BEAT LOOP Manual
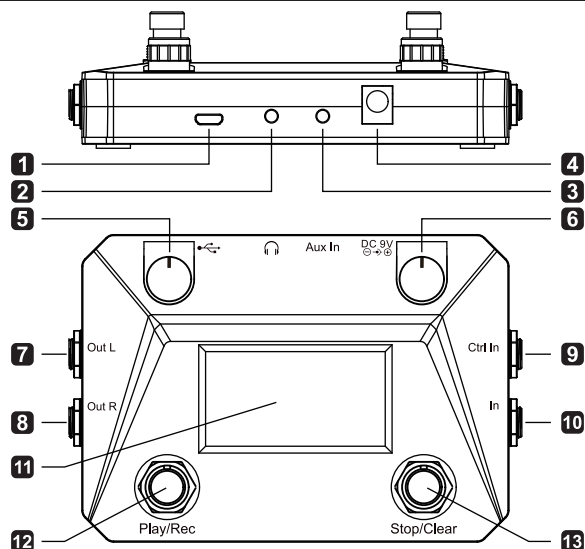
Thanks for purchasing our product, please read the operating instructions below carefully before operate.

Function Description

1. USB jack
◇ System upgrade.
◇ Drum sound update.
◇ Audio file import and export.
◇ USB audio device, support for recording and playback.

2. Earphone jack
◇ 3.5mm stereo earphone output jack.

3. Aux In
◇ 3.5mm aux in jack.

4. 9V DC power jack
◇ 9 voltage and over 500mA DC power supply.

5. Looper button
◇ Tap the button to select item: looper's storage location and looper's playback volume.
◇ Rotate the button to select looper's storage number or adjust looper's playback volume.
◇ Press and hold the button to turn the synchronization (SYNC) function on and off.
◇ This product can store 30 loopers, each looper recording time is not fixed, but each looper recording time can't exceed 5 minutes, all of 30 loopers recording total time up to 50 minutes.

6. Drum button
◇ Tap the button to select items: drum's playback tempo, drum's rhythm type and drum's playback volume.
◇ Rotate the button to adjust drum's playback tempo or select drum's rhythm number or adjust drum's playback volume.
◇ Press and hold the button to start and stop the drum.

7. Out L jack
◇ 6.35mm Left output jack, connect amplifier.

8. Out R jack
◇ 6.35mm Right output jack, connect amplifier.
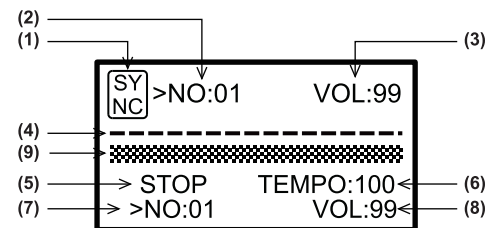
9. Ctrl In jack
◇ Connect external control pedal, support a two-footswitch pedal. It can control FILL, INTR and ENDING.

10. In jack
◇ 6.35mm input jack, connect guitar.

11. LCD display
◇ Look at the below figure, there are 9 area on the LCD display, each area has different information, see below details.

(1). Synchronous and asynchronous mode. In synchronous mode, the LCD show "SYNC", looper and drum will start or stop simultaneously. In asynchronous mode, LCD don't show "SYNC", the start and stop of the looper is independent of the start and stop of the drum.
(2). Looper storage location, a total of 30 storage locations.
(3). Looper playback volume, 0-99.
(4). When the looper stop and this area shows "——", the current storage location has store music data, otherwise, this area don't shows "——", the current location does not store music data. When the looper playback and recording, this area will show the progress of playback or recording.
(5). Drum state, there are five main state, two transition state.
◇ STOP: drum stop play.
◇ INTR: INTR section is played.
◇ MAIN: MAIN section is played.
◇ FILL: FILL section is played.
◇ END: ENDING section is played.
◇ M-> F: indicate FILL section will be played.
◇ M-> E: indicate ENDING section will be played.
(6). Drum playback tempo, 40 ~ 200.
(7). Drum rhythm type selection, a total of 40.
(8). Drum playback volume, 0 ~ 99.
(9). Looper and drum information isolation zone.

12. Play/Rec footswitch
◇ This footswitch is used for looper recording, playback, overdub, undo and redo.

13. Stop/Clear footswitch
◇ This footswitch is used to stop the looper or clear the recording data.

Mode and operating

There are two modes of this product: synchronous mode and asynchronous mode. Press and hold the looper button to select them.

