## ENSPERBASTL SOFTPOPAT II FEEDBACK COMMUNICATOR QUICK START

#### **TUNE THE SOFTPOP BY HOLDING** SLIDE+MIDI BUTTONS FOR 2 SECONDS.

Keep the FINE-TUNE fader all the way to the right to be in tune with most other instruments.

Softpop SP2 has a fully analog signal path. The oscillator tuning can be sensitive to various conditions. We recommend tuning it a few minutes after powerup and when necessary.

Pressing SLIDE+MIDI for less than 2 seconds will not tune all the octaves but only quickly fix potential pitch drift.

#### bit.ly/softooo2



#### **BUTTON COMBOS**

#### BASICS

PLAY=▲and TRIG=▼when used with other buttons GATE=oress any one gate GATES=press multiple gates one after another while still holding the context button

PATTERN+SLIDE=RECORD pitch sequence SLIDE+MIDI=fix oscillator pitch drift SLIDE+MIDI >2s=full automatic tuning in all octaves SCALE+SLIDE=SAVE bank SCALE+PATTERN+GATE=LOAD bank

SCALE+GATE=select a scale SCALE+GATES=chain\_scales SCALE+▲/▼=select a semitone SCALE+TEMPO=semitone on/off (indicated by PLAY LED and GATE 1) SCALE+TEMPO+▲/▼=transpose whole scale by one semitone SCALE+MIDI=copy MIDI defined scale to currently edited scale

#### MIDI

MIDI >5s=MIDI leaco MIDI+GATE=set MIDI channel to 1 to 8 MIDI+selected GATE=set MIDI channel to 8+1 to 8 MIDI+PLAY=activate/deactivate MIDI clock MIDI+SCALE=activate/deactivate MIDI scale mode MIDI+PATTERN=activate/deactivate CV Out generating Velocity CV

#### FIRMWARE UPDATE

Hold MIDI at startup and play way file into Reset input.

#### SEQUENCER

PATTERN+GATE=select a pattern PATTERN+GATES=chain patterns PATTERN+▲/▼=shift a whole pattern by 1 step PATTERN+TEMPO=copy currently selected pattern to the next selected pattern

SLIDE+GATE=activate/deactivate slide on that step SLIDE+▲/▼=set slide rate (l=no slide)

PLAY (short)=start and stop sequencer PLAY+GATE=select playmode PLAY+GATES=chain playmodes

TEMPO+TEMPO=tao tempo TEMPO+▲/▼=increase/decrease tempo TEMPO+▲/▼>ls= gradually increase/decrease tempo TEMPO+GATE=select divider/multiplier TEMPO+▲+▼=learn tempo from looping envelope

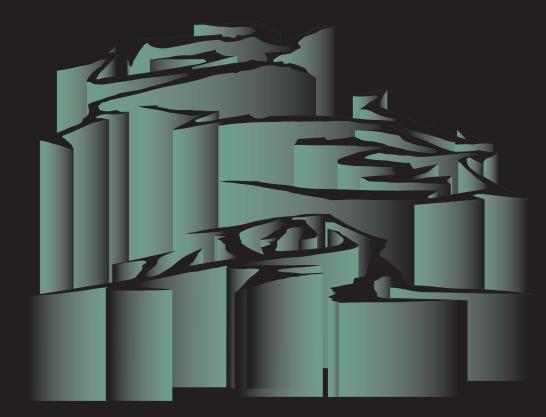
TRIG=trigger envelope TRIG+GATE=activate temporary FX (hold several to combine) TRIG+PLAY+GATES=record loop of temporary FX TRIG+PLAY=erase loop of temporary FX

#### STEP EDIT MODE

PATTERN+SLIDE (when seq. stopped)=enter/leave step edit mode In the step edit mode (one step is blinking): GATE=preview and select step (always triggers envelope) GATE+move PITCH FADER=edit steps pitch GATE+▲/▼=transpose step in quarter tones

EXPLORE THE UNIT AND TRY TO DECODE ALL THE COOL THINGS YOU CAN DO WITH SOFTPOP2!

# SOFTPOP





#### INTRODUCTION FIG. 01

O. Connect USB power, flip POWER switch UP and connect headohones or speaker to the OUTPUT 1. Put all controls into the indicated position to start

2. Start playing with PITCH and CUTOFF

3. Bring PITCH MOD and CUTOFF MOD faders UP to modulate them

4. Use the envelope RATE and SHAPE to change the modulation

5. Explore the RESONANCE and POP faders along with the filter mode HP/BP/LP switch

#### SEOUENCER

is the digital brain of the softPop2 and will make it sound musical in no time.

