

MIDI MASTER

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Drum – machine programming is an often daunting and tedious process that consists mainly of abstract pattern shuffling and button pushing. Wouldn't it be nice to have a graphic, music – friendly environment in which to create, edit and organize drum patterns? Look no further. MIDI Master Drummer is here.

AT A GLANCE

Program:	MIDI Master Drummer
Type:	Drum sequencer
Requirements:	512K, high or medium resolution
Archive:	MIDIDRUM.PRG
Files:	MSTRDRUM.BIN MSTRDRUM.PRG
Language:	LDW BASIC and assembler

MIDI Master Drummer is a specialized sequencer for drum programming that lets you graphically construct up to 99 different patterns in any meter and edit them in real time. Patterns can be linked into phrases and phrases chained together into songs. Patterns, phrases and songs can be saved to disk, and songs also can be converted to standard MIDI files that load into any commercial sequencer that reads them. MIDI Master Drummer also generates randomized patterns and offers a variety of MIDI synchronization options.

Connect the MIDI Out of your ST to the MIDI In of your drum machine or synthesizer. To run MIDI Master Drummer, double – click on the archive file MIDIDRUM.PRG and choose Extract when the dialog box appears. Select a destination disk and the files will be un – ARCEd

directly onto that disk. Make sure that MSTRDRUM.BIN and MSTRDRUM.PRG are in the same folder. To start the program, double – click on MSTRDRUM.PRG.

Drum Roll, Please

The first screen that appears is the pattern programming window. The Instrument column to the left lists drum names. For the purposes of this tutorial, change Drum #1, #2, #3, and #4 to Bass Drum, Snare Drum, Low Tomtom and High Tomtom respectively.

To the right of the Instrument column is the Note column, which assigns a MIDI note to each drum sound. To set a note, left – click on the one that you want to change and click on a key in the keyboard icon at the bottom of the screen. The note assignments depend upon your drum machine or synthesizer. For our tutorial, assign appropriate drum sounds for the Bass Drum, Snare Drum, Low Tomtom and High Tomtom.

Next to the Note column is the MIDI – Channel column, labeled Ch. If you're using just one drum machine or a synthesizer with a drum patch consisting of multiple drum sounds, leave all the Instrument entries assigned to the same channel. If you're using several drum machines or synthesizers, or a multitimbral synthesizer with drum sounds on different channels, assign the channels accordingly.

To the right of the Channel