super sixteen

extralife instruments

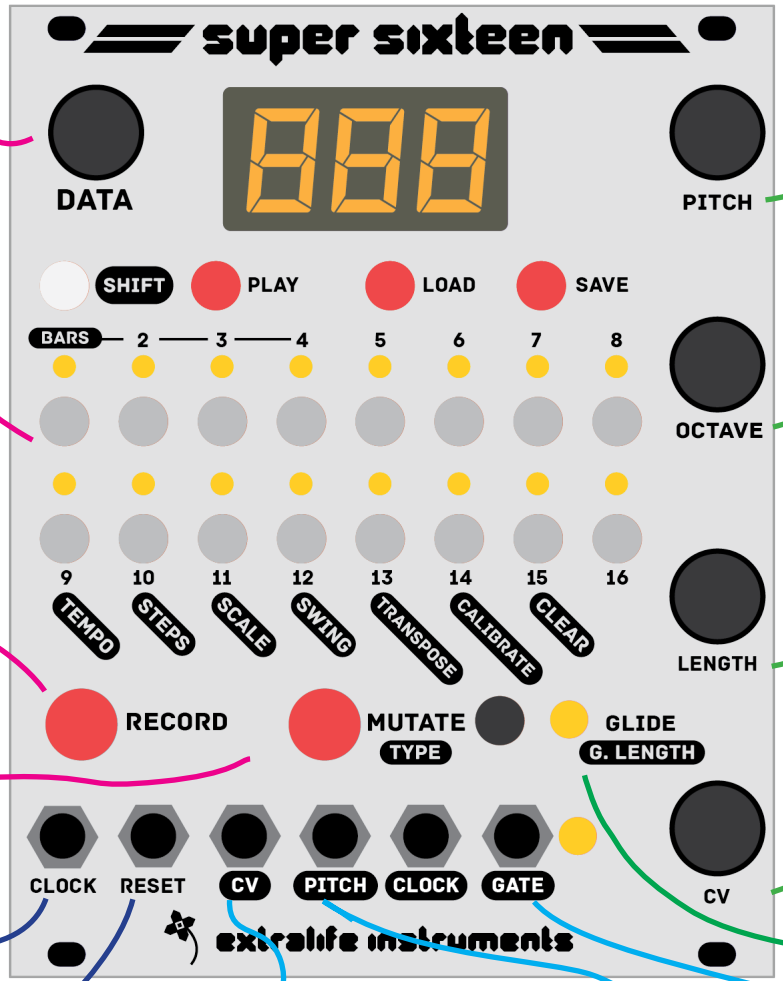
Quick Start Guide 1.0

DATA this stepped encoder adjusts the selected sequence parameter, like patch number or tempo.

STEP BUTTONS select and toggle steps on and off. Press once to select and again to toggle. Inactive steps are activated automatically when selected.

RECORD enables motion recording. Press and hold while adjusting ***PITCH, OCTAVE, LENGTH,*** or ***CV*** to record changes to the currently playing steps in real-time.

MUTATE activates the selected "mutation" or pitch/rhythm effect. Adjust ***DATA*** while holding ***MUTATE*** to change the effect depth.



PITCH Adjusts pitch output for selected step.
Range +/- 12 semitones

OCTAVE Adjusts pitch output for selected step by increments of 12 steps.
Range +/- 4 octaves.

LENGTH Adjusts the duration of the selected step, as a percentage of a single step's length. Range 0-400%.

CV Adjusts the value of the secondary CV output for the selected step. Range 0-100%

GLIDE Activates portamento, or a "slide" to the selected note over its duration.

CLOCK input accepts a 1-pulse-per-step clock signal and advances the sequencer in sync to external gear.

RESET input accepts a pulse to restart the sequence at the beginning, for synchronized looping.

