

Stay in touch.

Thank you from the bottom of our hearts for joining the ODD community. We'd love for you to stay in touch and share your stories, skills and ODD-ness with us on social media.

Important.

ODD ball is super tough and we encourage you to bounce it and throw it around to make crazy beats, but always take care of the device and avoid using excessive force. Do not hit it with any sport racket or bat, drop it from really high heights, jump on it, or squash it under heavy weights. ODD is splash resistant, but do not submerge it under a body of water.

If, on return, it is deemed that your ODD ball has been mistreated in anyway or undergone any of the processes mentioned here, the warranty will be rendered non valid.

Also please don't chase wayward ODD balls into dangerous places, like busy roads, or off high heights.

Product Name – ODD ball
Model Number – 1.0
Charging Voltage – 5V
Charging Current – 48 mA
ODD ball is not a toy and is not suitable for use under the age of 12.



Made in China
Designed in London

FCC STATEMENT

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and
(2) This device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular

installation. If this equipment does cause harmful interference to radio or television reception, the user is encouraged to try to correct the interference by one or more of the following measures: Reorient or relocate the receiving antenna; Increase the separation between the equipment and receiver; Connect the equipment into an outlet on a circuit different from that to which the receiver is connected; Consult the dealer or an experienced radio/TV technician for help.

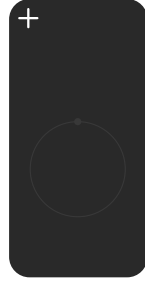
RF warning statement
The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.

Share on social.



Youtube | Oddballism
Oddballism.com

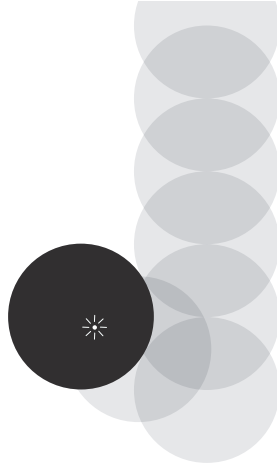
ODD.



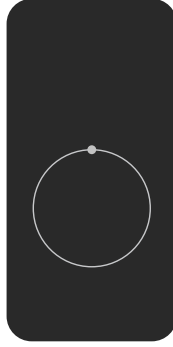
5_ Open the app and connect ODD ball.

YouTube | Oddballism Setup

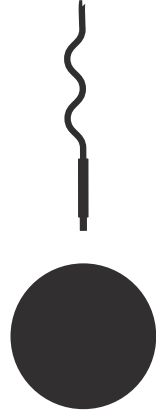
Go to step 6_ to learn about the app.



4_ Bounce ODD ball to turn it on.



3_ Download the ODD app from the App or Play store.



2_ Charge ODD ball for 6 hrs for the first time.



1_ Welcome to ODD.

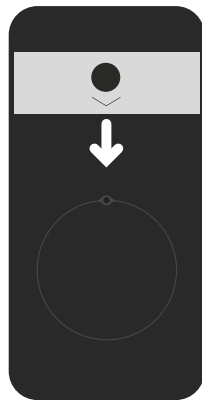




6_ Add sounds.

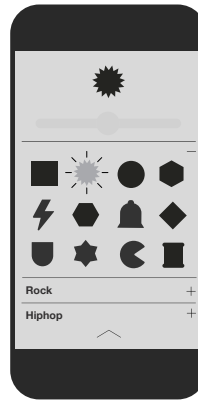
YouTube | Oddballism Sounds

Once you have connected your ODD ball the Sound Tray will appear and prompt you to add a sound to your ball. Simply tap or drag the arrow in your Sound Tray to reveal the Sound Library.



Now you can add sounds to your ball. Explore the library and choose your sounds with a simple tap. When you are happy with the selection, tap the arrow at the bottom to close the library.

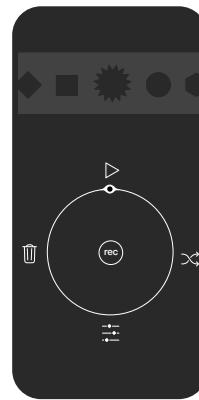
The Sound Tray gives you quick access to your favourite sounds, so you can easily swipe between them, while you are jamming.



7_ Create tracks.

YouTube | Oddballism Loop

The Loop Wheel is a central feature of the app. It allows you to build beats and create tracks easily and intuitively. To get looping just hit the rec button right in the middle of the wheel.



