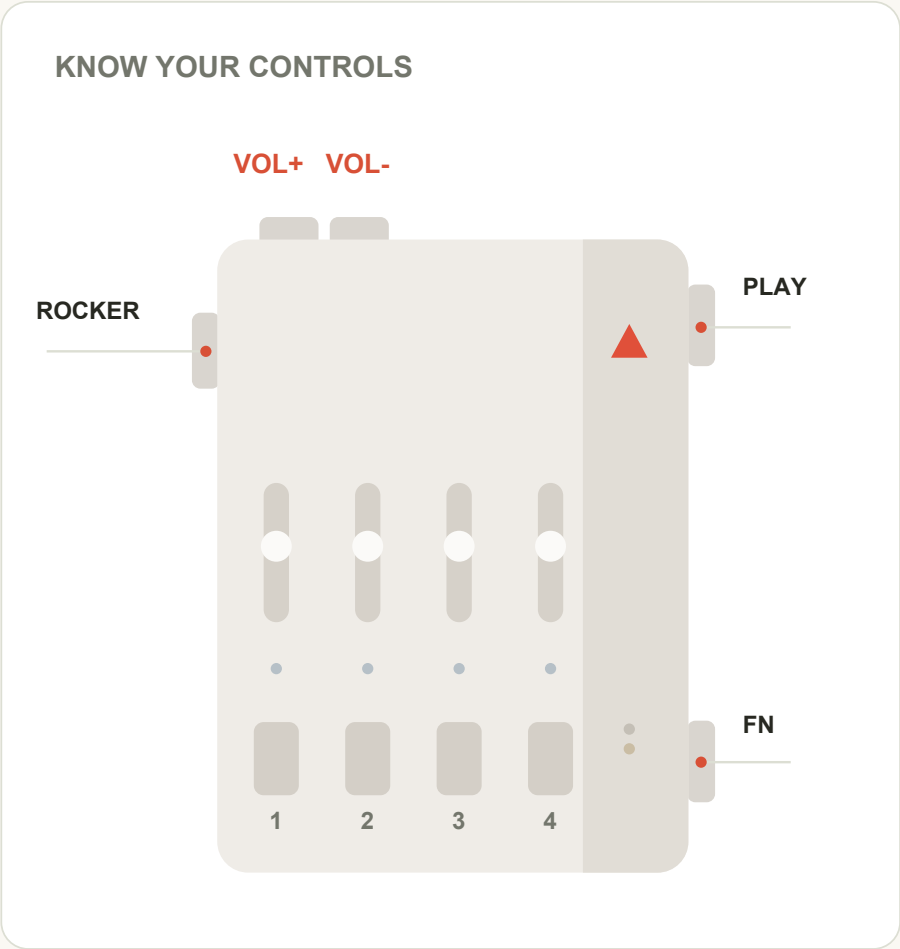


Make your first loop.

Start here. The track buttons record and mute. The faders set the level of each track.



Connect & wake

Audio in

USB-C from your computer or phone.

Select SP-1 as the host's audio output.

Audio out

Headphones or the built-in speaker.

The 3.5 mm jack is an output.

Power on / off

Hold FN ~1.5 s to wake.

To switch off: stop playback, then hold FN ~2.5 s.

01

ARM

Press an empty track until it blinks.

Release. It is now armed.

02

RECORD

Send audio.
Capture starts.

Without a grid, it waits for sound.

03

LOOP

Tap that track again to stop.

Raise its fader to hear it.

Everyday controls

Play / stop

Tap PLAY.

Hold PLAY ~0.4 s, then release to restart.

Mix the tracks

Move faders 1-4.

VOL- / VOL+ changes the master level.

Mute a track

Tap a loaded track.

Tap again to restore. Several buttons toggle their mutes together.

Replace a take

Hold a loaded track ~0.18 s.

This replaces its audio. Tap again to finish.

Delete a take

Tap, then quickly press again.

Hold the second press ~0.4 s.

Start the second press within 0.6 s of releasing the tap.

Songs & settings

Find a song

Hold FN + tap T1-T4.

Selects a bank. Repeat the same button to step through its four songs. Close pages first.

Read the song lights

Solid = bank. Blinking = song.

