Stylophone

ON-THE-FLY PERFORMANCE SEQUENCER

MUSIC LAB SERIES

OVERVIEW

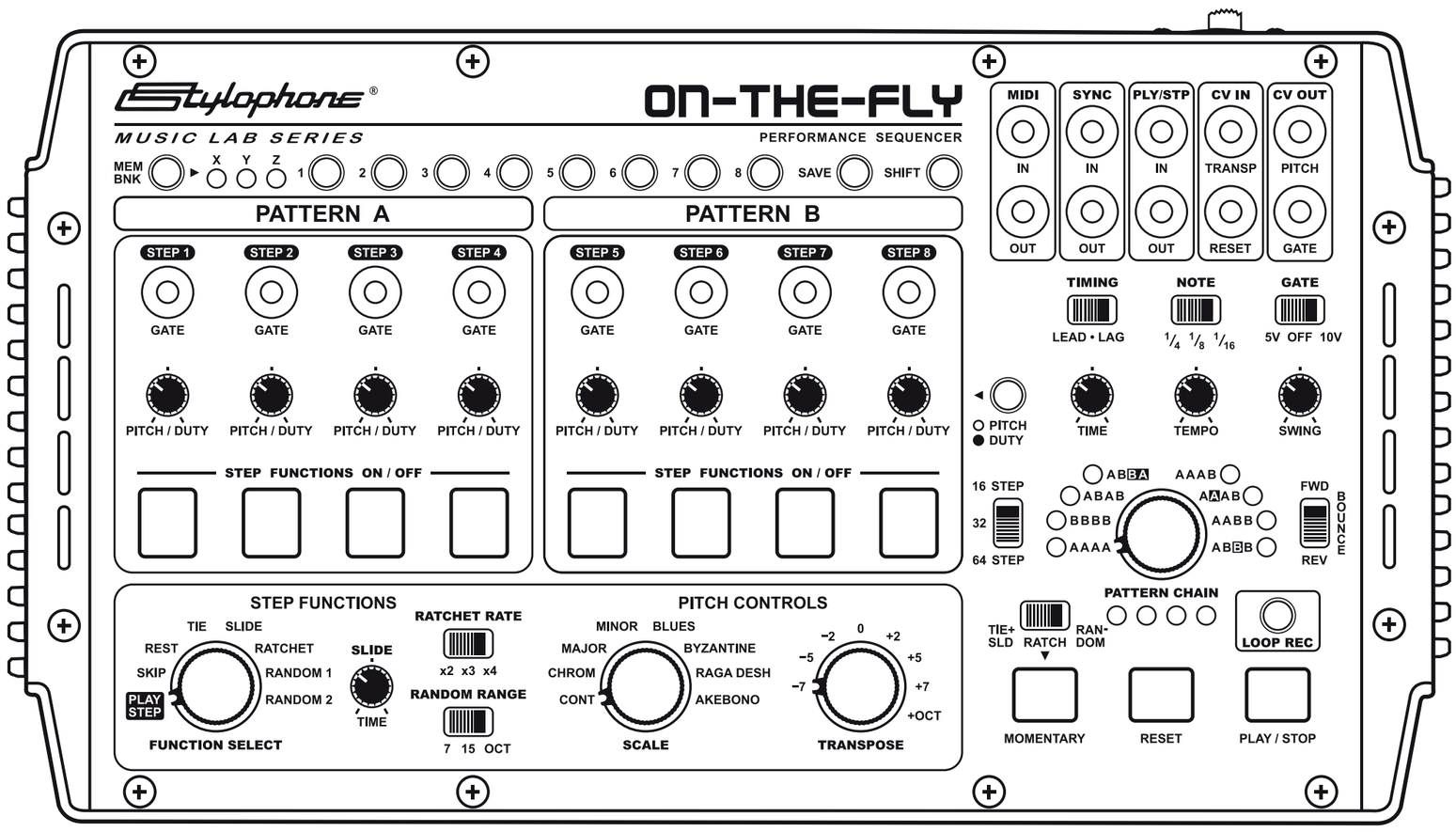
ON-THE-FLY Performance Sequencer, built to be played, not just programmed.

Sequences can very easily be programmed with the eight steps available in patterns A and B, then tweaked instantly using the performance controls. Patterns A and B can be repeated and played in reverse using the Pattern Chain and Pattern Chain Direction switch to create complex sequences, longer sequences can be chained together with the Pattern Link feature and the Pattern Chain Length switch while the Momentary button allowing Tie+Slide, Ratchets and Randomisation to be played by hand as the patterns play.

Note pitches and step lengths are programmed using the Pitch/Duty knobs which can be snapped to a selection of musical scales using the Scale knob, then raised and lowered in pitch using the Transpose function. A number of deep sequencing options are easily accessed using the Function Select knob, each option can then be toggled on and off per step using the Step Functions On/Off buttons. Additional control over the per step options are available using the Slide, Ratchet Rate and Random Range controls.

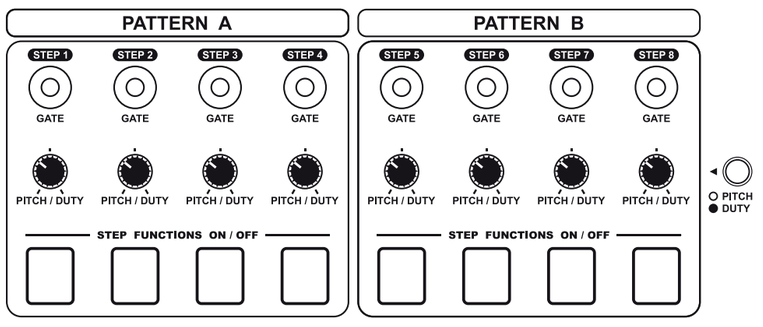
Patterns can be saved and loaded in real-time using the 24 locations available from the Memory Buttons. Performances can also be recorded with the Loop Record function which stores changes made to the patterns real-time and then plays this back in a loop. These recordings can be up to 128 steps long and can be stored in 24 Loop Recording memories.

