

## SDS 9 TECHNICAL DESCRIPTION

### Overall Description

The SDS 9 is a 6 channel synthesizer consisting of bass, snare, rim and three tom toms and is housed in a metal enclosure measuring 290 x 350 x 73mm (including knobs).

The 6 channels can be 'triggered' by one of three methods:

1. An audio spike of approximately 1-5v which is normally supplied by striking the appropriate drum pad.
2. A positive going control voltage or gate of 3 - 15v fed via the sequence input socket.
3. By Midi control signals.

The drum pad signals are fed via jack sockets to the channel sensitivity controls. (CH2 is stereo jack) and carries triggers for snare and rim. An 8 pin din. allows gate and cv trigger signals to bypass the sensitivity controls and trigger the channels directly.

Two 8 pin din sockets are provided to carry Midi in and out information (5 pin plugs will plug directly into these sockets).

### Methods of Synthesis

#### Bass Drum

Separate recordings of a bass drum click (i.e. the beater hitting the drum) and thump (the main body of the sound) are stored in the computer's main machine program. When the bass channel is triggered the 'click' and thump portions of the sound are joined together to form the complete bass drum sound.

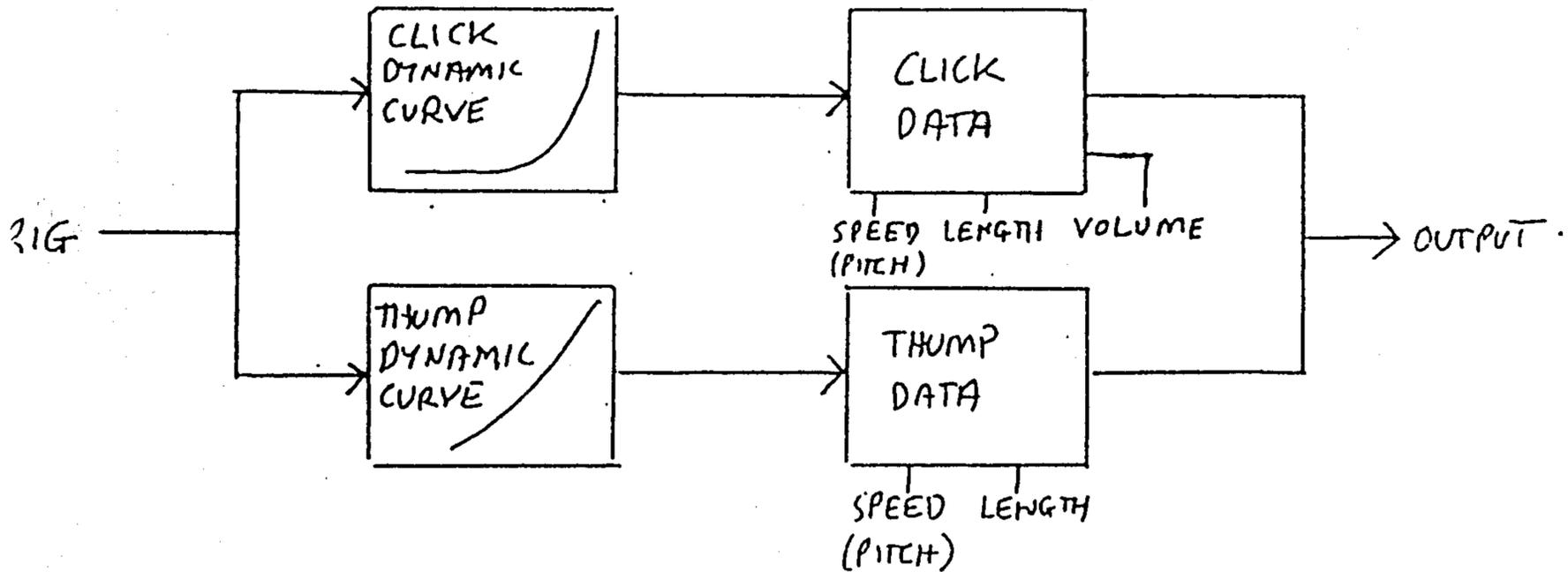
Because the two sounds are separate, they both can be manipulated to produce different bass drum sounds. The controls are:- click-pitch, length and volume. Thump-pitch and length.

These parameters can be changed by the user and stored away in the computer's memory and are recalled every time the bass drum is struck.

The output volume of the bass drum is controlled by the incoming trigger level, i.e. low volume for a low trigger, high volume for a large trigger. These triggers are 'scaled' by two curves. One for the click and one for the thump. This means that there is more thump at lower volumes than at higher volumes.

This makes up for the ears' lack of bass perception at lower volumes and is essential so that the click signal does not overpower at low trigger levels.

