Omnitone — Rhythmi

- Manual PDF

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Rhythmi Eurorack Drum Sequencer — Cheat Sheet

Quickstart

- **Power up, patch outputs to your drum voices.**
- **Dial in your groove using 'Density' and 'Synco' for each part.**
- **Explore new rhythmic variations by adjusting 'Evolve'.**
- **Shape fills and drive with 'Energy.'**
- **Set loop length, swing, and clock division/multiplication as needed.**

Section Reference

Input/Output Jacks

Jack	Type	Function	Voltage Range
In	Input	External clock input	Standard clock level

Jack	Type	Function	Voltage Range
Reset	Input	Resets pattern to start	Gate/trigger
Out	Output	Master clock output (follows int/ext clock, division, and swing)	0–5V trigger/gate
KICK	Output	Kick drum trigger	0–5V pulse
SNARE	Output	Snare drum trigger	0–5V pulse
TOM	Output	Tom drum trigger	0–5V pulse
TOM CV	Output	Tom pitch - 1v/oct quantized minor pentatonic	0–5V (1V/octave)
CRASH	Output	Crash drum trigger	0–5V pulse
HI-HAT	Output	Combined Closed/Open hat: gate = open, short trigger = closed	0–5V trigger/gate

No explicit CV inputs other than for 'Evolve' randomization (see below).

Knobs, Buttons, and Sliders

Control	Type	Section	Description
Encoder (Main)	Knob/Push	Global	Loop length (press for base pattern change), evolve (turn), press evolve for variation randomize
Speed Encoder	Knob	Clock	Internal clock speed; Divider/multiplier if external clock in

Control	Type	Section	Description
CHH / OHH	Knob	Customize	Adjust density/syncopation for closed/open hi-hat
Synco	Knobs	Customize	Set syncopated:non-syncopated ratio for each piece
Density	Knobs	Customize	Total number of hits for each piece
Tom Amount	Knob	Customize	How many pitches for tom
Length	Encoder	Global	Loop length in pulses (2–32)
Energy	Knob	Global	Macro: increases kick/snare/tom density & syncopation; enables crash/fill at top end
Evolve	Encoder	Global	Morph between rhythmic variations; randomize via push/CV
Swing	Knob	Global	Moves every 2nd pulse between 50–90% offset (0 = no swing)
Progress LEDs	Lights	Global	Pattern progress; color shows base pattern
Vertical LEDs	Lights	Clock/Global	Show clock speed, division, energy/cursor/red = fill/crash fired, animations

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CV Control & Special Operations

- **Evolve CV randomization:**
- Hold 'Speed Encoder' + press 'Evolve Encoder' (LEDs green).

- CV above 75% = pattern randomizes (vertical LEDs animate).
- Repeat combo (LEDs red) to disable.
- **State Save:** Pausing clock saves all key state to internal memory.

Rhythmic Logic

- Density + Synco = “Root Rhythm” (when Evolve/Energy at min).
- Evolve = morph between root and randomized preset variations (smooth, persistent).
- Swing = moves every 2nd clock hit to create shuffle/groove.
- Energy at max = adds crash+kick at loop head, crash output can be used as a global reset/trigger.

Tips

- **HI-HAT OUT:** Patch to VCA envelope for length control—gate = open, trigger = closed.
- **Base Patterns:** Long-press main encoder to swap feel (color in LEDs).
- **Tom Pitch:** TOM CV out is 1V/oct, minor pentatonic, range set by 'Tom Amount.'
- **Fills:** Energy up = more fills/variation at loop end.

Reference Links

- Generated With Eurorack Processor