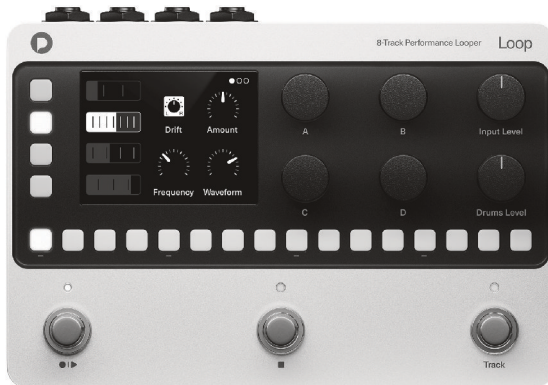


Loop

8-Track Performance Looper



Owner's Manual

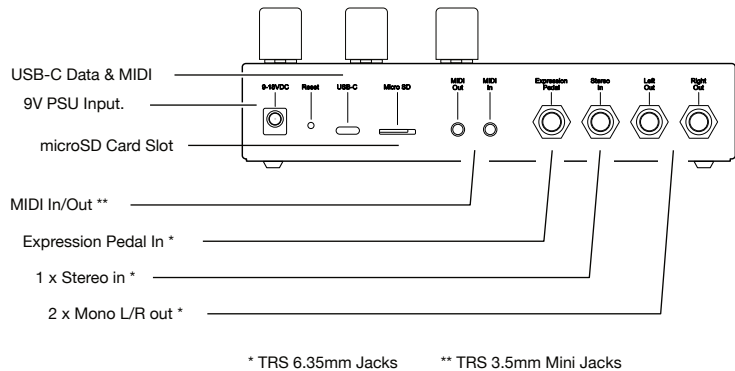
Loop is a combined 8-track, sample-based drum machine and audio looper, presented in a pedal format. Loop integrates equally well with any electronic desktop synth setup or as an accompaniment for modern live musicians, guitarists, or keyboard players. The Scene/Drum view is the primary operating mode for drum sequencing while audio loops are recorded and managed in Looper View. Loop has 4 sequenced drum tracks and 4 audio looping tracks. The drum tracks enable sequencing of sample-based patterns. Samples in the 16-bit PCM WAV, 48kHz format can be loaded to tracks. Looper also has an integrated sample recorder for capturing short audio samples directly into a drum track. Drum patterns can accompany the Looper or be muted. Looper view enables live recording, overdubs and playback of up to 4 audio tracks

using the audio stereo input as the primary source. Each loop has its own effect, effect mix, level and pan controls. Drum patterns, loop settings and recordings are organised collectively in a Scene. A Scene is an organisational element used to structure and manage all patterns for all tracks. Main view is Looper's main default view, available on startup and the entry point to create drum tracks. Rhythms, kits, tempo, and scene management are performed in main view. Loop has up to 1000 scene slots. Loop is MIDI-compatible via USB or mini jack connections, with the ability to change patterns via CC input messaging and change scenes using PC messages. As a final bonus, patterns created in Polyend Play or Step can also be used in Loop.

1. Loop Introduction

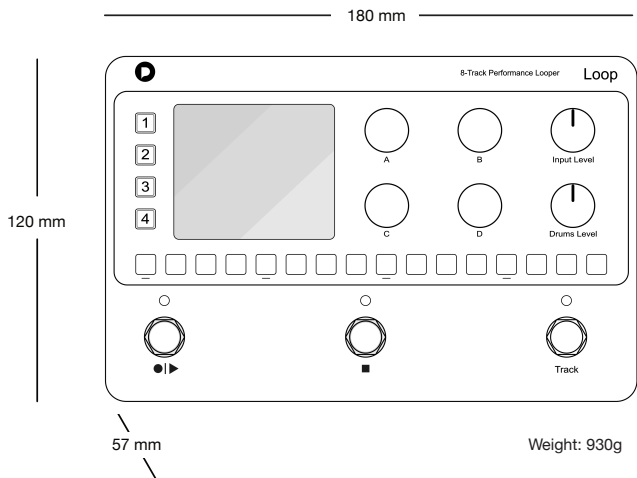
1.1

Hardware Overview



The recessed reset button will help to recover a device if issues exist. Press during start up to load a previous OS from the microSD Card. It is useful to keep previous OS files in the firmware folder.

Power Supply is not included.
Use a standard pedal, 9-18V DC, 560mA, centre negative model. Loop also accepts centre positive power supplies.



1.2

Control Overview

① **Track Selection**, Tap.

Select one of the four drum or one of the four looper tracks depending on the view. Change view with {Track}.

② **Multi-functional Pads**. Tap

Depending on the selected view, the 16 pads select patterns, edit drum steps or show the loop progression.

③ **Input Level**.

Sets the level of the incoming audio.

④ **Drums Level**.

Sets the volume level of the drums.

⑤ **Play / Record**. Tap or Hold

Start or enable drums in drum view.
Record / Play / Overdub in the looper.

⑥ **Stop**. Tap or Hold

Mute or stop drums in drum view, stop the looper or stop transport in the looper view.

⑦ **Track**. Tap or Hold

Hold to Switch between Looper or Main + Drum views. Cue the next drum pattern or select next loop track.

⑧ **Display**.

OLED Display.

⑨ **A**. Push / Turn

Context sensitive control.

⑩ **B**. Push / Turn

Context sensitive control.

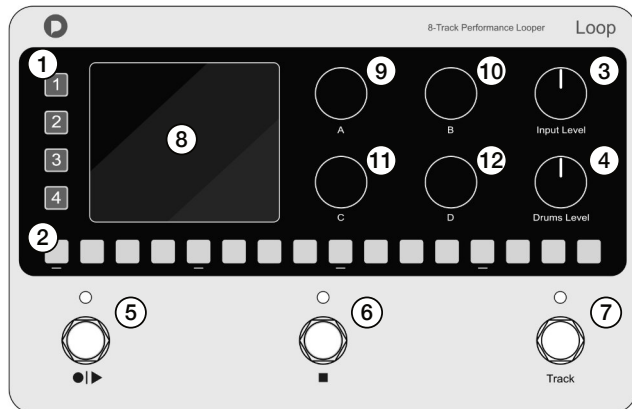
⑪ **C & Settings**. Push / Turn

Context sensitive control.
Drum view, Hold for settings.

⑫ **D & Scene Menu**. Push / Turn

Context sensitive control.
Main view, Hold for scene options.

Context sensitive values and settings will be shown on the display to match the respective knob position.



1. Loop Introduction

1.3

Controls

The behavior of the controls will depend on the currently active view. Loop will initially startup in Main view. There are 4 push/turn encoders and 2 fixed range rotary knobs.

Pay special attention to whether a button is tapped or held, especially the footswitches. The control behaviour is different depending on tap or hold.

Function	Control	Main or Drum View	Looper View
Track	Buttons 1-4	Press to open or select a drum track. Tracks are numbered 1-4, top to bottom. Only one track can be selected at a time.	Press to open or select a looper track. Tracks are numbered 1-4, top to bottom. Only one track can be selected at a time.
Steps	Pad buttons	The drum pattern is sequenced using the 16 step pads. The step pads also select and manage each of the 16 patterns.	The 16 pads show the loop progress as a visual aid to the loop position and timing.
► / ● Play/Rec	Foot Switch	Tap to start or unmute drums or to cue the next scene. Hold to toggle the pattern chain.	Tap to record, play or overdub. Hold to undo or redo.
■ Stop	Foot Switch	Tap stop to mute drums. Subsequent tap stops the sequencer playback. Hold stop to open the sample recorder.	Tap to stop the selected loop. If the track is empty or stopped, also stops the transport. Hold to erase the selected track loop.
Track	Foot Switch	Cue the next drum pattern. Hold to toggle between the initial looper view and the main scene/drum view.	Select next loop track. Hold to toggle between the initial looper view and the main scene/drum view.
A	Push Encoder	Control is context sensitive. The parameter to control will be displayed in position on the current screen page.	Control is context sensitive. The parameter to control will be displayed in position on the current screen page.
B	Push Encoder	Control is context sensitive. The parameter to control will be displayed in position on the current screen page.	Control is context sensitive. The parameter to control will be displayed in position on the current screen page.
C	Push Encoder	Control is context sensitive. The parameter to control will be displayed in position on the current screen page. Hold to access the Loop main settings menu.	Control is context sensitive. The parameter to control will be displayed in position on the current screen page.
D	Push Encoder	Control is context sensitive. The parameter to control will be displayed in position on the current screen page. Hold to access the scene options menu.	Control is context sensitive. The parameter to control will be displayed in position on the current screen page.
Input Level	Knob	Adjusts the audio input level in any mode.	Adjusts the audio input level in any mode. Sets the audio input level for recording.
Drum Level	Knob	Adjusts the drum audio level in any mode. Can be used to silence the drums while loop recording and playing.	Adjusts the audio input level in any mode. Can be used to set the drum level as an accompaniment while looping.

Tap any A-D push encoder to cycle through and change the display page.