SOFTWARE FLOW CHART FOR BASS DRUM

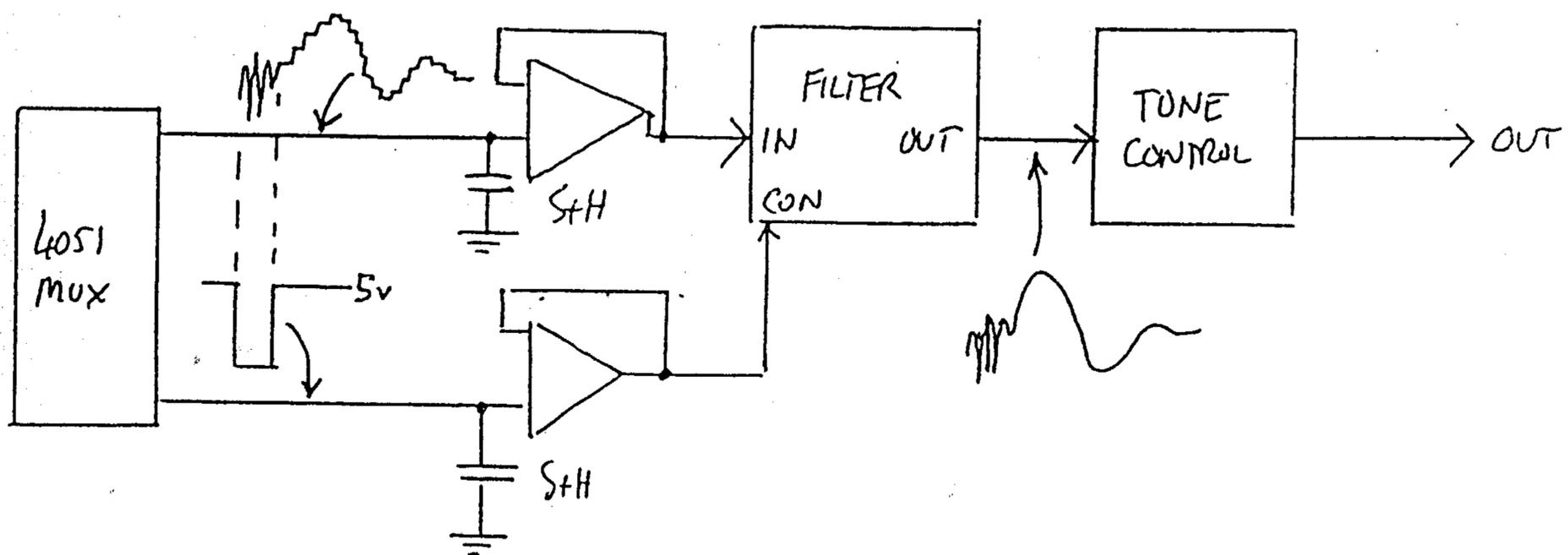


The bass drum signal appears directly at the computer multiplex outputs IC.35 Pin.7 and is 4v P-P at maximum trigger (2.5v quiescent). A second control signal for the bass drum appears at IC.35 Pin.8, this signal is normally high (+4v) but goes low (0v) for the period of the bass drum click.

The bass drum signal is fed into a switchable low-pass filter consisting of TR.19 and C.50.!

The filter control signal is used to switch out the filter during the high frequency click portion of the bass drum sound and in, during the low frequency thump portion of the sound. This is to ensure that multiplex noise is eliminated from the bass drum thump.

The composite/filtered bass drum signal is fed into a top boost/low boost audio filter consisting of IC.17 A + D.



Snare Drum

The snare drum consists of 4 separate sound sources, controlled by two trigger signals.

The four sources are programmed and triggered to produce the effect of one drum consisting of two separate but mixable parts. The main snare sound and a rim sound.

The four sound sources are 3 proms (can be 27123 or 2764), one is permanently assigned to CH2 (snare) and the other two are assigned under program control to the rim(CH3) and a white noise generator.

The snare and rim combination, although separate channels, should be treated as one channel, the audio signals are summed at the input of a final VCA and form a composite 'snare drum' (although the raw unfiltered rim signal is available separately).

There are twelve controls that are used to set the program parameters for the snare drum.

These are:-

- Snare pitch - Sets the cycle time for the snare prom.
- Snare bend - The snare pitch can be sharpened or flattened, according to how hard the snare has been struck.
- Snare decay - Sets the length of the snare sample (note - this can never be longer than the length of the sample stored in prom).
- Filter pitch - Sets the cut-off frequency of the snare filter (affects both snare/rim and noise).
- Filter sweep - Varies the filter frequency according to how hard the snare or rim have been struck.
- Filter resonance - Adds an emphasis at the cut off frequency.
- Noise - Adds white noise to the snare.
- Rim pitch - Sets the cycle time and hence the pitch of the rim clock.
- Rim bend - The pitch of the rim can be sharpened or flattened, depending on how hard the rim has been hit.
- Rim decay - Sets the decay length of the rim. (Note: - can only be shorter than the rim sample).
- Rim A-B prom selects - Routes either prom A or prom B to the rim.
- Snare-Rim balance - Sets the relative audio levels of the snare and rim. (Note: during playing, the relative volumes of snare and rim are proportional to how hard they have been struck).

### SNARE/RIM CLOCK CIRCUITRY

The snare and rim have similar circuits, this description refers to the snare circuit. The relevant components for the rim are in brackets.

IC.21 A+B (IC.21 B+C) and associate resistors from a voltage controlled oscillator with a frequency that can be varied from 5KHz to 35KHz., by applying a positive control voltage to the junction of R.214 + R.215 (R.221 + R.222).

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- filter pitch - Sets the cut-off frequency of the snare filter (affects both snare/rim and noise).
- filter sweep - Varies the filter frequency according to how hard the snare or rim have been struck.
- filter resonance - Adds an emphasis at the cut off frequency.
- noise - Adds white noise to the snare.
- rim pitch - Sets the cycle time and hence the pitch of the rim clock.
- rim bend - The pitch of the rim can be sharpened or flattened, depending on how hard the rim has been hit.
- rim decay - Sets the decay length of the rim. (Note: - can only be shorter than the rim sample).
- rim A-B prom selects - Routes either prom A or prom B to the rim.
- snare-Rim balance - Sets the relative audio levels of the snare and rim. (Note: during playing, the relative volumes of snare and rim are proportional to how hard they have been struck).

