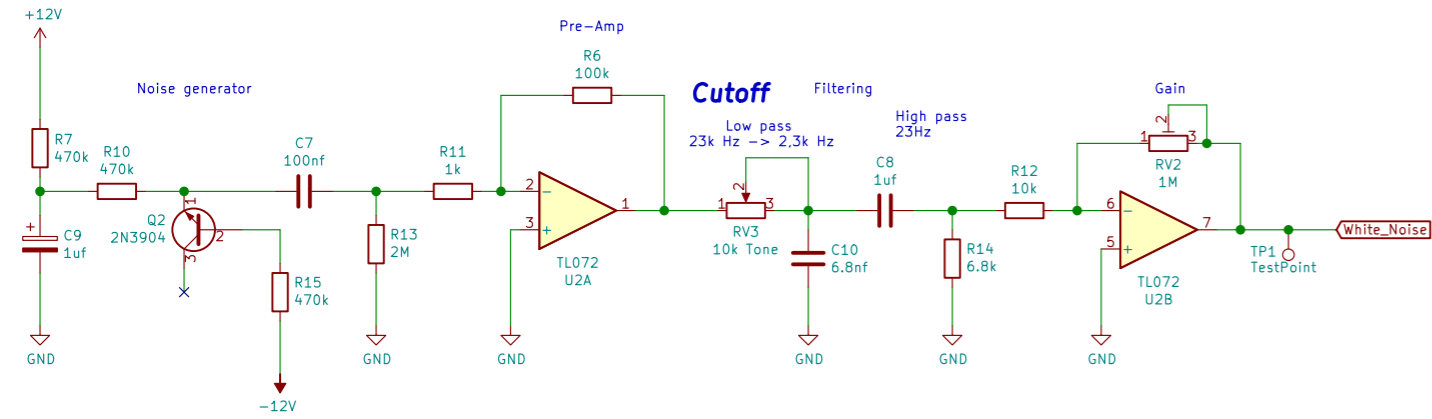
