# PO-33   micro sampler      user guide      ガイド      K.O!
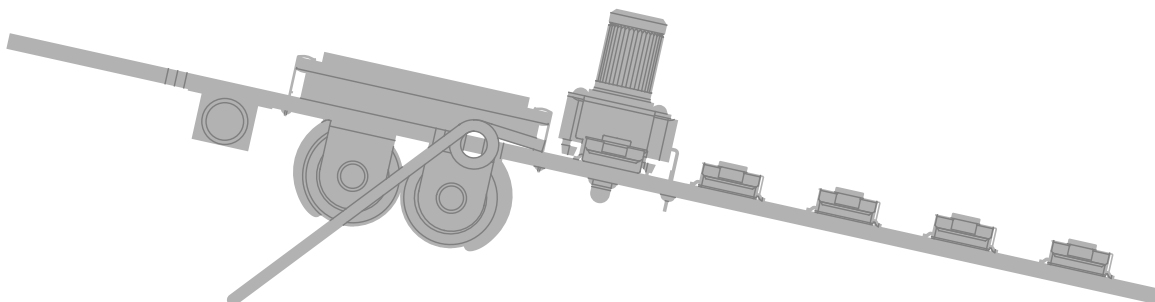
download as PDF

## notice. read this first.

the product is esd sensitive and is sold without casing.

battery information:

1. install only new batteries of the same type.
2. failure to insert batteries in the correct polarity, as indicated in the battery compartment, may shorten the life of the batteries or cause batteries to leak.
3. do not mix old and new batteries.
4. do not mix alkaline, standard (carbon-zink) or rechargeable (nickel cadmium) or (nickel metal hybride) batteries.
5. do not dispose of batteries in fire.
6. batteries should be recycled or disposed of as per state and local guidelines.

fcc statement:
note: this equipment has been tested and found to comply with the limits for a class b digital device, pursuant to part 15 of the fcc rules. these limits are designed to provide reasonable protection against harmful interference in a residential installation. this equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. however, there is no guarantee that interference will not occur in a particular installation.;

if this equipment does cause harmful interference to radio or television reception, which can be determined but turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures;

● reorient or relocate the receiving antenna
● increase the separation between the equipment and receiver
● connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
● consult the dealer or an experienced radio/tv technician for help.

this device complies with part 15 of the fcc rules. operation is subject to the following conditions;
1. this device may not cause harmful interference, and
2. this device must accept any interference received, including interference that may cause undesired operation.

caution: changes or modifications not expressly approved by the party responsible for compliance could void user's authority to operate the equipment.

ices statement
can ices-003 (b) / nmb-3 (b)

teenage engineering warrants that this product will be free from defects in material or workmanship for a period of 12 months from the date of teenage engineering's shipment of the product to you, the customer. in the event of a defect covered by this limited warranty, teenage engineering will, at its option and free of charge to customer, repair, replace or refund the purchase price paid.

TEENAGE ENGINEERING MAKES NO OTHER EXPRESS WARRANTIES EXCEPT AS PROVIDED HEREIN, AND ANY AND ALL IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR PARTICULAR PURPOSE SHALL ONLY BE IN EFFECT DURING THE 12 MONTH WARRANTY PERIOD PROVIDED HEREUNDER. TEENAGE ENGINEERING'S LIABILITY ON ANY WARRANTY CLAIM SHALL BE LIMITED TO THE ACTUAL PURCHASE PRICE PAID. TEENAGE ENGINEERING SHALL NOT BE RESPONSIBLE TO CUSTOMER OR ANY THIRD PARTY FOR ANY CONSEQUENTIAL, INCIDENTAL OR INDIRECT DAMAGES, INCLUDING BUT NOT LIMITED TO LOSS OF PROFITS, LOSS OF DATA, REVENUES, SALES, BUSINESS, GOODWILL OR USE.

what does this limited warranty not cover?

teenage engineering has no obligation to repair, replace, or provide refunds in the following instances:

● if the alleged defect arises because customer has altered or repaired the product without the prior written consent or authorization of teenage engineering;
● if customer did not follow any applicable instructions for proper storage, usage, or maintenance of this product;
● if customer has failed to notify teenage engineering of any defect where the defect should have been reasonably apparent on inspection; or
● if customer fails to notify teenage engineering of the defect within 12 months of teenage engineering's shipment of this product to customer. this limited warranty does not cover the cost of shipping the defective product to teenage engineering for repair, or the cost of shipping the repaired or replacement product to you. how do customers receive warranty service? please call your teenage engineering customer service representative for details on how to raise an issue in relation to your product.

break away hanger

play / rec mode
indicates write mode is active

built-in microphone

selected tempo

## effect 1-16

| | |
|---|---|
| 1. loop 16 | 9. stutter 4 |
| 2. loop 12 | 10. stutter 3 |
| 3. loop short | 11. scratch |
| 4. loop shorter | 12. scratch fast |
| 5. unison | 13. 6 / 8 quantize |
| 6. unison low | 14. retrigger pattern |
| 7. octave up | 15. reverse |
| 8. octave down | 16. no effect |

### 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.

### factory reset

hold pattern + write while inserting batteries to
restore the unit to factory default.

### lock tab

break off  the lock tab to freeze all patterns. to
reverse, solder the two pads by the lock tab
together. to restore to locked settings, remove the
batteries. when lock tab has been removed sampling
is no longer possible.

## 1 – getting started

### power up
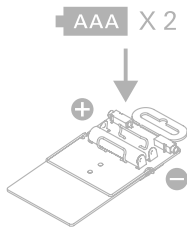


insert two fresh AAA
batteries. pay attention to

### set clock



set time by turning knob A
for hours and knob B for

### alarm clock



press sound + pattern. set
alarm clock by turning A for

### reset clock



reset the clock by removing
the batteries and start over.

plus and minus poles.
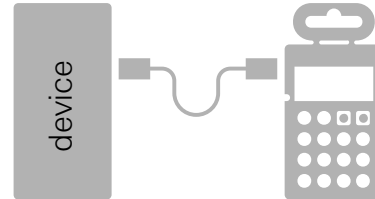
minutes. press any key to confirm and exit.

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

## 2 – recording

### record with microphone



record

+

1-16

### record via line in



device

hold record + any key from 1-16. the microphone will record until the keys are released, and the recording will be stored in the position you selected (1-16). PO-33 has a total of 40 seconds recording memory. while recording, the number of seconds left will be displayed on the LCD. if the memory is full, delete or record over an existing sound.

if a cable is inserted into the line in jack, the PO-33 will record via line in.

## 3 – melodic and drum

PO-33 has 16 sounds divided into two sections; melodic and drum. a recorded sound will behave differently depending on which section it was recorded to.
in the melodic section the keys from 1-16 represents a scale, and each key will trigger the whole sound.
in the drum section each key from 1-16 represents a slice of the sound.

## 4 – playing

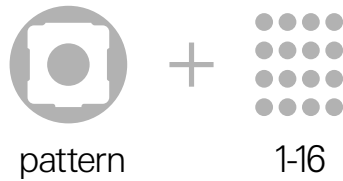### select sound



sound

1-16

### create



write

select a sound by holding the sound key and pressing any

to enter/exit rec mode, press write. enter sound/notes in

key from 1-16. press any key from 1-16 to play. if nothing is heard, press write key once.

grid. active steps will be lit. press play to listen to your pattern.
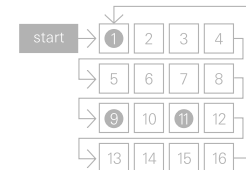
## 5 – playing a pattern

### select pattern

pattern   +   1-16

### play

play

### sequencer

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

press play to listen to your pattern. press play again to stop.

a pattern consists of 16 steps.

## 6 – tweak the sound

### parameters

FX     A   B

TONE: pitch and volume
FILTER: high-/low-pass filter and resonance
TRIM: start point and length of sound

### trim

IN   OUT

press FX to toggle between the different parameters.

PO-33 has a total of six adjustable parameters. all parameters are adjusted using the two knobs, A and B.

in trim mode turn A to set the start of the sound, turn B to set the length of the sound. in the drum section each slice can be adjusted individually. the last triggered slice will be adjusted.