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## TOM TOMS (TOM 1 DESCRIBED).

The SDS 9 Tom toms are produced by three identical circuits consisting of a Curtis 3394, modulation oscillator IC.2 B+C and various control and sweep amplifiers.

All three tom toms are identical except for the VCO timing capacitors C.84/92/100 which set the tom toms at different pitches. (Tom 1 being the highest pitch, Tom 3, the lowest).

The 3394 is a single synthesizer voice containing a VCO, VCF, VCA and input mixing controls. Manufacturers details are enclosed with this manual.

The variable controls for each tom tom are as follows:- Tom pitch, bend up/down, decay time, filter pitch, filter sweep, VCO modulation (2nd skin - applies collectively to all three tom toms) and click amount.

The click envelope generator is derived from the main trigger pulses and is fixed in length by C.9 + R.16 (Tom 1). This envelope is used to gate (IC.39 A) noise into the click amount amplifier (IC.39 B - Tom 1), whose control is derived from IC.7 C. The resultant burst of noise (click) is fed into the filter via C.36 to Pin.12 IC.36.

Timing for the VCO is set by C.84 and R.109. Pitch control is derived as with the snare and rim clocks, by summing positive and negative bend signals, pitch CV and modulation (if 2nd skin switched in) on the VCO frequency Pin.2. Pitch CV is derived from IC.7 A, the tom tom envelope is permanently connected to the VCO frequency control via R.96, this signal is cancelled when the bend amount CV (from IC.7 B) is half way, as this lets a negative version of the envelope through IC.42 to cancel the signal. As the bend CV is increased further, the negative envelope signal takes over, producing the bend up effect.

Noise is fed into the 3394 on Pin.9, and is internally mixed with the VCO triangle wave in proportion to the noise/tone CV from IC.8 B.

Filter sweep amount is controlled by IC.42 B and is sweep down, i.e., the filter is opened when the drum is struck and closes in proportion to the tom tom envelope, this control is mixed with the filter cut-off control voltage from IC.7 D on Pin.16 IC.36. The output of the filter is connected internally to the input of the final VCA, the output of which is buffered by IC.34 D. The via is controlled by the envelope generator.

## COMPUTER

The computer in the SDS 9 is based around a 8031 micro controller. The 8031 is a rom-less version of the 8051. It has on-board uart, timers, port, ram and clock circuitry and runs at 12 MHz. (Manufacturers descriptions are enclosed with this manual). The machine program is stored in a 16K prom (27128) IC.47 and user program area is provided by a battery backed 2K byte ram (6116) IC.48.

The 8031 has a shared lower address/data buss. The lower addresses are latched by IC.57, the output of which, along with the processor's port 2, provide the 16 address lines.

The highest three address lines are decoded by IC.70 and provide the address locations for the different computer functions:- The 8255 port, A - D, D - A, and prom.

The prom is output by  $\overline{OE}$  going low, this is controlled by the 8031  $\overline{PSEN}$  Pin. The ram is selected by the 8031  $\overline{WR}$  and  $\overline{RD}$  lines, provision has been made to increase ram size to 8K bytes with link 3.

The ram power-up and chip select is controlled by IC.62, which is powered along with the ram, by the 3.6v nicad battery during stand by.

Three control voltages are summed at the input of IC.30 (0 - 4v) a positive going envelope waveform (bend down) and a negative going envelope waveform (bend up) when the negative and positive envelopes cancel, a condition of zero control voltage.

NOTE: - The positive bend signal is fixed and the negative envelope is derived from IC.30 B), whose control voltage comes from IC.11, D, (IC.12, B).

At 2.5v control, the negative envelope cancels the positive envelope.

The snare VCO produces a square wave on IC.21 B. Pin.7 (IC.21 D, Pin.14) and is fed into binary counters IC.23 and IC.24 (IC.27 and IC.28).

The reset lines are normally low and the highest address line is high. This high signal is fed via D.72/71 and S1 (S.1 and IC.22) to disable the snare counter.

When the snare is struck, the re-set line goes high momentarily, the high address line goes low as the counters are re-set. This enables the clock, and the counters count from 0 sequentially through the entire address space of the prom (16K bytes or 8K bytes dependant upon the setting of S1).

When the highest address is reached, the clock is disabled and the count stops. The output from the snare prom IC.25 (IC.29/IC.30) is fed into a multiplying D-A IC.26, (IC.31), the multiply voltage is derived from the pad dynamic value.

The rim has two proms IC.29 and IC.30 (marked rim A and rim B) which are enabled by the prom select line (from IC.12 C) going high or low (low = IC.29 rim A. high = IC.30 rim B).

The rim and snare signals are fed into a Curtis 3372 filter/VCA. (Rim into input A, snare into input B). These inputs A + B have a gain control marked A + B, these are differentially driven by the snare/rim balance control voltage from IC.13 C. When the control is high (+5v), snare signal only will be produced, when low (0v), only the rim signal is produced.

Noise is also fed via its control amplifier (IC.32 A) on to the B (snare input) thus the user can add white noise to the snare sound if required.

### SNARE FILTER (IC.33).

The Curtis 3372 contains a low pass voltage controlled filter that has three control lines, filter cut-off pitch, cut-off sweep, (controlled by the rim/snare envelopes) and resonance.

The amount of sweep is controlled by amplifier IC.32 B, whose control voltage is derived from IC.13 B. The sweep signal appears on Pin.9 of IC.32 B (dependant upon amount) and is mixed with the filter pitch control voltage (derived from IC.13 A) on Pin.15. The output of the filter appears at Pin.1 and is fed to the final VCA via C.82, R.257. The final VCA output is buffered by IC.34 B, the control for which is the sum of the rim and snare envelopes.

