

EC-1

electro clapper



User Guide

Version 1.0.0

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Introduction

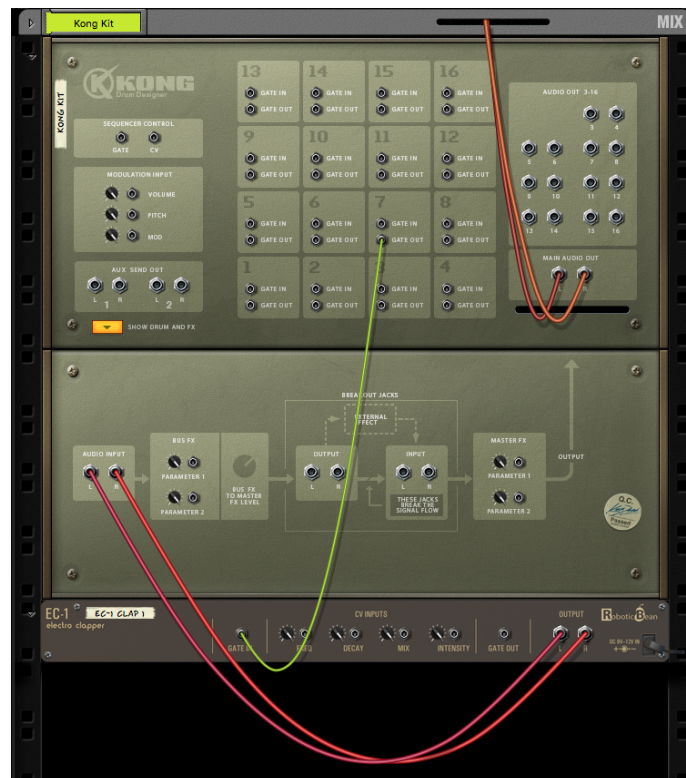


EC-1 Electro Clapper is a synthesized hand clap module for Reason. The sound is modeled after the hand clap sound found in the classic Roland TR-808 drum machine. You have four controls that let you dramatically alter the sound, with full automation support. EC-1 can be played via MIDI, CV or by using the simple Auto Rhythm section, with ready-made patterns.

Getting Started

Getting started with EC-1 is extremely simple! All you have to do is drag it into your rack and press play on Reason's main transport control. EC-1's Auto Rhythm section is enabled by default, and will start playing a simple Pop-style pattern (with claps on the 2nd and 4th beats).

While the rhythm is playing, try moving the knobs in the Sound section and see what happens to the sound.



Another way of using the EC-1 is to hook it up as a sound module for Kong. First, select one of Kong's pads to use to trigger EC-1. Clear it from any existing sound, and connect a CV cable from the pad's Gate Out to EC-1's Gate In (see the picture above). Then connect the audio output from EC-1 to the Audio Input on Kong. Now you can use EC-1 just like another Drum Module in Kong! To try this, check out the Kong Starter Combinator patch in the EC-1 patch folder.

The Front Panel

The front panel is divided into three major sections, **Sound**, **Auto Rhythm**, and **Output**.

Sound



There are four controls in the **Sound** section: The **Stereo** button, and knobs for changing the **Frequency**, **Decay** and **Ambience Mix** settings.

Stereo	Switches whether the sound is produced in mono or stereo. In mono mode, the output from both the Left and Right audio outputs will be identical.
Frequency	Sets the cutoff frequency of the bandpass filter that decides the tonal character of the sound. It ranges from 200 Hz - 6000 Hz.
Decay	Sets the decay for the ambience part of the sound. The range is 5ms to 5s. At low settings (below 100ms or so), it also affects the initial flam part of the sound.
Ambience Mix	Sets the level for the ambience part of the sound.

Auto Rhythm



The Auto Rhythm section contains 4 different patterns to choose from, and a two bar fill in for each pattern.

Pattern	Selects which pattern to play: Pop, House, Dub or All 4.
Fill In	Triggers a fill-in for the currently selected pattern. The fill-in will continue playing for the rest of the bar, or for as long as the Fill In button is pressed.
Synchro Start	When this is active, the Auto Rhythm is active and plays along with Reason's main sequencer. If you use MIDI or CV to trigger EC-1, this should probably be switched off. But you can of course use Auto Rhythm and MIDI/CV triggering in parallel.

Output



This section controls the output level of EC-1.

Intensity	Scales the incoming trigger (from Auto Rhythm, MIDI or CV) velocity with a factor 20-100% before going to the sound generator. This is useful if you want to automate the level without affecting the ambience tail of each triggered clap. It also sets the CV Gate output level from the Auto Rhythm section.
Volume	Sets the output level for EC-1.

The Back Panel



These are the available sockets on the EC-1 back panel.

Gate In	CV trig input.
Frequency CV In	Adds the incoming CV value to the current Frequency knob setting.
Decay CV In	Adds the incoming CV value to the current Decay knob setting.
Mix CV In	Adds the incoming CV value to the current Ambience Mix knob setting.
Intensity CV In	Adds the incoming CV value to the current Intensity knob setting. Hook up an LFO signal here to get some velocity variation on the handclaps.
Gate Out	CV trig output. Besides outputting the Auto Rhythm patterns, it also forwards any incoming trigs from MIDI or from CV Gate In.
Audio Outputs	This is where the sound comes out!

MIDI Implementation Chart

MIDI CC#	Parameter
7	Volume
12	Ambience Mix
16	Pattern
17	Fill In
18	Intensity
70	Stereo
72	Decay
74	Frequency
92	Synchro Start

Remote Implementation Chart

```
Scope Robotic Bean      com.roboticbean.ElectroClap
//Control Surface Item  Key   Remotable Item   Scale Mode
//Map _output_          Note On
//Map _output_          Fill In Active
//Map _output_          Synchro Start Active
//Map _control_         Stereo
//Map _control_         Frequency
//Map _control_         Decay
//Map _control_         Ambience Mix
//Map _control_         Pattern
//Map _control_         Fill In
//Map _control_         Synchro Start
//Map _control_         Intensity
//Map _control_         Volume
```

It can also be downloaded as a text file from EC-1's home page at <http://roboticbean.com/creative/products/ec-1/>