

# Release notes

## Softpop SP2 summer 2025 V1.3 update

Number 3 blinks at startup.

### New features:

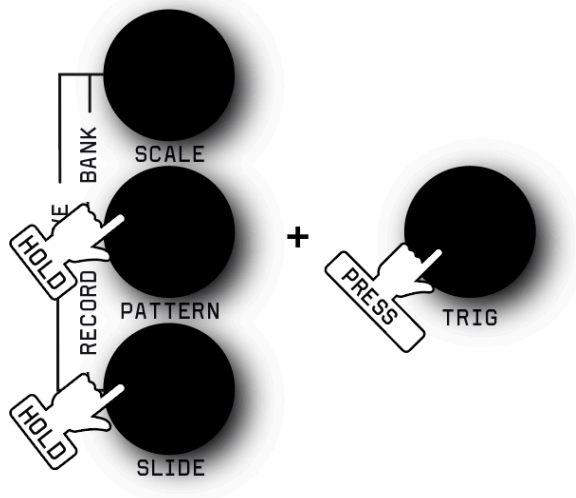
#### **Easier sync with desktop gear with timeout on the SYNC input:**

Once the analog clock starts the sequencer will start from step 1, if there has been no clock for longer than 1s on the sync input.

#### **TRIG/GATE recording:**

Hold REC and press TRIG to record gate events to the gate steps.

### RECORD STEP GATES



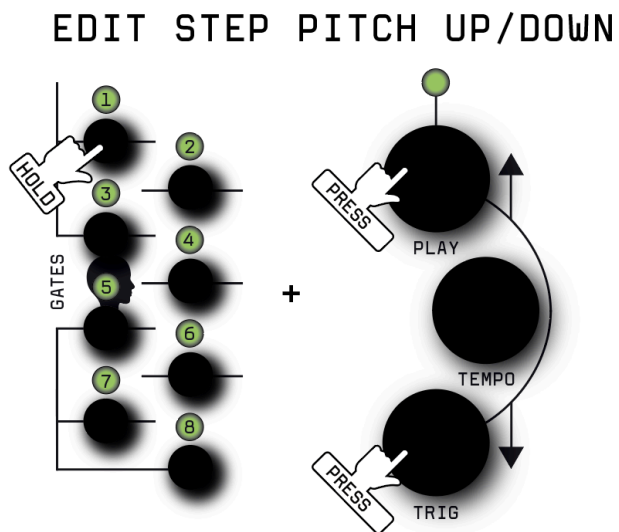
Note: consequently, recording of pitch needs to be initiated by moving the pitch fader. That means it doesn't start automatically once holding REC.

**Direct step editing:**

This new method of editing steps works both when the sequencer is playing and when it is not, and therefore replaces the old offline edit method. Therefore, pressing REC when the sequencer is stopped doesn't enter that mode anymore.

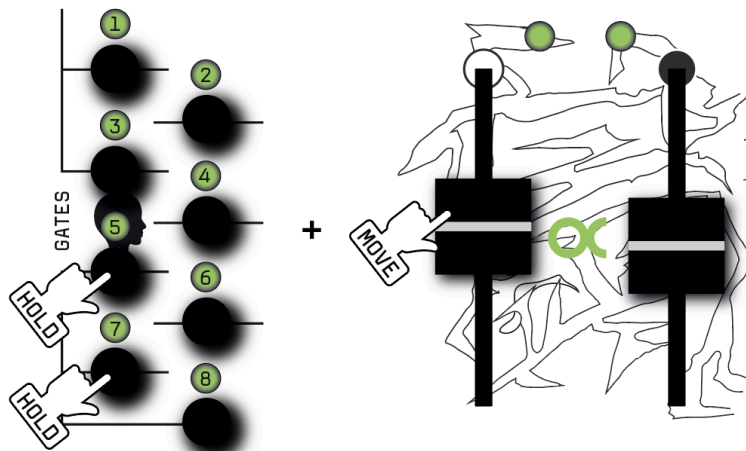
Hold the step gate and press UP/DOWN to edit the step pitch. The step value will go to the nearest available pitch in the current scale.

When the sequencer is stopped the pitch will be previewed and the envelope will not be triggered.



Hold the step gate and move the pitch fader to edit the pitch of that step. Once editing the step light and fader light are blinking. This method with the fader also works for multiple steps at once.

