



User manual

Octobre 2021

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Introduction

Logelloop is a multichannel real-time looper which records each loop in a different track. Logelloop features all the basic live looping functions : Record, Overdub , Multiply , Nextloop (A, B , C) , Mute , Fade , Copy, Undo , Restart , etc. It also comes up with some more complex functions allowed by a very powerful script engine (macros) and providing access to all functionalities. Each looper track authorizes special transformations of sound (pitch, speed, effects, pan, etc.). It is, of course, also possible to independently delete or mute each sound event or Save/Recover the sounds from the hard drive.

Everything can be accessed with MIDI (note, ctl, pgm change), OSC (Open Sound Control), the computer keyboard or with macros. Thereby Logelloop is ideal for people playing a musical instrument while triggering effects or for team use. Each setting can be stored in scenes memories, these memories can be recalled directly or by interpolation (a kind of crossfade from the previous setting to the next). These memories can also be loaded into an arranger to be recalled successively during the concert.

Logelloop can record mono or stereo loops, it allows you to mix these loops in stereo, multitrack (each track out independently on an output of the sound card) or in spatialisation. The low frequencies (LFE) can be directed to a separate output of the sound card.

Logelloop also brings new features, including Slicer to make realtime slices of your loops, while changing parameters such as pitch, speed and direction of playback, pan, volume, aux, etc.

Logelloop has a lot of natives effects (LFX and SFX) : convolution reverb, delay, pitching, distortion, etc. and a granular synthesis arpeggiator (Granulaterre). Max users can load their own patches in Logelloop. These patches can communicate with all Logelloop's functions and with the Macros. Of course, it is also possible to use VST plug-ins in Logelloop.

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1 Quick start

Logelloop LE / Logelloop Pro

If you use Logelloop without buying the professional license, you will still be able to access almost all functions. However, there will be a number of limitations listed in the table below.

	Logelloop LE	Logelloop Pro
Loop length limitation	60 seconds	unlimited
Input number	2	up to 10
Input type	mono	mono/stereo
Main looper : stereo	No	Yes
Main Looper : number of tracks	4	up to 10
Main Looper : banks	One	Three (A B C)
Main Looper : save loops	Load Only	Load/Save
Main Looper : Copy	No	Yes
Main Looper : Copy After	No	Yes
Main Looper : File Copy	No	Yes
Slicer	Load Only	Load/Save
Auxiliary channels number	2	up to 16
LFO	1	8
Inserts ranks per track	1	up to 4
Inserts ranks per Input	1	up to 2
Parallel Inserts	No	Yes
Preset editor	No	Yes
Recall Safe panel	No	Yes
Audio output modes	Stereo	Stereo Multichannel Spatialized
Macro slots number	4	up to 50
Korpus	limited	unlimited
Inserted synced modular Looper	limited	unlimited
Loopers groups	32	32
SFX	1	up to 4
External Max patch as LFX/SFX	Load Only	Create/Load
Full Midi and OSC support	Yes	Yes
Output recorder	No	Yes
Metronome Link	No	Yes
VST	No	Yes
AU	No	Yes - Mac Only
Personal support	No	Yes

The number of plug-ins you have access to in LE version is also limited. The list below shows the inserts that will be available in LE version.

Inserts LFX disponibles	Logelloop LE	Logelloop Pro
AU	No	Yes
Audio Receive	No	Yes
Audio Send	No	Yes
Babylooper	X	Yes
Band Pass	No	Yes
Bitcrush	X	Yes
Compressor	No	Yes
Delay	X	Yes
Delay Pitch	X	Yes
Distortion	X	Yes
File Player	X	Yes
Hi Cut	No	Yes
Korpus	X	Yes
Leap Motion	No	Mac Only
Looper	X	Yes
Low Cut	No	Yes
Max4Live	X	Yes
Midi router	X	Yes
Parametric EQ	No	Yes
Ping Pong Delay	X	Yes
Pitch	No	Yes
Playlist	X	Yes
Reverberation	X	Yes
To LFO	X	Yes
Tremolo	X	Yes
VST	X	Yes

Windows access

The main window contains the things you need most often.

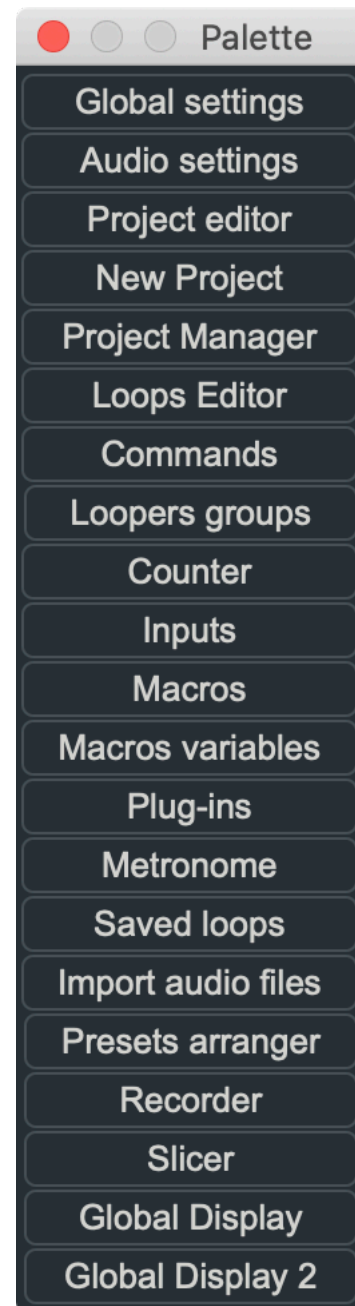
You can open other windows using the "Windows" menu, or by using keyboard shortcuts that allow direct access to Windows from the keyboard.

List of keyboard shortcuts to open windows :

cmd/ctrl + 1 ---> Palette
cmd/ctrl + 2 ---> Global Display
cmd/ctrl + b ---> Metronome
cmd/ctrl + d ---> Macro
cmd/ctrl + e ---> Loops editor
cmd/ctrl + g ---> Plug-ins
cmd/ctrl + i ---> Inputs
cmd/ctrl + j ---> Slicer
cmd/ctrl + k ---> LFO
cmd/ctrl + l ---> Saved loops
cmd/ctrl + n ---> New Project
cmd/ctrl + o ---> Project Manager
cmd/ctrl + p ---> Project Editor
cmd/ctrl + r ---> Output recorder
cmd/ctrl + s ---> Save settings in the current preset
cmd/ctrl + shift + s ---> Save the current Project as...
cmd/ctrl + t ---> Commands
shift + t ---> Loopers groups
cmd/ctrl + , ---> Global Settings
cmd/ctrl + ; ---> Audio Settings
cmd/ctrl + = ---> Zoom in
cmd/ctrl + - ---> Zoom out

You can also use the Palette to quickly switch from one window to another, the palette contains buttons for quick access to windows.

If you want to automatically open some windows at startup, you can configure it in the Project Editor.



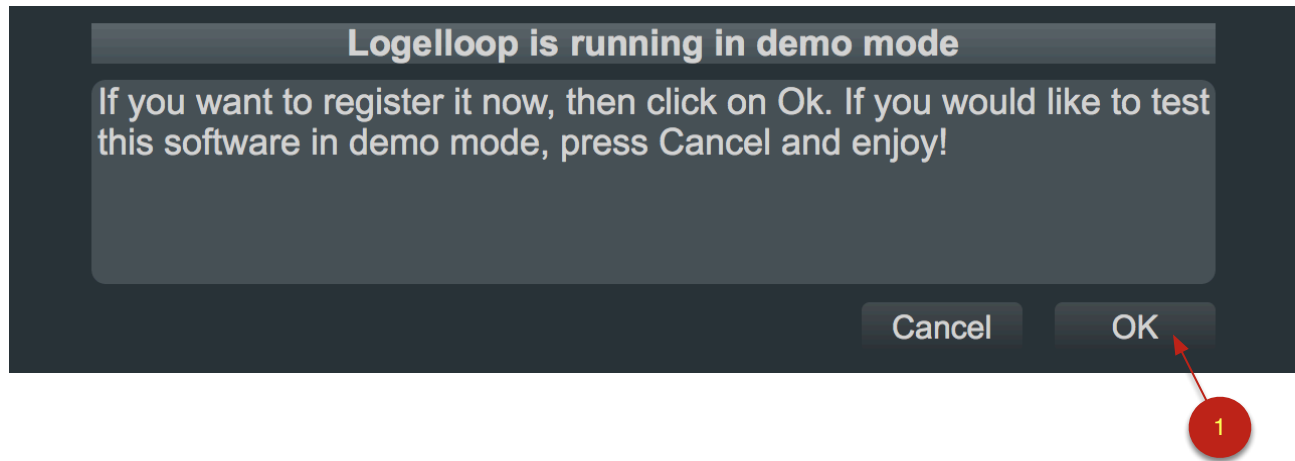
Quick View on the keyboard commands...

Function		Default Key	Description
RECORD	Click	Space Bar	Record / Play the first track.
RECORD	Long Click		Erases all tracks (first and overdubs)
OVERDUB	1rst Click	O	Record an overdub
OVERDUB	2nd Click	O	Stop a running Overdub
OVERDUB	Long Click		
MULTIPLY	1rst Click	X	Do Multiply at the end of the current loop / Stop Multiply
MULTIPLY	Long Click		
MUTE	1rst Click	M	Mute at the end of the current loop / Unmute
MUTE	2nd Click		Mute immediately
AUTOFADE	1rst Click	F	Fadeout start at the end of the current loop / fadein
AUTOFADE	Long Click		
UNDO	Click	U	Erase the last track recorded
UNDO	Long Click		Erase all overdubs (but doesn't erase the first track)
COPY	1rst Click	Y	Copy in another loop the content of this one
COPY	2nd Click		CopyAfter : will copy the content of the current to the next loop.
COPY	Long Click		Copy this loop on the Hard Drive (at the defined location)
NEXTLOOP	1rst Click	N	Go to the next loop at the end of the current loop
NEXTLOOP	2nd Click		Go immediately to the next loop
URGENCE	1rst Click	E	Forget the last command if it is possible (This doesn't work with record and overdub)
LOOP A	1rst Click	A	Go to loop A at the end of the current loop
LOOP A	2nd Click		Go immediately to loop A
LOOP B	1rst Click	B	Go to loop B at the end of the current loop
LOOP B	2nd Click		Go immediately to loop B
LOOP C	1rst Click	C	Go to loop C at the end of the current loop
LOOP C	2nd Click		Go immediately to loop C
RESTART	1rst Click	R	Restart the current loop
ERASE	1rst Click		Erases all tracks at once (the action is immediate when using this function rather than the long press on Record)

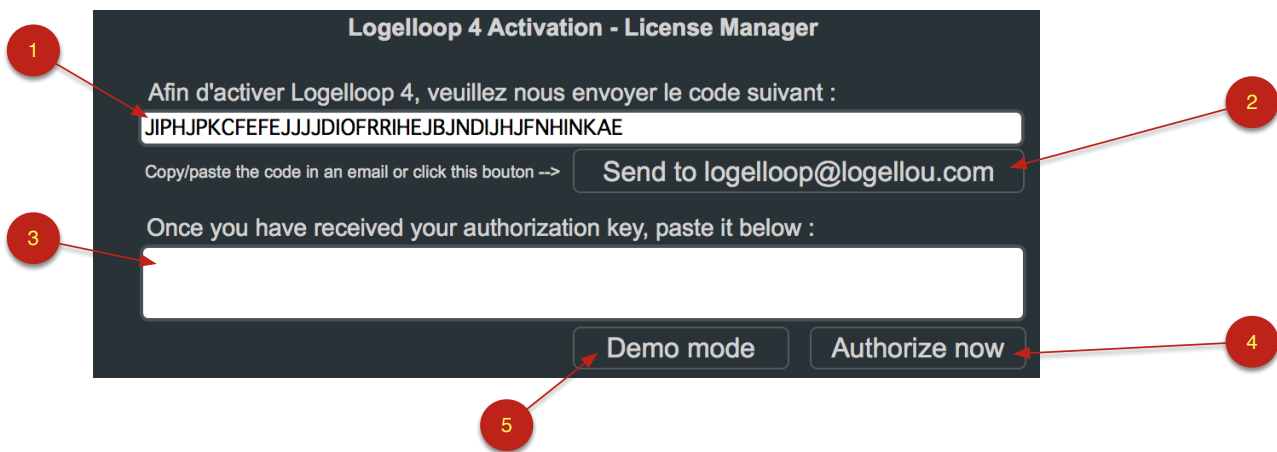
Buy the license and authorize Logelloop

You can use Logelloop without buying a license.
In this case, the loops will be limited to a length of up to 20 seconds and the application quits after 30 minutes. Of course you can restart as many times as you wish. The demo mode is not limited in time. You can therefore take several months to test the software.

When you decided to buy the license to finally use Logelloop under professional conditions, you'll have to visit our website and pay the license with the PayPal button. This operation is very simple and fast. Once the payment is made, you can restart Logelloop and click "OK" (1) when the first dialog opens.



A second dialog box will open. In this window, a code is displayed (1). This code contains information about your computer. You can send it to us by email using the button (2). You can also, if desired, copy / paste this code in an email that you will address to logelloop@logellou.com.

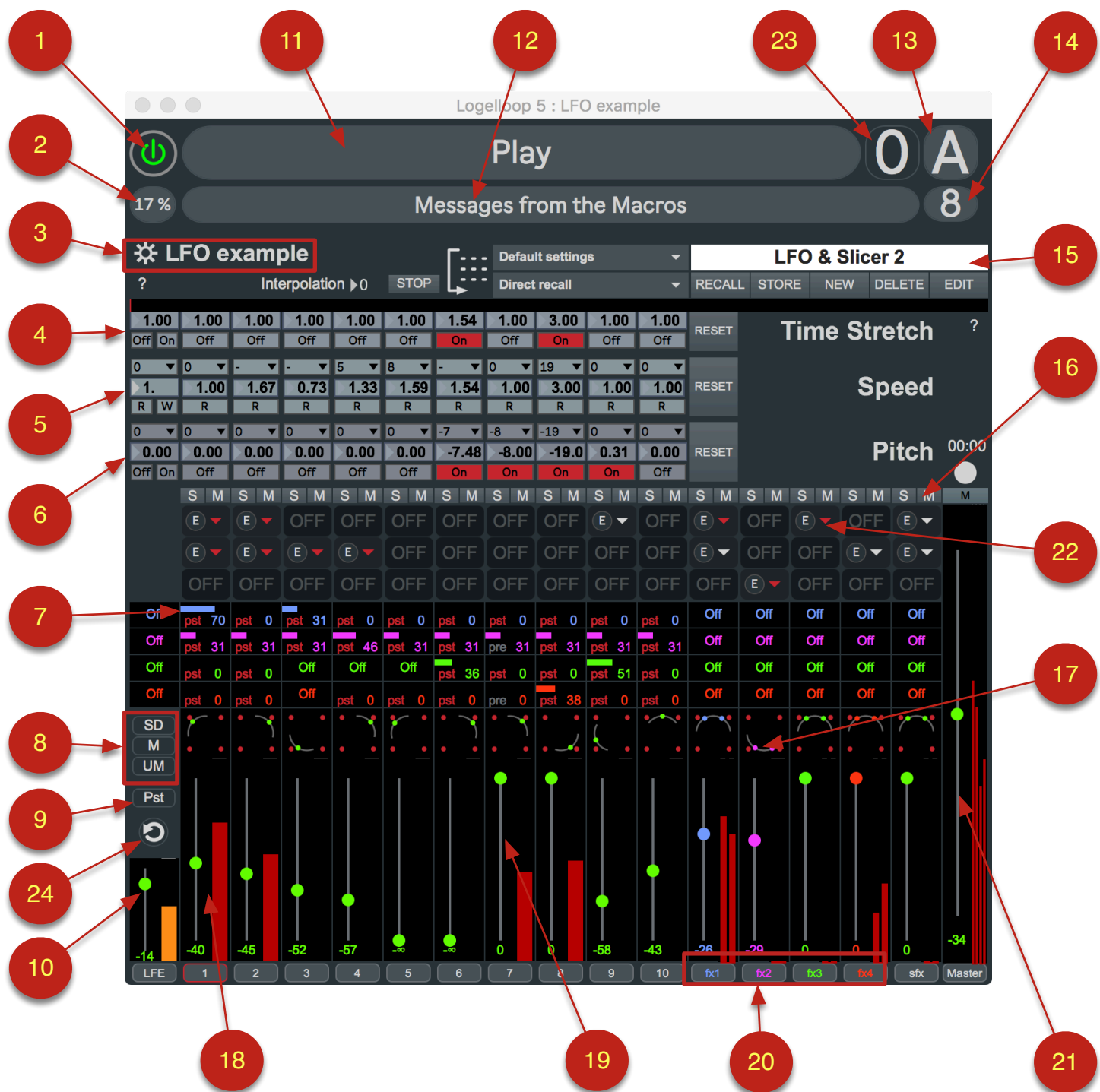


We will mail you a response as quickly as possible (within 24 hours on weekdays). This response will contain the license for your computer. You will need to copy it into the dedicated space (3) and click "Authorize now" (4). A message appears telling you that Logelloop is now authorized on this computer.

Keep our answer well, because if you need it (e.g. after a hard drive failure), you can reintroduce it in Logelloop and it will work again.

When you buy Logelloop, it gives you the right to authorize **two computers**.

2 Logelloop Main Window



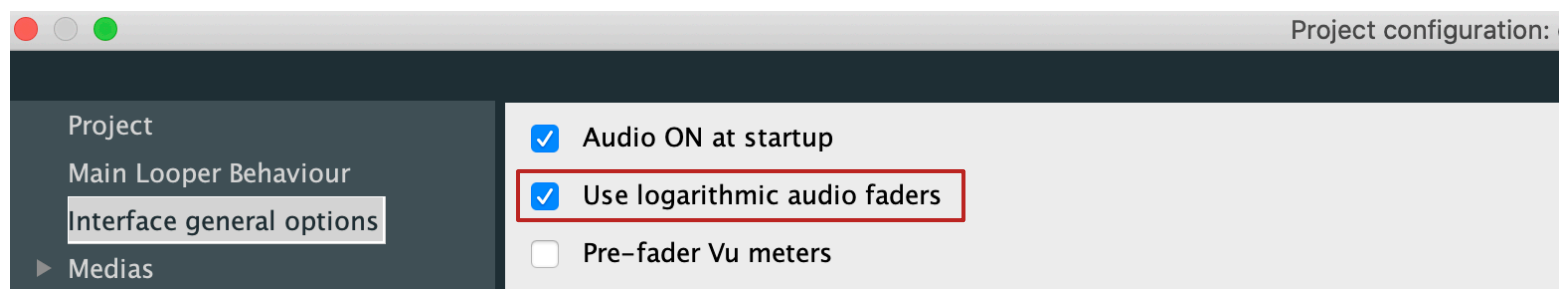
- 1 - Start / Stop Logelloop
- 2 - CPU load
- 3 - Current loaded project and button to open the project editor page
- 4 - Time stretch
- 5 - Speed and Direction
- 6 - Pitch shift
- 7 - Aux and effects sends
- 8 - Solo Defeat, Mute All, Unmute All
- 9 - Vu meter Pre / Post faders
- 10 - LFE master level
- 11 - Messages from Logelloop
- 12 - Messages from macros
- 13 - Current Loop (A, B or C)

- 14 - Current number of recorded tracks in the main looper
- 15 - Scene memories panel
- 16 - Solo and Mute
- 17 - Panners
- 18 - Selected track
- 19 - Faders and Vu meters
- 20 - FX return channels
- 21 - Audio Master
- 22 - LFX Inserts
- 23 - Current Looper Group (click to open the Looper Group window)
- 24 - Refresh button. When adding a macro, an LFX or SFX, a media, etc. to a project folder, you may refresh instead of relaunching Logelloop.

Faders

- Moving the fader will increase or decrease the sound.
- Pushing cmd/ctrl+moving a fader will move all the faders.
- Pushing alt+click a fader will set the fader to 0db.
- Pushing cmd/ctrl+alt+click a fader will set all the faders to 0db.

By default, all the faders have a logarithmic curve. It is possible to use linear curves by unchecking the "Use Logarithmic audio faders" box in the project options.



Near the fader is a vu meter this vu meter is prefader by default. The 'Pre' button (9) permits setting the vu meter to post fader (PST).

Panners

- Above the faders, you can see the Panners.
- The panners allow placing the sound somewhere in the stereo scene.

By default the sound is centered.
If the panner is not centered, Alt+Click on it will set it directly to the center.



Panners in spatial mode

- When we are in spatialised mode, the panner is a circular button.
- The speakers are represented by red balls at the positions defined in the preference panel outputs.

If you have 6 speakers with degree positions which are as follows : -120, -60, 0, 60, 120, 180, you get the picture on the left, the red dots represent the position of the speakers. If you have speakers with degree positions as -90, -45, 0, 45, 90, you get the picture right.