1.4

Control Conventions

Footswitches are described using curly brackets { }.

Track and sequencer pads are described using square brackets [].

All push turn encoders and knobs are described using curved brackets ().

Selecting a Track

Tap one of the 4 button pads to the left of the display to choose one of the 4 drum or looper tracks. Tracks are numbered 1-4, top to bottom.

The LED colors of the track buttons will indicate the current track state.

Tap [1] - [4] to choose a track

- 1 Track 1: Looper or Drums
- 2 Track 2: Looper or Drums
- 3 Track 3: Looper or Drums
- 4 Track 4: Looper or Drums

Editing a Parameter

The 4 push/turn encoders are dynamic and will navigate menus and edit displayed options. A control command may have a different outcome if using tap or using hold so follow the instructions carefully.

Tap - quick press then release.

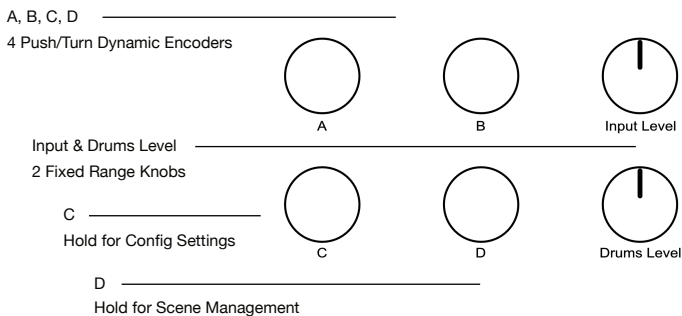
Hold - long press / hold.

Tap any (A), (B), (C), or (D) push encoder to cycle through the pages.

There are 2 rotary knobs with fixed range controls for setting the audio input level and drums audio level. The setting is visualised on the knob position and not on the Loop screen.

System Settings

The global device settings such as MIDI, Settings, Input and Firmware options are accessed by Holding (C) push encoder when in the Main view. Turn or Tap (C) to navigate or select.



1. Loop Introduction

1.5

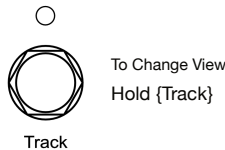
Display Conventions

The selected view will determine what the controls and buttons do and what is presented in the display.

Selecting a View

There are 3 essential views used to setup and operate Loop. Hold {Track} to change views.

- Looper view presents 4 looper tracks and associated playback, recording and looping controls. Looper view has a white/grey interface, orange when recording.
- Main view presents settings and options for rhythm, kit, tempo and scenes. Selecting one of the 4 tracks from the main view opens the Drum view for the track. Drum view has a black/white interface.
- Drum view where drum tracks and patterns can be sequenced and edited. Drum view enables editing of a single track. Drum view has a blue interface.



Each view may consist of one or more pages of parameters.

Display Pages

The available control pages are indicated by the circles at the top left, numbered 1, 2, 3, left to right. The filled circle is the current page,

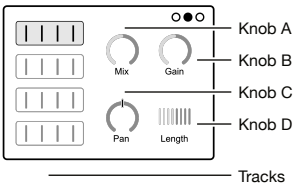
Tap any (A), (B), (C), or (D) push encoder to cycle through the pages.

Display Layout

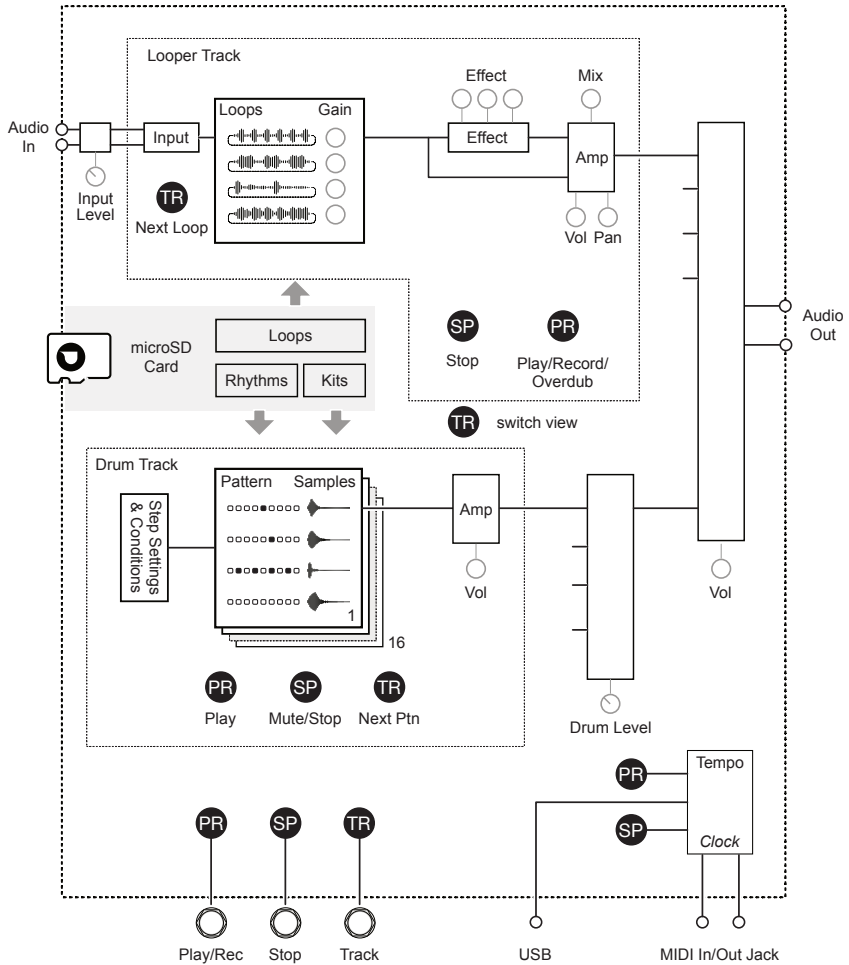
Four dynamic push/turn encoders represent the four respective screen parameters.

The left section of the display represents loops for the four tracks.

When loading from the microSD card a progress indicator may displayed with a transforming grey to blue dot.



1.6 Architecture



Looper is an audio loop recorder consisting of 4 audio loop tracks, an inline effect per track and loop transport control. Audio from the selected input channel can be recorded as a repeated loop and then further overdub recorded layers added. A fixed loop length can be set pre-recording or set to a free duration. Loop samples are recorded in the 16-bit PCM WAV, 48kHz format and are stored on the microSD card in the Scene/Scenename/Loops folder. Ensure a scene is saved periodically, especially after looper recording. Maximum sample time is around 26 seconds for a stereo file and 52 for mono. A factory set of loops are also provided in the microSD card which can be loaded to a track rather than record fresh audio. Drum patterns from the 4 integrated drum tracks can accompany the Looper or can be muted to play

looper in isolation. Each loop has its own effect, effect mix, level and pan controls. Effects can be selected from an on-board library of almost 100 filter, waveshaping, modulation, reverb and delay effects. The looper can connect to high impedance instruments such as guitars and line level instruments such as a desktop synth. The configuration settings enable flexibility in defining the audio source and a dedicated audio input level control is available close at hand on the user interface panel. Looper is selected from the default main view using the {Track} footswitch and has 3 pages of options, editable with the 4 push encoders.

2. Looper Essentials

2.1

Looper Quick Start

Step-by-step tutorial to getting started with the looper. The functions will be explained in further detail elsewhere in this essentials guide.

Audio from an instrument connected to the stereo input is recorded

It is also possible to record a loop with different lengths including a 'free' length. Free will determine the length from the recorded audio. There is no quantisation to bars of the start and end of the recorded loop. Subsequent overdubs use the duration recorded

Recording a fixed length loop

1. Hold {Track} to switch between Looper and Main view.
2. In Main view, select a scene to work with, Turn (D).
3. Switch to Looper view. Tap a track pad [1] - [4] to edit. Also tap {Track} footswitch to select the next track.
4. Pressing any push encoder (A)-(D) will change the display page. Tap an encoder to select page 2.
5. Turn encoder (D) to edit the 'Length' parameter. Set to a fixed length, for example 1 Bar.
6. Tap {PLAY/REC} to begin recording. Start will be synchronised with the transport.
7. Play the instrument to record.
8. Recording does not automatically stop at the end of the length. Recording will continue to loop over the defined length until it is manually stopped.
9. Tap {PLAY/REC} to stop and conclude recording the take and to playback the recorded loop.
10. Tap {Stop} during playback to stop the loop. Tap {Play/Rec} to resume loop playback.

Recording a free length loop

1. Select a scene to work with.
2. Upon startup, Loop is in Main view. Hold {Track} to switch to Looper view.
3. Tap track [1]-[4] to edit.
4. Pressing any push encoder (A)-(D) will change the display page. Tap an encoder to select page 2.
5. Turning encoder (D) edits the 'Length' parameter. Set to the 'Free' option.
6. Tap {PLAY/REC} to begin recording. Start will be synchronised with the transport.
7. Play the instrument to record.
8. Free recording is not unlimited. Recording will cease at around 52 seconds of recorded stereo audio.
9. Tap {PLAY/REC} to stop and conclude recording the take and to playback the recorded loop.
10. Tap {Stop} during playback to stop the loop. Tap {Play/Rec} to resume loop playback.