This arrangement serves as an 'accent' when both rim and snare are struck together.

## INTERRUPTS

Timing functions including D - A, A - D, auto demonstrate etc., are clocked from the 1 KHz interrupt timer IC.1. This timer should be 1KHz 5% or significant timing errors may be noticed. The pulse must be low for at least 1.2 ms to guarantee processor interrupt acknowledge.

## MIDI AND TAPE

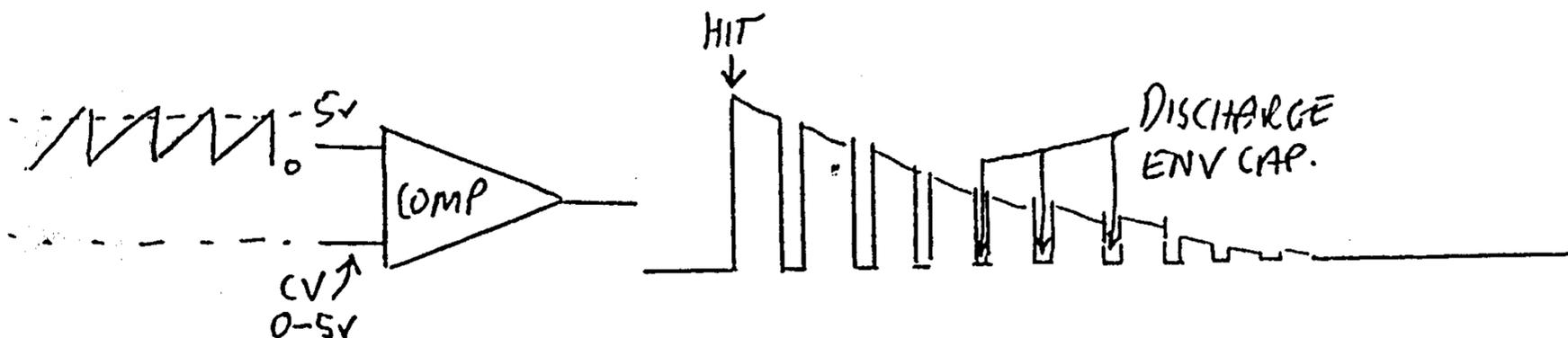
Midi out is generated by the 8031's uart on Pin.11, and received on Pin.10. An FSK code at 1.2 and 2.4 KHz is generated on the same uart pin for dumping of user program variables to cassette. Signals from the cassette are shaped on the in/out board and amplified by IC.35. The resultant square wave is fed into the 8031 uart on Pin.10.

NOTE: The tape input is disabled via D.77 unless in tape load or check mode.

Levels set for recording are suitable for mike inputs on most domestic cassette recorders. The output from the tape to the SDS 9 is expected to be from a tape earpiece or headphone socket.

## DECAY CONTROLS

A sawtooth wave of 1KHz is derived from the 1KHz timer IC.1, and appears on IC.2 A Pin.2. This sawtooth is fed into five comparators IC.2 D and IC.3. These comparators control the decay of the five envelope generators for snare, rim, tom 1 - 3. The other input of the comparators is a control voltage from the function values sample and holds. The output of the comparator is a pulse at 1 KHz whose pulse width is proportional to the control voltage.



When a drum is hit the computer outputs a proportional pulse to the click i.e., IC.4A for Tom 1. The output of IC.4 A is used to charge envelope capacitor C.8 via D.50.

C.8 then discharges via R.9 when the output of capacitor IC.2 is low. The speed at which it discharges is proportional to the mark space ratio of the pulse appearing on IC.2 Pin.13. (The output of the comparator is open collector, so when it is high it cannot pump C.8 high again.)

The signal on C.8 is buffered by IC.4 B whose output is Tom 1 envelope.

## NOISE GENERATOR

Noise is created by reverse - biasing an NPN transistor TR.20. The thermal noise generated is amplified by IC.18. The gain of which is set by RV.21. The twisted wires on Pin.1 to 8 from a small variable capacitance which should be twisted to prevent high frequency oscillation.

RV.21 should be set to produce 2.5v P - P noise at Pin IC.18. TR.20 should be selected for wide band noise.

## POWER-UP

During power-up,  
R.279. C.117 takes  
passed.

During power-down, the unregulated  
C:117 discharges quickly through D...  
rail has decayed.

IC.45 is a programmable peripheral interface with two ports programmed as  
one as inputs. Prog. CH.1 - CH.6, Midi and prog. led's are driven from port A.  
segment display from port B and the 8 function buttons are connected to port C.

IC.59 is an 8 bit latch and is driven from the data buss to light the CH.1 trigger  
to switch off the second skin oscillator and disable the cassette input. It also drive  
library led's D.20 - 23 which will be required if an 8K byte ram is fitted.

## CONTROL VOLTAGE GENERATION

Values for various control functions are stored either in prom, ram or generated by  
8031. These values are latched into the D - A IC.60, which outputs an analog voltage  
which is proportional to the value. This voltage is amplified and buffered by IC.53 B  
and fed to the input of a 40-way analog multiplexer consisting of 5 x 4051 (IC.64 - 68)  
and associated decoding logic IC.61, IC.63, IC.56, IC.58. The outputs of the 4051's  
are fed to sample and hold circuits consisting of TLO.84 OP amps and capacitors (IC.13  
IC.13. C.21 - 48).

