

CONTROL FORGE

Programmable Universal CV Generator

Thanks for purchasing (or otherwise acquiring) Control Forge. This guide will get you up and running with a minimum of fuss. However, given Control Forge's many features, you should really (really!) check out the full owners manual at

www.rossum-electro.com/support/documentation

Installation

While all Rossum Electro-Music modules are protected against damage to the module or your system from reverse polarity, care should still be taken to connect the power cable correctly.

Plug the 16-pin connector into the header on the rear of the module such that the red stripe on the cable (the -12V side) is on the same end of the header as the "Red Stripe (-12V)" text on the PCB.

Control Forge requires, at most, 125mA of +12V and 25mA of -12V.

We have included both M3 and M2.5 (for vector rails) mounting screws. Use what fits your system.

If rack rash is of concern to you, use the included nylon washers when mounting Control Forge in your case.

Be Sure You Have the Latest Firmware

If we've released an updated version of firmware after your module was shipped to your dealer, you should update to that latest version before proceeding.

To check:

- > Ensure that your Control Forge is in **Play Mode** and press and hold the **Global** button until the **Utilities** screen appears. Scroll to the bottom of the menu to see the current installed firmware version.
- > On the web, go to the **Downloads** tab at www.rossum-electro.com/products/control_forge/ and note the latest firmware version.
- > If it's the same as the version in your module, you're good to go. If not, follow the instructions there to update your module.

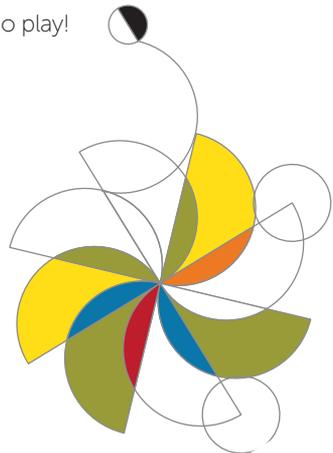
Making Connections

The best way to get a quick idea of what your Control Forge can do is try out some of the included presets. You'll find descriptions of the presets in the manual.

While some of the presets require unique connections, most can be auditioned using the following general setup:

- > Patch the **+ Output** to the CV in of a VCO and/or VCF and/or VCA or other processor. (It's easiest to clearly hear what's happening with a preset by listening to its effect on a VCO.)
- > Patch the **Trigger 1** output to the gate input of an envelope or other triggered CV source.
- > Patch the output from a gate or trigger source into the **Gate/Trig** input.
- > Patch a CV source into the **Time Scale CV** input (preferably through an attenuator).

Now go play!



Functional Overview



1 TIME & LEVEL Sets the duration and target level of each segment. Levels can be defined absolutely or relative to the ending level of the previous segment, can be quantized to the nearest 1/12 volt, and can have a range of randomness of either linear or gaussian distribution.

2 TRANSITION SHAPE Each segment can have one of 67 different transition shapes, including the ability to pass CVs directly through to the output for individual segments.

Also included are “DC” shapes that allow the module to be used as a sequencer. Sequences can be hundreds of steps long and modified in real time manually or by CVs.

3 CONDITIONAL JUMPS Each segment may have a conditional jump that results in a jump to another selected segment (or to a completely different preset) if a particular condition is met (e.g., a CV being above or below the

8 PRESET SEQUENCER Allows stepping through up to 200 user-defined series of presets under trigger, clock or manual control, for contours and sequences of almost unlimited length and complexity.



selected conditional value, the presence or lack of a gate or logic high at their respective inputs, etc).

4 TRIGGERS Two independent triggers can be programmed to fire in response to a variety of events and can be used to affect either Control Forge itself or external modules.

5 GATE/TRIG, LOGIC, & CVS Inputs that allow external control of triggering, time scaling, and CV level testing for conditional jumps.

6 SEGMENT BUTTONS Used to select segments for editing and to manually jump to selected segments in performance.

7 PRESETS 500 presets can be saved and recalled.

+ SATELLITE All presets and sequences can be transferred to any number of Satellite modules, which can then operate as stand-alone modulation sources, completely independent of the Control Forge.