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Speak 'n Tweak User Manual

ST4 FEATURES

- **Tweak button**
- **Glitch1/"ON" switch**
- **Loop/reset switch**
- **Loop randomize switch**
- **Loop randomize tune knob**
- **Loop tune knob**
- **Pitch knob**
- **Volume knob**
- **Hold switch**
- **Glitch2/"GO" switch**
- **Tone button**
- **Power adapter jack**
- **1/8" headphone jack**

CONTROLS:

Two types of switches are used on this piece.

One standard two position (up-on/down-off) switch (the red switch) and four three position (up-on/center-off/down-momentary) switches.

Three of these switches are configured to have two different functions. Flipping the switches up turns on different glitching modes, pressing down triggers different actions like activating the"ON" or "GO" sequence or resetting the power.

All of the controls fall into two categories.
1. Actions
2. Modifiers

The "action" controls are:
- ON
- GO
- reset

These allow you to turn the power on and off and trigger sounds to be tweaked with the "modifier" controls. The touch pad can also be used to trigger different sounds but most effects can be achieved using just "ON" and "GO" with the modifiers.

The "modifier" controls are:
- Pitch
- Volume
- Tone
- Tweak
- Glitch 1
- Glitch 2
- Hold
- Loop
- Loop randomize

Each of these modifiers will change the sound triggered by the "action" switches in different ways. Below is a description of each modifier and how it can be used.

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PITCH & VOLUME
These are pretty self explanatory.

TONE
Pressing the "tone" button generates a straight tone. The pitch of this tone can be changed by adjusting the "pitch" knob.

TWEAK
"Tweak" will glitch any sound that is playing.
• Press the "ON" or "GO" switches or any button on the touch pad.
• While a sound is playing, press and release the "tweak" button.

GLITCH 1 & 2
The "glitch" features effect the speech synthesis of the Speak&Spell resulting in garbled sounds and "R2D2" type effects.
• Turn on the S&S
• Throw either of the "glitch" switches
• Press "GO"
Similar effects can be achieved by pressing other buttons on the touch pad, but "GO" usually triggers the longest streams of sound.

HOLD
"Hold" will grab any sound that is playing when the switch is thrown and loop a very short piece of that sound.
• Press any button.
• While a sound is being made, throw the "hold" switch.
NOTES:
• This is a three position switch. Flipping the switch up or down will activate the same "hold" effect.
• The momentary feature of this switch can be useful for creating a staggered speech effect. For example when the S&S says "Spell the word two", you can press and release the down position to make it say something like spelllllllllllll the worrrrrrd twoooooooooooo"
• "Hold" can also have interesting effects when activated while a loop is playing.

LOOP & LOOP TUNE
The "loop" feature will function as a glitch or loop generator depending on how "loop tune" is set. When "loop tune" is about half way up it functions as a glitch. Pressing different buttons on the touch pad will conjure short, glitched sounds.
Turning the knob a few degrees more makes "loop" function as a loop generator. In this mode "loop" conjures a variety of interesting looping sounds when different "ON" or "GO" are pressed. Some loops repeat identically and indefinitely, others change slightly as they go. For instance random bleeps will play through the loop at intervals that differ from the rhythm of the main loop.
• Turn on the S&S.
• Turn "loop tune" all the way up.
• Throw the "loop" switch. Hit the "GO" or "ON" switch repeatedly until a loop is generated.
• If the screen freezes, press the reset switch and start again..
NOTES:
• Turning "loop tune" down will release the loop and generate glitched sounds. Interesting effects can be achieved by quickly turning this control down and up again while a loop is playing.
• Loops will be generated more often if the pitch is all the way up when you press "ON" or "GO".

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LOOP RANDOMIZE & LOOP RANDOMIZE TUNE

"Loop randomize" alters loops generated by the "loop" feature to varying degrees.
• Press "ON"
• Turn the pitch all the way up.
• Generate a loop using the "loop" feature.
• Make sure the "loop randomize" knob is all the way down.
• Turn on "loop randomize"
• Slowly turn the knob clock-wise. The loop will change and become more segmented the further you turn the knob.
• If the loop stops or the S&S crashes, turn off randomize, reset the power   and start again.

NOTES:

"Loop randomize", "loop" and "pitch" interact in a strange way. This may sound a little confusing, but it's vital to understand
    the interaction of these controls in order to really explore the capabilities of the "loop" feature.
When the pitch is turned down, it is essentially the same as proportionally turning "loop randomize tune" up. Therefore if
    you are randomizing a loop and you turn the pitch down, the loop will become increasingly more randomized (as if you
    were turning up the randomize control). This means that loops can only be faded from unaffected to fully randomized
    when the pitch is all the way up.
Luckily there's a way to counter pitch's effect on randomize.
When "loop tune" is turned down, it is the same as turning "loop randomize tune" down. The adjustment to the "loop tune"
    knob should be very subtle. Just a few degrees of a turn will often set the randomize "base" to the proper level.
• Turn "loop tune" all the way up.
• Turn the pitch all the way up.
• Generate a loop
• Turn "loop randomize tune" all the way down.
• Switch on "loop randomize".
• Slowly lower the pitch until the loop starts to randomize.
• Very slowly turn down "loop tune" until the loop returns to normal.
• At this point you should be able to use "randomize tune" to fade the loop from un effected to fully randomized.

FINDING NEW EFFECTS:

Many of the modifiers will interact in interesting ways when used in conjunction.
The combination of modifiers, the order in which they are each activated and the mode that the S&S is in are all factors
    to consider when looking for new sounds and effects, especially if one hopes to recreate their findings. When I say
    the "mode" of the S&S I mean that pressing different buttons puts the S&S into different game sequences. Pressing
    "RANDOM LETTER" or "ON" will have a different effect with the Glitch modifiers then pressing "GO" will have.
Here's an example of one way that different modifiers can be used together.
• Press "ON".
• Throw the "glitch2" switch.
• Throw the "loop" switch. Make sure "loop tune" is all the way up.
• Press "GO" repeatedly until you get a loop.
• Often the loops generated this way are a little slower then usual. It's difficult to recognize at first but you'll recognize the
    difference after a little while. It won't work every time, but after a few tries you should be able to get into "slow loop"
    mode.
• Once in "slow loop" mode, press the "tweak" button.
Every time the button is pressed, the loop will change.

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