Polyend Play Essentials

A Collection of Essential References
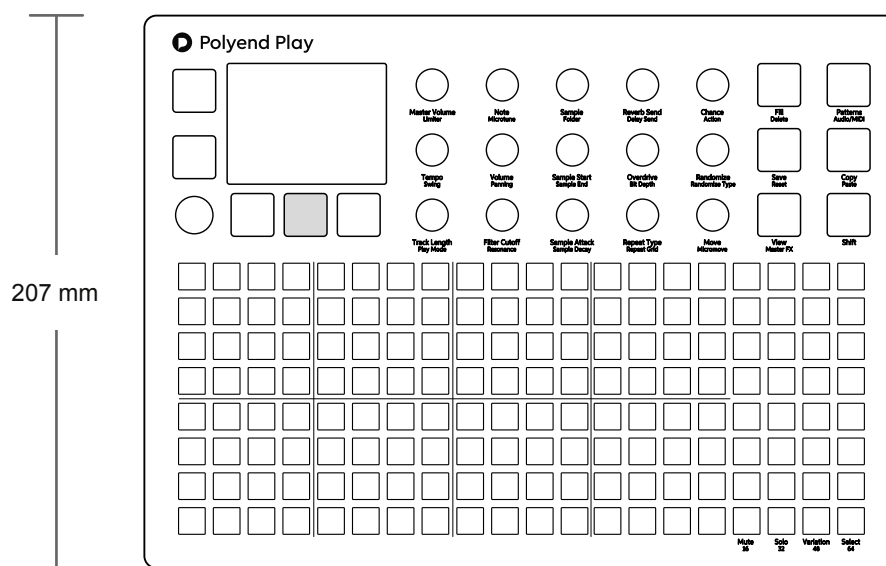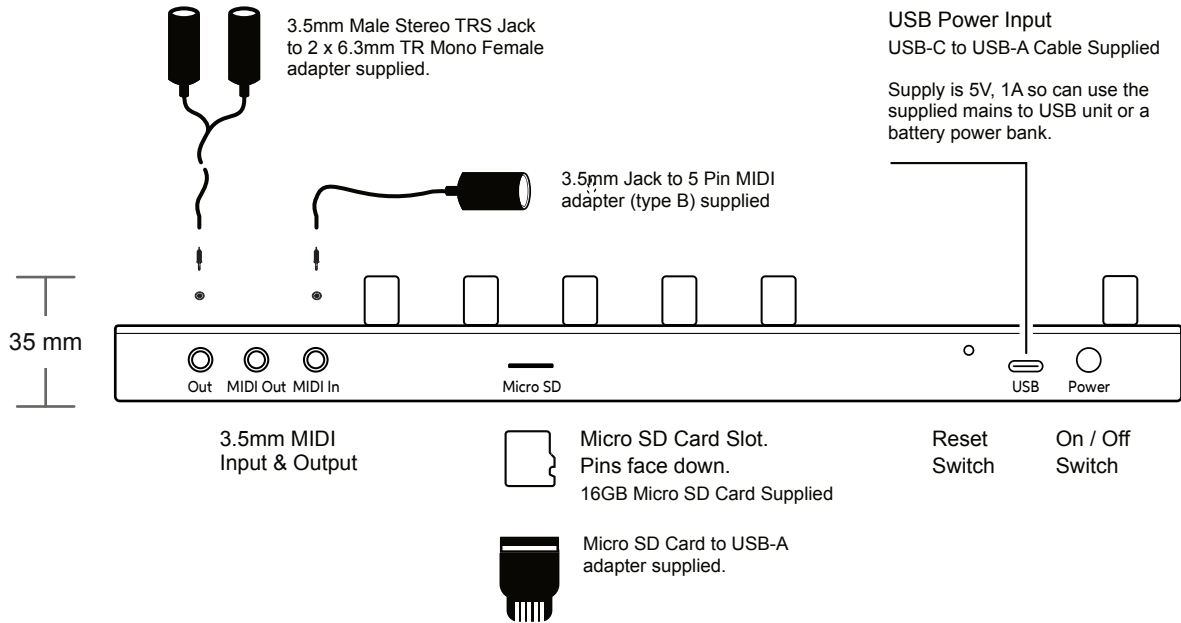for The Polyend Play

Overview

Polyend Play is a sample based groovebox that goes beyond the features of a traditional groovebox, focussing heavily on workflow and user experience. Play brings endless possibilities for creating beats and musical arrangements within a self contained and compact unit all presented in an inspiring, simple and fun way. Play is not a sampler nor a synthesizer but uses techniques from both to create a sandbox environment for musical production, creative experimentation and live performance. Over 30 sample packs are provided to get started but equally you can add your own using the supplied Micro SD Card. The ability to develop full song arrangements or to perform live improvisation are equally accommodated. The freedom to mix, play and sequence tracks and work both with audio samples and control external polyphonic MIDI devices balances the 'in the box' thinking with 'out of the box' integration. Play is ideal as the central element in an integrated studio setup using the 8 Polyphonic MIDI tracks alongside the 8 onboard audio tracks. User experience is at the heart of Play's music production workflow and follows some simple processes that enable almost instantaneous productions and all together form a powerful creative workstation. Three steps get things started and form the foundation of the workflow; Pick & Place a sample and use it to sequence into a pattern, Select & Adjust parameters using the 15 dedicated touch capacitive rotary control knobs, Perform with 35 play modes, chance and random plus a multitude of non-destructive on the fly features. A set of on board effects including delay, reverb and saturation spice up the entire mix. Play has an expansive range of features. The objective is to create and perform by coupling less traditional techniques alongside familiar processes to capture musical ideas and perform full song arrangements.

Play Essentials

Hardware Overview

3.5mm Stereo audio output also serves as headphone out.

3.5mm Male Stereo TRS Jack to 2 x 6.3mm TR Mono Female adapter supplied.

USB Power Input
USB-C to USB-A Cable Supplied

Supply is 5V, 1A so can use the supplied mains to USB unit or a battery power bank.

3.5mm Jack to 5 Pin MIDI adapter (type B) supplied

35 mm

Out   MIDI Out   MIDI In   Micro SD   USB   Power

3.5mm MIDI
Input & Output

Micro SD Card Slot.
Pins face down.
16GB Micro SD Card Supplied

Reset
Switch

On / Off
Switch

Micro SD Card to USB-A
adapter supplied.

282 mm

● Polyend Play

| Master Volume Limiter | Note Micromove | Sample Folder | Reverb Send Delay Send | Chance Action | Fill Delete | Patterns Audio/MIDI |

Tempo Swing   Volume Panning   Sample Start Sample End   Overdrive Bit Depth   Randomize Randomize Type   Save Reset   Copy Paste

Track Length Play Mode   Filter Cutoff Resonance   Sample Attack Sample Decay   Repeat Type Repeat Grid   Move Micromove   View Master FX   Shift

207 mm

Mute 16   Solo 32   Variation 48   Select 64

Start Up

Play is a low power user and can therefore be powered from the supplied mains USB adapter or from a rechargeable battery power bank. When restarting Play the previously open project will be be re-opened

▌ POWERING ON / OFF PLAY

1. Connect the supplied USB-C Mains cable between Play and the supplied USB plug. Also Play can operate with a portable USB power bank*. Play requires a 5V, 1A rated supply.

2. Ensure the SD Card is installed correctly for Play to operate.

3. Quickly press the small power button located on the rear left (looking from the top). Play will start up and the previous project reopened.

4. To power off, press and hold the small power button located on the rear left (looking from the top) until the timer bar ends. Play will power off.

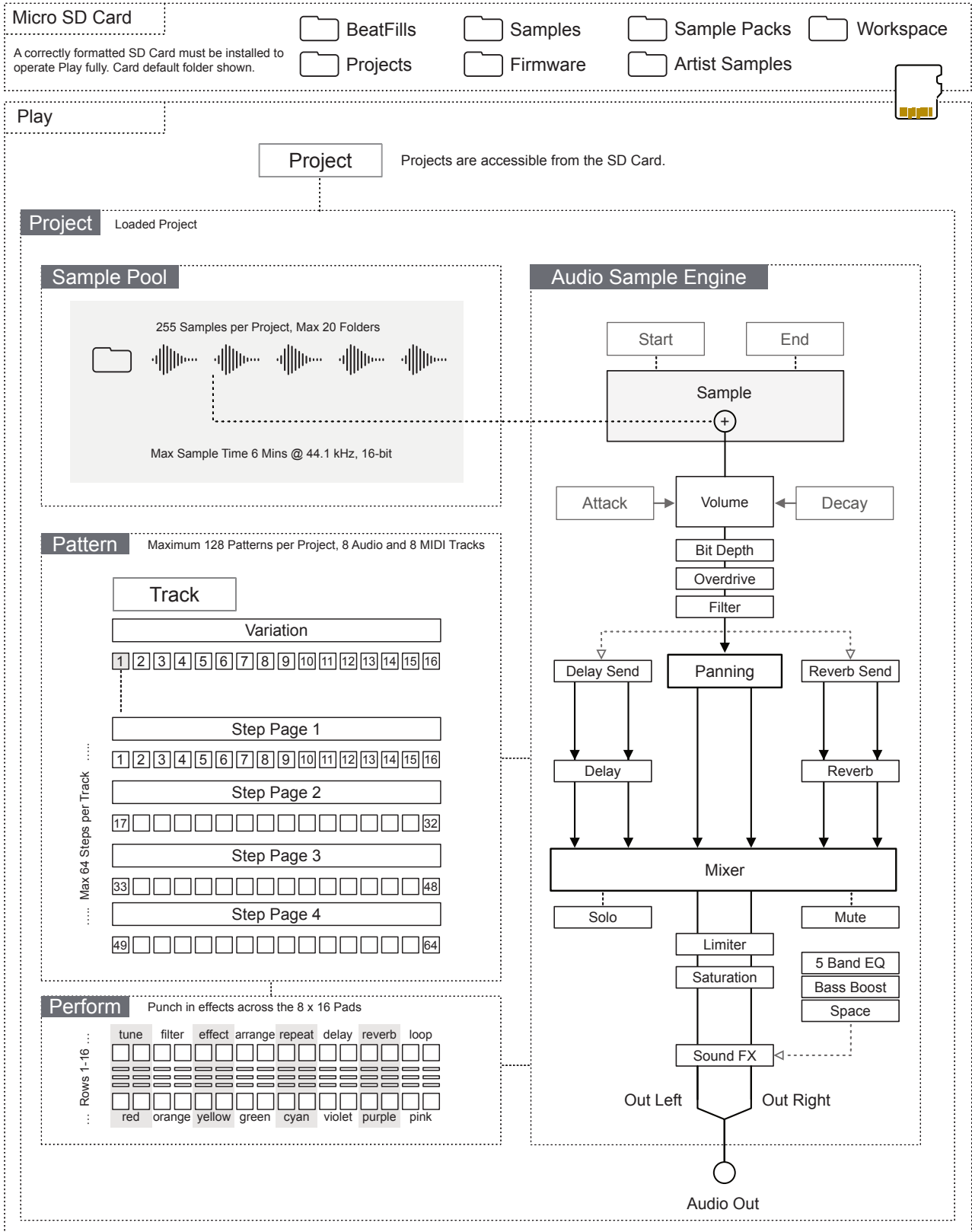Supply is 5V, 1A from the supplied mains to USB adapter.

USB   Power
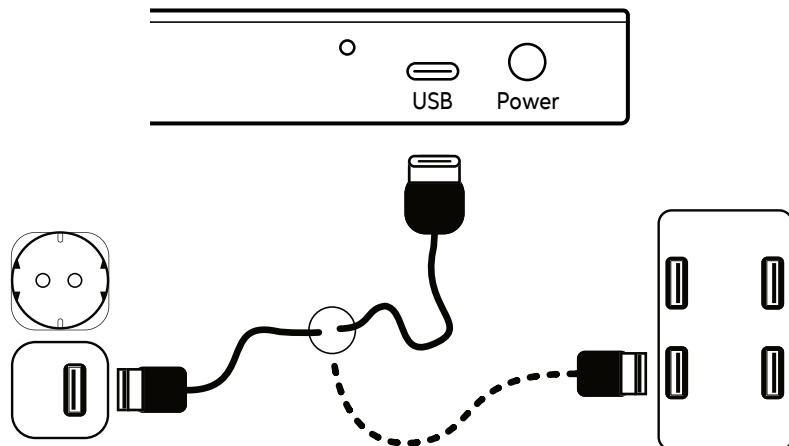
Alternatively use a battery power bank.
Start up instantaneous current is approx 1.2A with normal state around 0.5A

It is recommended by Polyend to use a standard power bank without smart features. Intelligent / smart power banks or PC / Mac power may have features that interfere with the continuous supply required by Play. USC - C to USB - B cable supplied. USB - C to USB - C is usable on later Play models.

