Omnitone — Beatsi

- Manual PDF

Beatsi Eurorack Module Manual (PDF)

Beatsi Eurorack Cheat Sheet

Beatsi is a compact, digital module for modular drum synthesis (not samples or physical modeling). Sounds are based on virtual drum-synth building blocks and organized into three "kits":
- **Orange:** Acoustic/Basic
- **Blue:** Low-fi
- **Green:** Alien

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1. Panel Controls & Navigation

Encoders

- **Parameter Encoder:**
- Turn: Scroll parameters (Timbre, Pitch, Decay, Level) for each drum piece.
- Short Press: Assign selected parameter to CV1.
- Long Press: Edit **attenuverting** for CV1 on selected parameter.
- **Value Encoder:**
- Turn: Adjust the value for the selected parameter.
- Short Press: Assign selected parameter to CV2.
- Long Press: Edit **attenuverting** for CV2 on selected parameter.
- **Press both encoders:** Mute selected drum piece.

Button

- **Hit:** Plays (auditions) the selected drum voice.

Grid Section

Navigate between pieces and parameters (white cursor). The color of the value bar = kit currently in use for the piece.

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2. Inputs & Outputs Summary

Jack	Function	Voltage Range
KICK	Trigger Input (Kick)	Trigger: 2V–10V
SNARE	Trigger Input (Snare)	Trigger: 2V–10V
HI-HAT	Trigger/Gate Input (Hi-hat)	Trigger/Gate: 2V–10V
TOM	Trigger Input (Tom)	Trigger: 2V–10V
TOM CV	1V/Oct Pitch CV (Tom)	CV: -5V to +5V
CRASH	Trigger Input (Crash)	Trigger: 2V–10V
CV1	Assignable CV Mod Input	CV: -5V to +5V
CV2	Assignable CV Mod Input	CV: -5V to +5V
OUT	**All drum sounds (sum)**	Audio out

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3. Parameter Control & CV Assignment

- **Each piece** (Kick, Snare, Hi-hat, Tom, Crash) has parameters:
- **Timbre**
- **Pitch**

- **Decay**
- **Level**
- **CV Assignment:**
- **CV1:** Assign by cursor + Parameter Encoder (short press)
- **CV2:** Assign by cursor + Value Encoder (short press)
- **Attenuverting:** Cursor on parameter + associated encoder (long press). Adjust range: +1 to -1 (top squares = normal, bottom = inverted)
- **Multiple parameters:** Both CVs can be assigned to multiple params at once.

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4. Kit Selection/Timbre Mod

- **Kits**: Orange (acoustic), Blue (low-fi), Green (alien)
- Switch kit for piece:
- Navigate timbre parameter to either end; value bar "rolls over," changing color.

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5. Saving & Reset

- **Auto-save:** Wait 5 sec after last change/no trigger; cursor dims = settings stored.
- **Reset All Settings:** Hold Hit, Parameter, Value buttons while powering up.

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6. Drum Engine Theory (Quick Ref)

- **Kick/Tom:** Modeled as VCO + envelopes (decay pitch, amp env.), plus optional noise/AM/FM for punch.
- **Snare:** Modeled with noise burst + drum VCO base.
- **Cymbals/Crash/Hi-hat:** Noise filtered, delays, fast amplitude env.
- **Hi-hat:** Trigger = closed, Gate = open.

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7. Cheat Sheet Quick Reference

Drum	Trigger	CV	CV Dest. (Internal)
Kick	KICK	CV1/2	Any param.
Snare	SNARE	CV1/2	Any param.
Hat	HI-HAT	CV1/2	Any param.
Tom	TOM	TOM CV	Pitch, CV1/2
Crash	CRASH	CV1/2	Any param.

- **All drums out via OUT.**

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8. Tips

- Use external LFOs, random, or sequencer CVs into CV1/CV2 for morphing/animation.
- Fast triggers on hi-hat = closed; gates or longer triggers = open.
- Save/backup settings by waiting for auto-save (no triggers/edits for 5 sec).

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