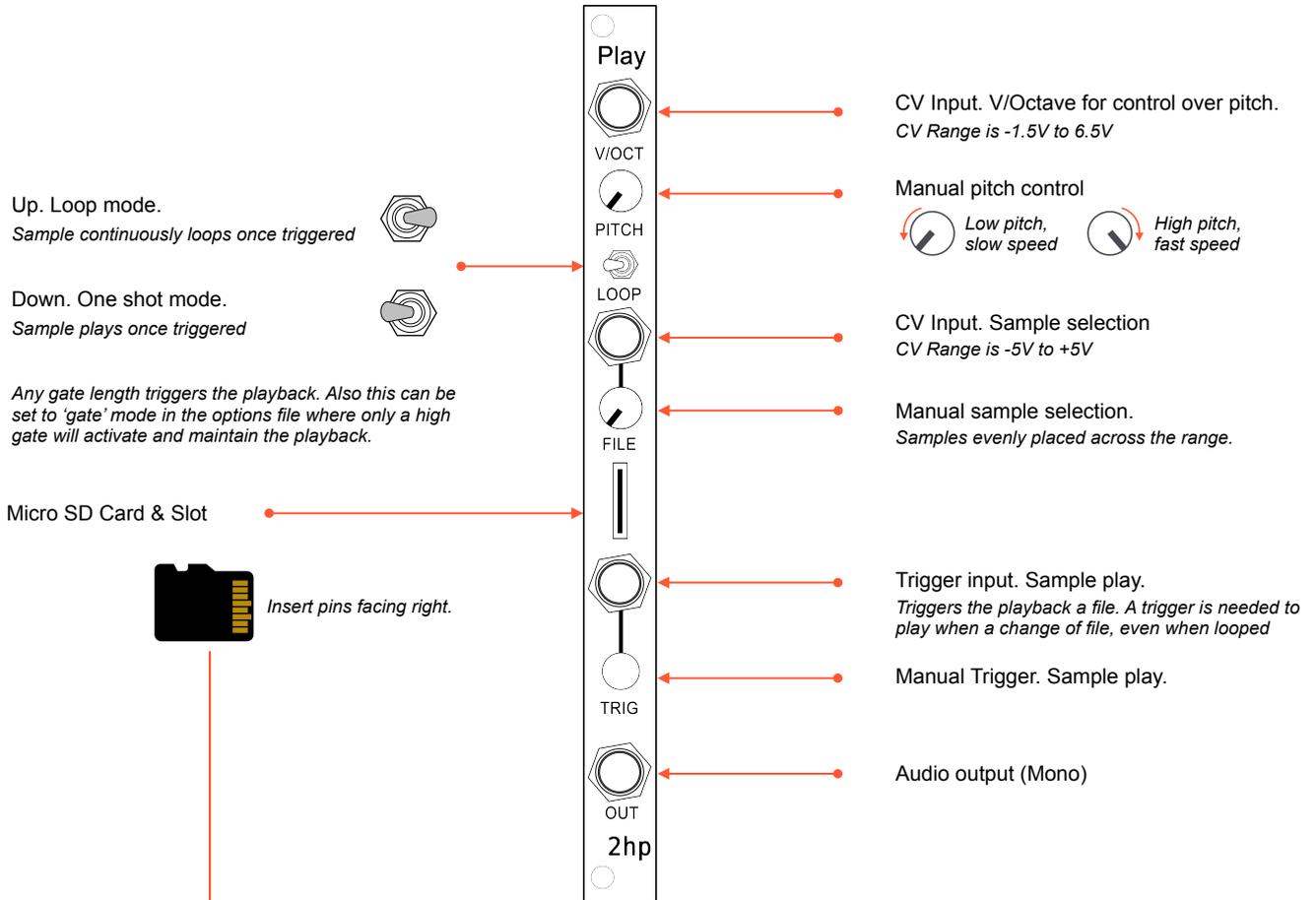


Play is a compact audio sample player. Audio files are selectable using the front panel control or by CV. Loop and one shot options also are provided, pitch control and trigger. Samples are held on the micro SD card. Options can be configured by changing the options.txt file located on the SD card.



**FAT32**

SD Card formatted to FAT32 format

Sample files must be .wav (labelled as .wav or .WAV), 16 bit and mono. 44.1kHz is recommended (format affects speed).

**SD Card Samples.**

32 Samples can be loaded into play. The samples are arranged and loaded in alphabetical order (hence the letter as lead in the filename) and placed at even intervals across the control selection.

