



# modbap PATCH BOOK Digital Drum Synth Array User Manual

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**modbap PATCH BOOK Digital Drum Synth Array**



## Product Information

### Specifications:

- **Model:** Patch Book
- **OS Version:** 1.0 November 2022
- **Manufacturer:** Modbap
- **Trademark:** Trinity and Beatppl

## Product Usage Instructions

### Overview:

The Patch Book is a modular device designed for use with eurorack modules. It provides a variety of patches for creating unique sounds.

### Classic Patches:

These patches offer classic sounds such as tight round kicks, snares, and closed hats.

### Block Based Patches:

Explore block-based patches like Maui Long Kick, Pew Pew, Peach Fuzz Snare, and Low Fi Bump Kick for diverse sound options.

### Heap Based Patches:

Discover heap-based patches like Wood Block, Cymbal, Steele Drum, and Royal Gong for rich and varied tones.

### Neon Based Patches:

Experience neon-based patches like FM Sub Kick, FM Rim Shot, FM Metal Snare, and Thud FM8 for futuristic sounds.

**Arcade Based Patches:**

Have fun with arcade-based patches like Rubber Band, Shaker, Arcade Explosion 2, and Gilted Hats to add unique effects to your music.

**User Patches:**

Create your own custom patches with the Patch Book to tailor the sounds to your liking.

**Frequently Asked Questions (FAQ)**

- **Can I create and save my own patches?**

Yes, the Patch Book allows you to create and save your own custom patches.

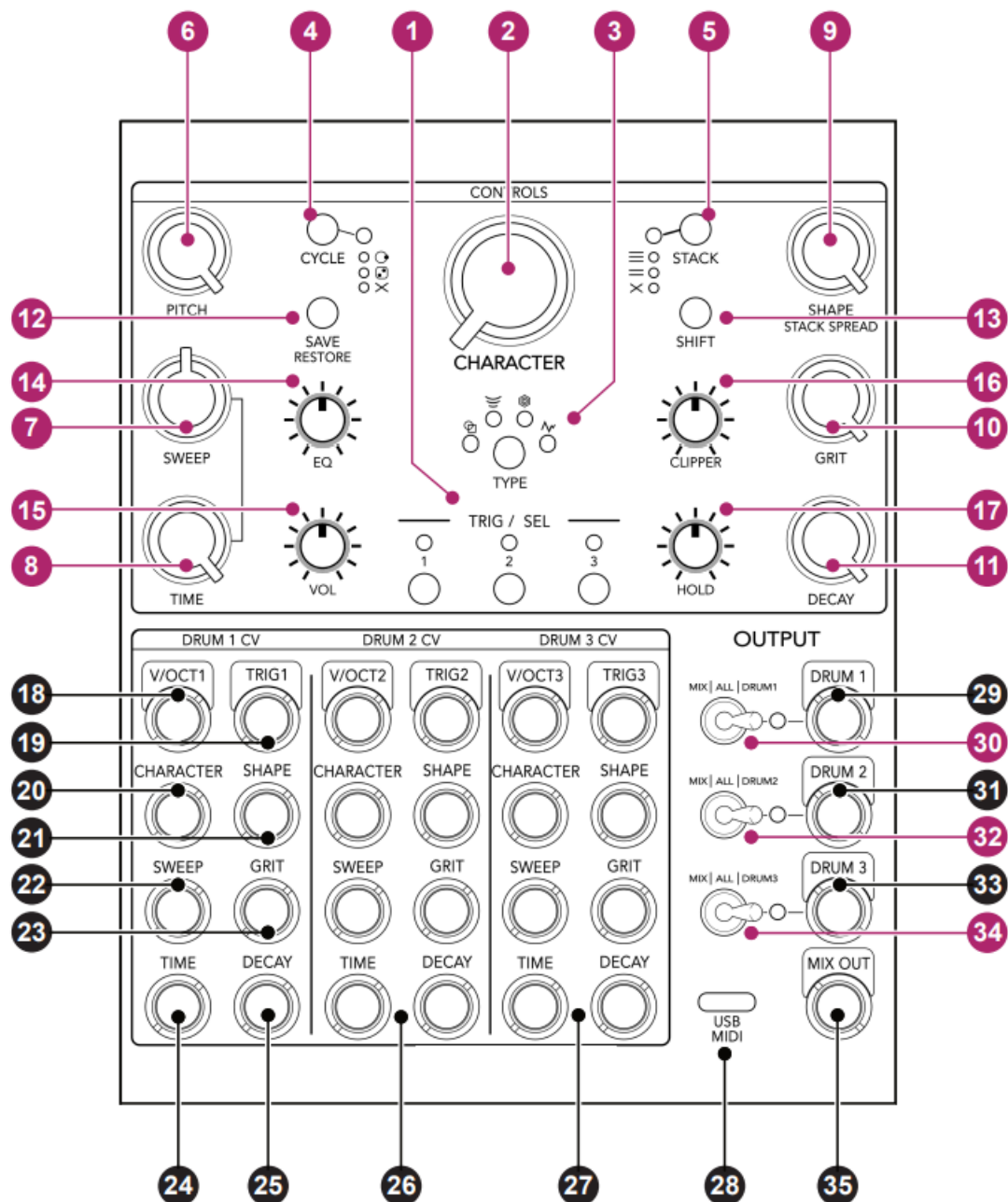
- **Are the patches compatible with other modular devices?**

