

ALM — ALM005 - Dinky's Taiko

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[ALM-005 'Dinky's Taiko' Manual PDF](#)

Creative Uses for ALM-005 'Dinky's Taiko' in a Eurorack System

The **ALM-005 'Dinky's Taiko'** is a flexible 12-bit digital drum voice with voltage control, accent/choke dynamics, analog EQ, and a rich sound palate. Here's how you can creatively patch and combine it with other modules for unique and experimental results:

1. Sequenced Drum Synthesis

Pair *Dinky's Taiko* with a trigger sequencer (e.g., **ALM Pamela's PRO Workout**, **Intellijel Steppy**, or **Winter Modular Eloquencer**). Use programmable gates/triggers to drive both the regular and accent, choke inputs for groovy, textured percussion lines.

- **Pro Tip:** Patch a separate "fill" pattern to the Choke input for evolving breaks or stutter effects.

2. Evolving Drum Timbres With Modulation

Leverage the rich CV inputs (Start/End Freq, Spectrum, Wave, etc) from sources such as:

- **Random Generators/LFOs (e.g., Mutable Instruments Tides/ Marbles, Make Noise Maths):**
Use slow LFOs or stepped random to morph timbre over time for generative, less-repetitive drum parts.
- **CV Recorders/Sequencers (e.g., Make Noise Pressure Points, Intellijel Tetrapad):**
Manually draw in or sequence parameter automation for dynamically shifting drum sounds.

3. Drum FM and Cross Modulation

Patch an external audio-rate oscillator's output (e.g., **Noise Engineering Basimilus Iteritas**, or any analog VCO) into Dinky's CV inputs. Rapidly modulating the Spectrum, Start Freq, or Release can lead to metallic or pseudo-FM drum textures.

- **Try:** Using envelopes or transient generators (ALM Pip Slope, Make Noise Function) to modulate these CVs for snappy FM drum hits.

4. Multi-Voice Percussion Kit

Layer multiple *Dinky's Taiko* modules, or combine with other drum voices (e.g., **Hexinverter Mutant Drums**, **Tiptop Audio 808 Modules**) as a drum rack. Share clock/division patterns, but send different CV modulation to each for maximal variation.

5. Experimental Tactile Drum Performances

Patch the Choke and Accent to manual gate buttons, touchpads (Intellijel Tetrapad), or expressive controllers (e.g., **Makenoise Pressure Points**),

allowing live muting/choking and accent addition—great for performance-oriented setups.

6. Rhythmic Processing and Distortion

Run Dinky's output through analog distortion (**XAOC Devices Soviet**, **Erica Pico Drive**), wavefolders, or lo-fi samplers. Exploit the "hot" output (+/-10v) to push downstream modules into nonlinear ranges for grit and chaos.

7. Open-Ended Sampling and Looping

Sample percussive material straight from Dinky's Taiko into a Eurorack sampler (e.g., **1010 Bitbox**, **Electrosmith Daisy Daisy Patch Submodule**, **Rossum Assimil8or**), chop/resequence for elaborate percussive textures.

8. Creative Audio Rate Modulation

Feed *audio* (not CV) into the CV controls for digital "abuse"—audio rate modulation at Spectrum or Wave can create clangorous, glitchy percussion sounds not ordinarily possible.

Module Type Recommendations for Pairing:

- Gate & Trigger Sequencers
- Random/S&H Generators
- CV Sequencers/Recorders
- Function Generators/Envelopes
- Audio Rate Oscillators
- Distortion/Wavefolding FX
- Samplers/Loopers
- Physical Interface/Touch Controllers

For further experimentation and processing ideas, check out the [Generated With Eurorack Processor](#).