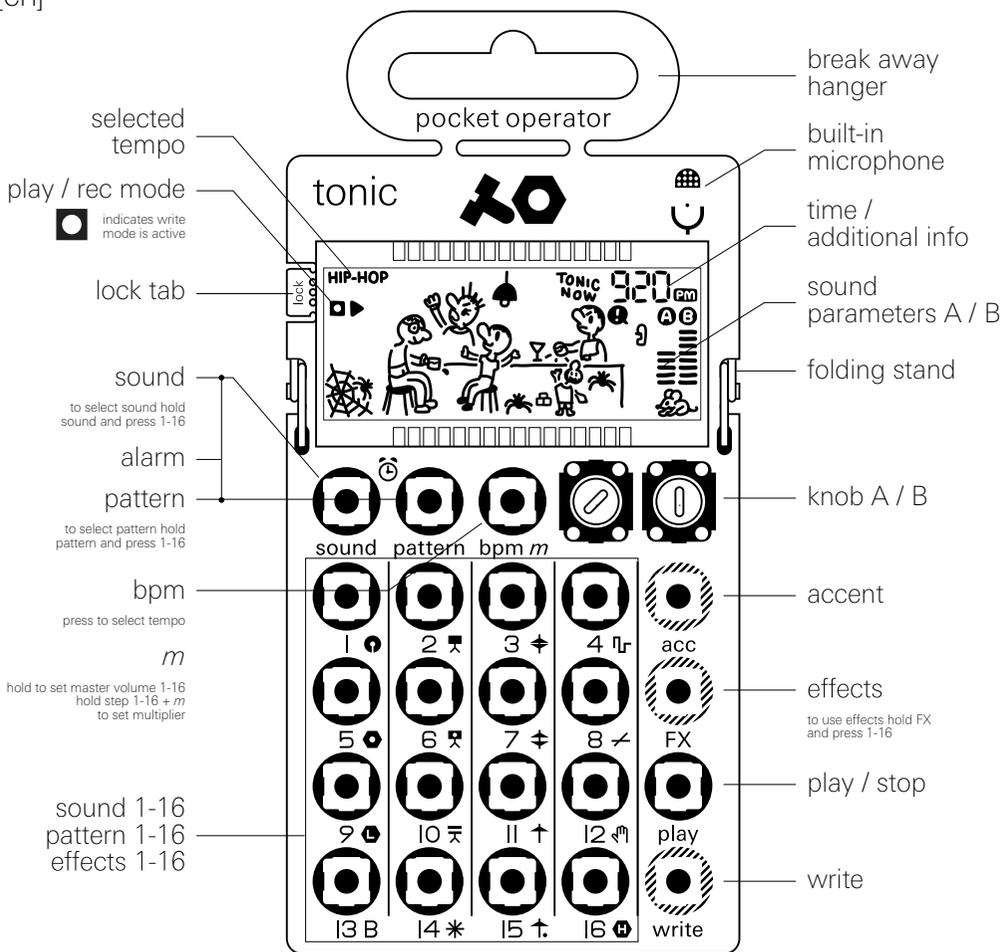


PO-32 tonic manual [en]



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.

sound 1-16

- | | |
|------------------------|------------------------------|
| 1. kick 1 | 9. low tom / kick 3 |
| 2. snare 1 | 10. rim-shot / snare drum 3 |
| 3. shaker / zap | 11. tambourine / noise crash |
| 4. LFO effect | 12. handclap |
| 5. kick 2 | 13. bass |
| 6. snare 2 | 14. fm snare |
| 7. close / open hi-hat | 15. cymbal |
| 8. claves / cowbell | 16. high tom |

effect 1-16

- | | |
|------------------|------------------------|
| 1. half rate | 9. punch |
| 2. distortion | 10. 6/8 quantise |
| 3. squash | 11. beat-repeat |
| 4. echo fade | 12. beat-repeat faster |
| 5. pitch LFO | 13. FM |
| 6. EQ sweep | 14. granular |
| 7. mega morph | 15. reverse |
| 8. pitch bend up | 16. bouncing ball |

PO-32 tonic manual [en]

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. making a beat

select sound

hold sound and press any key from 1-16 to select sound.

create

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

4. tweak the sound

adding effects

while playing, hold FX and press any key 1-16 to add effects. to record effects, first enter rec mode with write button (ensure rec symbol is lit). to clear effects, hold FX in rec mode without pressing any other key.

1. half rate
2. distortion
3. squash
4. echo fade
5. pitch LFO
6. EQ sweep
7. mega morph
8. pitch bend up
9. punch
10. 6/8 quantise
11. beat-repeat
12. beat-repeat faster
13. FM
14. granular
15. reverse
16. bouncing ball

parameter locking

hold write while turning knobs to write sound parameter changes over time. or when in write mode, hold individual step and turn knob to adjust parameter.

accent

to accentuate beats, press acc + 1-16 when in play mode. to program accentuated steps, press acc + 1-16 when in rec mode.

5. swing

hold bpm and turn A to adjust the swing.

6. 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).

7. volume

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

8. live record

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.

9. step multiplier

press and hold any key 1-16 to select step while pressing bpm to insert a re-trig on that step.
press bpm multiple times to switch between 1, 2, 3, 4, 6 or 8 multiplier.

10. 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 acc + 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 64 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.

11. data

transfer data

ensure receiving unit is in 'receive' mode. press and hold write + sound to transfer data to receiving unit.

receive data

via microphone: press and hold acc + sound to enter receive mode.
place mic on receiving unit close

to speaker on transferring unit.
send data from transferring unit.

via line in: insert 3.5mm cable from transferring unit to receiving unit. press and hold acc + sound to enter receive mode. send data from transferring unit.

12. sync multiple units

connect a standard stereo audio cable between the units. the master unit will control the tempo of the slave unit. hold acc 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-32
setting: SY1 SY5 SY4

example B

chain: external → PO-32
setting: volca SY2
iphone
computer
synckontrol

example C

chain: ext. → PO-20 → PO-32
setting: SY3 SY4

example D

chain: PO-32 → ext. (split cable)
setting: SY1

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