The patches are designed to work seamlessly with Modbap modular devices and eurorack modules.

- **Is there a warranty for the Patch Book?**

Yes, there is a limited warranty provided for the Patch Book. Please refer to the warranty section in the manual for details.

**Overview**

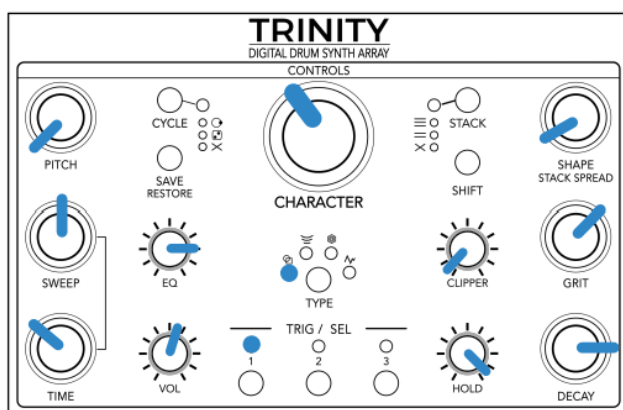


1. Trig/Sel. Triggers the drum channel or use Shift + Trig/Sel 1 to silently select channel.
2. Character adjusts the timbre / primary synth parameter of the selected channel.
3. Type. Selects one of the four algorithm types; Block, Heap, Neon, Arcade
4. Cycle. Off, Round Robin, Random.
5. Stack. Off 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.