Overdub allows the recording to continue over the existing loop period. New audio is added to the existing recording while it plays on loop. Existing audio is not overwritten.

Overdub recording

1. Overdubs are performed while the selected loop continues to play.
2. Tap {PLAY/REC} to begin overdub recording over the existing loop period.
3. Play the instrument to record.
4. Tap {PLAY/REC} to stop and conclude recording the overdub take and continue to playback the recorded and layered loop.
5. To undo the most recent overdub layer, Hold {PLAY/REC} to remove the overdub.
6. To redo and restore the removed overdub, Hold {PLAY/REC} again to restore the removed overdub.
7. Undo and Redo are only available during a single level of recording, no history is stored. If another looper track is selected the undo/redo buffer is lost.
8. Tap {Stop} during overdub to finish the overdub layer and stop the loop.

When using undo/redo with overdubs, a complete take will be undone. A complete take may include multiple overdub cycles. It is therefore useful to stop/start an overdub for each loop cycle to match a structured layer.

Entire loops can be erased. This will clear any audio in the track and clear any existing undo/redo layer.

Undo of an initial fixed length recording may appear to clear the track, but this is not the case.

Erasing an entire track loop

1. Tap track [1]-[4] to edit.
2. Hold {Stop}.
3. The track loop will be erased and cleared. The track will be empty.

Transport

Starting and stopping loop recording and the transport are two separate processes. Loop recording focuses on the audio loop cycle and timing. Transport includes all play, stop, controls which also include the drum sequencer patterns.

Input

Only the selected loop receives live audio from the input. The input setting will also determine how an imported WAV is converted.

Track Selection

The track buttons [1]-[4] will select a track. The button will be lit when selected, white when playing or stopped and orange while recording. Also tapping the {Track} footswitch will switch to the next track from Looper mode. {Track} will cycle sequentially through tracks 1, 2, 3, 4, 1 and so forth on each tap.

2. Loop Introduction

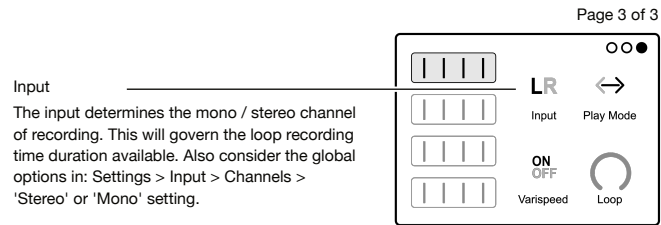
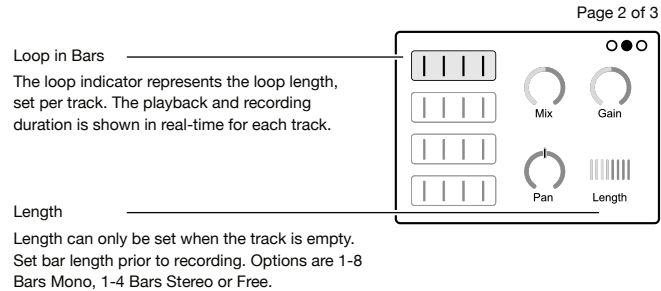
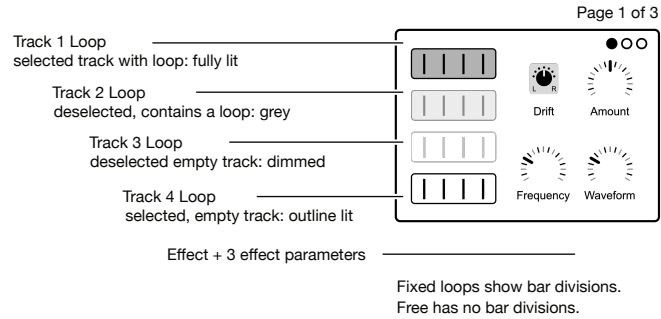
2.2

Looper Pages

If not already in Looper view, Hold {Track} footswitch to toggle between the Main view and the Looper view.

Tap (A), (B), (C) or (D) to cycle through loopers 3 pages.

Diagram below is an example for illustration purposes. Only 1 track can be selected at a time.



Recording limits, per loop track.

Mode	Fixed Time	Free Time
Mono	1-8 Bars	~52 Secs

Mode	Fixed Time	Free Time
Stereo	1-4 Bars	~26 Secs

2.3

Looper Parameters

Parameters are edited by turning the knob that represents the matching displayed parameter.

The push/turn endless (A), (B), (C) or (D) encoders change the value. Tap to change page.

Page	Control	Looper Parameter	Description
1	A	Effect	Choose an effect from the library. The additional 3 parameters on the page will enable control of the selected effect. The effect can also be set to Off, no effect is therefore applied.
1	B, C, D	Effect Control	Each of the 3 parameters will specifically control the selected effect settings. These parameters are dynamic and will change depending on the effect selected.
2	A	Mix	Adjusts the wet/dry balance. Wet introduces effect audio and dry is the original audio. Mix is only available if the effect model has a wet/dry function.
2	B	Gain	Applies an amount of gain to the selected loop level. Range is -InfdB to +24dB, default is centred at 0dB.
2	C	Pan	Positions the audio within the stereo field. Parameter setting is bidirectional L100 - C - R100.
2	D	Length	Defines the loop length. Free, 1-8 Bars Mono or 1-4 Bars Stereo. Can only be edited if the looper buffer is empty. If a loop exists, editing the length is disabled as the existing loop governs the actual length.
3	A	Input	Audio input type: 'L' - Left Mono, 'R' - Right Mono, 'LR' Left + Right Mono average, or 'ST' - Stereo, Left/Black & Right/Red. Also setup the Mono or Stereo setting in the global settings: Settings > Input > Channels.
3	B	Play Mode	Playback direction. Select to play forwards, backwards or ping-pong, which plays back and forth. This setting is disabled when recording or overdubbing. Edit when a track is empty, stopped or playing. Play mode automatically reverts to 'Forwards' when a recording or overdub is completed.
3	C	Varispeed	Turn Varispeed on or off. Varispeed ON enables the speed and pitch of the audio loop to follow the tempo. OFF will keep playback rate fixed. Off is always used with a 'free' length setting. Varispeed can only be edited if the looper buffer is empty therefore it is disabled once a recording is completed.
3	D	Loop	Choose and load a .WAV file from the microSD card 'Loops' folder. Hold + Turn to choose a category. Samples and category folders will load or open almost immediately when selected during browsing.

2. Loop Introduction

2.4

Loading Loops

As well as recording loops, a library of factory loops are available on the microSD Card. Loops can be loaded into a Looper track.

Loops created outside of Loop can also be used. User loops can be placed in the /Loops folder on the microSD card for use in Loop.

Loading a loop

1. Hold {Track} to select Looper View.
2. Loading is not possible while recording/overdubbing. If playing, looper will switch playback to the new loop in sync with the cycle position.
3. It is good practice to save before loading loops and to clear the destination tracks loop. Hold {Stop} to clear to selected track.
4. Tap (A) - (D) to cycle through and select page 3.
5. Turn (A) to set 'Input' to a stereo or mono. This is important as the input determines how the loop sample is processed when loaded.
6. Push & Turn encoder (D) to choose a loop category.
7. Turn (D) to choose and load the loop sample.

Preparing External Loop Samples

1. Looper can load external Mono or Stereo, 16-bit, PCM WAV, 48kHz samples.
2. Add the original recorded tempo at the end of the file name. Use the name format, 'name_xxxBPM.wav', for example: Phrase_120BPM.wav. Loop will use this for varispeed and bar length recognition.
3. Store the loop samples on the Loop microSD card. Do not change the folder format. Store the files in the relevant category sub-folder inside /Loops. For example: /Loops/Guitar/Phrase_120BPM.
4. Aim to keep samples within the 26 secs stereo and 52 secs mono duration. Ideally match the bar intervals.
5. Incorrect sample rates, excessive duration, blank files, incorrect folder placement will cause loop to reject loading of the file.

Input & Sample Behavior when loading

Input	Stereo WAV	Mono WAV
Stereo	Preserve L/R as separate channels	Same signal on both channels
Mono Mix	Average L/R into a mono channel	Load as mono
Left	Load Left channel as mono	Load as mono
Right	Load Right channel as mono	Load as mono

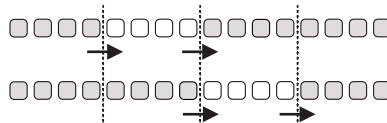
2.5

Looper Workflow Summary

A visual quick reference for a typical workflow in the Looper view is illustrated here.

The color scheme for pads and buttons is white when playing or stopped, orange when recording.