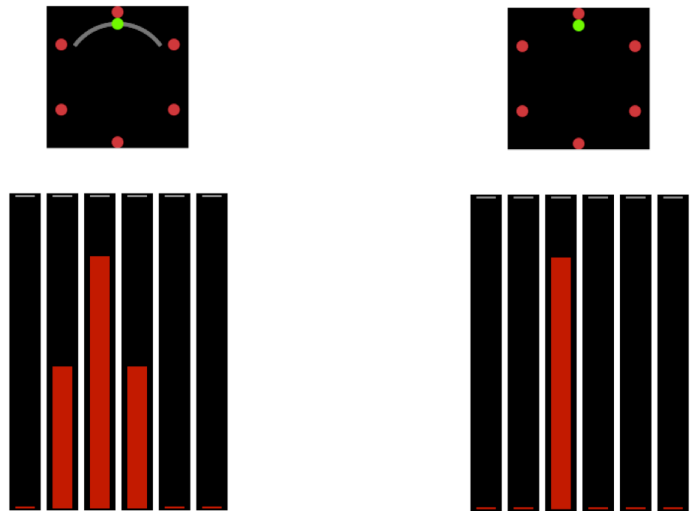
The green dot represents the position of the sound source in the speakers.

Panners spread in spatial mode

The spread is a parameter that defines the diffusion of sound between speakers.

By default, it is set to 30%. You can change this default setting in the preferences (Preferences / Audio / Outputs "Sources spread" tab).

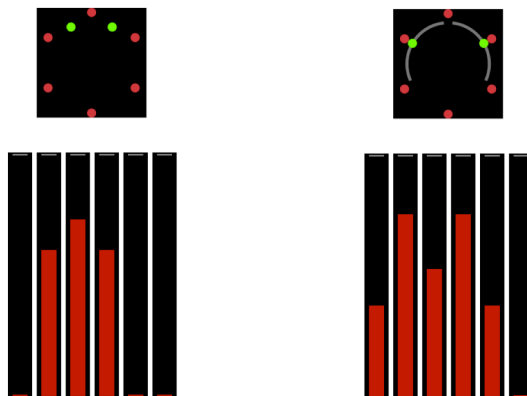
If you want to change the spread of a given source, simply press ctrl while clicking and dragging the mouse over the panner concerned. Sliding forward, you tighten the diffusion of sound, backwards, you expand. Below, left, for a single source, with a spread of 30% and position speakers at -120, -60, 0, 60, 120, 180 degrees, you can see that the sound is focused at the center, but it is also heard on the speaker left and right. On the right, with spread to zero, the sound is only heard in the center speaker.



If you want to move the sound between speakers, with the Spread at 0%, you may hear some sound holes. In cases where the spread is 30, the movement of the sound will be more fluid.

Panners in Spatial Mode (Logelloop en mode Stereo)

When your tracks are stereo (Logelloop configured to record stereo tracks, FX, SFX), two green dots represent the position of the sources. By default, these two points meet a standard of 60 degrees (left image), you can change this distance by pressing cmd and clicking and dragging the mouse. In the right example, the stereo width is set to 120 degrees, so that each side of the source corresponds to a speaker. The VU meters give you an idea of how the sound is distributed among the speakers in each case.



Shortcuts for panners in spatial mode

Alt + click ---> Put the source to the center

cmd/ctrl + click + drag ---> Changing the stereo width

Alt + cmd/ctrl + click ---> Put the source in the center with a stereo width of 60°.

ctrl + click + drag ---> Change Spread

ctrl + Alt + click ---> Resets the source at the center and the Spread to its default value

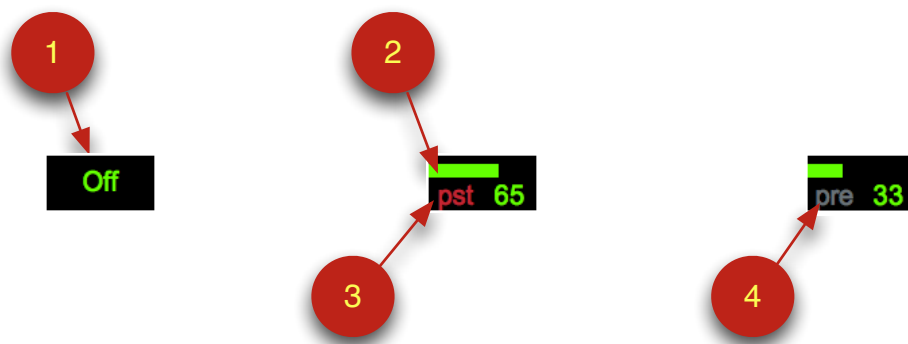
ctrl + Alt + cmd + click ---> Put the source in the center, the Spread to default and Stereo Width to 60°

Auxiliary channels from 1 to 8

Auxiliary circuits are used to send the sound to the plug-ins by clicking and dragging the green cursor (2). By default, the auxiliary channel is off (1) to activate it : cmd/ctrl + Click on the button.

By clicking 'pst' (3) you can switch the sound transmission to pre-fader (4) which means that the level of the sound sent to the auxiliary circuit is independent of the fader of the track concerned.

If you want to adjust the auxiliary to all channels at once, you can use the cursor that is in the left column.



NB : Alt + click on the slider sets the level to 70.

Use Auxiliaries to monitor recorded tracks

If an output is selected for each Aux (in Preferences), and if the plug-in for this Aux channel is bypassed (Plug-ins window), or if Bypass is selected in the Preferences for this FX channel, the sound routed from each track according to the Aux level will be routed to the Aux audio Output.

Solo (S button)

Solo is useful if you want to hear only a track. If you want to hear more than one track, you can ‘solo’ each track you want to hear separately.

In order to UnSolo all, hit the SD button (Solo Defeat (8)) at the left of the faders.



Mute (M button)

If you want to mute a track and still have other tracks playing, use the Mute (M button).

You can Mute more than one track by hitting more than one Mute button.

To UnMute all the muted tracks, use UM (8) at the left of the faders.

If you want to mute all tracks at the same time, use the M button (mute all).

Note : This Mute is only a mixer mute and has no relation to the loop side of Logelloop. To use synced mutes, you have to use the dedicated function accessed by the keyboard letter M (default) or by clicking MUTE in the transport bar.

Pitch

The pitch section of the mixer permits to change the pitch of each track separately.

In order to do that, Click the ‘off’ button to set the pitch to ‘on’ and then change the pitch in the number box above the on/off button.

You can also change the pitch by semitones. In order to do that, click the menu above the number box in the pitch part and select a value in semitones...

Speed

3.00	1.00	1.00	RESET
On	Off	Off	
19 ▾	0 ▾	0 ▾	RESET
3.00	1.00	1.00	
R	R	R	
-19 ▾	0 ▾	0 ▾	RESET
-19.0	0.31	0.00	
On	On	Off	

Time Stretch

Speed

Pitch

Here you can change the Speed of the loop played in this track on the tape player way (changing the speed and the pitch at the same time).

You can change the speed by semitones (like for pitch) or with the number box.

The W button permit to change between ‘Wind’ and ‘Rewind’ to play in reverse your loop.

Time Stretch

With the Time Stretch section, you can change the length of the loop without changing the pitch.

Show / Hide Speed - Pitch - Time Stretch interfaces

The user interface that gives access to the the main looper’s Time stretch, speed and pitch settings takes up a lot of space and can be hidden when not needed. To show or hide these interface elements, click on the button to the right of the main console.



In the panel that opens then, it is possible to check/uncheck the boxes to hide or show the interface. In the example below, only the speed control interface will be visible in the console.

Macros tuto 1

RS

Etat initial

Eta

?

Interpolation ▶0

STOP

Chargement direct

RECALL

STORE

0 ▾	0 ▾	0 ▾	0 ▾	0 ▾	0 ▾	0 ▾	0 ▾	0 ▾	0 ▾	0 ▾	Speed															
▶1.00	▶1.00	▶1.00	▶1.00	▶1.00	▶1.00	▶1.00	▶1.00	▶1.00	▶1.00	▶1.00																
R W	R	R	R	R	R	R	R	R	R	R																
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SD	L	R	L	R	L	R	L	R	L	R	L	R	L	R	L	R	L	R	L	R	L	R	L	R	L	R
M																										
UM																										

Time Stretch

Speed

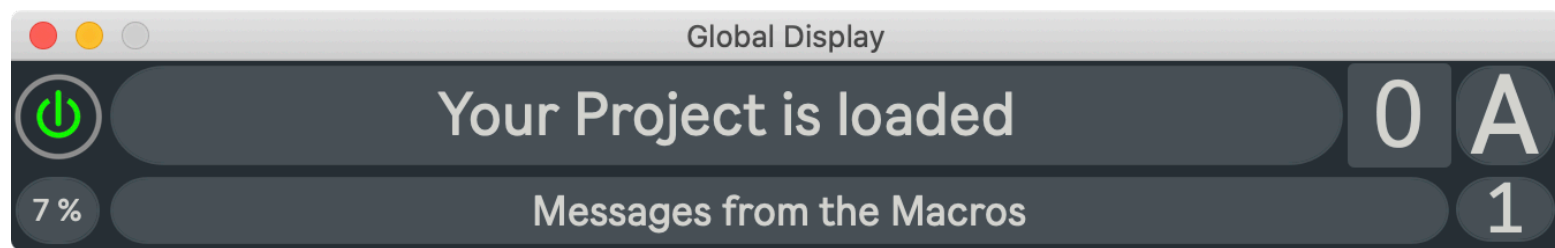
Pitch

Global display in a separate window

By clicking "**Global Display**" in the **Panels** menu or by using the shortcut cmd/ctrl + 2, you can display the top part of the Logelloop main console in a separate window that you can place anywhere on your screen.

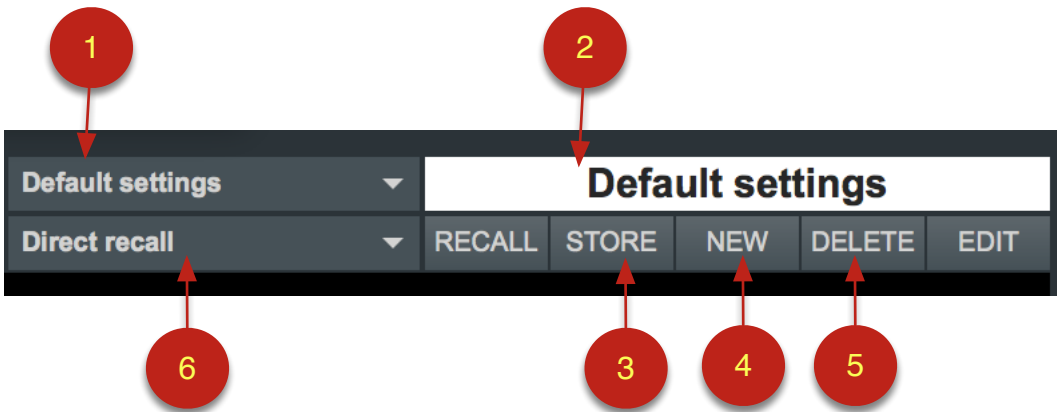
If you have several screens, you can place the global display window on the screen you want.

You can also resize the window using the shortcuts cmd/ctrl + and cmd / ctrl -.



If you click on "**Double Global Display**" in the **Panels** menu, the Logelloop status display will remain nested in the main window, but an independent window will also be visible. This will allow you to display the Logelloop status on two independent screens.

3 Presets



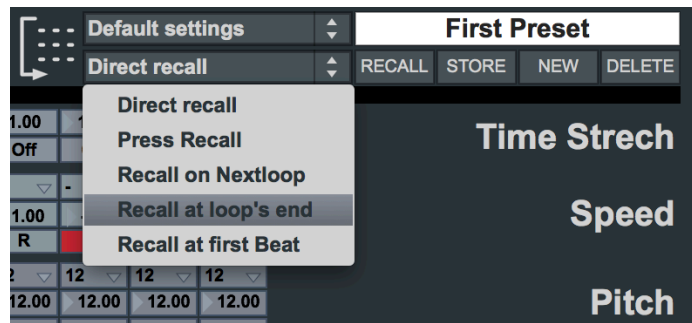
This section allows you to memorize all Logelloop settings. To save the current settings, press NEW (4), Logelloop will then ask you for the name of the memory to be saved, enter the name and press OK.

You can modify a memory already saved by clicking STORE (3). A window opens offering to change the name of the memory, the name change is optional, to modify the memory, click OK or press Enter on the keyboard.

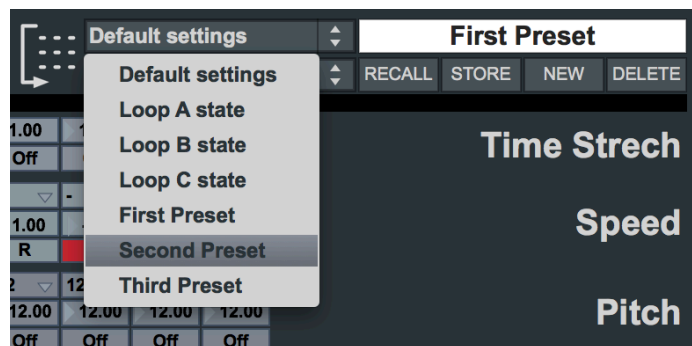
All scene memories are stored in a menu (1), to access them, click on "Default settings" and you will see the whole list of presets. If you are in "Direct recall" mode (6), select a memory name from the menu and when you release, your settings are loaded into Logelloop. By choosing "Initial state", Logelloop will be restored to its Default settings. The name of the memory currently loaded is displayed in the upper right corner (2).

You can also copy the settings from another loop (A, B or C). If you are on loop A and want to import the settings of Loop B, choose "Loop B state" from the menu.

DELETE (5) clears the last loaded setting memory.



- 'Direct recall' means that when you select a preset, it will be immediately recalled.
- 'Press recall' means that you will need to press recall after choosing a preset to actually recall it.
- 'Recall with nextloop' means that the chosen preset will be recalled when you go to another loop.
- 'Recall at loop end' means that as soon as the current loop's end is reached, the preset is recalled.
- 'Recall at first Beat' means that the preset is recalled at the first beat of the Metronome (assuming that the Metronome is On).

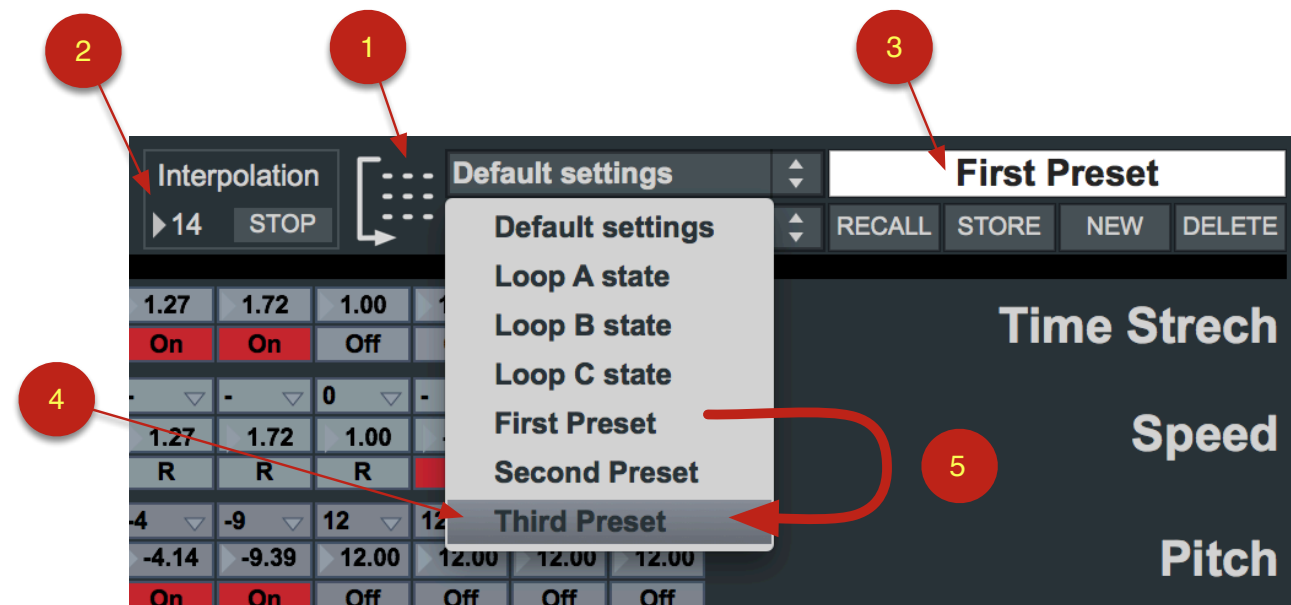


Interpolation between presets

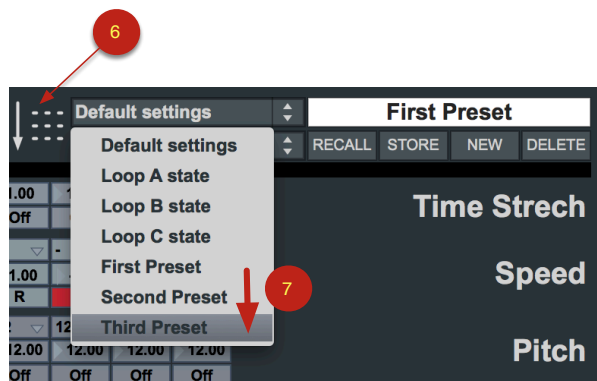
In the Preset section, there is a number box named Interpolation. In this box you can set the length (in seconds) of the transition time between a preset and another one. By default, the Interpolation Mode is the Jump mode (1).

In the example below :

- 1 - We are in the Jump Mode
- 2 - The duration of the interpolation is 14 seconds.
- 3 - The current preset is “First preset”, the Interpolation will start from this preset. (If you changed something after loading “First preset”, the interpolation will take this change in account and will start from the current state.)
- 4 - The interpolation end will be the preset “Third preset”
- 5 - the result is a jump between “First preset” and “Third preset”

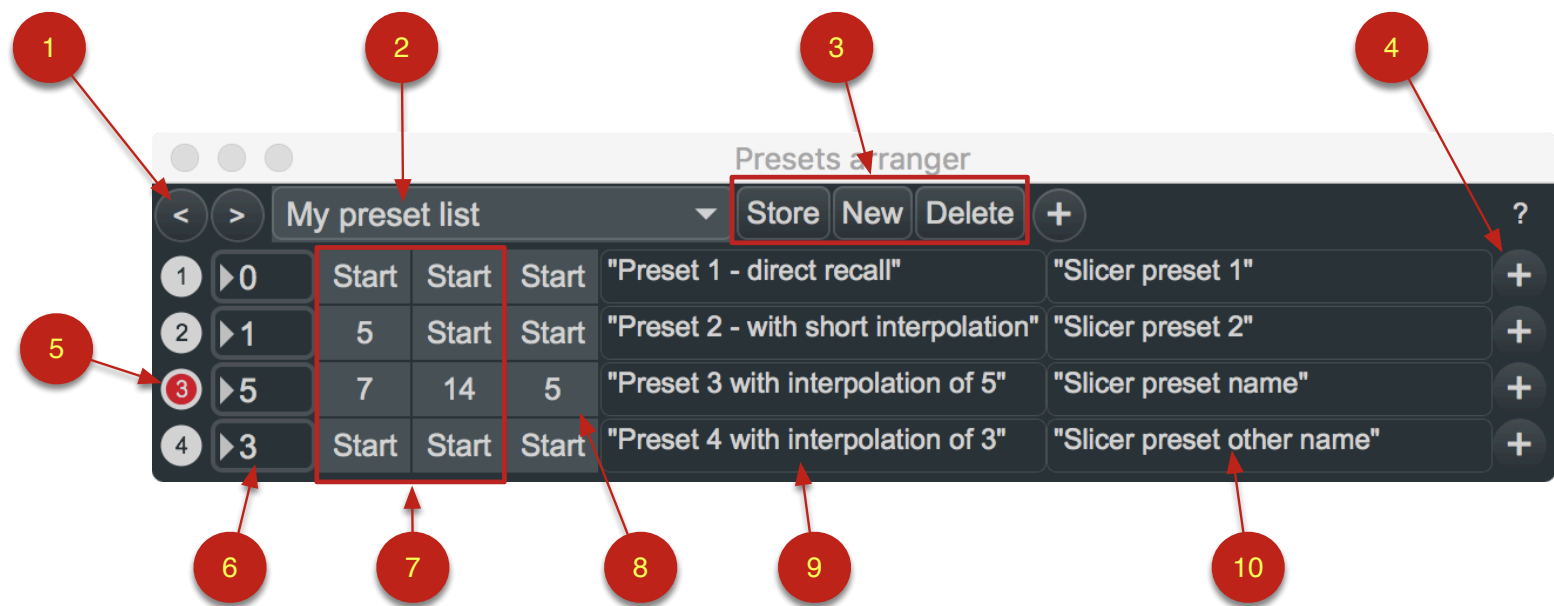


- 6 - If you select the “Thru” Mode...
- 7 - The Interpolation will begin with “First preset” will pass thru the adjacent preset (“Second preset”) and will finish with “Third preset”.



Presets arranger

The presets arranger can organize several scene memories into a playlist that also contains other useful features such as launching macros or individual settings time interpolations between the memories, or even a Slicer preset. It is accessible by the Panels' menu and selecting : Presets Arranger.



To start, in the menu (2), choose "New" to create a new playlist. Then, you can either manually enter the names of a preset (9), or load a preset in Logelloop with the menu (as explained in [Recall modes](#)) and click the + button of a slot in the arranger (4). This will add a slot, this new slot will contain the name of the preset currently loaded into Logelloop.

Then you can define an interpolation time for each preset (6). The value is expressed in seconds.

If you wish, you can choose to run a macro when you call this memory (7), the number expresses the slot where the macro you want to run is loaded. Note that there are two columns to permit starting two macros at the same time. You can also stop a macro indicating its number in the column reserved for this purpose (8).

To load A Slicer preset from the Arranger, enter the Slicer preset's name in the right column (10).