The output of the fet OP amps are the control voltages for the various analog functions  
and are listed on the interface circuit diagram. The bass drum signal appears on SR  
IC.35 Pin.7, and its associated filter control on IC.35 Pin.8 - See bass drum.

Of the forty sample and holds, the five triggers (snare, rim, tom 1 - 3), are updated  
every 7 ms, the two for the bass drum are asynchronous and the other 33 are updated every  
33 ms.

## COMPUTER INPUTS - ANALOG

There are thirteen analog inputs to the computer. Six triggers which come from the  
trigger sample and holds and seven function values which come from the seven program  
parameter controls (RV.1 - 7).

IC.50 is a 16 input analog de-multiplexer, addressed by latch IC.51. Its output is  
buffered by IC.53 A and fed via R.272 to IC.54 A - D, which converts the analog voltage  
to a digital code.

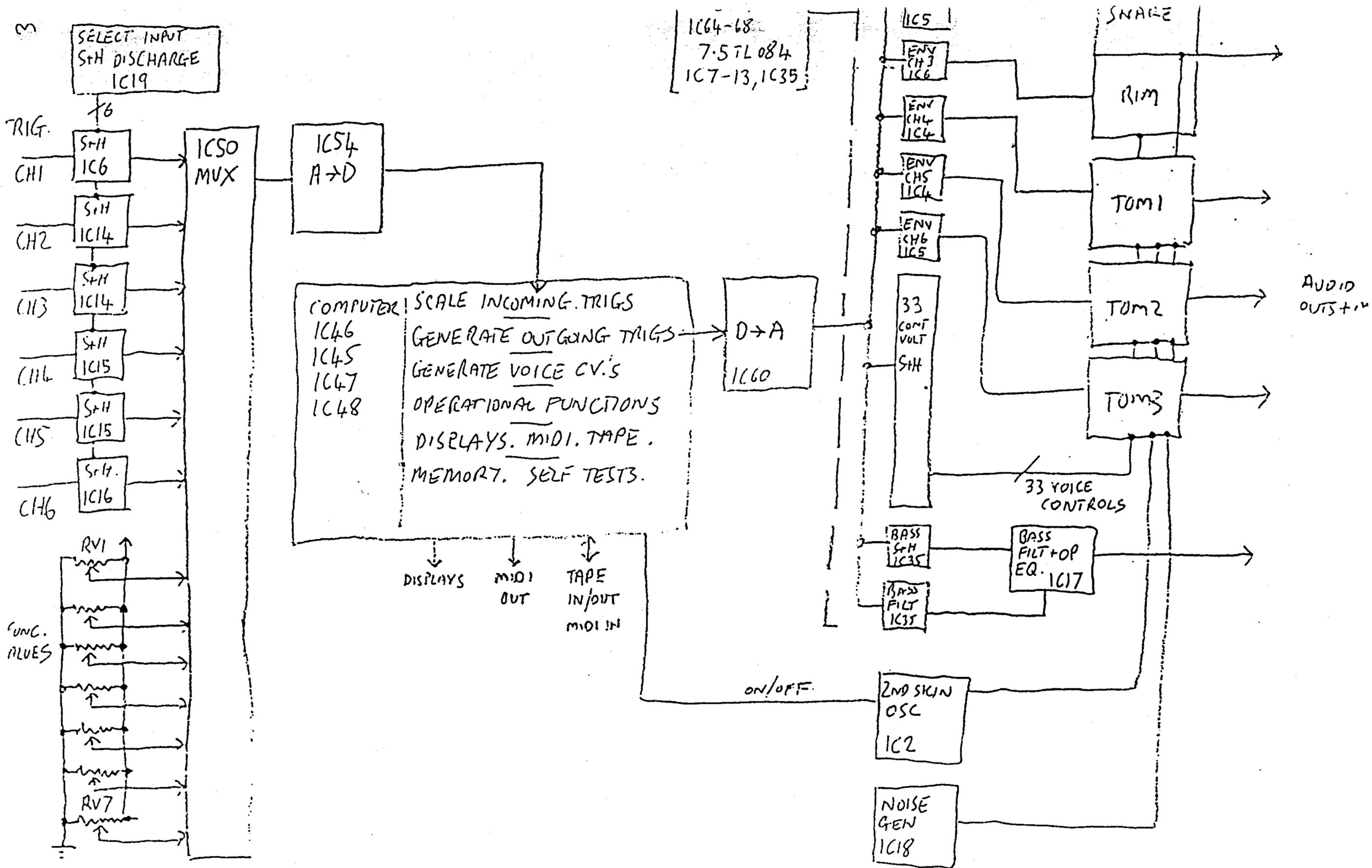
IC.49, C.113, R.271 form a 1.0 MHz clock for the successive approximation A - D IC.54.  
This clock only runs during a conversion, i.e., when looking for a trigger to be present.