Inputs and outputs are available for CV and Gate compatible equipment and MIDI devices. The CV and Gate connections are Eurorack compatible offering v/oct for CV In and CV Out.



PATTERN A/B CONTROLS

The controls in this section allow the pitch and length of steps to be set. A sequencer pattern consists of eight steps split into Pattern A and Pattern B. The order and direction of playback of Pattern A and B are affected by the PATTERN CHAIN knob (see PATTERN CHAIN CONTROLS).



STEP 1-8 GATE patch points
These patch points provide a per step gate output which is affected by the current pattern PITCH/DUTY and STEP FUNCTIONS (see below).

PITCH/DUTY KNOBS and PITCH/DUTY BUTTON
The PITCH/DUTY knobs are used for entering pitches into the patterns as well as the per step duty cycle allowing the length of each step to be set. The PITCH/DUTY button toggles between the knobs programming pitches and the knobs programming duty cycles.

When the PITCH/DUTY button is unlit the knobs will program pitches for each step into the patterns. Turning the knobs down will produce low pitches, turning the knobs up will produce high pitches. This behaviour is affected by the SCALE knob in PITCH CONTROLS. As the patterns play, pitches are sent to the MAIN PATCH POINTS as variable voltages to the CV OUT PITCH socket and notes messages to the MIDI OUT socket.

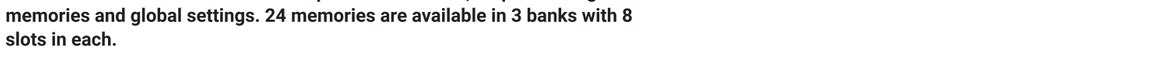
When the PITCH/DUTY button is lit the knobs will program the duty cycle for each step into the patterns. Turning the knobs down will produce short gates down to 10% of the step length, turning the knobs up will produce long gates up to 90% of the step length. As the patterns play, note lengths for steps are sent to the CV OUT GATE and STEP 1-8 sockets as on/off voltages and the MIDI OUT as note lengths. The gate voltage can be changed in GLOBAL CONTROLS.

As patterns play the STEP FUNCTION button LEDs will flash to highlight the currently playing step and will illuminate for the length of the duty cycle.

DUTY quick select
Holding shift and pressing the PITCH/DUTY button will cycle through duty cycle settings of 10%, 30% 50%, 70% and 90% for all eight steps. This will overwrite any duty cycle values currently programmed into the patterns.

MEMORY BUTTONS

These buttons allow control over the pattern memories, loop recording memories and global settings. 24 memories are available in 3 banks with 8 slots in each.



PATTERN MEMORY/LOOP RECORDING MEMORY TOGGLE
Toggling between pattern memories and loop recording memories can be achieved with SHIFT+MEM BNK buttons. The memory buttons light red when in pattern memory mode and green when in loop recording memory mode.

Saving to pattern memories stores the PITCH, DUTY and STEP FUNCTIONS settings for PATTERN A and B. The controls for SLIDE TIME, RATCHET RATE, RANDOM RANGE, SCALE and TRANSPOSE, are not saved into pattern memories. You can manipulate these controls during a performance and you can also record changes live using the loop recording function.

MEM BNK
This switches the currently selected bank for the memories. Pressing it cycles between banks with X, Y or Z lit to show the selected bank.

MEMORY 1-8
Pressing 1-8 will load one of the saved memories in the currently selected bank. Lit buttons indicate memories that have saved contents, unlit buttons are empty.

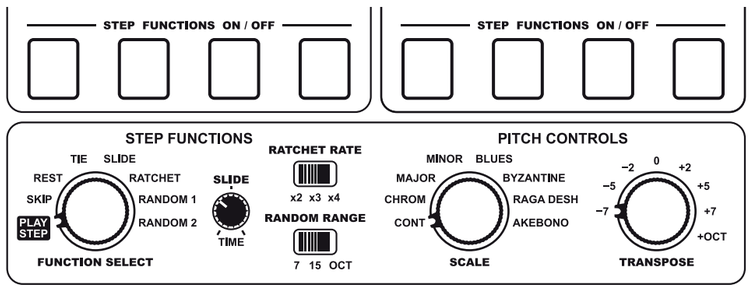
SAVE
Holding SAVE and pressing one of the MEMORY 1-8 buttons will write the current settings of the patterns or loop recording into that slot. The SAVE button will light if any unsaved changes have been made to the current patterns.

ERASING A MEMORY
By holding SHIFT and SAVE then pressing one of the MEMORY 1-8 buttons the memory will be erased.

PATTERN LINK
Two pattern memories can be played alternately to create pattern sequences of up to 16 steps. Pressing and holding one of the MEMORY 1-8 buttons loads the main pattern memory, then pressing another loads a sub pattern memory. While the pattern link feature is being used, only the main pattern memory is available for editing. The MEMORY 1-8 button for the main pattern memory will remain lit, the MEMORY 1-8 button for the sub pattern memory will flash while it plays.

STEP FUNCTIONS & PITCH CONTROLS

The step function controls in this section allow for deep per step edits to be made. The pitch controls allow pitches to be snapped to a selected scale and for pitch of patterns to be shifted up or down.