Pads beat indicator
Cycle syncs with transport
Pads unlit when stopped



Choose Track
looper mode

Track 1 **1**
Track 2 **2**
Track 3 **3**
Track 4 **4**

Active track
button will be lit

Track selected



Loop active
Loop play/rec progress
No Loop

Track not selected



Empty
Loop progress
Loop

Footswitches



Track

Operating Mode & Footswitch LEDs

Record New Loop Tap {Play/Rec}
Clean recording into a blank track

Lit Orange

Off

Off

Play Existing Loop Tap {Play/Rec}
Selected track will play the loop

Lit White

Off

Off

Stop Selected Loop Tap {Stop} 1st
Stop while playing, transport continues

Off

Off

Off

Stop Transport Tap {Stop} 2nd
Transport Stop - stop after loop stop

Off

Off

Off

Overdub Tap {Play/Rec}
Loop must be already playing

Lit Orange

Off

Off

Undo/Redo Overdub Hold {Play/Rec}
While playing, undo/redo the last layer

One Blink

Off

Off

Clear Loop Hold {Stop}
Erases loop from track

Lit Amber

Off

Off

Think of a scene as an individual session consisting of the looper recorded loops, the drum patterns, kits and rhythm as well as the tempo. A scene helps to structure and manage these collective elements. Scenes can be chained to build larger productions and arrangements. Scenes are selected and managed in the Main view. Up to 1000 scenes can be stored on the microSD card. It is recommended to save periodically as Scenes are not automatically saved. Main view is where patterns are selected and is also the entry point to the Drums view where drum patterns can be edited. Kits enable a sample per track to be loaded from the kit library. Rhythms apply preset patterns across the 4 tracks. In Main view, the sequencer pads act as pattern selection buttons. A pattern consist of the entire sequence of all four tracks and up to 16

pattern slots are available in each scene. Each of the 4 drum tracks can be selected to create or edit a pattern sequence. Drum view operates at an individual track level. Once a track is selected, the displays and parameters reflect the settings for the chosen track. Individual samples can be replaced or loaded within the track editing options and a sample can be recorded directly into a track. All of the Drum tracks can be collectively or individually muted and the drums volume adjusted using the dedicated (Drums Level) knob. Scenes and patterns can be changed remotely with MIDI PC and CC messages from an external MIDI controller.

3. Drum & Scene Essentials

3.1

Managing Scenes

Main view is where scenes are managed. Main view presents the rhythm, kit and tempo as well as the currently selected scene number.

Opening a Scene

1. If not already active, choose Main view by holding {Track}.
2. Turn (D) encoder to browse and immediately load a scene or create a new, empty scene. Scenes are immediately.
3. If the scene has been edited a prompt to 'Switch' and discard any changes or to 'Stay' at the current scene is presented. Tap the blue {Play/Rec} to choose 'Switch' or Tap red {Stop} to choose 'Stay'.
4. The current scene number is displayed on the main view.

Saving the Current Scene

1. If not already active, choose Main view by holding {Track}.
2. Hold (D) push encoder to open the scene menu.
3. Turn (D) to navigate to the 'Save' option and Tap (D) to select.
4. The naming editor is presented. Edit the name, select autoname or keep the current name then choose 'save' before exiting.

Load a Scene _____
Turn (D)

Save a Scene _____
Tap (D), then Turn (D)

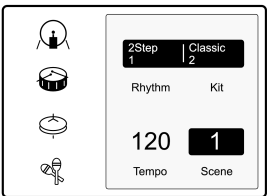


Play is applied the same in the Main and Drum views. Play is typically initiated by tapping {Play/Rec} but this commands id dependant on context.

Advancing a Scene During Playback

1. If not already active, choose Main view by holding {Track}.
2. The playback behavior follows a logical order of events when tapping {Play/Rec}.
 - If transport is currently stopped, playback of the transport will start. Drum and Looper tracks will play.
 - If transport is running and the drums are enabled, the next scene will be cued ready to change. A new scene is created if the next scene is empty.
 - If the transport is running and the drums are muted (after a single {Stop} command), drums are unmuted. Transport continues and no scene change is made.

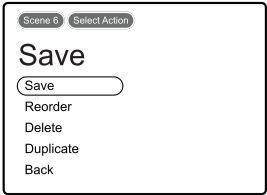
When changing a scene during playback, the switch is made after the longest drum track pattern completes. If the current scene has not been saved, a prompt to switch, discarding edits or to stay in the current scene is presented. It is advised to save scenes periodically.



Other scene management options are available. Scenes can be deleted, duplicated or reordered within the list

Managing Scenes

- 1. If not already active, choose Main view by holding {Track}.
- 2. Hold (D) push encoder to open the scene menu.
- 3. Turn (D) to navigate in the menu and Tap (D) to confirm a command or select an option.
- 4. Choosing 'Delete' will immediately remove the scene, with no prompt.
- 5. Choosing 'Duplicate' will copy the current scene and duplicate it into a newly selected scene slot.
- 6. Choosing 'Reorder' will move the current scene and relocate it into the newly selected scene slot.



Scene Options
Tap (D), then Turn (D)



When saving a scene the option to rename the scene is presented with the naming page.

Naming Scenes

- 1. Follow the process to save a scene. Hold (D) from the Main view. Turn (D) to choose 'Save' then tap to select.
- 2. In the naming page, Turn (D) to navigate through the characters.
- 3. To keep the existing name navigate straight to 'Save' and tap (D).
- 4. To automatically assign a random name navigate to 'Autoname' and tap (D).
- 5. To edit the existing name. Turn (D) to navigate in the character chart.
 - To backspace and delete, choose 'BKSP' and tap (D).
 - To add a character, navigate to the character to add and tap (D). The flashing cursor indicates the character position.
- 6. Once edited, navigate to 'Save' and tap (D).
- 7. To exit without saving a name, navigate to 'Cancel' and tap (D) to exit the naming tool.



3. Drum & Scene Essentials

3.2

Tempo

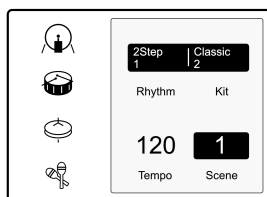
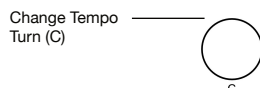
The tempo beats per minute can be adjusted in the Main view. The device range is 40-280 BPM.

Setting the Tempo

1. If not already active, choose Main view by holding {Track}.
2. Turn (C) push encoder to adjust the device internal Tempo. The faster the knob is turned the greater the adjustment made.

Looper Files and Tempo

Loading a .WAV file that contains a 'BPM' string at the end of the text will be used as an aid to bar length recognition and varispeed, it does not affect the scene tempo. Examples: Phrase_120BPM.WAV, BassMood_80bpm.WAV. The filename BPM is hidden when displayed on Loop.



An external MIDI USB or TRS clock in can also control the tempo.

Using an External Clock

1. Connect an external device to act as the main clock to the MIDI Input or to the USB connection.
2. If not already active, choose Main view by holding {Track}. Tempo is displayed in Main view.
3. MIDI Clock will need to be setup in the settings menu. Hold (C) to open the settings options.
4. Turn (C) to navigate to Settings > MIDI > Clock In. Tap (C) to choose the sub-menus and options.
5. Set the 'Clock In' to the port that the external MIDI clock is connected.
6. Tempo is displayed as 'ext' when an external clock is in control.

Transport vs Play

Tempo governs the sequencer transport clock. As a point of note, loops can be stopped and drum patterns muted with the {Stop} footswitch. An additional {Stop} command may be needed to stop the sequencer transport running.

Metronome

There are 4 Rhythm patterns that can be selected from the 'Click' category that will act as an audible metronome.

3.3
Rhythms & Kits

A Rhythm is a pre-programmed pattern sequence based on a specific genre. Think of it as a library of pattern presets used to speed up workflow.

The current Rhythm is displayed and edited in the Main view. Changing Rhythms also resets the track volume settings.

A kit adds the sounds to the tracks using a collection of four samples, 1 per track. Kits are structured and stored in type categories.

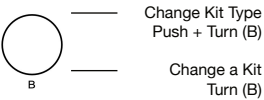
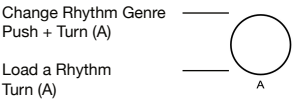
Kits can be loaded to all four tracks simultaneously from Main View. An individual track sample can be changed in Drum view.

Choosing and Clearing Rhythm

- 1. To change the rhythm genre category, Hold + Turn (A) knob.
- 2. Turn (A) push encoder to browse and load a rhythm preset.
- 3. To clear a rhythm from a scene, choose the 'Empty' category and the 'Rhythm' preset.

Changing an Entire Kit

- 1. Turn (B) push encoder to browse and load a kit of 4 samples, 1 to each of the 4 tracks.
- 2. To change the kit type category, Hold + Turn (B) knob.
- 3. Kits are selected and loaded from the microSD card during browsing.