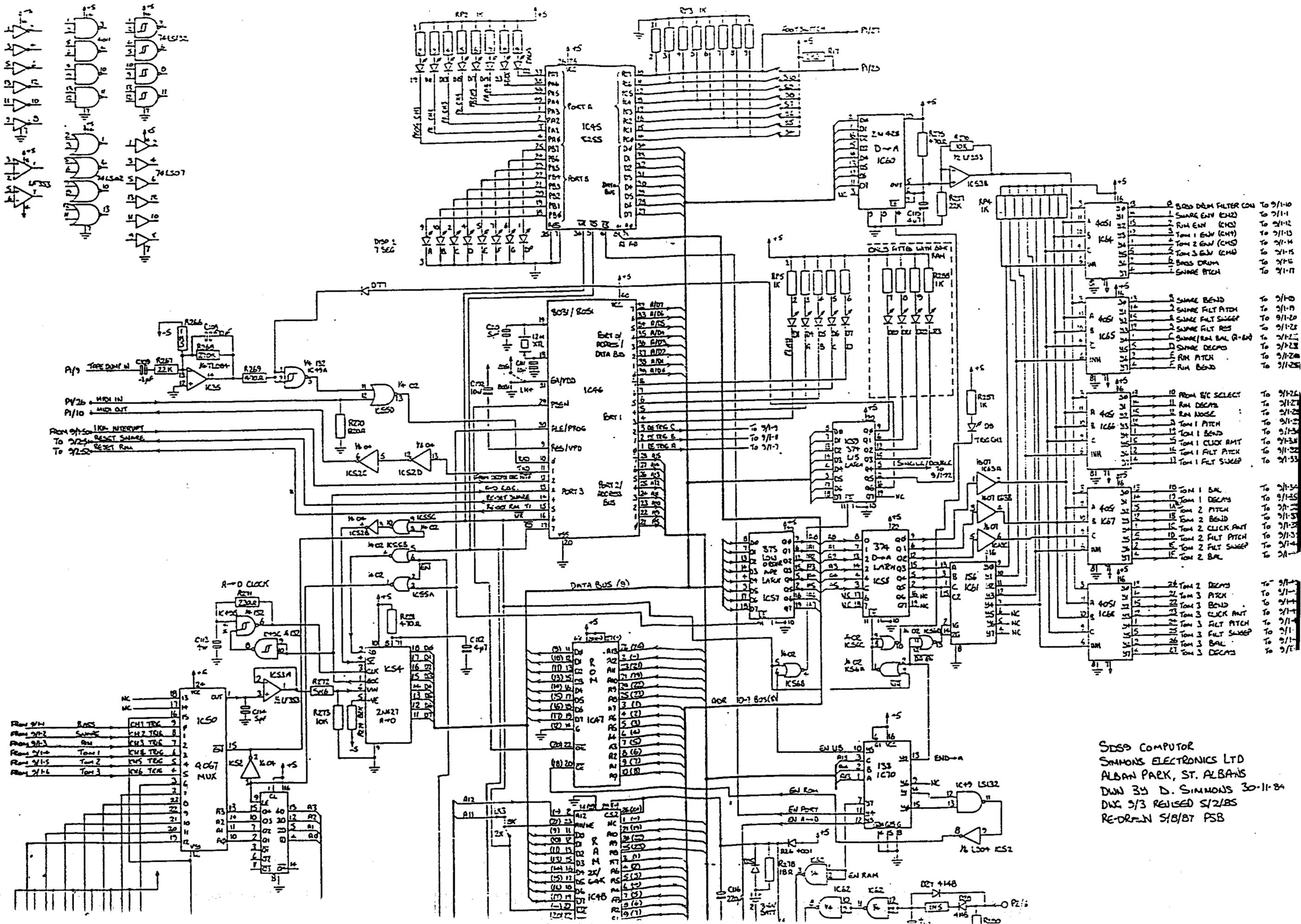
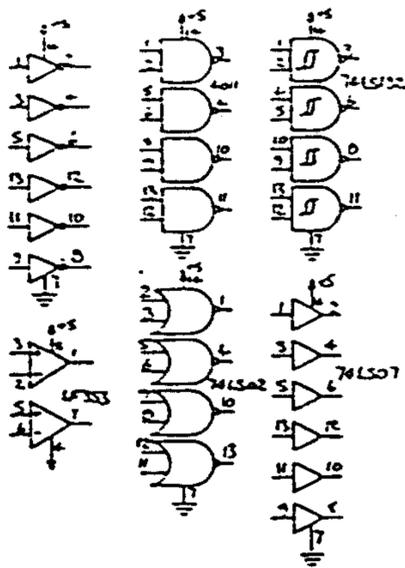
Each conversion takes 10  $\mu$ s (i.e., 10 clock cycles). The trigger input channels are  
converted every 7 ms and the control knobs every 50 ms. At the end of each conversion,  
the EOC (Pin.1) IC.54 goes high and the 8031 retrieves the value from the data buss.

When the computer detects a change in level at a trigger input (i.e., a drum has been  
struck), it sends the relevant channel a trigger signal via the relevant D - A channel.  
(the trigger value may be 'scaled' dependant upon the drum and dynamic) and then discharge  
the input sample and hold by opening the appropriate de-trigger channel in IC.19. This  
grounds the input S and H capacitor so that a new trigger can be detected.