Play Essentials

Play Audio Structure

Micro SD Card

A correctly formatted SD Card must be installed to operate Play fully. Card default folder shown.

📁 BeatFills 📁 Samples 📁 Sample Packs 📁 Workspace

📁 Projects 📁 Firmware 📁 Artist Samples

Play

Project Projects are accessible from the SD Card.

Project Loaded Project

Sample Pool

255 Samples per Project, Max 20 Folders

📁 ⌇⌇ ⌇⌇ ⌇⌇ ⌇⌇ ⌇⌇

Max Sample Time 6 Mins @ 44.1 kHz, 16-bit

Audio Sample Engine

| Start | End |

| Sample (+) |

Attack → Volume ← Decay

Bit Depth
Overdrive
Filter

| Delay Send | Panning | Reverb Send |

| Delay | | Reverb |

Pattern Maximum 128 Patterns per Project, 8 Audio and 8 MIDI Tracks

Track

Variation

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |

Max 64 Steps per Track

Step Page 1

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |

Step Page 2

| 17 | | | | | | | | | | | | | | | 32 |

Step Page 3

| 33 | | | | | | | | | | | | | | | 48 |

Step Page 4

| 49 | | | | | | | | | | | | | | | 64 |

| Mixer |

| Solo | | Mute |

Limiter
Saturation

| 5 Band EQ |
| Bass Boost |
| Space |

Sound FX ◁

Perform Punch in effects across the 8 x 16 Pads

Rows 1-16

tune filter effect arrange repeat delay reverb loop

red orange yellow green cyan violet purple pink

Out Left   Out Right

○

Audio Out

1 LCD Display
Hi Resolution Display.

2 Screen Buttons
5 Dynamic [*Screen buttons*]. Dependant on the function displayed for each button.

3 Multi-Functional Screen Knob
Clickable encoder.

4 Track Sequencer Pads
8 x 16 Silicone Pads. Track step columns used for sequencing, performing and arranging.

5 Function Pads
8 x 4 Silicone Pads. Multifunction columns used for Mute, Solo, Variation, Select and chromatic mode.

6 Master Volume & Limiter
Control of primary master volume dB level and the secondary limiter threshold option.

7 Note & Microtune
Note pitch adjustments relative to a C4 note sample and micro tuning -100 to +100 cents

8 Sample & Folder
Sample selection from current sample pool. Select or change sample folder.

9 Reverb & Delay Sends
Reverb and Send levels to adjust the effect intensity.

10 Chance & Action
Determines if / when an action occurs. Special action after a step.

11 Tempo & Swing
Adjusts global or track BPM Tempo and swing value.

12 Sample Volume & Panning
Sample volume level deviation from 0dB original sample. Pan Left/Right.

13 Sample Start & End
Trims the start and the end point of the sample.

14 Overdrive & Bit Depth
Overdrive grit and amplification or reduces bit resolution.

15 Randomize & Randomize Type
Percentage randomization and type determines which step parameters are affected.

16 Track Length & Play Mode
Track length in steps between 1-64. Selects one of 35 play modes

17 Filter Cutoff & Resonance
Adjusts the DJ style filter cutoff or resonance

18 Sample Attack & Decay
Sample start attack, fade-in time and the end of sample fade-out time

19 Repeat Type & Grid
Selects the step repeat type from the list of options. Step repeat density is selected with grid.

20 Move & Micromove
Move a step placement on the grid left or right and in smaller adjustments with micro move.

21 Fill & Delete Button
Fill utility for generating and populating sequences. Delete option for various functions.

22 Patterns & Audio/MIDI Button
Pattern selection mode. Toggle between MIDI and Audio tracks

23 Save & Reset Button
Save current state of pattern and also recall using shift to restore the saved state.

24 Copy & Paste Button
Copy and Paste various functions.

25 View & Master FX Button
Changes the function pads to a chromatic input controller. Access audio processors using shift.

26 Shift Button
Hold shift plus another knob or button to access it's secondary function.
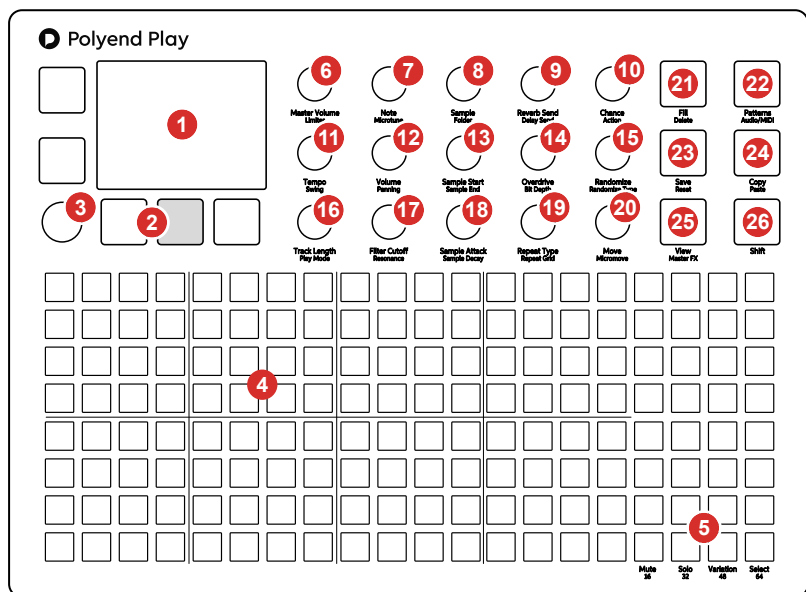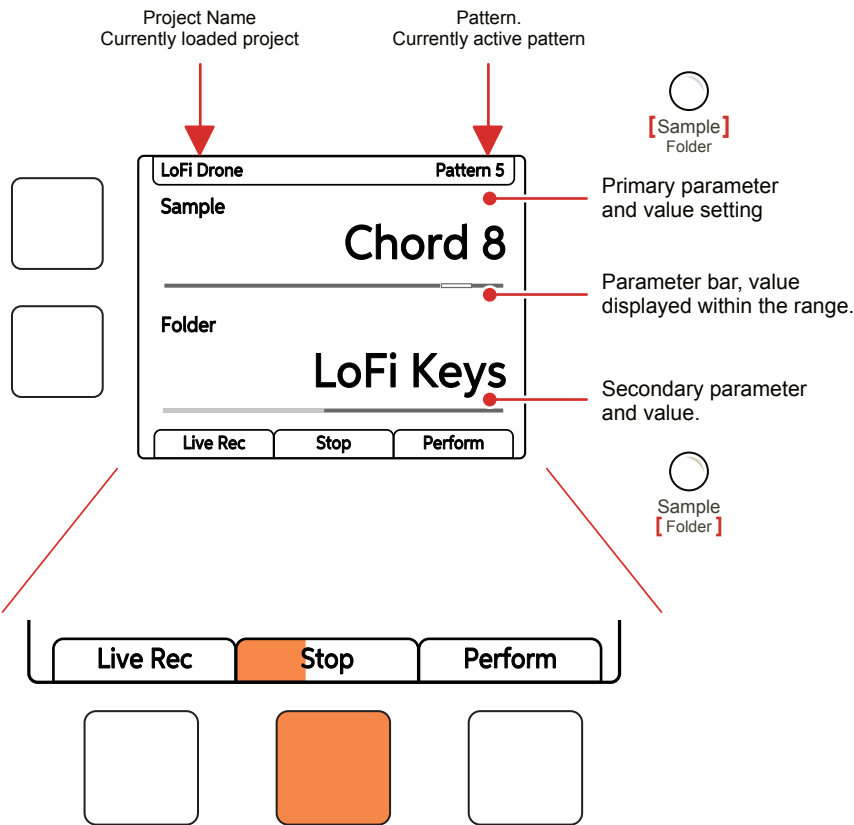
The 8 x 20 gird pads are not velocity sensitive.

Play Essentials

Display Layout.

Each page will display the parameter information and control options for the selected function. While generally this is based on the context and mode of operation, there are some common features and navigation principles that apply across all (or most) of the generic pages of Play.

Physical screen buttons represent the command displayed on the screen directly above or to the right. The Play / Stop tab will show the playback progress bar when playing.

The top part of the screen will display the value setting of the primary parameter selected. The parameter knobs are touch sensitive and selected by tapping the knob. The primary parameter is labelled in the large font under the knob. The lower, smaller font labelled parameter refers to the secondary parameter for the knob, accessed by double tapping the knob, the value of which is displayed in the lower part of the display.

The two left side dynamic buttons also can be used to select between the two upper and lower parameters. The left buttons can be used to perform the same 'select' action as pressing the (Screen) knob. Otherwise the buttons activate the function labelled on the screen.

QWERTY Keyboard.

Some pages will require text editing for naming items i.e. projects. The same functionality applies whenever the Alpha numeric pop-up editor is used. The screen will display the QWERTY keys and the text to edit, while part of the 8 x 16 pad grid will act as the keyboard's keys. The dynamic screen buttons are used to Confirm, Caps Lock, Back or Auto Name.
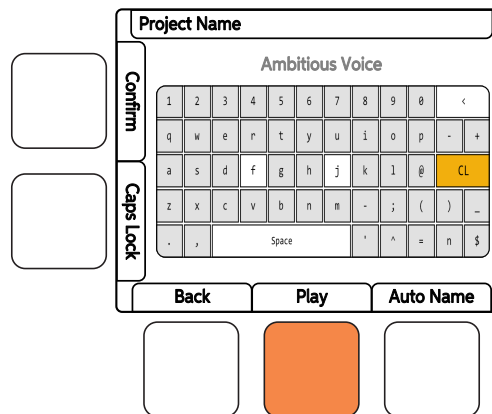
The screen will display the keys which are represented by the grid pads. The 'f' and 'j' keys are highlighted to give a reference between the pads and the screen characters. Current character is lit orange. Text can be typed in to enter.

The following Play buttons also operate in the naming editor when the naming screen is presented:-

- The characters can also be selected by turning (Screen).

- Press (Screen) to add the highlighted character at the current cursor position.

- Press [Fill] to backspace delete the character before the cursor

- Move character cursor left / right within in the text name to edit by holding [Shift] + Turn (Screen)

Play Essentials

Settings Menu Map

As a quick guide to the settings and menu hierarchy in Play the following diagram illustrates the main pages.

Tap (Screen) to access the menu. The menu position will be retained from how it was previously left. Turn (Screen) to navigate the menus.

[File]

New Project
Open Project
Save Project
Save Project As
Export

[Samples]

[*View Sample Pool*]

[*Load Sample Pack*]

[*Load Files or Folders*]

[*Delete Unused Samples*]

[Scales]

Scale Filter
Scale Type
Scale Root Note

[MIDI]

CC Mapping
Clock In
Transport In
Clock Out
Transport Out
Notes In

[Settings]

View Layout
Grid Brightness
Knob Double Tap
Knob Preview
Variation Page
Quantize Recording
Overdub Recording
Fill Config
Firmware

| Menu	Option	Description
File	New Project	Create a blank new project
File	Open Project	Open an existing saved project
File	Save Project	Save the current project
File	Save Project As	Save and rename the current project
File	Export	Export patterns, chains and pattern stems
Samples	View Sample Pool	View current project samples. Create & rename folders.
Samples	Load Sample Pack	Loads a sample pack from SD to Project
Samples	Load Files or Folders	Loads a folder and complete structure of files to project sample pool.
Samples	Delete Unused Samples	Remove all samples from project that are not used to create more space.
Scales	Scale Filter	Sets the scale filter on or off. This ensures notes remain within the scale.
Scales	Scale Type	Select from a range of scale options.
Scales	Scale Root Note	Select root note.
MIDI	CC Mapping	Parameter knob mapping to CC numbers
MIDI	Clock In	Clock source, Internal, MIDI In jack or MIDI In USB
MIDI	Transport In	Sets the input of transport control commands, Off, MIDI In jack or MIDI In USB
MIDI	Clock Out	Sets the clock output, Off, MIDI Out jack or MIDI Out USB, MIDI Out USB and Jack
MIDI	Transport Out	Sets the transport output, Off, MIDI Out jack or MIDI Out USB, MIDI Out USB and Jack
MIDI	Notes In	Sets the input routing of external notes in. Set to Off, MIDI In jack or MIDI In USB.
MIDI	Notes In Channel	Specific channel for notes in for the work step. Omni refers to all channels.
Settings	View Layout	Sets the view pad option to layout as piano style or grid note style
Settings	Grid Brightness	Sets the grid illumination brightness to a level of High, Medium or Low.
Settings	Knob Double Tap	Sets knob tap behaviour. Double tap can be turned on or off.
Settings	Knob Preview	Selects how the audio preview is performed. Can be set to; Off, Stopped, Playback, Stopped & Playback.
Settings	Variation Page	Sets the behaviour of the variation page between separate tracks or all tracks.
Settings	Quantize Recording	Quantize recording on or off.
Settings	Overdub Recording	Overdub recording on or off.
Settings	Fill Config	Sets the source for the MIDI fill notes for beats and MIDI channels for beat and melody fills
Settings	Firmware	Displays version and initiates a firmware update from a selected update file

Play Essentials

First Steps with Projects.

