

ENSPERBASTL

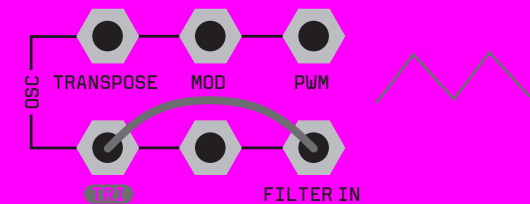
SOFTPOP SP2

FEEDBACK COMMUNICATOR
ED. 2022

QUICK START

THIS SOFTPOP SP2 IS RUNNING THE DIGITAL VCO FIRMWARE.

By default the Softpop SP2 oscillator produces a PULSE wave. By patching TRI into FILTER IN you can change the waveform.



To switch oscillator waveforms at the TRI output hold SLIDE + MIDI and press GATE buttons 1-8.

Hold SLIDE and move the FINE TUNE fader to alter the shape of each waveform.

- Fractal Triangle
- Animated Fractal Triangle
- Super Triangle
- Triangle To Noise
- 2xFractal Triangle
- Exp Saw Detune
- Super Saw
- Glitch Radio

See the full manual here

WWW.BASTL-INSTRUMENTS.COM

Join our Community here

BUTTON COMBOS

BASICS

PLAY=▲and TRIG=▼when used with other buttons
GATE=press any one gate
GATES=press multiple gates one after another while still holding the context button

PATTERN+SLIDE+PITCH FADER=RECORD pitch sequence
PATTERN+SLIDE+TRIG=RECORD gate sequence
SLIDE+MIDI+GATE=select waveform
SLIDE+FINE TUNE=alter the wave shape of the waveform
SCALE+SLIDE=SAVE bank
SCALE+PATTERN+GATE=LOAD bank

SCALE+GATE=select a scale
SCALE+GATES=chain scales
SCALE+▲/▼=select a semitone
SCALE+TEMPO=semitone on/off (indicated by PLAY LED and GATE 1)
SCALE+TEMPO+▲/▼=transpose whole scale by one semitone
SCALE+MIDI=copy MIDI defined scale to currently edited scale

MIDI

MIDI >5s=MIDI learn
MIDI+GATE=set MIDI channel to 1 to 8
MIDI+selected GATE=set MIDI channel to 8+1 to 8
MIDI+PLAY=activate/deactivate MIDI clock
MIDI+SCALE=activate/deactivate MIDI scale mode
MIDI+PATTERN=activate/deactivate CV Out generating Velocity CV
MIDI+TRIG=activate automatic envelope triggering from MIDI Notes

FIRMWARE UPDATE

Hold MIDI at startup and play wav file into Reset input.

SEQUENCER

PATTERN+GATE=select a pattern
PATTERN+GATES=chain patterns
PATTERN+▲/▼=shift a whole pattern by 1 step

PATTERN+TEMPO=copy currently selected pattern to the next selected pattern
PATTERN+MIDI=activate triggered pitch mode=pitch is only updated on active gates

SLIDE+GATE=activate/deactivate slide on that step
SLIDE+▲/▼=set slide rate (1=no slide)

PLAY (short)=start and stop sequencer
PLAY+GATE=select playmode
PLAY+GATES=chain playmodes

TEMPO+TEMPO=tap tempo
TEMPO+▲/▼=increase/decrease tempo
TEMPO+▲/▼>1s= gradually increase/decrease tempo
TEMPO+GATE=select divider/multiplier
TEMPO+▲+▼=learn tempo from looping envelope

TRIG=trigger envelope
TRIG+GATE=activate temporary FX (hold several to combine)
TRIG+PLAY+GATES=record loop of temporary FX
TRIG+PLAY=erase loop of temporary FX
TRIG+SLIDE=set ENV G to GATE/TRIGGER
TRIG+PATTERN=set SLIDE G to GATE/TRIGGER