STEP FUNCTIONS

STEP FUNCTIONS ON/OFF buttons
These buttons allow toggling of the currently selected FUNCTION SELECT parameter. Pressing them allows per-step edits to be made, the LEDs show the current on/off state of the selected function.

FUNCTION SELECT
This rotary control selects the function that is currently being edited with the STEP FUNCTION buttons, these settings are then stored in the patterns. The exception to this is the PLAY STEP setting which is not stored in the patterns.

- PLAY STEP
  With this selected and the sequencer stopped, pressing the STEP FUNCTIONS buttons will send the PITCH for that step to the CV OUT PITCH, as well as holding the CV OUT GATE and relevant STEP 1-8 output high while the button is pressed. The currently held step will also be sent to the MIDI OUT. This is useful for setting accurate pitches per step and tuning oscillators on external equipment when paired with a tuner.
  With PLAY STEP selected while the sequencer is running, pressing or holding a STEP FUNCTION button will retrigger that step including any PITCH, DUTY and FUNCTION that has been programmed into it. Releasing the STEP FUNCTION button continues the patterns naturally as if they were uninterrupted allowing real-time playing to be inserted into pattern sequences. It's also possible to hold multiple STEP FUNCTION buttons which will cycle matching the current play direction.
- SKIP
  This allows steps within the patterns to be skipped. Steps with lit STEP FUNCTION buttons will be skipped as the patterns play allowing pattern sequences of different lengths to be programmed.
- REST
  This allows rests to be added to patterns. Steps with lit STEP FUNCTION buttons will still be included in the patterns but their PITCH and DUTY settings will not be sent to the CV OUT PITCH, GATE or MIDI OUT patch points adding gaps to pattern sequences.
- TIE
  This allows long notes to be programmed into the patterns. Steps with lit STEP FUNCTION buttons will have their DUTY time changed to 100% which will tie that step's GATE into any step that follows it. The PITCH for that step is sent as normal.
- SLIDE
  This allows pitch slides to be added to patterns. Steps with lit STEP FUNCTION buttons will cause pitches for that step to slide into the pitch on the following step at the rate of the SLIDE TIME knob (see below). Please note, slides will not be sent via the MIDI OUT patch point as this effect can be achieved with the TIE function on MIDI equipment.
- RATCHET
  This allows steps to retrigger multiple times within patterns. Steps with lit STEP FUNCTION buttons will be retriggered without extending the length of a step. The number of repeats is set with the RATCHET RATE switch (see below). The DUTY time for the step is still used to trigger the RATCHET so long DUTY times may blur ratchets together making them less noticeable.
- RANDOM 1
  This allows randomly chosen pitches to be included in patterns. Steps with lit STEP FUNCTION buttons choose a random pitch at the start of the PATTERN CHAIN (see PATTERN CHAIN) which is then used for 16 steps without the chosen random pitch being altered. This behaviour is affected by the selected SCALE (see PITCH CONTROLS) and the RANDOM RANGE switch (see below).
- RANDOM 2
  This allows randomly chosen pitches to be included in patterns. Steps with lit STEP FUNCTION buttons choose a random pitch each time the note is played. This behaviour is affected by the selected SCALE (see PITCH CONTROLS) and the RANDOM RANGE switch (see below).

SLIDE TIME
This controls how long steps programmed with the SLIDE function take to change from one pitch to the next with a range of 0-5 seconds.

RATCHET RATE
This controls how many times a step programmed with the RATCHET function will retrigger with options for 2, 3 and 4 times.

RANDOM RANGE
This controls the range of notes from the selected SCALE (see PITCH CONTROLS) that are allowed to be played when steps using the RANDOM 1 and RANDOM 2 function are triggered.

"7" allows the programmed note to be played plus three notes above it and three notes below.

"15" allows the programmed note to be played plus seven notes above and seven notes below.

"OCT" allows the programmed note to be played plus one octave above and one octave below.

PITCH CONTROLS

SCALE
With the exception of CONT, this control snaps the pitches of a sequence to musical notes from the selected scale. 25 notes are available across the knob range with the root note available at the centre position.

- CONT
  This allows continuously variable pitch with a 2 octave range from minimum to maximum. CONT does not snap pitches to musical notes. Please note, it is necessary to set external MIDI equipment to a pitchbend range of +/- 2 semitones when using the CONT scale via MIDI.
- CHROM
  A chromatic scale with 12 notes in each octave.

  Example, Chromatic scale in C: C, C#, D, D#, E, F, F#, G, G#, A, A#, B
- MAJOR
  A scale that sounds positive and happy.

  Example, Major scale in C: C, D, E, F, G, A, B
- MINOR
  A scale that sounds solemn and sad.

  Example, Minor scale in C: C, D, Eb, F, G, Ab, Bb
- BLUES
  A scale used in blues, rock and jazz music.

  Example, Blues scale in C: C, D#, F, F#, G, A#
- BYZANTINE
  A scale with an exotic Middle Eastern flavour.

  Example, Byzantine scale in C: C, Db, E, F, G, Ab, B
- RAGA DESH
  An uplifting sounding Indian scale.

  Example, Raga Desh scale in C: C, D, F, G, B
- AKEBONO
  A calm sounding Japanese scale.

  Example, Akebono scale in C: C, D, Eb, G, Ab

TRANSPOSE
This allows all pitches in the patterns to be shifted up or down. Settings are available for -7, -5, -2, 0, +2, +5 and +7 semitones. +OCT shifts the pitch up by an octave.

INITIALISING PATTERNS

INITIALISING STEPS
By holding RESET and pressing a STEP BUTTON 1-8, all step functions, pitches and duty cycle for that step will be reset to default settings.