Hold FN to show them during playback.

Choose loop length mode

Hold FN + PLAY ~0.5 s.

Release both.

Fixed: base-loop multiples, two flashes. Variable: independent lengths, a sweep.

Change brightness

Hold FN + PLAY through 5 s.

The lights change while held. Length mode stays unchanged.

Play the tape.

Speed, windows and resampling. FN means FUNCTION. Hold the prefix first, then use the next control.

01 Speed & pitch

Change speed

Rocker: click = one speed step.
Double-click = one semitone.
Hold = sweep.

Pitch follows speed. Range: 0.25x-1.5x.

Return to normal

Hold FN + double-tap PLAY.
Returns to 1x after a brief triple-tap window.

Jump an octave

Hold FN + PLAY + rocker.
Back = down. Forward = up. A step outside the range does nothing.

02 Chop & window

Shorten / lengthen

Hold FN + rocker.
Up halves; down doubles. Hold to repeat. Chops stay inside your fader-set region.

Move the window

Hold FN + VOL- / VOL+.
With a page open, this walks pages instead.

One window, four faders

Hold FN: F1 = start. F2 = end.
F3 = position. F4 = size / zoom.

Starts from the audible window. F4 down tightens; top restores your region. Cross F1 past F2 for reverse, outside a beat repeat.

Reset / return home

FN + PLAY + VOL- = whole loop, forwards.
FN + PLAY + VOL+ = home, chop size kept.

Outside a repeat. Reset clears window reverse; per-track reverse stays.
Home keeps direction. Repeat controls: sheet 5.

03 Bounce what you hear.

Play the source. Choose a **spare destination track**. A loaded destination is replaced.

TAPE COPY

Hold PLAY, then **tap TN briefly**.
Tap TN again to stop.

Follows tape speed with the source.

SAMPLER PRINT

Hold PLAY, then **hold TN**.
Release TN to stop.

Bakes the heard speed for playback at 1x.

TN is the destination track button. A hold becomes a sampler print after about 0.18 s.

Stop from an open page

Use PLAY + TN again.
Bounce also works in heads mode.

Timing

A grid can add count-out.
Fixed mode and chop can extend the stop to whole cycles.

Speed moves now print. Use the rocker during a bounce. PLAY + rocker makes a beat repeat. Full performance controls: sheet 5.

04 Reverse or isolate.

Press order chooses the action.

Reverse

Hold **FN + TN first**, then tap PLAY.
Tap PLAY before the page opens. Repeat to reverse back.

Momentary isolate

Hold **FN + PLAY first**, then press TN.
Release TN to restore the previous mutes.

05 Four heads, one loop.

Enter / exit heads

Hold FN + triple-tap PLAY.
Start with a loop playing and pages closed.

Perform the heads

Faders = levels. Track taps = mutes.
FN + faders = head positions.
Hold another loaded track ~0.4 s to make its audio the source.

06 Tap a beat grid.

Set the grid

Close pages. Tap FN 4+ times.
Start on the downbeat. Retap loaded loops to match tempo.

Clear / round

Clear: tap FN, quickly press again, then hold ~1 s.
Round BPM: finish a tempo run, then hold FN ~1 s.

Fresh taps align recording to beats. The saved grid follows the loop; speed changes its tempo. Beat repeat: sheet 5.

Find your effects

One page = four controls. Hold FN + T1-T4 for ~0.4 s to open. Release your hands; the page stays open.

REACH PAGES 5-8

Open Page 4. Hold FN: VOL+ = next page / VOL- = previous.

CLOSE

Tap FN

RESET FX

FN + T1 + T4

PAGE 1

FX 1

F1

FILTER

Tap T1: bypass

F2

CHORUS

Tap T2: dry

F3

DRIVE

T3: soft > hard > fold > OFF

F4

GATE

T4: gallop > halves > OFF

Tap rate: FN + T2 or T4.

Hold FN and tap that lane 2+ times.

PAGE 2

FX 2

F1

BITCRUSH

Tap T1: off

F2

RING MOD

Tap T2: off

F3

AUTO-WAH

Tap T3: off

F4

ECHO

T4: 1/16 > dotted > 1/8 > OFF

Tap rate: FN + T4.

