

## Panel Introduction

### 1. [LEVEL] LOOP 1, LOOP 2, DRUM

Controls the playback volume of LOOP 1, LOOP 2 and drum.

### 2. [SERIAL/FREE] Toggle switch

Used to select the coordination mode of LOOP 1 and LOOP 2:  
SERIAL: LOOP 1 and LOOP 2 play alternately.  
FREE: LOOP 1 and LOOP 2 can be played at the same time.

### 3. [MEMORY/SAVE] Knob (with enter button)

Select and recall the project by turn the knob, press to save the LOOP project, and long press the knob to select the external pedal function.

### 4. Display

Displays information such as project number, drum rhythm pattern number, and BPM.

### 5. [DRUM/BPM] Knob (with enter button)

Turn to select the drum rhythm pattern or djust the BPM of drum machine, press the current adjustment object (RHY or BPM).

### 6. [AUTO/SYNC] Toggle switch

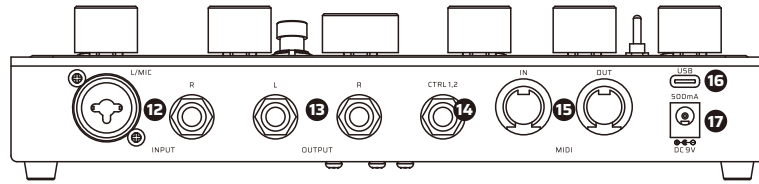
Drum machine mode to select AUTO or SYNC:  
AUTO: Automatically detects and sets the drum machine BPM based on the recording.  
SYNC: The drum machine will play according to the currently set BPM.

### 7. [ASSIGN] Knob

Used to select the function enabled by the "ASSIGNABLE" footswitch:  
OCTAVE: Make the track have a lower octave effect  
REVERSE: Play the track in reverse  
FREEZE: Make the notes at a certain moment of the track form an infinite sustain  
HALF: Make the track play at 1/2 the previous speed  
FADE: Smooth volume decay for recording tracks  
ONCE: Make the track play once and then stop  
SOLO: Make one of the two LOOPS play alone

## Specification

Maximum recording storage: about 12 hours  
Number of tracks: 2  
Input Impedance:1MΩ/4.7kΩ  
Output Impedance:4.7kΩ  
AD/DA: 32-bit, 48kHz  
Recording format:  
WAV (32-bit Float, 48kHz, stereo)  
Maximum project saving: 99  
Drum rhythm: 100 or more  
Weight: 1295g  
Dimensions:  
253mm (D) X 165.3mm (W) X 58mm(H)



### 8. [LOOP 1] Footswitch

Controls the record, play, stop, overdub, undo and redo functions of LOOP 1:

For blank loop: Record→Play→Overdub

For loop with recordings: Play→Overdub

When playing or overdubbing: Press and hold this footswitch for 2 seconds or more to perform undo (cancel recording or the last overdub recording). Press and hold the Footswitch again to perform the redo function (cancel the undo operation).

### 9. [LOOP 2] Footswitch

Control the recording, playback, stop, overdub recording, undo and redo functions of LOOP 2, the operation logic is consistent with [LOOP 1] Footswitch.

### 10. [DRUM] Footswitch

Controls the on/off of the drum machine, and long press to enter the Tap Tempo state to adjust the BPM of the rhythm.

### 11. [ASSIGNABLE] Footswitch

This pedal can be assigned various effects applied to the LOOP track. Double pressing can play and stop two LOOPS and the drum at the same time. Long press can select any LOOP for "STACK" overdub recording.

### 12. INPUT (L/R) Jack

-L/MIC: Use XLR/TS mono jack to connect guitar, bass, dynamic microphone or pedals.  
-R: 1/4" (6.35mm) mono jack to connect guitar, bass or pedals.

### 13. OUTPUT (L/R) Jack

1/4" (6.35mm) unbalanced output interface, connect to speaker, mixer or recording equipment.  
Mono input: Only L or R channel input, OUTPUT L and R output the same LOOP signal (dual mono output).  
Stereo input: When INPUT L and R are input at the same time, OUTPUT L and R output the LOOP signal of the corresponding input channel.

\*Note: When INPUT L and R are inserted at the same time, if only one channel of L or R has signal input, only the corresponding output channel has LOOP signal output.

### 14. CTRL 1, 2 Jack

The 1/4" (6.35mm) TR5 jack is used to connect an external dual footswitch, and the CTRL function can be assigned.

### 15. MIDI (IN/OUT) Jack

Connect an external MIDI device here.

### 16. USB Jack

By connecting to a Mac or PC through the USB 2.0 Type-C port, import and export projects and update firmware with supporting software.

### 17. DC 9V Jack

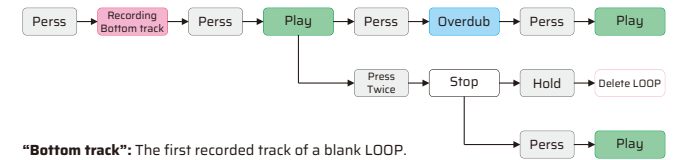
Power Requirements: DC 9V,500mA,

### 18. PHONES

1/8" (3.5mm) TRS stereo interface, connected to headphones to monitor the output of the device.

## Basic Tutorial for LOOP 1 and 2

### Record, Play, Overdub and Delete



"Bottom track": The first recorded track of a blank LOOP.

"Overdub": Overlay the second and subsequent recordings on top of the bottom track.

"Stop": Press twice to stop the LOOP only active when the LOOP is playing.

"Delete": When there is only the bottom track recorded, a long press during playback will directly delete the base track. If the recording includes overdubs, you can use a combination of (single press + long press) to quickly delete the entire track.

### Undo and Redo

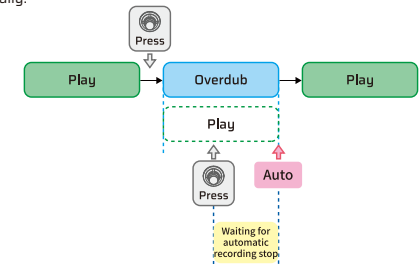


"Undo": Hold to Undo is only for the last overdub track, not for the bottom track.

### Recording length tips

The length of each overdub track of LOOP 1 or 2 can be controlled as an integer multiple of the length of its own current track.

Example 1: Press the footswitch before the first loop playback ends and wait for the recording to end automatically.



Example 2: Press the footswitch before the third loop playback ends to overdub 1, with a duration of three times the current loop length. Then, press the footswitch before the second loop playback ends to overdub 2, with a duration of two times the current loop length.

