

ASSIMIL8OR

Multi-Timbral Phase Modulation Sampler

Thanks for purchasing (or otherwise acquiring) Assimil8or. This guide will get you to the point of making noise, but given the extent of Assimil8or's capabilities, we can't even cover all the basics here. You really need to read the manual to fully understand what it can do. It's 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.

Assimil8or requires 220mA of +12V and 30mA of -12V, so make sure your power supply can handle it.

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 Assimil8or 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 version before proceeding.

- > To check firmware, press the **UTILITY** button and scroll down to **About this Module**. Click the encoder to see the current installed version.
- > On the web, go to the **Downloads** tab at www.rossum-electro.com/products/assimil8or/ and note the latest versions.
- > 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.

Try Some Presets

Your Assimil8or comes with an included micro SD card containing a variety of samples and presets. The best way to get a quick idea of what Assimil8or can do is try out some of those presets.

- > Press the **LOAD** button and use the encoder to scroll through the folders on the card. Each folder contains one or more presets and all of the presets' samples (and possibly some additional samples not used in any of the presets).
- > Click the encoder to load a selected folder's presets and the samples used in the presets. A green progress bar at the top the display will indicate the load process of each sample.
- > Once you've loaded a folder, use the encoder to scroll through that folder's presets. Click the encoder to select a preset. The display will show which channels have samples assigned to them.

You can audition the samples by pressing channel buttons 1-8 or patching gates or triggers into the channels' **GATE/TRIG** inputs. In many cases, you can control pitch with a CV into a channel's CV A input. CV B or CV C inputs (or, in fact, pretty much any other input) may (or may not) do other interesting things.



NOTE: Assimil8or remembers the most recently loaded folder and preset. When rebooting the module, if the appropriate card is present, it will automatically load that folder and preset.

Functional Overview



AUDIO I/O

Stereo Sample Inputs that can sample audio or CVs and can also act as Phase Modulation inputs. Stereo Mix Outputs and individual Channel Outputs.

SAMPLING

Use the Sampling Setup and Sample buttons to configure sampling parameters and trigger sampling via a programmable threshold level, manually, or via a CV.

CONTROL INPUTS

8 Trigger/Gate Inputs and 24 freely assignable CV Inputs.

CHANNEL BUTTONS 1–8

Used to manually trigger channels and also select channels for editing.

DATA 1 & DATA 2

Used to select and set parameter values. For real-time manual control, DATA 2 can substitute for one CV in each preset.

CHANNEL PARAMETERS

Pitch, Level, Phase Mod, Mutate, Pan/Mix, Sample Start/End, Loop Start/End/Length, Play Mode, Envelope, and Loop Mode can all be set on a channel by channel basis.

CHANNELS & ZONES

Configure Presets by assigning samples to channels or use the Zone function to assign up to 8 samples per channel for selection under CV control.

LOAD & SAVE

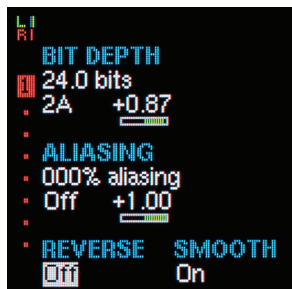
Save Folders containing your presets and all of their samples to a Micro SD card. Up to 199 presets can be saved per folder.

MEMORY CARD

Stores folders with your samples and presets. The number of stored folders is only limited by the size of your card. You can also create sample sets by using a computer to copy WAV files to folders at the root level off your card.

Modifying Presets

Pressing a channel's button also selects that channel for editing. Experiment with various edit parameters by pressing a parameter's button and adjusting settings. For most parameters, you can adjust the initial value, modulation source, and virtual attenuverter.



On each screen, use the encoder to highlight a parameter and then use the the DATA 2 knob to set its value. If you need a more precise setting, click the encoder to edit at the maximum resolution. Click the encoder again to enter the selected value.

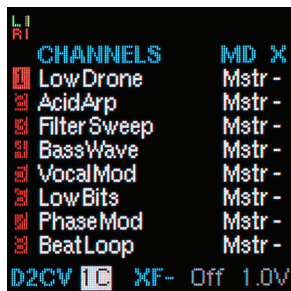
Creating Presets

The Assimil8or is, of course, a sampler. But its sampling capabilities include more options that we can reasonably cover here, so check the manual for those. (And don't forget, Assimil8or is DC coupled, so you can sample control voltages and use all of its available functions to manipulate them.)