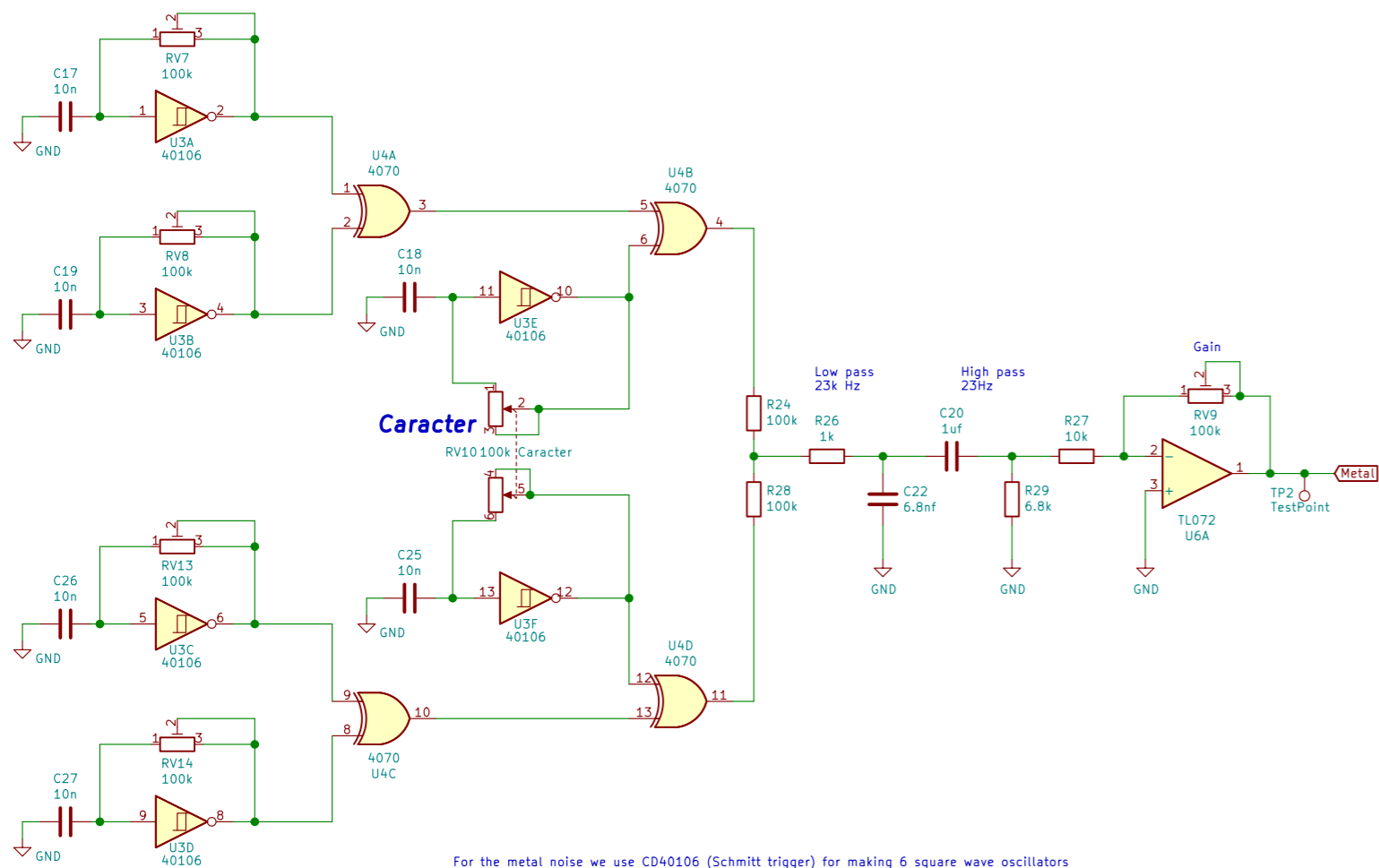