INITIALISING PATTERN A and B
By holding RESET and pressing PITCH/DUTY, the step functions, pitches and duty cycles for both PATTERN A and PATTERN B will be reset to default settings.

GLOBAL SETTINGS

By holding the SHIFT button for 3 seconds the global settings menu can be entered. MEMORY buttons 1-8 are used to edit the options available. The MEM BNK button switches pages.

- MEM BNK button Red:
  1-4: The current MIDI channel in binary where 0000= MIDI channel 1 and 1111= MIDI channel 16.

  5: Toggles MIDI omni mode on and off. When on, MIDI will be received on all channels.

  6: Sets the sync rate for SYNC IN and OUT where off=1 PPQN, green=2 PPQN and red =4 PPQN.

  7: Toggles the loop recording and playback snap feature where off=1 step and red=a whole pattern (A/B).
- MEM BNK button Green:
  1: Toggles reception of MIDI clock, start and stop messages. When on, messages will be received.

  2: Toggles transmission of MIDI clock, start and stop messages. When on, messages will be transmitted.

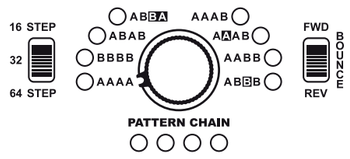
  3: Toggle automatic external clock and transport source, or internal clock and transport source. When on, external clock and transport will automatically be detected.

FACTORY RESET
While in the GLOBAL SETTINGS menu, holding RESET and MEM BNK for 3 seconds will reset the unit. This will erase all pattern memories, erase all loop recording and change all global settings back to factory setting.

EXIT GLOBAL SETTINGS
Press SHIFT to exit GLOBAL SETTINGS.

PATTERN CHAIN CONTROLS

This section controls how PATTERN A and PATTERN B play back. Using these controls allows the creation of complex sequences to be derived from PATTERN A and PATTERN B.



PATTERN CHAIN knob and indicators
The PATTERN CHAIN knob determines how PATTERN A and PATTERN B playback with eight different selections available, the LEDs around the knob show the current selection. A standard letter A or B means the pattern will play forwards, an inverted letter A or B means the pattern will play in reverse. The four LEDs below the pattern chain knob show the current progress through the chain.

Example, AAAB: This will play pattern A forwards three times followed by pattern B forwards.

Example, ABBB: This will play pattern A forwards, pattern B forwards, pattern B in reverse, followed by pattern B forwards.

PATTERN CHAIN LENGTH switch
This allows the length of the pattern chain to be controlled to create longer pattern sequences.

16: Only the selection at the current PATTERN CHAIN knob position will play.

32: The selection at the current PATTERN CHAIN position will play, followed by the next position on the knob.

64: The selection at the current PATTERN CHAIN position will play, followed by the next three positions on the knob.

When using settings 32 and 64 the LEDs around the PATTERN CHAIN knob will show the position change as the sequence progresses.

PATTERN CHAIN DIRECTION switch
This controls which direction the patterns within the pattern chain will play.

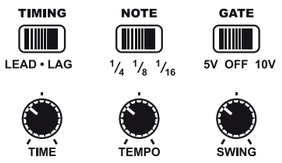
FWD: The patterns will play forward.

BOUNCE: The patterns will play forward then in reverse.

REV: The patterns will play in reverse.

GLOBAL CONTROLS

These controls affect the overall timing and gate outputs of the sequencer.



TIMING switch
This sets the timing of the sequencer compared to an external sync signal by the amount set with the TIME knob (see below). In the centre position the timing will be unaffected. When set to LEAD the timing of the sequencer will be ahead of an external sync signal, when set to LAG it will be behind.

TIME
Set how much the TIMING of the sequencer will LEAD or LAG compared to an external sync signal.

NOTE LENGTH switch
This sets the step length to 1/4, 1/8th or 1/16th notes relative to the BPM set by the TEMPO knob.

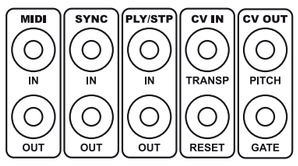
TEMPO
This sets the tempo of the sequencer in a range of 50 BPM to 250 BPM.

GATE VOLTAGE
This sets the voltage of gate signals that are sent to the STEP 1-8 patch points (see PATTERN A/B controls) and the CV OUT GATE patch point (see MAIN PATCH POINTS).

SWING
This sets the swing amount for the sequencer making it possible to create rhythms with bounce or groove. This works by delaying every other step in the patterns as they play. The higher the swing amount the more those steps will be delayed.

MAIN PATCH POINTS

This section contains the main inputs and outputs for the sequencer.



MIDI IN
MIDI note messages received here at the current MIDI channel as set in the GLOBAL SETTINGS will transpose the current patterns. MIDI clock messages received here will control the sequencer's tempo. Playback of the sequencer can also be controlled by MIDI start/stop messages, options for this are available in GLOBAL SETTINGS.

MIDI OUT
MIDI note messages are sent from this patch point at the current MIDI channel as set in the GLOBAL SETTINGS. MIDI clock messages will also be transmitted from here that can control external equipment. Playback of external MIDI sequencers can also be controlled by MIDI start/stop messages, options for this are available in GLOBAL SETTINGS.

SYNC IN
Analog sync signals received here will control the sequencer's tempo, options for the sync type are available in GLOBAL SETTINGS. SYNC IN has a higher priority than MIDI sync.

SYNC OUT
Analog sync signals sent from here can be used to control external equipment, options for the sync type are available in GLOBAL SETTINGS.

