Audio Thingy 1 Logo. A black triangle next to a black "T" and then a fuschia coloured "1".

# Audio Thingy 1 manual

## Getting started

### Power up

Insert two new AAA batteries. Pay attention to the plus and minus positions.

### Connect

Plug in a speaker or your headphones via the AUX port at the top of the device.

## Play

### Select instrument

Using the knob at the top left of the screen, select an instrument from the list displayed on the screen.

### Make some noise

Press a button on the main 5x5 grid of buttons to make some sounds.

## Loop

### Record

Do stuff to activate the recording mode for one loop pad. Play some music. Press stop.

### Repeat

The music you just played will loop forever now. You can see the loop’s progress on the side bar in the screen.

### Pause

Pause the loop by hitting the loop pad you want to pause.

### Restart

Press the pad you want to start up again. The loop position will reset to the start of the loop.

## Volume

Use the knob at the top right of the screen to control the main volume of the device. It will show on the screen in the bottom right-hand corner.

## Adding new instruments

### Download

The instruments are software-based and programmed in C++. Download new instruments from our website.

### Create your own

You can make your own instruments by following the guide on our website.

### Installing on the AT1

Make sure that the AT1 is off before continuing.

Take out the SD card from the device. Connect the card to your computer and drag and drop the C++ files you have into the “instruments” folder of the SD card. Eject the SD card and put it back in the AT1. Turn on the AT1.

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<https://github.com/mipy1/Audio-Thingy-1>