To delete a slot in the arranger, press Alt on the keyboard and the + button (4) become - then click the slot that you want to delete.

To move from one slot to another, you can either click the button to the left (5), or use the arrows (1) to go to the next or previous memory. Of course, you can configure these two arrows in the preferences so that they can be activated by an external MIDI device or your Mac keyboard.

Now, you can save your playlist using the "New" button and giving it a name. If you change the list, you can simply press the "Store" button and if you want to delete your playlist, you can use the "Delete" button.

Presets : Write, Read

You can store all the presets that you have in the bank by hitting the Write Button.

When you save the priests on your Hard Drive (or on an external memory such as an USB key) you can change the name of the presets bank. The default name of the bank is the name of the current configuration.

After that, you can reload the saved bank in another computer, or even in another software to edit a bunch of parameters.

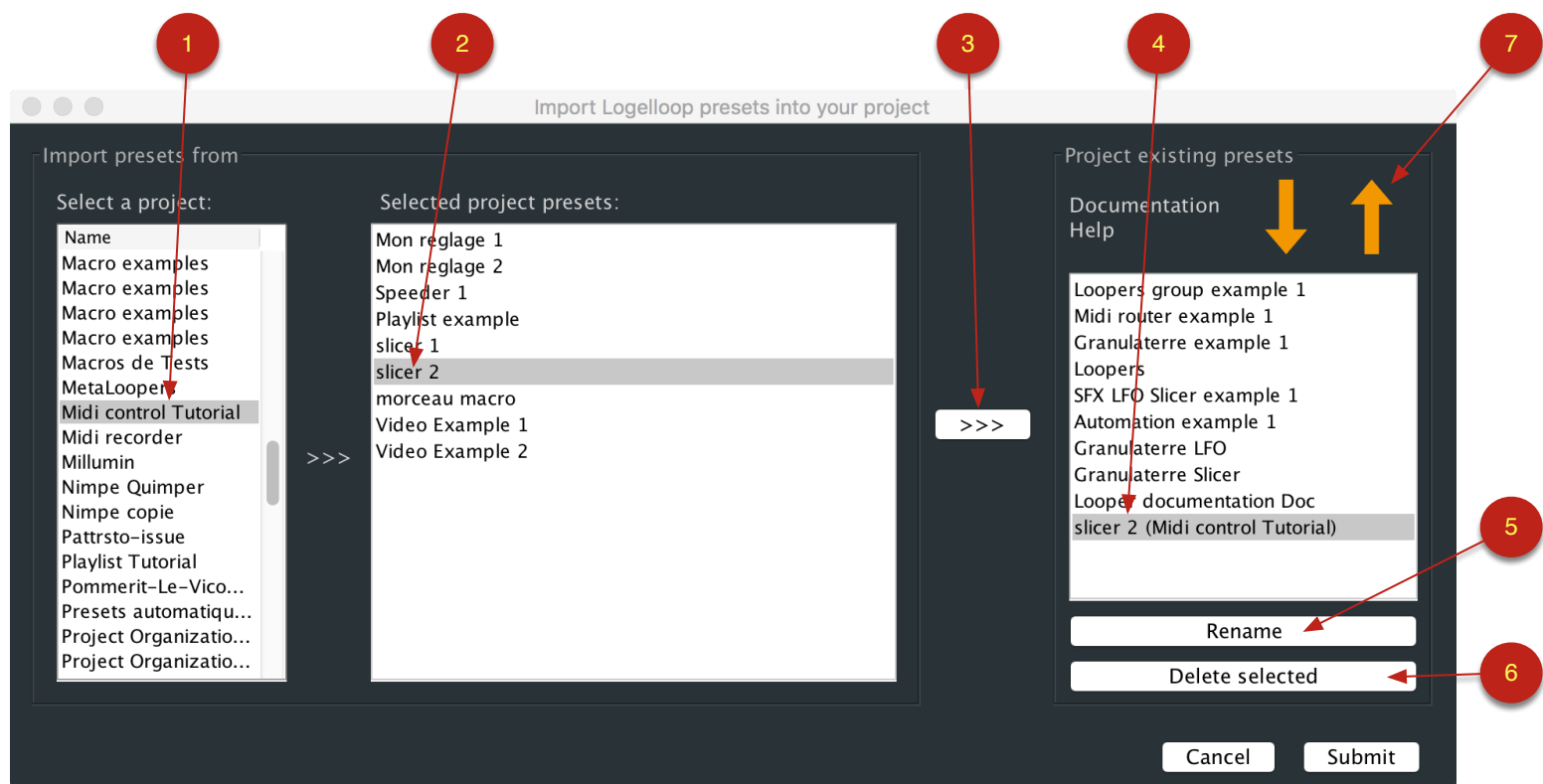
You can also use those 2 functions in order to save your presets.

Presets : Edit

It is possible to import presets from one project to another by clicking on the Edit button. The window gives you access to presets from all Logelloop existing projects. For Logelloop to know the existence of a project, it must have already been created or imported.

To import presets from a project, double-click on the name of the project in the left column (1), select the preset (shift + click for multiple selections) (2) , and then click the ">>>" central button (3) . The memories appear in the right column (4). Click "OK" to import these memories in the current project. You can import several times the same preset if you want to duplicate it. In this situation, you will be asked to give a new name to each preset. As it is possible to import from the currently loaded project, you can use this interface to duplicate multiple scene memories even within your project .

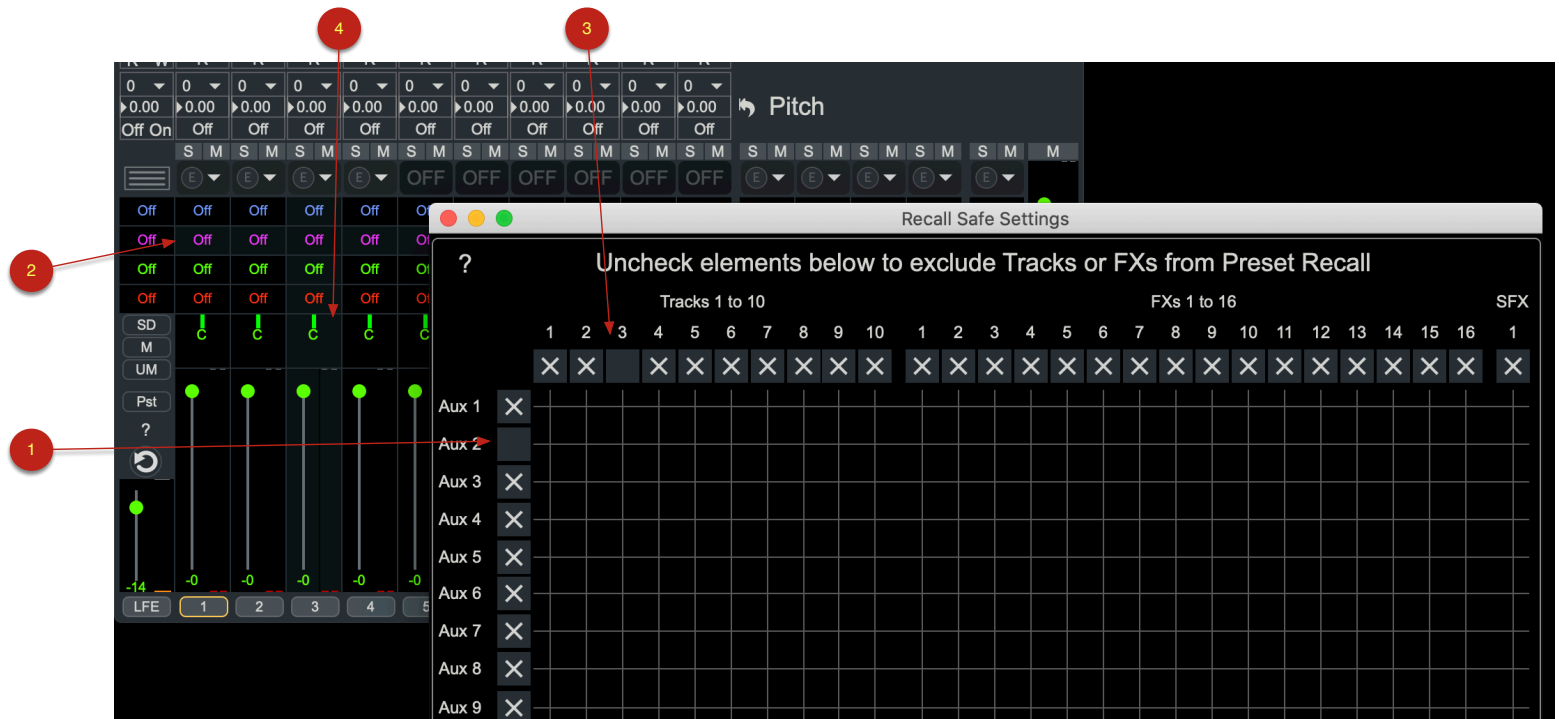
You can rename (5), delete (6) (**Warning: this operation is not reversible**) or reorder your presets by moving them up or down using the arrows (7).



Recall safe for tracks and auxiliary channels

Clicking the Tools/Recall Safe Settings menu opens the settings panel for excluding certain tracks or auxiliary circuits when recalling scene memories.

In this panel, by clicking a cross in the second row (1) you exclude the corresponding auxiliary circuit during a memory recall. Here, the auxiliary 2 is protected and this row is grayed out (2) in the console.





To isolate an entire track from the memory recall, you click on the cross in the relevant column. Here we have isolated the track 3 (3) from the memory recall. In this case, the concerned track is grayed out in the console interface (4).

Important note: The interface settings will still be stored in the scene memories when the Recall Safe is activated.

The Recall Safe panel's settings are stored in the project and will be restored when the project is reopened.

Recall safe per window

It is possible to choose if the settings of a Logelloop windows (input, metronome, commands, etc.) will be changed when a scene memory is recalled.

-  When the " recall safe " icon shows " - " the recall is disabled, the status of the window will not be changed the next time the scene memory is recalled.
-  Clicking the " - " button displays the letter R, indicating that scene memory loading is now enabled for this window.

Presets editor

Clicking the Tools/Presets editor menu opens a panel that allows you to view and edit the inserts that will work when you load a scene memory.

Clicking on the display choice buttons (1) displays the contents of the scene memories for the Main Looper Tracks, FX Tracks, SFX Track, Inputs or SFX Plug-ins. Then, in the case of inserts, you can choose the insert row whose settings you are viewing (2).

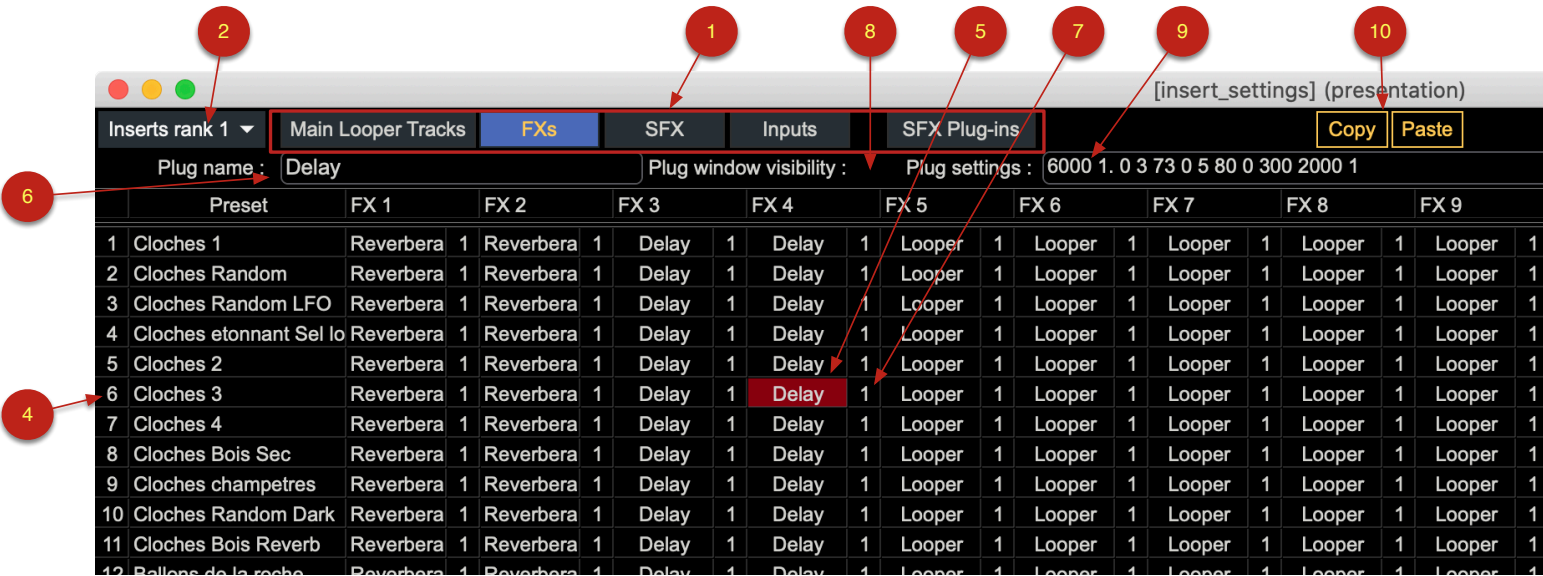
To the left of the window are the numbers and names of the scene memories (4), and then the columns corresponding to the inserts loaded in each channel.

Here we have selected the Delay that is loaded into the channel FX4 of preset 6 (5). We can now change the name of the effect loaded in this slot for this scene memory (6) and then press Enter to save the change.

Next to the insert name is a number (0 or 1) that indicates whether the insert window will be visible when this scene memory is loaded. By setting this to 0 (8) you can choose not to see the insert's edit window while it is fully active.

When you select the name of an insert, you can view the settings for it in plug settings (9).

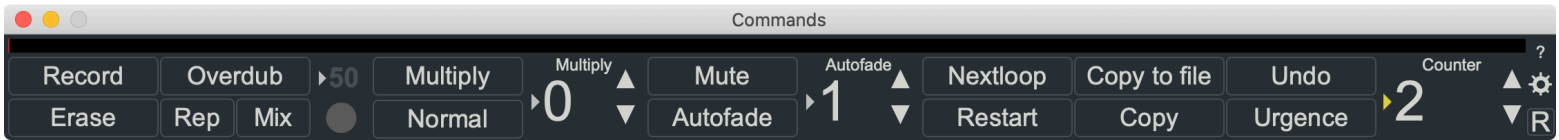
It is possible to copy the name of an insert and its settings using the Copy / Paste buttons (10) or the key combination (cmd/ctrl + c / cmd/ctrl + v).



Warning: the changes are immediately stored in the scene memory

4 Commands of the main Looper

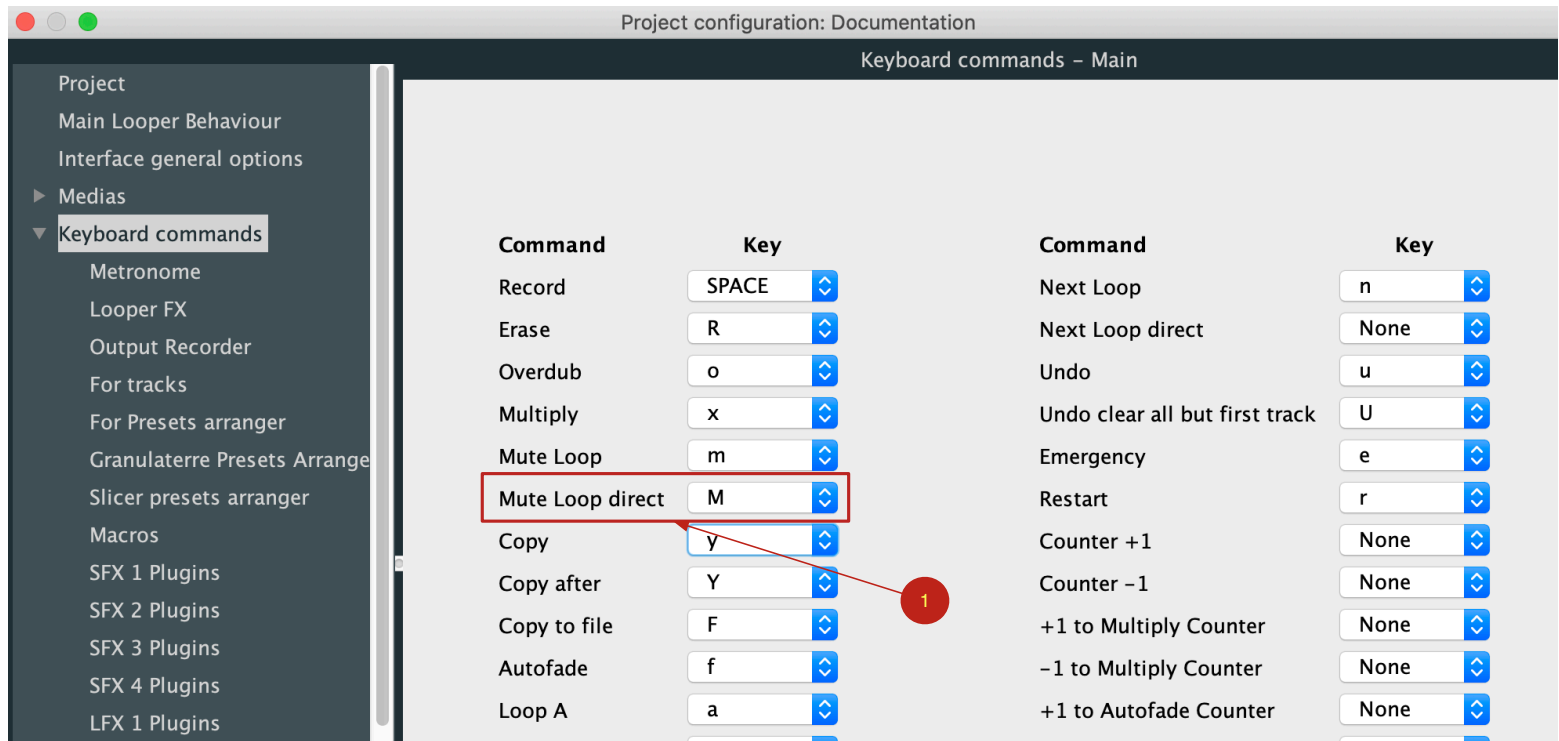
The commands panel is used to contr le the Logelloop main looper. A button may have 1, 2 or 3 functions.



For example, the Nextloop button, pressed once, will set logelloop to the next loop at the end of the current loop, pressed twice will set Logelloop immediately to the next loop.

But you can directly access to the second or third function in the preferences panel in Keyboard commands/Main :

In the example below, we have assigned the Shift M key to Direct Mute (1) (equivalent to 2 clicks on Mute).



Everything is allowed!

You can press Record, play some music, press Overdub (will stop record and begin overdubbing on track 2), press Multiply (will stop overdub and begin Multiply) and after some multiplication, you can press Nextloop to go to the next loop and so on...

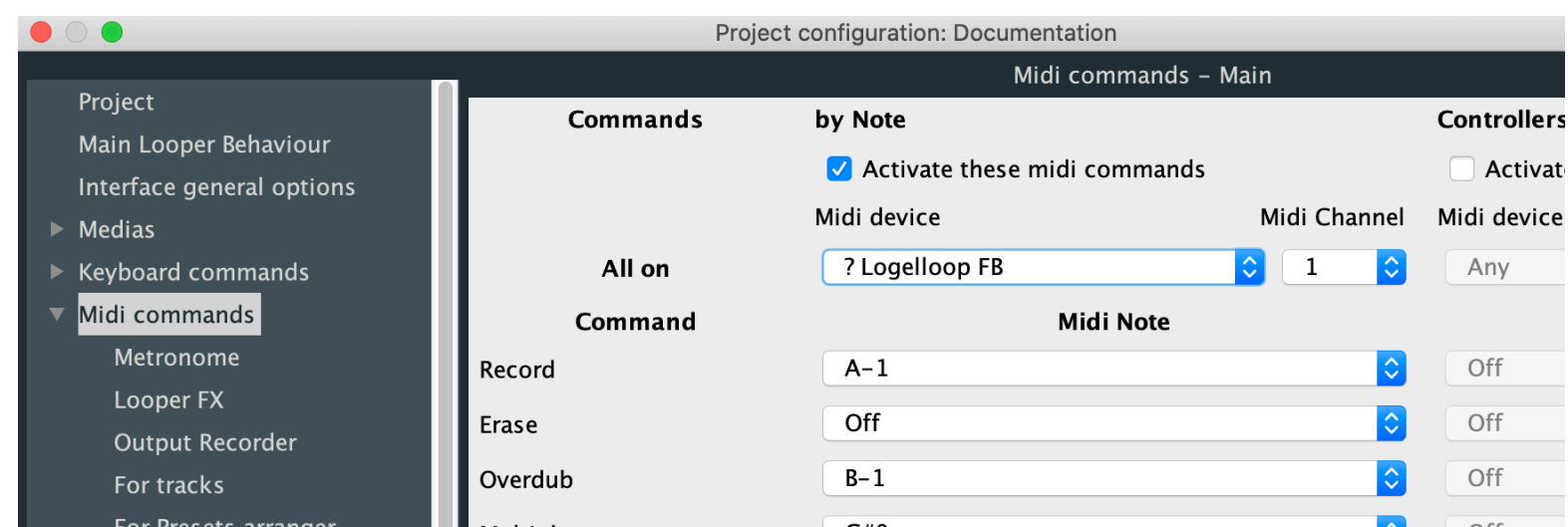
Main Looper Commands and Scene Memories

Some settings in the Commands window are stored in the scene memories if the **R** button (1) is active. The settings concerned are the **overdub mode**, the **overdub feedback amount**, the **Multiplication mode**, the **number of Multiplications**, the **Autofade** duration (2).



