

# Tiptop Audio – RS808

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## Using the Tiptop Audio RS808 for Dense, Hyper-Complex Eurorack Percussion

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The Tiptop Audio **RS808** is not just a faithful recreation of the classic Roland TR-808 Rimshot and Claves, but it's enhanced for modular workflows with hands-on modulation options. Here's how you can take advantage of its features for advanced percussion sequences involving polyrhythms, odd time signatures, and intricate rhythmical patterns.

### 1. Patch Suggestions for Hyper-Complex Rhythms

#### A. Multiple & Asynchronous Gate Sequencers

- Use several gate/trigger sequencers or clock dividers/multipliers (e.g., Euclidean sequencers, logic modules).
- Patch primary rhythm gates into **GATE IN** and contrasting, out-of-phase triggers to **ACCENT IN** for overlapping, interlocking rhythms.
- Example: Main beat in 7/8 into GATE IN, polyrhythmic accent pattern in 5/8 into ACCENT IN.

#### B. CV Control for Expressivity

- While the RS808's main controls are manual, the **Accent** parameter can be dynamically modulated with changing gates to create shifting volume and punch, giving the groove lively micro-dynamics.

- Feed random, stepped, or generative gate patterns into **ACCENT IN** to create ever-shifting accentuations.

### C. Use the Four Sound Variations

- Automate or manually switch between the four sound types (Rimshot, Clavs, mixed, and click) in real time.
  - Use gate sequencer outputs or manual switches to change voicings per pattern section, giving the illusion of multiple percussive voices from one module.
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## 2. Unique Voice Sculpting Techniques

### A. Crafting Percussive Timbres

- The **SNAP** parameter is unique to this module: modulate or tweak it per step to move from soft, woody hits to sharply focused clicks, creating articulation akin to ghost notes or rimshots with extra bite.
- The **PITCH** control: adjust between microtonal values not possible on the original 808 to layer melodic or tuned percussion against other rhythmic voices.

### B. Morphing and Accents

- Automate **ACCENT** level via CV or manually. Higher accent = more attack and volume. Alternate heavily accented beats with light, ghost-like notes for complexity and groove.

### C. Fast Triggering/Clocking

- RS808 can be triggered fast: experiment with clock-divided or rapid gate patterns for ratchets, flams, or fills that go beyond standard step sequencing.
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### 3. Approaches for Dense and Polyphonic Sequences

#### A. Layering Techniques

- Combine multiple RS808s, or layer the output with sample players of snares, claps, or other rimshots/claps for even thicker, multi-tiered rhythms.
- Use external processing (VCAs, filters, delay) to further separate and spatialize each accent or timbre variant.

#### B. Advanced Patterns

- Use rotating Euclidean or mathematical sequencers to provide non-repeating triggers to both **GATE** and **ACCENT**.
  - Cross-patch sequential switch modules to flip the two voice switches on RS808 according to sequence steps, evolving your rhythm dynamically.
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### 4. Sonic Tips

- **Punchy Percussion:** Use high **SNAP**, high **ACCENT**, and mid-high **LEVEL** for maximal cut-through.
  - **Ghost Notes & Texture:** Low **ACCENT**, low **SNAP**, usually with a “click” sound setting.
  - **Timbral Modulation:** Modulate **PITCH** and **SNAP** during performance for live-evolving patterns.
  - **Mixing:** Blend the RS808 output with other drum sounds at various levels for a more organic, analog drum mix.
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#### In summary:

The RS808, when combined with creative gate sequencing, modulation of its unique front-panel controls, and careful strategic layering, becomes a potent voice for advanced rhythmic experimentation in Eurorack. Leverage its accent and snap controls, switchable voices, and fast response for everything from classic rimshots to intricate percussive textures entirely your own.

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