CV output sends out an unquantized control voltage controlled by the ***CV*** parameter for each step (0-8v)

PITCH output sends out a quantized control voltage set by the ***PITCH*** and ***OCTAVE*** parameters for each step (0-8v)

GATE output sends 5V gate signals for each active step, the duration of which is set by each step's ***LENGTH***

sequence controls

SHIFT Press [SHIFT] plus another button simultaneously to access its secondary or "shift" function (these are outlined in black labels on the panel). Buttons that have shift functions include Steps 9-16, Record, Mutate, Glide, and Play. When you are editing a parameter, press [SHIFT] again to exit back to the main note data display.

PLAY Start or stop the internal sequencer playback. [SHIFT]+Play resets to the start, the same as a pulse to the RESET input. A pulse to the CLOCK input will stop the internal sequencer.

NOTE: Pressing play while the CLOCK input is receiving a signal generally has no effect - if the internal tempo is set much faster than the external clock, however, pressing play may cause the sequencer to gain

LOAD/SAVE enables you to save the active sequence or load a new one. To save a sequence to memory, press SAVE once, and then use the DATA knob to choose the PATCH NUMBER (1-99) [0-99] where this sequence will be saved. To confirm it, press SAVE again. Press [SHIFT] to cancel saving. Once saved, the sequence can be recalled at any time. It's a good idea to save your sequences frequently, since it's easy to radically alter the patch memory.

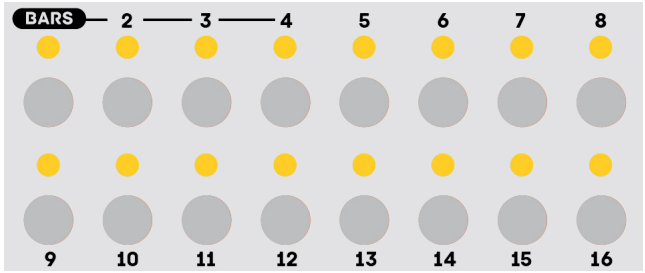
Once you've chosen a PATCH NUMBER to save your sequence, you can double-tap SAVE to overwrite it with the active sequence. Get in the habit of doing this whenever you make a change you like! You can likewise double-tap LOAD to reload the last-saved sequence if you make a change you dislike.

To load a sequence, press LOAD once, and then use the DATA knob to choose a PATCH NUMBER to load. Press LOAD again to confirm it. If there is no sequence in that patch number, the display will flash "ERR" (error). This just means that patch number is empty.

NOTE: When a new sequence is loaded, the sequence will "pick up" playback in real-time at the same place in the last bar of the sequence, making synchronized songs and pickup phrasing dead simple.

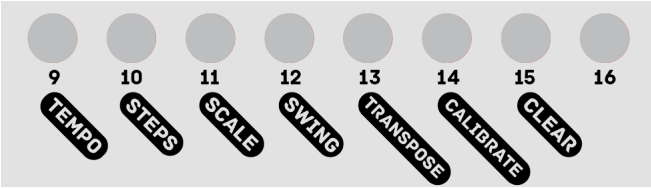
For example, when switching from a 16-step sequence to a 16-step sequence on step 10, the next sequence will start playing at step 11 before looping. When switching from a 16-step sequence to a 32-step sequence on step 15, the next sequence will start playing at step 32 before looping.

step editing



multi bar sequences

shift functions

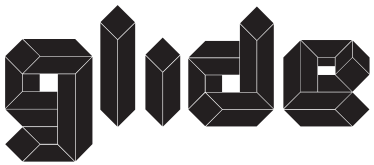


scales

mutations

rEP	REPEAT
rEU	REVERSE
oct	OCTAVE SHIFT
9Ld	AUTO-GLIDE
Fr2	FREEZE
StP	STUTTER
rnd	RANDOMIZE
Stt	STUTTER
roL	ROLL


calibration


glide

specifications

DIMENSIONS:
Height 129.5mm
Width 111mm (22 HP aka 22 horizontal pitch)
Rear Depth 38mm
Front Depth 25mm (aka knob height)
Total Depth 64mm

Electrical characteristics
Pitch output voltage: 0-8 volts
CV output voltage: 0-8 volts
Gate output voltage: 0-5 volts
Clock output voltage: 0-5 volts

Clock input voltage: 10v maximum
Reset input voltage: 10v maximum