Main Looper Midi Control Settings

Clicking on the preference access wheel (3) opens the Midi control settings panel for the main Looper in the Project configuration.



Record

First press the Record key (space bar by default), the Logelloop begin the recording. Play some music and when you have finished, press the record key a second time. Logelloop stop recording and automatically play your music in loop mode.

The size of the loop is defined by time between the first hit on record and the second one. You can Erase your recorded music by a long press on Record (also possible while recording).

If the Metronome is On and in Master mode, the recording will begin at the first beat (see [chapter 5](#)).

Erase

If you press Record more than one second, all tracks of the current loop are erased.

After this, if you press Copy, the content of the other loops (B and C if you were in A while erasing) is also erased. This is interesting to erase everything in Logelloop with two clicks. After Record + Copy, the Loopers (insert) content is also erase.

If you press Overdub more than one second, tracks 2 to 10 of the current loop are erased. In this case, the first track is not erased.

If you press Erase, all tracks of the current loop are erased.

Overdub

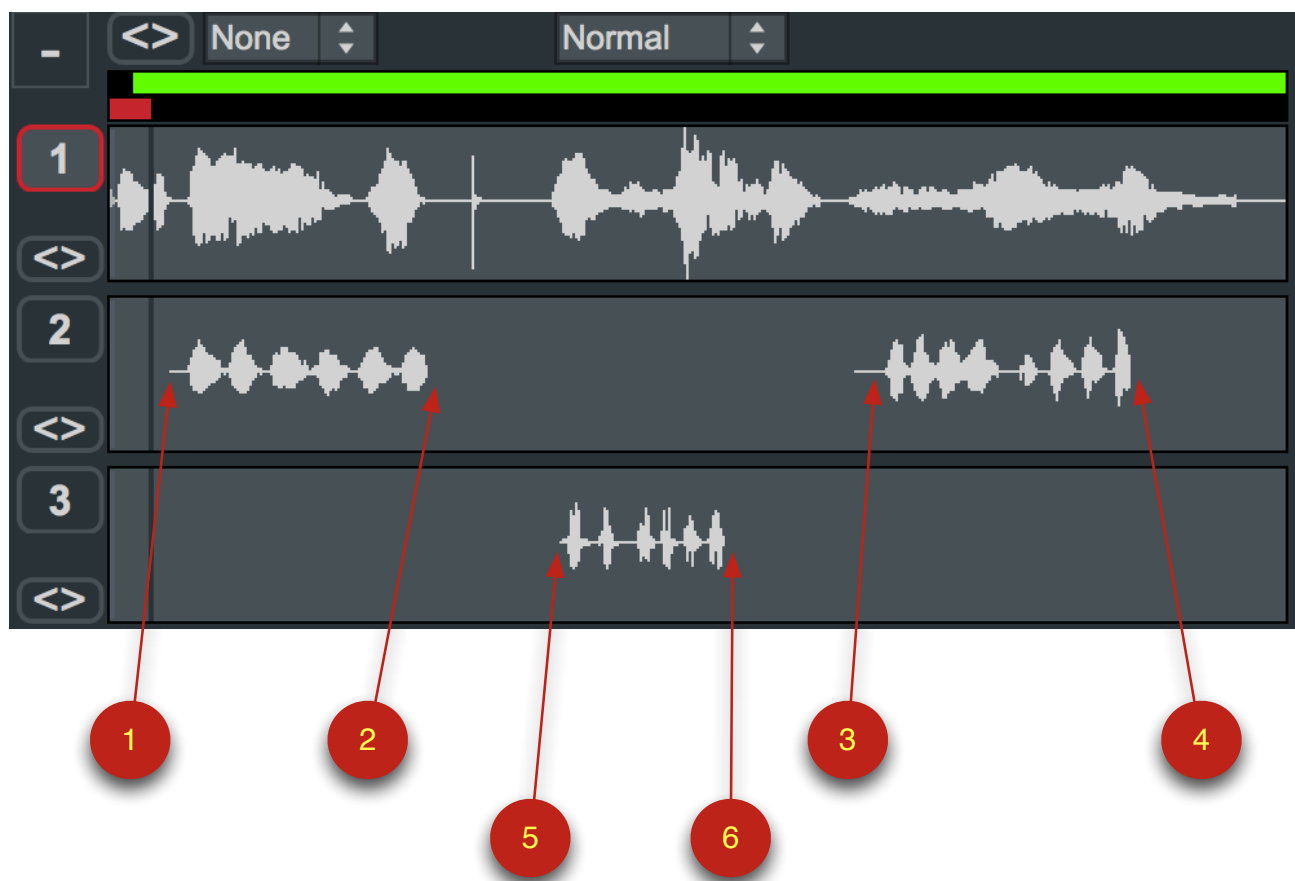
When the first track is recorded you can play with it and even if you want, it is possible to 'overdub' by pressing the overdub button ('o' key on your keyboard by default).

The overdub begin on the second track.

Overdub is an immediate action. So, when you hit the Overdub button, the recording begin immediately. If you want to defer the recording on the next track, you can use Multiply who will wait the end of the loop to record on the next track.

Overdub will only stop if you press 'overdub' a second time. If not, at the end of the loop, the overdub will automatically record on the next track and so on...

If you start Overdub, you stop it and start it again before the end of the loop, the second record is made on the same track. If you want to change this behaviour, you can go to the Preferences/Behaviour and in the Options panel, check 'Only one Overdub per track'



Above : The Overdub began in 1 and ended at point 2. The second Overdub began before the end of the loop (3) (4) so it has been recorded on the same track.

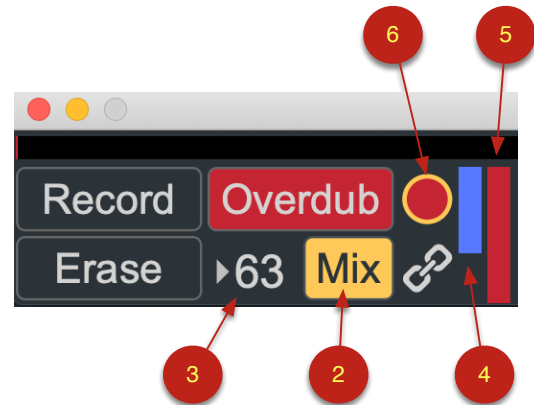
The third Overdub, which began after the end of the current loop was automatically recorded on the next track (5) (6).

Overdub en Mixed Mode et Replace Mode

The **Mixed Mode** function could also be called "Feedback Mode" or "Cycle Recording". It allows you to overdub on a single track. When the recording reaches the end of the track, it resumes at the beginning of the same track and everything that has already been recorded on that track is erased at a set percentage.

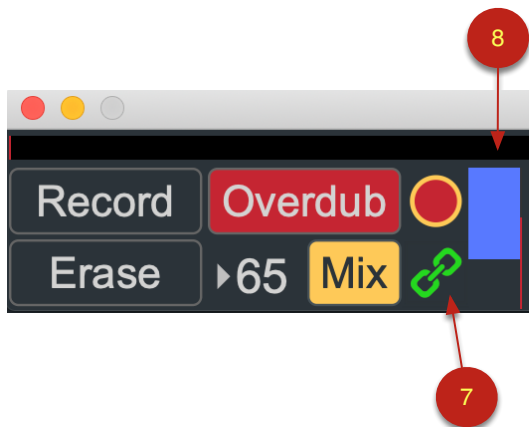
To use Overdub in **Mixed Mode**, click the **Mix** button (2) below the Overdub button. **Mix** (2) is displayed on a yellow background to indicate that it is active.

By dragging the **blue fader** (4) or by changing the value shown in the number box (3), you can act on the erasing percentage that is applied to each loop. The higher the number, the greater the erasure (from 0 to 99). If you wish to obtain a longer persistence of the sound, i.e. more Feedback, choose a low erase rate. If this rate is 0, the sound will never be erased, at 99% almost everything will be erased and replaced by the new recording.

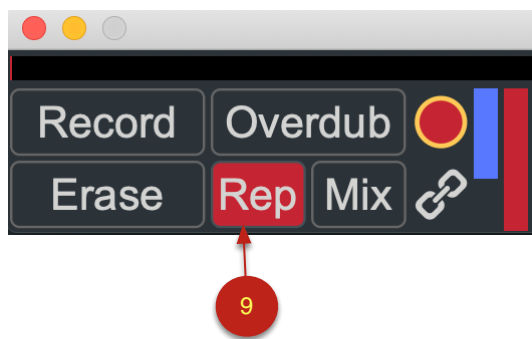


By sliding the **red fader** (5), you act on the recording percentage when you are in **Mixed Overdub**. The higher the value (from 1 to 100), the more sound you record at a higher level.

When you start an overdub in **mixed mode**, the **recording button** (6) is automatically activated in red. This button is used to **disable the sound recording** during a mixed overdub. By turning it off, you stop recording sound, but the erasing continues according to the percentage set with the blue fader (4). By activating and deactivating this red button (6), you can therefore decide which notes will be recorded in the loop.

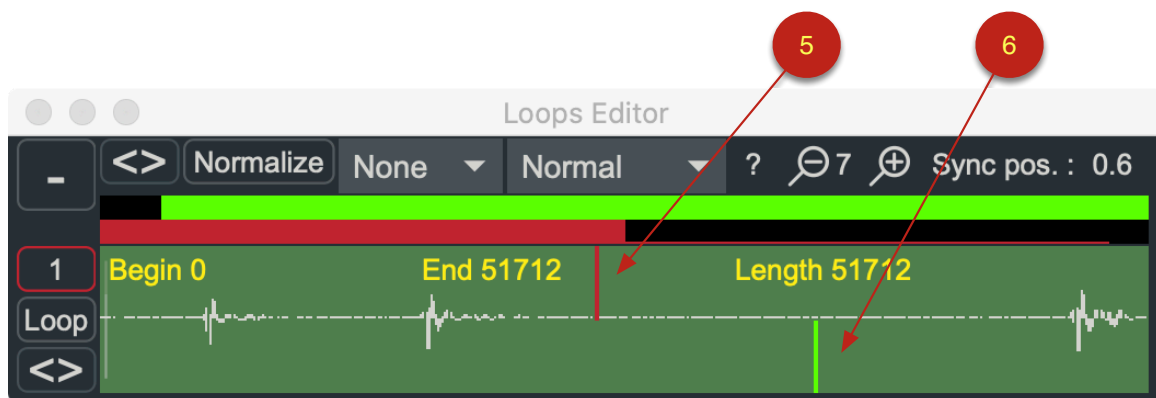


By activating the **padlock** (7), you associate the recording rate and the erasing rate, and in this case there is only one blue fader (8) left. The closer the level of this fader is to 100, the higher the erase rate and the higher the record rate.



Clicking on the **Rep button** (9) activates the **Replace mode**. In this position, Overdub erases the content under the recording head and replaces it, with the incoming sound. This operation is similar to that of a recording studio tape recorder and allows you to replace part of the loop content without re-recording the entire loop. **This mode is ideal for changing a loop content during the playback by inserting sound into it.**

When Logelloop is in **Mix** or **Replace mode** and Overdub is active, the recording head (5) in red and the playback head (6) in green are visible. This is useful when playback is out of sync by changing speed, direction or if you play part of the loop.



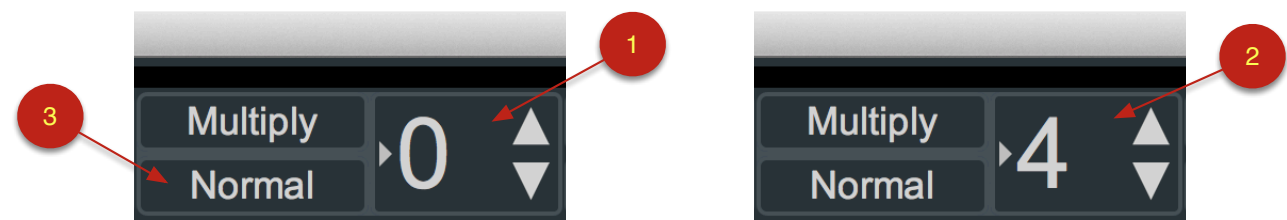
Multiply

You also can make a short loop at first and then choose 'Multiply' to modify the length of this loop. When you press 'Multiply' ('X' key by default), Logelloop wait for the begin of the loop and then record an overdub and if you don't stop Multiply, when you reach the end of the loop, the overdub continues and the first loop you had is multiplied as many times as permitted by the max length chosen in your preferences.

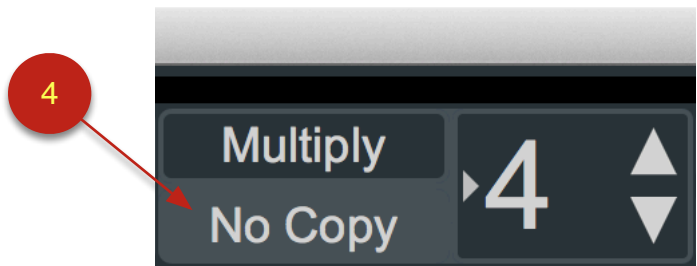
Pressing a second time Multiply will stop the multiplication at the end of the loop.

You can call the end of Multiply as soon as you want, Logelloop will wait the end of the loop before stopping the recording.

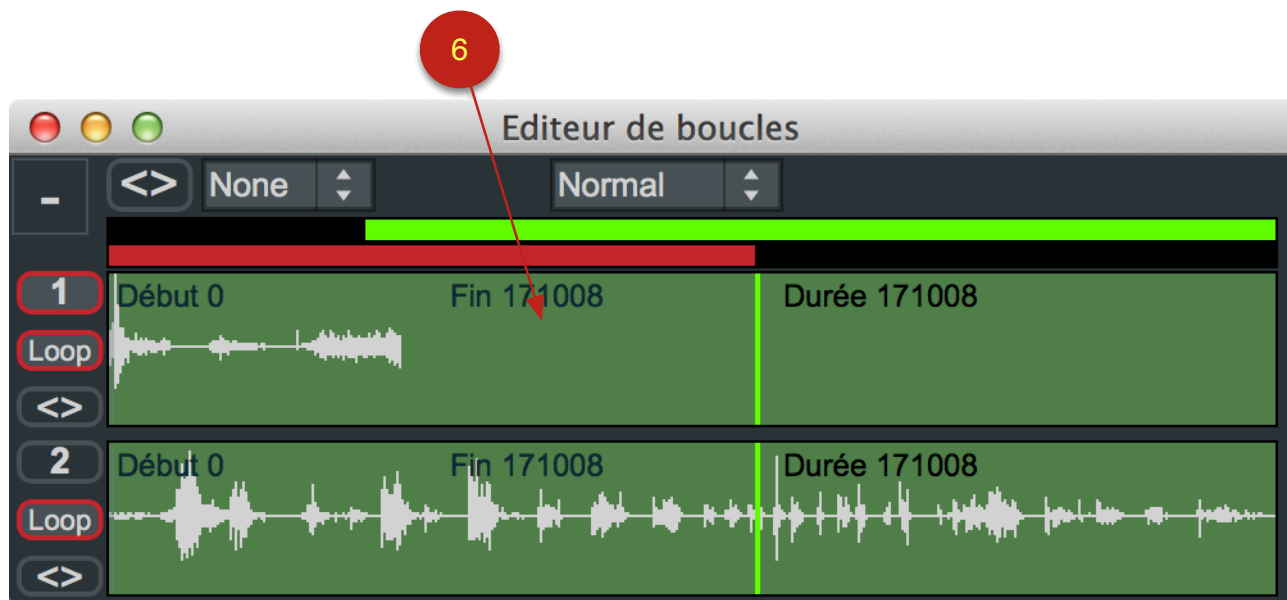
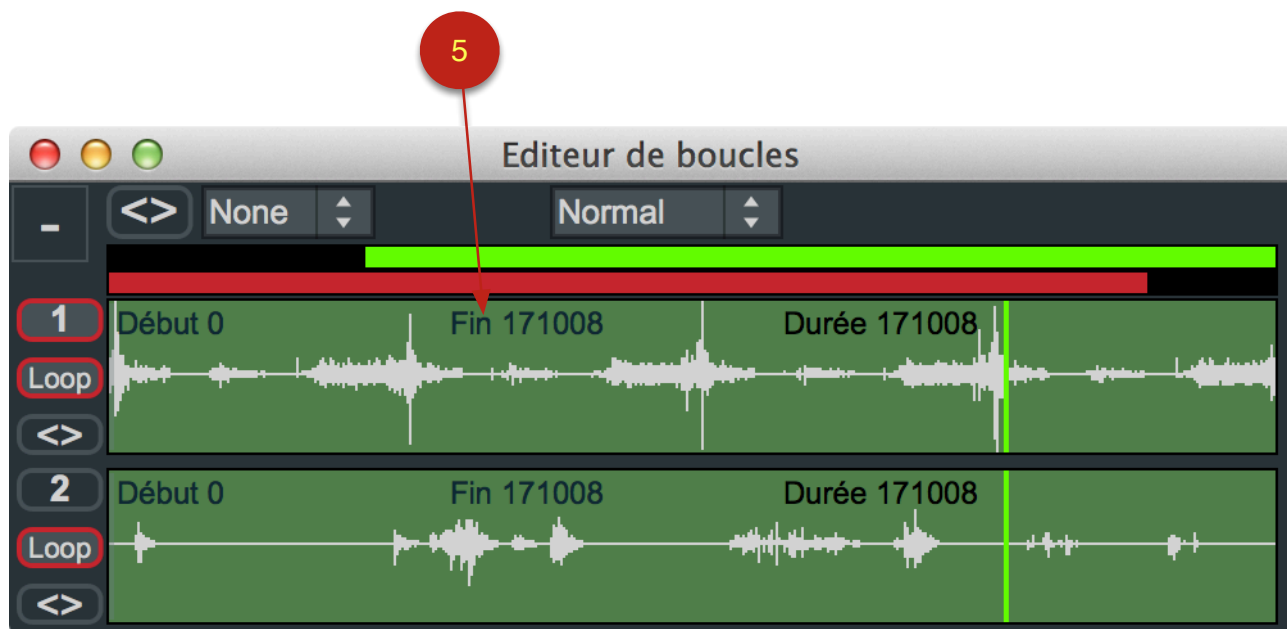
By default the multiplication counter (1) is set to 0. This means that the number of multiplication is unlimited. If you change the value of this counter, putting as in our example, 4 (2), when you call the Multiplication, Logelloop makes 4 multiplications and automatically stop the process.



In the example above, the Multiplication is normal (3). If you set to "No Copy" (4) mode, the contents of previously recorded tracks will not be copied during the Multiplication.



In the example below (5), the Multiplication is normal, the contents of the track 1 was copied three times during the Multiplication. In contrast, in the example (6) Multiplication was made without copying the contents of the track 1.



Undo

If you made a mistake during overdub or multiply, you can press undo ('U' key by default). Undo will delete the last track recorded. You can delete as many tracks as you want by pressing undo a lot of time.

If you press Undo for a long time, all the tracks are deleted and the first track is still playing. To erase all the tracks at once, press and hold Record. When a Record is in progress, if you press Undo, the recording stops and no sound is produced.

If you want to delete all the tracks including the first one, you can press record for a long time.

If you press Undo after Multiply, the last track recorded is deleted and multiplication is undone.

Restart

Restart ('R' by default) restarts the current loop from the beginning.

If the loop is currently muted Restart will UnMute and plays from the beginning. This is equivalent as pressing Mute.

If you restart during multiplication, multiplication is stopped at the end of the loop as if you had requested the end of Multiplication.

If the metronome is running, Restart will restart the loop at the first beat of the metronome (see [chapter 5](#)). Restart will therefore have a real effect after at least, one multiplication.

Nextloop

By pressing Nextloop ('n' by default) you go to the next loop.

If you press once, Logelloop wait for the end of the current loop and then go to the next loop.

If you press a second time Nextloop, Logelloop go immediately to the next loop.

By default, the next loop is B if you are on A and A if you are on B (If you want to reach the C loop, you have to press C) but if you choose «Nextloop permit three loops» in preferences/'Loop behavior', Nextloop call B if you are in A, C if you're in B and A if you are in C.

A, B and C

The letters A, B and C represent the three sound banks. You can record independent loops in each of these banks.

Buttons A, B and C allow you to go directly from one loop to another.

If you are B or C, to return to the loop A, press A ('a' by default).

One click: Logelloop waits the end of the current loop to go to A.

Two clicks on A: Logelloop immediately plays A.

If you are already in A, nothing will happen.

Mute

If you want to stop playing, you can press mute ('m' key by default).

If you press once the key, Logelloop wait the end of the loop and then mute. If you press Mute twice, the mute is immediate.

When Logelloop is muted, you can press Mute another time for resume playing.

You can also unmute by pressing another command like Overdub, Multiply, Autofade or Nextloop.

If the Metronome is On and if you want to unMute a muted loop, the actual unMuting will occur at the first beat (see [chapter 5](#)).

Autofade

If you press Autofade once ('f' key by default), Logelloop wait the end of the loop and then begin a fade out(the fade out will have a loop length). At the end of the fadeout Logelloop is muted.

