



CVDRUM Drum Machine  
E-Manual  
For  
The ColecoVision/Adam Computer Systems

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## Mission:

CVDRUM is a drum machine created for the ColecoVision/Adam Computer Systems. It was created to enable the ColecoVision or Adam Computer System to become a stand-alone drum machine for electronic music performance.

CVDRUM is based on other popular software and hardware drum machines, and it enables the user to create up to 9 different one measure patterns. These patterns can then be arranged into a 56 measure maximum sequence. CVDRUM can be used in multiple ways for musical performance. The sequence can then be looped or the program can be placed into a 'live mode' where individual drums are patched to numbers on the keypad. The tempos are also close enough that it can be used in concert with Paul Slocum's Atari 2600 SynthCart to create polyrhythms.

## My Thanks to:

My Wife, Family, and Friends, AXA, Atari Age, Pixels Past, Paul Slocum, Daniel Bienvenu, Marcel de Kogel, John Dondzila, Ellen Zimmer, and all electronic music fans and classic video game lovers.

Program debugging and editing: Daniel Bienvenu

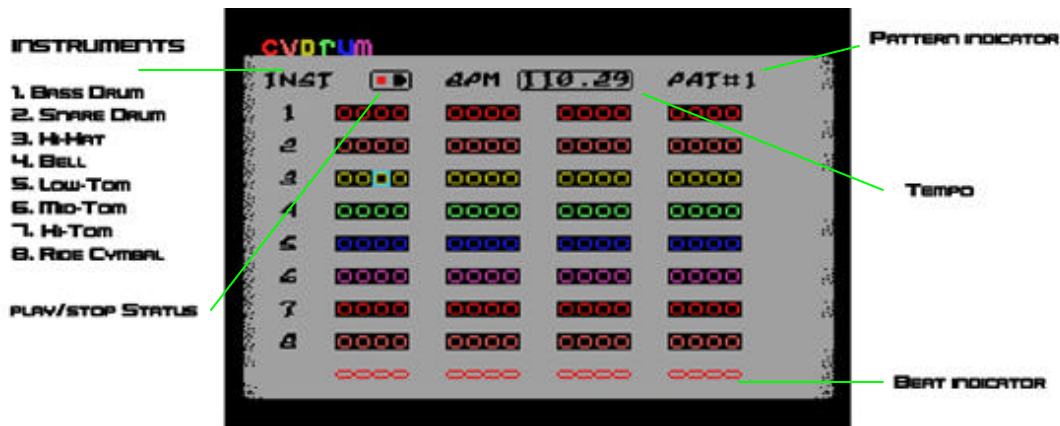


Figure 1

# Pattern Screen

After pressing fire at the main title screen and waiting a couple seconds for credit screens to show, CVDRUM will show the pattern screen. The pattern screen is the area where up to 9 patterns can be created and edited. Each pattern is considered one 4/4 measure. Therefore, each box is a 16th note.

## *Creating drum patterns (Pattern Editing Mode)*

To choose a pattern press the appropriate number on controller one. To create or edit the pattern press the '\*' button on controller one. This will reveal a light blue cursor which can be moved to the appropriate tick or 16th note that you wish to enable. To activate/deactivate a tick just move the cursor to that area and press either fire button. An activated tick will be filled, and a deactivated tick will be open. *Figure 1* indicates which instrument is found in each corresponding row labeled 1-9. To end pattern editing mode just press '1' once and this will make the cursor disappear.

## *Testing your individual drum pattern (Pattern Testing Mode)*

To test your pattern and/or adjust the tempo press the '0' button on controller one. This will start to play the current pattern at the tempo indicated in the BPM section. You can decrease the tempo by pushing controller one's joystick down, and increasing the tempo by pushing the joystick up.

### Tempos:

The following tempos are available: 67.87, 73.53, 80.21, 88.24, 98.04, 110.29, 126.05, 147.06, 176.47, and 220.59. Upon exiting the pattern test the tempo that is set will be carried over to the sequence screen. Note: You can only adjust the tempo in the pattern testing mode.