Rhythm Genre

Drum & Bass 1 | **808 1**

Rhythm #

Rhythm

Kit Type

Drum & Bass 1 | **808 1**

Kit #

Kit

Rhythm & Kit example

Track 1	●○○○○○○●○○○○○○○○		Kick
Track 2	○○○○●○○○○○○○○●○○		Snare
Track 3	○○●○○○●○○○●○○○●		HiHat
Track 4	○○○○○○○○○○○○○○○○○○		Perc

3. Drum & Scene Essentials

3.5

Managing Patterns

A pattern consists of all 4 track sequencers, with up to 16 steps per track. Step pads are used to select or manage the 16 patterns in Main view.

Patterns can be selected, copied as independent patterns and deleted from within the Main view by using the sequencer step pads.

Selecting a Pattern

1. Choose a pattern to edit from the 16 patterns are available in a scene. Tap [Step 1]-[Step 16].
2. The only indication of the pattern selection is on the pads. Once a track is selected the pads switch to sequencer steps.
3. The only indication of the pattern selection is on the pads. Once a track is selected the pads switch to sequencer steps.

Delete a Pattern

1. Delete an existing pattern. Hold the pattern pad to delete, pad turns blue, then tap (C) Knob.

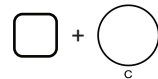
Copy a Pattern

1. Copy an existing pattern from one slot to another. Hold the source pad, which turns blue, then tap the destination pad.
2. If a pattern already exists in the destination, it will be overwritten. Copy is ideal for developing progressive pattern versions.

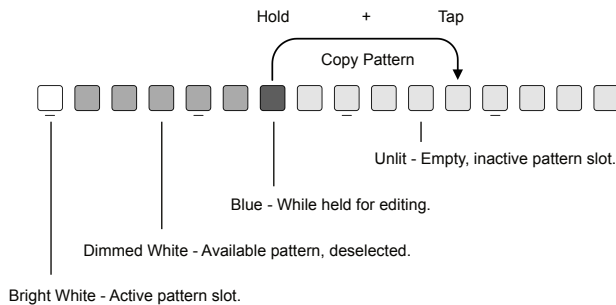
Select Pattern
Tap [Step] Pad



Delete Pattern
Hold [Step] + Tap (C)



Pattern Selection Pads - Main View



3.6

Drums Quick Start

Step-by-step tutorial to getting started with Drum sequencing. The functions will be explained in further detail elsewhere in this essentials guide.

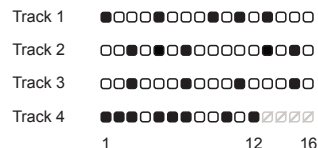
Remember the 16 sequencer steps
select patterns in Main view and
sequence hits in Drum view. Ensure
the correct view is active.

Creating a Drum Pattern

1. Hold [Track] to switch from Looper to select the Main view.
 2. Choose a pattern to edit. 16 patterns are available in a scene, selectable with the step pads. Each pattern hosts all 4 track sequences. Tap a Pattern step pad [Step 1] - [Step 16].
 3. In Main view, choose a track to edit. Tap [1] - [4] to select the track. The track selection command will switch from Main to Drum view.
 4. The track will be populated with a sample based on the current kit. Also pre-set patterns are applied based on the current Rhythm. Kit and Rhythm are set in Main view.
 5. Ensure Drum view Page 1 is selected. Tap any knob (A)-(D) to change pages.
 6. Optionally, change the sample for the selected track, Turn (B). The sample genre category can also be changed, Turn (A).
 7. A Track has up to 16 steps in a sequence. This can be edited using the Length control. (D).
 8. To add or remove a hit into the sequence, Tap [Step 1]-[Step 16]. Steps may already contain hits from the Rhythm setting, but these are a starting point that can be easily edited. Active steps are blue.
 9. To edit an individual step, Hold [Step 1]-[Step 16]. While holding step, any displayed parameter can be edited from the 2 pages of step parameters. For example: Hold [Step 1] + Turn (A) for Note. Only pads within the length range can be edited.
 10. Continue to create the pattern by editing the steps of the other tracks. Once all tracks are sequenced, return to Main view by deselecting the track, Tap [1]-[4].
 11. It is good practice to save the scene periodically and especially after major editing. In Main view, Hold (D) to open the scene management functions. Save will store the scene on the microSD.
- ### About Rhythms & Kits
- If a Rhythm is selected after creating a

About Rhythms & Kits

If a Rhythm is selected after creating a custom sequence, the rhythm steps will overwrite the existing steps. It is advised to copy the pattern to another slot first. Changing kits will retain the patterns and only change the sounds. This is a good way to audition different sounds and test ideas.



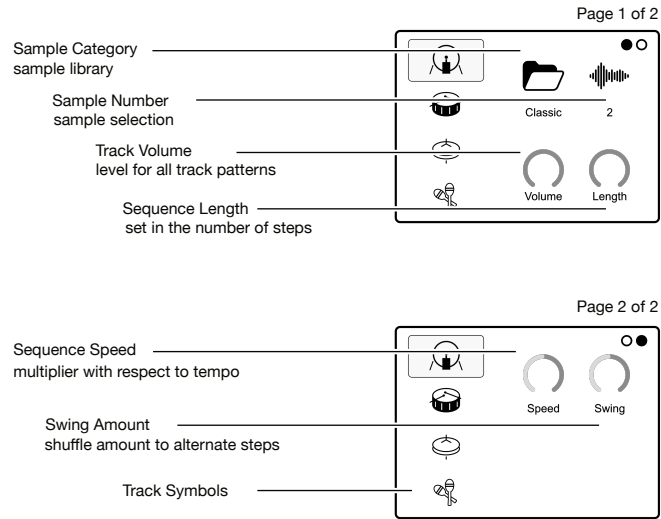
3. Drum & Scene Essentials

3.7

Drum Track Pages

Drum view has a set of generic track parameters and also a set of individual step specific parameters. This section covered the generic track parameters.

Track selection symbols are shown on the left side. Drum view has 2 pages of parameters per track. Cycle between pages by tapping (A), (B), (C) or (D).



Page	Control	Looper Parameter	Description
1	A	Category	Choose an category folder containing the samples specific to the selected category..
1	B	Sample	Choose a single sample from the current category folder. This can be set collectively for all tracks with a kit or individually here.
1	C	Volume	Adjusts the volume level for this selected track. The overall drums level for all tracks collectively is set with the (Drums Level) knob. Applied to all tracks patterns.
1	D	Length	Sets the step length 1-16 for each pattern in the track. Only steps in the range can be selected and edited.*
2	A	Speed	Rate of sequencer with respect to the scene tempo. 1 - Normal, 1/2 - Half speed, 2 - Double speed. The available multipliers are: 1/16, 1/8, 1/6, 1/4, 1/3, 1/2, 2/3, 1, 3/2, 2, 3, 4, 6, 8 and Pause. The pause setting will pause the track. The tempo display is unaffected.*
2	B	Swing	Sets an amount of swing for the track to micro shift alternate step intervals slightly. 50% is evenly spaced. A range of 25% - 75% to add an early/late shuffle feel.*

* Length, Speed, and Swing are applied per pattern in the track.

3.8

Drum Steps

A set parameters are applied to each individual step. These are edited by holding one step pad while changing a parameter from Drum view. The last edited values become the default for adding new steps.

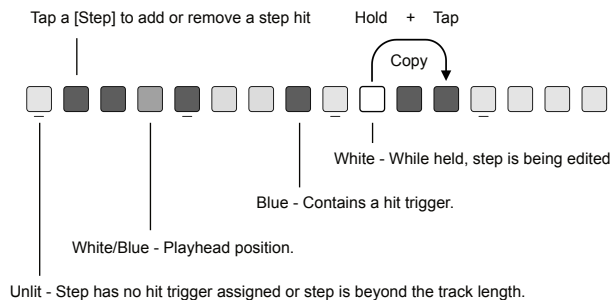
Add and Delete a Step

1. Tap an empty, unlit step, [Step 1] - [Step 16] to add a hit trigger to the pattern. Step will turn blue.
2. Tap an existing, blue sequenced hit, [Step 1] - [Step 16] to remove it from the pattern. Pad will revert to unlit and be removed.

Copy a Step

1. Ensure that Drum view is active and the pattern selected. Press Track [1]-[4] to choose a track.
2. Copy an existing step, including its hit trigger and parameter settings from one position to another. Hold the source pad, which turns white, then tap the destination pad.
3. To change the parameter page while editing and holding a step, tap (A) - (D) Knobs.
4. Release the step pad to return to track editing.
5. Any new steps placed will apply the values last selected. So if a step note has been changed from say D1 to E1, any subsequently added steps (or even viewing of steps) will apply E1.