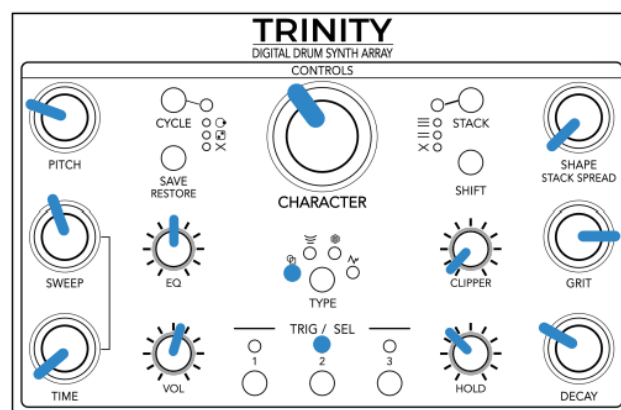
## Patches

-  **Classic Patches**



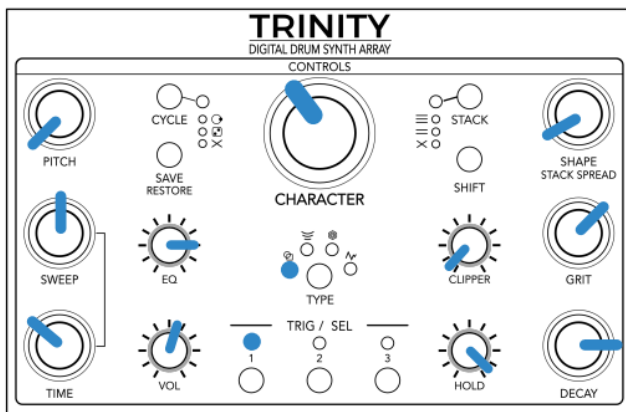
**Patch Name:** Trinity Kick

**Description:** Tight Round Kick



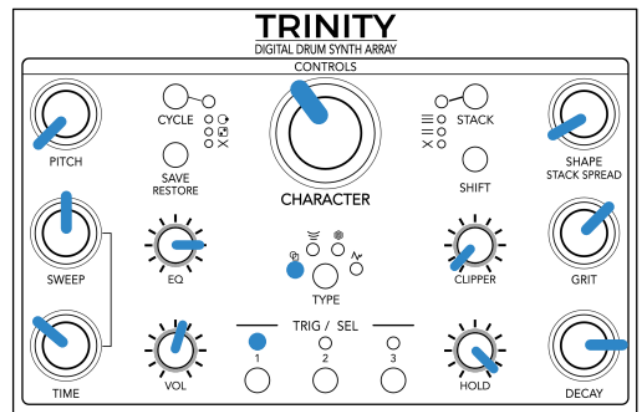
**Patch Name:** Trinity Snare

**Description:** Tight Snare



**Patch Name:** Trinity Hat

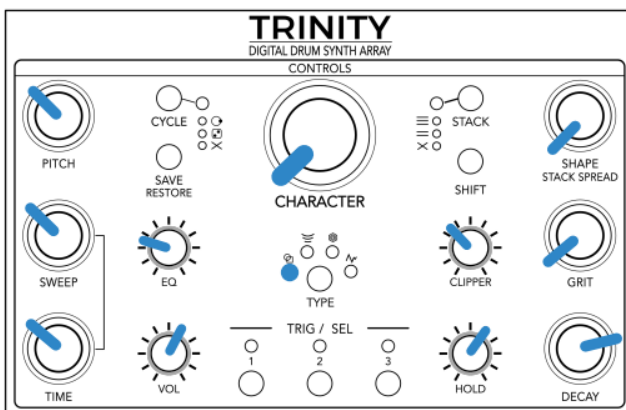
**Description:** Tight Closed Hat



**Patch Name:** Trinity Kick

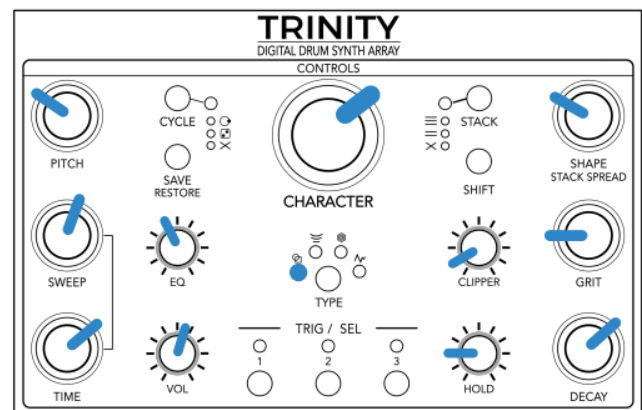
**Description:** Tight Round Kick

## Block Based Patches



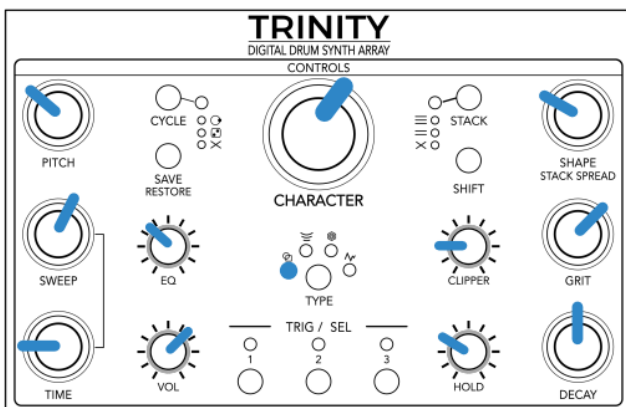
**Patch Name:** Maui Long Kick

**Description:**



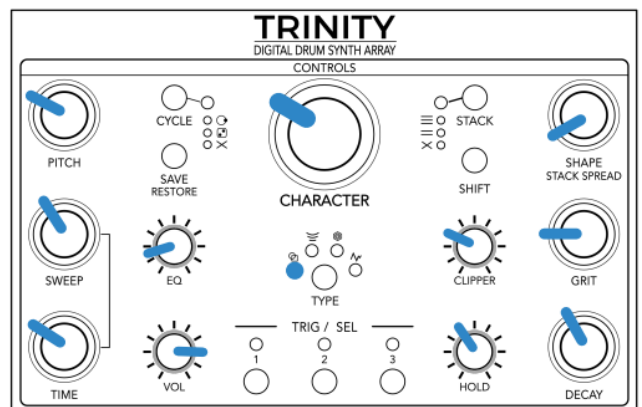