#### OSCILLATOR

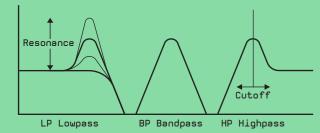
is your source of tonality.

Left fader is the PITCH of the oscillator. SCALE selects the semi-tones used. Hold SCALE and oress one of the 8 GATE buttons to select a scale. Right fader is the PITCH MOD. It adds pitch modulation which is randomized each time the envelope is triggered.

FINE-TUNE adjusts the tuning. Keep it to the right.

#### FILTER

shapes the color/timbre of your sound by cutting the sound spectrum at the CUTOFF frequency. Left fader is the CUTOFF frequency.



The HP/BP/LP switch selects the filter type. HP=Highpass: passes frequencies above cutoff (cuts bass)

BP=Bandoass: passes frequencies around cutoff (cuts bass and treble)

LP=Lowpass: passes frequencies below cutoff (cuts treble)

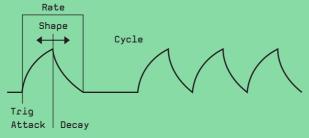
Right fader is CUTOFF MOD: how much the envelope affects the cutoff frequency.

RESONANCE makes the filter self-oscillate and emphasize frequencies around the cutoff frequency. POP increases the cross modulation between the oscillator and filter, resulting in a harsher sound to the right. Keep left for softer sounds.

#### ENVELOPE

shapes the character of your sound in time.

RATE controls the speed of the envelope. SHAPE adjusts the proportion between the attack and decay phase of the envelope. CYCLE makes the envelope oscillate like an LFO.



TRIG will trigger the envelope once. The DRONE/ENV switch lets you select between DRONE (sound always on) or ENV (volume increases with the envelope).

#### FIG. O1

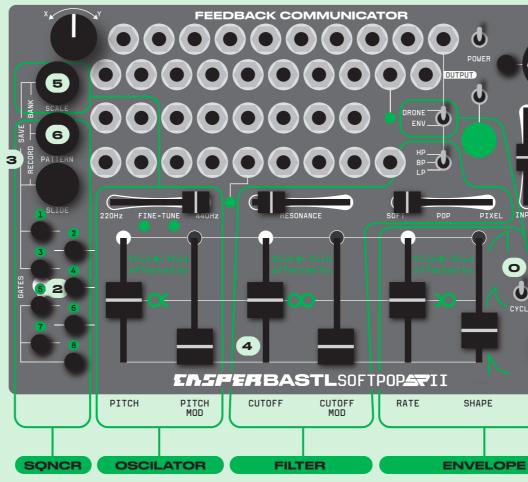


FIG. 02

# 1 **(0 )** PLAY $(\mathbf{U})$

#### SEQUENCER INTRODUCTION FIG. 02

#### Ο

To start, set the CYCLE switch of the envelope to the lower position (off).

### 1

Press the PLAY button so it starts blinking. If it is not blinking adjust the tempo settings.

Press TEMPO several times to TAP the tempo. Hold TEMPO and press PLAY▲ or TRIG▼to adjust the tempo in small steps. Hold TEMPO and PRESS GATES to select a TEMPO divider. Start with 5 and explore the other ootions later.

Make sure the MIDI Clock is not activated: hold the MIDI button and press PLAY so the light is off.

## 2

Press the GATE buttons to select when the envelope is triggered. Flip the DRONE/ENV switch or pull the CUTOFF MOD fader to hear the effect of the envelope.

#### З

- To RECORD a melody:
- a) hold down PATTERN+SLIDE to RECORD
- b) move the PITCH FADER to RECORD (keep the PITCH MOD fader down for start)
- c) release PATTERN+SLIDE buttons to hear your melody.

#### 4

Bring up PITCH MOD to apply randomness to your melody.

#### 5

Hold SCALE and press GATE to select a scale. Press multiple GATES to chain scales.

#### 6

Hold PATTERN and press GATE to select and repeat from step 2.

### 7

When you have more patterns, let's make them play one after another. Hold PATTERN and press several GATES to chain the patterns.

#### 8

Press SLIDE + SCALE to SAVE all your music for the next time you turn on the softPop2.

#### EXPLORE THE UNIT AND TRY TO DECODE ALL THE COOL THINGS YOU CAN DO WITH SOFTPOP2!