

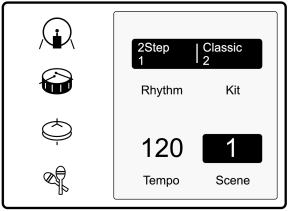
Loop

Mini Production Studio



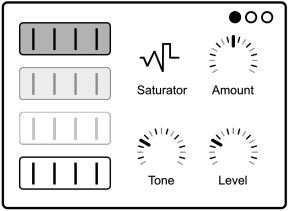
Quick Guide

Three views. One idea.



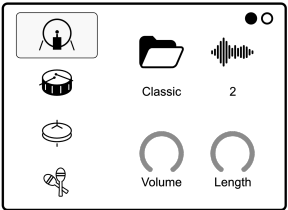
Main

Choose Rhythm, Kit, Tempo and Scene. The 16 pads select drum patterns.



Looper

Record, layer and shape your four audio tracks.



Drum

From Main, press a **track button 1-4** to edit its steps. Press that button again to return.

FOUR GESTURES TO KNOW

Hold Track	Switch between Main and Looper.
Press C in Main	Tempo / master volume (Out Level).
Hold C in Main	Open Settings.
Press any A-D knob	Looper / Drum: next parameter page.

A **tap** is a quick press; a **hold** is a longer press. **Turn A-D** to adjust the parameter shown in the matching screen position.

Connect a sound. Get ready to play.

1 Check the microSD card. Connect power.

Check that the pre-installed microSD card is in place. Keep it in while you work. Use a **9-18V DC, centre-negative supply rated for at least 560 mA** (not included).

2 Connect your instrument to Stereo In.

In **Main view**, hold knob **C** to open Settings. Turn C to browse; press C to select. Set **Input > Mode** and **Input > Channels** for your connection:

Guitar / bass Mono instrument cable	Mode: Instrument Channels: Mono
Stereo synth Stereo input breakout cable	Mode: Line Channels: Stereo

3 Connect the outputs and set a listening level.

Use Left / Right Out with a mixer or powered speakers, or the supplied output adapter for headphones. Start quietly. Raise **Input Level** until your instrument sounds clear, without distortion.

Use these settings for this walkthrough

In Settings, set **Start Mode: All** and **Looper Pre-roll: On**.
Under **MIDI**, set **Clock In: Internal**.

Start with a beat.

Let a rhythm give your idea somewhere to land.

A**RHYTHM**

What plays

B**KIT**

The four sounds

C**TEMPO**

The pace

1 Choose a place for the idea.

In **Main view**, use **D** to choose an empty **Scene** slot. Tap pad **1** along the bottom to select Pattern 1.

2 Choose a Rhythm and a Kit.

Turn **A** for a Rhythm; hold and turn A to change genre. Turn **B** for a Kit; hold and turn B to change its category.

3 Set the pace. Listen.

Turn **C** to set **100 BPM**. If C shows Out Level, press C to show Tempo. Set **Drums Level**, then tap **Play/Rec** once to hear the beat.

A Kit changes the sounds while keeping the sequence. Loading another Rhythm replaces the steps and resets drum track levels.

Ready to record?

Tap **Stop twice** so everything is stopped. Then turn the page.

Record your first idea.

A chord, a bass line, a texture. Two bars are enough.

1 Choose an empty audio track.

Hold the **Track footswitch** to enter **Looper view**. Press left-side **track button 1**. Keep playback stopped for the count-in.

2 Set the input and the length.

Press any A-D knob to reach **page 3**. Set **Input** with A: **L** for the mono cable, or **ST** for stereo. On **page 2**, set **Length** with D to **2 Bars**. Set **Effect** to **Off** on page 1 for this first take.

3 Record. Then finish the take.

Tap **Play/Rec**. After the four-beat count-in, play your two-bar phrase. Tap **Play/Rec again** to finish recording and hear it play back with the drums.

COUNT IN

4 beats

RECORD

Play your phrase

PLAY BACK

Tap Play/Rec

Length sets the cycle. You finish the recording.

Recording keeps going around the two-bar loop until you tap **Play/Rec** again.

Like the take? Save your Scene. In Main view, hold D and choose Save. See page 10. Scenes do not save automatically.

Add another part.

Give each idea its own place in the mix.

ONE POSSIBLE SKETCH

1	Chords	
2	Bass	
3	Melody	ROOM FOR THE NEXT IDEA
4	Texture	ROOM FOR THE NEXT IDEA

A new track = a separate part

Keep your first recording playing. In **Looper view**, select empty **track 2**. Set its **Input** and **Length** as on page 5. Tap **Play/Rec**, play the next part, then tap again to finish.

There is no count-in when playback is already running. Your live input goes to the selected audio track.

An overdub = another layer on the same track

On a **playing audio track**, tap **Play/Rec** to add a layer. Tap again to finish. The layers become one part, sharing its level and effect.

Check the take before changing tracks

During playback, **hold Play/Rec** to undo the latest take; hold again to redo it. Undo/Redo remembers only the latest take. Selecting another audio track clears Undo/Redo.

Give each part a character.

Choose the sound. Then make room for the other parts.

1

Pick an effect for an audio part.

In **Looper view**, select an audio track and open **page 1**. Turn **A** to choose **Effect**. Turn **B**, **C** and **D** to shape the three parameters shown on screen.

SPACE Reverb	MOVEMENT Delay / modulation	TEXTURE Filter / waveshaping
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Balance the parts

LOOPER VIEW / PAGE 2

A	FX Mix	How much effect you hear.*
B	Volume	How loud this audio part is.
C	Pan	Where it sits in the stereo image.