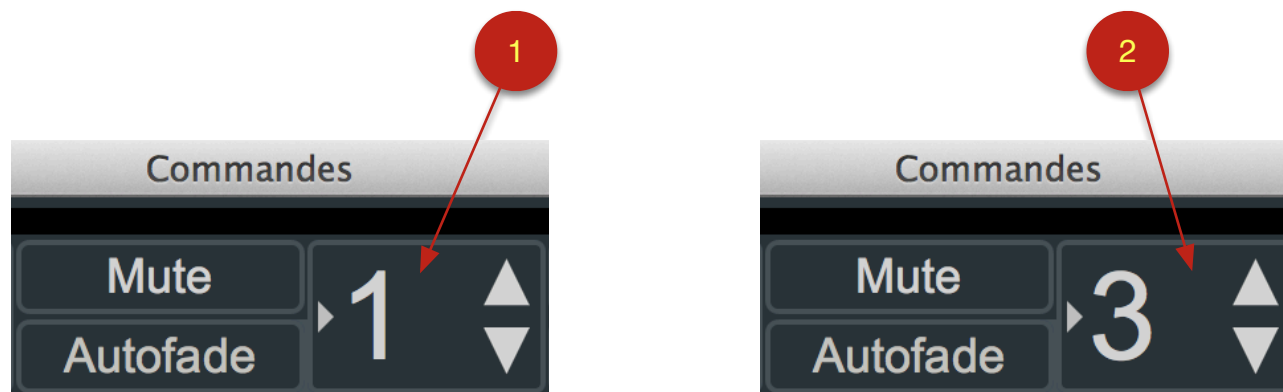
If you press a second time Autofade, the fade begin immediately and is muted at the end of the loop. By this way, you can choice the length of the fade out.

When Logelloop is muted, you can press Autofade and then Logelloop start playing the current loop with a fade in (This fadein have a length equal to the loop length).

After a fade out, you can also press Mute to resume playing.

If the Metronome is On and if you want to make a fade in on a muted loop, the actual Fade In will occur at the first beat (see [chapter 5](#)).

Default Autofade duration is set to 1 loop length for a simple click (1), but if you change the value of the counter associated with Autofade, it will have the effect of changing the duration of the fade. In our example (2), the autofade will be 3 rounds of loops.



Copy

If you press copy ('y' key by default), the current loop is being copied to the Nextloop.

If the current loop is A, it is copied to B and if the current is B, it is copied to A.

If you want to copy the current loop to C, you have to first press Copy and then C ('c' key by default).

If you checked « Nextloop permit three loops » in preferences/'Loop behavior', when you are in B, B is copied to C.

If you press a second time copy, before the beginning of the copy, you will obtain Copyafter (see below).

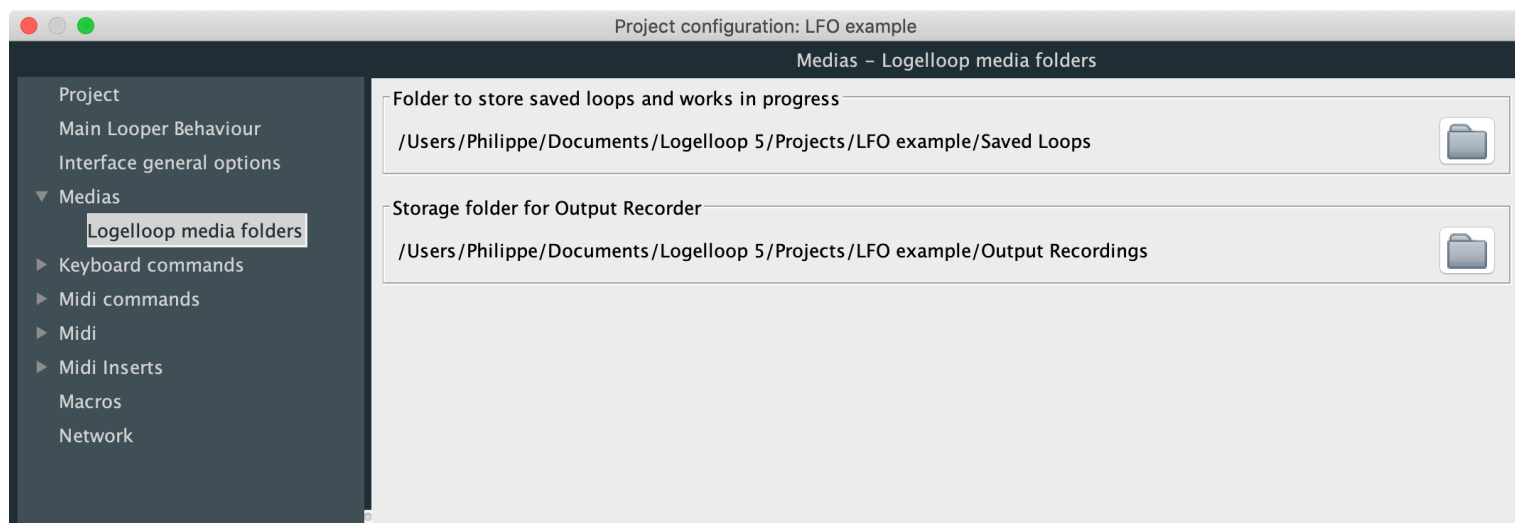
CopyAfter

When you hit Copyafter (2 click on copy by default) The content of the current loop will be copied after the existing content in another loop. The other loop is selected in the same way as for Copy. The copy after functionality permits to agglomerate your loops.

Copy To File

A long push on Copy will make a copy of the current loop's content to the hard drive.

In order to make a copy to file, Logelloop must know the filepath of the folder where you want to write those sounds. By default, when you create a new project, a folder called Saved Loops is created in the project folder and is selected for the recording of your loops. You can choose another folder by choosing the path in *Project configuration/Medias/Logelloop media folders*.



If you use the Copy To File button located in the "Saved loops" window, a popup opens at the end of the copy to offer to give a name to your newly saved loop.

Copy and paste audio

By clicking on the Copy button at the bottom left of each main looper audio viewer, you copy the whole loop or, if a selection is made, a part of the loop. The audio you have just copied can then be pasted into another Logelloop tool like Looper or Granulaterre.



It is not possible to paste audio to the main looper.

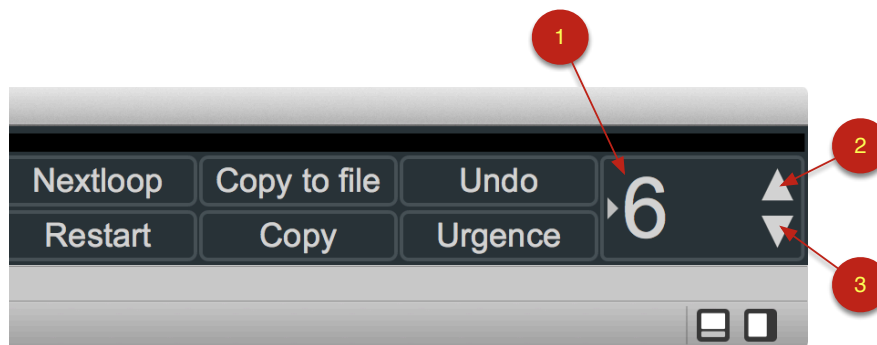
Urgence

If you click on Mute, Autofade, Multiply, Nextloop and actually you don't want the function to be executed, you can call Urgence and the last command is not executed.

This will not work with Record and Overdub.

Counter, Inc, Dec

A counter appears to the right of the commands window, the value of this counter can be modified in various ways : by selecting and typing in numbers, clicking / dragging on the counter, or both buttons Inc (2) and Dec (3) that modify the counter value. This value indicates the status of the \$counter\$ variable which is very useful in macros.

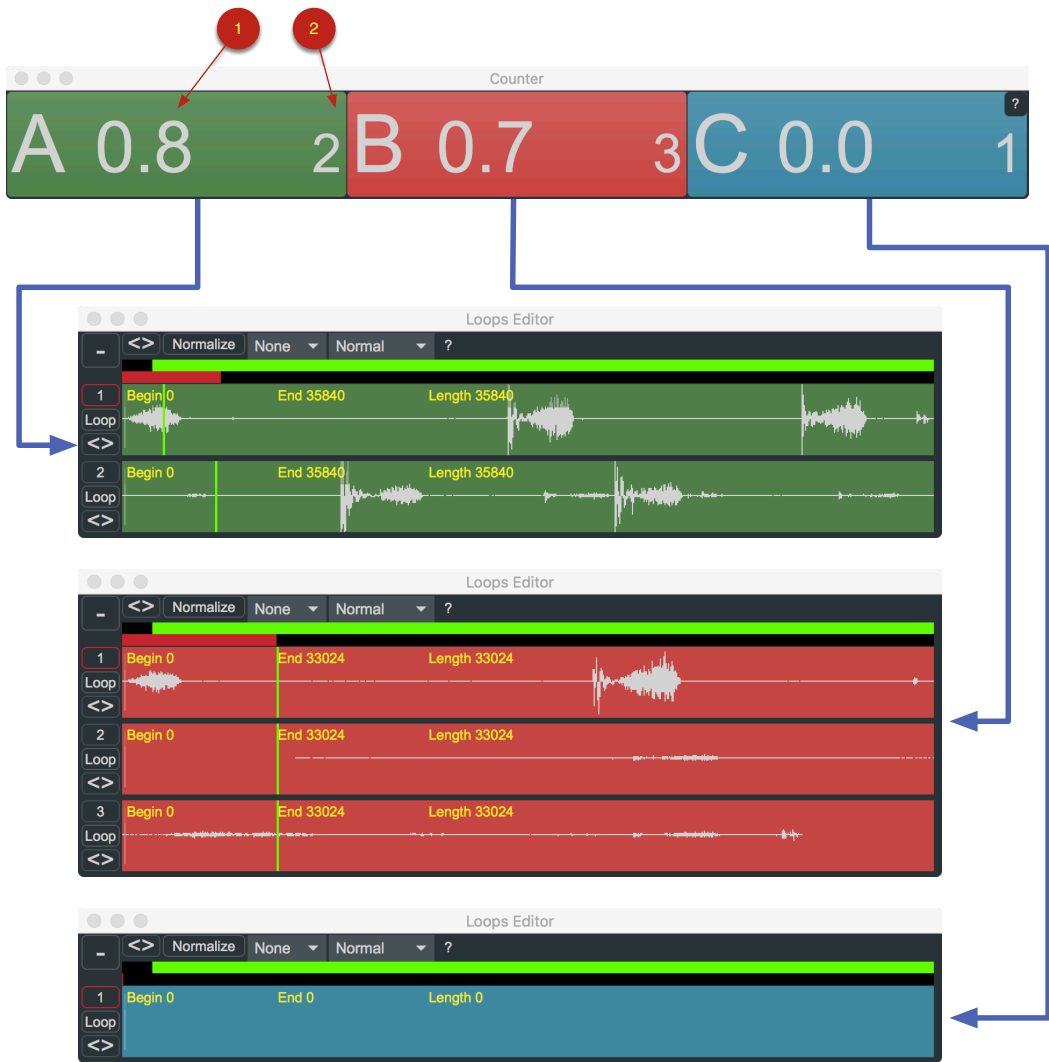


The \$counter\$ variable can be used in several macros at the same time.
The value of the counter can also be modified by MIDI or keyboard.

The Macro "TrackSpeed from Counter" gives an example of using the \$counter\$ variable.

Counter

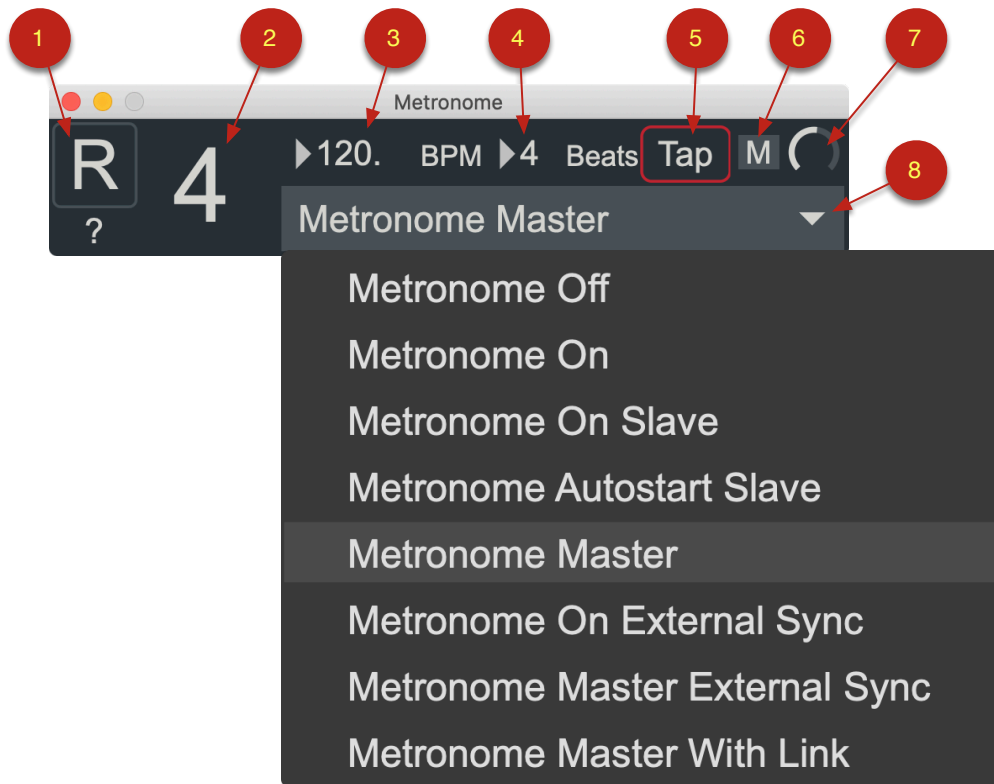
Counter opens by going to the Panels menu and clicking on Counter. This window displays the duration in seconds (1) and the number of tracks currently used (2) in loops A, B and C of the main Looper.



The background colors of each Loop correspond to those displayed in the background in the waveform editor for this loop (A = green, B = red, C = blue).

It is possible to click on the color areas in the counter window to switch from one loop to another, in the same way as using the A, B, C and NextLoop buttons in the Control window.

5 The Metronome



The metronome has many different modes to suit your specific needs. You can choose the current mode with the dedicated menu (8).

The **Beat counter** (2) indicates on which beat is the Metronome. If the metronome is **ON** or in **MASTER** mode, you can change the number of beats per second (BPM) by changing the number displayed in the **BPM box** (3). In **On Slave**, **Autostart Slave**, **Master external sync** or **Master With Link** modes, it shows the number of beats per second, but you won't be able to change it. When in **On Slave** or **Autostart Slave** modes, the tempo of the loop you just made is based on the number of beats per bar. In Master mode, you can choose the **beat number per bars** (4).

Click 3 times on the **Tap Tempo button** (5), a new tempo is calculated based on the speed of your clicks. This will only work if the metronome is ON or MASTER mode.

Metronome On / Off

If the metronome is set to Off, nothing happens and there is no calculation of tempo when you make a new loop. If the metronome is simply ON, it does nothing, but you can use the Metronome to control Granulaterre or other effects requiring a metronome or even in Macros.

Metronome On Slave

If the metronome is in Slave mode, this means that Logelloop act as the master for the metronome. In this mode, when you record a loop the BPM is automatically calculated based on the number of beats per measure.

If the metronome is On and if you use Granulaterre Synced in Slave mode or Master mode Synced, Granulaterre take the metronome tempo as reference.

Metronome Autostart Slave

This mode is similar to Slave mode, except that the metronome will start automatically when you complete a new loop. If you delete the current loop, the metronome stops.

This mode is convenient for use in conjunction with Granulaterre in Synced mode or when you use the metronome in your Macros.

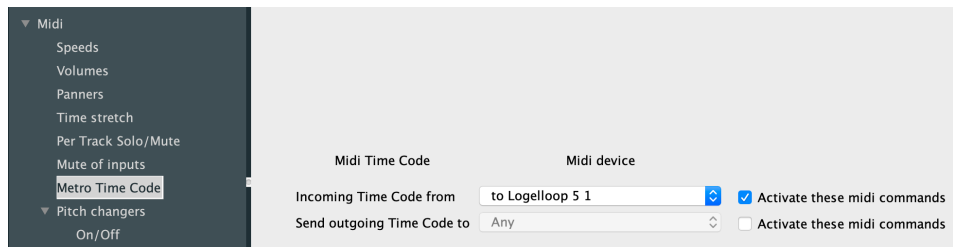
Metronome Master Mode

If the metronome is running in Master mode, when you record a new loop, Logelloop wait for the first time to initiate recording. When you press the Record button to stop recording, Logelloop await the end of the last beat of the current bar to stop recording. Therefore, your loop will be synchronized with the metronome.

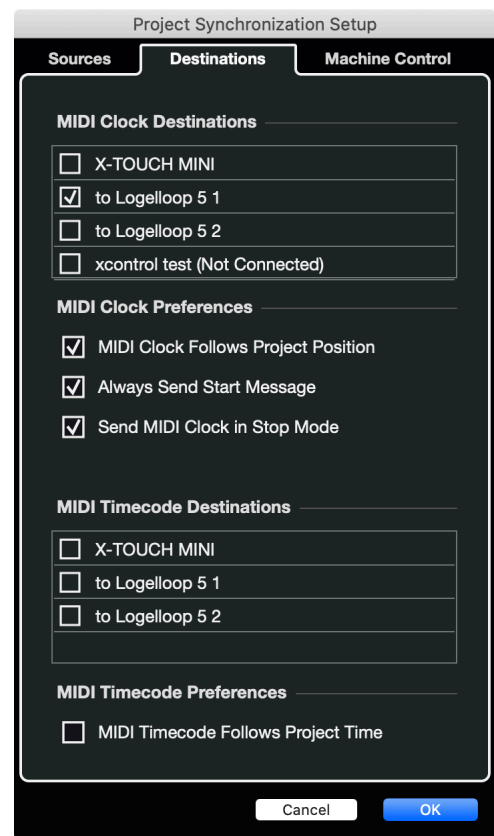
This mode is very useful if you want Logelloop to be synchronous with external rhythms or Granulaterre. In this case, Granulaterre must be Synced or in Slave mode Synced Master mode.

Metronome External Sync

This mode allows you to synchronize Logelloop's metronome with that of another application. To configure the external synchronization, go to Project Configuration/Metro Time Code. Check "Activate these Midi commands" and choose "Time code from" Logelloop 5 1 (see screenshot below).



In the external application, Cubase 10.5 in our example (the principle will be the same in another application), in the Transport/Project Synchronization Setup menu. Choose « Logelloop 5 1 » in Midi Clock destination then click ok (see screenshot below). Then start the playback in Cubase, the metronome of Logelloop should be set to that of Cubase.



Metronome in Master External Sync

This mode is identical to the **External Sync** mode but Logelloop is slaved to the metronome (as in **Master** mode). The recording operation for example therefore await the beginning of the next bar to become operational.

You will find more details in the paragraph dedicated to the **Master** mode.

Metronome in Metronome Master With Link

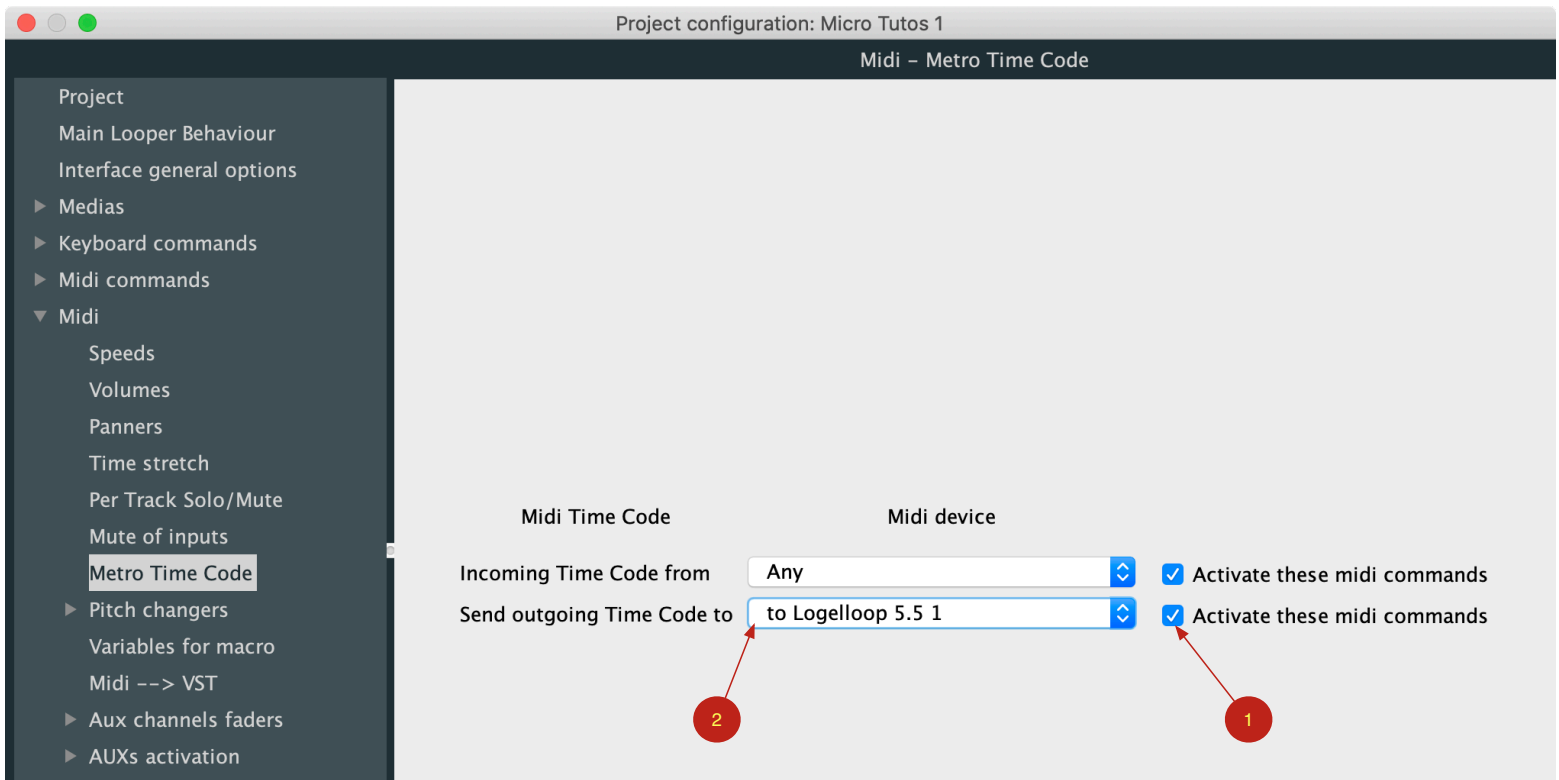
This mode is identical to the **Master** mode or the **External Sync** mode but the synchronization is made with **Link**. Logelloop is slaved to the metronome (as in **Master** mode). The recording operation for example therefore await the beginning of the next bar to become operational.