Drum Step Pads - Drum View



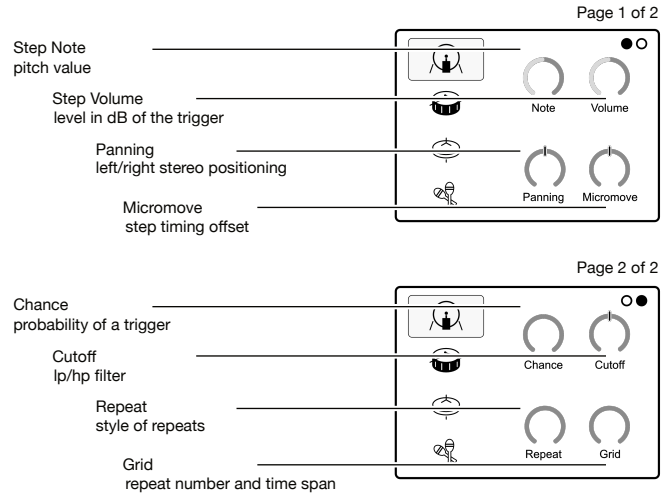
3. Drum & Scene Essentials

3.9

Drum Step Pages

Drum view has a set of generic track parameters and also a set of individual step specific parameters. This section covered the generic track parameters.

Track selection symbols are shown on the left side. Drum view has 2 pages of parameters per track. Cycle between pages by tapping (A), (B), (C) or (D).



Page	Control	Drum Param	Description
1	A	Note	Sets the sample pitch for the specific step
1	B	Volume	Adjusts the dB level for this selected step.
1	C	Panning	Sets the position of the step hit in the stereo field left-centre-right.
1	D	Micromove	Adjusts a timing interval position offset to bring the hit slightly forwards or push back in time.
2	A	Chance	Sets the conditions and probability, per cycle of whether a step plays the trigger or not. 'Always' will trigger the step on every cycle, however other logical operators and conditions will establish when and if a step will play.
2	B	Cutoff	Apply a low pass clockwise or high pass filter counter-clockwise to the step. 12 o'clock position is neutral.
2	C	Repeat	Assigns a style for the repeat pattern. Set to OFF to disable repeats. Style determines the behavior over the duration of the repeated trigger phrase once the original step trigger is activated.
2	D	Grid	Sets the number and time span of the repeats. Grid assigns the total triggers; original trigger + repeats, set with 'H' as well as the duration of the overall repeat pattern in steps, 'S'. Operates in conjunction with the repeat parameter.

Summary of Chance and Repeat Options

Chance	Condition Description
Always	Step will trigger on every pattern cycle. Default.
%	Step will trigger sometimes and sometimes not, based on an overall percentage chance. 50% will trigger 50% of the time but not necessary on a fixed, 'every 2nd cycle' basis. Higher percentage are more likely to trigger.
Group with Last	Takes the same evaluated condition result from the last conditional step on the track and applies it to this step.
Play X Skip Y	Will trigger the step on the cycles defined by the first digit and not trigger on the cycles set by the second digit. The logic is reset after the total cycles are completed and the count will start all over. Example: 2:1 will trigger on the first 2 cycles and then skip 1 cycle. Cycle 4 the logic is reset and will restart.
Skip Y Play X	Will skip the step triggers on the cycles defined by the first digit and will trigger on the cycles set by the second digit. The logic is reset after the total cycles are completed the count will start all over. Example: 2:1 will not trigger on the first 2 cycles and then trigger for 1 cycle. Cycle 4 the logic is reset and will restart.

Repeat	Style Description
Off	No Repeats
Straight	Plays a set of repeats in a normal straight fashion.
Fade	Reduces the level over the course of the repeat phrase
Raise	Increases the level over the course of the repeat phrase
Pong	Alternates the repeats across the stereo field.
Arp Down	Lowers the pitch over the course of the repeats
Arp Up	Increases the pitch over the course of the repeats
Tank	Increases the level and decreases filtering over the repeat phrase.
Alien	Decreases the level and increases filtering over the repeat phrase.
Echo	Delay style repeat fade.
Your Crush	Straight, matched velocity repeats with tail
Glitter	Echoed repeats with filtering and long tail.
Effectron	Straight, repeats with tail
To and From	Alternating velocity.
Round Trip	Increasing, decreasing cyclic pitched repeats
Octaves	Repeats played across the octave range of the phrase
Game Over	Pitched and filtered decline.
Down and Up	Repeat cycle played pitch down and pitch up

3. Drum & Scene Essentials

3.11

Pattern Loop & Chains

Playing a pattern is controlled in Main view or in the Drum view for the track. A pattern consists of all 4 track sequences. Playback transport also triggers the Loooper tracks.

Playing Drums

Tap {Play/Rec} to start a pattern playing. The pattern will start at the beginning and play through the sequence of patterns until the end and then loop back to continue from the start. The {Play/Rec} LED is lit white while the pattern is playing.

If another pattern is selected from the Main view while playing, the new pattern will start, in sync on the next step of the existing pattern. Pattern changes will appear almost instant.

Cue the Next Pattern

Tap {Track} to cue the next available pattern. Patterns are cued in their natural order, 1-16 and then loop back to the start after the last pattern. If a Chain is playing, patterns are automatically cued in the order of the chain. The {Track} LED will pulse white when another pattern is being manually or in a chain to play next.

With a pattern is currently playing, the next cued pattern will play when the previous, longest track in the pattern has concluded its current cycle. This behavior also applies when selecting patterns with MIDI CC.

Patterns can be grouped and ordered into a chain. A chain will play all of the patterns in their current order, cueing the next patterns automatically.

Chain Mode

Hold {Play/Rec} while drums are playing to enable pattern chain mode. The {Play/Rec} LED will be lit amber. Hold {Play/Rec} again to turn pattern chain mode off. Playback continues.

The available patterns will play in order. Empty patterns are skipped. The chain will restart at the first pattern once the last pattern completes.

Stopping Drums

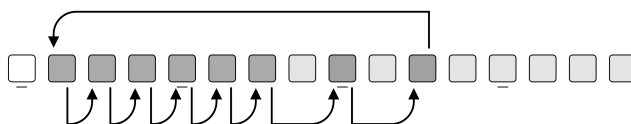
The playback when playing in Drum or Main view can be stopped.

1st Stop command: Tap {Stop}. On the first press of stop, the drums are muted but the sequencer transport continues running. Activity indicators are dimmed. Tapping {Play/Rec} will restore playback.

2nd Stop command: Tap {Stop} again while the drums are muted will stop the transport completely.

Previewing a drum sound with the Track button [1]-[4] will unmute drums.

Chain Example



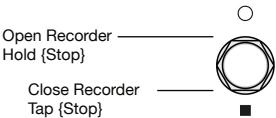
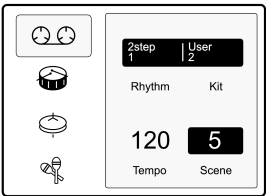
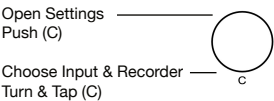
Order: 2, 3, 4, 5, 6, 7, 9, 11, then back to 2 and so forth.

3.12
Sample
Recorder

Sample recorder is a utility accessible from the Main view. Sample recorder is used to quickly record short drum samples, up to approximately 5 Sec.

Setting Up the Sample Recorder

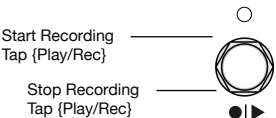
1. Ensure that Main view is active.
2. Hold (C) to open the settings main menu. Turn (C) to navigate and tap to select an option or submenu.
3. Select 'Input' and open its submenu of options.
4. In the input submenu, select 'Recorder' and open its submenu of settings. Choose between 'Left', 'Right' or 'Mono Mix'. This is the audio input channel that will be recorded.
5. Exit the settings menu.



Sample recorder is a separate function to the audio looper and does not use the Looper settings to operate. Recordings will be Mono.

Recording a Sample

1. In the Main view, Hold {Stop} to open the recorder.
2. The recorder icon will be displayed against the selected destination track. Tap [1]-[4] to choose track.
3. Start recording. Tap {Play/Rec}. Recording display is orange.
4. The recording will stop automatically at end of the 5 second duration or Tap {Play/Rec} again to manually stop recording.
5. Once complete, tap {Stop} to exit the sample recorder.
6. A save prompt is presented. Tap blue {Play/Rec} to Save or red {Stop} for no, exit without saving.
7. The .WAV file, is saved in a newly created user kit as seen on the main view. Files are named 'Recording', stored on the microSD card Kits/Type/##/Track# folder.



