# loop loop

*imagine…*

*…you are placed in front of an acoustic mirror, you are listening to yourself just as your audience would listen to you.*

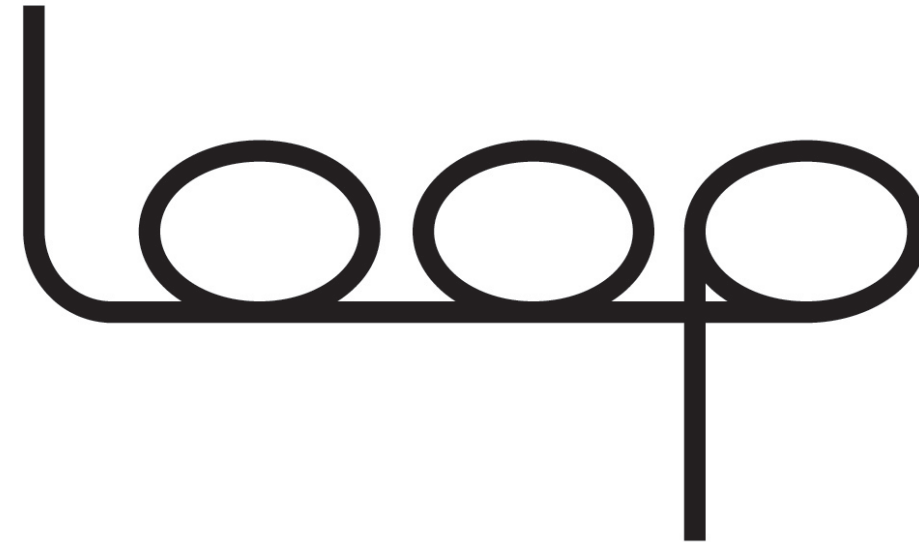*…you are painting with sound, your canvas is filling, your initially rough shapes are turning elaborate, your instruments are the paint pots, your hands the brushes and pencils to your art, you are defining your own ruler, you do not depend on sketches or models. And when you are finally looking at your sound painting, you know it will completely be your piece of art.*

*…you are on stage by yourself, you are performing a solo concert, but you are not feeling alone. Your sound story is carrying you forth. Nervousness yields to imagination, creativity, even trance.*

*imagine…*

*you are playing at home, trying out rhythm variations, improvising, you are adding a second, a third, yes, a twentieth acoustic layer onto your intuitively selected basic rhythm — bass and melody lines grow into harmonies you may not have known as you sit back and listen to the ongoing music that inspires you to insert choruses, breaks and bridges, to add percussion and wind harmonies, a complete song has evolved*
*— and you realize you can do the same thing on stage or when playing with your fellow musicians, for there is no tape rewinding, no computer operating, not even a metronome, it has all grown out of your own creativity, the original inspiration — forward.*

**"**Repetitive patterns such as rhythm, recurring harmony, repeated melodies, chorus etc. are a wide-spread feature in many music traditions. Some of them are based on just one constantly recurring or slowly changing pattern. This effect has been in use for a long time in various cultures. In African religions, each pattern stands for one spirit and is repeated until the dancers fall in trance — the spirit arrives. Indian and related cultures use Mantras for spiritual growth: certain, sometimes secret melodies or the OM are sung over and over. In Western culture, the complexity of music over the last centuries has been immense. While the idea of the Ostinato and Bordun stayed present, only a few decades ago, "Tape Loop Art" and "Minimal Music" emphasized the repetitive side of contemporary music. Tape recorders and MIDI have been supporting the emergence of "Loop Music". But the pleasure of playing and the quality of music suffered form progress: Operating machines, rewinding tapes, clicking on screens is not what we are looking for when we want to play. When building my machines, my aim is to make them more musical than logical to give you intuitive access to it and let your creativity flow.

The important thing about the LOOP delay is that you instantly hear your instrument, with all the details of expression as the public does. Control yourself and react to yourself. Flow from one idea to another, travel through different climates and feelings of yourself, and you can always listen to your own mood and search deeper into yourself to find the next thought and musical idea. *Do all the crazy arrangements and tricks that are possible with the Loop delay, but please do not forget that search***"**

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## MAIN APPLICATIONS

- On stage accompaniment creation
- Rehearsal assistance
- Quick multitrack composing
- Gathering song ideas
- Minimal music
- Sound experiments
- Sampling
- Rhythmic delay
  Therapy and self-experience

## MAIN  FEATURES

- 19" 1unit machine for any instrument
- Easy to understand, truly intuitive
- Recording time expandible to over 3 minutes
- Unlimited number of repetitions without quality loss
- Immediate overdubbing of unlimited "tracks" into the loop
- Easy foot switch operating to keep your hands free
- Immediate survey (3 colour LEDs and big display)
- Rhythmical interconnection of several LOOP delays
- MIDI connection to sequencers and drum machines

LD1 DIGITAL DELAY / RAM RECORDER / OSTINATOR

# loop delay

253 16.