◆ **Record a looper in synchronous mode**
In synchronous mode, the looper and the drum will start and stop simultaneously.
(1). Tap the Looper button to point the arrow to locate at the **(2)** area of LCD. Rotate the Looper button to select the looper storage locations.
(2). Tap the Looper button to point the arrow to locate at the **(3)** area of LCD. Rotate the Looper button to adjust the Looper playback volume.
(3). Press and hold the Looper button to display "SYNC" at the **(1)** area of LCD, indicate that the synchronization mode is on.
(4). Tap the Drum button to point the arrow to locate at the **(6)** area of LCD. Rotate the Drum button to adjust tempo.
(5). Tap the Drum button to point the arrow to locate at the **(7)** area of LCD. Rotate the Drum button to select the drum rhythm type.
(6). Tap the Drum button to point the arrow to locate at the **(8)** area of LCD. Rotate the Drum button to adjust the drum playback volume.
(7). There are two ways to start the looper recording and the drum playback.
◇ Tap the Play/Rec footswitch, then the LCD screen is red and the **(4)** area of LCD shows the recording progress, the drum start to play the MAIN section at the same time, the **(5)** area of LCD display "MAIN".
◇ Use the external pedal, tap the INTR/END footswitch, then the INTR section is played, the **(5)** area of LCD shows "INTR", after the INTR section is done the MAIN section will be played loop and the looper start recording at the same time. The **(5)** area of LCD display "MAIN", the **(4)** area of LCD display recording progress, and the LCD screen is red.
(8). There are two ways to stop looper recording and the drum playback.
◇ Tap the Stop/Clear footswitch, the looper will stop recording after the current section of the drum is done, and the drum also stop playing at the same time, the LCD screen is white, the **(4)** area of LCD display "——", indicate that this looper storage location has music data, the **(5)** area of LCD shows "STOP".
◇ Use external pedal, tap the INTR/END footswitch, the looper will stop recording and the ENDING section will be played after the current section of the drum is done. The **(5)** area of LCD show "M-> E", and then show "END", the drum will stop playing after the ENDING section is done, the **(5)** area of LCD shows "STOP".
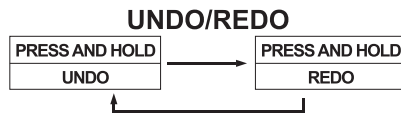
(9). Play a looper in synchronous mode
 ◇ When the looper recording, tap the Play/Rec footswitch, the LCD screen is green, the **(4)** area of LCD display playback progress, the drum continue playing the MAIN section, the **(5)** area of LCD display "MAIN".
 ◇ When the looper stops, tap the Play/Rec footswitch, the LCD screen is green, the **(4)** area of LCD display playback progress, the drum starts playing the MAIN section, and the **(5)** area of LCD shows "MAIN".
 ◇ When the looper stops, tap the INTR/END footswitch, the INTR section will be played, the **(5)** area of LCD displays "INTR", after the INTR section is done, the MAIN section will be played, the **(5)** area of LCD displays "MAIN", the LCD screen is green, the **(4)** area of LCD display playback progress.
(10). Overdub, undo and redo
 ◇ In the looper playback state, tap the Play/Rec footswitch, the LCD screen is red, the looper go into overdub state; in the overdub state, tap the Play/Rec pedal, the LCD screen is green, the looper go into the playback state.

REC/PLAY/OVERDUB

PRESS ONCE	PRESS ONCE	PRESS ONCE
RECORD	PLAY	OVERDUB

 ◇ In the looper playback and overdub state, press and hold the Play/Rec footswitch, the LCD screen turn red and then green, indicate that a undo (or a redo) operation is done.

UNDO/REDO

PRESS AND HOLD	PRESS AND HOLD
UNDO	REDO

(11). Delete a looper
 ◇ When the looper stops, press and hold the Stop/Clear footswitch to delete all recording data at this current storage locations. This operation can't be resumed.
(12). The FILL of drum
 ◇ Use external pedal, tap the FILL footswitch, the **(5)** area of LCD display "M-> F", then display "FILL", a FILL section will be played, after a FILL section is done the MAIN section will be played loop, the **(5)** area of LCD display "MAIN".
 ◇ Press and hold FILL footswitch, the FILL section will be played loop, until the FILL footswitch release.
(13). In the synchronous mode, there are two ways to starts drum separately
 ◇ Press and hold the Drum button to start the drum, Press and hold the Drum button again to stop the drum.
 ◇ Use the external pedal, tap the FILL footswitch, the **(5)** area of LCD display "FILL" , the FILL section is played, after the FILL section is done the MAIN scetion is played loop, the **(5)** area of LCD display "MAIN".
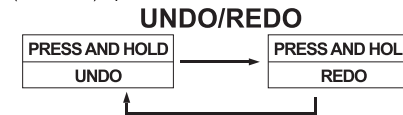
◆ **Record a looper in asynchronous mode**
 In the asynchronous mode, the start and stop of the looper and the start and stop of the drum are controlled separately.
 (1). Tap the Looper button to point the arrow to locate at the **(2)** area of LCD. Rotate the Looper button to select the looper storage locations.
 (2). Tap the Looper button to point the arrow to locate at the **(3)** area of LCD. Rotate the Looper button to adjust the Looper playback volume.
 (3). Press and hold the Looper button to not display "SYNC" at the **(1)** area of LCD, indicate that the asynchronous mode is on.
 (4). Tap the Drum button to point the arrow to locate at the **(6)** area of LCD. Rotate the Drum button to adjust tempo.
 (5). Tap the Drum button to point the arrow to locate at the **(7)** area of LCD. Rotate the Drum button to select the drum rhythm type.
 (6). Tap the Drum button to point the arrow to locate at the **(8)** area of LCD. Rotate the Drum button to adjust drum playback volume.
 (7). Start looper recording
    Tap the Play/Rec footswitch, then the LCD screen is red and the **(4)** area of LCD shows the recording progress.
 (8). Stop looper recording
    Tap the Stop/Clear footswitch, the looper immediately stop recording, the LCD screen is white, the **(4)** area of LCD display "——-", indicate that this storage location has music data.
 (9). Play a looper
    When the looper recording and stops, tap the Play/Rec footswitch, the LCD screen is green, the **(4)** area of LCD display playback progress.
 (10). Overdub, undo and redo
 ◇ In the looper playback state, tap the Play/Rec footswitch, the LCD screen is red, the looper go into overdub state; in the overdub state, tap the Play/Rec footswitch, the LCD screen is green, the looper go into playback state.