### delete sound

record + sound

### copy sound

write + 1-16

### copy slice

write + 9-16 + 1-16

hold record and press sound to delete the currently selected sound.

hold write + sound and press any key 1-16 to copy the selected sound to that position.

to copy the last triggered slice from one drum sound to another; hold write + sound and press any drum key 9-16 and then any key 1-16.
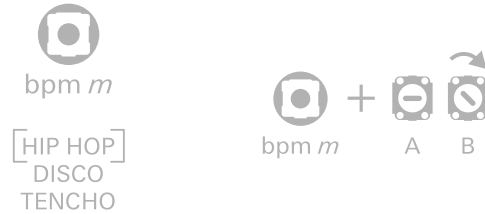
## adding effects

## swing

## tempo

while playing, hold FX and press any key from 1-15. if write mode is enabled, the effects will be saved in the pattern. to clear the saved effects, make sure write mode is enabled while holding FX + key 16.

hold bpm and turn A to adjust the swing.

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)
TENCHO (140 bpm)

hold bpm and turn B to fine-tune tempo (from 60 to 240 bpm).

## volume

## live record

## parameter locking

hold bpm and press any key 1-16 to adjust master volume. note: be careful with the volume setting when using headphones. only exceed volume setting 5 with caution.

while playing, hold write and press any key 1-16 to punch in notes. notes will be quantized along with current swing setting. release write when finished.
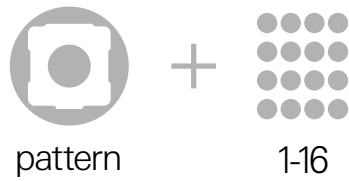
while playing a pattern, hold write and turn knob A and knob B to lock the currently selected parameters. the parameters will affect the currently selected sound.
lockable parameters:
- tone
- filter

## 7 – making a song (pattern chaining)

### chain pattern



pattern     1-16

press and hold pattern and select which patterns 1-16 to chain by pressing the corresponding key 1-16. up to 128 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 the last pattern is played the sequence will start over again.

### copy pattern



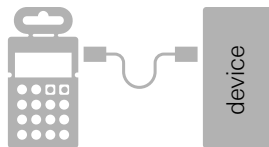hold write + pattern and press 1-16 to paste the active pattern to the corresponding new slot.

### clear pattern



press record + pattern to clear the active pattern.

## 8 – data
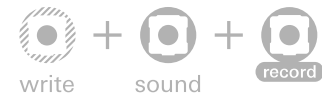
### direct transfer



it is possible to transfer sound and pattern data directly between units, using the line in / out connectors.

### transfer data



before transmitting make sure the receiving unit is in receive mode. on the transmitting unit: press write + sound to transmit data to receiving unit.
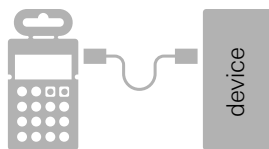
### receive data



insert a 3.5mm stereo cable from the transferring unit to receiving unit. press and hold write + sound + record to enter receive mode.

note: all samples and patterns on the receiving unit will be erased once receive starts.
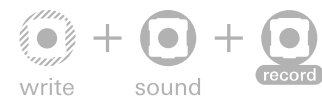
### backup data



sound and pattern data can be stored

### restore data



connect a cable from recording

### receive data



connect a 3.5mm audio cable from

to any recording device for saving and sharing. you can backup the data via line out. first connect a cable from pocket operator line out to recording device. then start recording and press write + sound + play to transmit data.
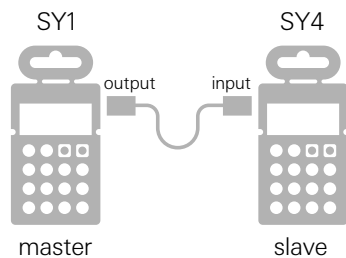
device to receiving pocket operator unit. press write + sound + play to enter receive mode. send data from recording device.

computer to receiving unit. press write + sound + record to enter receive mode.

note: all samples and patterns on the receiving unit will be erased once transfer starts.