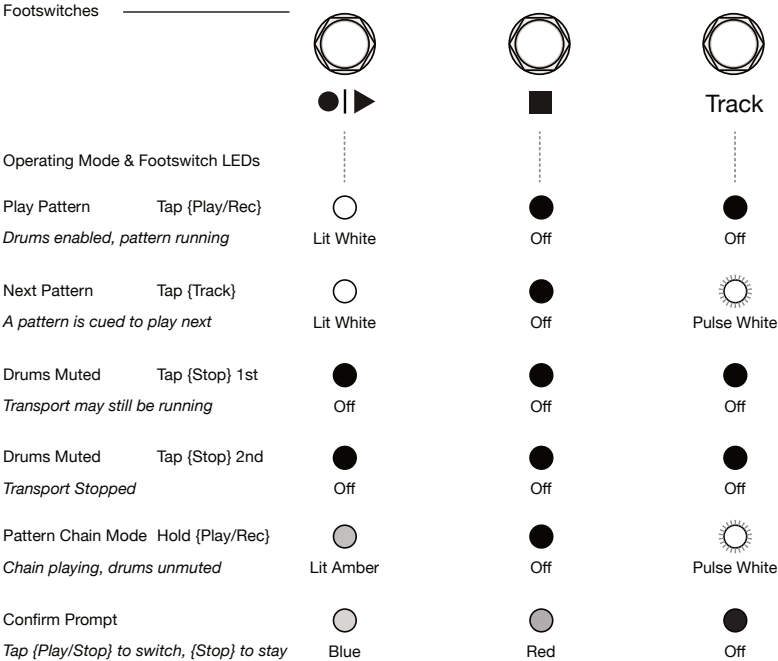
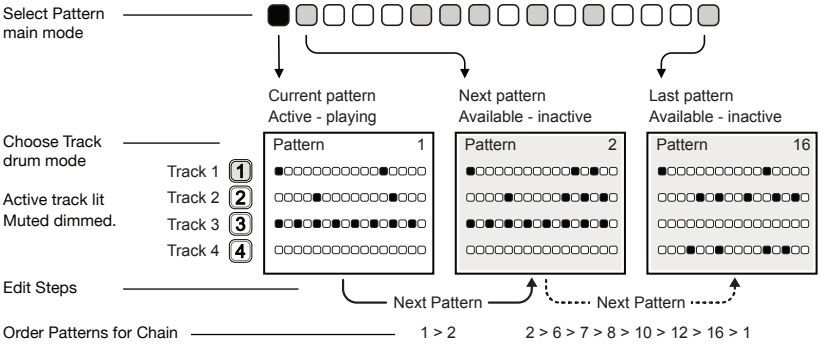
3. Drum & Scene Essentials

3.13

Drum Workflow Summary

As a quick reference for working in the Drums view, a visual summary is illustrated here which follows a typical workflow when working with drums.

Develop a pattern to work with and copy to the next slot to develop it further. Build and develop the patterns iteratively, in the order of your song.



Loop can be connected to a variety of audio and control devices. Audio output is connected using the stereo L/R pair and input via a single stereo TRS jack input. Audio connections are 6.35mm / 1/4inch size. MIDI in and out can be connected using the TRS mini jacks or with the USB-C connection. Loop can handle TRS Type A or B for inputs and Type B for TRS MIDI outputs. MIDI offers flexibility with control over the clock and tempo, transport as well as interfacing parameter control with CC. All parameters for the looper and defined drum track parameters are available with assigned CC mapping. MIDI PC messages are used to change scenes and CC messages to change patterns on Loop. Clock and transport can also be sent out to other devices.

A number of less creative but equally important features and workflows are also covered in this section. Polyend will issue firmware updates periodically to add new features, optimise performance and fix bugs. The process is covered in this section although it is always advised to check release notes with each update to ensure the correct procedure is followed. All system settings are also summarised in this section along with an overview of the microSD card usage. This is helpful information when creating external loops, samples, kits and patterns.

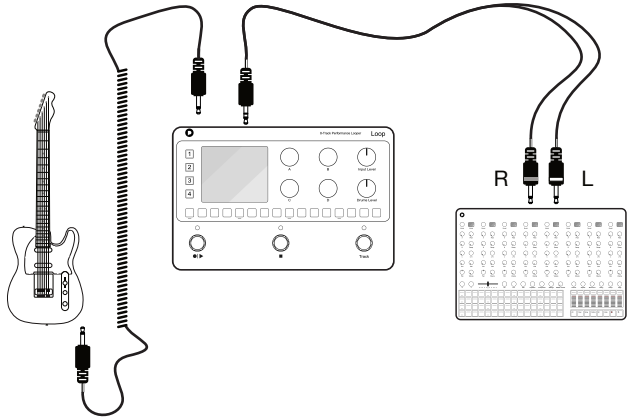
4. Connectivity & System

4.1

Audio I/O

Loop can be configured to accept Line In devices such as synths and also instrument Hi-Z Instruments like a guitar. The configuration is found in the Settings > Input options.

A single 6.35mm TRS Audio Input enables a stereo pair of audio signals or mono left/right to be connected to Loop. Output is also enabled with two TS L/R TS Outputs as a stereo pair.



Hi Z Instrument

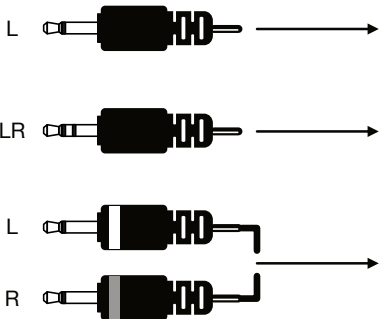
Mono audio input to Loop. A mono TS cable is connected to Loop on the left channel.

Line Instrument

Synth or effect. Typically stereo pair output. Loop takes a single stereo 6.3mm TRS Jack

Instrument/Synth

Loop Input



A single Mono TS will connect to the stereo in on the left channel.

A Stereo TRS Jack will connect to the stereo in on the left/right channel.

A Stereo TS pair will connect to the stereo in on the left/right channel.

4.2

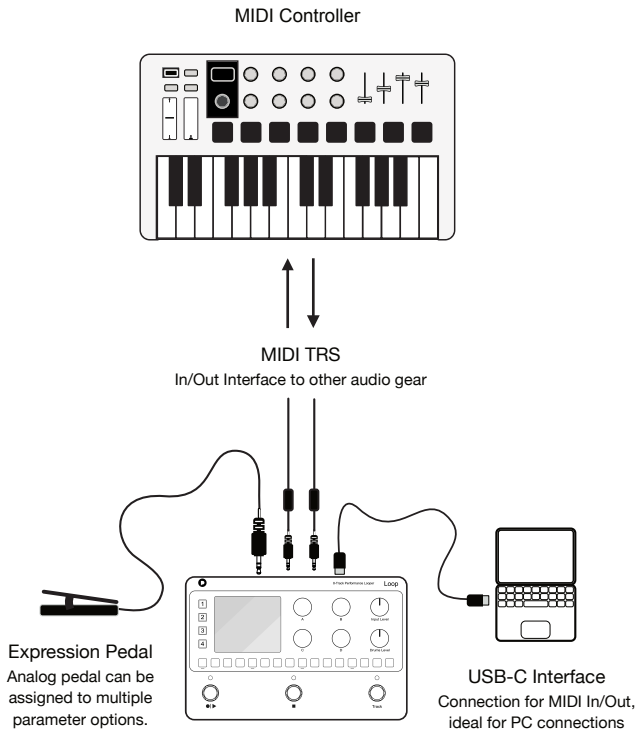
MIDI Overview

Loop can send and receive MIDI messages through the TRS Mini Jacks, or the USB-C interface. MIDI Type A or B TRS can be used for MIDI In and Type B for MIDI Out. Configure MIDI in the Settings > MIDI Settings.

An expression pedal can also be connected and assigned to a Loop parameter. This is a specifically dedicated analog expression pedal input port.

CC connects and controls various Loop parameters and is used to change patterns using mapped CC destinations over a range of 0-127. If a parameter does not exist the incoming CC message is ignored.

PC or Program Change messages can be used to change scenes on Loop. Up to the first 127 scenes can be selected over MIDI.



4.3

MIDI CC

CC operates over a range of 0-127, with the CC reference numbers used to assign a Loop destination.

Connecting a MIDI CC Controller

1. Ensure that Main view is active.
2. Hold (C) to open the settings main menu. Turn (C) to navigate and tap to select an option or submenu.
3. Select 'MIDI' and open its submenu of options.
4. Set 'CC In' to the port of the connected controller. Jack, USB or USB & Jack.
5. Set 'CC In Channel' to the same channel as the CC controller or 'Omni' to listen to all channels.
6. Setup the external CC control to match the Loop destination number for each target parameter.
7. It is also possible to control the transport and clock from an external controller. Loop can also be configured to send or receive transport and clock messages in the MIDI settings.

Pattern Changes by MIDI CC

A CC controller can be used to change between patterns. These are controlled using CC numbers 96-111 for pattern 1-16 and any value received on the respective CC number will trigger a pattern change. The new pattern will start when the previous patterns, longest track completes. The pattern chain must be off on Loop when using CC for pattern changes otherwise the message is ignored.

Loop option oriented parameters divide the options between 0-127.

Length - CC Per Track.

Length changes only work on an empty track loop. Requests above 4 Bars are rejected if the input is stereo. CC numbers per track: 57, 68, 79, 90.

Option	CC Value
Free	0-7
One Bar	8-23
Two Bar	24-39
Three Bar	40-55
Four Bar	56-71
Five Bar	72-87
Six Bar	88-103
Seven Bar	104-119
Eight Bar	120-127

Input - CC Per Track.

Switching between a stereo or mono input is only possible when the track loop is empty. CC numbers per track: 58, 69, 80, 91.

Option	CC Value
Left	0-21
Right	22-63
Mono Mix	64-105
Stereo	106-127

Play Mode - CC Per Track.