Factory Files (user files can also be added)

a_kick.wav	i_mbira.wav
b_electro_magnetic_noise.wav	j_machine_noise.wav
c_bass.wav	k_metal_shuffle.wav
d_doublestops_violin.wav	l_epiano_maj7.wav
e_snare.wav	m_rattle.wav
f_glitchy_hit.wav	n_sapo_loop.wav
g_joujouka.wav	o_stream_white_mountains.wav
h_humm.wav	p_zap_1.wav

Play2hp.pdf - User manual  
options.txt - play configuration file

**Tip:** Create multiple configurations using a number of option.txt files. Rename inactive files for reference, i.e. gate\_options.txt. Change only the required options file to 'options.txt' for active use. This makes it easy to change configurations in future and without continuous text editing.



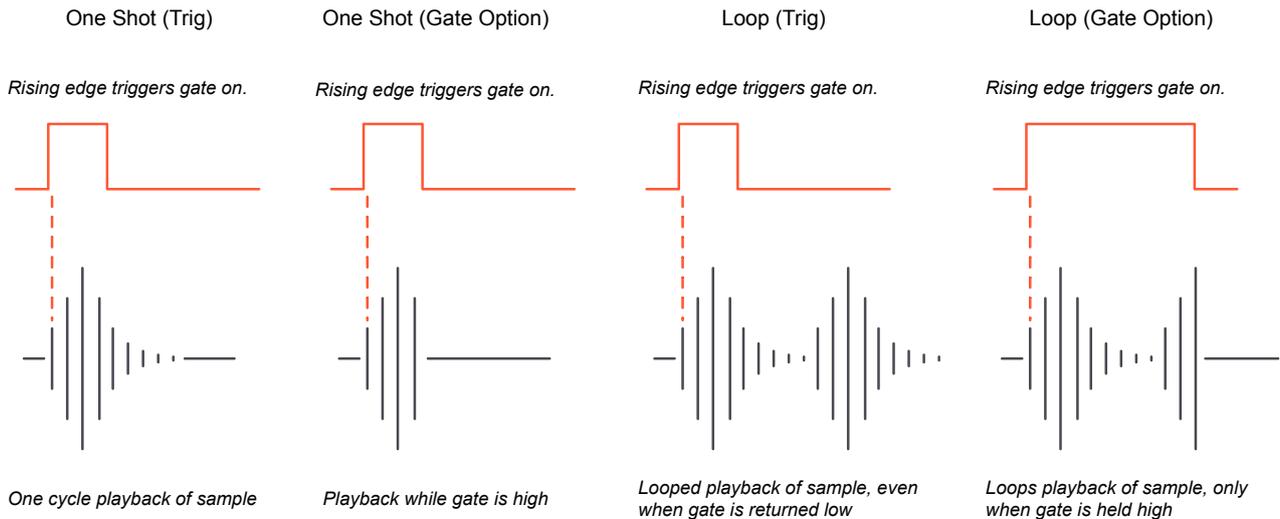
### Configuring Play

1. Remove the micro SD card and use a PC / MacBook card reader to access the files.
2. Open the 'Options.txt' file located on the card using a text editor. Its good practice to back up the entire SD and content.
3. Change the desired parameter setting to switch the option on (1) or off (0) in the text editor.
4. Load the new options.txt file onto the SD card, replacing the previous version.
5. Re-install the SD card into Play and switch on.

Options - Parameter settings (Default is shown):

	Enabled = 1	Disabled = 0	Default
<b>QUANTIZE_PITCH=0</b>			
Quantize Pitch	Pitch quantized to semitones	No pitch quantization	Disabled = 0
<b>GATED_PLAYBACK=0</b>			
Gated Playback	Playback only when trigger is high	Playback on any length trigger	Disabled = 0
<b>ADD_FADES=1</b>			
Add Fades	Add audio fades start and end. Recommended with gate setting.	No audio fades added	Enabled = 1
<b>LOCK_PITCH=0</b>			
Lock Pitch	Sample locked to original pitch, based on sample rate	Sample pitch and speed changes as adjusted	Disabled = 0
<b>CHANGE_ON_LOOP=0</b>			
Change on Loop	Playback file can be changed without a new trigger when looped	Trigger is required to change the playback file on loop	Disabled = 0

### Trigger and Loop Behaviour



### Sample file selection

Samples evenly distributed across the control range. Resolution will depend on the number of samples. 32 samples maximum can be loaded.