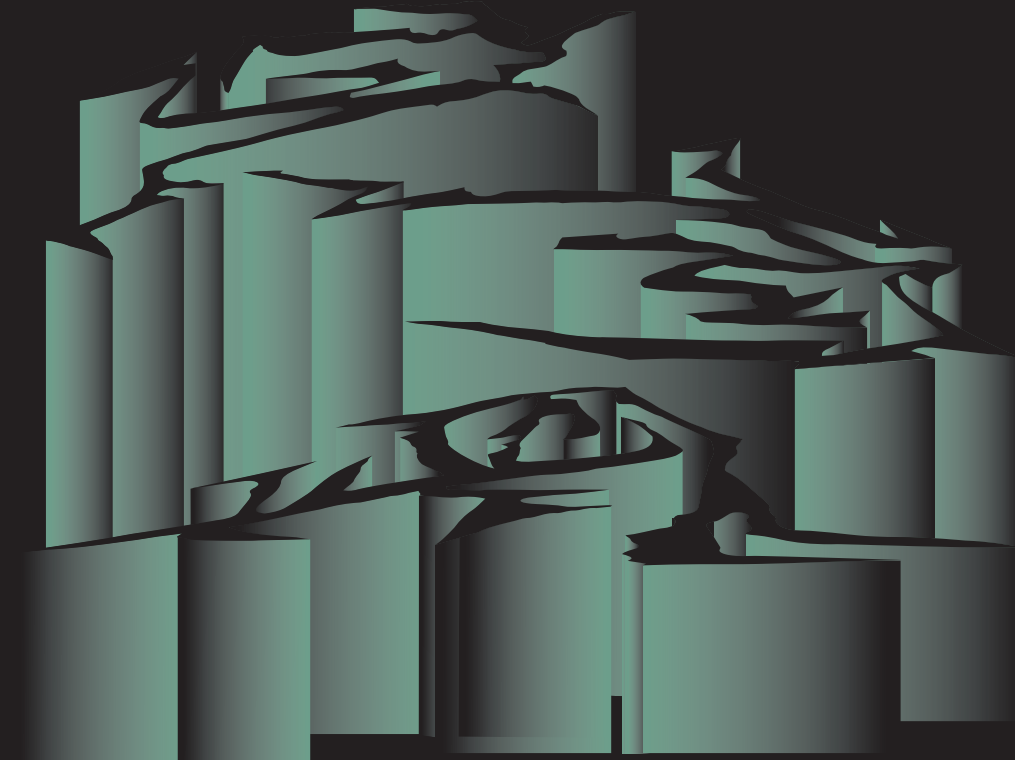
DIRECT STEP EDITING

GATE+▲/▼=edit step pitch
GATE+PITCH FADER=edit step pitch
GATE+TEMPO=preview step pitch

BOOT/POWER UP SETTINGS

Hold SCALE at power up=shorten the range of the PITCH fader
Hold SLIDE at power up=make FINE-TUNE fader control waveshape by default, FINE-TUNE is hidden under SLIDE+FINE-TUNE
Hold PATTERN at power up=toggle CV Pitch tracking mode for CV out
Hold SCALE+SLIDE at power up=calibration and test mode
Hold PLAY+TEMPO+TRIG at power up=factory reset

SOFTPOP SP2



ENSPERBASTL

The HP/BP/LP

The HP/BP/LP switch selects the filter type.
 HP=Highpass: passes frequencies above cutoff
 (cuts bass)
 BP=Bandpass: passes frequencies around cutoff
 (cuts bass and treble)
 LP=Lowpass: passes frequencies below cutoff
 (cuts treble)
 Right fader is CUTOFF MOD: how much the envelope
 affects the cutoff frequency.
 RESONANCE makes the filter self-oscillate and
 emphasize frequencies around the cutoff frequency.
 POP increases the cross modulation between the
 oscillator and filter, resulting in a harsher
 sound to the right. Keep left for softer sounds.

ENVELOPE

shapes the character of your sound in time.

RATE controls the speed of the envelope.
SHAPE adjusts the proportion between the attack
and decay phase of the envelope.
CYCLE makes the envelope oscillate like an LFO.

The graph illustrates a periodic waveform. The horizontal axis represents time, and the vertical axis represents amplitude. The waveform consists of a series of repeating pulses. Each pulse has a rising edge labeled 'Trig' (Trigger), a peak labeled 'Attack', and a falling edge labeled 'Decay'. The duration of the rising edge is labeled 'Attack', and the duration of the falling edge is labeled 'Decay'. The total duration of one pulse is labeled 'Cycle'. The amplitude of the pulse is labeled 'Rate', and the shape of the pulse is labeled 'Shape'.

TRIG will trigger the envelope once.
The DRONE/ENV switch lets you select between DRONE
(sound always on) or ENV (volume increases with
the envelope).

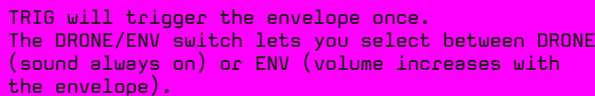


FIG. 02



FIG. 02

4

Bring up PITCH MOD to apply randomness to your melody.

5

Hold SCALE and press GATE to select a scale.
Press multiple GATES in a row to chain scales.

6

Hold PATTERN and press GATE to select and make a new pattern.

7

When you have more patterns, let's make them play one after another. Hold PATTERN and press several GATES in a row to chain the patterns.

8

Press SLIDE + SCALE to SAVE all your music for the next time you turn on the softPop2.

9

Hold a GATE and press UP/DOWN or move the PITCH FADER to edit the pitch of the step.

10

Hold GATE and press TEMPO to preview the pitch of the step.

EXPLORE THE UNIT AND TRY TO DECODE ALL THE COOL THINGS YOU CAN DO WITH SOFTPOP2!