

Tiptop Audio — TOMS909

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Creative Ways to Use the TOMS909 in Your Eurorack System

The Tiptop Audio TOMS909 is more than just a 1:1 analog TR-909 Tom clone — its independent Low, Mid, and High tom sections with voltage control (VC) inputs for tune and accent unlock a variety of sound design possibilities. Here are some creative patch ideas and synergistic combinations with other Eurorack modules:

1. Percussive Polyrhythms and Sequencing

- **Use with Multi-Channel Sequencers:**

Patch a 3-track gate or trigger sequencer (e.g., **Intellijel Metropolis**, **Winter Modular Eloquencer**, **ALM Pamela's Pro Workout**) to independently trigger each tom.

Tip: Use polymetric sequencing (e.g., steps per track: 5, 7, 9) to create evolving polyrhythms, letting the TOMS909 shine as more than just "straight" toms.

- **Accent Dynamics:**

Use an extra sequencer channel (or accent output, as found on a **Mutable Instruments Grids**, **Vermona Random Rhythm**, or **Erica**

Synths Drum Sequencer) to drive the accent CV input of each tom independently, creating dynamic fills and accents.

2. Voltage-Controlled Melodic Toms

- **Melodic Control via Sequencer or Keyboard:**

Patch a CV sequencer (e.g., **Make Noise René**, **Intellijel Steppy + CV expander**, **Tiptop Z8000**) to the VC-TUNE inputs. Though not 1V/Oct, you can create tuned “pitched percussion” patterns, pseudo-melodic tom basslines, or wild glissandos.

- **Sample & Hold / Random Pitch:**

Send stepped random CV (e.g., from a **Mutable Marbles** or **Doepfer A-148**) to any VC-TUNE input for each drum hit, creating randomized, arcade-style percussion.

3. Audio-Rate FM & Timbre Mangling

- **FM from a VCO or Other Source:**

Patch a sine wave (or any other waveform) from an oscillator (e.g., **Tiptop Z3000**, **Make Noise STO**, **ALM MCO**) into the VC-TUNE input for FM drum synthesis.

Result: Metallic, syncopated, or alien tom sounds depending on modulation depth and frequency!

- **Audio-Rate Cross Modulation:**

Use audio-rate envelopes or even other drum sounds to modulate the VC-TUNE for insane, metallic or glitchy toms.

4. Effects Processing Chains

- **Send Individual Outs to FX:**

Patch each Tom’s output to separate channels on a stereo mixer. Add different spot effects (e.g., **Erica Synths Fusion Delay/**

Flanger/Vintage Ensemble, Noise Engineering Desmodus Versio, Intellijel Rainmaker, ALM MFX) to each for wide, dramatic stereo images.

- **Global Bus Mix Out to Stereo FX:**

Mix all Toms via the MIX OUT, then process through a stereo effects chain such as ping-pong delay (**Tiptop Z-DSP with PingPong algorithm**, as in the manual), reverb (**Mutable Instruments Clouds, Strymon MagneTo**), or frequency shifter (**Doepfer A-126-2**).

5. CV-Controlled Drum Fills & Performance FX

- **Manual CV Control:**

Use a joystick (**Intellijel Planar2, Doepfer A-174-2**), touch controller (**Make Noise Pressure Points**), or CV fader (**Ladik F-110**) to “play” the Tune or Accent live for expressive performance fills.

- **CV Recorder/Looper FX:**

Use a CV recorder or preset morphing module (**Instruō Tš-L, 4ms SISM+PEG**) to automate dramatic changes in pitch, decay, or dynamics mid-performance.

6. Tom Synthesizer “Deconstruction”

- **Noisy Drum Synthesis:**

Use the Accent CV inputs to gate or amplitude-sequence noise bursts from the Toms.

Add ring modulation, bitcrushing, or wavefolding (e.g., **Intellijel µFold, Befaco Waveshaper**) post-tom.

- **Tomoscillator?**

Treat a Tom section like a weird oscillator: Sustain the decay, modulate TUNE at audio rates, feed outputs through pitch-

tracking envelope followers and use as basis for synth voices or strange percussion.

7. Hybrid Drum Sounds

- **Layer with Digital Sample Playback:**

Layer the TOMS909 with samples from an **ALM Squid Sample**, **1010music Bitbox**, or **Noise Engineering Mimetic Digitalis**.

Create unique acoustic/electronic drum composites.

- **Sidechain/Envelope Follower Interactions:**

Use envelope followers or sidechain modules (e.g., **Mutable Instruments Ears**, **XAOC Devices Sewastopol**) to extract dynamics from the Toms and modulate synth voices, basslines, FX, or even the Toms themselves for advanced interactive patches.

Bonus: Patch Inspiration

Patch Example:

- Patch a random sequencer to each Tom's VC-TUNE for constantly shifting "tuned drums."
- Accent the Hi Tom using a Euclidean trigger pattern from Pamela's Pro Workout.
- Send each Tom to a different FX pedal, pan in stereo.
- Use an LFO to modulate the Low Tom's Tune for a "wobble bass" percussive effect.
- FM a Tom with a vocal sample chopped up and looped through a sampler's CV-out!

The TOMS909 is best thought of not just as a drum module, but as a percussive synth voice with modular, voltage-controlled dimensions — ideal for advanced, performance-focused or generative modular rigs.
