Ohmforce — Bohm Multimodal Kick Drum Voice

- Manual PDF

Manual PDF / Source

Bohm Eurorack Cheat Sheet

What it is

Bohm is a **stereo dual-voice Eurorack kick module system** with optional expanders:

- **Bohm** main module: kick synthesis engine
- **Groove** expander: secondary kick / techno rumble / layered percussion
- **Performer** expander: DJ-style effects, ducking, stereo processing

Size / Installation

- **Bohm:** 18HP
- **Groove:** 10HP
- **Performer:** 8HP

Install with power off, ribbon cable aligned correctly (**red stripe orientation matters**), then secure without overtightening.

Quick Start

1. Install and power up the module.
2. Select a **kick model**.
3. Trigger the sound with **HIT**.
4. Shape the drum using:
5. **VELOCITY**
6. **LENGTH**
7. **SUSTAIN**
8. **ATTACK**
9. **PITCH**
10. **CURVE**
11. **TRS DECAY**
12. **COLOR**
13. **FX**
14. **TRS TONE**
15. Use:
16. **Studio Mode** for immediate sound design
17. **Live Song Mode** for sequenced kick changes
18. **Jam Mode** for improvised performance

Core Sound Controls

These controls change behavior depending on the selected **model**.

- **HIT** — triggers the kick
- **VELOCITY** — controls impact / hit strength
- **LENGTH** — overall hit duration
- **SUSTAIN** — tail/body sustain
- **ATTACK** — transient sharpness
- **PITCH** — base drum pitch
- documented range is roughly **C1 to C2**
- **CURVE** — pitch envelope/response shape, inspired by **808/909** kick behavior
- **TRS DECAY** — decay time for transient/resonant section
- **COLOR** — tonal character / timbre shaping
- **FX** — effect amount/character

- **TRS TONE** — tone shaping for transient/resonant section

Because Bohm uses different internal DSP “models,” the exact meaning and feel of each control can vary by model.

Running Modes

- **Studio Mode**
  Immediate parameter changes; best for production and patch building.
- **Live Song Mode**
  Sequenced kick changes; optimized for live performance.
- **Jam Mode**
  Improvisation-focused mode for spontaneous tweaking.

Expanders

Groove

Adds: - secondary kick voice - techno rumbles - layered percussion

Performer

Adds: - DJ-style effects - ducking - stereo processing

Calibration

Use calibration if: - knobs feel inaccurate - CV response seems off - pitch tracking seems wrong

Calibration may include: - knob sweeps - CV checks - optional **3V pitch calibration** - separate calibration for **Groove** and **Performer**

Firmware Update

Uses the included **microSD card**.

Update steps

1. Download firmware package
2. Copy contents to the **SD card root**
3. Reinsert the SD card
4. Power on the Eurorack system
5. Update time: about **20 seconds**

Storage / Technical Notes

- **microSD / SDHC** supported up to **32GB**
- Must be **FAT32 with MBR**
- Stores:
- firmware
- kick models
- samples
- user wavetables
- system settings
- up to **32 programs**

I/O and Control Reference

Audio / CV Inputs

Not explicitly listed in the provided manual extract.
The extract mentions calibration of **CV inputs**, so voltage-controlled inputs exist, but **jack names and voltage ranges are not provided** in the attached text.

Known from the extract

- **CV inputs:** present
- **Pitch calibration:** optional **3V** pitch calibration mentioned

Voltage ranges

- **CV input ranges: not specified in provided manual text**
- **Pitch CV reference: 3V calibration point** mentioned, but this is **not a full operating range specification**

Audio / CV Outputs

Not explicitly listed in the provided manual extract.
The module is described as **stereo**, so stereo outputs are implied, but exact jack names and output voltage levels are **not provided** in the attached text.

Voltage ranges

- **Audio output levels:** not specified
- **CV output ranges:** not specified

Knobs / Buttons / Sliders / Toggles

The attached manual text explicitly names these front-panel controls:

- **HIT**
- **VELOCITY**
- **LENGTH**
- **SUSTAIN**
- **ATTACK**
- **PITCH**
- **CURVE**
- **TRS DECAY**
- **COLOR**

- **FX**
- **TRS TONE**

Control type note

The extract does **not** specify whether each item is a: - knob - button - slider - toggle

However: - **HIT** is most likely a trigger/performance control - the others are likely parameter controls, typically knobs in Eurorack context

Because the source extract does not state panel hardware types explicitly, these should be treated as **named controls, type unspecified**.

Practical Use Tips

- Start in **Studio Mode** to learn how each model responds.
- Treat **PITCH + CURVE** as the main “character” section for classic kick behavior.
- Use **ATTACK** and **TRS TONE** to define click/punch.
- Use **LENGTH**, **SUSTAIN**, and **TRS DECAY** to move from short punchy kicks to long booming tails.
- Use **COLOR** and **FX** last for finishing and performance shaping.
- If your pitch or modulation feels wrong, run **calibration** before troubleshooting the patch.

Missing Details From Provided Extract

The attached text does **not** include a full jack table. Missing specifics include: - exact input jack names - exact output jack names - trigger/gate input specs - audio output levels - CV input ranges - whether controls have dedicated CV attenuators - exact button/encoder/toggle assignments

If you want, I can also turn this into a **compact performance card** or a **full structured reference table** based strictly on the extracted manual text.

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