
Machinedrum control dictionary

Posted by ark - 2010/12/06 18:45

I went through the descriptions of all the machine controls (not counting control, ROM, or RAM machines) and consolidated all of the control labels. In a very few places, the same label was used for slightly different controls; in those cases I consolidated the descriptions.

Here's the whole dictionary. Now, if you can't remember what a control does, you can look it up in a single place. This corresponds to Machinedrum version 1.62. Hope it helps.

AG - Enhances the high frequencies of the sound.
ATT - Length of the attack.
AU - Decreases the high frequencies of the sound.
BC - Varies the sound between a bongo and congo drum.
BELL - Introduces the sound from the inner bell of a ride cymbal.
BEND - Pitch bend depth. Bends the pitch of the drum up or down into the basic pitch.
BENV - Controls the envelope of the bump.
BR - Controls the low frequencies of the sound.
BUMP - Adds a pitch shift at the start.
CDEC - The clap decay time. A higher value gives a longer decay.
CLIC - Adds a click at the start.
CLIP - A special type of distortion.
CLOS - Sets the time to closing the hi hat. A value of 127 means that that the hi hat does not close.
CLPS - The number of claps.
CLPY - Density of the clap.
CLSN - Simulates slight contact between the two cymbals of the hihats.
DAMP - Dampens the sound.
DEC - Controls the decay time.
DIRT - Controls a bit reduction function for the bassdrum.
DIST - Distortion.
DTYP - Hardness of the distortion.
DUAL - Introduces a dual attack.
ENH - Enhances the tone.
FB - Feedback amount.
GAP - Changes the hi-hat gap.
GLEN - Adjusts the decay time for the individual grains.
GRAB - Sets the time to grabbing the cymbal. A value of 127 means that that the cymbal is never grabbed.
GRNS - Adjusts the number of grains in the maraca.
HAMR - A higher value gives a softer mallet.
HARD - Gives the sound a harder character.
HARM - Adds extra harmonics.
HOLD - Controls the initial hold time for the volume.
HP - High pass filter frequency.
HPF - High pass filter frequency.
HPQ - High pass filter "Q" value.
LPF - Low pass filters the sound.
MDEC - The modulation decay time.
MFB - Modulation feedback.
MFRQ - The modulation frequency.
MOD - The frequency modulation depth.
MTAL - Adds extra metal character to the sound.
NDEC - Noise decay time.
NOIS - Adds noise to the start of the sound.
NOISE - The amount of noise in the snare drum.
PEAK - Gives the sound more edge.
POS - Moves the striking point from the center to the edge.
PTCH - Controls the basic pitch.
RAMP - Ramps the pitch.
RATE - Rate of the individual claps.
RATL - Adds extra rattle to the sound.
RDEC - Speed/decay time of pitch ramp/rattling.
REAL - Enhances the effect of the brush.
REV - Reverses movement of the maracas.
RICH - Adds extra richness to the sound.

RING - Controls the amount of ringing in the sound.
ROOM - Adds a room sound.
RRTL - Adds "ringing" to the sound.
RSIZ - Changes the size of the room.
RTIM - The time between each retrigger. The time is relative to the tempo.
RTRG - Number of drum retriggerings.
RTUN - Changes the tonal quality of the room.
RTYP - Type of rattle.
RVOL - The volume of the snares' rattling.
SDEC - The decay of the snare drum timbre.
SIZE - Changes the apparent size of the instrument.
SLEW - Controls the effect of shaking back and forth.
SMOD - The modulation depth of the snare drum timbre.
SNAP - Amount of snap.
SNAR - Adds snare drum timbre to the sound.
SPLEN - Length of the snap.
SPTC - The pitch of the snare drum timbre.
START - Moves the start point of the drum forward.
STOP - Sets the length of the sound until it gets stopped abruptly.
STRT - Moves the start point of the drum forward or makes it harder.
SUS - Length of the sustain.
TENS - Regulates the effect of a hard hit.
TFRQ - Frequency of the tremolo.
TICK - Adds a tick to make the start harder.
TONE - Changes tonal quality.
TOP - Amount of high frequency harmonics.
TREM - Depth of the added tremolo.
TTUN - Tunes the top.
TUNE - Detunes the sound.

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