## 9 – sync multiple units

### sync



master      slave

### sync modes

| ID | input | output |
|----|-------|--------|
| SY0 | stereo | stereo |
| SY1 | stereo | mono/sync |
| SY2 | sync | stereo |
| SY3 | sync | mono/sync |
| SY4 | mono/sync | stereo |
| SY5 | mono/sync | mono/sync |



record + bpm *m*

it is possible to sync multiple pocket operators with a click track using line in and out.

warning: sync levels should not exceed 5vpp (volt peak-to-peak).

connect a standard stereo audio cable between the units. the master unit will control the tempo of the slave unit.
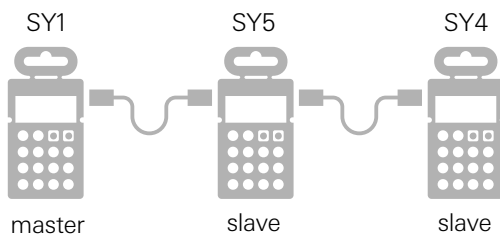
hold record and press bpm on master unit to toggle sync modes. press repeatedly to toggle between different modes displayed in the upper right corner of the screen. press play on slave unit to wait for master clock sync. press play on master to start.
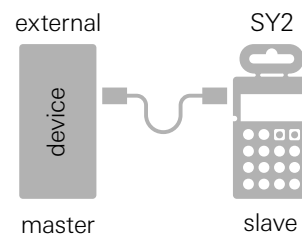
there are 5 sync modes. default mode is SY0. when sync is used the signal will be split between audio (right) and sync (left).

### sync scenarios



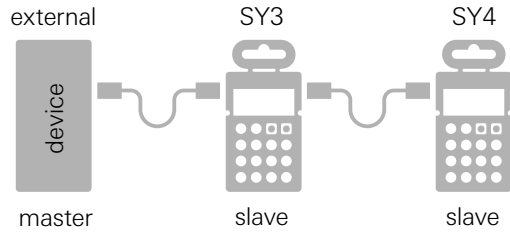SY1   SY5   SY4

master    slave    slave
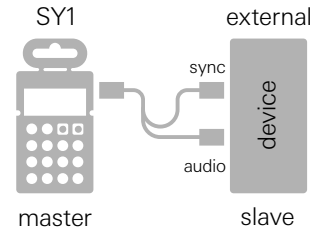


external   SY2

master    slave

example A: sync three pocket operator units. chain: PO-12 > PO-24 > PO-33

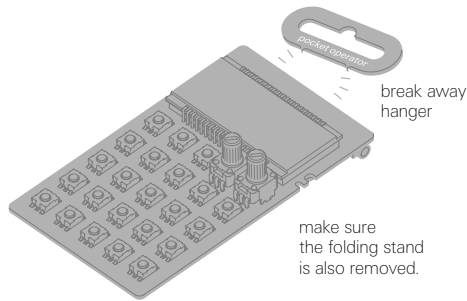example B: sync external device such as volca, iPhone, computer or synckontrol to PO-32.

external     SY3     SY4

device

master     slave     slave

SY1     external

sync

device

audio

master     slave

example C: sync an external device to two pocket operator units.

example D: sync PO-32 to an external device.

## mount the pro case (optional)

break away hanger

make sure the folding stand is also removed.

don't have a pro case?

buy here.

to mount the pro case to a pocket operator, first you need to break away the hanger and remove the folding stand.
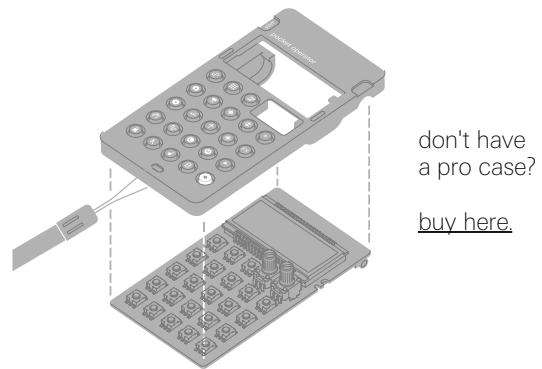
wrap the pro case around the edges of the unit. make sure the edges of the case is tightly fit.