Play

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PITCH
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2hp

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Description

Play is a high fidelity sample player with a full feature set. Up to 32 samples can be loaded at a time and dynamically switched between using the file knob and associated CV input. Playback modes include one-shot, looping, or gated playback; all with extremely low latency. Transform your samples by pitching them up two octaves or down three octaves, all with a pitch knob that can be free running or quantized to semitones. The pitch CV input tracks volt per octave across its entire range and allows for musical sequencing of samples. Play ships with a pre loaded SD card packed with loops, drum hits, and field recordings to get you up and running immediately.

- High fidelity sample playback
- No naming convention or special formatting necessary
- Pitch CV input tracks volt per octave
- Low latency playback modes including one-shot, looping, or gated
- Feature set can be expanded and tweaked via config file on SD card

Installation

To install, locate 2 HP of space in your Eurorack case and confirm the positive 12 volts and negative 12 volts sides of the power distribution lines. Plug the connector into the power distribution board of your case, keeping in mind that the red band corresponds to negative 12 volts. In most systems, the negative 12 volt supply line is at the bottom. The power cable should be connected to the module with the red band facing the front of the module.

Specifications

- Size: 2 HP
- Depth 42mm
- Current Consumption:
    - +12V: 85mA
    - -12V: 5mA
    - +5V: 0mA

Diagram

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Functional Overview

1. V/OCT

1V/Octave input for pitch

CV Range: -1.5V to +6.5V

2. Pitch

Controls the pitch of the selected sample by changing its playback speed.

Lowering the pitch will make the file playback slower.

Raising the pitch will increase the playback speed; very useful for creating chipmunks in your synth.

3. Loop

Switches between looping and one shot playback modes.

When the toggle is in the left position, one shot playback mode will be selected.

When the toggle is in the right position, looping playback mode will be selected.

4. File

Changes the selected file for playback. This will be applied the next time a the sample is triggered.

The file will not change when at the end of a loop, the play must be retriggered to play a new file

CV Range: -5V to 5V

5. micro SD Card Slot

Socket for a micro (u) SD card.

An card is provided with the Play, and can be reloaded with your own files.

To format your own card:

Use your personal computer to reformat the micro SD card as FAT32 (all important files should be backed up as this does erase the chip).

Load audio files onto the SD Card.

Audio files are sorted alphabetically, and become evenly distributed across the knob.

Up to 32 files can be loaded simultaneously.

There are only three requirements for an audio file:

- It is a .wav file, ending with ".wav" or ".WAV"
- The file is mono
- The file is 16-bit

Files at 44.1kHz are recommended, but other sample rates can be loaded as well.

This will affect the playback speed of the output signal.

6. Trig

Triggers the currently selected file to start playing.

Gate input is rising edge sensitive. Triggers of any length will retrigger the Play.

7. Output

Audio output

User-Configurable Options

By loading a file called "options.txt" on the SD Card, a few additional features become configurable.

There are 5 user-configurable options. Here is an example of a working file:

```
QUANTIZE_PITCH=1
ADD_FADES=1
GATED_PLAYBACK=0
LOCK_PITCH=0
CHANGE_ON_LOOP=0
```

All options should be set to 0 or 1 (disabled or enabled).

If the options.txt file is missing, or does not have all of the available options present that option will be set to its default.

Quantize Pitch

Quantizes the Pitch knob and V/Oct CV Input to semitones

This feature is disabled by default.

Add Fades

Adds slight fades to the beginning and end of the sample to prevent popping and clicking on imperfect loops or samples that end abruptly.

This feature is enabled by default.

Gated Playback

Plays file only while the Trig gate input is held high, or the button is held down.

Looping control still works as long as button/gate is held.

It is highly recommended to enable the Add Fades option when using gated playback to avoid unintended pops and clicks.

This feature is disabled by default.

Lock Pitch

This will lock a file to its original pitch.

This will check the file's sample rate, and adjust the playback speed to the sample's intended playback speed.

This feature is disabled by default.

Change On Loop

Enabling this feature will cause the currently playing file when a file loops, in addition to when a trigger is present.

Disabling this feature will require a Trig button press or gate input signal to change which file is currently playing back.

This feature is disabled by default.