 Record

Start your loop, record and overlay your beats. A quick count in helps you get ready before recording starts.

 Delete

Press once to delete the recording of the sound you have currently selected. Press and hold to delete the entire composition.

 Play

Play and stop the track you are currently creating. You can also play the Back Track if one is selected (see 12).

 Shuffle

To easily build tracks away from the app – tap shuffle when you are looping to automatically change sounds while you play.

 Loop Wheel

One revolution of the Loop Wheel represents one full loop. When the dial is at 12 o'clock you are at the start of the loop. The wheel turns red when recording and green when you have something recorded.

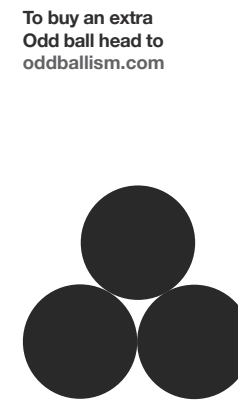
 Loop Settings

Change loop tempo, duration and turn on click track.

8_ Multiple balls.

YouTube | Oddballism Multiple

You can connect to multiple ODD balls in the app. Each ball is represented by a circle button in the top left. Use these buttons to manage the sounds for each ball.

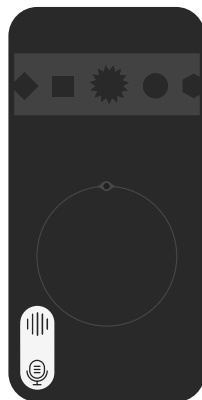


To buy an extra Odd ball head to oddballism.com

9_ Add your sounds.

YouTube | Oddballism Mic-in

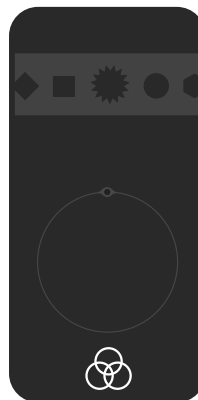
Record any sound you can dream of and turn it into an ODD sound. Tap the microphone icon in the bottom left corner to start recording, tap it a second time to stop recording.



10_ Add effects.

YouTube | Oddballism Effects

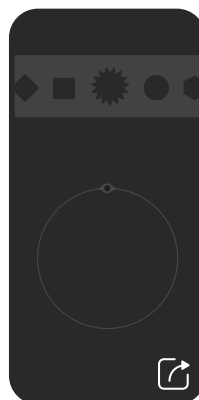
A super cool feature of the app is that you can add effects to your tracks. Explore what's possible and make something completely unique.



11_ Save and share.

YouTube | Oddballism Share

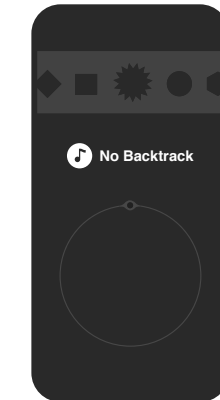
When you love a track, you can easily save it and share it. You can also send your track as a project, so that your friends can add to your beats.



12_ Back tracks.

YouTube | Oddballism Backtrack

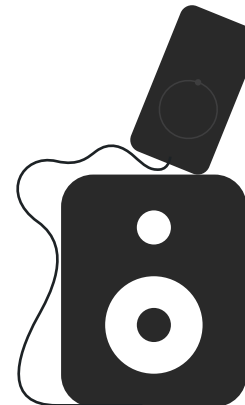
You can access your tracks or a library of pre-loaded backtracks by tapping the music note icon. Use this feature to jam over or add to existing beats.



13_ Play it loud.

ODD ball is super fun with head phones. But to really show off plug your mobile directly into a speaker and pump up the volume.

You can buy mobile to speaker cables at oddballism.com



14_ LED behaviour.

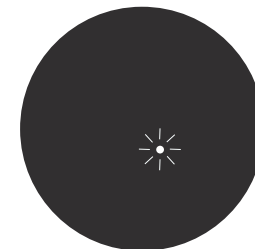
Steady glow
Ball connected

Rapid flash
Waiting to connect

Breathing
Charging

Bright light
Fully charged

Slow blink
Low battery warning



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- Reorient or relocate the receiving antenna.

- Increase the separation between the equipment and receiver.

- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

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