Hold FN and tap that lane 2+ times.

PAGE 3

FX 3

F1

PHASER

T1: beat > half > quarter > OFF

F2

SWEEP

T2: beat > half > quarter > OFF

F3

TREMOLO

T3: beat > half > quarter > OFF

F4

REVERB

Tap T4: dry · fader: wet + decay

Tap rate: FN + T1, T2 or T3.

Hold FN and tap that lane 2+ times.

PAGE 4

TAPE

F1

DRIVE

Tap T1: off

F2

STONE

Tap T2: flat

F3

NOISE

Up: hiss / down: vinyl. T3: off

F4

WOBBLE

Tap T4: off + clear tapped rate

Tap rate: FN + T4.

Hold FN and tap that lane 2+ times.

PAGE 5 / GLOBAL EQ

F1: 100 Hz low shelf. F2: 350 Hz. F3: 1.6 kHz. F4: 4 kHz high shelf.
Down = cut; up = boost; center or TN tap = flat.
Always affects the whole mix. Lights show cut/boost amount.

PAGES 6 / 7

Page 6: stereo track placement.
Page 7: take length, grid offset and nudge.
Controls explained on sheet 4.

PAGE 8 / NEXT TAKE FORMAT

Tap TN to choose its next take: mono / stereo.
Solid = mono; blink = stereo. Faders = track levels.
Existing audio stays unchanged. See sheet 4.

Make the fader respond.

- Cross its stored value.** Pickup prevents jumps when you enter, leave or reset a page.
- OFF comes back.** A nonzero move after pickup wakes an OFF cycle at its first option.
- Neutral:** filter, tape tone, noise and EQ at center. Other effect amounts at the bottom.
- Clear a tapped rate:** on its page, hold FN + PLAY and tap TN.

Hold a lane. Shape it.

- P2:** T3 + F3 = wah resonance.
T4 + F4 = echo feedback.
- P3:** T3 + F3 = tremolo shape.
T3 + F4 = stereo spread.
T4 + F4 = reverb damping.
- Relative edits.** Wah: down sharper/up softer. Tremolo: soft to hard. Reverb: dark to bright.
- Move, then release: no tap. Without movement, release fires the tap. Cycle counts flash fast; OFF = one long blink.

Choose what gets FX.

- PLAY + VOL-: INPUT.** Ordinary takes record the input FX. One flash.
- PLAY + VOL+: TRACKS.** Live input stays dry. Two flashes.
- PLAY + double-click either VOL: BOTH.** FX on the heard mix; ordinary takes stay dry. Three flashes.
- Echo + reverb:** both run together, echo into reverb. EQ always processes the mix.
- PLAY + both VOL:** toggle the input monitor. Downward sweep = muted; upward = live. Works on any page.

REFERENCE 3 / 5

Place it. Time it.

Use Page 6 for stereo track placement, Page 7 for timing, and Page 8 for the next recording format.

Page 6 / Stereo placement

Stereo track placement

Faders 1-4 control tracks 1-4.

Move left / right

Fader down = left.

Fader up = right.

Center keeps the original balance. A mono take pans; a stereo take leans.

Center one track

With no take recording, tap TN.

Its light goes dark at center; more light means farther to one side.

Center all four

Hold FN + tap T1 + T4 together.

On page 6, this resets placement.

Keep your placement

Wait about 2 seconds after editing.

Saved per song. Replacing or deleting a take keeps that track's placement. A bounce prints the placed mix.

Page 8 / Next take format

Page 8 - MONO / STEREO

Before recording, tap TN to choose that track's next take.

Solid light = mono. Blinking = stereo. Existing audio is unchanged; faders still set track levels.

Page 7 / Take & timing

Page 7 - TAKE & TIMING

F1 = grid offset. F2 = take length.

Move the downbeat

Move F1. Center = no offset.

Up = later; down = earlier, by up to about half a beat. The beat lights and future grid-aligned punches follow.

Choose a take length

Move F2 from bottom to top:

OFF / 1 / 2 / 4 / 8.

Variable mode: bars, with a grid. Fixed mode: base loops, once the first loop exists.

Record to that length

Close the page with FN.

Press an empty track until it arms, then release.