PLY/STP IN and OUT
By connecting an external signal to the IN socket the PLAY/STOP function of the sequencer can be controlled. The sequencer will play while the signal is high (on) and stop when it is low (off). The OUT socket will go high when the sequencer is playing and go low when it's not playing.

CV IN TRANSP
An external v/oct signal can be connected here to transpose the sequencer.

CV IN RESET
An external gate signal can be connected here to reset the sequencer.

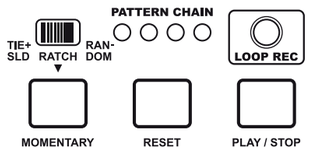
CV OUT PITCH
The PITCH output for the sequencer. In a typical setup this would be connected to an oscillator pitch input.

CV OUT GATE
The gate output for the sequencer. In a typical setup this would be connected to the gate input on an envelope. The voltage output at this socket can be changed with the GATE VOLTAGE switch (see GLOBAL CONTROLS) to allow compatibility with different external equipment.

Note: Using an external SYNC clock source disables MIDI clock and vice versa.

PERFORMANCE CONTROLS

These controls allow the sequencer to be played, momentary functions to be added and the output recorded.



MOMENTARY switch
This sets the behaviour of the MOMENTARY button. Options are available for TIE+SLD (sends a tied gate and a pitch slide), RATCHET and RANDOM 2 as described in the STEP FUNCTIONS section.

MOMENTARY button
Pressing this button temporarily adds the selection set at the MOMENTARY switch into the patterns as they play.

RESET
Pressing this button resets the current sequence to the start.

PLAY/STOP
Pressing this button starts and stops the sequencer. The button will light while the sequencer is running.

LOOP REC
This function enables a performance to be recorded and looped in a temporary buffer. All tweaks to the sequence are captured as the LOOP REC records including controls in the PATTERN A/B CONTROLS, STEP FUNCTIONS, PITCH CONTROLS, MEMORY CONTROLS, PATTERN CHAIN CONTROLS, GLOBAL CONTROLS and PERFORMANCE CONTROLS sections of this manual with the exclusion of TEMPO and TIMING. The LOOP REC feature can capture up to 128 steps of recording.

LOOP REC SNAP
The recording and playback of loop recordings is affected by the Snap setting in the GLOBAL SETTINGS.

- DURING RECORDING:
  When this function is on, loop recording will be delayed until the start of the next A or B pattern. When this function is off, loop recording will start at the next step.
- DURING PLAYBACK:
  When this function is on, playback will be delayed until the start of the next A or B pattern when the recording consists of whole pattern lengths. When this function is off, playback will start on the next step.

The LOOP REC button shows its current state as follows:

Unlit: LOOP REC mode is off.

Flashing red: LOOP REC recording armed.

Lit red: LOOP REC recording.

Lit green: LOOP REC playback.

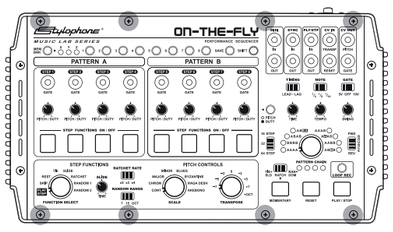
Arming LOOP REC while the sequencer is stopped
If the LOOP REC button is unlit and the sequencer is stopped, when the LOOP REC button is pressed it will flash red to indicate recording is armed. Pressing START/STOP will start the sequencer and the LOOP REC button will change to solid red to indicate LOOP REC recording has begun. Any tweaks made to the sequence will now be recorded. Pressing LOOP REC again or pressing PLAY/STOP will change the LOOP REC button to green to indicate playback mode has been entered. A loop of the recorded sequence will now play while the sequencer is running. During playback the front panel controls will be ignored, only the LOOP REC recording will play. Pressing LOOP REC again will turn off LOOP REC mode and return real-time sequencing.

Arming LOOP REC while the sequencer is playing
Alternatively the unlit LOOP REC button may be pressed while the sequencer is already running. The LOOP REC button will flash while waiting to change and turn solid red to indicate when recording has begun.

Loop recording memories can be loaded and saved as the sequencer plays when the MEMORY BUTTONS are green. Flashing memory buttons indicate they are waiting to load the memory contents.

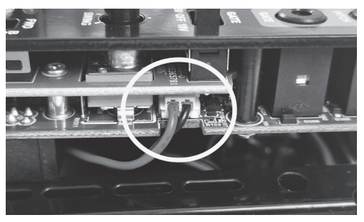
EURORACK INSTALLATION INSTRUCTIONS

1. Remove 8 screws holding the front panel to the enclosure. (See picture)

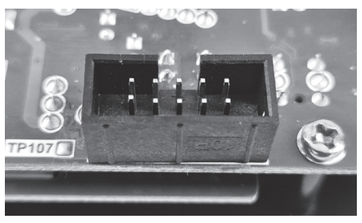


2. Carefully lift the front panel from the enclosure taking care not to damage any wiring.

3. Unplug the white connector located on the right of the PCB. (See picture)



4. Attach a ribbon cable from your Eurorack case and attach it to the header on the rear of the PCB. (See picture)



TECHNICAL SPECIFICATIONS

Dimensions
Front panel: 213.0 mm wide x 128.5mm high

Eurorack panel size = 42HP width

Overall dimension with knobs and switches: 242.0 mm x 134.0 mm x 59.0 mm

Power
PSU: 12 VDC / 200mA, 5.5mm/ 2.1mm (pin) barrel plug, centre positive

Batteries: 6x AA / LR6 / HR6 batteries

Eurorack: 10 pin Eurorack power connector (+12V/ 150 mA, -12V/ 0 mA)

Note: On power-up, the LEDs around the Pattern Chain knob indicate the firmware version. If the battery level is too low at start-up, the unit will not proceed beyond this point. If low power is detected during operation, the four Pattern Chain indicator LEDs will illuminate. To continue using the unit, connect a suitable power supply. Replace depleted batteries with fresh batteries as soon as possible.

