## Prommer

### DIGITAL MIDI SAMPLER / EPROM PROGRAMMER

The Oberheim Prommer is a unique digital sampling and processing device. It has many innovative functions that can also be combined in surprisingly useful ways.

First of all, the Prommer:

#### Samples Sound

Any sound can be recorded into the Prommer, up to a maximum length of over five seconds. The memory can also be subdivided, and as many as 16 sounds at four sampling rates can be stored in memory at the same time.

#### Plays From MIDI

Sounds in the Prommer memory can be played from a MIDI controller, with velocity, pressure and pitch bend.

#### Digital Editing

Sound stored in memory can be edited, reversed, mixed, ring modulated and enveloped.

## Programs EPROM Chips

Sounds stored in the Prommer can be recorded into standard EPROM memory chips, and used in Oberheim DX and DMX Drum Machines, and many others.

#### Reads EPROM Chips

The Prommer also plays most EPROMs. Sound chips can be loaded into the Prommer and then processed or played, the same as with sampled sounds.

#### Records MIDI Data

The Prommer also transmits and receives MIDI data, which enables storage of Prommer sound data to other MIDI peripherals.

The individual features of the Prommer work together in powerful combinations:

You can, for example, sample a sound into the Prommer and then program it onto an EPROM for use in an Oberheim DX Drum Machine.

You could also take that sound and reverse it so it plays backwards; then mix it with another sample to create a completely new sound.

#### Sampling Sounds For Drum Machines

You can play most any sound chip into the Prommer and edit it. You can envelope the sound, add delay, mix it with other samples, even ring modulate it. You can also modify individual bits of data.

When you're satisfied, you can program a new chip with the sound, and create your own custom sound library.

### Store Your Sequences On Chips, Too.

Besides saving your sounds on EPROMs, you can also save your drum sequence programs, synth patches, or any other information sent over MIDI with the Prommer.

#### Sampling Keyboard

You can also play your sound from MIDI. This way the Prommer becomes a monophonic sampling keyboard. Any of the up to sixteen sounds can be played from a MIDI controller, in perfect tune, with velocity.

To load new sounds, just change chips -- its that simple and much faster than floppy discs or cassettes. EPROMs can be erased and reprogrammed too, much like tapes.

The Oberheim Digital MIDI Sampler / EPROM Programmer: Creative control comes to sampling...

And more.

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#### SPECIFICATIONS:

Format:

8 Bit Companding (plus Linear Programming Mode)

Sampling Rates:

Selectable: 32, 24,16,12 kHz

RAM:

64K with battery backup

Compatible EPROMs:

2732, 2732A, 2764, 2764A, 27128, 27256, 27256D, 27512

Compatible Machines:

Oberheim DX and DMX, JLCooper, Linn, MXR, Sequential, Simmons

Sound Length:

1K - 64K Blocks, 64K Block @ 12kHz sample rate = 5.33 secs.

Play Modes:

Normal, Continuous Loop, Gated, Gate Loop (w/ adjustable loop point)

**Edit Functions:** 

Envelope, Reverse, Copy, Swap, Erase, Mix, Ring Modulate, Modify Bits,

Examine Memory, Stretch, Compress

Programming Functions:

Check erasure, Program EPROM, Set EPROM Offset, Load data from

EPROM, Program Linear Data, Load Linear Data, Compare Data, Run

Program

MIDI Functions:

MIDI Mode/Zone Mode, MIDI Channel, Velocity Mode, MIDI Echo, Bend

Range, Pressure Mode, Program Change Enable, Sound Dump,

Transmit/Receive Data (including system exclusive)

Other Functions:

Pre-emphasis On/Off, Transpose, Fine Tune, LED Peak Meter, Input

Level Control, Record Threshold, Bypass, Retrigger Delay

Inputs:

MIDI, Audio Line, Audio Mic (Balanced XLR), Trigger, Power

Outputs:

MIDI, Audio

Display:

16 Character Alpha-numeric Fluorescent

Prices and specifications are subject to change without notice