WHITE NOISE



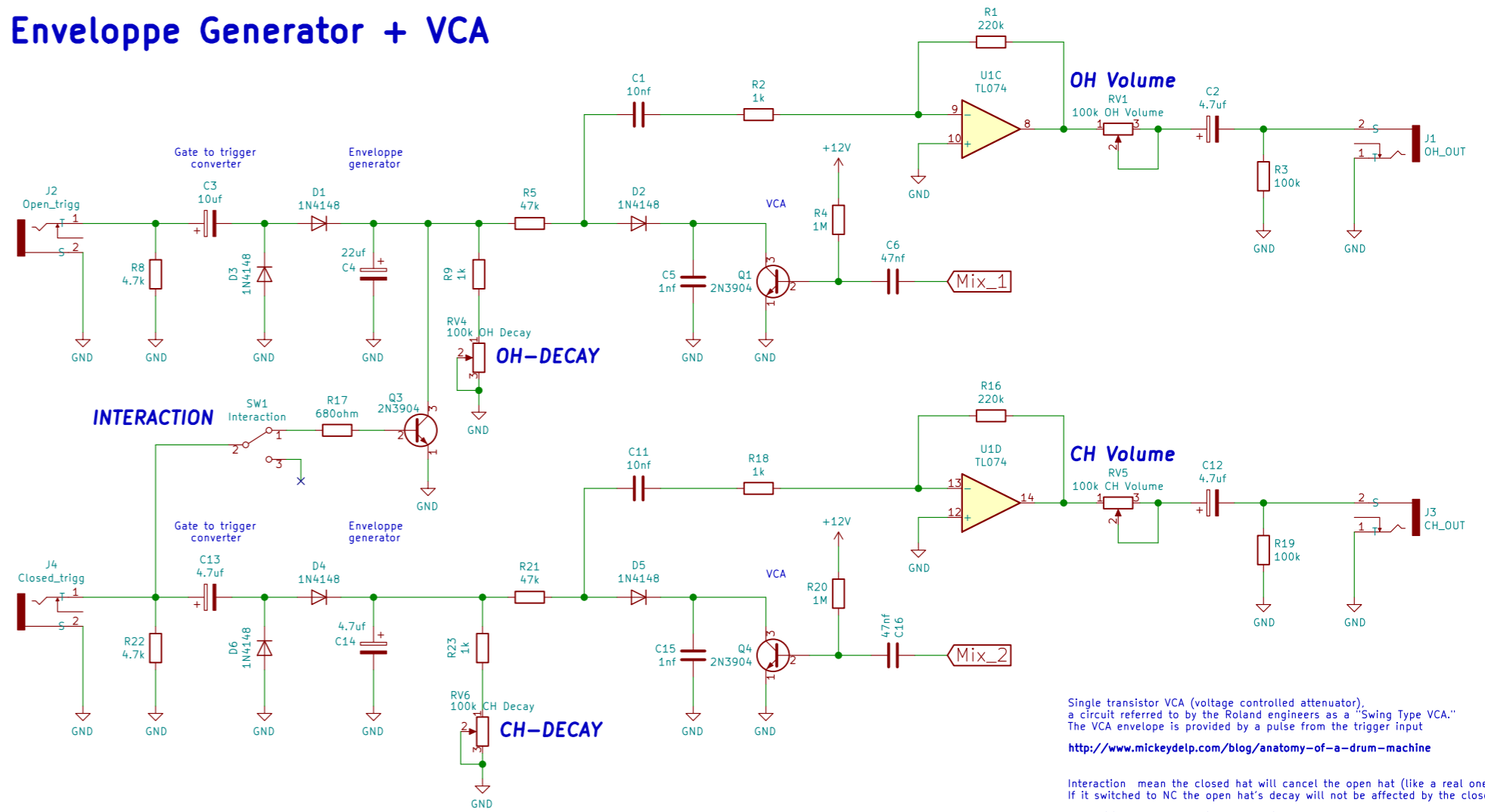
Noise generator from MFOS, filtered to be between 20Hz and 20kHz with adjustable gain and adjustable low pass, thank you JaggedNZ
 The noise source is the reverse-biased emitter-base junction of the transistor. Cut off the collector of the transistor so that it doesn't act like an antenna picking up unwanted noise or EMI. The BVEBO (Emitter-Base Breakdown Voltage) is exceeded thus the transistor is operating in avalanche mode.
http://musicfromouterspace.com/analogsynth_new/NOISECORREV01/NOISECORREV01.php

METAL NOISE



For the metal noise we use CD40106 (Schmitt trigger) for making 6 square wave oscillators and the CD4070 (XOR) as a frequency mixer resulting in a complex inharmonic waveform.
<https://hackaday.com/2015/04/10/logic-noise-more-cmos-cowbell/>

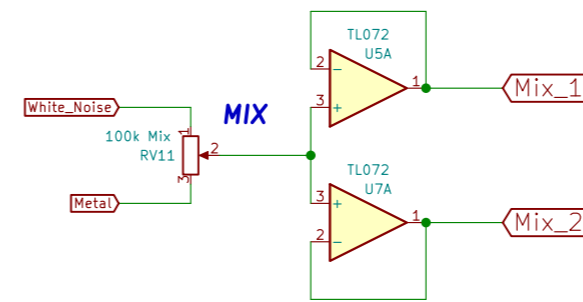
Envelope Generator + VCA



Single transistor VCA (voltage controlled attenuator), a circuit referred to by the Roland engineers as a "Swing Type VCA." The VCA envelope is provided by a pulse from the trigger input.
<http://www.mickeydelp.com/blog/anatomy-of-a-drum-machine>