Knobs and Connections
TIME (knob) max lead/lag: 25% to 75%

TEMPO (knob) range: 50 BPM to 250 BPM

SWING (knob): 50% to 75%

SYNC (IN) input logic high: 3.3V to 12V

SYNC (OUT) Voltage: 5V

PLY/STP (IN) input logic high: 3.3V to 12V

PLY/STP (OUT) Voltage: 5V

TRANSPOSE (CV IN) Voltage range: 0V to 5V

RESET (IN) Gate/trigger input logic high: 3.3V to 12V

PITCH (CV OUT) Voltage range: -3V to 7V

GATE (OUT) Voltage options: 0V/5V/10V

GATE STEPS 1-8 (OUT) Voltage options: 0V/5V/10V

MIDI cable TRS standard: Type-A

ENGLISH SAFETY AND OPERATING INFORMATION

Keep these instructions for reference as they contain important safety and operating information.
IMPORTANT: Battery Information
IMPROPER BATTERY USE MAY RESULT IN A FIRE, EXPLOSION, OR OTHER HAZARD
- Only use standard, non-rechargeable AA batteries rated 1.2V – 1.6V
- Only adults should handle batteries.
- Keep batteries away from children and pets.
- Do not mix old and new batteries or different types: alkaline, lithium, standard (carbon-zinc), or rechargeable (nickel-calcium, nickel metal-hydride).
- Use only batteries of the same equivalent types as recommended.
- Insert the batteries observing the proper polarity (+/-) as illustrated or indicated inside the battery compartment.
- Exhausted batteries should be removed from the device. Depleted batteries could cause the unit to malfunction.
- Remove the batteries when the product will not be used for an extended period.
- The supply terminals are not to be short-circuited.
- Do not use rechargeable batteries.
- Non-rechargeable batteries are NOT to be recharged.
- Never throw batteries into a fire or other heat source.
- Do not overtighten battery compartment screw.

BATTERY DISPOSAL:
Spent or discharged batteries must be properly disposed of and recycled in compliance with all applicable national legislation.
GENERAL PRECAUTIONS:
- Do read these instructions thoroughly before using the unit and save them for future reference.
- Do not allow liquids to spill into the unit or subject the unit to excessive smoke, dust, mechanical vibration or shock.
- Any modifications will void the warranty.
- Always unplug power sources or remove batteries before removing the module from its enclosure or a Eurorack.
- Any tampering with internal components, other than unplugging or plugging in power cables without live power, will invalidate the warranty.
- If the unit should be damaged in any way, stop using it.
- Do not attempt to repair the product yourself.
- Contact your retailer or our customer service department if the product requires servicing.
- Clean the unit with a dry, soft cloth.
- Do not clean the unit with liquids, alcohol or solvents.

Avoid hearing damage
WARNING: If operating the unit with headphones, earbuds or similar:
To prevent possible hearing damage, do not listen at high volume levels for long periods.

FCC Statement
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 by 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 seperation 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.

The user is cautioned that changes and modifications made to the equipment without the approval of manufacturer could void the user's authority to operate this equipment.

WEEE statement
Information on Disposal for Users of Waste Electrical and Electronic Equipment

This symbol on the product and accompanying documents means that used electrical and electronic products should not be mixed with general waste. For proper treatment, recovery and recycling, please take this product to designated collection points where it will be accepted free of charge. Alternatively, in some countries you may be able to return your products to your local retailer upon purchase of an equivalent new product.
Disposing of this product correctly will help save valuable resources and prevent any potential negetive effects on human health and the environment, which could otherwise arise from inappropriate waste handling.
Please contact your local authority for further details of your nearest designated collection point.
Penalties may be applicable for incorrect disposal of this waste in accordance with national and regional legislation.

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FRANÇAIS INFORMATIONS RELATIVES À LA SÉCURITÉ ET À L'UTILISATION

Conservez ces instructions pour vous y référer ultérieurement car elles contiennent des informations importantes relatives à la sécurité et à l'utilisation
IMPORTANT:
Informations relatives aux piles
UNE MAUVAISE UTILISATION PEUT ENTRAÎNER UN INCENDIE, UNE EXPLOSION OU D'AUTRES RISQUES
- Utilisez uniquement des piles AA standard non rechargeables de 1,2V à 1,6V
- Seuls des adultes doivent manipuler les piles
- Conservez les piles hors de portée des enfants et des animaux
- Ne mélangez pas des piles anciennes et neuves ou différents types de piles : alcalines, lithium, standard (carbone-zinc) ou rechargeables (nickel-calcium, hybride de métal et nickel)
- N'utilisez que des piles des mêmes types équivalents que ceux recommandés
- Insérez les piles en respectant la bonne polarité (+/-) telle qu'illustrée ou indiquée à l'intérieur du compartiment des piles
- Les piles usagées doivent être retirées de l'appareil. Des piles déchargées pourraient entraîner un dysfonctionnement de l'unité
- Retirez les piles si le produit n'est pas amené à être utilisé pendant une longue période
- Les bornes d'alimentation ne sont pas destinées à être court-circuitées
- N'utilisez pas de piles rechargeables
- Les piles non-rechargeables ne doivent PAS être rechargées
- Ne jetez jamais des piles dans un feu ou dans une autre source de chaleur
- Ne serrez pas la vis du compartiment des piles de manière excessive

