

11 minutes of Sampling & Playback**37 Different Effects****Pattern Sequencer for Making Beats****Loop Capture for Live Performance****USB Audio & Midi Interface Built-In****11 minutes of Sampling & Playback**

- **Expandable to over 12 hours of sampling and playback via CompactFlash.**
- **Uses type 1 CompactFlash up to 2 GB.**
- **Samples stream direct from the CF card with no load time.**
- **Import and Export .wav & AIFF via included wave converter software.**
- **Built-in audio interface allows sampling from your computer via USB.**

37 Different Effects

- **New MFX – Super filter, Guitar Amp Simulator, Reverse Delay and Bit Crash.**
- **The SP-555's effects can be used to process any sample or sound source via external audio inputs or USB audio streaming.**
- **3 real-time control knobs to tweak multiple FX parameters while performing.**
- **Custom MFX settings can be stored to the pads and instantly recalled via Effect Memory.**

Pattern Sequencer for Making Beats

- **Drum machine-style sequencer with quantize including shuffle (swing).**
- **Play up to 32 patterns back to back or up to 128 when using a CF card.**
- **Seamless or time-based switching between patterns for live performance.**
- **Patterns can be up to 99 measures long.**
- **Ships with Cakewalk's Sonar LE & SP-555 .wav/AIFF converter software.**

Loop Capture for live performance

- **Capture loop phrases in real-time from live inputs with unlimited overdubs.**
- **Build sound-on-sound loops – great for scratch Djs or human beat-boxers.**
- **Use a foot switch for instant punch in and out of loop recording.**
- **Assign loops you've created to the pads for use while making patterns.**

USB Audio & Midi Interface Built-in!

- **Stream audio and MIDI between your computer and SP-555 (PC or Mac).**
- **Record directly into your favorite DAW through the SP-555's inputs.**
- **Add effects to audio from DJ applications with the SP-555's effects.**

Pattern Sequencer for Making Beats

Create a pattern using the drum sounds in BANK A:

- 1) Press the **A** button under **BANK**.
- 2) Press the **Pattern Select** button.
- 3) Then press the **SAMPLING[PATTERN REC]** button and select **BANK B**.
- 4) Select **Pad 1** (all pads will be flashing off & on to indicate an available empty pad)
- 5) Press the **QUANTIZE** button & use **MFx/CTRL Knob 3** to set to "16".
- 6) Press the **TAP TEMPO** button and use the **CTRL 2** knob to set your tempo.
- 7) Press the **SAMPLING[PATTERN REC]** button again, wait for the two beat count-in then play the pads. (The SP-555 defaults to a four bar loop)

Note: You can press SAMPLING[PATTERN] button so its flashing if you wish to rehearse.

- 8) Press the **Cancel[PATTERN STOP]** button to stop the recording.

How to use the LOOP CAPTURE function

Resample your new pattern while adding effects and tweaks in real-time:

- 1) Press the **PATTERN SELECT** button and then **BANK B**. (Pad 1 should be blinking with the new pattern you recorded earlier.)
- 2) Press the **MEASURE** button in the **LOOP CAPTURE** section to select "4".
- 3) Press **Pad 1** to start your pattern.
- 4) Press the **REC** button in the **LOOP CAPTURE** section at anytime on the downbeat for Loop Capture to automatically grab a perfect four bar recording of your pattern.

(The **GREEN PLAY** button flashes in the **LOOP CAPTURE** section indicating that it is playing back your four bar phrase.)

- 5) Press the **PATTERN SELECT** button again to turn off the pattern play mode.
- 6) Press **BANK A** and press **Pad 7**.
- 7) Press the **SUPER FILTER** button so its lit solid.
- 8) While Loop Capture is playing, press the **REC** button again to engage the **OVERDUB** and start playing pad 7 while twisting **CTRL Knob 1** to tweak its cutoff filter.
- 9) Press **Rec** again to turn **OVERDUB** off.
- 10) Press the **GREEN Play** button to stop Loop Capture.
- 11) Press the **SAVE TO PAD** button.
- 12) Press **Bank B**. Press the flashing **Pad 1** to assign your new loop phrase.
- 13) Press the **SAVE TO PAD** button again.

37 Different Effects

Try applying effects patches to loops stored in BANK A:

- 1) Press the **DJFX LOOPER** button in the **EFFECTS** section so it is flashing.
- 2) Press **Bank A**. Press and hold down **Pad 11**, then press the **HOLD** button so it is lit solid.
- 3) Press the **DJFX LOOPER** button so it is lit solid.
- 4) Turn **Control Knob 2** to the far right, use **Knob 1** to control the loop length. (Turning knob 1 to the right will increase the interval more.) Turn knob 3 to toggle the effect on and off.