A project must be open when working in Play. The previously selected project will be opened automatically on start up. Other projects however can be opened or created. Ensure the SD Card is installed into Play.

▌ MANAGING PROJECTS

1. When powering on the previous project will be restored. Projects can be changed or new ones created. Projects are stored on the SD Card.

2. Press (Screen), the multi-functional screen encoder. The main menu will be displayed. Turning (Screen) will navigate the menu.

3. Turn (Screen) to highlight 'File' in the menu.

4. Press (Screen) to select the highlighted 'File' option and to open the submenu options.

5. Turn (Screen) to highlight the option required.

   •   New Project. Will create a new blank project. A prompt to save the existing project may be presented. It is advised to save once a project has been created. Press (Screen) to select the highlighted 'New Project' option.

   •   Open Project. Will present the available projects to open. A prompt to save the current project may be presented. Project folders are presented in orange text. Press [*Open*] dynamic key to open the highlighted option as the active project

   •   Save Project. A project can be saved to overwrite the existing project or 'Save As' to name the project to a new file. Press (Screen) to select the highlighted option.

```
File
New Project
Open Project
Save Project
Save Project As
Export

    Back        Play        Perform
```
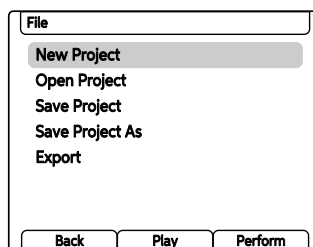
In order to get started with a new empty project, samples or a sample pack should be loaded and a sample assigned to a work step in order to build patterns. The quick steps are; 1) Press (Screen) to open main menu, 2) Turn & Press (Screen) to choose and select 'Samples', 3) Turn & Press (Screen) to choose and select 'Load Sample Pack', 4) Turn & Press (Screen) to choose and select the sample pack to load. Once loaded, samples are available and can be assigned with the (Sample) Knob.

Parameter Overview

The 15 rotary knobs are used to set the parameter values. Each knob controls two parameters. These are labelled under the knob. Some functions switch when in MIDI Mode, indicated in *Italic text*.
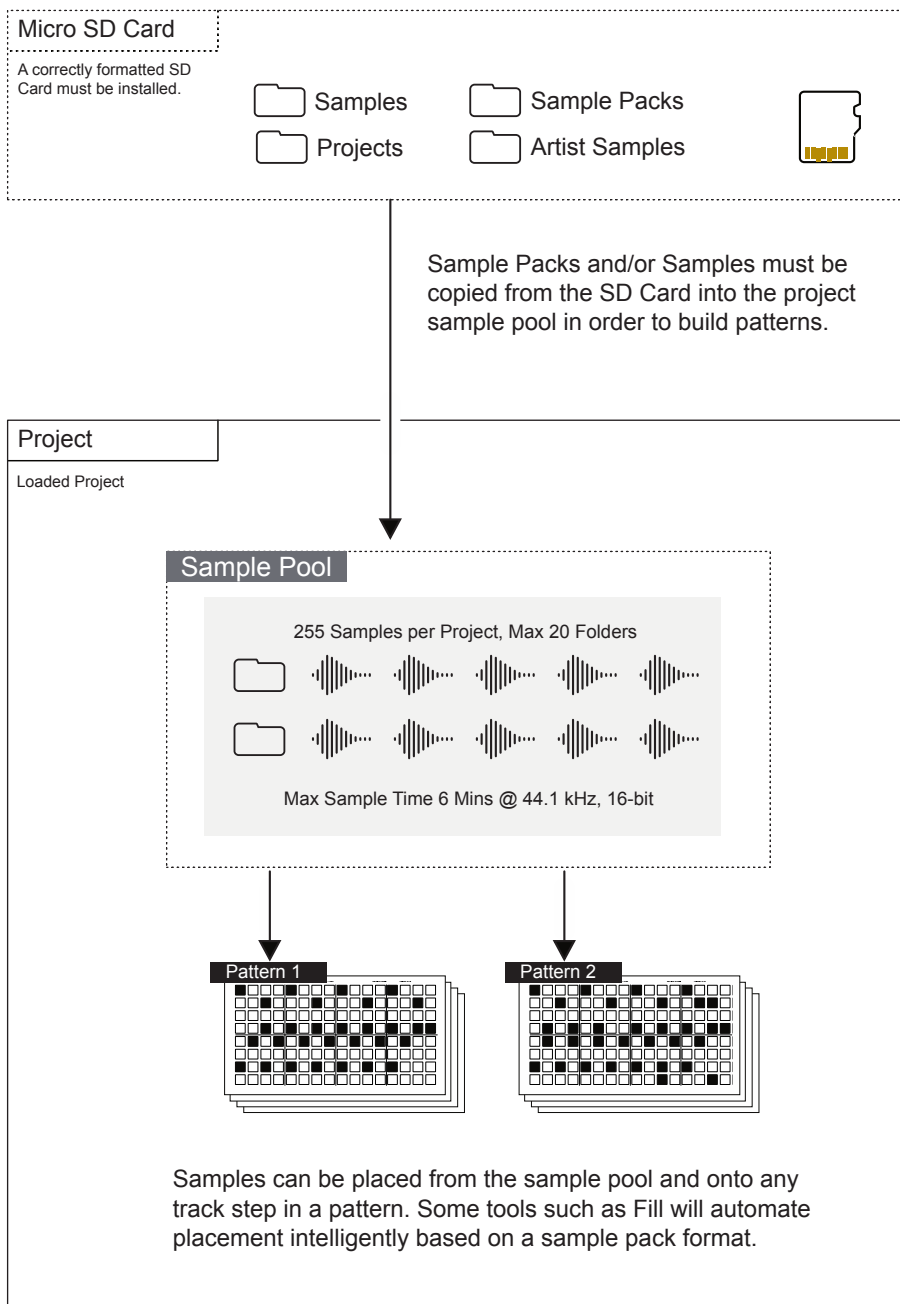
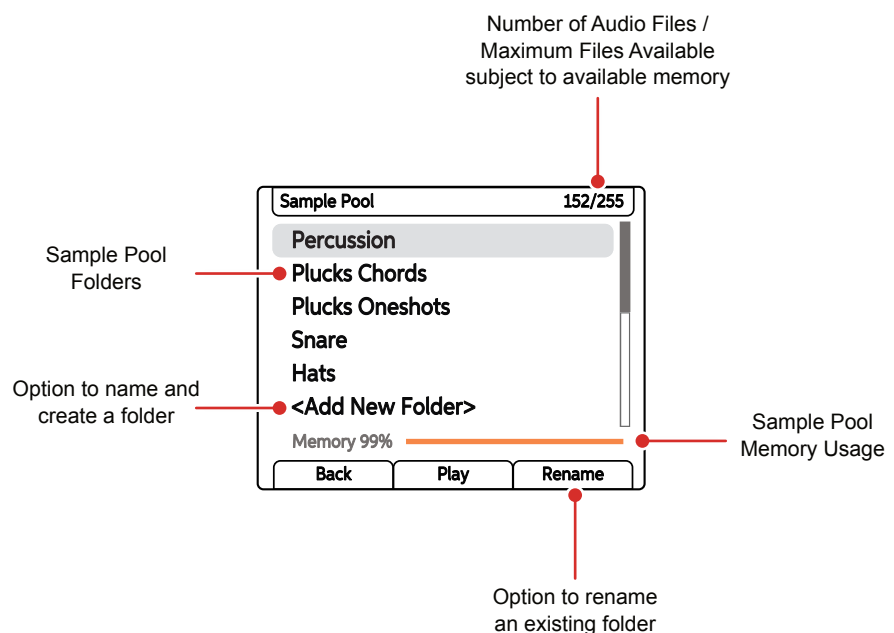| Parameter	Primary / Secondary	Description
Master Volume	Primary	Controls the master volume level for the audio output.
Limiter	Secondary	Dynamic processor to control volume levels
Tempo	Primary	Global tempo. Also sets track speed.
Swing	Secondary	Generates a natural shuffle to a track.
Track Length	Primary	Adjusts number of steps in the track up to 64
Play Mode	Secondary	Determines the order of the track steps
Note	Primary	Tunes the sample note in semitone steps
Microtune	Secondary	Tunes sample pitch in cents
Volume	Primary	Adjusts the sample volume level / *Velocity*
Panning	Secondary	Adjust the sample panorama position L-R / *Pitch Bend*
Filter Cutoff	Primary	Adjusts the Filter Cutoff Frequency / *CC*
Resonance	Secondary	Adjust the Filter Resonance amount / *CC*
Sample	Primary	Selects a sample from the selected folder / *Port Chan*
Folder	Secondary	Sample folder from where to choose a sample / *PC*
Sample Start	Primary	Start of sample play with respect to length / *Chord*
Sample End	Secondary	End position of sample play with respect to length
Sample Attack	Primary	Sample envelope attack, % of sample - fade in / *CC*
Sample Decay	Secondary	Sample envelope decay, % of sample - fade out / *CC*
Reverb Send	Primary	Amount of audio to send to the reverb effect / *CC*
Delay Send	Secondary	Amount of audio to send to the delay effect / *CC*
Overdrive	Primary	Amount of overdrive effect to apply to the sample / *CC*
Bit Depth	Secondary	Bit depth setting / *CC*
Repeat Type	Primary	Sets the number of repeats on the step
Repeat Grid	Secondary	Sets the density for the repeats set on the step
Chance	Primary	Determines the probability of an action occurring
Action	Secondary	Sets the action to occur after a step trigger
Randomize	Primary	Strength of randomization applied.
Randomize Type	Secondary	Determines what is affected by the randomization
Move	Primary	Moves steps across the grid in 1 step intervals
Micromove	Secondary	Moves steps across the grid in micro intervals

Play Essentials

Sample Pool

Each project uses samples located within the projects sample pool. In order to build a pattern a projects sample pool must be loaded with a sample pack or user samples, or both. Samples can be loaded during playback. The normal workflow would mean samples are copied from the SD card to the sample pool as the next step after creating a new project. Sample Packs are formatted specifically to operate and integrate into Play functions. The Fill command, for example uses sample packs intelligently..

Micro SD Card

A correctly formatted SD Card must be installed.

📁 Samples   📁 Sample Packs

📁 Projects   📁 Artist Samples

Sample Packs and/or Samples must be copied from the SD Card into the project sample pool in order to build patterns.

Project

Loaded Project

Sample Pool

255 Samples per Project, Max 20 Folders

Max Sample Time 6 Mins @ 44.1 kHz, 16-bit

Pattern 1   Pattern 2

Samples can be placed from the sample pool and onto any track step in a pattern. Some tools such as Fill will automate placement intelligently based on a sample pack format.

▌ POPULATING AND VIEWING THE SAMPLE POOL

1. Ensure the project in which to work is open and active.

2. Press (Screen) knob to open the options menu.

3. Turn (Screen) to navigate the menu options. The menu may display the position level previously navigated. If required, Press [*Back*] screen button to back up through the menu hierarchy.

4. Highlight the 'Samples' option and press (Screen) to select.

5. Highlight the option to execute. The available memory is also displayed.

   • Load Sample Pack. Sample pack list is presented and packs are loaded as a complete folder, these are preceded by '/'. Press [*Load Pack*] screen button.

   • Load Files or Folders. Hold [Shift] + Turn (Screen) to select multiple files. Press the dynamic screen button [*Load Wav*] or [*Load Folder*] to load the selected file or folder. Destination folder is required for WAV files.

   • View Sample Pool. To view and navigate the existing state and contents of the sample pool. Press (Screen) to audition a file. New folders can also be created from within the sample pool browser.

Number of Audio Files /
Maximum Files Available
subject to available memory

Sample Pool	152/255
Percussion	
Plucks Chords	
Plucks Oneshots	
Snare	
Hats	
<Add New Folder>	
Memory 99%	
Back	Play	Rename

Sample Pool
Folders

Option to name and
create a folder

Sample Pool
Memory Usage

Option to rename
an existing folder

Play Essentials

Patterns in the Play Grid

The grid is a multi-functional 8 x 16 button matrix used for various functions. When working with patterns the grid can operate in sequencer mode or pattern mode. Sequencer mode allows the creation and editing of individual patterns across 8 tracks and a maximum of 64 steps. This is the normal default view. Pattern mode helps manage the entire set of patterns, where each grid button represents one of the 128 individual patterns available within each project.