REC/PLAY/OVERDUB

PRESS ONCE	PRESS ONCE	PRESS ONCE
RECORD	PLAY	OVERDUB

 ◇ In the looper playback or overdub state, press and hold the Play/Rec footswitch, the LCD screen turn red and then green, indicate that a undo (or a redo) operation is done.

UNDO/REDO

PRESS AND HOLD	PRESS AND HOLD
UNDO	REDO

(11). Delete a looper
 ◇ When the looper stops, press and hold the Stop/Clear footswitch to delete all recording data at this current storage locations. This operation can't be resumed.
(12). The FILL of drum
 ◇ Use external pedal, tap the FILL footswitch, the **(5)** area of LCD display "M-> F", then display "FILL", a FILL section will be played, after a FILL section is done the MAIN section will be played loop, the **(5)** area of LCD display "MAIN".
 ◇ Press and hold FILL footswitch, the FILL section will be played loop, until the FILL footswitch release.
(13). In the asynchronous mode, there are 3 ways to starts and stop the drum
 ◇ Press and hold the Drum button to start the drum, Press and hold the Drum button again to stop the drum.
 ◇ When the drum stops, use external pedal, tap the INTR/END footswitch, the **(5)** area of LCD display "INTR", the INTR section will be played. After the INTR section is done the MAIN section will be played loop, and the **(5)** area of the LCD display "MAIN". When the drum playing, use external pedal, tap the INTR/END footswitch, the **(5)** area of LCD display "M-> E", then display "END", the ENDING section is played. After the EDNING section is done the drum stops, the **(5)** area of LCD display "STOP".
 ◇ Use the external pedal, tap the FILL footswitch, the **(5)** area of LCD display "FILL", the FILL section is played, after the FILL section is done the MAIN section is played loop, the **(5)** area of LCD display "MAIN".

System upgrade and audio file import and export

    First turn the power off and press and hold the Looper button, then connect the USB cable to PC, after about 3 seconds the system will entered the update mode, the LCD backlight turn on, then use the user software to update firmware, update drum sound and Import and export audio file. After operation is completed, disconnect the USB cable and power on again.

Specifications

1. 3.5mm stereo Aux In jack.
2. 3.5mm stereo earphone jack.
3. Looper record/ play/ overdub
 ◇ File storage format is WAV, Mono, 48K-24bit sampling. The sound dynamic range is 105DB.
 ◇ 30 storage locations, each recording time up to 5 minutes, all of 30 loopers recording total time up to 50 minutes.
 ◇ The LCD show the recording and playing progress.
 ◇ The looper's overdub operation unrestricted in this pedal.
4. Two group of drums, 32 kinds of sound, 40 drums (1 to 20 drums are standard drum, 21 to 40 drums are electronic drum).
5. USB audio device, support for recording and playback (support 48K sampling rate).
6. USB online system upgrade.
7. Audio file can be imported and exported to this pedal (only support for WAV format file).
8. Controller
 ◇ Two encoders with key function.
 ◇ Built-in two footswitch pedal.
 ◇ Ctrl In jack can connect a two-footswitch pedal to control drum.
9. LCD backlight show the state of recording, overdub, playing, stop, undo and redo.
10. 128 * 64 dot LCD display.
11. 9 voltage and over 500mA DC power supply.
12. Working Current: 110mA.
13. Input impedance (In jack): 1M ohm.
14. Output impedance (Out L and Out R jack): 100 ohm.
15. Dimensions: 132 * 90 * 40 mm
16. Weight: 612 g

Accessories

 1. A USB cable