To stop the pattern play test (pattern testing mode) press the '9' button.

## *Entering Sequence Mode*

After you have entered all the patterns you wish to, you can go to the sequencer screen by pressing '\*' on controller one.



Figure 2

## SEQUENCER SCREEN

The sequencer screen (Figure 3) gives you the option of making up to a 56 measure drum loop.

### ***Editing the Sequence (Sequence Editing Mode)***

#### *Entering Editing Mode:*

To begin editing a sequence press '2' on controller one when in the sequencing screen. This will cause the editing cursor to appear. Move the blue editing cursor to the appropriate space to edit.

#### *Editing a square (Measure Editing Mode):*

Press the left fire button on controller one to begin editing the square which contains the blue cursor. Press 0-9 or '#' on controller one to place that character in that position. The '#' button will place a ◀ character or loop point in the space this will cause the sequence to loop back to the beginning once it reaches this point. Once you are done editing that square press the right fire button on controller one to confirm the edit.

*Note:* The edit must be confirmed before you can move on to edit other measures in the sequence.

*Repeat the Measure Editing mode process for each measure until you have all of your patterns where you desire within the sequence.*

#### *Exiting Editing Mode:*

When you are done with all editing press '3' to cause the cursor to disappear.

### ***Playing the Sequence (Sequence Performance Mode)***

#### *Playing the Sequence:*

Press '0' on controller one to start playing the sequence you just created. The sequence will move from left to right from top to bottom. If you have a blank space within your sequence it will treat it as a blank pattern, and play a whole measure rest at the same tempo.

*Note:* Whenever the sequence encounters the first loop point it will jump back to the beginning. Also, if there are no loop points set, then the program will play all 56 measures before looping back to the beginning.

#### *Stopping the Sequence:*

You can stop the sequence at anytime by pressing '9'.

### ***Go Back to the Pattern Screen:***

If you would like to go back to editing any pattern just press '1' on controller one when the sequence is stopped or not being edited.

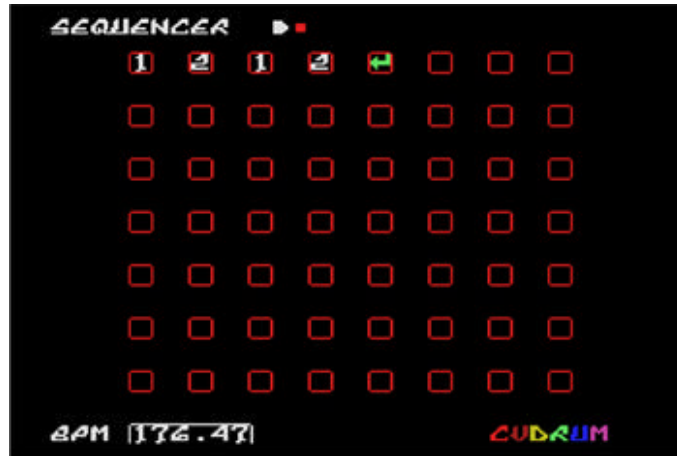


Figure 3

## LIVE MODE

Live mode can be used to use the individual drum sounds in real time.



### ***Entering Live Mode:***

To enter live mode you must first be in the sequencer mode and you must not be in either the sequence editing mode or sequence performance mode. Press '4' on controller one's keypad and you will see the screen above.

### ***Playing Instruments in Live Mode:***

Press any of the corresponding numbers on controller one's keypad to play that sound. Some sounds can play simultaneously while others cannot due to the Coleco Vision limitations.

### ***Exiting Live Mode:***

To exit live mode press '#' on controller one. You will exit into the sequencer screen.

## Overlay



The following overlay can be used on the regular ColecoVision controllers. Just print this page by downloading the online e-manual version of this text. The overlay should be in the proper proportions. The commands in black text are used when on the pattern screen and those and white are used when at the sequence screen. It has been suggested that you use transparency paper to be as close to the original Coleco Vision overlay material.

## Example

Nirvana's -- "Smells Like Teen Spirit"