The take stops automatically. Tap the recording track to finish earlier. Bounces do not use the preset.

Read the length lights

F2 changes flash T2's light:

1 / 2 / 3 / 4 flashes = 1 / 2 / 4 / 8.

Open page 7 during a preset take to see the countdown. Up to four lights show units remaining; the last unit blinks.

Fixed / variable mode: hold FN + PLAY about 0.5 s, then release. Page 7 has no separate mode button.

Page 7 / Nudge a loop

Slide one track in time

On page 7, hold TN.

Move its own fader.

Up = later. Down = earlier. Edits are relative to where the fader was when you held the button.

Release and keep editing

Let go of TN.

You remain on page 7: F1 returns to grid offset, F2 to take length, F3/F4 have no plain action. Tap FN to return to the mix.

Read the nudge lights

While held: its light shows the amount.

After release: nudged tracks glow dim between beats. The 1-2-3-4 chase shows the grid.

Reset one control

With no take recording, tap TN to center its nudge.

If already centered: T1 clears the grid offset; T2 switches the take length off. T3/T4 do nothing.

Reset the whole timing page

Hold FN + tap T1 + T4 together.

Grid offset = 0. Take length = OFF. All track nudges = center.

Nudge also works without a grid. A track being recorded cannot be nudged. In heads mode, nudging the source moves all its heads. Settings save per song after about 2 seconds.

Reach Pages 5-8: hold FN + T4 about 0.4 s to open Page 4, then release. Hold FN and click VOL+ once for Page 5, twice for Page 6, three times for Page 7, or four times for Page 8. Release FN to stay on the page. Tap FN to close.

Catch a beat. Bend it.

Beat repeat in 3.1.1. Start with a loaded song playing in normal track mode. Up / down means the rocker ends.

01 Catch & resize

Catch a beat

Hold PLAY + click rocker UP.

Repeats the previous grid beat. DOWN starts with two beats on an even-beat grid.

Make it shorter / longer

Keep PLAY held. UP halves; DOWN doubles.

Click again, or hold to keep stepping. Resizing keeps the captured start, within the audible window.

Repeat inside a chop

The repeat stays inside your chopped audio.

If the requested beat window would fill the chop: UP starts with a quarter of it; DOWN with half, down to the minimum size.

Release: hold the tape

Release PLAY with FN released.

On a gridded song, playback resumes from the repeat, with the tape shift rounded to the nearest bar. A short stutter may leave the position unchanged.

Without a grid

UP starts at 1/8 of the loop; DOWN at 1/4.

Chop limits still apply. On release, playback returns to its running position; there is no bar-based tape hold.

02 Shape the repeat

Keep PLAY held while you use these controls.

Move the window

VOL- = earlier. VOL+ = later.

Each press shifts it by one current window length, inside the audible cycle.

Jump an octave

Add FN + click the rocker.

Down = an octave lower. Up = an octave higher, within the tape-speed range.

Four faders, one window

Add FN: F1 = start. F2 = end.

F3 = position. F4 = size / zoom.

Move a fader to engage it. F3 slides the window without changing its width. F4 tightens it about the centre; top restores the window set by F1-F3.

Keep shaping

Lift FN; keep PLAY held.

The rocker resizes again. Re-gripping FN preserves your window so the zoom can widen back out.

Set FX routing before starting a repeat: during it, VOL- / VOL+ moves the window. For the whole-loop reset, end the repeat first.

03 Print the performance

Print a repeat

Hold PLAY, make the repeat, then tap a spare destination TN.

A tape copy captures the stutter. Keep PLAY held to resize while recording.

Let the song flow back in

After tapping TN, release PLAY.

The repeat ends and the copy continues from the running tape position. During a bounce, repeat release does not hold the tape. Tap TN again to stop.

Sweep the tape into a take

During a bounce, use the rocker with PLAY released.

Speed changes are recorded into the copy or print as you perform them.

Inside a held sampler print

Keep TN held. PLAY up: rocker = speed.

PLAY down: rocker = repeat.

For an octave, hold FN + PLAY and click the rocker. Release TN to end the print; release PLAY too to end the repeat.

Tape copy: speed moves print relative to the starting speed.
Sampler print: the performance is baked for playback at 1x.