ALM — ALM005 - Dinky's Taiko

- Manual PDF

Official ALM-005 ‘Dinky’s Taiko’ Manual PDF

ALM-005 ‘Dinky’s Taiko’ Cheat Sheet

Overview

- 12-bit digital drum voice module with full voltage control (except EQ).
- Digital noise + wavetable oscillator (24 waveforms) + analog tilt EQ.
- Trigger, Accent, and Choke for expressive play.
- All major parameters (except EQ) are voltage controllable.

PANEL REFERENCE

Input Jacks

Jack	Function	Voltage Range
Trigger	Main trigger (fires hit)	~+3V rising edge min
Acc	Accent trigger (emphasizes hit)	Trigger gate

Jack	Function	Voltage Range
Choke	Choke trigger (cuts hit short)	Trigger gate
Spectrum CV	Digital noise spectrum control	0V to +5V
Noise Rel CV	Noise release time	0V to +5V
Start Freq CV	Oscillator start freq	0V to +5V
End Freq CV	Oscillator end freq	0V to +5V
Speed CV	Oscillator slew time	0V to +5V
Osc Rel CV	Oscillator release time	0V to +5V
Wave CV	Oscillator waveform select	0V to +5V
Mix CV	Noise/Osc crossfade	0V to +5V

Output Jack

Jack	Function	Voltage Range
Out	Main audio output	+/- 10V (can be hot)

KNOB & CONTROL SUMMARY

Control	Section	Function	CV	Notes
Spectrum	Noise	Digital noise frequency	✔	0-5V
Noise Release	Noise	Release time for noise envelope	✔	0-5V

Control	Section	Function	CV	Notes
Start Freq	Oscillator	Sets starting frequency of oscillator (not 1V/oct)	✔	0-5V
End Freq	Oscillator	Ending frequency before reset	✔	0-5V
Speed	Oscillator	Sweep speed from start to end frequency. Higher = metallic/FM sounds	✔	0-5V
Osc Release	Oscillator	Release time for oscillator envelope	✔	0-5V
Wave	Oscillator	Selects one of 24 waveforms	✔	0-5V
Mix	Output	Crossfade Noise ↔ Oscillator on output	✔	0-5V; Osc only ≈ +10V out
EQ (Tilt)	Output	Tilt-style EQ: CCW = high freq emphasis, CW = low freq emphasis	✗	Only manual, affects out

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USAGE TIPS

- **All CV inputs are summed with the corresponding knob position as an offset.**
- **All parameters (except EQ) are “snapshotted” at the instant the TRIGGER is received.**
- **Accent and Choke are live while the hit is playing.**
- **Trigger:** +3V (min) rising edge (standard modular trigger) required.
- **Pairs especially well with clock/divider modules for rhythmic triggers and modulation.**

Voice Structure:

1. Trigger input fires a hit (“drum”).
2. Digital noise and wavetable oscillator run through analog tilt EQ and crossfader (Mix).
3. All core sound design comes from tuning and/or modulating the Spectrum, Release, Speed, Freq, and Wave controls (with or without modulation).
4. All audio is output through a “hot” audio out (LED level indicator provided).

QUICK PATCH EXAMPLES

- **Basic Hit:**
  Patch clock or sequencer trigger to TRIGGER in. Audio from OUT to mixer.

- **Snare or Perc:**
  Use mostly NOISE, shorter release times, tilt EQ towards high.

- **Metallic/Funky:**
  Raise Speed and modulate with CV for ring/FMX hits. Try out various waveshapes.

- **Dynamic Patterns:**
  Use divided triggers or shifted clocks for ACCENT and CHOKE to create varied sequences.

POWER & SIZE

- Power: +/-12V, ~80mA
- 12HP wide, 32mm deep (skiff friendly)
- Reverse polarity protection

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