INPUT LEVEL    MIX    FEEDBACK    MODE    RECORD    OVER-    MULTIPLY    INSERT    BREAK    UNDO    LOOPTIME    MULTIPLE    POWER
                                  DELAY MODE    TIME SET    DUB                        UP    DOWN                      MIDI CH.

DIR.    LOOP

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### INPUT LEVEL

This potentiometer adjusts the input volume. The three colour LED shows the input level. The limiter prevents distortion and allows to produce smooth loops when overdriving the input.

### MIX

Mixes the direct and loop signals.

### FEEDBACK

Controls the fading of the loops — space for new ideas. Fully wound up, the loop lasts eternally. A pedal can be used. The LED shows the level of the sound in the loop.

### MODE

Toggles between Delay mode and various applications of the pedal in Loop mode. The two tree colour LEDs indicate, which set of functions is actually selected.

### FUNCTION SWITCHES WITH CORRESPONDING FOOT SWITCHES AND THREE COLOUR LED INDICATORS

There are a number of "hidden functions" that are accessed by keeping the foot longer on the switch, or starting and stopping with two different switches. Also, it is possible to stop one and start another function with a single action.

#### RECORD
**The fundamental foot switch**
Starts the recording of the loop, stops recording at the second hit and repeats the recorded loop immediately in the current basic rhythm. A longer push resets all.

#### MULTIPLY
prolongates the loop rhythmically
Multiplies the loop time and rounds it to keep the rhythm exactly regular. During the multiplication, new sounds are overdubbed automatically.

#### OVERDUB
multilayering
Records the actual playing continuously into the loop. Numerous "tracks" can be accumulated (inseparably) in the memory.

#### INSERT
add and replace
Any portion of the loop can be replaced by the actual playing or new parts can be inserted, rounded to the rhythm.

#### BREAK
stop and sample
Makes the loop stop and resume at the same spot or at a start point. Used with an external Sync, the machine turns into a sampler.

#### UNDO
correct and go back
Erases the last overlay played onto the loop or cancels the actual function. Additional memory permits going back in the history of the loop.

### LOOP TIME
Display

The full length of the actual loop is permanently displayed in seconds. The loop starting moment is indicated by a discretely flashing dot.

### MULTIPLE
Display

Shows the number of the basic rhythm unit (bar) currently playing. Also, system parameters can be displayed.

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### SYNCHRONIZING

Two LOOP delays can be synchronized to work as brothers or in stereo. The Brother Sync lets several musicians play together on the same basic beat with individual loop operation.
A metronome is available in form of a trigger signal.
The loop can be triggered from its starting point by an external sound source or switch.

### THE MANUAL

Most functions can be understood by playing and trying. However in the manual there are a lot of tricks, concrete playing proposals and more sophisticated ways to use the machine.
For technical understanding we also explain the internal structure of the machine and a lot of graphics show the possible wirings and the ways the loops are organized in the memory.

### MIDI FUNCTIONS

All commands the user gives with switches are sent to the MIDI output where they can be picked up by a sequencer or by another LOOP delay for stereo use.
On the sequencer, the commands can be edited. Thus loops can be arranged. When the sequence is played, the LOOP delay puts all repetitions into the right places and the music can be performed without any attention to keys. Further MIDI functions are in development.

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### TECHNICAL FEATURES

- Maximal LOOP time: 200 seconds. 6.2 seconds is standard. Expansion with standard computer memory modules (1Meg or 4Meg SIMMs).
- Fully digital feedback. No sound degradation through repetition.
- Sound quality: 16 bit/41.5 kHz Sampling frequency.
- Number of loop functions: 13 (accessible through combinations of 7 front panel- or foot switches).
- Back panel connections: 12 jacks (input, mix output, direct output, 6 foot switches, 1 foot pedal, 2 synchronisation inputs/outputs), 3 MIDI ports.
- Limiter on the input.
- One FSP-1 Rhythm-Pulser foot switch is included. Short action allows accurate timing commands.

### INFORMATION EXCHANGE

## loop group

FORUM FOR LOOPOLOGY
AND REPETITIVE HAPPENINGS

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### DISTRIBUTION

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