Default view is Sequencer Mode. Press [Patterns] to switch to Pattern Mode.

To Play a Pattern.
Press [*Play*]
Orange Screen Button

To Play a Chain.
Hold [Shift] + Press [*Play*]
Orange Screen Button

Pattern 1

128 Patterns

[Patterns]

Sequence Mode.
Edit and add steps, build melodies and beats. Sequence a single pattern across 8 tracks and up to 64 available steps.

Pattern Mode.
Chain and organise up to 128 patterns across the grid. Arrange and play chained loops or individual patterns.

Last four rows 17-20 are function buttons that control pattern / track options. This is available in pattern mode, sequencer mode and also when in perform mode.

View Master FX   Shift

Track
Track
Track
Track
Track
Track
Track
Track

Mute 16   Solo 32   Variation 48   Select 64

Mute: Silence the selected tracks. Press a [Mute] pad

Solo: Plays only the selected tracks. Press [Solo] pad

Variation: Track variation selection. Press a [Variation] pad

Select: Selects track to edit. Press a [Select] pad
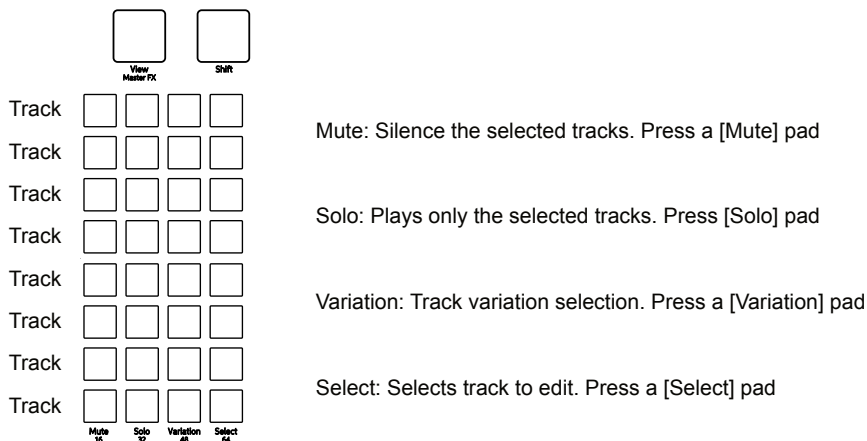
Sequencer Mode

Sequencing mode grid allows sequencing of patterns by adding note steps Each row represents a track. The grid consist of 8 rows with 16 columns of pad buttons. The function of the pads depends on the mode selected. The first 16 columns left to right represent the pattern steps. The final 4 right side columns represent function pads, used to control mute, solo, variation and selection of each of the tracks. The function pads can also be used to set the pattern length and view each pattern page.

Sequencer Track Steps   Functions
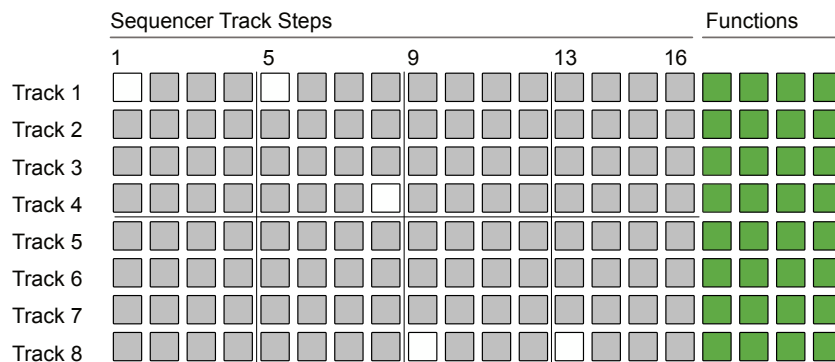
Mute: Silence the selected tracks. Press [Pad]
16: Step Page 1 - Steps 1-16 - Press [Shift] + [Pad]

Solo: Plays only the selected tracks. Press [Pad]
32: Step Page 2 - Steps 17-32 - Press [Shift] + [Pad]

Variation: Mutes the selected track. Press [Pad]
48: Step Page 3 - Steps 33-48 - Press [Shift] + [Pad]

Select: Selects track to edit. Press [Pad]
64: Step Page 4 - Steps 49-64 - Press [Shift] + [Pad]
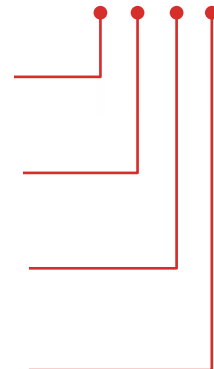
Sequencer - 8x16 Grid Pad Colours

Off. Step is empty and does not trigger any event. Tap [Pad].

White. Step has an active note event. Tap [Pad].

Blue. Selected, note event step. Hold [Shift] + [Pad].

Dim Blue. Selected, empty step. Hold [Shift] + [Pad].

Orange. Playhead on currently active step for a track. [Play].

Red. Playhead on currently active step - Live Rec Mode. [Play].

Play Essentials

Pattern Mode

Pattern mode also uses the multi-functional 8 x 16 grid. The normal default view is sequencing mode where an individual pattern is created or edited. Pattern mode offers control over the entire set of 128 patterns, where each grid button represents an individual pattern in a project.

A pattern should be selected for editing and sequencing. By default pattern 1 represented by the first, upper left pad is selected. Patterns can be copied and pasted in pattern mode. In pattern mode, patterns can be chained for sequential playback all together or in sections.

Press [Patterns] to access the Pattern Mode.
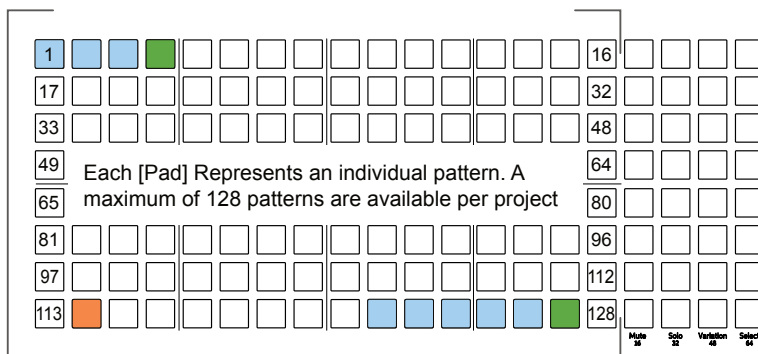
The currently active pattern is lit ■ Orange and other available patterns lit ■ Blue. Dimmed ■ Green Pads signify empty patterns. Flashing pads indicate a pattern pending play.

To play chained patterns, Hold [Shift] + Press [*Play*]. This will play, left to right from the current pattern and then the next in series. An empty pattern slot signals the end of the chain and loops playback back to the first pattern in the chain.

▌ SELECTING PATTERNS IN PATTERN MODE

1. Press [Patterns] from sequencer mode to select pattern mode. If in pattern mode already, pressing [Patterns] will toggle to the sequencer mode.

2. To select a pattern, Press [Pad] for the pattern to edit or play. Pads are laid out across the 8 x 16 grid with a total of 128 pattern slots available. Empty patterns are dimmed green, available patterns are blue and the currently active pattern will be lit orange.

3. The selected pattern can now be played or edited in sequencing mode, selected by pressing [Patterns] from pattern mode.

Play Modes

Normal playback of a pattern including all tracks is to play steps forwards in sequence, left to right. Play modes allow the playback step sequence to be changed for audio and MIDI tracks. This gives the ability to remix and shuffle arrangements. There are 35 play modes, each of which will determine the order of the steps when playing a pattern. Play modes consist of classic, pre-defined modes as well as custom modes.

To play the current single pattern: Press [*Play*] ….. Press [*Stop*] to Stop

To play a chained series of patterns: Hold [Shift] + Press [*Play*] ….. Press [*Stop*] to Stop

SELECTING A PLAY MODE FOR A TRACK

1. Ensure at least one track is selected, ie Column 20 [Select] will be lit bright green for selected tracks.

2. Tap (Track Length) to view the track length and play mode options.

3. Double tap (Play Mode) to select the play mode option in focus. Also pressing the left screen buttons will switch between track length and play mode selection.

4. Turn (Play Mode). Also turning (Screen) encoder knob will change the options when the play mode parameter is selected in view. Default, normal play mode is 'Forward'.

Default Play Mode: Forward

Each Track will play through the defined step length by default, forwards. Playback will then loop back to play from the start to end or move to the next pattern if playing a chain. Tracks play on loop.
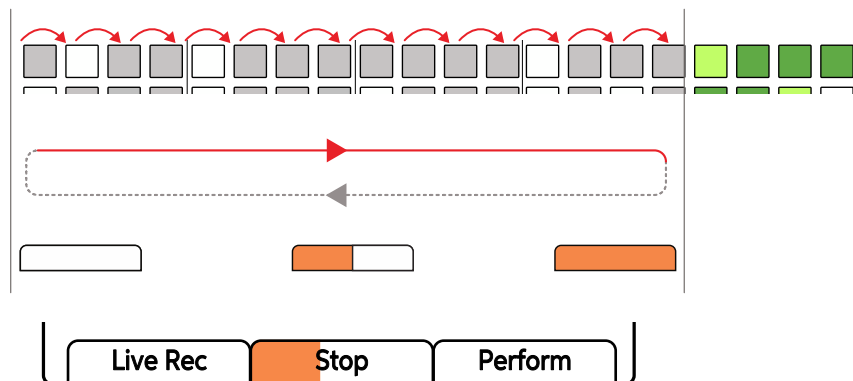
Play progress bar will follow the duration of the longest track pattern. This will not show any progress if any track speed is set to pause.

Play Essentials

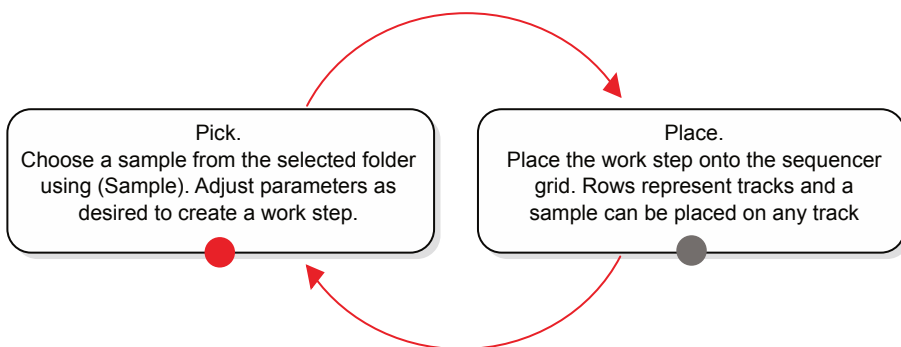| Play Mode	Description
Forward	Default play mode. Starting at step 1, plays through to the last step. Plays all steps to the end, then restarts from step 1 and continues to loop play.
Reverse	Starting at the last step, plays through to the first step. Plays all steps in reverse, end to start, then restarts from the end and continues to loop play.
First Steps	Repeats first 4 steps instead of 4 to 8. Shuffles steps in playback order later in the pattern especially when extending step pages.
Go Go	Similar to first steps but includes reversing playback across sections.
2stepper	Plays only the first 8 steps from the start, then reverses on the 9th step playing backwards to the start. With extended step count pages steps may shuffle, but still only across the first 8.
Thumper	Plays across max 32 steps. Plays forward. Plays the step 7 twice, skipping step 8. Cycle repeats for each set of 8 steps, ie doubles 15, skips 16, doubles 23, skips 24 etc.
Doublestep	Plays across max 32 steps. Skips 14 & 16 and instead plays steps 13, 15 & 12. Step 13 is doubled. Steps are shuffled for 25, 26, 27, 29, 32.
Euphoria	Plays across max 32 steps. Skips steps and plays on the start of each bar for first 16 steps, then shuffles first and second step per bar on steps 17-32.
Tristram	Shuffles step forward and backwards playback across only first 1-5 steps irrespective of length of pattern. Shuffle behaviour is changed based on the total pattern length despite only playing up to the first 5 steps.
Funkster	Plays only steps 1, 3 & 5 forwards and backwards. The behaviour of the 3 step shuffle is based on the overall track length.
Trigger	Plays across max 32 steps. Shuffles playback across only steps 1, 2, 4, 5, and 14 or 30 depending on the total step length of the track.
Hattrick	Plays across max 16 steps. Shuffles playback across only steps 1, 3 & 5, and will also include step 2 if the track length is set greater than 16.
Averidger	Plays across max 16 steps. Shuffles playback back and forth across only steps 1, 2 & 5.
Reorganizer	Plays across max 16 steps. Shuffles playback back and forth across only steps 1, 2, 3, 4, 5, 8, 12 & 13.
Mashup	Plays across max 16 steps. Shuffles playback back and forth across only steps 1, 2, 5, 7, 9, 10, 11 & 12.
Mirror	Plays across max 16 steps. Playback of each bar played in reverse, i.e. Step 4, 3, 2 & 1, Step 8, 7, 6 & 5 etc through the 16 steps.
Clublab	Plays across max 16 steps. Shuffles playback back and forth across only the first 5 steps.
Clubdub	Plays across max 16 steps. Similar playback to Clublab but slight variation on the latter steps in the pattern.
Repeater	Plays across max 16 steps. Repeats on step 5 and on step 1, alternating in 1 bar sections throughout the 16 steps.
The End	Plays across max 16 steps. Shuffles playback back and forth across only steps 1, 2 & 5.
Tripler	Plays across max 16 steps. Shuffles playback back and forth around only steps 1 & 2 plus the addition of step 5.
Breaker	Plays across max 16 steps. Shuffles playback back and forth around only steps 1, 2 & 5 plus the addition of step 4.
Stomper	Plays across max 16 steps. Shuffles playback back and forth around only steps 1, 2, 4, 5, 6, 10 & 16 on the last step.