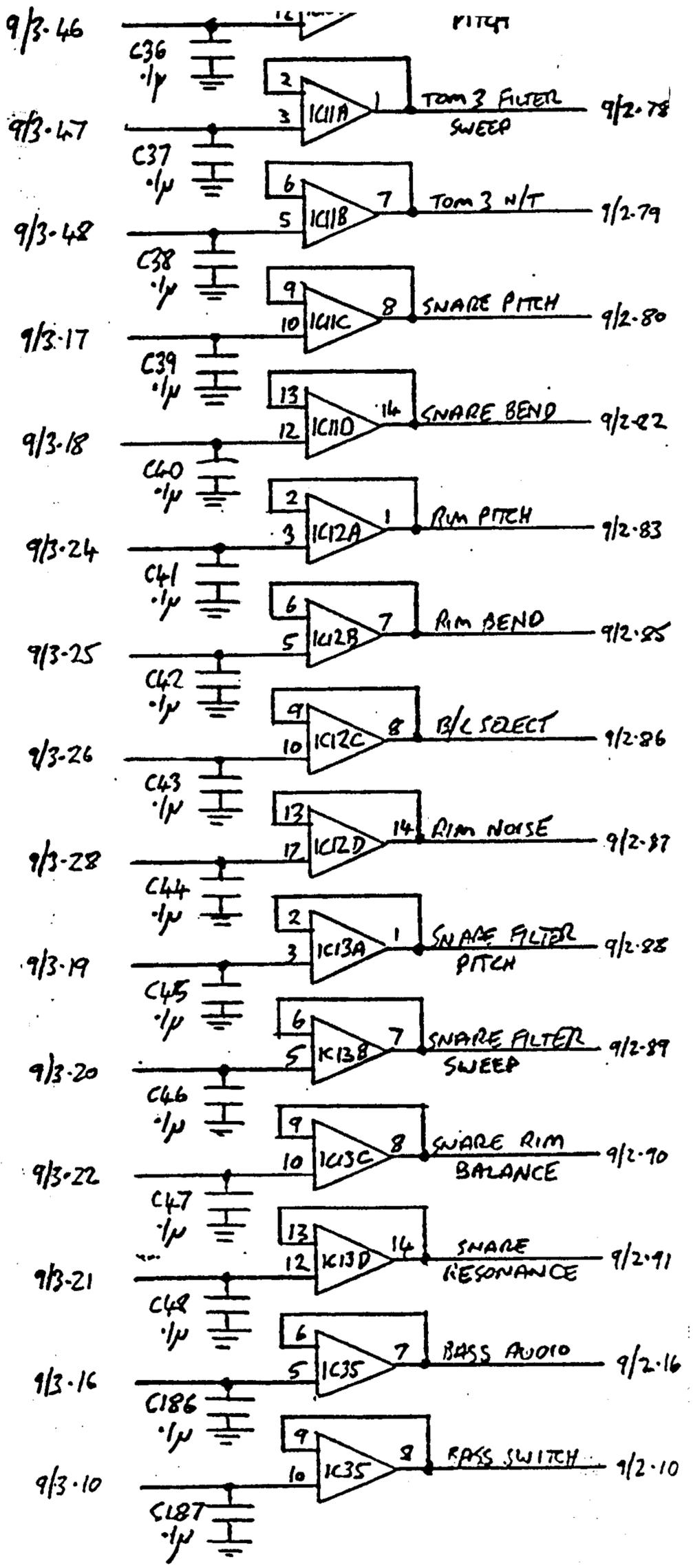
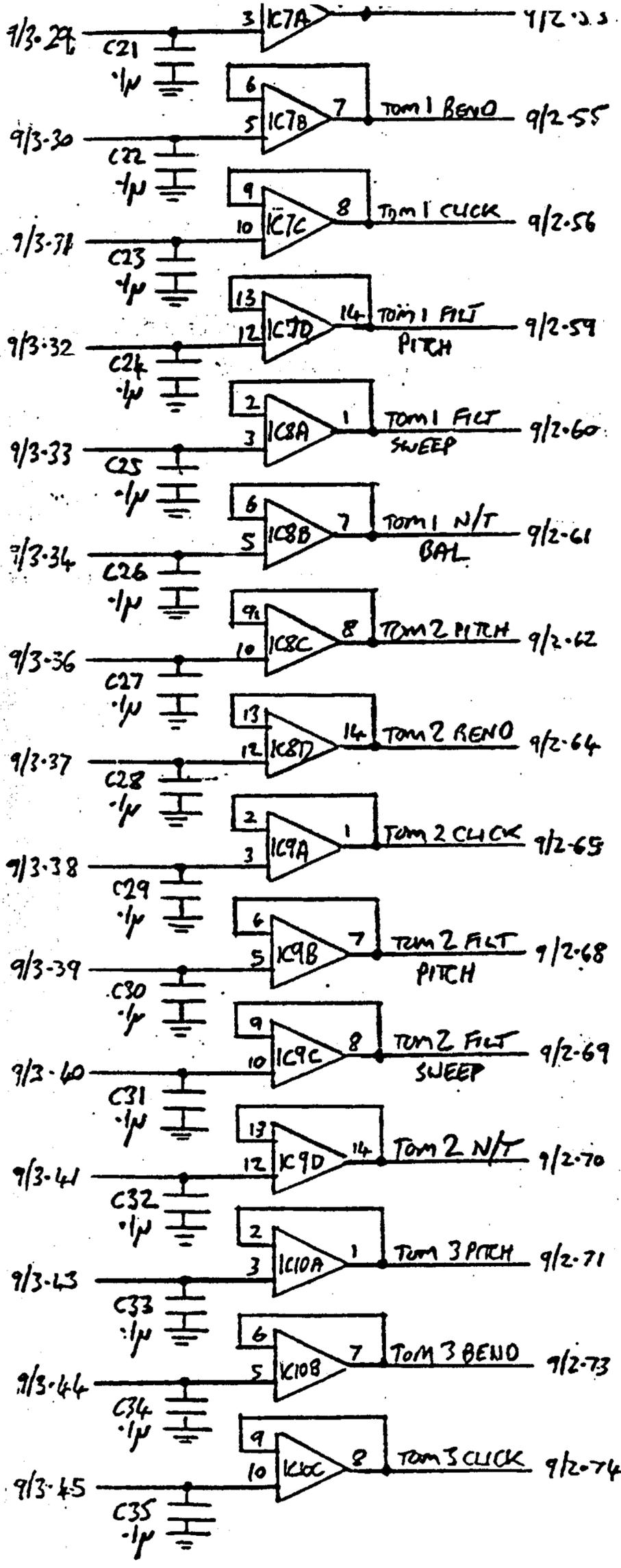
If the channel detected is a snare or rim, the 8031 sends a counter re-set signal (high  
pulse) via its reset snare (Pin.14) or re-set rim (Pin.15) to re-set the relevant prom

Positive going spikes are amplified and used to charge C.59 via D.31. This charge is offered and sent to the A - D multiplex IC.50 and is detected as a trigger at any point over the forward bias voltage of D.31.