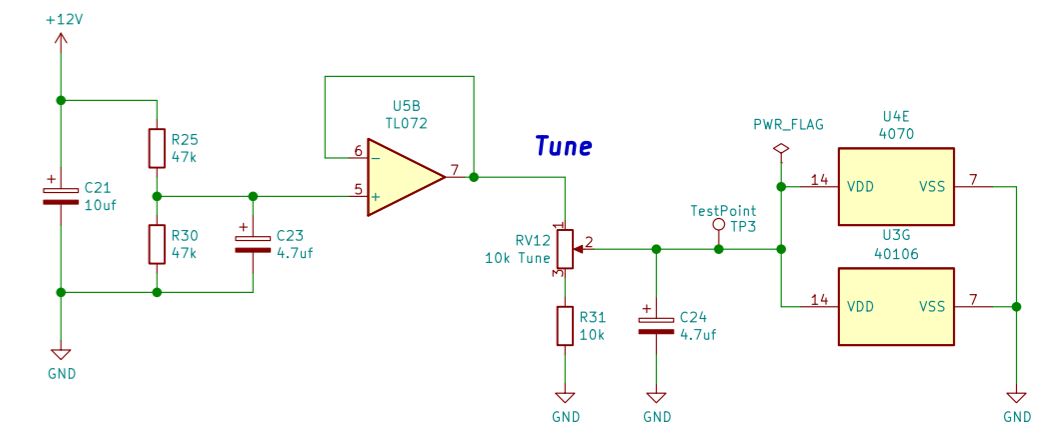
Interaction means the closed hat will cancel the open hat (like a real one does) If it switched to NC the open hat's decay will not be affected by the closed hat
<https://deltronics.com/documents/LDB1seSchematic.pdf>

MIX WHITE/METAL NOISE



Here is just a single pot mixing metal and white noise together then 2 buffers (one for OH and the one for CH) I try without but the sound become noisier (in a bad way) Thank you Lazare =)

METAL TUNING



Tuning is accomplished by varying the supply voltage with a voltage divider to CD40106 & CD4070 (from 3v to 6v). This alters the time taken for the oscillators to reach their respective thresholds and therefore changes their frequencies.

<http://experimentalistsanonymous.com/diy/Schematics/FullX20SynthsX20DrumX20SynthsX20MiscX20Synth/Synbal.pdf>

Controls :

- OH decay
- CH decay
- OH volume
- CH volume
- Interaction
- Metal character
- Metal tune
- Noise mix
- Noise cutoff

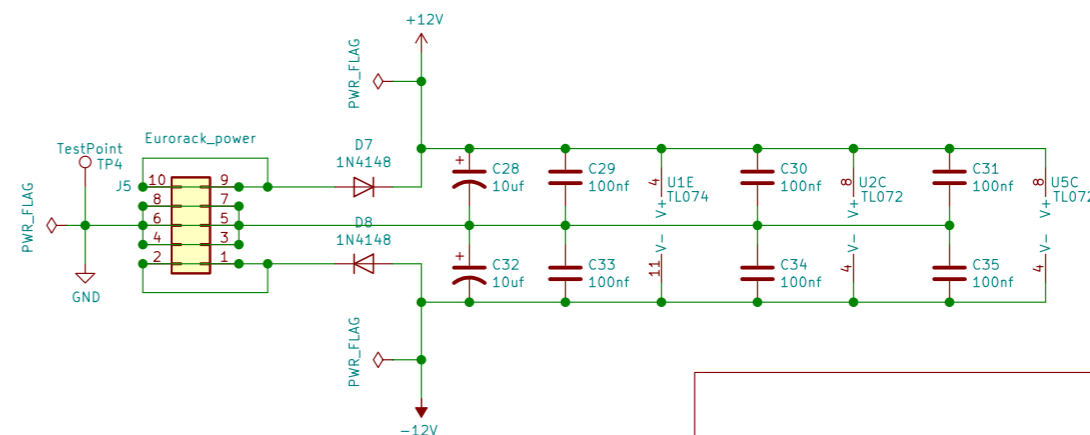
There is a topic about this circuit here :

<https://lookmumcomputer.discourse.group/t/hi-hat-design-what-do-you-think/3569/10>

Other useful and inspiring links :

<http://www.skullandcircuits.com/percussion-metal-o-tron/>
https://www.youtube.com/watch?v=abUMAo_ODv0
<https://library.vcvrack.com/Hora-treasureFree/HiHat>

POWER



The decoupling capacitors should be as close as possible from the power pins of ICs

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File: Drum_H_v2.sch		
Title: Drum H		
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