NOTES

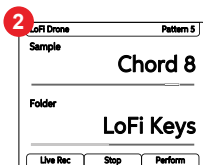| Play Mode	Description
Tetris	Plays across max 16 steps. Shuffles playback back and forth through the cycle of only steps 5, 2 & 1.
Recognizer	Plays across max 16 steps. Playback of only steps 1 & 5 then shuffles across steps 2, 5 & 1.
Varibeat	Plays across max 16 steps. Playback cycles within only steps 1, 2, 3, 5 & 9.
Complicator	Plays across max 16 steps. Playback cycles within only steps 2, 3, 4, 5 & 9.
9th Grade	Plays across max 16 steps. Playback alternates only between steps 9 & 2.
Irregulario	Plays across max 16 steps. Playback starting on step 9 and shuffling back and forth across steps 1-5.
Stepper	Plays across max 16 steps. Playback shuffles back and forth across steps 1-9, skipping step 7.
Revizor	Plays across max 16 steps. Playback starts and alternates between step 1 and backwards through 3 steps 15, 14, 13 then 12, 11, 10 and 8, 7, 6 finishing on 4, 3, 2.
Baker	Plays across max 16 steps. Playback shuffles back and forth across 1-5.
Lab	Plays across max 16 steps. Playback shuffles back and forth across steps 1, 2 & 5 and adds step 7 in the cycle.
Dub	Plays across max 16 steps. Similar to Lab. Playback shuffles back and forth across steps 1, 2 & 5 only.
Pixelizer	Plays across max 16 steps. Playback shuffles back and forth across steps 1, 2, 3, 4, 5, 7, 8, 9 & 16 only and 13 on the last step.

Play Essentials

Pick & Place to Create A Pattern

The first step in sequencing a pattern in Play is to pick a sample and place it on the sequencer grid. This will populate steps in order to build a melody or a beat. General selection of a sample and adjustments of the base parameters creates a work step. Subsequent placement into steps on the grid will populate each step selected with the same work step settings. This is performed in sequencer mode.

> **Pick.**
> Choose a sample from the selected folder using (Sample). Adjust parameters as desired to create a work step.

> **Place.**
> Place the work step onto the sequencer grid. Rows represent tracks and a sample can be placed on any track

1 Select Pattern
Press [Patterns] and select from the pattern grid a pattern to work on. Pattern 1 top left. Switch back to sequencer mode, Press [Patterns] to create the pattern steps.

2

LoFi Drone	Pattern 5
Sample	
	Chord 8
Folder	
	LoFi Keys
Live Rec	Stop	Perform

3

○ ○ ○ ○ ○
○ ○ ○ ○ ○
○ ○ ○ ○ ○

Select Sample
Tap and Turn (Sample) to select Sample. Double tap to select and turn to change sample folder.
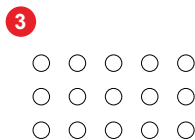
Adjust Parameters
Adjust the sample related parameters in order to create a general work step ready for placement.

4 Ensure Sequencer Mode
Ensure sequencing mode is visible. Press [Patterns] or [Perform] to switch back from pattern and perform mode views. Pattern mode is only used to manage all patterns.
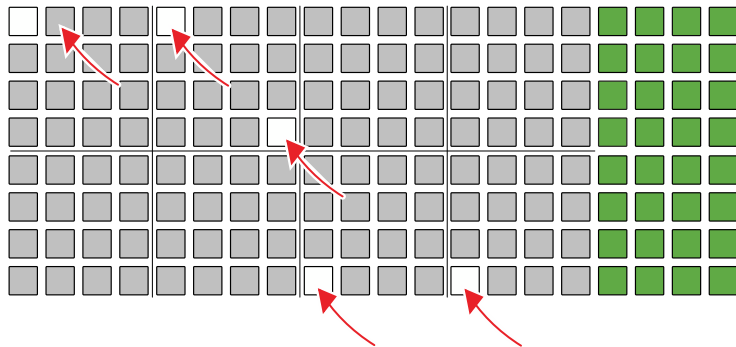
5 Sequence Steps
Tap on each desired grid steps to place the work step and create note steps. Empty steps are unlit and note steps are lit white. The sample and settings are identical on each step placed.

Live Recording

Step recording allows manual placement of notes in the sequencer. Alternatively, live recording operates in real-time allowing notes and parameter adjustments to be recorded into the pattern as they are played.

1 Select Tracks to Edit
Press [Select] function pad for the track to select.
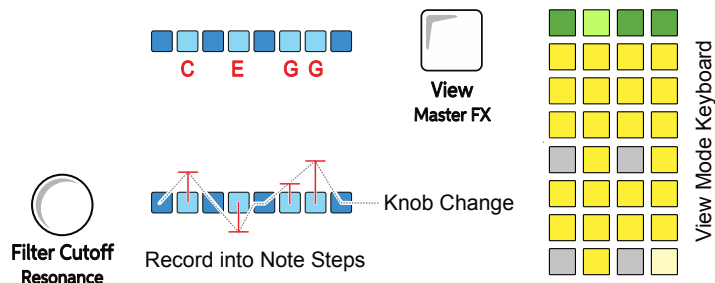Selected tracks illuminate light green and grid blue.
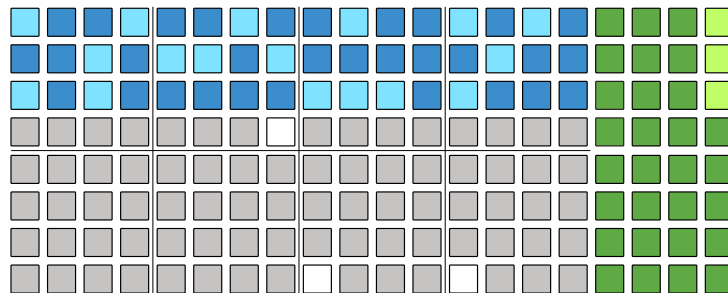
2 Select Live Rec
Press [*Live Rec*] Screen button to engage live recording mode. Screen button is lit red.
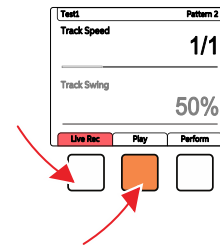
3 Play the Pattern
Press [*Play*] Screen button to play the pattern. Screen button shows playback progress bar.

4 To Add Notes
Press [View] to select the view controller. The right side 4 columns convert to an onboard MIDI keyboard. Play notes in. Alternatively use and external MIDI controller to play notes in.

C   E   G G

View
Master FX

Filter Cutoff
Resonance

Knob Change

Record into Note Steps

View Mode Keyboard

5 Record Parameter Changes
Turn (Parameter) knob to record in any parameter variations into the sequence time with the pattern steps. The (Screen) knob can also be used.

Play Essentials

View Mode

View mode presents an internal / virtual MIDI keyboard controller using the last four function pad rows. The keyboard can be changed to pad style in main menu configurations. The keyboard is laid out in two rows of keys to allow note entry in live recording mode. The notes applied are influenced by Play's scale setting.

1 Select View Mode
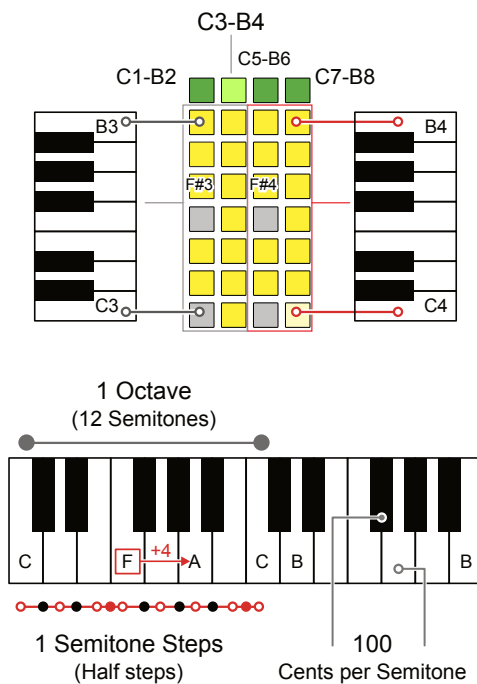Press [View] to select the view controller.

View
Master FX

2 View Mode Keyboard
The right side 4 columns convert to an onboard MIDI keyboard to play notes in. Scale setting influences the view mode keyboard.
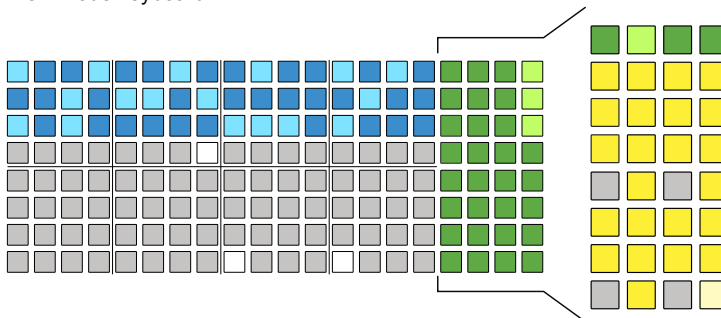
3 To Add Notes
Use the view pads to play and record notes in live mode. Green pads change the octave range for the keyboard.

C3-B4

C5-B6

C1-B2   C7-B8

B3   B4

F#3   F#4

C3   C4

1 Octave
(12 Semitones)

C   F +4 A   C B   B

1 Semitone Steps   100
(Half steps)   Cents per Semitone

Piano Roll

The piano roll presents the 8x16 Pad grid in a keyboard note format where each row represents an individual note within the selected scale. Audio and MIDI sequencers can be created using the piano roll. The pads are laid out in note rows with the root note indicated by the pink pad rows. The notes applied are influenced by Play's scale setting.

1 Select View Mode
Hold [View] greater than 1 sec to select the Piano roll. Tracks must be selected as pre-requisite. The number of which will dictate the available voices / notes.

View
Master FX

2 Piano Roll Keyboard
The 8 rows convert to piano style notes. Pink rows show the root note. A maximum of 8 Voices can be selected i.e. 8 notes max.

Root Note

Root Note
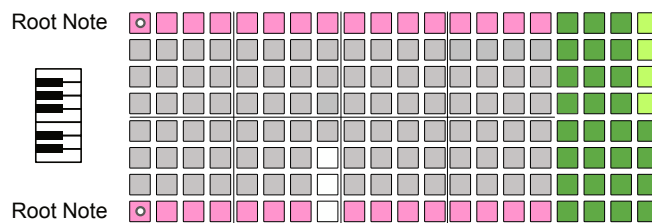
3 To Add Notes
Use the grid pads to record notes. The available notes are dependant on the scale selected and scale filtering state. Rows are notes, columns are steps.

Examples: Root C, Scale Filter 'On', show notes in scale.

C
B
A#
A
G#   Scroll the pad grid to view all notes

B   G
A#   A   F#
G#   G   F
F#   F   Chromatic mode offers all notes as
E   being available, however only 8 voices /
D#   D   8 Notes can be used at the same time.
C#   D
     C

C   C
C#
C

C Major   C Minor   C Dorian

B   C   A#   C   A#   C
A   B   G#   A   A#   A   A#
G   A   G   G#   G   A
F   G   F   G   F   G
E   F   F   F
     E   F   D#   D#   D#   D#
D   E   D#   D   D   D   D#
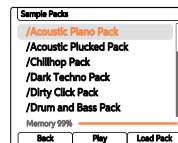C   D   D   D   D   D
   C   C   C   C   C   C

Play Essentials

Fill Tool

Step sequencing and live recording provide manual functions for programming pattern sequences. The Fill Tool offers an automated option to populate steps in a track in an intelligent way. Fill can be initiated with the fill button and 'fills' can be generated several times to get the a pattern that is suitable for your needs.