The other option to get samples into your Assimil8or is to use your computer to create folders at the root level of your SD card and put WAV files in those folders. (Assimil8or is compatible with 8, 16, 24, or 32 bit integer mono or stereo WAV files at any sample rate.) Let's do that for now:

- > On your computer, create a folder on your SD card and give it a descriptive name. Put the WAV files you'll want for your preset(s) (also descriptively named) into the folder, keeping in mind that Assimil8or has over 400MB of sample memory.

- > Insert your card into your Assimil8or and load your new folder. There are no presets in the folder yet, so your display will show Preset "001 ~empty~" and none of the samples will be loaded into memory.
- > Press the **CHANNELS** button. This is where you assign your samples to the available channels. Each of the 8 channels has 3 fields: Assigned Sample, Channel Mode (**MD**) and Crossfade Group (**X**).



- > Start by clicking the Channel 1 button and/or using the encoder to navigate to the Channel 1 sample field. Click the encoder to bring up the Select Sample display. Turn the encoder to scroll through the available samples in your folder and click on the desired sample to assign it to Channel 1. At this point, the sample will be loaded into memory. Once it's loaded, you can audition it by pressing the Channel 1 button.
- > Repeat this process for as many of the channels as you want in your preset.
- > Save your preset by pressing the **SAVE** button, using the encoder to select a preset number to save to, optionally clicking the encoder and using it and the DATA 2 knob to rename the preset, and then long-pressing the **SAVE** button or the encoder (for at least 2 seconds) to complete the save process.
- > You can now select any of the channels and edit their parameters as you like. Once you're done, save your preset again.

Controlling Pitch

To control the pitch of a preset's channel, press the **PITCH** button and navigate to each of the parameters and set their values. The channel's initial pitch can be set from -8 octaves to +5 octaves. For 1 octave per volt, assign a CV to Pitch and set the associated attenuverter to +0.50.



Channel Modes

Channel Modes offer a variety of ways for your channels to interact to create textures and effects. They are set in the Channels screen. They include:

MASTER A basic channel that gets its trigger from its associated GATE/TRIG input.

LINK Inherits the trigger/gate of the Master in closest proximity above it. One Master can trigger multiple Links. Useful for creating layered voices.

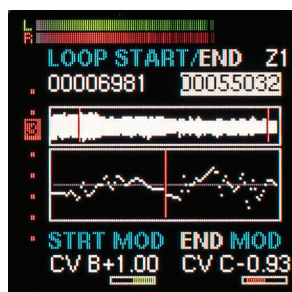
STEREO/RIGHT Inherits the trigger/gate and channel parameters (except for pan) of the Master channel above it. Primarily (but not exclusively) for stereo samples.

CYCLE A Master's trigger/gate sequentially triggers the Master and the Cycle Mode channels below it. Assigning the same sample (e.g., a ride cymbal) to these channels lets their release overlap on retriggering. Useful for lots of other rhythmic effects.

CROSSFADE GROUPS While not technically a Channel Mode, Crossfade Groups let you assign from 2 to 8 channels to groups which can then be crossfaded under CV control with variable crossfade width.

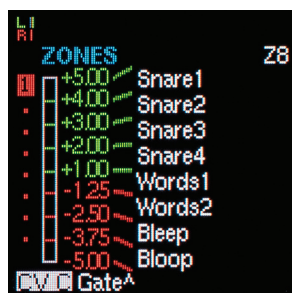
Setting Loops

To set a loop in a sample, press **LOOP MODE** so that one of the LEDs is lit and press either **LOOP START** or **LOOP END/LENGTH**. Long-press **LOOP END/LENGTH** to switch between setting the loop's end point or its length. Then set loop parameters and any desired modulations.



Zones

Zones let you to assign up to 8 samples to each channel and select between them in real time via CV.



Real-time Control with DATA 2

In each preset, you can assign the DATA 2 knob to replace any one of the 24 CV inputs when you're in the home preset screen. Make the assignment at the bottom of the Channels page. Any voltage at the assigned CV's input jack is ignored.

Have fun! (And read the manual. Seriously.)