MISE AU REBUT DES PILES:
Les piles usagées ou déchargées doivent être correctement mises au rebut et recyclées conformément à toutes les lois nationales en vigueur.
PRÉCAUTIONS D'ORDRE GÉNÉRAL:
- Lisez attentivement ces instructions avant d'utiliser l'unité, et conservez-les pour pouvoir vous y référer ultérieurement.
- Ne laissez pas de liquides se déverser dans l'unité et ne soumettez pas cette dernière à une fumée excessive, de la poussière, des vibrations mécaniques ni à aucun choc.
- Toute modification annulera la garantie.
- Débranchez toujours les sources d'alimentation ou retirez les piles avant de retirer le module de son boîtier ou d'un Eurorack.
- Toute altération des composants internes, autre que le débranchement ou le branchement de câbles d'alimentation sans alimentation sous tension, annulera la garantie.
- Si l'unité est endommagée de quelque manière que ce soit, arrêtez d'utiliser cette dernière.
- Ne tentez pas de réparer le produit vous-même.
- Si des réparations s'avèrent nécessaires sur le produit, contactez votre revendeur ou notre service client.
- Nettoyez l'unité avec un chiffon sec et doux.
- Ne nettoyez pas l'unité avec des liquides, de l'alcool ou des solvants.

Évitez les dommages auditifs
AVERTISSEMENT: Si vous utilisez l'unité avec des écouteurs ou des produits similaires:
Afin d'éviter tout dommage auditif, n'écoutez pas à des niveaux de volume élevés pendant de longues périodes.
Déclaration de conformité FCC
Cet équipement a été testé et jugé conforme aux limites pour un dispositif numérique de catégorie B en vertu de la partie 15 des règles de la FCC. Ces limites sont destinées à fournir une protection raisonnable contre les interférences nuisibles dans le cadre d'une installation résidentielle. Cet équipement génère, utilise et peut irradier de l'énergie de radiofréquence et, en cas d'installation et d'utilisation non conformes aux instructions, peut provoquer des interférences nuisibles affectant les communications radio. Cependant, il n'existe aucune garantie quant au fait que ce type d'interférences ne surviendra pas dans le cadre d'une installation spécifique. Si cet équipement cause des interférences nuisibles affectant la réception de la radio ou de la télévision, ce qui peut être déterminé en allumant et en éteignant l'équipement, nous encourageons l'utilisateur à essayer de corriger les interférences en mettant en œuvre une ou plusieurs des mesures suivantes:
- Réorienter ou déplacer l'antenne de réception.
- Augmenter la distance séparant l'équipement et le poste récepteur.
- Brancher l'équipement sur une prise située sur un circuit différent de celui sur lequel le poste récepteur est lui-même branché.
- Consulter le revendeur ou un technicien expérimenté spécialisé dans le domaine des radios/télévisions pour obtenir de l'aide.

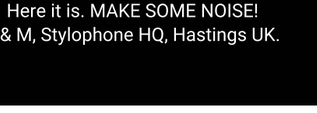
L'utilisateur est averti que tout changement et toute modification apporté(é) au niveau de l'équipement sans l'approbation du fabricant pourrait annuler l'autorisation accordée qui lui a été accordée d'utiliser cet équipement.

Directive DEEE
Informations relatives à la gestion des déchets d'équipements électriques et électroniques
Ce symbole situé sur le produit ainsi que sur les documents qui accompagnent ce dernier signifie que les produits électriques et électroniques usagés ne doivent pas être mélangés avec les déchets ménagers. Pour un traitement, une récupération et un recyclage appropriés, veuillez amener ce produit dans des points de collecte désignés où il sera accepté gratuitement.

Par ailleurs, dans certains pays, vous pouvez disposer de la possibilité de retourner vos produits à votre revendeur local au moment de l'achat d'un nouveau produit équivalent.
Procédez à une mise au rebut correcte de ce produit aidera à sauver de précieuses ressources et à prévenir de potentiels effets négatifs sur la santé humaine et sur l'environnement qui pourraient autrement survenir en cas de mauvaise gestion des déchets.
Veuillez contacter vos autorités locales pour obtenir plus d'informations relatives à votre point de collecte le plus proche.
Des sanctions peuvent s'appliquer en cas de mauvaise pratique d'élimination de ces déchets conformément aux lois nationales et régionales en vigueur.



Points de collecte sur www.quefairedemesdechets.fr
Privilégiez la reparation ou le don de votre appareil !



DEUTSCH SICHERHEIT UND ANWENDUNGSINFORMATION

Behalten Sie diese Anleitungen, da sie wichtige Sicherheits- und Anwendungsinformation enthalten.
WICHTIG:
Batterieinformation
FALSCHE BATTERIE VERWENDUNG, KANN FEUER, EXPLOSION ODER ANDERE GEFAHREN VERURSACHEN
- Verwenden Sie nur Standard AA Batterien, 1,2V bis 1,6V
- Nur Erwachsene, sollten die Batterien verwenden
- Halten Sie die Batterien von Kindern und Tieren
- Vermischen Sie keine alten und neuen Batterien oder verschiedene Arten miteinander: alkalisch, Lithium, Standard (Kohlenstoff-Zink), oder wiederaufladbare (Nickel-Kalzium, Nickel Metall-Hybride)
- Verwenden Sie nur Batterien der Gleichen Art, wie empfohlen
- Führen sie die Batterien in die richtige Polarität (+/-) ein, wie es in der Batterie gezeigt wird.
- Leere Batterien, sollte aus dem Gerät entfernt werden. Bleibende Batterien, könnten die Einheit zu Fehlfunktion führen.
- Entfernen Sie die Batterien, wenn das Produkt für eine längere Zeit nicht verwendet wird.
- Die gelieferten Terminale, sollen nicht kurz geschlossen werden
- Verwenden Sie keine wiederaufladbaren Batterien
- Nicht wiederaufladbare Batterien, sollten NICHT wieder aufgeladen werden
- Werfen Sie niemals die Batterien in ein Feuer oder andere Hitzequelle
- Schrauben Sie die Batterien nicht zu fest an.