Requests to change Play Mode from MIDI CC are ignored if Loop is recording or overdub recording. CC numbers per track: 59, 70, 81, 92.

Option	CC Value
Backwards	0-31
Ping-Pong	32-95
Forwards	96-127

Varispeed - CC Per Track.

Requests to change varispeed will only operate with an empty, fixed length loop. Selecting a 'Free' length will turn varispeed off. CC numbers per track: 60, 71, 82, 93.

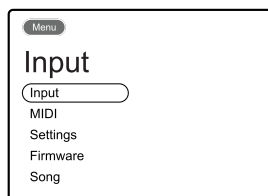
Option	CC Value
Off	0-63
On	64-127

4.6

System Menu

The system settings contain all of the global options. Settings covers the input, MIDI, settings and interface options plus the firmware updates.

Access to the settings is enabled by a holding knob (C) in the Main view. Turn (C) to navigate and tap to enter a submenu or select an option.



Settings Menu
Hold (C)
in Main View



Input

Option	Range	Description
Mode	Instrument	Sets the input ready for a instrument input i.e. guitar.
	Line	Sets the input ready for a line input i.e. synth.
Channels	Mono	Sets the 'Stereo Input' source to accept mono TS signal.
	Stereo	Sets the 'Stereo Input' source to accept a stereo TRS signal.
Recorder	Left	Sets the sample recorder to record the left mono input
	Right	Sets the sample recorder to record the right mono input
	Mono Mix	Sets the sample recorder to record the left/right mono sum
Expression Pedal	Drums Level	Expression pedal is assigned to drums level
	Input Level	Expression pedal input is assigned to control input level.
	D1Volume	Expression pedal input is assigned to drum track 1 volume
	D2Volume	Expression pedal input is assigned to drum track 2 volume
	D3Volume	Expression pedal input is assigned to drum track 3 volume
	D4Volume	Expression pedal input is assigned to drum track 4 volume
	L1Effect	Expression pedal input is assigned to looper effect selection
	L1Param1	Expression pedal input is assigned to track 1 effect parameter 1
	L1Param2	Expression pedal input is assigned to track 1 effect parameter 2
	L1Param3	Expression pedal input is assigned to track 1 effect parameter 3
	L1Mix	Expression pedal input is assigned to track 1 Mix
	L1Gain	Expression pedal input is assigned to track 1 Gain
	L1Pan	Expression pedal input is assigned to track 1 Pan
	L1Length	Expression pedal input is assigned to track 1 Length
	L1Input	Expression pedal input is assigned to track 1 Input
	L1PlayMode	Expression pedal input is assigned to track 1 PlayMode
	L1Varispeed	Expression pedal input is assigned to track 1 varispeed
	Looper destinations above are repeated for tracks 2, 3, 4	
Back	Command to back up to the main menu level in the structure.	

4. Connectivity & System

MIDI

Option	Range	Description
Clock In	Internal	Time based functions e.g. tempo, use the internal clock.
	Jack	Time based functions use an external clock connected to the MIDI jack input. Tempo displays 'Ext' if clock is recognised.
	USB	Time based functions use an external clock input connected to the USB. Tempo displays 'Ext' if clock is recognised.
Transport In	Off	External transport functions e.g. play are off and ignored.
	Jack	Transport functions e.g. play, are controlled from an external device connected to the MIDI jack input.
	USB	Transport functions e.g. play, are controlled from an external device input connected to the USB.
PC In	Off	External program change functions are off and ignored.
	Jack	Program change messages to change scenes are accepted from an external MIDI device connected to the jack input.
	USB	Program change messages to change scenes are accepted from an external MIDI device connected to the USB input.
	USB & Jack	Program change messages to are accepted from an external MIDI device connected to the jack input and the USB input.
PC In Channel	Omni	Accepts PC messages on all 16 MIDI Channels
	1-16	Sets the MIDI Channel to receive PC messages
CC In	Off	External control change functions are off and ignored.
	Jack	Control change messages to change the pattern are accepted from an external device on the jack input.
	USB	Control change messages to change the pattern are accepted from an external device on the USB input.
	USB & Jack	Control change messages are accepted from an external device on the MIDI jack & USB inputs.
CC In Channel	Omni	Accepts CC messages on all 16 MIDI Channels
	1-16	Sets the MIDI Channel to receive CC messages
Clock Out	Off	Internal clock is not transmitted out.
	Jack	Internal clock is transmitted out from the MIDI jack output.
	USB	Internal clock is transmitted out from the USB output.
	USB & Jack	Internal clock is transmitted on the MIDI jack & USB output.
Transport Out	Off	The internal transport controls are not transmitted out.
	Jack	The internal transport play/stop controls are transmitted out from the MIDI jack output.
	USB	The internal transport play/stop controls are transmitted out from the USB output.
	USB & Jack	The internal transport play/stop controls are transmitted on the MIDI jack and USB output.
Back		Command to back up to the main menu level in the structure.

Settings

Option	Range	Description
Leds Brightness	High	Brightest setting for LEDs.
	Medium	Medium LED brightness.
	Low	Lowest setting for LEDs.
Knob Preview	Off	Audio preview is muted when changing knobs or selecting pattern steps.
	Stopped	Audio is previewed when selecting tracks or changing preview enabled parameters if playback is stopped.
	Playback	Audio is previewed when selecting tracks or changing preview enabled parameters only when playing.
	Always	Audio is previewed when selecting tracks or changing preview enabled parameters both when playing or stopped.
Back		Command to back up to the main menu level in the structure.

Firmware

Option	Range	Description
Update Firmware	Command	Initiates the selection of a firmware file from the microSD card in order to update the firmware version.
Version	Indicator Only	Information of current firmware version.
Build	Indicator Only	Build version of current firmware version.

4. Connectivity & System

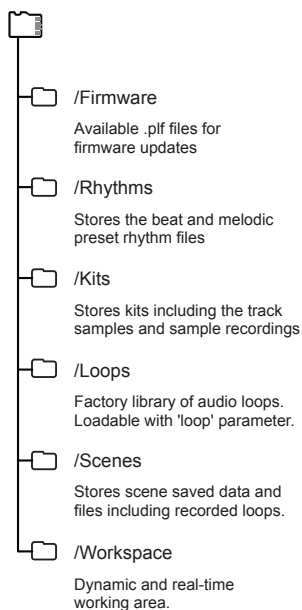
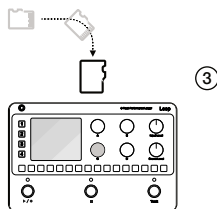
4.7

SD card

Loop uses a microSD card for workspace purposes, firmware updates, recordings as well as storage for the Loop assets such as Rhythms, Kits, Scenes and Loops.

It is important that this file structure and associated templates such as `Rhythm.pattern` remains in tact and the microSD card is installed while using the Loop pedal.

Insert Pins down

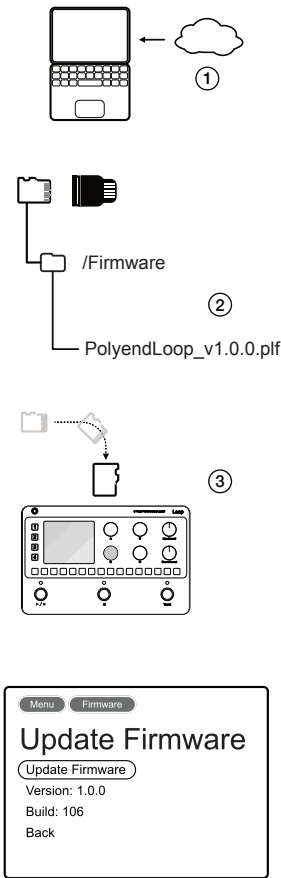


Backing up the microSD Card

1. Ensure the current scene is saved.
2. Remove the microSD card from Loop.
3. Install the microSD Card into a PC or Mac using a card reader.
4. Copy all files from the microSD to a safe storage location on the PC/Mac drive or a remote drive.
5. Ensure the original file and folder structure remains intact.
6. Return the microSD card to the Loop device. Insert with the card pins facing down.

4.5
Firmware
Update

Polyend may periodically provide firmware updates to fix bugs or add new features. You are strongly advised to follow the Polyend instructions supplied with each update when performing updates. Register your product and subscribe at the Polyend site to access updates and further information.



The instructions here are a generic guide only.

Updating Loop Firmware

1. Download the latest firmware from your Polyend account.
2. Copy the downloaded .plf firmware file into the /Firmware folder in the root directory of the microSD Card.
3. Insert the microSD card into Loop and power up.
4. Ensure Loop is in Main view. Hold {Track} if needed to change views.
5. Hold (C) push encoder to open the system settings menu.
6. Navigate by turning (C) to choose the 'Firmware' menu. Tap (C) to select.
7. The current firmware version and build is displayed.
8. Navigate by turning (C) to choose the 'Update Firmware' menu. Tap (C) to select.
9. Navigate by turning (C) to choose the firmware version on the SD card to install. Tap (C) to select.
10. The update will be performed and the device will automatically power off and on when the update is complete.

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