1 Load Sample Pack
Ensure the desired sample packs are loaded into the sample pool. Press (Screen) to access samples menu.

| Sample Packs |
|---|
| /Acoustic Piano Pack |
| /Acoustic Plucked Pack |
| /Chillhop Pack |
| /Dark Techno Pack |
| /Dirty Click Pack |
| /Drum and Bass Pack |
| Memory 99% |
| Back   Play   Load Pack |

2 Select Tracks, or a selection of steps, to Edit
Press [Select] function pad for the tracks to select.
Selected tracks illuminate light green and grid blue.
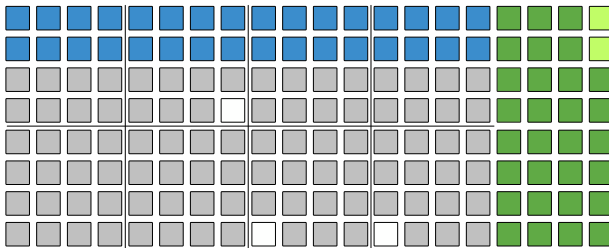
3 Select Fill Mode
Press [Fill] button to engage Fill mode. Each subsequent press of the Fill button will generate a pattern fill on the tracks or steps selected and based on chosen algorithm.

Fill
Delete

4 Select the Algorithm
Use the (Screen) knob to adjust the fill parameter in-focus. Use the left side [Screen] buttons to select the upper or lower parameter in-focus.

BeatUp	Pattern 5
Randomize	**Random**
Density	**10%**
Live Rec Play Perform	
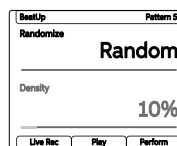
Fill Type sets the algorithm to apply when triggering a fill action. This is the upper parameter displayed. The lower parameter is the secondary parameter associated with the algorithm type. This will change depending on the algorithm selected.

5 Initiate a 'Fill'
Each press of the [Fill] button will trigger the application of fill based on the algorithm settings, sample pack / sample, track / step selection. Some algorithms like beat fills have pre-defined patterns while random placement of steps is also possible.

Fill
Delete

6 Experiment and Iterate
Try experimenting with multiple triggers of the fill command. Try different algorithms and even mix algorithms across different tracks. Iterate adjustments and fills to create and revise patterns to find an acceptable position.

NOTES

Fill Algorithm Summary

Fill algorithms are at the heart of the creative process in generating patterns. Experimentation is encouraged and coupling fill generated patterns with other parameters such as chance. Fill can be a quick and easy way to get started in generating patterns followed by fine tuning and editing of patterns towards a final state.

Algorithm	Secondary Option	Description
Random	Density 10% - 100%	Randomly populates a number of steps governed by the density option across the selected track.
Euclidean	Events 1 - 64	Populates an equally spaced number of steps governed by the events option across the selected track.
Beat	Genre (various)	Populates steps based on one of 128 predefined genre based patterns. Operates on up to 3 Tracks. Uses a variety of Kick, Snare and HiHat samples from the sample pool sample pack.
Kick	Genre (various)	Operates similar to beat fill but only for the individual instrument i.e. kick on a single track.
Snare	Genre (various)	Operates similar to beat fill but only for the individual instrument i.e. snare on a single track.
HiHat	Genre (various)	Operates similar to beat fill but only for the individual instrument i.e. HiHat on a single track.
Chords	Genre (various)	Populates steps based on one of 48 predefined genre based patterns. Operates on 4 Tracks to create polyphonic chords and note patterns. Uses the 'Synth' folder samples.
Bass	Genre (various)	Populates steps based on one of 48 predefined genre based patterns. Operates on 1 Track to create a bass line. Uses the 'Bass' folder samples.
Chords and Bass	Genre (various)	Populates steps based on one of 48 predefined genre based patterns. Operates on 5 Tracks to create polyphonic chords and a bass line. Uses the 'Bass' and 'Synth' folder samples.

The configuration of the beat and melody fills is also possible in the Setting menu. The 'Fill Config' allows setting of the note to use for beat fills I.e a fixed note or use the fill template. Also for beat and melody fills the output MIDI channel can be set up to allow each fill instrument track to control its own external instrument via the MIDI channel.

Play Essentials

Fill algorithms are at the heart of the creative process in generating patterns. Experimentation is encouraged and coupling fill generated patterns with other parameters such as chance. Fill can be a quick and easy way to get started in generating patterns followed by fine tuning and editing of patterns towards a final state.

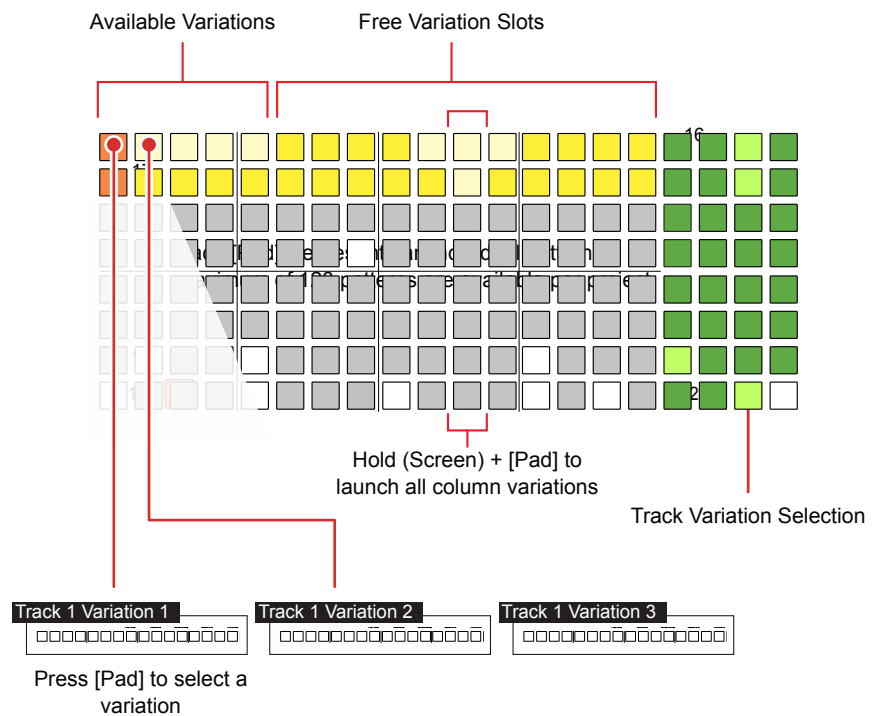| Algorithm	Secondary Option	Description
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HiHat	Genre (various)	Operates similar to beat fill but only for the individual instrument i.e. HiHat on a single track.

Beat Fill Genre	Variants	Beat Fill Genre	Beat Fill Genre	Beat Fill Genre
Acoustic	1 -15	x Backtrack	x Intelektual	x Robot Drum
Breakbeat	1 - 8	x Bicycle Fail	x Jump Up	x Sewers
Drum and Bass	1 -16	x Break It	x Jumpy	x Slow Down
Dub	1 - 4	x Cat Hat	x Kick It	x Snaresky
Electro	1 - 8	x Crocko	x Look Up	x Spaciality
Exotic	1 - 9	x Destroyson	x Market Beat	x Spill That
Garage	1 - 8	x Driller	x Melty	x Step Up
HipHop	1 - 10	x Drowner	x Metal Hits	x Swing It
House	1 - 16	x Dubzap	x Mind Glowing	x Swoosh
IDM	1 - 16	x Fade In	x Nice Break	x Take It
Latin	1 - 4	x Fast Walker	x Oh Wait	x Think
Techno	1 - 8	x Fill It	x Pattern Break	x Tin
Trap	1 - 6	x Half Life	x Pitcher	x Too Basic
x All Different		x Hat Trick	x Playing Funny	x Two People
x Always Late		x Hi-Hat Uzi	x Rewind	x Way Too Late
x Autumn Fall		x Hitman	x Ridge Racer	

Track Variations

While patterns in themselves cover all 8 tracks, it is also possible to create and store variations of each track. This is useful in creating arrangements but also a great performance tool. Up to 16 variation slots are available for each track.

A variation is an alternative version of a track that can be created and then selected manually either to change an arrangement or used to add variety during on-the-fly and live performances.

Press [Variation] pad for the desired track row to access one of 16 variations.

Available Variations   Free Variation Slots

Hold (Screen) + [Pad] to
launch all column variations

Track Variation Selection

Track 1 Variation 1   Track 1 Variation 2   Track 1 Variation 3

Press [Pad] to select a
variation

Variations operate at track level. They can be selected manually but it is not possible to automatically select or chain track variations together.

Variation Mode - 8x16 Grid Pad Colours

Orange. Currently active / loaded track variation.

Yellow. Empty Variation Slot.

Bright Yellow. Available Variations.

Play Essentials

Perform Mode

Perform mode presents a playable pad grid that generates punch-in effects. Parameter adjustments are also possible. This creates an environment perfect for live and improvised performances.

▌ USING PUNCH-IN EFFECTS IN PERFORM MODE

1. Press [*Perform*] Screen Button to select Perform Mode. The screen tag will be lit Yellow.

2. Select the Tracks to effect, Press [Select] Pad on the value button column to select each track to apply punch in effects. If no tracks are selected, a prompt will be displayed when selecting a perform pad.

3. Press [*Play*] or [Shift] + [*Play*] to play the selected pattern or chain of patterns respectively.

4. Tap [Pad] from the pad grid to latch the effect selection;

    •   The 8x16 pads will illuminate in colour. Each colour represents a punch-in effect category each consisting of two columns, 16 pads of effect variations.

    •   Tapping a pad will trigger and latch an effect. Holding a pad will temporarily trigger the effect. Selected effects are lit brighter than other pads.

    •   Only one punch-in effect per category can be applied and latched at one time. Selecting another pad will deselect the existing effect and latch the new one.

    •   The last selected effect will be displayed in the screen.

    •   Some parameter knobs can be adjusted to add more variation.

    •   All effect categories other than loop require a track to be selected.

    •   If no track is selected then changes will not be audible. The exception is the Loop effects which remain audible.

5. Tap [Pad] again to deselect and unlatch a punch-in effect.

6. Press and Hold [Pad] to temporarily select a punch-in effect. The effect will be released when the Pad is released.

Perform Mode Quick Reference

Perform Mode presents the 8x16 grid pads as an instrument controller which allows punch-in effects to be manually triggered. The pads are colour coded which represents one of the 8 headline categories of effect. Each pad then triggers a variation of the effect which can be a parameter value change, preset application or a change in the sequence. The screen display will indicate the last effect triggered when in Perform Mode.

Tuning		Cutoff		Distortion		Rearrange		Repeat		Delay		Reverb		Loop	
Semitones		%	%	%	Bits									Length	
-2	+2	10	10	30	12	Trig	Rep	Tripeat	SloStr	121	TwoIs	BigHa	Peas	4	4
-3	+3	20	20	40	10	Hattrk	End	EvrySt	LgaRth	Halfti	Warbl	Bedm	Dissolv	3	3
-4	+4	30	30	50	9	Averg	Tripler	Shorty	Grow	Fall SL	Rabbit	Late	DarkSt	2	2
-5	+5	40	40	60	8	Reorg	Brker	123	SloGlo	Stereo	String	Bright	Garage	1	1
-6	+6	50	50	70	7	Mash	Stomp	GoDW	GoUp	DimDl	Metal	DarkM	TuneM	1/2	1/2
-7	+7	60	60	80	6	Mirror	Tetris	ElvFal	3rdFlr	Piper	Shock	UCrisp	Sand	1/3	1/3
-9	+9	70	70	90	5	Clublb	Recog	Bloom	Void	Robot	StrinJr	LaterG	Bounce	1/4	1/4
-12	+12	80	80	100	4	Clubdb	Varibt	Pano1	Pano2	Tight	Super	Freeze	Radiat	1/8	1/8
Tune Down	Tune Up	Low Pass Filter	Hi Pass Filter	Overdrive	Bit Depth	Algorithm	Algorithm	Algorithm	Algorithm	Delay Preset	Delay Preset	Reverb Preset	Reverb Preset	Loop	Loop LR
Tuning		Cutoff		Distortion		Rearrange		Repeat		Delay		Reverb		Loop	

Perform Mode: Press [*Perform*]

Latch / Unlatch an effect: Tap [Pad]

Temporary Trigger an effect: Hold [Pad], Release [Pad]

Ensure tracks are selected to apply effects.

