Looperlative LP3 plugin

Web GUI

Setup Controls

Looper Number is used when more than one LP3 is on the same pedal board. Each LP3 must have a unique looper number.

MIDI Channel is used when external MIDI notes are used to control the LP3.

Record Mode determines the synchronization settings of newly recorded loops.

- **Async** is used to record loops that have no synchronization with any other source.

- **Host Sync** synchronizes to the MOD system. Recording starts with the button press. When recording is ended, the loop is increased in size to be a multiple of the bar length. While playing, the relative position of the loop and the host time is maintained.

- **MIDI Sync** synchronizes to an external MIDI clock. Recording starts with the button press. When recording is ended, the loop is increased in size to be a multiple of the bar length. Bar length is assumed to be 4 quarter notes of MIDI clock (96 clock messages). While playing, the relative position of the loop and the MIDI clock is maintained.

- **Self Sync** synchronizes to track 1A in the LP3 (track 1A is async)

After Rec specifies the mode following record when using the Rec/Dub button or the Loop button

Minimized Looper Controls

These are multi-function buttons allowing you to control the LP3 with just two buttons.

Loop allows you to switch between record, play and overdub with single presses of the button.

- From **empty**, a single press starts recording.

- From **recording**, a single press ends recording leaving track in play or overdub based on **After Rec** setting.

- From **playing**, a single press changes track to overdubbing. A long press does undo or redo. A double tap stops the track.

- From **overdubbing**, a single press changes track to playing. A long press does undo. A double tap stops the track.

- From **stopped**, a single press starts the track playing. A long press erases all tracks.

Track/Part controls current track and current part.

- A single tap of the button changes the current track to the other track. There is no change in audio. This is only select which track is being controlled.

- A long press of the button switches song part for the current track. The current part completes playing and at this point the other part will start playing. This function is similar to the **Part** button but is activated on a long press instead of a single tap.

Full Looper Controls

Save Slot is used with the **Save Track** and **Load Track** buttons to save and restore recorded audio tracks. The buttons save or load only a single track to or from the designated save slot.

Erase button is used to clear both parts of both tracks.

Undo allows multiple levels of undo of the current track.

Redo is an undo undo. It brings back layers that were previously undone.

Rec/Dub is a single tap multi-function button:

- From **empty** or **stopped**, recording is started.

- From **recording**, recording ends and track switches to playing or overdubbing.

- From **playing**, track starts overdubbing.

- From **overdubbing**, track returns to playing

Play/Stop is another single tap button that switches track state:

- From **recording**, **overdubbing**, or **stopped**, the track switches to playing.

- From **playing**, the track stops.

Track button selects the other track as the current track.

Part button is a single tap multi-function button for switching between two song sections:

- From **empty**, the current part starts recording.

- From **recording**, the current part starts playing.

- From **playing**, the current part stops at the end of the part, and then the other part is started. If the other part is empty, it is started recording.

Half-speed switches current track between normal and half speed modes.

Reverse switches current track between playing forward and playing reverse.

Feedback knobs control fade of the loop. At 100%, the loop will never fade. The lower the percentage, the faster the loop fades. At 50%, the loop fades half each time through the loop.

Configurable Trigger

The **Trigger** button activates whatever function is chosen using the **Trigger Function** selector. Available functions are:

- **Undo**, **Redo**, **Erase**, **Part**, **Reverse**, **Halfspeed**, **Save Track**, **Load Track** are all same as described above.

- The remaining functions are synchronized replaces. Each replaces a fraction of the loop.

Physical Buttons

The previously described buttons can be assigned to physical buttons as is standard for MOD Devices. When assigned to physical buttons, the **Loop**, **Track/Part**, and **Rec/Dub** buttons also display current track status through the LED above the button. For **Loop** and **Rec/Dub** the LED indicates state as follows:

- **Solid White** indicates empty track.

- **Blinking Red** indicates recording.

- **Blinking Green** indicates overdubbing.

- **Solid Green** indicates playing

The label on the button is also changed to show the next state after a single tap of the button for the **Loop** button.

For **Track/Part** the button label and LED indicates the current track and part:

- **Dark Blue** is track/part 1A.

- **Light Blue** is track/part 1B.

- **Magenta** is track/part 2A.

- **Yellow** is track/part 2B

MIDI Input

Along with the standard mapping of controls offered by the MOD Devices host, the LP3 can be controlled through MIDI notes. The mapping of these notes is described in the following table:

Note number	Description
1	Select track 1A
2	Select track 2A
3	Select track 1B
4	Select track 2B
33	Note velocity sets feedback for track 1A
34	Note velocity sets feedback for track 2A
35	Note velocity sets feedback for track 1B
36	Note velocity sets feedback for track 2B
25	Reverse
26	Undo
27	Half Speed
28	Redo
29	Erase track
30	Switch to other part
31	Erase all
52	Replace 1/4
53	Replace 1/8
54	Replace 1/16
55	Replace 1/32
60	Loop multifunction button
61	Track multifunction button

MIDI Output

The MIDI output port provides MIDI clock based on track/part 1A. The loop is assumed to be a single measure in 4/4 time. MIDI clock is generated based on this assumption.