**Patch Name:** Pew Pew

**Description:**



**Patch Name:** Peach Fuzz Snare

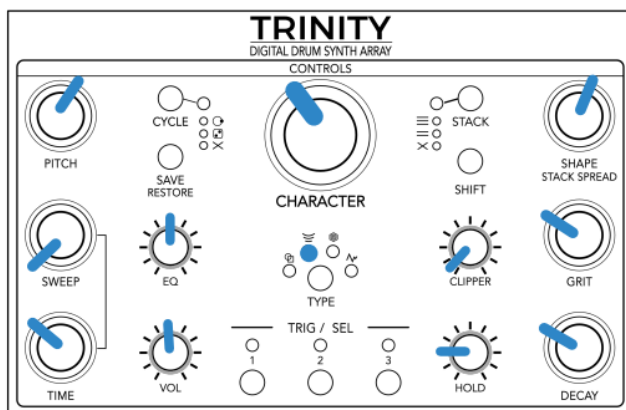
**Description:**



**Patch Name:** Low Fi Bump Kick

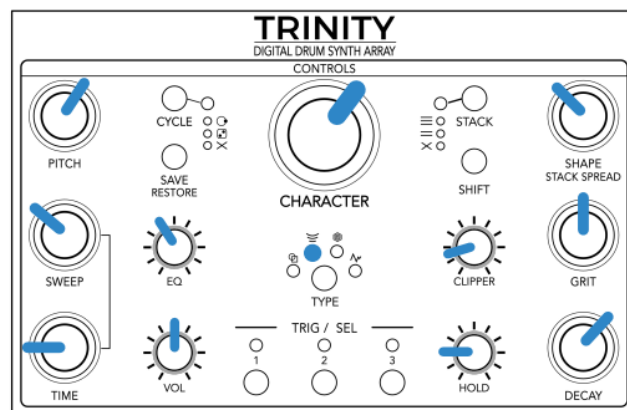
**Description:**

## Heap Based Patches



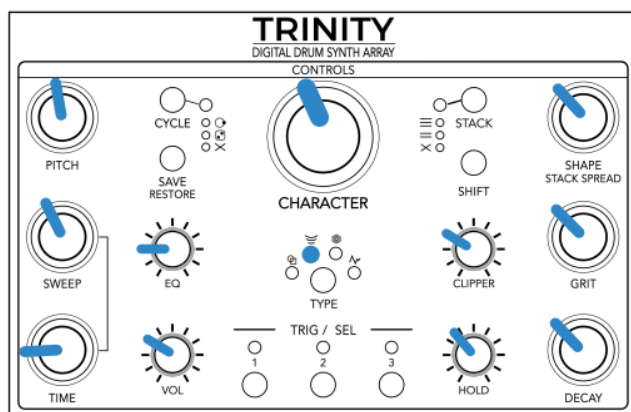
**Patch Name:** Wood Block

**Description:**



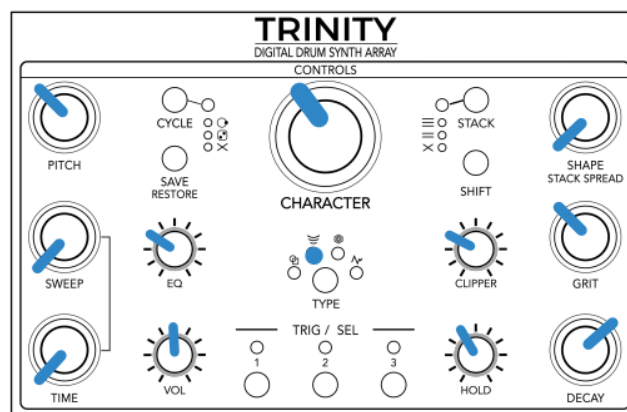
**Patch Name:** Cymbal

**Description:**



**Patch Name:** Steele Drum

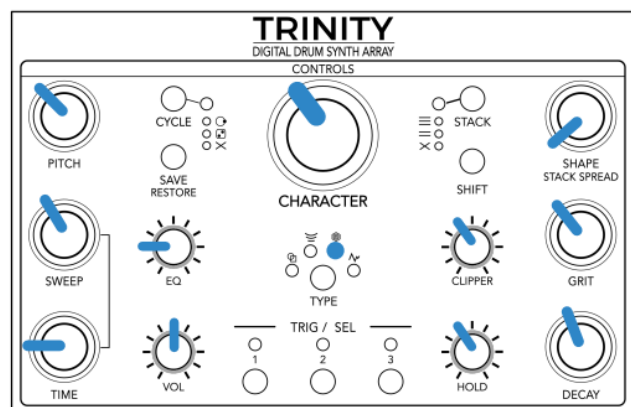
**Description:**



**Patch Name:** Royal Gong

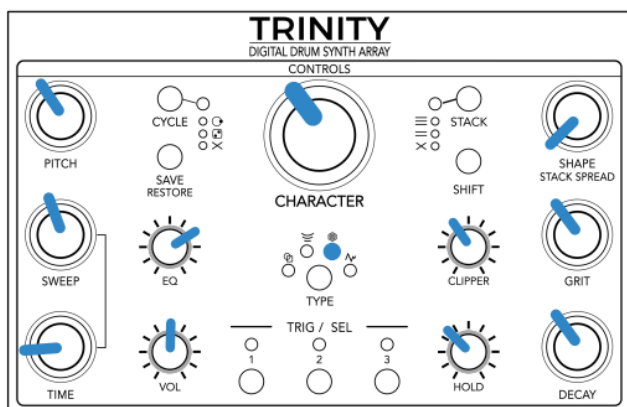
**Description:**

## Neon Based Patches



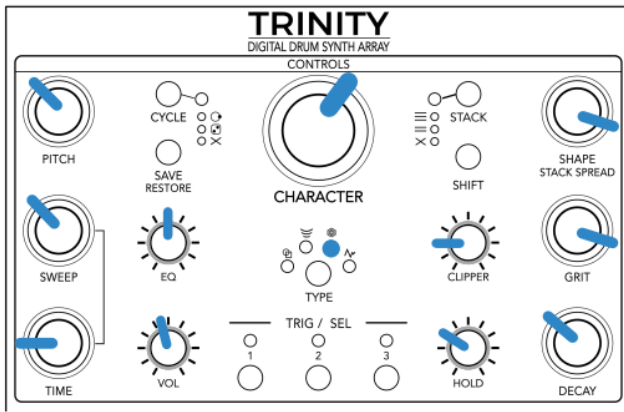
**Patch Name:** FM Sub Kick

**Description:**



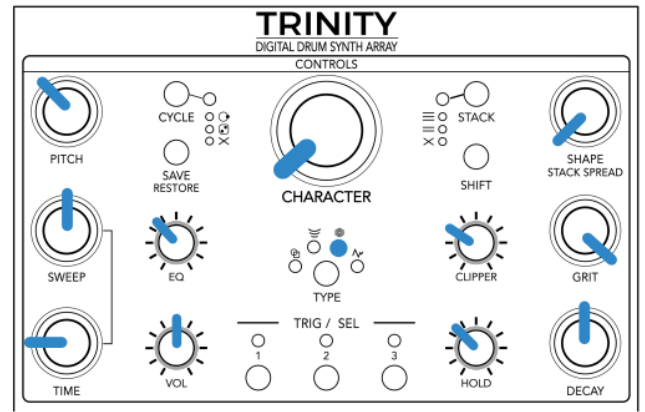