Play Essentials

Effect Architecture

Play has various effects which operate in different configurations. Sound FX and Saturation enhance the main output, while Delay and Reverb can be mixed into the main sound from each step or track. Many effects operate using presets found in the Master FX menu although custom settings are also possible. The mixer is an internal function with no user adjustable parameters. The diagram is for illustration purposes and indicates the user available parameter options.
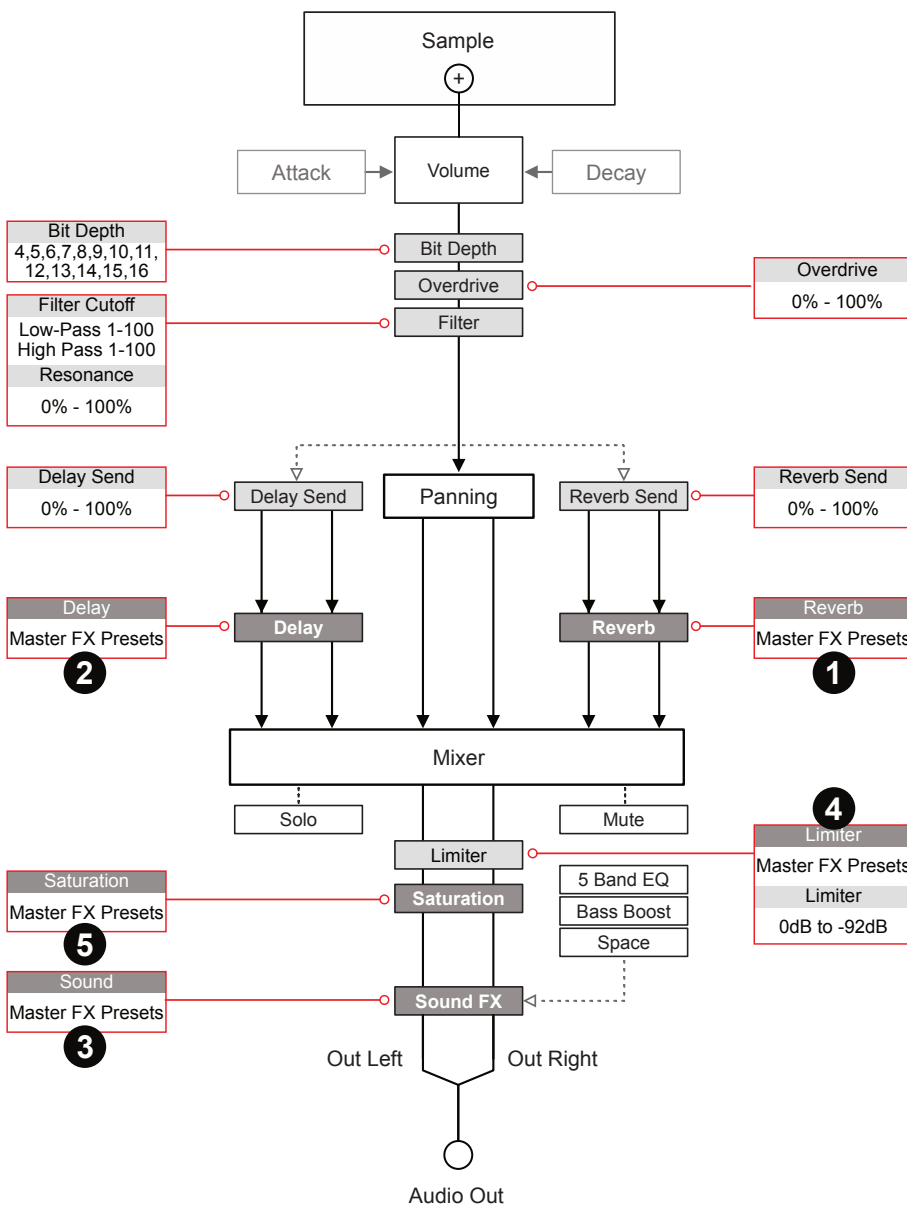
| Effect | Preset available in the [Shift] + [Master FX], Master FX Menu |
| Effect | Parameter available directly on knob |

NOTES

Master FX Presets - Hold [Shift] + [Master FX]

Reverb ①
Big Room *
Small Room
Uncharted
Drone
Analog Repeats
Late
Bounce
Stereo Drums
Bright Sky
Space
Transparent Hall

Delay ②
Dubster *
Triple Dubster
Bucket
Nanorobot
Widea
Brighteen
Monoroom
Stereoroom
Pipe
Degradah
Mononono
Cleanio
Twoism
Warbliani
Rabbithole
Stringston
Metalhead
Shock
Stringston Jr
Superfario

Sound ③
Flat *
Clean Mix
Scoopy Doo
Boom Box
Outside
Radio Call
Bass Mid Push
Wide
Sounds Good
Gradual
Fifuci Boost

Limiter ④
Squishy
Boom
Release Me
Slo Attack
Heavy
Nice and Low *
Broken Bones
Squish That Cat
Distortion
Waves
Sidechain Track 1
Sidechain Track 2
Sidechain Track 3
Sidechain Track 4
Sidechain Track 5
Sidechain Track 6
Sidechain Track 7
Sidechain Track 8

Saturation ⑤
Hard Clip
Soft Clip *
Saturate
Overdrive
Overdrive+

* Default Presets

Play Essentials

Basic MIDI Concepts for Play.

Play can be switched to MIDI mode when controlling external gear. MIDI mode is selected using [Shift] + [Audio/MIDI]. MIDI mode is indicated by the 4 column function pads being lit violet. A pre-requisite to working with MIDI is to ensure that the configuration settings are applied for the desired MIDI gear setup. MIDI Mode operates at a per step level. Th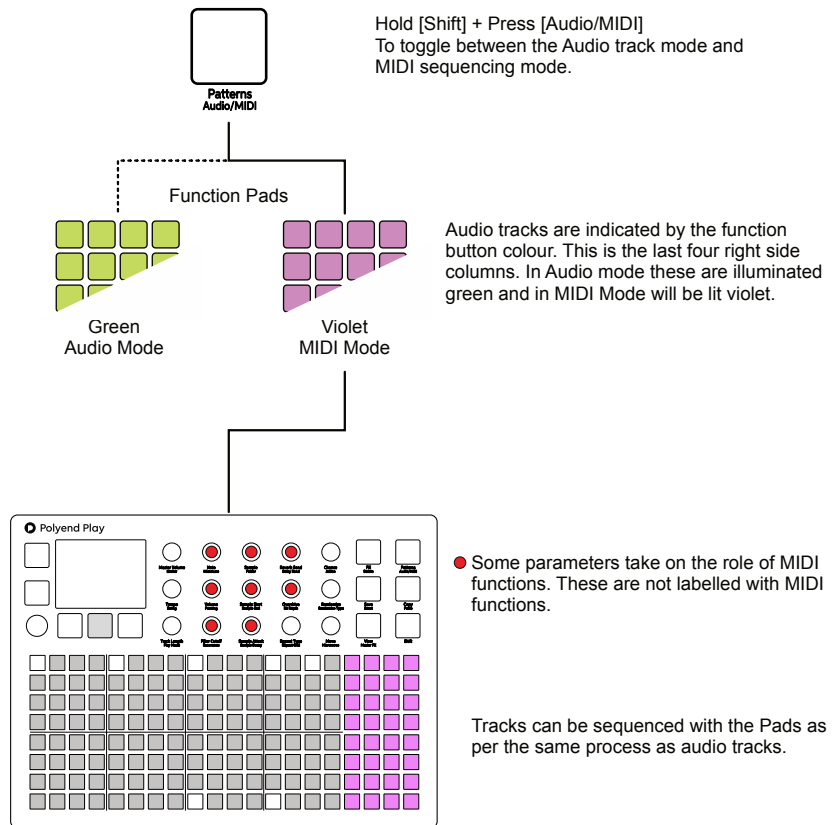e parameter knob switches functionality from their faceplate labelled audio parameters to the unlabelled MIDI functions. The display will show the MIDI Parameter. Play can assign note data and specific channel settings at a step level to send MIDI out from the sequencer pattern.

(Screen)
Press to access setting including MIDI Options

(Knobs)
Switch to MIDI options. These are not labelled

[Shift] + [Audio/MIDI]
Toggle between audio and MIDI mode

Grid [Pads]
8 Tracks of MIDI sequencing Note and Channel per Step.

Function [Pads]
Illuminate Violet when in MIDI Mode.

MIDI Out / In
Connect to MIDI DIN gear using the Type B, TRS to 5 Pin adapter

USB
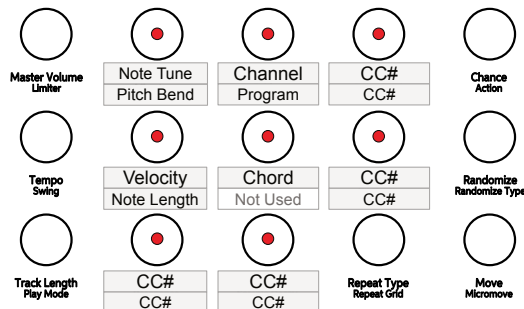Play is powered via the USB-C, also communicates MIDI.

MIDI Mode

Play must be in MIDI Mode to program steps and send MIDI data out. The parameter options change when in MIDI mode where the knobs represent MIDI orientated functions. These are not labelled and some can be configured specifically in the MIDI menu.

Patterns Audio/MIDI

Hold [Shift] + Press [Audio/MIDI]
To toggle between the Audio track mode and MIDI sequencing mode.

Function Pads

Green
Audio Mode

Violet
MIDI Mode

Audio tracks are indicated by the function button colour. This is the last four right side columns. In Audio mode these are illuminated green and in MIDI Mode will be lit violet.

● Polyend Play

● Some parameters take on the role of MIDI functions. These are not labelled with MIDI functions.

Tracks can be sequenced with the Pads as per the same process as audio tracks.

MIDI Mode Parameters

MIDI Mode, MIDI Specific parameters are not labelled in the list by it's MIDI function but will refer to the Audio Mode labels. The configuration can be set in the MIDI settings.

Master Volume Limiter	Note Tune / Pitch Bend	Channel / Program	CC# / CC#	Chance Action
Tempo Swing	Velocity / Note Length	Chord / Not Used	CC# / CC#	Randomize Randomize Type
Track Length Play Mode	CC# / CC#	CC# / CC#	Repeat Type Repeat Grid	Move Micromove

.... Mapping > Jack Channel 10	
CC Cutoff	74
CC Resonance	71
CC Sample Attack	22
CC Sample Decay	75
CC Reverb Send	17
CC Delay Send	19
CC Overdrive	12
Back	Play

Play Essentials

MIDI Quick Start

To get up and running with basic control of external MIDI devices here is a quick start guide to programming a MIDI sequence including Notes and CC messages. The general principles of setting steps and using work step parameters is applied the same as audio patterns.
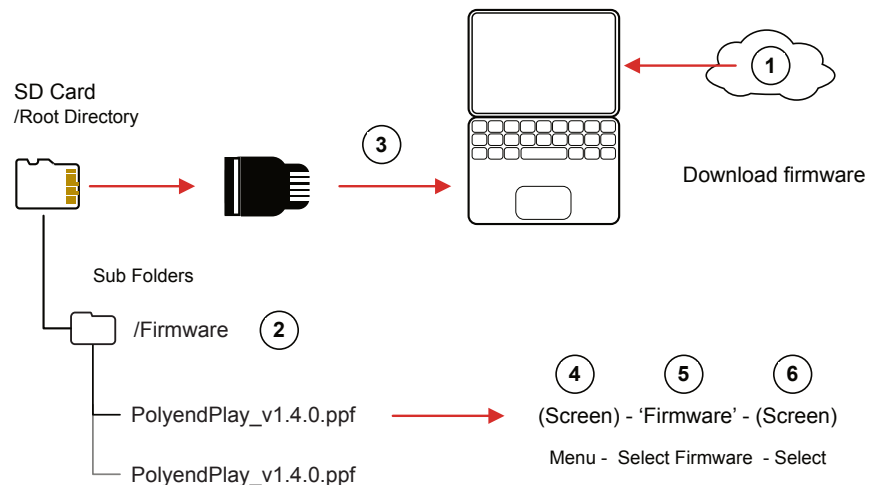
▌ CREATING A MIDI SEQUENCE

1. For this example ensure that the device to control, i.e. an external synth, is connected via MIDI DIN Out. USB also transmits MIDI. Ensure it receives clock, transport and notes on channel 1.

2. Press (Screen) knob to open the configuration menu. Set the MIDI Settings to Clock In = Internal, Clock Out = MIDI Out Jack, Transport In = Off, Transport Out = MIDI Out Jack.

