



D'Pinga2 Tambora

Version 1.0

User's Manual

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Introduction

This document is a very brief introduction to the PulpoAudio D'Pinga2 Tambora instrument. It covers the description of the instruments parameters and a description of the sound/midi key mapping.



Please refer also to the manual of the Tentacle Player for a documentation of further possibilities and features of the Tentacle Player. It is available at <https://www.pulpoaudio.com>

Programs

For the D'Pinga2 Tambora instrument, a Tambora has been recorded and set up in several different tunings.

Eight programs are available:

- Tambora LoTune (low tuned Tambora)
- Tambora LoTune Short (like above but envelope parameters set for shorter sounds)
- Tambora LoTune Reverse* (low tuned Tambora, drum heads switched)
- Tambora LoTune Reverse Short (like above but envelope parameters set for shorter sounds)
- Tambora HiTune (high tuned Tambora)
- Tambora HiTune Short (like above but envelope parameters set for shorter sounds)
- Tambora HiTune Reverse* (high tuned Tambora, drum heads switched)
- Tambora HiTune Reverse Short (like above but envelope parameters set for shorter sounds)

*) The two drum heads of the Tambora are usually slightly detuned to each other (like one or two semi-tones). It may be a matter of taste if you like the higher tuned head better for the stick or for the hand. Normal setup is the higher tuned head for the hand, “Reversed” is the higher tuned head for the stick.

All programs share the same midi key mapping.

All strokes (respectively notes) are based on **6 velocity layers** and a **4x round-robin**.

Monophonic Groups

Due to the nature of the real instrument, all stroke types on the drum heads are grouped in a monophonic group. Within a monophonic group only one sound (respectively only one note) will be reproduced at a time. Notes that are hit while a previous note is still playing are going to cut the previous note according to the Transitions Settings.

Not grouped in a monophonic group are the wood/rim sounds (stick strokes on rims or on the wood block), that obviously don't interfere with the drum heads.

Parameters

Global Parameters

VSens

Velocity Sensitivity ranges from 0 (no sensitivity at all) to 1.0 (full sensitivity) and then further to 2.0 (extended, exponential sensitivity). As the samples of this instrument are not processed (low velocity samples have a lower volume by nature), velocity sensitivity can be left at 0.0.

TuneSt

Detune the entire instrument by this amount of semitones (-24 to +24)

TuneCt

Fine detune the entire instrument by this amount of semitones (-0.5 to +0.5)

Pan

Move the entire instrument in panorama as the value indicates (Left -100% to 100% Right)

Vol

Raise or lower the instrument volume by this amount of dB (-infinite to +24dB)

Transitions Settings

All sounds (respectively notes) in a monophonic group will be reproduced in a monophonic manner. Notes that are hit while a previous note is still playing are going to cut the previous note according to the these settings.

Release

Amount of seconds (0 to 20) that we give the prior note to fade out (if its set to 0 then the cut may sound a bit harsh). Use small values in order to simulate a percussion instrument's model (0.1 to 0.2 seconds).

Offset

Amount of seconds (0 to 20) that the new note will skip from the beginning (we could skip the attack portion, e.g.).

Attack

Amount of seconds (0 to 20) that we give the new note to fade in (we could soften the attack this way). Use small values in order to simulate a percussion instrument's model (0.1 to 0.2 seconds).

Stroke Control (“Vol”)

All of the notes of this instrument are grouped in stroke types. For the Tambora these are:

- Opens – all open or muted/muffled open strokes with hand or stick
- Slaps – all slap strokes
- Tips – all tip strokes
- Woods – all stick strokes on rims or on the wood block

(Please refer to the midi mapping table in this document for a graphical representation.)

Using these gain controls you can control the volume of stroke types relatively to each other.

Outputs

When using the 8-bus version of the Tentacle Player, you can route the strokes of the hand-side and the strokes of the stick-side independently to stereo output buses 1-8.

The control appears for the stereo version as well, but offers no other options than output bus 1.

Envelope

Global envelope settings give us the possibility to modify the envelope that is applied to each single note.

Attack

Amount of seconds (0 to 20) that we give a sound to fade in (we could soften the attack this way).

Hold

Amount of seconds (0 to 20) that we hold the level at 0.0dB after attack.

Decay

Amount of seconds (0 to 20) that the decay (to sustain level) will take.

Sustain

Level in dB that the sustain portion will be played at

Release

Amount of seconds (0 to 20) that we give the sound to fade out when the key is released.

Midi Key Mapping

Stroke Type Groups			
Opens	StickPressedMuted(C)		B5
Opens	StickPressedMuted(O)	■	A#5
Opens	StickPressed(C)		A5
Woods	StickRim2	■	G#5
Opens	StickPressed(O)		G5
Woods	StickRim1	■	F#5
Opens	StickOpenMuted(C)		F5
Opens	StickOpenMuted(O)		E5
Woods	StickWood2	■	D#5
Opens	StickOpen(C)		D5
Woods	StickWood1	■	C#5
Opens	StickOpen(O)		C5
Opens	HandOpen		B4
Opens	HandMuffled	■	A#4
Slaps	HandSalpMuted2		A4
Slaps	HandSlapMuted	■	G#4
Slaps	HandSlap		G4
Slaps	HandTapao	■	F#4
Tips	HandTipMuted		F4
Tips	HandTip		E4
Tips	HandHeel	■	D#4
Tips	HandBass	■	D4
			C#4
			C4

(C) = Center of drum head

(O) = Slightly outside of drum heads center

Muted = The other drum head is muted with hand or stick

Contact

Find us in the web: <http://www.pulpoaudio.com>

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Disclaimer

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