

JoMoX XBase-09 Analog Drum Machine

Quick start guide

Turn unit on (back panel)!

Turn up the master Volume control (upper right of the machine).

Turn up the individual volumes (BD Level, SD Level and HH level at lower center).

To listen to sample patterns already programmed into the XBase-09

Hit the Pattern button (labeled „Patt“, on the right of the machine).

Use the Up/Down keys to scroll down to Pattern 1 (LED display will read „P01“).

Hit the Start button (on the left of the machine).

Use the Tempo/Data knob (on the right of the machine) to adjust tempo to your liking.

Using the Up/Down buttons you can change patterns while the machine is in play.

To learn more about how the Xbase is making the sounds it is, you can „solo“ the Bass, Snare or HiHat channel by turning down the individual volumes of the other two channels.

If you hear interesting „swooshing sounds“ in some of the Patterns, these sounds are being generated by one of the two onboard LFO sections (which can run „free“, be triggered on each hit or sync'ed to Midi).

You may come across Patterns that are long enough to occupy two Pattern spaces. To move past these Patterns once you've listened to them, hit the Stop button, then the Patt button and you can once again use the Up/Down keys to scroll past these special Patterns.

To play with the sounds in the XBase-09

Hit the Pattern button (labeled Patt) and use the Up/Down keys to scroll until the display reads „P01“. Now hit the Performance button (labeled Perf). You can hit any of the Instrument pads at the bottom of the front panel and turn the appropriate controls above (for the Bass Drum, turn the Bass Drum controls, etc.). Twiddle the knobs! Have fun! The controls are highly interactive, so be prepared to hear a lot of different sounds as you turn knobs.

If you'd like to hear the Bass Drum playing without having to hit the pad, simply hit the „Start“ button (on the left of the machine). If you want, you can „solo“ the Bass Drum by turning down the Snare and HiHat volumes. If you'd like to adjust the tempo, turn the Tempo control (on the right of the machine). You can still play with the knobs now!

Now, turn down the Bass Drum volume and „solo“ the Snare by turning up its volume. Play with the Snare controls. Try the Hat section, as well. The Clap, Rim, Crash, Ride and Noise Samples, and the Reverse versions of all of those are best explored within the Pattern context described below.

While the machine is playing, you can hear different pre-programmed „drum kits“ by simply hitting the Up/Down keys. Also, while the machine is playing, you can change the Pattern you are listening to simply by hitting one of the buttons labeled 1 to 16. To switch „drum kits“ while hearing this new pattern, simply hit the Up/Down keys. There are 100 kits in the machine, and you write over any of them that you don't like.

To Program patterns into the XBase-09 (the real fun!)

Here's where the real fun begins:

Make sure the machine is in Pattern mode (Patt light is on). Make sure the Bass Drum, Snare Drum and Hi Hat volumes are up, and the Master Volume control is up.

Hit the „Start" button.

(If you follow the directions carefully, you should never(!) have to hit the „Stop" button!

Using the Up/Down keys, scroll to a Pattern number where this is no data...

you'll know when you've reached an empty Pattern when you hear no sound

(brilliant!). Try above Pattern 30 to find an empty one.

Hit the Write button (Write button will light up). Notice that the Bass Drum pad is blinking. This means you're ready to Programm the pattern of the Bass Drum.

By pushing the various 16 red „Note Buttons 1, 5, 9 and 13 will give you a Bass Drum hit on every quarter note. For our Pattern, choose 1, 5, 8, 9, 11, 14 and 16.

Now hit the Snare Drum pad (the lights blinks next to it, telling you the machine is ready to Programm where the snare will play). Now hit the Note Buttons where you would like the snare to play. (For this pattern, push Notes 1, 3, 4, 5, 7, 8, 9, 11, 13, 14, 15 and 16)

Hit the Closed Hi Hat pad (light blinks), and Choose where you want it to play (try 7, 11, 15),

Now that the Kick, Snare and Hat are playing, adjust their individual volumes to your taste.

NOW... hit the Snare Drum pad again. Hit the Accent pad (accent button flashes along with snare button light). Notice that all of the Note lights disappear. This is because you have not yet chosen any snare notes to be „accented" (louder volume). For a note to be Accented, it must already be chosen to play normally. To remember which Snare notes you've previously chosen to play normally, simply hit the Accent pad again (accent light goes out) and the Note buttons will light up where you have normal snares programmed. Hit the Accent pad again (Accent light flashing).

Choose some of the Snare notes to accent. Try 5, 8, 13, 14, 15 and 16. Adjust the Accent level by using the Accent volume control (upper right of the machine). Hit the Accent pad to come out of Accent mode.

You may hit either the Bass Drum pad or the Closed Hat pad, then hit the Accent pad so that the Accent light is flashing and set either Kick notes or Closed Hat notes to be accented also.

Now, are you ready for the next level?

Now let's edit the sounds in this pattern.

„Solo" the Bass Drum by turning down the Snare and Hat volume controls.

Push the Bass Drum pad and -while holding it down- push the „Write" button (both Bass Drum pad and Write button are blinking). Perhaps the sound of the Bass Drum has now changed... this is because the Bass Drum sound knobs have been activated.

Now start turning the Bass Drum sound controls (labeled Tune, Pitch, Decay, etc). Keep turning until you find a sound you like. That sound is now being written into the Pattern. Hit the „Write" button once to deselect it. Hit it once again so the Write light is on, but not blinking. We do this so that we can now change the sound of INDIVIDUAL Bass Drum notes, as opposed to ALL of them.