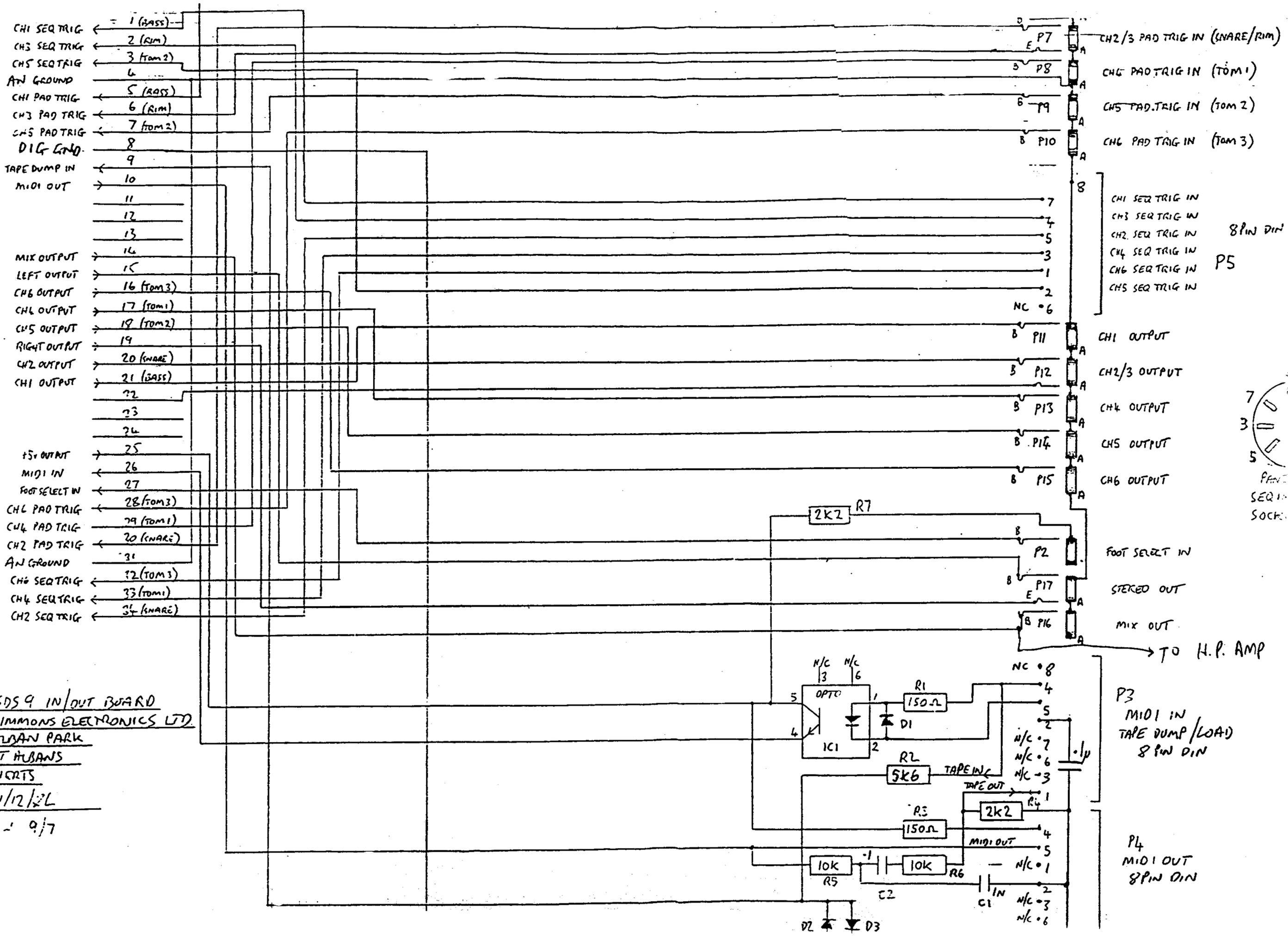




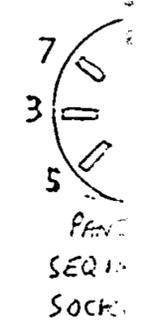
SDDS COMPUTER  
 SIMMONS ELECTRONICS LTD  
 ALBAN PARK, ST. ALBANS  
 DUN 35 D. SIMMONS 30-11-84  
 DWX 3/3 REVISED 5/2/85  
 RE-DRWN 5/18/87 PSB







SDS 9 IN/OUT BOARD  
 SIMMONS ELECTRONICS LTD  
 ALBAN PARK  
 ST ALBANS  
 HERTS  
 1/12/2L  
 9/7



P3  
 MIDI IN  
 TAPE DUMP/LOAD  
 8 PIN DIN

P4  
 MIDI OUT  
 8 PIN DIN



SIMMONS ELECTRONICS LTD  
 ALBANY PARK  
 ST ALBANS  
 Herts  
 DRG SDS9 SCH DRUM KIT  
 DRAWN BY D. SIMMONS.  
 COMPUTER INTERFACE + OUTPUT CIRCUIT  
 DRAWING 9/11 REVISED 5/2/85  
 TRACED BY PSB 21-7-87