**Patch Name:** FM Rim Shot

**Description:**



**Patch Name:** FM Metal Snare

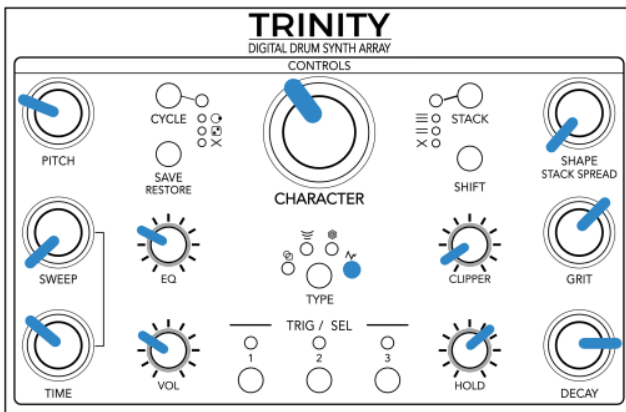
**Description:**



**Patch Name:** Thud FM8

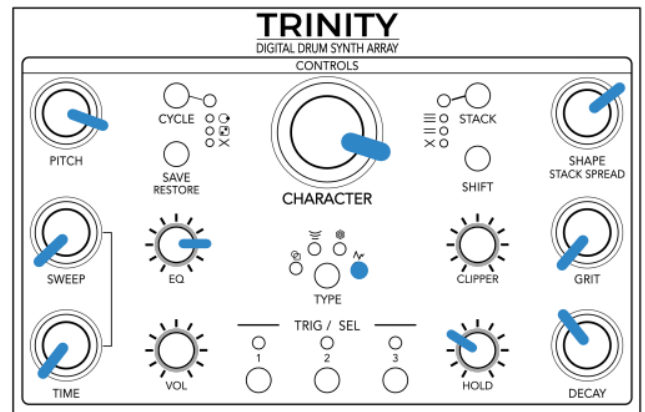
**Description:** FM 808 Dirty Kick Long

## • Arcade Based Patches



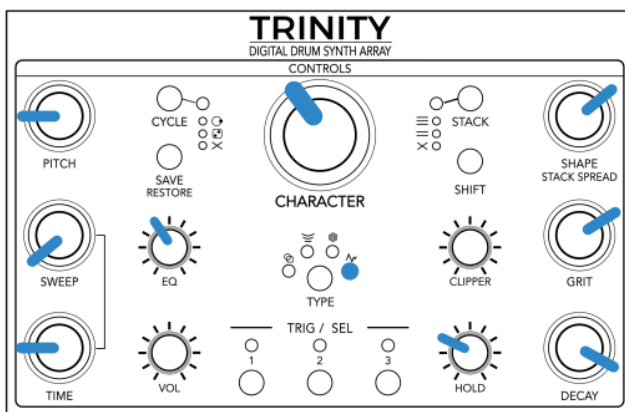
**Patch Name:** Rubber Band

**Description:** Tonal FX



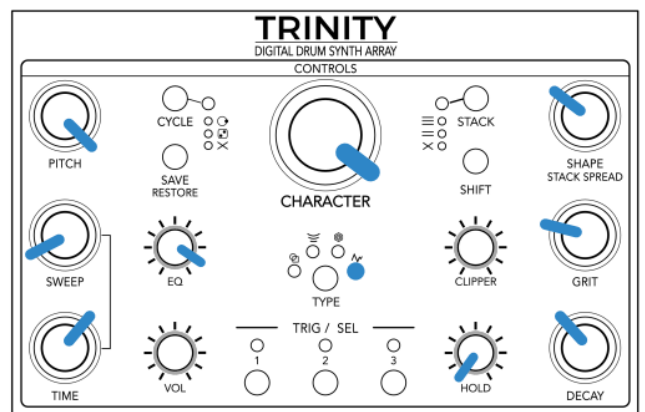
**Patch Name:** Shaker

**Description:**



**Patch Name:** Arcade Explosion 2

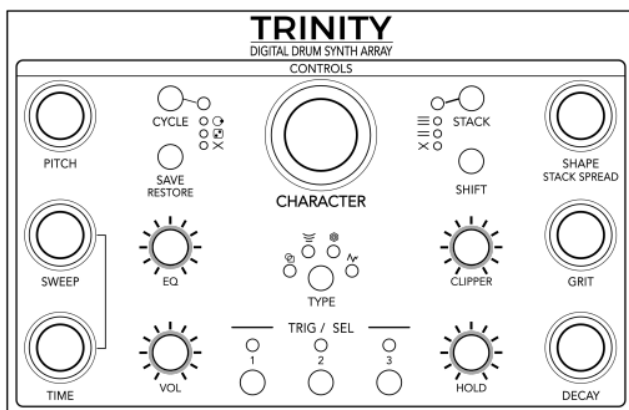
**Description:**



**Patch Name:** Gilted Hats

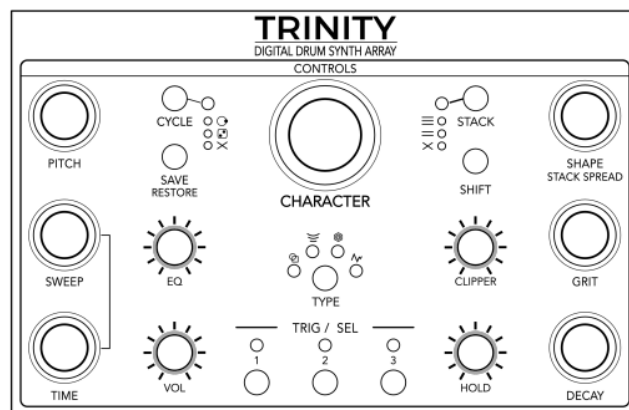
**Description:** Double Hats

## • User Patches



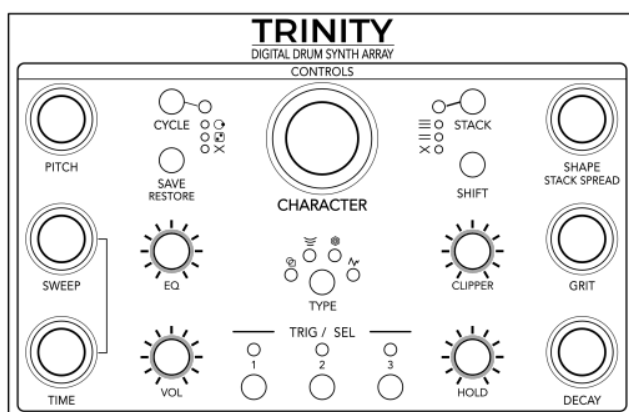