3. Switch Play to MIDI Mode. Press [Shift] + [Audio/MIDI]. The Function buttons will be lit violet as opposed to green when in audio mode.

4. Press a [Select] Pad to choose one or more tracks or simply program the Grid [Pads] to sequence a pattern. Hold the step to apply and edit the parameters to only selected steps or use work step approach to set the values followed by programming the steps. Following examples are per step.

   • Hold [Pad] + Turn (Sample) to assign MIDI output channel. This can be set 1-16 for MIDI Jack and also separately for USB. Set to Jack Channel 1.

   • Hold [Pad] + Turn (Note) to assign a note to output. The option to set 'No Note' is possible which is useful to just send CC or PG data without a note message.

   • Hold [Pad] + Turn (Volume) to set the Velocity for the step.

   • Double Tap (Panning) to ensure the secondary option is in view. This is Note length in MIDI Mode. Hold [Pad] + Turn (Panning)

   • Optionally, Hold [Pad] to assign a CC value to the step. Knobs can be assigned to send CC messages with defaults in place. With the sequencer stopped manual CC knob changes are sent while steps should be programmed for a sequence of CC change messages to be sent in sync to the pattern steps.

5. Press [Play] on Play and the sequence will play the external device based on the notes and parameters set.

Generic Firmware Update

Firmware updates may be provided by Polyend from time to time, to fix bugs or add new features. The process of updating can be performed in several ways. When performing updates it is strongly advised to follow the Polyend instructions supplied with each update. The instructions here are a generic guide only.

▌ FIRMWARE UPDATE

1. Download the latest firmware. Access firmware updates for your device from your registered account at Polyend.

2. Copy the downloaded .ppf firmware file into the /Firmware folder. This can be found in the root directory of the SD Card.

3. Insert the SD card into Play and power up.

4. Press (Screen) knob to open the configuration and settings menu.

5. Navigate through the 'Settings' and 'Firmware' menus. Open the 'Firmware Update' function, highlight the firmware version to install.

6. Press (Screen), knob to select firmware.

7. The screen will prompt "yes' or 'No' to confirm using the left screen buttons. To continue press [*Yes*].

8. The firmware will install and the on screen prompts provided will guide. The install process is typically less than 1 minute.

9. Play should restart automatically. If not and only when the update is 100% completed, Press On/Off to perform a manual start.

SD Card
/Root Directory

Download firmware

Sub Folders

/Firmware ②

PolyendPlay_v1.4.0.ppf → (Screen) - 'Firmware' - (Screen)

PolyendPlay_v1.4.0.ppf

Menu - Select Firmware - Select

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Emergency Firmware Update

Firmware updates are available from the polyend portal for your registered device. A reset button is provided, recessed behind the rear panel for emergency situations. A reset can be performed if there are issues with the update method or to clear Play issues but should not be used as a regular process for updates.

▌ PLAY & FIRMWARE RESET

1. Download the latest firmware. Access firmware updates for your device from your registered account at Polyend.

2. Copy the downloaded .ppf firmware file into the /Firmware folder. This can be found in the root directory of the SD Card. Also ensure any previous update files remain in the firmware folder.

3. Insert the SD card into Play.

4. Use a pin or thin object to press the internal reset button. This is located on the rear of the device behind the case next to the USB connection.

5. Play will reset and search the firmware folder on the SD Card. A random firmware will be selected and installed in order to recover Play to a working state. The install process is typically less than 1 minute.

Recessed reset button. Use a pin or thin object to trigger reset

Rear Panel
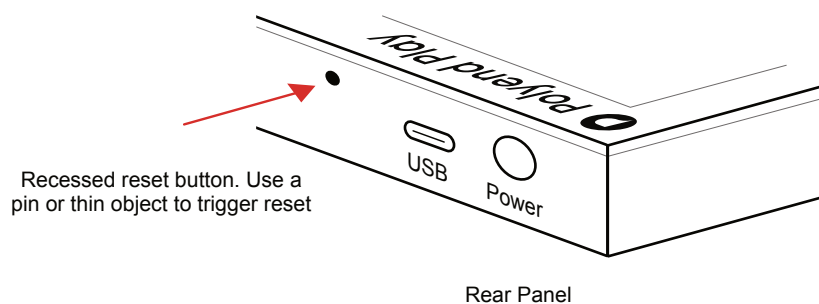
The reset option is useful if any lock ups or freezing occurs on Play. It is not necessary in these situations to download a new OS. It is advised to keep a series of official, known good, firmware releases in the /firmware folder. For example 1.2.0, 1.3.0, 1.4.0. That way steps 4-5 can be performed in case of issues and a random update will be performed from a known state. A manual update in the main menu to select the latest version can then follow. If problems persist, try updating after removing the 'workspace' folder from the SD Card.

Quick Reference Commands

Function	Action	Play Buttons	Description
General	Master Volume	Turn (Master Volume)	Adjusts the master output level
General	General Navigation	Turn (Screen)	Generally navigate, scroll menu selections and options
General	Main Menu	Press (Screen)	Select the main menu options. Display's prior selected menu.
General	Tempo	Turn (Tempo)	Adjust the global tempo. Will use an external tempo if another device is connected for MIDI clock.
General	Redo / Undo	Hold [Shift] + [Screen]	When shift is held, the undo / redo is presented, if available, on the lower screen buttons.
General	Cut off tail	Tap (Master Volume)	Curtail playback of any audio tail immediately. Tap when sequencer is stopped.
General	Save Current State	Press [Save]	Save the current state of the session.
General	Reset Current State	Press [Shift] + [Save]	Restore / reset the saved state of the session.
General	Alphanumeric Char	Turn (Screen) or Press [Pad]	In the Alphanumeric QWERTY editor ie naming. Selects the character. Also press pad for character to select.
General	Select Character	Press (Screen)	In the Alphanumeric QWERTY editor ie naming. Adds the selected character.
General	Delete Character	Press [Fill]	In the Alphanumeric QWERTY editor ie naming. Backspace delete through characters.
General	Move Char Cursor	Hold [Shift] + Turn (Screen)	In the Alphanumeric QWERTY editor ie naming. Moves character entry cursor.
Project	Open/Create Project	Press (Screen)	Select the main menu options. File menu enables the opening, saving, creating of projects.
Parameter	Select Parameter	Tap (Knob) for parameter	Select the parameter for view and editing.
Parameter	Change Parameter	Turn (Knob) for parameter	Edits the parameter in view. Also turn (Screen).
Parameter	Change Parameter	Hold [Shift] +Turn (Knob)	Edits the parameter in view with a higher increment.
Parameter	Select Parameter	Double Tap (Knob) for parameter	Select between secondary and primary parameter for view and editing.
Parameter	Reset Parameter	Hold [Pad] + Double Tap [Screen]	With the parameter selected and in view, hold the pad and quickly double tap the respective left side screen button.
Sequence	Play Pattern	Press [Play]	Screen Play button will play and loop the current pattern
Sequence	Play Pattern Chain	Hold [Shift] + Press [Play]	Screen Play button will play and loop the chain of patterns
Sequence	Stop Playback	Press [Stop]	Screen Play button while playing, will stop playback
Sequence	Sequencer Mode	[Patterns]	Selects between sequencer and pattern modes. Sequencer mode enables creation and editing of steps to a pattern.
Sequence	Create Step	Tap [Pad]	Adds a step to a pattern with work step settings. Operates in sequencer mode.
Sequence	Remove Step	Tap [Pad] on existing step	Removes a step from a pattern. Sequencer mode.
Sequence	Edit Step	Hold [Pad] on existing step	Adjust parameter while holding step. Sequencer mode.

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Quick Reference Commands

Function	Action	Play Buttons	Description
Sequence	Copy Step	Hold [Pad] on existing step	Hold until step flashes to copy to clipboard. Sequencer mode.
Sequence	Quick Copy/Paste	Hold [Pad] A + [Pad] B	Copies Step A and pastes to Step(s) B. Sequencer mode.
Sequence	Select Step Range	Hold [Shift] + [Pad] A then [Pad] B	Selects a range of steps across tracks using a selection rectangle where pads refer to diagonally opposite corners. Keep shift and first pad held. Set in Sequencer mode.
Sequence	Select Multiple Steps	Hold [Shift] + [Pad] A , [Pad] B etc	Selects multiple steps with individual selections. Keep shift held then select pads. Set in Sequencer mode.
Sequence	Live Recording	Press Live Rec [Screen] Button	Selects live recording mode. Notes played by MIDI, View Keyboard and parameter changes are recorded. Play the sequence to start recording to the pattern.
Sequence	View Mode	Press [View]	Switches the last four column from function mode to view mode. Notes can then be played in like a virtual MIDI controller. Mode can be set in configurations.
Sequence	Piano Roll	Hold [View]	Presents the pads as a piano roll.
Sequence	Transpose View	Press [Pad] Col 17, 18, 19, 20.	In view mode, the top row of function pads can transpose the view keyboard octave range.
Sequence	Fill Steps	Press [Fill] - Type/Density - [Fill]	The Fill command will populate a set of selected steps or tracks based on the type and density parameters.
Track	Select Track	Press Select [Pad] - Column 20	Each select pad will select the track, represented across the pad grid rows. Tracks selected will also select steps.
Track	Mute Track	Press Mute [Pad] - Column 17	Each Mute pad will silence one of the 8 tracks. Tracks are presented as pad rows.
Track	Solo Track	Press Solo [Pad] - Column 18	Each Solo pad will solo one of the 8 tracks. Tracks are presented as pad rows.
Track	Track Variation	Press Variation [Pad] - Column 19	Each Variation pad will view the track variations represented across the pad grid rows. Variations can be selected.
Track	Track Length	Turn (Track Length)	Adjusts the number of steps in the selected tracks between 1-64 steps.
Track	View Step Pages	Hold [Shift]	Views the available step pages on the function pad buttons. First row 1-16, second 17-32 etc, labelled under pads.
Track	Select Step Pages	Hold [Shift] + Function [Pad]	Pads on each row represents available step pages for each track. The page can be selected which displays the selected steps on the 8 x 20 grid pad layout.
Track	Quick Length Edit	Hold [Shift] + Function [Pad]	Pads on each row represents available step pages for each track. Selecting the page will automatically extend the steps.
Track	Copy Step Page	Hold [Shift] + [Pad] A then [Pad] B	Hold the function pad for the page to copy. While still holding shift & pad, press the pad for the page to copy into.
Track	Copy Tracks	Press [Copy]	Select tracks to copy then press copy. Pasting into a selected audio or MIDI track will paste with the same track order.
Track	Export Tracks	Press (Screen)	Select the main menu and the file submenu. Several export options are available.
Pattern	Pattern Mode	Press [Patterns]	Selects between sequencer and pattern modes. Pattern mode enables management and chaining of all patterns.
Pattern	Select Pattern	Press [Pad]	The 8 x 20 grid pads represent pattern slots. Patterns for editing in sequencer view can be selected here.
Pattern	Quick Copy/Paste	Hold [Pad] A + [Pad] B	Copies Pattern A and Pastes to Pattern Slot (s) B. Pattern mode must be on.

Quick Reference Commands

Function	Action	Play Buttons	Description
Pattern	Chain Pattern	Assemble Patterns in Order	Assemble a series of patterns in a sequential order in pattern mode. Set an empty pattern slot at the end to trigger loop.
Pattern	Delete Pattern	Hold [Pad]s + [Shift] + [Delete]	Deletes one or more patterns when in Pattern mode.
Pattern	Cue Pattern	Press [Pad]	When a chain is playing in pattern view, pressing a pad cues it ready to play next, after completion of current pattern.
Pattern	Play Pattern	Press [Shift] + [Pad]	When a chain is playing in pattern view, pressing pattern / shift + pad will play immediately.
Perform	Perform Mode	Tap Perform [Screen] button	Selects Perform mode ready for on the fly punch in effects.
Perform	Latch Perform Effect	Tap [Pad] 8 x 20	Tap to latch / unlatch the effect. The 8 x 20 Grid pads represent the punch in effects. Tracks must be selected first to apply the effect.
Perform	Punch In Effect	Hold [Pad] 8 x 20	Hold to apply an effect only while holding the pad. The 8 x 20 Grid pads represent the punch in effects. Tracks must be selected first to apply the effect.
MIDI	MIDI Mode	Press [Audio / MIDI]	Switches between Audio track mode and MIDI track mode. MIDI mode will display the function pads in violet.
MIDI	MIDI Configuration	Press (Screen)	The MIDI configuration is contained in the MIDI section of the main menu.
MIDI	MIDI Channel & Port	Turn (Sample)	The Sample knob option will operate to set channel and port in MIDI Mode.
MIDI	Pitch Bend	Double Tap & Turn (Microtune)	The Note knob option will operate as a pitch bend function using the secondary Microtune parameter.