You will find more details in the paragraph dedicated to the **Master** mode.

Synchronize an external application to Logelloop

It may be interesting when Logelloop is in **Autostart slave** mode to transmit the tempo of the last recorded loop to an external application. For example, if we want to synchronize Ableton Live to Logelloop we can configure both like this :

In Logelloop, in the Project Editor, enable the transmission of MIDI Time Code (1) and choose "From Logelloop 5.5 1 » (2).



In Live Preferences, set the sync midi port as below :



The part that interests us is framed in red. Be sure you choose "From Logelloop 5 1" in input and check Track, Sync and Remote.
Close the preferences, and in the main window, select Ext (1) as below :

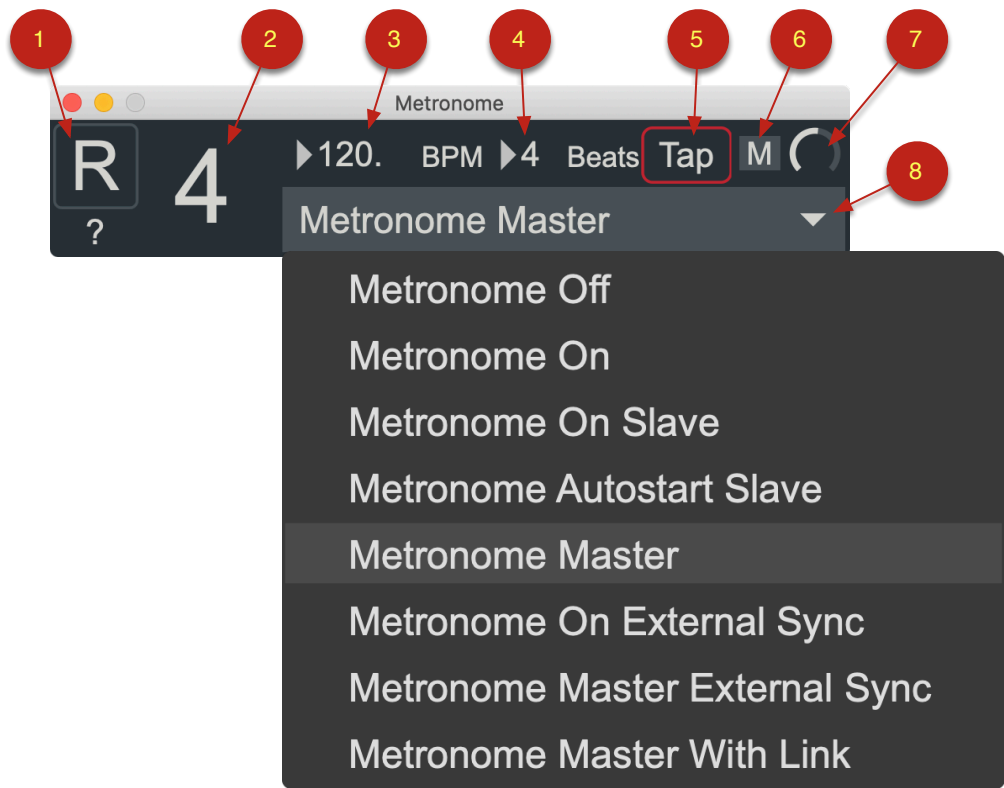


Back in Logelloop, be sure you have selected the **Autostart Slave** mode and hit Record to make a loop, at the end of the recording, Logelloop starts reading this loop and Live also starts playing at the same tempo.

Memorize the settings of the metronome

If the **Recall enable button (1)** shows ' - ', the metronome settings are not recalled when you load a scene memorie. If you click on the **Recall enable button**, it displays the letter 'R' and all metronome settings will be recalled when you load a preset.

If the **Recall enable mode (1)** is not enabled, when you change loop (using Nextloop), the metronome does not change settings. For the settings to be changed with the loop, you should set the **Recall Enable button (1)** to ON.



Metronome Audio level and output channel

In the metronome window, there is a sound level button (7). When the metronome is on, an audio click can be played through an output of your sound card. To choose this output, go to the Audio Settings/Outputs. On the right, at the bottom of the window, there is a menu to select the audio output of the Metronome.



It is possible to mute the metronome click by activating button M (6).

Tempo-Relative Time Values

Time values are symbols that abbreviate musical note time values, for example 4n for quarter-notes. They may be specified by themselves in lists in Logelloop (LFO, LFX). Here is a listing of the note associated with common note duration. Note value abbreviations that can be used in Logelloop to specify time are in bold.

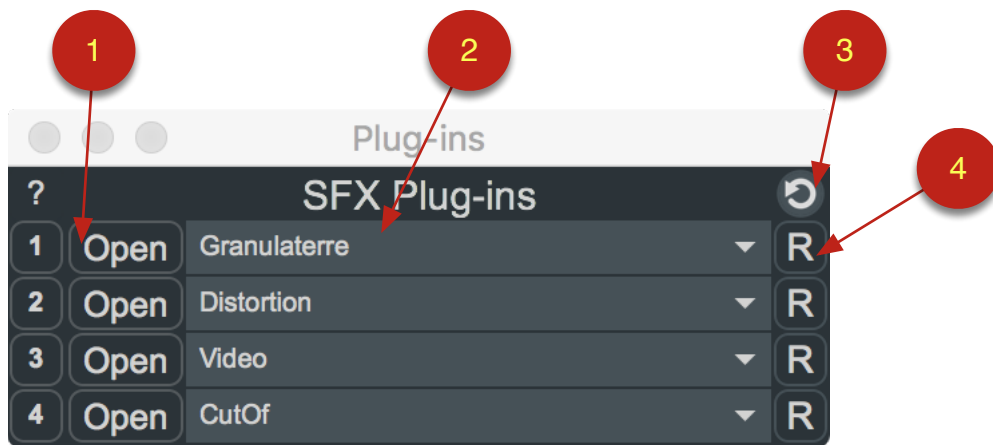
1nd - Dotted whole not	8nt - Eighth note triplet
1n - Whole note	16nd - Dotted sixteenth note
1nt - Whole note triplet	16n - Sixteenth note
2nd - Dotted half note	16nt - Sixteenth note triplet
2n - Half note	32nd - Dotted thirty-second note
2nt - Half note triplet	32n - thirty-second note
4nd - Dotted quarter note	32nt - thirty-second-note triplet
4n - Quarter note	64nd - Dotted sixty-fourth note
4nt - Quarter note triplet	64n - Sixty-fourth note
8nd - Dotted eighth note	128n - One-hundred-twenty-eighth note
8n - Eighth note	

6 Effects (LFX - SFX - VST - AU)

There are two ways to load effects into Logelloop :

- By using the inserts that allow you to load LFX (Logelloop native plug-ins), VST or AU (on Mac only). To know how to use the inserts in Logelloop, please refer to the chapter [Inserts](#)
- By using the SFX system which is a kind of multi-channel plug-ins that can be inserted in several ways in Logelloop. Depending on what they are made for, they are inserted in the signal path, they act as an auxiliary effect or they act as a generator. The user can build his own SFX using [Max](#) software

How to load SFX multichannel plug-ins

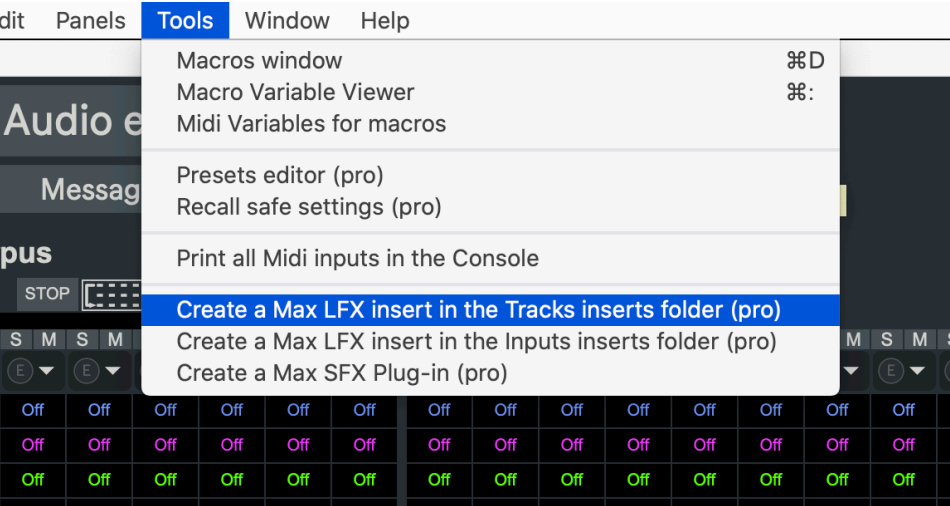


In order to load an SFX, you need to select his name in one of the menus (2) in the SFX plug-in's window. If you have added some of yours, they will appear in this list. You will find some explanations on the internal SFXs in the next pages. This is the case of the SFX-Example, which constitutes a basis for the construction of your SFXs. In the [chapter 8](#) of this user manual, you will find explanations about each of the internal SFXs.

When your SFX is loaded, you can open its window by clicking on the Open button (1). If you add some SFXs in one of the folders provided for this purpose, by clicking the refresh button (3), you will make them appear in the menus without having to restart Logelloop.

You can exclude the recall settings of one of the SFX slots by unchecking the Recall enable (4).

How to make your own LFXs

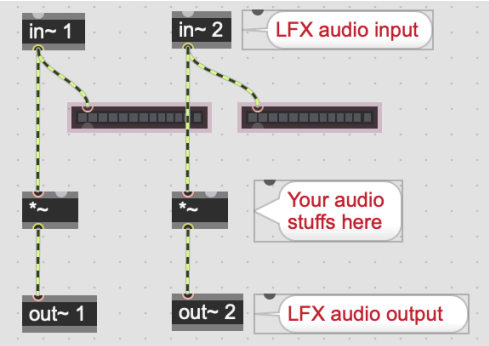


By inserting your Max patches into Logelloop you will be able to control them using Macros and you will also be able to take advantage of our sound spatialization tools and all the features of Logelloop.

You must first install the Max 8 application ([cycling74](#)) on your computer and then download the Logelloop SDK from the download

page of our website and install it in the Packages folder of the Max 8 folder in Documents.

To create an LFX, go to the *Tools* menu and choose *Create a Max LFX insert in the Tracks inserts folder (pro)* or *Create a Max LFX insert in the Inputs inserts folder (pro)*. Then give your LFX a name. Logelloop will create a Max patch with this name and the extension .Logelloop_LFX.maxpat in the "Externals LFX for Tracks Insert" or "Externals LFX for Inputs insert" folder of the current project.

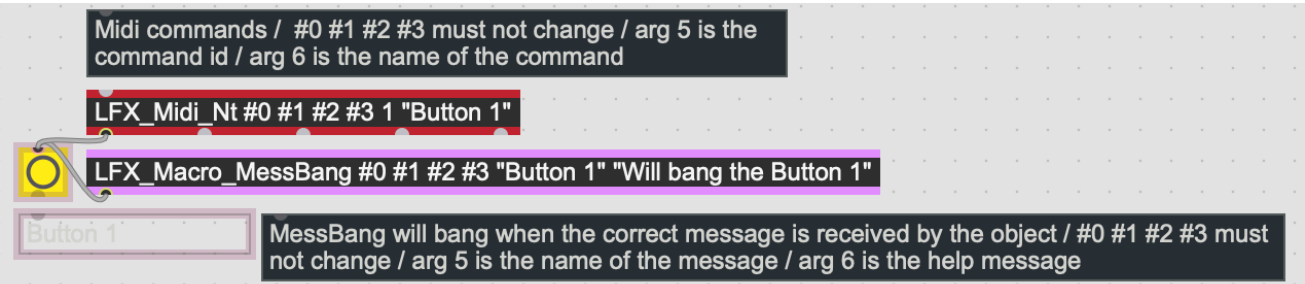


When you click on one of the insert loading menus, you now have access to this plug-in at the bottom of the plug-in list. Load this plug-in and click on the "Edit" button. Logelloop will then load the

plug-in into Max.

When you leave the presentation mode, the patch becomes editable in Max, and you have access to different sections of the patch. The most important part is the section containing the audio processing. This is where you can insert your own patch, instead of the two [*~] objects.

You can also control your patch with Midi, LFO, OSC or using Macros by using the coloured abstractions whose names start with LFX_.



All objects in red are necessary for the proper functioning of your plug-in as they ensure the communication with Logelloop.

How to make your own SFXs

To create a SFX, proceed in the same way as for an LFX but choose *Create a Max SFX Plug-in (pro)* in the *Tools* menu. The SFX will be created in the Externals SFX folder of your project and will be present in the list of available items in the Plug-ins window.

SFXs give access to multichannel insert functions on the main Looper tracks and allow the generation of multichannel sound sources in the main Logelloop tracks.

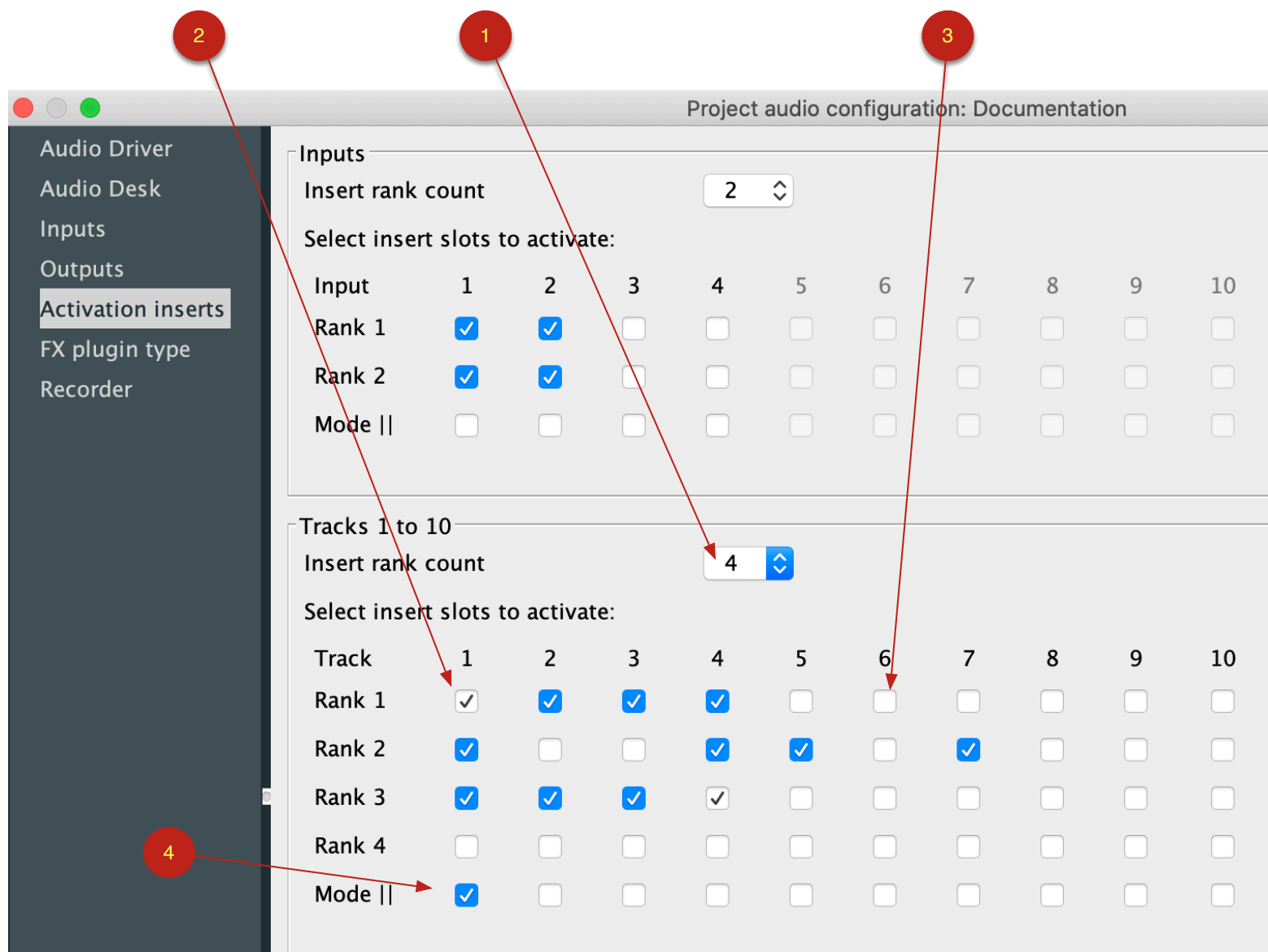
7 Inserts

The inserts allow you to insert LFX in the audio path. On a Logelloop audio input, you can insert up to two LFX, and in tracks and FX channels, you can insert up to 4 LFX.

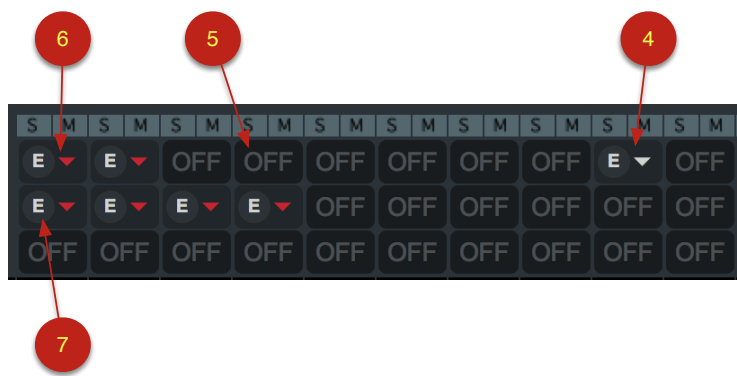
Configurer les inserts

To configure inserts, go to «Audio Settings» (cmd/ctrl + ;) and choose Audio System/Inserts slots. In the panel, you can choose a number of rows of Inserts (1) for the inputs, the tracks and FX tracks.

You can activate inserts on each channel. When checked (2), you can load a LFX in the associate slot, if the box is unchecked (3), the slot can't load any LFX. Please note, slots that can receive LFX permanently consume resources. The more slots you activate, the more CPU Logelloop will need.



Load and Edit an Insert



The above configuration gives the following result in Logelloop : The boxes checked in the Project Editor display an arrow and a «E» button in the relevant slots (4), those that are not selected remain Off (5).

When you click on the white arrow of a slot, a menu pops up and displays the list of LFX that you can load into the slot.



Choose a name from the list and the LFX will load in the slot. When a slot contains a LFX, the arrow turns red (6) and the interface of the LFX opens in a window that has a name similar to this :

« Track 1 Insert 2 Parametric EQ »

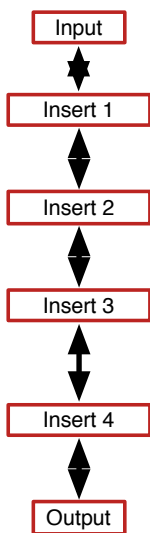
This title lets you know in which slot this LFX is loaded.



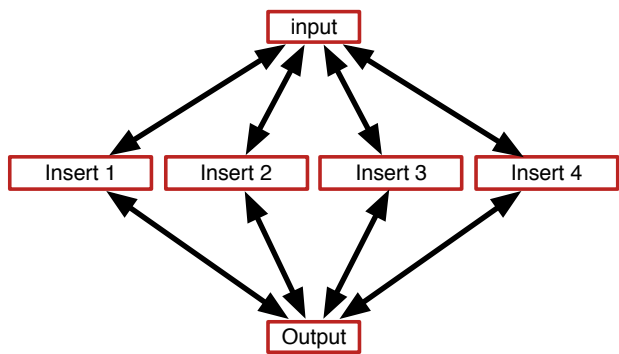
Parallel Mode

If you check the "Parallel Mode" box (4), the inserts will no longer be in series, this can be interesting for example when you want to use several Loopers on the same FX channel.

