

Erica Synths — Drum Sequencer

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[Erica Synths Drum Sequencer Manual \(PDF\)](#)

Creative Ways to Use the Erica Synths Drum Sequencer in Your Eurorack System

The Erica Synths Drum Sequencer is an advanced, performance-oriented X0X-style sequencer designed for both rhythmic and melodic sequencing within a Eurorack system. Below are some creative patching ideas and module pairings to help you push your modular setup into new sonic territory:

1. Dynamic Drum Grooves with Trigger Processors

Use Case

- **Eurorack Drum Modules** (Tiptop 808/909 Series, ALM Busy Circuits Akemie's Taiko, Mutable Instruments Peaks/Plaits, WMD Crucible/Fracture, or Erica Synths Sample Drum)

Method

- Send individual triggers and accents from the Drum Sequencer to various drum modules. Use shuffle and per-track direction controls to create evolving, pseudo-random grooves.
 - Patch individual accent outputs to voltage-controlled analog switches (like Doepfer A-150/A-151, Ladik S-180) to activate probability-based drum hits or alternate sounds.
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2. Polyrhythms and Euclidean Patterns

Use Case

- **Logic & Gate Manipulation** (Delptronics Triggerman, Rebel Technology Stoicheia, Intellijel Plog)

Method

- Set tracks to different lengths (using per-track “last step” options) for polyrhythmic patterns. Chain them via logic modules for complex events; XOR or AND gates can add fills or accents based on multiple sequencer outputs.
 - Feed “random” or “ping-pong” direction trigger outs to logic modules for glitchy, evolving fills.
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3. Melodic Sequencing with CV/Gate Track

Use Case

- **Analog and Digital Voices** (Make Noise STO/DPO, Mutable Instruments Plaits, Intellijel Dixie, Erica Synths Fusion VCO, Basimilus Iteritas Alter)

Method

- Program basslines or leads using the dedicated CV/Gate track. Use “slide” and “tie” features for legato/acid-style sequences.
 - Randomize step probability and micro-timing (nudge) for “humanized” melodic parts.
 - Try patching the sequencer’s LFO output to modulate pitch, filter cutoff, or wavefolding on your synth voices for motion sync’ed to the sequencer’s tempo.
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4. Modulation and Automation

Use Case

- **Modulation Targets** (VCF cutoff, VCA CV, delay time, waveshaper amount)

Method

- Use the sequencer’s two built-in LFOs as clock-synced or free-running modulators. Patch them to modulate FX or synth parameters. Cycle through LFO waveforms for movement.
 - Use step-mutable CV/gate output for dynamic automation of module function (e.g., triggering a rhythmic freeze on Mutable Instruments Clouds, or stepping through modes on a filter module via CV).
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5. Performance Tricks

Use Case

- **Mute/Fill/Randomization** (Live Performance)

Method

- Use the mute/arm and solo features for live breakdowns or transitions. Quickly switch between patterns for instant fills—ideal in Techno, Electro, or IDM performances.
 - Utilize the “Pattern Reload” (undo) to experiment and revert to previous states mid-set.
 - Chain patterns (Pattern Link) within a bank for scene-like workflow.
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6. Clocking and Resets

Use Case

- **Clock Utilities** (Pamela’s New Workout, 4ms QCD, Mutable Instruments Grids)

Method

- Set TR16 as a reset output and use it to reset other sequencers (e.g., Malekko Varigate, NerdSeq, Eloquencer, Pam’s New Workout) to keep complex rigs in time.
 - Use the sequencer as a clock master or slave, and convert clock divisions/multiplications using the module’s configurable clock output—ideal for syncing with external drum machines or DAW setups.
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7. Gate Probability and Conditional Triggers

Use Case

- **Randomization and Conditional Logic** (Mutable Instruments Branches, ALM Pamela’s New Workout with Logic Expander)

Method

- Use step probability and step copy/paste features to make variations. Route triggers through probability modules for “never-the-same-twice” grooves.
 - Combine the Drum Sequencer’s outputs and accent gates with Branches or other logic/probability modules for generative, evolving patterns.
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8. Sequencer Interplay

Use Case

- **Multi-Sequencer Setups** (combine with other sequencers like Arturia Keystep Pro, Malekko Varigate, Befaco Muxlicer)

Method

- Run the Drum Sequencer as the “master brain” and trigger fills on other pattern-based sequencers or use it as a backup/variation lane—e.g., switch voices via logic and routing when a particular sequencer’s pattern completes.
 - Use the CV/Gate track for melodic sequencing, while running percussion and glitch sequences from another sequencer for controlled chaos.
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Module Type Recommendations

- **Drum/Voice Modules:** Tiptop Audio, ALM Busy Circuits, Mutable Instruments, WMD, Erica Synths Drums.
- **Logic/Trigger Processors:** Intellijel Plog, Rebel Technology Stoicheia, Mutable Instruments Branches.
- **Switches/VCA:** Doepfer A-150/A-151, Ladik S-180, Erica Synths Pico SEQ Switch.

- **Clock/Utility:** ALM Pamela's New Workout, 4ms QCD, Mutable Grids, Acid Rain Maestro.
 - **Mult and Attenuators:** Mutable Instruments Links, Intellijel QuadrATT, Befaco A*B+C.
 - **CV-able Effects:** Mutable Instruments Clouds, Strymon Magneto, Erica Synths Black Hole DSP.
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Bonus: Link to Manual

Find the full [Erica Synths Drum Sequencer Manual PDF](#) for deeper explorations.

Generated With [Eurorack Processor](#)
