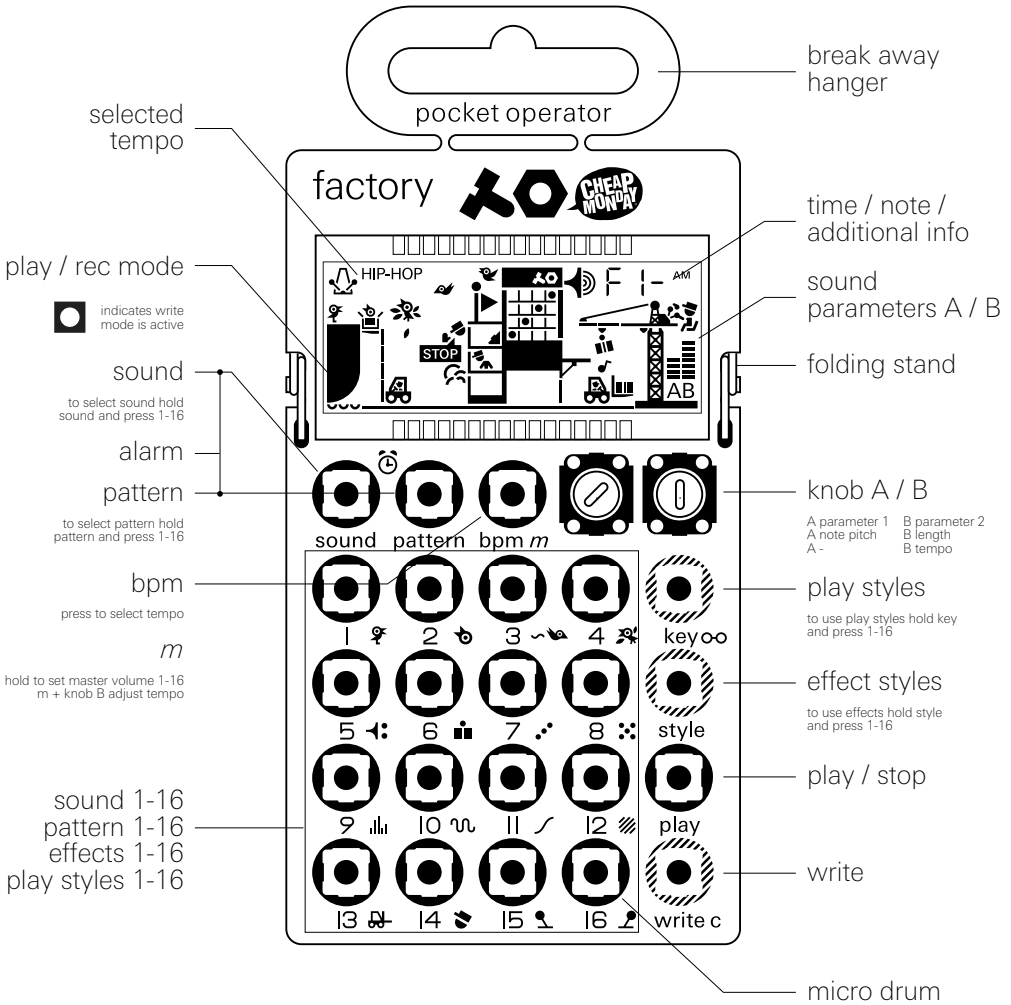


PO-16 factory overview



auto power off (a.p.o.)
 the unit auto powers off when no buttons are pressed for a while, only powering the display to show time.
 press sound + bpm to show battery status.

sound 1-15

assorted lead synthesis ranging from FM, subtractive synthesis, wavetable to physical modeled string.

sound 16

micro drum machine with 16 sampled sounds. in write mode, set sound by holding any step and turn knob A. n 1-16 will be displayed in the upper right corner of the screen to indicate selected sound.

effect 1-16

1. low sample rate
2. distortion
3. bit crush
4. delay
5. lowpass filter
6. lowpass sweep
7. hipass filter
8. hipass sweep

9. stutter 3
10. stutter 8
11. repeat 8
12. repeat 6
13. note shuffle
14. feedback
15. parameter lfo
16. vibrato

sound key 16 is a micro drum machine

PO-16 factory manual

ユーザーズマニュアル

1. getting started

power-up

insert two fresh AAA batteries.
pay attention to plus and minus poles.

set clock

set time by turning knob A for hours and knob B for minutes.
press any key to confirm and exit.

alarm clock

press sound + pattern. set alarm clock by turning A for hours and B for minutes. (disable by turning knob A all the way down.) press any key 1-16 to set pattern for the alarm. to stop alarm press any key.

reset clock

reset the clock by removing the batteries and start over.

2. play

select pattern
hold pattern and press any key from 1-16 to select pattern.
blinking led indicates active pattern.

play
press play to start playing.
press play again to stop.

sequencer
a pattern consists of 16 steps.

3. creating a pattern

select sound
hold sound and press any key from 1-16 to select sound.
sound + 16 activates micro drum.

create
press write.
rec symbol is lit on screen.
enter sound/notes in grid.
active steps will be lit.
press play to listen to your pattern.

set note
while write mode is active, hold a lit step and turn A to set note value.

set length
while write mode is active, hold a lit step and turn B to set note length.

4. tweak the sound

adding effects

while playing, hold style and press any key 1-16 to punch-in effects.
hold style without pressing any key to clear effects

see reference on opposite page.

parameter locking

hold write while turning knobs to write sound parameter changes over time.

5. tempo

press bpm to switch tempo. the bpm will be displayed in the upper right corner of the screen.
HIP HOP (80 bpm)
DISCO (120 bpm)
TECHNO (140 bpm)
hold bpm and turn B to fine-tune tempo (from 60 to 240 bpm).

6. volume

hold bpm and press any key 1-16 to adjust master volume.

7. live record

while playing, hold write and press any key 1-16 to punch in notes.
notes will be quantized along with tempo setting. release write when finished.

8. play styles

add playstyles
while playing, hold keyoo and press any key 1-16 to punch in playstyles, such as chords, arpeggios and transpositions.
release write when finished. hold key oo without pressing any key to clear playstyles.

9. making a song (pattern chaining)

copy pattern

hold write + pattern and press 1-16 to paste the active pattern to the corresponding new slot.

clear pattern

press keyoo + pattern to clear the active pattern.

chain pattern

press and hold pattern and select which patterns 1-16 to chain by pressing the corresponding key 1-16. up to 16 patterns can be chained. one pattern can be selected multiple times. example 1,1,1,4 plays pattern 1 three times

then moves on to pattern 4. after last pattern is played the sequence will start over again.

10. sync multiple units

it is possible to sync multiple pocket operators with its click track using line in and out.
connect a standard stereo audio cable between the units. the master unit will control the tempo of the slave unit.
hold keyoo and press bpm on master unit to toggle sync modes.
press repeatedly to toggle between different modes displayed in the upper right corner of the screen. press play on slave unit to wait for master clock sync. press play on master to start.

sync modes

there are 5 sync modes. default mode is SY0.
when sync is used the signal will be split between audio (right) and sync (left).

sync scenarios

example A

chain: PO-12 → PO-14 → PO-16
setting: SY1 SY5 SY4

example B

chain: external → PO-12
setting: volca SY2
iphone
computer
syncncontrol

example C

chain: ext. → PO-12 → PO-14
setting: SY3 SY4

example D

chain: PO-12 → ext. (split cable)
setting: SY1

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