Use **Drums Level** to balance all four drum tracks against your recordings. In **Main view**, press **C** to show **Out Level**, then turn it to set the overall output.

Try this: give the chords some reverb, keep the bass in the centre, and let the melody sit a little to one side.

* Each audio track has one effect. FX Mix is available only for effects with a wet/dry control.

Make the beat your own.

A few small changes can make a preset feel like you.

EXAMPLE / FOUR DRUM TRACKS, ONE PATTERN

Kick	■				■				■				■			
Snare					■								■			
Hi-hat	■		■		■		■		■		■		■		■	
Perc.						■									■	

1 Open a drum track. Change the steps.

From **Main view**, press a left-side **track button 1-4** to enter **Drum view**. Tap an unlit pad to add a hit; tap a lit pad to remove it.

2 Give one hit a different feel.

Hold an active step. On step page 1, turn **B** for its **Volume**, or **A** for **Note**. Keep the step held and press an A-D knob to reach page 2; turn **A** for **Chance**.

3 Hear the whole idea.

Press another track button to edit that part. Press the **currently selected track button** again to return to Main. Try quieter hi-hat hits, or an accent that plays only sometimes.

Your own sounds belong here too

The **Sample Recorder** captures up to about 5 seconds of mono audio for a drum track. Turn a short sound into part of the beat. See Essentials 3.10.

Let the idea move.

A second drum variation can change the feel of the piece.

01 The groove

02 A variation

1 Copy the beat. Change a few steps.

In **Main view**, hold pattern pad **1** and tap empty pad **2** to copy it. Select pad 2, open a drum track and edit its steps. Return to Main and tap **pattern pad 1** to return to the original groove.

2 Bring the variation in.

While the drums play in **Main view**, tap the **Track footswitch** to cue the next available pattern. It starts after the longest track in the current pattern finishes its cycle.

3 Bring recorded parts in and out.

In **Looper view**, while other parts keep playing, select a playing audio track and tap **Stop** to drop it out. Tap **Play/Rec** to bring it back. To stop everything, tap **Stop twice**.

Let patterns run: in Main view while drums play, **hold Play/Rec** for Pattern Chain. Non-empty slots play in number order, then repeat. Hold again to leave chain mode.

Patterns vary the drums

Your audio recordings stay with the Scene. For a new section of the whole piece, **duplicate the Scene** and switch during playback. **See page 11.**

Save the idea. Come back to it.

SCENE

Your recordings, drum patterns, sounds, effects and tempo - saved together.

1

Return to Main view.

From Looper, hold the **Track footswitch**. From Drum, press the currently selected **track button** again.

2

Open Save.

Hold D to open the Scene menu. Turn D to **Save**, then press D to select it.

3

Name it. Save it.

Keep the current name, edit it, or choose **Autoname**. Then select **Save** in the naming screen. Wait for the save confirmation.

Scenes do not save automatically

Save before changing Scenes or powering off. To return to your idea later, use **D** in Main view to choose the saved Scene.

EXPLORE NEXT IN THE LOOP ESSENTIALS MANUAL

Library loops 2.4 / Sample recording 3.10

MIDI and expression 4.2 / microSD backup 4.5

Next: duplicate your Scene and build another section.

Build a new section. Switch on the fly.

A new Scene can take the whole piece somewhere new.

01 Verse



02 Chorus

1 Duplicate the complete idea.

Save your current Scene as **Verse** (page 10). In **Main view**, hold **D**, choose **Duplicate** and press **D**. Choose an **empty Scene slot** as the destination. An occupied destination is overwritten.

2 Develop the next section. Save it.

Open the copy with **D**. Change the beat, record a new part or choose different effects. **Save the copy as Chorus**: hold **D**, then choose **Save**. Place both saved Scenes in consecutive slots; use **Reorder** in the **D** menu if needed.

3 Cue the next Scene while playing.

Return to **Verse** with **D** and start playback if needed. In **Main view**, while the drums play, **tap Play/Rec** to cue the next Scene, **Chorus**. It starts when the longest drum track in the current pattern finishes its cycle.

Play/Rec follows the playback state

Stopped: starts playback. **Drums muted**: unmutes them.

Drums playing: cues the next Scene.

Keep these close.

Check the view first. A tap and a hold do different things.

ACTION	VIEW / STATE	GESTURE
Main / Looper	Main / Looper	Hold Track footswitch.
Open / leave Drum	Main / Drum	Press track button 1-4 . Press the selected button to return.
Next parameter page	Looper / Drum	Press any A-D knob.
Tempo / master volume	Main	Press C to switch; turn to adjust. Master volume is labelled Out Level .
Open Settings	Main	Hold C.
Save / duplicate Scene	Main	Hold D , then choose Save or Duplicate .
Copy a drum pattern	Main	Hold the source pattern pad ; tap an empty destination pad.
Next drum pattern	Main / drums playing	Tap Track . The next pattern starts at the cycle boundary.
Next Scene	Main / drums playing	Tap Play/Rec . The next Scene starts at the cycle boundary.
Pattern Chain on / off	Main / drums playing	Hold Play/Rec . Hold again to leave the chain.
Open Sample Recorder	Main	Hold Stop .
Next audio track	Looper	Tap Track .
Undo / Redo latest take	Looper / playing	Hold Play/Rec . Hold again to redo.
Erase selected audio	Looper	Hold Stop . Deletes the selected loop recording.
Stop everything	Main / Looper	Tap Stop twice .

Save before switching Scenes. Undo/Redo is cleared when you select another audio track.