Insert default mode



Insert parallel mode

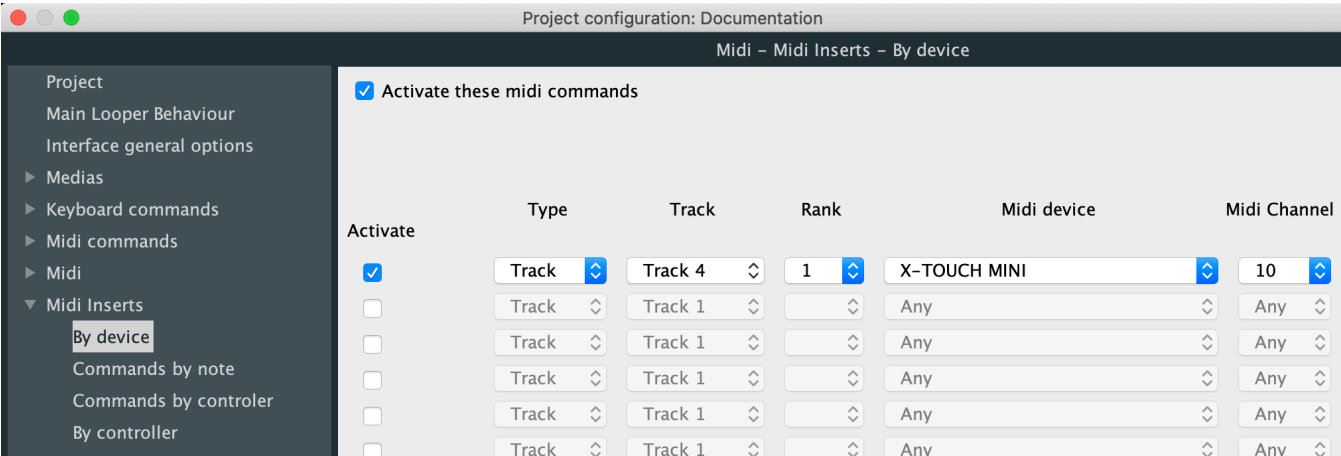


Midi from a device to an Insert

To connect a MIDI keyboard or a MIDI controller to an insert, you must go to the Project Configuration and in the MIDI Inserts / By device, and check "Activate these MIDI commands» then choose a midi device to be connected to the selected insert.

In the case below, the MIDI device «X-Touch Mini» is connected to the insert which is in the insert rank 1 of the track 4 of Logelloop. The insert located at this point will thus receive all the midi signals from this unit (midinotes, midi controls, midi program change, etc.).

This system is the good one to commands an insert such as Playlist with a Midi device.



Midi notes to command inserts

If you want to command an insert's function with a MIDI note, you must go to the Project Editor and in the MIDI tab / Control inserts / By note, and check "Activate these MIDI commands» then choose a device and a MIDI note for the selected command of the chosen insert.

When you activate a row, then fill in the insert type, track and insert rank, if an effect is currently loaded there, its name appears in the Effect column and the control numbers are associated with a description in the Command column.

In order for the insert to send feedback on its state to the midi device, the device must be selected in the Midi device column and its midi channel must also be correctly filled in. When a "?" prepend the name of the midi device in the Midi device column, it means that this device has been connected and used for this command but is currently disconnected from Logelloop.

To choose the midi note, you can click once on the menu in the Midi note column and then press a midi note on your device.

Activate these midi commands									
Activate	Insert type	Track	Insert rank	Effect	Command	Midi device	Midi Channel	Midi Note	
<input checked="" type="checkbox"/>	FX	FX 1	1	Looper	1: Record	Arturia MiniLab mkII	10	C1	
<input checked="" type="checkbox"/>	Track	Track 1	1	Hi Cut	1: On/Off	Arturia MiniLab mkII	10	C#1	
<input checked="" type="checkbox"/>	SFX	SFX	1	File Player	1: Play / Stop	? Logelloop FB	10	D1	
<input checked="" type="checkbox"/>	SFX	SFX	1	File Player	2: Pause / Resume	Arturia MiniLab mkII	10	D#1	
<input checked="" type="checkbox"/>	Input	Input 1	1	Low Cut	1: On/Off	? Logelloop FB	11	G#-2	
<input checked="" type="checkbox"/>	FX	FX 1	1	Looper	3: Mute	X-TOUCH MINI	11	A-2	
<input checked="" type="checkbox"/>	FX	FX 1	1	Looper	4: Autofade	X-TOUCH MINI	11	B-2	
<input checked="" type="checkbox"/>	FX	FX 1	1	Looper	5: Clear	Arturia MiniLab mkII	11	C#-1	

Midi controllers to control inserts

If you want to control an insert adjustment by a MIDI controller, you must go to the Project Editor and in the MIDI tab / Control inserts / By controller, and check "Activate these MIDI commands». Then choose a device and a midi controller for one of the adjustments of the chosen insert.

The operation of this control panel is identical to that of the inserts command by note above, so please go there for more information on the behaviour of this panel.

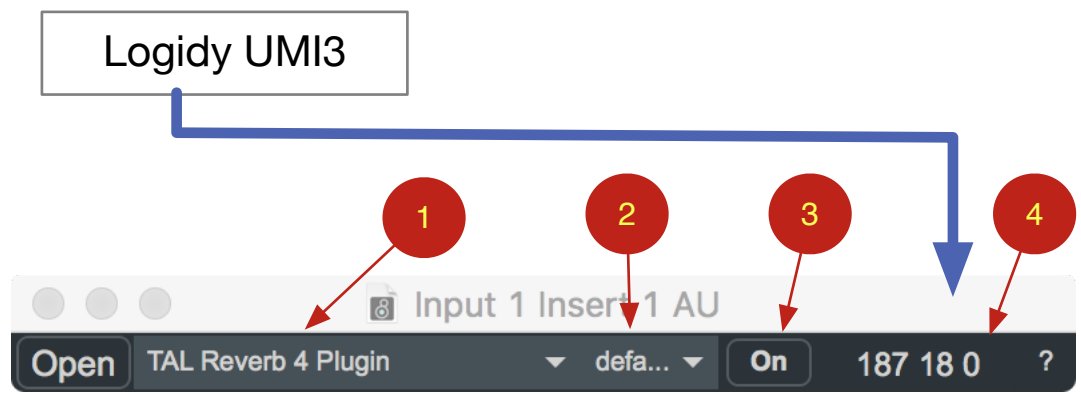
☑ Activate these midi commands									
Activate	Type	Track	Rank	Insert	Controller	Midi device	Midi Channel	Midi Ctl	
☑	FX	FX 1	1	Looper	1: Wvfrm selection – in point	X-TOUCH MINI	10	74	
☑	FX	FX 1	1	Looper	2: Wvfrm selection – Out point	X-TOUCH MINI	10	71	
☑	Input	Input 1	1	Low Cut	1: Frequency	Arturia MiniLab mkII	1	76	
☑	Input	Input 1	1	Low Cut	2: Gain	Arturia MiniLab mkII	1	18	
☑	Input	Input 1	1	Low Cut	3: Q	Any	1	19	

8 Natives SFX and LFX

AU

AU (for Audio Unit, those plug-ins are on Mac only) is a plug-in that allows you to load AU plug-ins into Logelloop. You can load effects, synthesizers or samplers there.

To load a plug-in, choose its name from the menu (1), if necessary, you can also choose a preset for this AU plug-in (2). When the button (3) is set to On, the AU normally operates. If the button (3) is on Bypass the sound bypasses the AU and is therefore not modified by it. If the button (3) is on Mute, sound no longer passes through the AU insert.



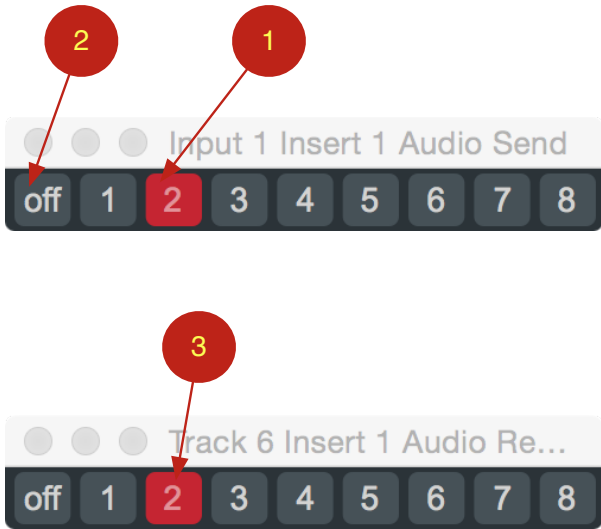
If you want to direct the MIDI signals from a device to AU, after connecting the device to Logelloop, you must choose this device in Project configuration/Midi/Control inserts/By device. Below, we have configured the connection of the "Logidy UMI3" to the AU which will be loaded into insert 1 of Logelloop input 1. When you use the Midi device, you will now be able to see the Midi signals entering AU (4) and these signals will be able to control the VST plug-in.

Activate	Insert type	Track	Insert rank	Midi device
<input checked="" type="checkbox"/>	Input	Input 1	1	Logidy UMI3

Audio Send (LFX) / Audio Receive (LFX)

"Audio Send" is a plug-in for sending the sound to another insert in Logelloop. You can route the sound of an "Audio Send" to 8 different destinations that will be chosen by selecting the desired number (1). The sound will be received by "Audio Receive" assuming the fact that you choose the same number (3).

To stop sending the sound to an «Audio Receive», select «Off» (2)



These two items are particularly useful when you want to use the spatializer with a sound coming from the input or to record a playing loop in another track, etc.

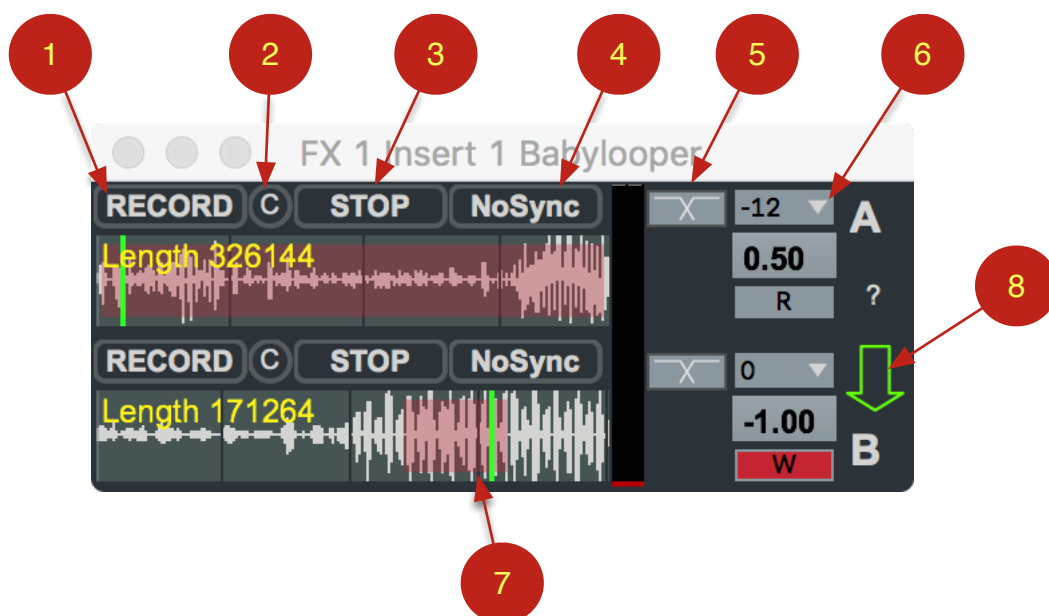
Babylooper is obsolete and will disappear in Logelloop 6. We recommend that you use the insert version of Babylooper.

Babylooper is dedicated to make unsynchronized loops. The maximum loop length is the same as in Logelloop. Babylooper is really useful for drones.

With Babylooper, you can make Record / Play / Mute / Erase with a single button on the pedal or keyboard. If you use the mouse, you can only record and play with the Record button (1). In this case, you can click button C (2) to clear the track and the Stop/Play button (3) to pause or reactivate the playback.

As in Logelloop, you can change the playback speed of your loops (6). This speed change will induce a change in the pitch of the sound.

In Babylooper, you have the possibility to change the entry or exit points of the loop after recording it. To do this, click on the waveform and drag the cursor, the slightly redder section is the playback area of the loop (7).



Mute & Fades :

The Sync button (4) synchronizes Babylooper with the Logelloop's Mute function. When you mute Logelloop's main looper using the Mute function and Sync is enabled on the Babylooper, the Babylooper is also muted. When Sync is enabled, an Autofade on the main looper will cause a fade of the same duration on the Babylooper.

By using the message `AutoFadeIn_A` or `AutoFadeOut_A` in a macro, you can fade in or out on the Babylooper's track A. In this case, you can choose the duration of the fade in or out by setting a value in milliseconds in the message which will then look like this :

```
InsertSendMessage fx1 1 AutoFadeIn_A 5000
```

The above message will cause a fade in of 5 seconds on track A of the Babylooper which is inserted into slot 1 of track FX 1.

Crossfades at the end of the loop :

When you want to use Babylooper to play drones, you may hear a click at the loop point. In this case, you will have the option of using a long crossfade (5). The duration of the crossfade is then 70 milliseconds instead of 6 ms.

Bypass :

The green arrow on the right of the window (8) is used to activate or deactivate the Bypass. By default the arrow is green, this means that the sound present at the input is redirected to the output of the insert. If you click on this arrow, it turns red and the sound at the Babylooper input is not redirected to the output.

Babylooper is obsolete and will disappear in Logelloop 6. We recommend that you use the insert version of Babylooper.

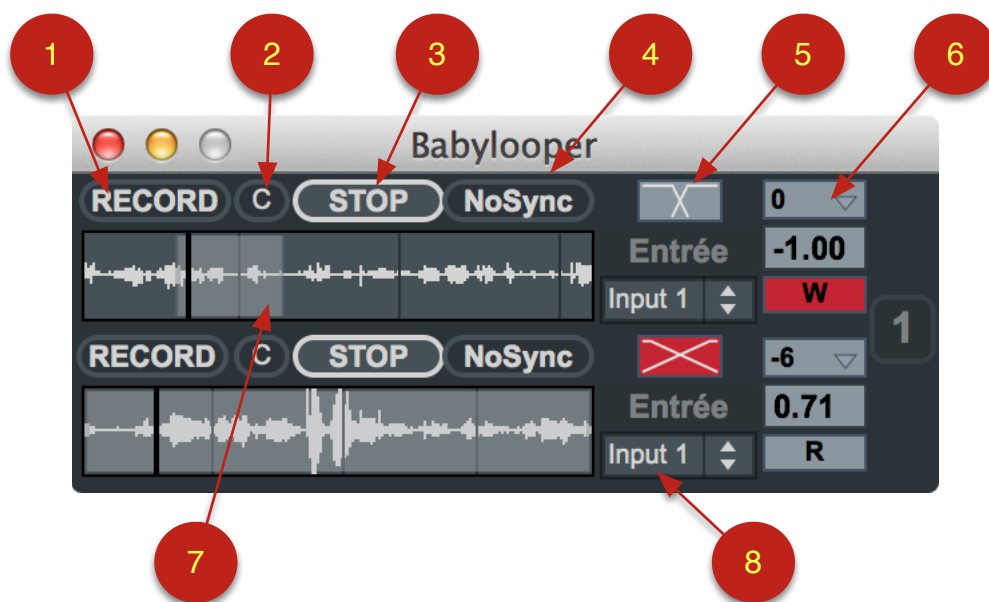
Babylooper is dedicated to record non-synced loops in Logelloop. The loop length is the same as in Logelloop. Babylooper is really convenient for drones.

With the Babylooper, you can do Record / Play / Mute / Erase with only one footboard or keyboard button. Note that if you use the mouse, you can only Record and play with the Record button(1). In this case, you can click on the C button(2) to erase the track and the Stop/Play button(3) to Mute/Unmute the track.

The Sync button(4) will sync Babylooper to the Mute function of Logelloop.

When you want to use Babylooper from drones, it can happen that click will be heard at the loop point. You will in this case have the possibility of using a long crossfade (5). Then the crossfade length is then 70 milliseconds instead of 6 ms.

As in Logelloop, you can change the playback speed of your loops(6). This speed shift will induce a pitch modification.



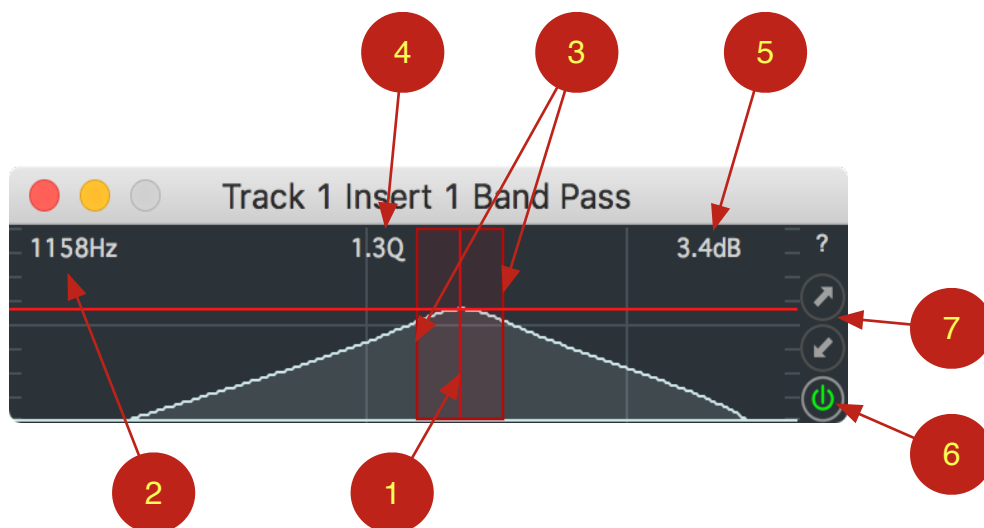
As it is possible to select the input you use to feed Babylooper (8), it is also possible to use one of the Logelloop tracks to feed this Babylooper.

In Babylooper, you have the possibility to change the entry or exit points of the loop after you recorded it. To do this, simply click and drag on the waveform.

Babylooper - How to command Babylooper SFX :

Babylooper SFX / LFX	MIDI / Keyboard	Macro	Macro	Macro
	Command / Controller / Program change / Keyboard / Ethernet	InsertCommand	SFXSendMessage	
Record (Looper A)	1		BabylooperA Record	
Stop Record (Looper A)	1		BabylooperA Play	
Play (Looper A)	1		BabylooperA Start	
Stop (Looper A)	1		BabylooperA Stop	
Clear (Looper A)	1		BabylooperA Clear	
Sync Mode (Looper A)	3		BabylooperA Sync	
NoSync (Looper A)			BabylooperA NoSync	
Short Crossfade (Looper A)			BabylooperA ShortCrossFade	
Long Crossfade (Looper A)			BabylooperA LongCrossFade	
AutoFadeIn (Looper A)			BabylooperA AutoFadeIn	
AutoFadeOut (Looper A)			BabylooperA AutoFadeOut	
SpeedSemiTone (Looper A)			BabylooperA SpeedSemiTone	
SpeedFloat (Looper A)			BabylooperA SpeedFloat	
Record (Looper B)	2		BabylooperB Record	
Stop Record (Looper B)	2		BabylooperB Play	
Play (Looper B)	2		BabylooperB Start	
Stop (Looper B)	2		BabylooperB Stop	
Clear (Looper B)	2		BabylooperB Clear	
Sync Mode (Looper B)	4		BabylooperB Sync	
NoSync (Looper B)			BabylooperB NoSync	
Short Crossfade (Looper B)			BabylooperB ShortCrossFade	
Long Crossfade (Looper B)			BabylooperB LongCrossFade	
AutoFadeIn (Looper B)			BabylooperB AutoFadeIn	
AutoFadeOut (Looper B)			BabylooperB AutoFadeOut	
SpeedSemiTone (Looper B)			BabylooperB SpeedSemiTone	
SpeedFloat (Looper B)			BabylooperB SpeedFloat	
	Syntax to command Babylooper LFX : LFXSendMessage LFX_id BabylooperA Record LFXSendMessage LFX_id BabylooperA Play Etc.Syntax to command Babylooper Syntax to command Babylooper SFX : SFXSendMessage SFX_id BabylooperA Record SFXSendMessage SFX_id BabylooperA Play etc.			

Band Pass (LFX Insert)



Band Pass only allows a frequency band of the signal that passes through it to pass through. When you fly over the Band Pass interface, a zone turns red (1), this zone is the handle that allows you to change the central frequency of the filter by clicking and sliding to the right or left. The center frequency of the filter is displayed in the upper left corner (2).

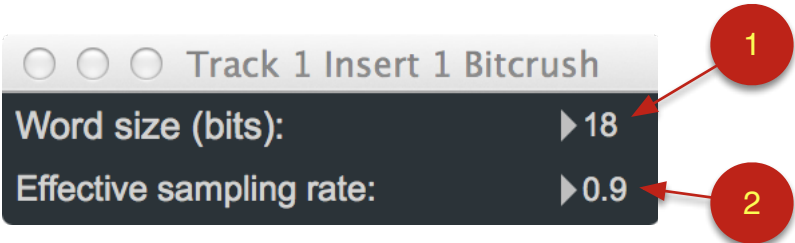
By clicking on a vertical bar on the edge of the red frame and sliding to the side, the filter width coefficient Q is affected. This Q coefficient is displayed at the top, in the center of the window (4).

When you click on the red area and drag the slider up and down or down and up, you change the filter gain. This gain is displayed in the upper right corner (5).