BATTERIEVERFÜGUNG:
Verbrauchte oder entsorgte Batterien, müssen richtig recycelt werden, mit allen nationalen Gesetzen.
ALLGEMEINE VORSICHTSMASNAHMEN:
- Lesen Sie diese Hinweise genau durch, bevor Sie die Einheit verwenden und heben Sie sie für später auf.
- Lassen Sie keine Flüssigkeiten in die Einheit Objekt der Einheit, es kann Rauch, Staub, mechanische Vibration oder Schock verursachen.
- Jegliche Änderungen führen zum Erlöschen der Garantie.
- Trennen Sie immer die Stromversorgung oder entfernen Sie die Batterien, bevor Sie das Modul aus seinem Gehäuse oder einem Eurorack entfernen.
- Jegliche Manipulation interner Komponenten, mit Ausnahme des Herausziehens oder Einsteckens von Stromkabeln ohne Stromzufuhr, führt zum Erlöschen der Garantie.
- Falls die Einheit auf irgendeiner Weise geschädigt ist, hören Sie auf es zu nutzen.
- Versuchen Sie nicht das Produkt selbst zu reparieren.
- Kontaktieren Sie ihren Verkäufer oder unseren Kundenservice falls das Produkt Leistungen benötigt.
- Reinigen Sie die Einheit mit einem trockenen, weichen Tuch.
- Reinigen Sie die Einheit nicht mit Flüssigkeiten, Alkohol oder Lösungsmitteln.

Vermeiden Sie einen Hörschaden
WARNUNG: Wenn Sie die Einheit mit Kopfhörer oder ähnlichen Nutzen:
Um möglichen Hörschaden zu vermeiden, hören Sie laute Lautstärken nicht für längere Zeit.

FCC Statement
Dieses Gerät wurde gemäß Teil 15 der FCC-Regeln getestet und den Grenzwerten für ein digitales Gerät der Klasse B entspricht. Diese Grenzwerte sollen einen angemessenen Schutz vor schädlichen Störungen in einer Wohnanlage bieten. Dieses Gerät erzeugt, nutzt und kann hochfrequente Energie ausstrahlen und kann, wenn es nicht gemäß den Anweisungen installiert und verwendet wird, schädliche Störungen der Funkkommunikation verursachen. Es gibt jedoch keine Garantie dafür, dass in einer bestimmten Installation keine Störungen auftreten. Wenn dieses Gerät schädliche Störungen des Radio- oder Fernsehempfangs verursacht, die durch Aus- und Einschalten des Geräts bestimmt werden können, wird der Benutzer aufgefordert, zu versuchen, die Störung durch eine oder mehrere der folgenden Maßnahmen zu korrigieren:
- Neuausrichtung oder Verlagerung der Empfangsantenne.
- Erhöhen Sie die Trennung zwischen Gerät und Empfänger.
- Schließen Sie das Gerät an eine Steckdose an, die sich von der Verbindung des Empfängers unterscheidet.
- Wenden Sie sich an den Händler oder einen erfahrenen Radio-/TV-Techniker.

Der Nutzer wird darauf hingewiesen, dass Änderungen und Modifikationen, die ohne Genehmigung des Herstellers an den Geräten vorgenommen wurden, die Berechtigung des Benutzers zum Betrieb dieses Geräts erlöschen lassen könnten.
WEEE-Erklärung
Informationen zur Entsorgung von Elektro- und Elektronik-Altgeräten für Die Nutzer von Elektro- und Elektronik-Altgeräten
Dieses Symbol auf dem Produkt und den Begleitdokumenten bedeutet, dass gebrauchte elektrische und elektronische Produkte nicht mit allgemeinen Abfällen vermischt werden sollten. Für eine ordnungsgemäße Behandlung, Verwertung und Recycling, nehmen Sie bitte dieses Produkt zu bestimmten Sammelstellen, wo es kostenlos akzeptiert wird. Alternativ können Sie in einigen Ländern Ihre Produkte beim Kauf eines gleichwertigen neuen Produkts an Ihren Händler vor Ort zurücksenden.
Die ordnungsgemäße Entsorgung dieses Produkts trägt dazu bei, wertvolle Ressourcen zu sparen und mögliche negative Auswirkungen auf die menschliche Gesundheit und die Umwelt zu verhindern, die andernfalls durch eine unsachgemäße Abfallbehandlung entstehen könnten.
Bitte wenden Sie sich an Ihre örtliche Behörde, um weitere Informationen zu Ihrer nächstgelegenen Sammelstelle zu erhalten. Für die fehlerhafte Entsorgung dieser Abfälle können im Einklang mit den nationalen und regionalen Rechtsvorschriften Sanktionen verhängt werden.

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CHECK OUT THE RANGE

FOLLOW US:

'GREAT GEAR TAKES TIME'

Like any project this couldn't be done without a group of dedicated, talented and enthusiastic people.
Chief Design Officer – Jorn Bilse
Electronics Design Engineer – René Schmitz
And to the rest of our amazing team who worked so hard to make the OTF happen;
Alan, Chris, Leigh & Tony.
Here it is. MAKE SOME NOISE!
J & M, Stylophone HQ, Hastings UK.