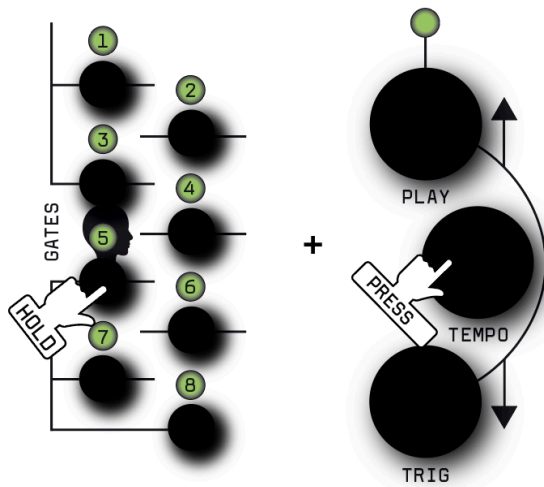
## EDIT STEP PITCH\*



\*WORKS FOR MULTIPLE STEPS

Hold step and press TEMPO to preview the step pitch. It will also trigger the envelope. The pitch will be previewed overriding the sequence playing while you are holding the step gate button. This can help to dial in the correct note.

## PREVIEW STEP PITCH



Note: when editing gates, they are only changed on button release when no other interaction is made.

## Improvements:

Debounced SYNC IN - should work better with less clean clocks  
Better stability of SYNC IN (SP2 doesn't skip ahead)  
Better handling of SYNC IN when restarting clock  
Increased MIDI readout speed to make it more responsive and tighter  
Forced MIDI thru to TX pin (only relevant for hacker souls)  
RESET input behavior with SYNC IN should work well and not jump to step 2  
RESET input doesn't double trig  
RESET input behavior improved on all clock sources  
Better sticky filtering of TRANSPOSE input to prevent semitone jumps  
Better sticky filtering of PITCH and PITCH MOD faders and the PITCH MOD input to prevent semitone jumps  
Triggered Pitch mode is autosaved (PATTERN+MIDI)  
When using the FINE-TUNE fader for waveshape the fine-tune value (SLIDE + FINE TUNE) is saved in memory (when hitting SAVE)

## Bug fixes:

When defining the SCALE chain while the PATTERN chain was active the first step of the scale chain could be corrupted.  
Factory reset didn't erase gate patterns  
Transpose input semitone detection was wrong for certain semitones  
When using MIDI to trigger the envelope sometimes it would skip the note.

## Update the firmware

The Softpop's firmware can be updated by playing a wav file into its RESET jack.

Hold the MIDI button at power up to enter bootloader mode.

To upload new firmware, connect a cable from the RESET input to your computer/phone audio output, and play the wav file downloaded from the [product page](#) at maximum volume. Lights should animate the progress, and all should light up when the process is done. Power off and on after all lights come on.

The firmware version is indicated at startup by the corresponding number blinking several times.

## Calibrating the TRANSPOSE input

We recommend to re-calibrate the TRANSPOSE input after the update.

Patch the CV output to TRANSPOSE input and hold SLIDE+SCALE while powering up the unit.

Wait until the GATE lights go off. Unpatch the cable and power cycle the unit.

If you want the calibration to be accurate, make sure you use a high-quality power source! We recommend a good quality wall charger or USB power bank.

## Firmware upload troubleshooting

In case the SP2 does not boot to normal operation, get back to bootloader mode and check the following:

- Check that you have set the jumper on the circuit board to the correct position - i.e., that you have bridged the middle and right pins (DIGITAL). The jumper is small and can easily be misaligned, so make sure it actually connects the pins.
- Powering via USB and playing audio from the same computer can sometimes cause issues (depending on the computer). Also, some power supplies may introduce noise into the device, which can disrupt the firmware update. That can also apply to expensive externally powered USB hubs. Sometimes changing the power source may help with updates if they fail repeatedly. We recommend updating the SP2 while powered by a good-quality wall charger or USB power bank.
- When updating the firmware via audio from the phone/computer, the GATE LEDs should run smoothly in one direction. If they do not move at all, the audio volume is too low or too high.
- If your audio output level is too low for the RESET jack, connect your phone/laptop audio output to INPUT on the SP2. Set the INPUT slider in the middle, patch AMP to RESET, and play the wav file again.
- Make sure your phone or computer does not make any sound (e.g., notification/alerts) during the firmware upload, as this will cause the process to fail, and your unit will not work properly. We recommend turning on airplane mode before starting.
- If you still have no luck updating your SP2 via the RESET connector directly from your phone/computer, you can try the following method:

- 1) Connect your phone/notebook audio output to the AUDIO INPUT on the SP11.
- 2) Patch AMP to FILTER IN.
- 3) Patch OUTPUT to RESET.
- 4) Set the Filter Mode switch to LP (low-pass).
- 5) Set the RESONANCE fader to the minimum (all the way to the left).
- 6) Set the POP fader to SOFT (all the way to the left).
- 7) Set the CUTOFF fader to the maximum (fader all the way up).
- 8) Set the CUTOFF MOD fader to the minimum (fader all the way down).
- 9) Set the Input and Output faders to the maximum (all the way up).
- 10) Play the FW upgrade audio.
- 11) Re-calibrate the TRANSPOSE input after the update.