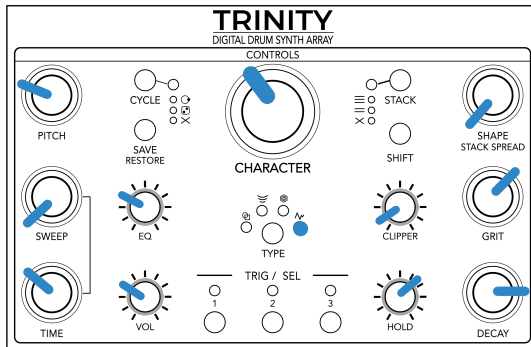


Patch Name: Thud FM8

Description: FM 808 Dirty Kick Long

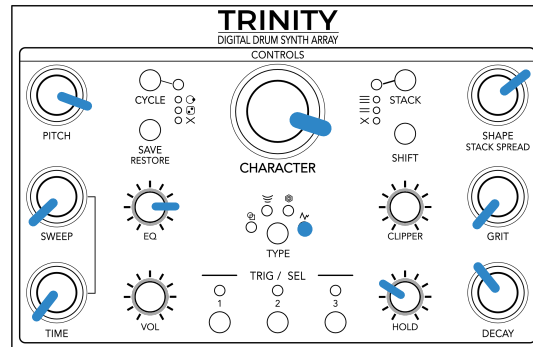


Arcade Based Patches



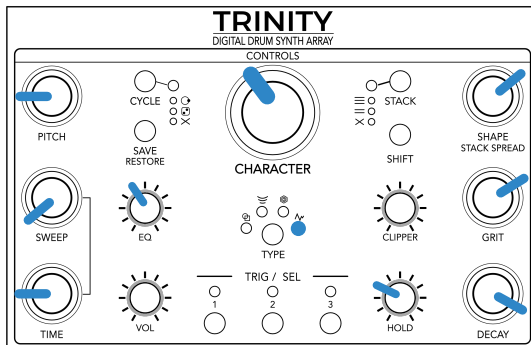
Patch Name: Rubber Band

Description: Tonal FX



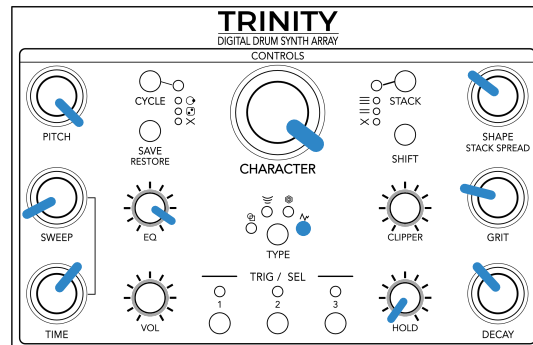
Patch Name: Shaker

Description:



Patch Name: Arcade Explosion 2

Description:

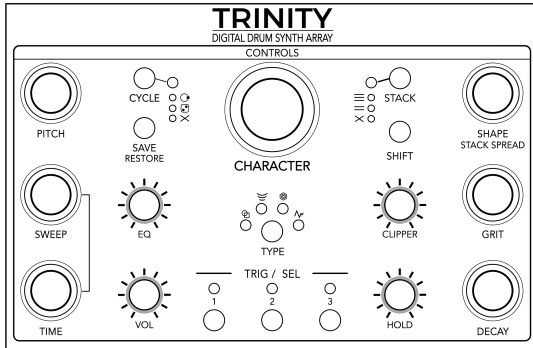


Patch Name: Gilted Hats

Description: Double Hats

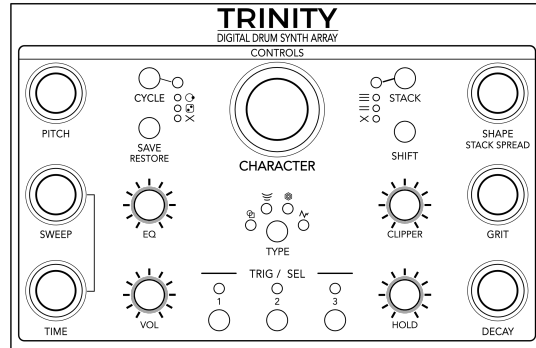


 User Patches



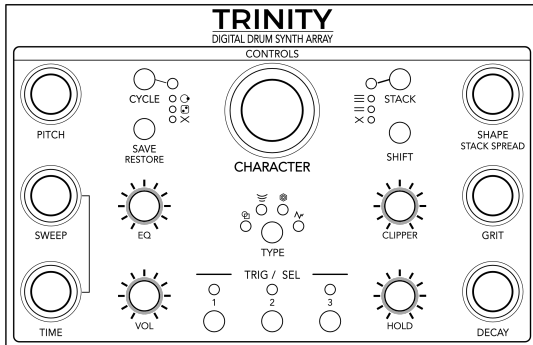
**Patch Name:**

**Description:**



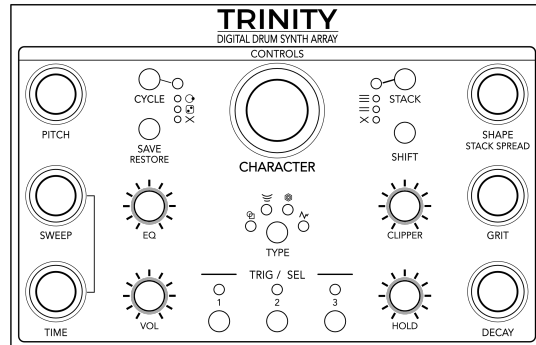
**Patch Name:**

**Description:**



**Patch Name:**

**Description:**



**Patch Name:**

**Description:**



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