Push the Bass Drum pad and -while holding it down- push the „Note #1" button once to deselect it then once again so that it is in „record" (Note #1 light flashing). Notice that the Kick sound on Note #1 is different. Again use the controls to alter the sound of the Kick on Note #1. Try lengthening the decay, for instance. Once you have found a sound you like, hit the „Note #1" button once to deselect it from recording, then hit it again so that it is playing, but it is not in record.

You may follow this procedure for any of the other instruments as well.

Let's get crazy!

Now let's edit the snare sound, changing it over the course of the whole bar. „Solo" the snare Drum by turning down the Bass and Hat volume controls. Push the Snare Drum pad and -while holding it down- push the „Write" button (both Snare Drum pad and Write button flash).

Now start turning the snare Drum sound controls. Keep turning until you find a sound you like. That sound is now being written into the Pattern.

Now for some real fun:

While you are still in this mode (Snare pad and Write lights blinking), turn the Snare tune knob all the way counter-clockwise (Snare is at lowest possible pitch). You may choose to slow the tempo down to make this next move. Here we go... keep your hand on the Snare Tune knob, and when the bar begins, move the knob clockwise (turning up the pitch of the snare) so that at the end of the bar, the snare is near its highest pitch. You can practice this until you get a good „performance". Once you have a good performance of tuning up the pitch, hit the „Write" button at the end of the bar, before the bar starts over so that you come out of the „record" mode! Your „performance" will now be stored with the Pattern! (If you don't like your performance, hit the Write button, then push the Snare Drum pad again and -while holding it down- push the Write button again and try again).

You will notice when you hit the Write button at the end of that last move, its light went out. Hit the Write button to activate the write mode again. Hit the Snare Drum pad so that its light blinks. Now, while holding down the Snare pad, hit Note button 9 twice and then Note button 11 twice. These two Note buttons should be blinking. Turn the Snare Tune knob all the way up, turn XSnapp, Decay, Noise Tune and Detune knobs all the way down. Now the snare sounds like a cowbell! Hit Note button 11 twice to take it „out of record", turn the Snare Tune knob down so that Note 9 will have a different pitch than note 11. Now hit Note button 9 twice to take it out of record. If you want, hit the Accent pad and select Notes 9 and 11 to increase the volume of those cowbell hits.

Let's get crazier !

Now let's look into the HiHat section:

„solo" the Hi Hat by turning down the Bass and Snare volume controls.

Hit the Closed Hi Hat pad. At this point, Notes 7, 11, 15 are lit. Make sure the Write light is lit, but not blinking.

Now select Notes 9 and 10 by hitting those Note buttons.

Hit the shift button (lower right) and the Note button 13 (notice that below this Note button it says „HH sample select"). Using the Up/Down buttons, scroll to where the display says „CLP". now select Note buttons 9 and 10 and hit the „Enter" button. Those notes change to a 909 Rim sound.

Now hold down the Closed Hi Hat pad and -while holding it down- hit Note buttons 9 and 10 twice... both Note Buttons 9 and 10 should be blinking. Now turn the Hi Hat Tune knob and select a pitch for the Rim. Once you've got a good pitch, hit buttons 9 and 10 twice each again to take them out of record. If you'd like either of those, hit louder, hit the Accent pad and select 9 and/or 19. Hit the Accent button again to come out of Accent mode.

Now, push the Open Hi Hat pad. Select Note buttons 1 and 13. Press Shift, and while holding it down, hit Button 13 again. Use Up/Down to scroll to „CLP". Hit Button 13 to light it, then hit the Enter Button. Note 13 becomes a Clap. By hitting the Accent mode, you can choose Button 13 to make the claps louder. (Remember to hit the Accent pad again to come out of Accent). Now hold down the Open Hi Hat pad and hit button 13 twice. Use the Hi Hat Tune knob and the OH Decay knob to find a clap sound you like. Once you've found it, hit button 13 twice to deselect it from recording.

Now push the Shift button, hold it down and hit Note button 13 again. Use the Up/Down keys to scroll until the display reads „CrH", then hit Note button 1 and „Enter". There is now a crash cymbal on Note 1.

Turn up the Bass and Snare Drum volumes, sit back and listen to what you've created so far!

On to new frontiers!

Hit the „Shift" button, hold it down and hit Note button #6 (Shuffle). Use the Down button to make the display read „2", which will swing the notes we choose to be a little late to the beat. Hit the Note buttons 2, 4, 6, 8, 10, 12, 14, 16. Hit the „Enter" button. Notice that the „feel" of the track has changed. If you like that sound, move to the next paragraph, or to change it back to „straight time", hit the „Shift" button, hold it down and hit Note button 6 (shuffle). Use the Up/Down buttons to make the display read „0", then light all of the unlit note buttons and hit „Enter".

Hit the „Write" button twice so that it is lit.
Solo the HiHat by turning down the Bass Drum and Snare drum volumes.
Hit the Shift button, hold it down and select Note button 15 (LFO Page).
Turn the Bass Drum Decay (LFO Intensity) control so the display reads „000 or 001".
Turn the Bass Drum Tune (LFO Waveform) control so the display reads „tri".
Turn the Bass Drum Pitch (LFO Destination) control so the display reads „Htu".
Turn the Bass Drum Harmonics (LFO Speed) control so the display reads „004".
Turn the Bass Drum Pulse (LFO Sync) control so the display reads „SYn".

Now, turn the Bass Drum Decay (LFO Intensity) control so the display reads „010".

Hit the „Enter" button.

Hit the „Stop" button and then hit the „Write" button so that ist light goes out.
Turn up the Bass Drum and Snare Drum levels.

Now, kick back, hit „START" and listen to your creation !

For further Questions have a look in the Manual you will find with your machine.