# imitor versio

## _travelers guide
## _for chasing echoes

| 12 | 96k | 7 |
|---|---|---|
| taps | sample rate | knobs · 2 switches · tap |

[ fsu ] press  [ fsu ] hold  › then  noon = 12 o'clock  numbers = the numbered panel

12-tap multimode stereo delay · tap tempo + clock sync · 96 kHz · a free firmware for any versio

← back to the versio starsystem

cyan = hold

## 01 what it is

iv_01

| | |
|---|---|
| a delay | twelve taps, multimode, stereo in and out · runs free, from tap tempo or from a clock |
| in 1 in 2 | stereo in · in 1 alone feeds both sides |
| out 1 out 2 | stereo out |
| every knob | an offset added to its cv jack, 0 – 5 V |
| swap in | free on any versio · how to swap · video |

## 02 blend · regen

iv_02 · knobs 1 + 5

| | |
|---|---|
| 1 [ blend ] | dry input to delay |
| 5 [ regen ] | feedback · keep it low while learning |
| past 3:00 | the delay ducks under the input, sidechain style |
| in shm | any regen adds pitch shift, plainest past noon |

## 03 time · spread

iv_03 · knobs 6 + 7 · fig.01

| | |
|---|---|
| 7 [ spread ] | base delay time: from now to the last tap |
| 6 [ time ] | wait before the first tap, as a share of spread |
| clocked | with tap or a clock, spread divides or multiplies it |
| cv on spread | an lfo here gives the big warbles and pitch bends |

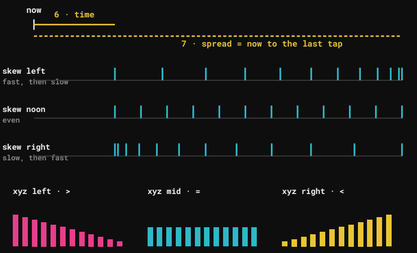
## 10 first flight

iv_10 · a clean start

1. sound into in 1 (and in 2 for stereo) · out 1 out 2 to your mixer
2. 1 [ blend ] at noon · 5 [ regen ] low
3. 2 [ skew ] + 3 [ angle ] at noon · abc lim · xyz = (mid)
4. set the length with 7 [ spread ], then the first tap with 6 [ time ]
5. tap [ fsu ] or patch a clock to lock it to the beat
6. now move skew, angle and the lfo · bring regen up last

## __fig.01 : twelve taps

time · spread · skew · xyz




## 04 skew · angle

iv_04 · knobs 2 + 3 · fig.01 · fig.02

| | |
|---|---|
| 2 [ skew ] | tap spacing · noon even · left starts fast and slows · right starts slow and speeds up |
| 3 [ angle ] | turns each tap around the stereo circle from the last one |
| angle 1:00 | taps drift right, step by step, then wrap round to the left |
| angle far | extreme settings bounce taps all over the field |

## __fig.02 : angle

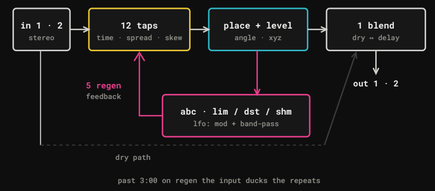
where each tap sits in the stereo field




first tap biggest · taps step round the circle

## __fig.05 : signal path

as the manual describes it




past 3:00 on regen the input ducks the repeats

## 05 lfo

iv_05 · knob 4 · fig.04

| | |
|---|---|
| 4 [ lfo ] | modulation plus a wide band-pass on the delay |
| left of noon | random modulation |
| right of noon | triangle modulation |
| tone | it changes the colour of the repeats, not just their wobble |

## __fig.04 : lfo

plus a wide band-pass




## 06 switches

iv_06 · abc · xyz

| | |
|---|---|
| abc left | [ lim ] clean feedback |
| abc mid | [ dst ] slightly distorted feedback |
| abc right | [ shm ] pitch-shifted shimmer feedback |
| xyz left | [ > ] decrescendo · each tap quieter |
| xyz mid | [ = ] all taps equal |
| xyz right | [ < ] crescendo · each tap louder |

## 08 six patches

iv_08 · from the manual · abc · xyz

**angry duck** — lim or dst · <
short, low sound into in 1 · regen fully up so the input ducks the delay

**snap crackle pop** — shm · =
a clock or trigger pattern into in 1 · different clocks into each in for width

**bouncing ball** — lim · >
short plucky sound in · move angle to throw the bounce around

**reverse delay** — lim · <
anything in · crescendo plus skew reads as a reversed echo

**shimmers** — shm · >
longer melodic sound · regen above noon for the pitch shift

**80s** — dst · >
anything in · lfo for colour · cv into spread for wild warble

## 07 tap · clock

iv_07 · fsu

| | |
|---|---|
| [ fsu ] | tap tempo · the LEDs flash purple on each tap or clock |
| fsu jack | clock in · gates above 2 V |
| [ fsu ] 2 s | forget the tapped tempo · LEDs flash orange · knobs take over |
| [ fsu ] 5 s | empty the delay lines · LEDs flash white |
| boot | cyan · cyan · yellow · white = imitor is loaded |

## __fig.06 : what the LEDs say

all four lights

| | | |
|---|---|---|
| boot | ● ● ● ● | imitor is loaded |
| each tap / clock | ● ● ● ● | flash on every pulse |
| hold fsu 2 s | ● ● ● ● | tapped tempo forgotten |
| hold fsu 5 s | ● ● ● ● | delay lines emptied |

## __fig.03 : the panel

numbers match the legend




| | |
|---|---|
| 1 | blend · dry ↔ delay |
| 2 | skew · tap spacing |
| 3 | angle · stereo turn per tap |
| 4 | lfo · random ← · ↔ triangle |
| 5 | regen · feedback · ducks past 3:00 |
| 6 | time · wait to the first tap |
| 7 | spread · now to the last tap |
| abc | feedback · lim · dst · shm |
| xyz | tap levels · > fade · = level · < grow |
| fsu | tap · tap · clock in · holds |
| in | in 1 / 2 · in 1 feeds both if alone |
| out | out 1 / 2 · stereo out |

## 09 specs

iv_09

| | |
|---|---|
| cv in | 0 – 5 V |
| fsu gate | above 2 V |
| audio in | clips near 16 V peak to peak |
| rate | 96 kHz |
| size | 10 hp · 1.5 in deep |
| power | version a 70 mA +12 V · 70 mA –12 V · version b 125 mA · 10 mA · no 5 V |