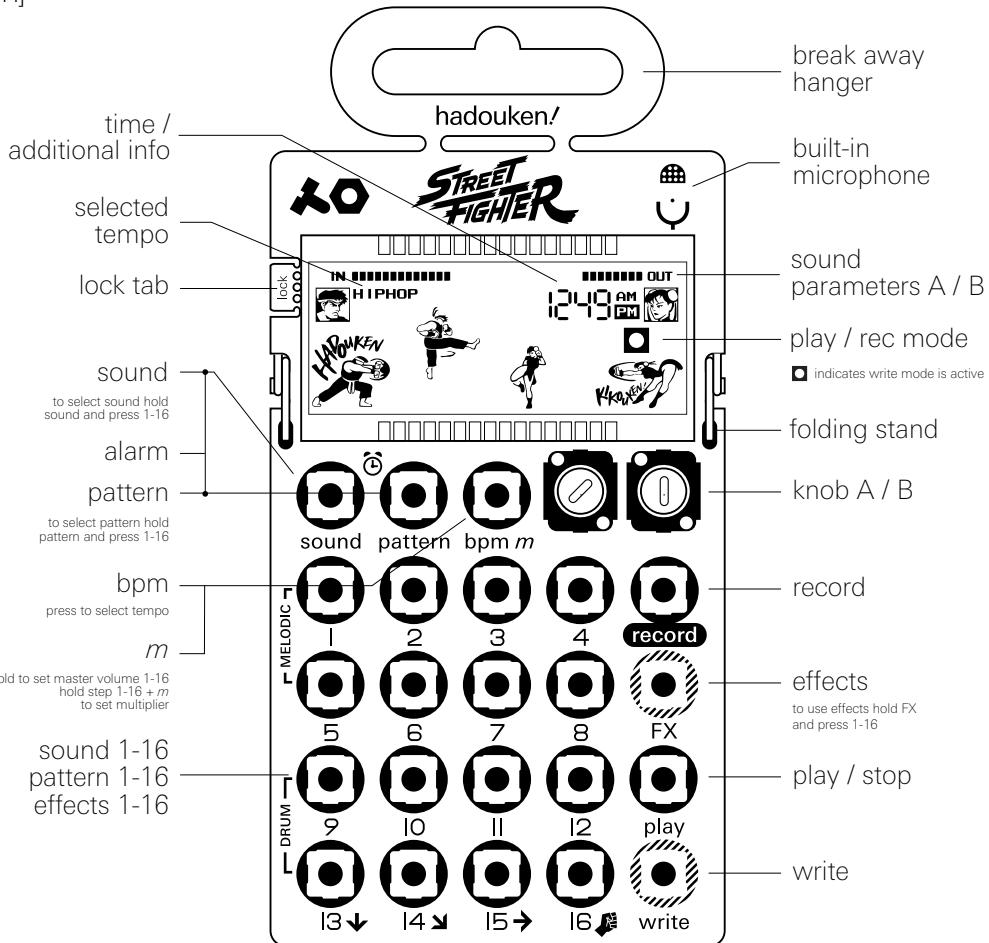


PO-133 street fighter manual [en]



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 quantise |
| 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.

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.



PO-133 street fighter

manual

[en]

1. getting started

power-up

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

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). if a cable is inserted into the line in jack, the PO-133 will record via line in.

PO-133 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.

3. melodic and drum

PO-133 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 a sound by holding the sound key and pressing any key from 1-16. press any key from 1-16 to play. if nothing is heard, press write key once.

5. making a beat

to enter/exit rec mode, press write. enter sound/notes in grid. active steps will be lit. press play to listen to your pattern.

6. playing a pattern

hold pattern and press any key from 1-16 to select pattern. blinking led indicates active pattern. press play to start playing. press play again to stop. a pattern consists of 16 steps.

7. tweak the sound

PO-133 has a total of six adjustable parameters. all parameters are adjusted using the two knobs, A and B. press FX to toggle between the different parameters;

- pitch and volume
- high-/low-pass filter and resonance
- start point and length of sound

trim

press FX until "tri" is displayed in the top right corner. 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.

8. delete sound

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

9. copy sound

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

copy slice

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.

10. adding effects

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.

11. volume

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

12. 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.

hold bpm and turn A to adjust the swing.

13. making a song

(pattern chaining)

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.

14. parameter locking

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:

- pitch and volume
- high-/low-pass filter and resonance

15. sync multiple units

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.

sync example

chain: PO-32 → PO-35 → PO-133

setting: SY1 SY5 SY4

disclaimer

when sampling copyrighted material, the authors approval is needed before anything is published. although teenage engineering will use all reasonable endeavours to ensure the accuracy and reliability of this product, neither teenage engineering nor any third party supplier will be liable for any loss or damage in connection with the sale or use of the product except for: a) personal injury caused by our negligence or that of our employees or agents when acting in the course of their employment with ourselves and; b) any other direct loss or damage caused by our gross negligence or wilful misconduct.

ALL EXPRESS OR IMPLIED CONDITIONS, WARRANTIES OR UNDERTAKINGS (OTHER THAN CONDITIONS, WARRANTIES OR UNDERTAKINGS EXPRESSLY STATED, OR IMPLIED BY STATUTE AND WHICH CANNOT BE EXCLUDED), WHETHER ORAL OR IN WRITING, INCLUDING WARRANTIES AS TO SATISFACTORY QUALITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.