**Patch Name:**

**Description:**



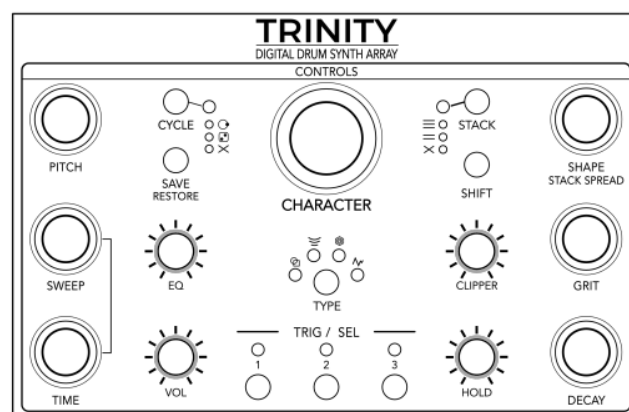
**Patch Name:**

**Description:**



**Patch Name:**

**Description:**



**Patch Name:**

**Description:**

## Limited Warranty

- Modbap Modular warrants all products to be free of manufacturing defects related to materials and/or construction for a period of one (1) year following the product's purchase date by the original owner as certified by proof of purchase (i.e. receipt or invoice).
- This non-transferrable warranty does not cover any damage caused by misuse of the product, or any unauthorized modification of the product's hardware or firmware.
- Modbap Modular reserves the right to determine what qualifies as misuse at their discretion and may include but is not limited to damage to the product caused by 3rd party related issues, negligence, modifications, improper handling, exposure to extreme temperatures, moisture, and excessive force.

## Trinity and Beatppl are registered trademarks.

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[www.synthdawg.com](http://www.synthdawg.com)

## Documents / Resources



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PATCH BOOK Digital Drum Synth Array, PATCH BOOK, Digital Drum Synth Array, Drum Synth Array, Synth Array, Array

## References

-  [Modbap Modular](#)
-  [Synth Books | Synthdawg](#)
- [User Manual](#)

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