A button deactivates the filter (6), the signal passing through Band pass is no longer modified if the button is red, when the button is green, the filter is active.

It is possible to copy/paste the settings from one filter to another filter using the arrows (7).

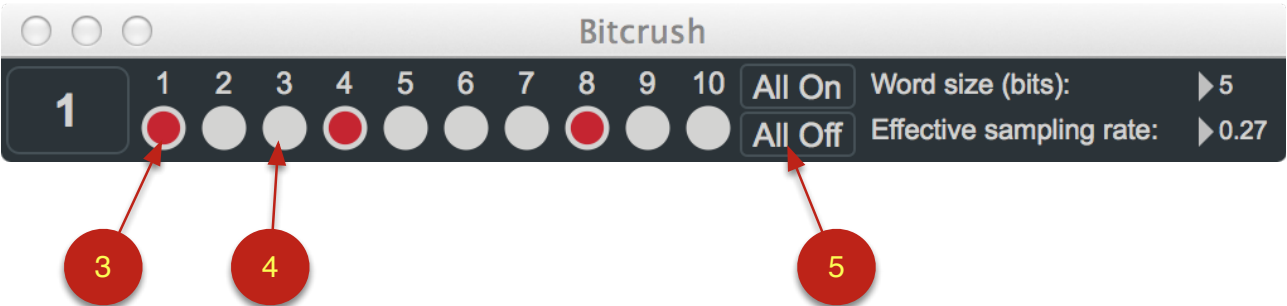
Bitcrush (SFX)



Butcrush reduces the bit-depth of the sound(1). Default is 24 bits. The decrease become sensible at 8 bits. it is possible to go down to 1 bit.

Bitcrush also reduces the sampling rate(2). The default sampling rate is 1. You can go down to 0.01.

Bitcrush can be inserted on one track using the insert mode or, using SFX, on all tracks at the same time. In this case the window looks like the one that is below. When a sticker is red(3), the effect is inserted on the track. When the sticker is white(4), the effect is disabled on the track. It is possible to insert or disable the effect on all tracks at a time(5).

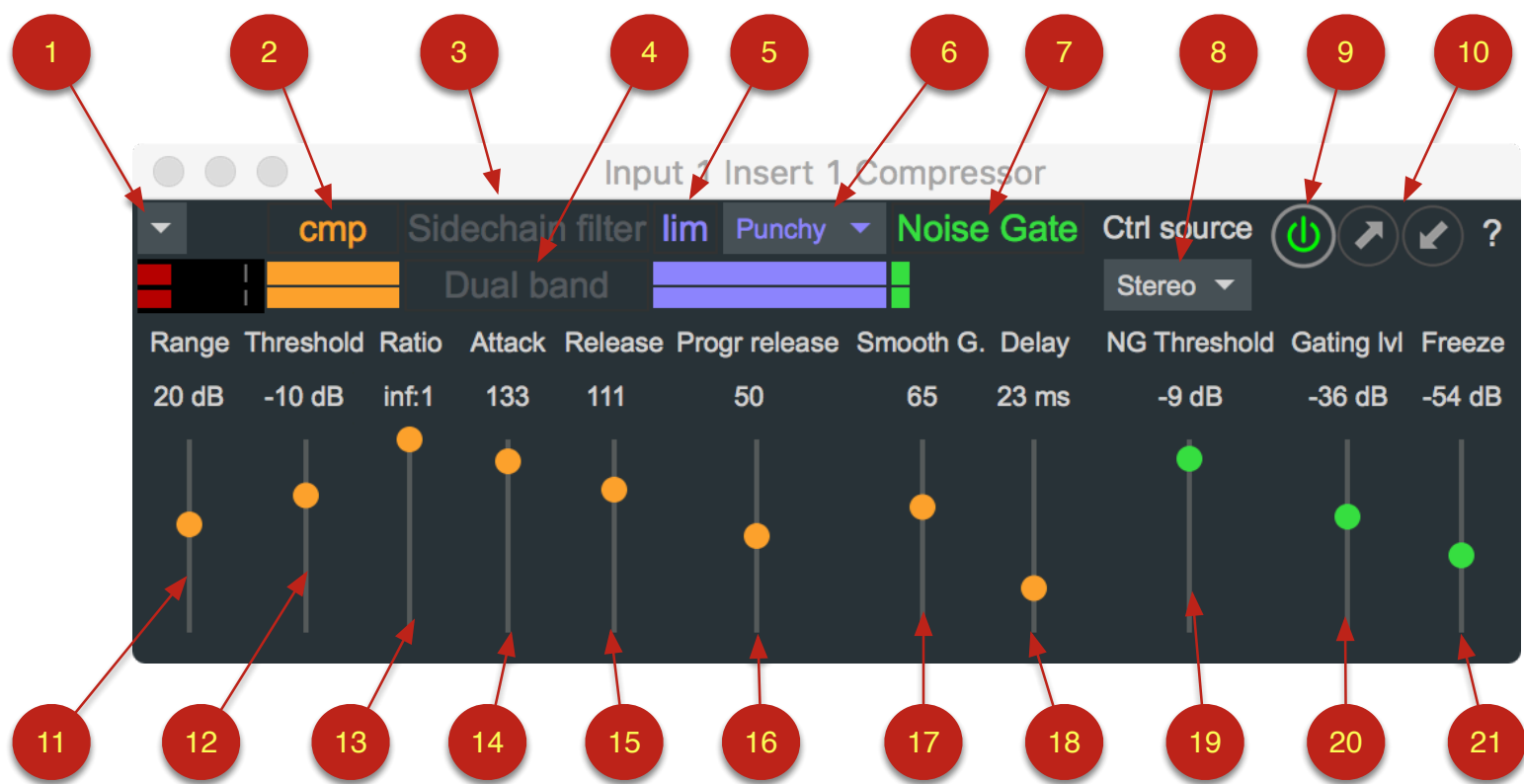


Bitcrush - Controllers :

Bitcrush (SFX)	MIDI		Macro	Macro	
	Command	controller	InsertCommand	SFXSendMessage	
All On				FX_all	ON
All Off				FX_all	OFF
Word Size in bits				word_size	int from 1 to 24
Effective sampling rate				sampling_rate	float from 0. to 1.
Insertion channel 1				1 ON / 1 OFF	
Insertion channel 2				2 ON / 2 OFF	
Insertion channel 3				3 ON / 3 OFF	
Insertion channel 4				4 ON / 4 OFF	
Insertion channel 5				5 ON / 5 OFF	
Insertion channel 6				6 ON / 6 OFF	
Insertion channel 7				7 ON / 7 OFF	
Insertion channel 8				8 ON / 8 OFF	
Insertion channel 9				9 ON / 9 OFF	
Insertion channel 10				10 ON / 10 OFF	
Bitcrush (LFX)	MIDI		Macro	Macro	
	Command	controller	InsertCommand	LFXSendMessage	
Word Size in bits				WordSize	int from 1 to 24
Effective sampling rate				SamplingRate	float from 0.01 to 1.
	Syntax to command Bitcrush SFX : SFXSendMessage SFX_id FX_all ON				
	Macro Messages to command Bitcrush LFXSendMessage (type) (insert) Message				
	Type = trk1 to trk10 or in1 to in10, or fx1 to fx4, or SFX Insert = insert slot from 1 to 4 (for Tracks), 1 to 2 (for Inputs)				

Compressor (Insert LFX)

Compressor is a fully featured signal compressor with limiting, gating, sidechain, and dual-band options.



The cmp button (2) enables or disables the compressor.

Range (11) sets the maximum amount of gain amplification allowed in dB. This limits the gain that is applied when the signal is below the compression threshold. Note that this limiting takes place before the ratio is applied. For example, if the range is set to 24 dB, and the ratio is 2:1, the most gain amplification you can get (after the ratio is applied) is in fact 12 dB.

The Threshold (12) sets the compressor threshold (in dB below full scale). This is the main compression threshold. Any signal above the threshold will be reduced, and any signal below the threshold will be amplified, according to the range and ratio parameters.

Ratio (13) sets the numerator of the compressor gain reduction ratio. 0 is the lowest possible value, which is 1:1 and 100 is the highest value, corresponding to Infinite:1.

Attack (14) sets the rate at which the compressor is engaged when the signal level exceeds the Threshold (12). The value range is 0-150 on a logarithmic scale, with larger values indicating faster attack.

Release (15) sets the rate at which the compressor releases its gain adjustment when the signal level no longer exceeds the Threshold. The value range is 0-150 on a logarithmic scale, with larger values indicating faster release. This rate can be modified by the release gate and freeze thresholds.

ProgressiveRelease (16), sets the Progressive Release mode, which causes the compressor to release faster during heavy gain reduction. This means that the audio will sound more compressed when the input signal is louder. This can be used to create an illusion of dynamics. It is especially useful with the ratio set to Infinite:1, which could sound over-compressed without this option.

SmoothGain (17) applies a low-pass filter to the control signal, and is useful both to prevent artifacts (gain fluttering) from high attack/release rates, and to intentionally make the compressor sluggish, adding extra "snap" to transients.

Delay (18) sets the sidechain delay time (in milliseconds). This emulates the attack characteristics of vintage "opto" compressors, and similar effects. The delay is applied to the control signal only, and hence may result in large peaks at transients.

Sidechain Filter (3) enables or disables an attenuation filter in the upper midrange that makes the compressor less sensitive to vocal signals, and generally produces a more gentle response. This filter is only applied internally, to the control signal. Note that it may cause more output overshoots, where the signal output level exceeds 0dB.

Control source (8) sets the gain control source. In stereo mode, the gain control signal is derived from whichever channel is loudest, unlike in left or right mode where the gain control signal will only be derived from the selected channel. This can be used for "keying" or "ducking" effects, where the energy of one sound modulates the level of another.

Dual band (4) turns dual band mode on or off. In dual band, a crossover filter around 200hz splits the audio into two bands, which are compressed separately. This can reduce bass pumping and other artifacts of wide-band compression.



Compressor has some native presets, they can be loaded by the menu at the top left of the plug-in window (1). These presets are to be considered "starting points" and should be tweaked for your particular purpose or desired sound. The preset options are : Guitar, Bass, Vocal, Drums and Program Material (an attempt at smooth "gain riding" of mixed program material as well as can be done with a non-multiband processor).

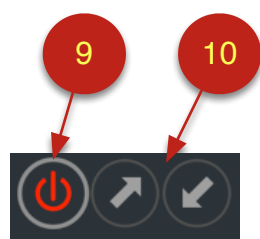
Freeze (21) sets the freeze threshold (in dB below full scale). When the signal is below this threshold, the compressor release action will be suppressed, and the gain will remain constant. In normal operation, release action takes place when the signal is below the compression threshold, increasing the gain until the signal returns to its full-scale, uncompressed level. If there is no usable signal present, this can have the effect of simply amplifying the noise floor. Release gate and freeze can suppress gain recovery to avoid this condition.

Lim (5) turns the peak-limiter on or off. The limiter response can be set to punchy or smooth. Punchy response yields extremely short attack and release times, useful for transparent limiting, or to create loudness. However, if over-used, intermodulation distortion may result. Smooth response uses longer attack and release times. The result is still a fast look-ahead limiter, but with less intermodulation distortion and less punch.

Noise Gate (7) turns the noise gate on or off. A noise gate is effective for reducing background hiss when no other signal is present. Here, it's implemented as a downward expander with a ratio of 2:1.

NG Threshold (19), sets the threshold level (in dB below full scale) at which the noise gate will be engaged.

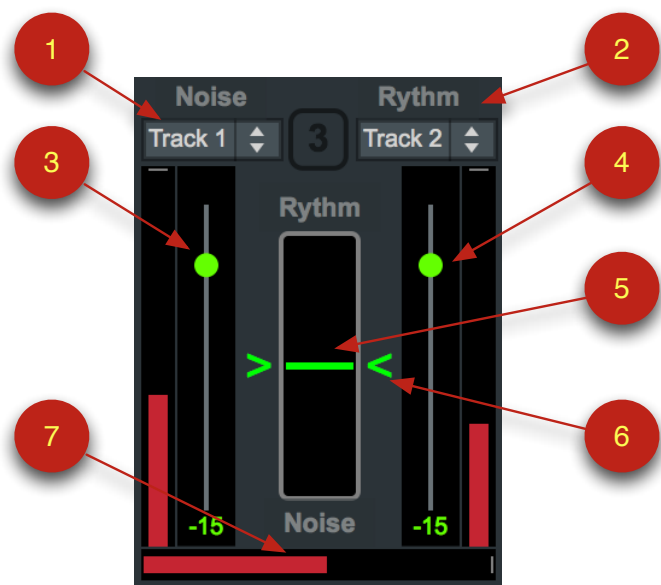
Gating lvl (20), sets the release gate threshold (in dB below full scale). When the signal is below this threshold, the release time of the compressor will be slowed by a factor of 3. See freezeLevel.



When the activation (9) is red, the Compressor is deactivated and the incoming sound is directed to the output of the plug-in without applying any processing. It allows you to temporarily disable the plug-in without removing it from the insert slot.

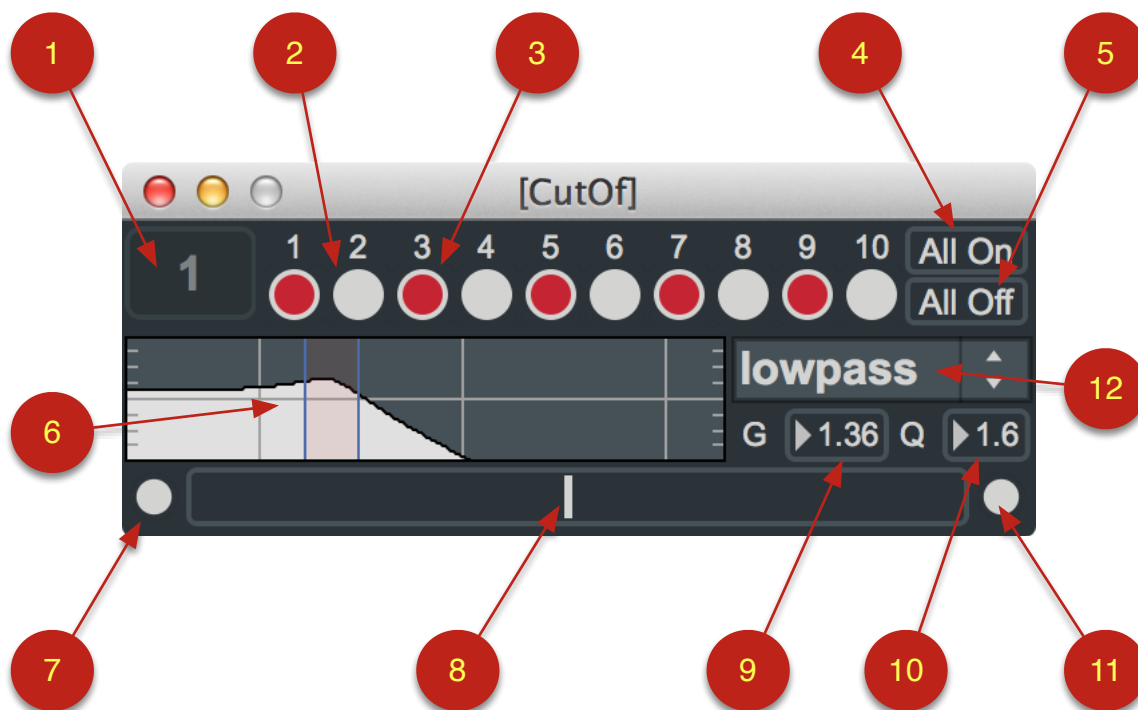
The up arrow (10) copies the current Compressor settings to the clipboard. The down arrow (10) copies the setting from the clipboard into the compressor. This allows you to copy the settings from one compressor to another.

Convo (SFX)



- 1 - Select Noise input
- 2 - Select Rythm input
- 3 - Noise level
- 4 - Rythm level
- 5 - Convolution balance
- 6 - Set balance to centre
- 7 - Output meter

The principle of the convolution is to put the shape of a sound on another sound. With Convo, you can for example, modulate a drone with a percussion. In order to do that, record a loop of drones in track 1 of Logelloop, record a percussion in track 2 of Logelloop and then select track 1 in the left part of Convo and select track 2 in the right part of Convo. The output will be a convoluted result of those two sounds.

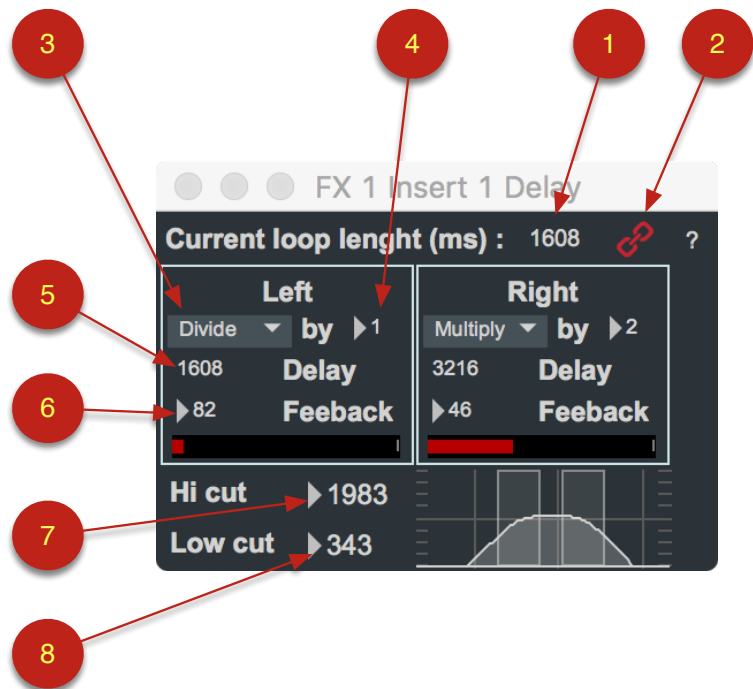


- 1 - Slot SFX where is inserted CutOf
- 2 - Insertion button for each track (White = Off)
- 3 - Insertion button for each track (Red = On)
- 4 - «All On» insert CutOf on every track
- 5 - «All Off» stop CutOf on every track
- 6 - Show the remaining part of the signal
- 7 - Set the frequency cursor at the minimum
- 8 - Center frequency cursor
- 9 - Filter gain
- 10 - Filter precision coefficient Q
- 11 - Set the frequency cursor at the maximum
- 12 - Filter mode (lowpass, highpass, bandpass)

This module acts as a filter which cuts a part of the spectrum of the incoming signal. If you choose "lowpass" in the filter selector(12), it passes only the lower part of the audio spectrum. If you choose "highpass" it only passes the treble. Finally, if you choose "bandpass", it acts as a bandpass filter.

To use it, you must insert the effect in one of the slots SFX then click the Insert button (2-3). To insert the filter on all the tracks in one click using the "All On" button (5).

Delay (LFX insert)



If the padlock (2) is checked and red, the duration of the delay is calculated from the duration of the last recorded loop (1). In this case, if you change loops with Nextloop, the delay length is also recalculated. After a Multiplication, the length of the loop changes, but the duration of the delay does not change. When you switch to recording or delete the last recorded loop, the delay time does not go to zero.

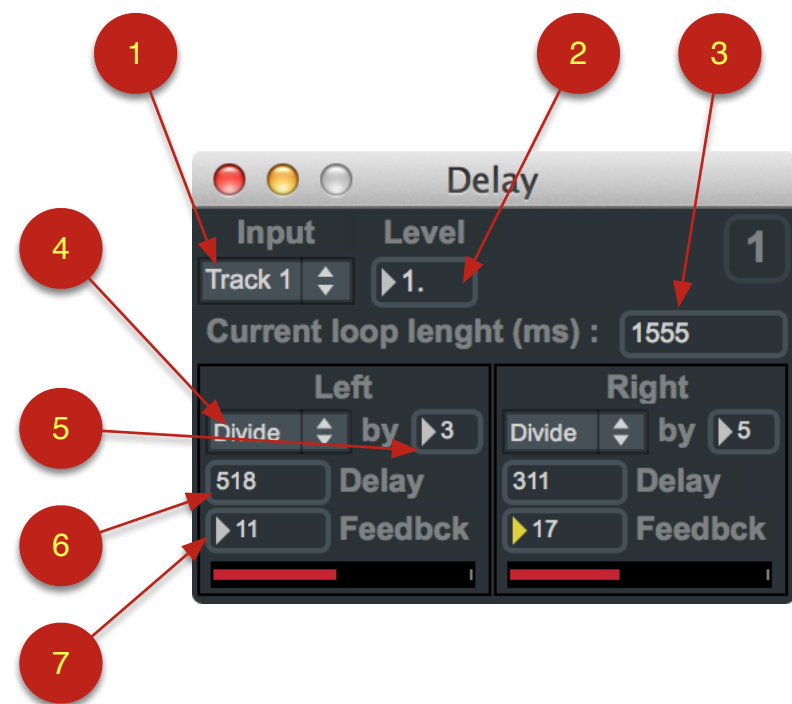


If the padlock (2) is grey, the basic duration (1) will not change when you record a new loop or after NextLoop, then you can change this duration manually.

To calculate the size of the delay, you can apply a multiplication or division (3) by the desired number (4) over the base duration (1). A delay (5) is then calculated and applied to the signal. You can apply a percentage of Feedback (6) (the delayed signal is sent back to the delay input).

You can apply Hi Cut (7) and Low Cut (8) filters to give a particular color to the delay. These filters are applied before the feedback loop (6)

Delay (SFX)



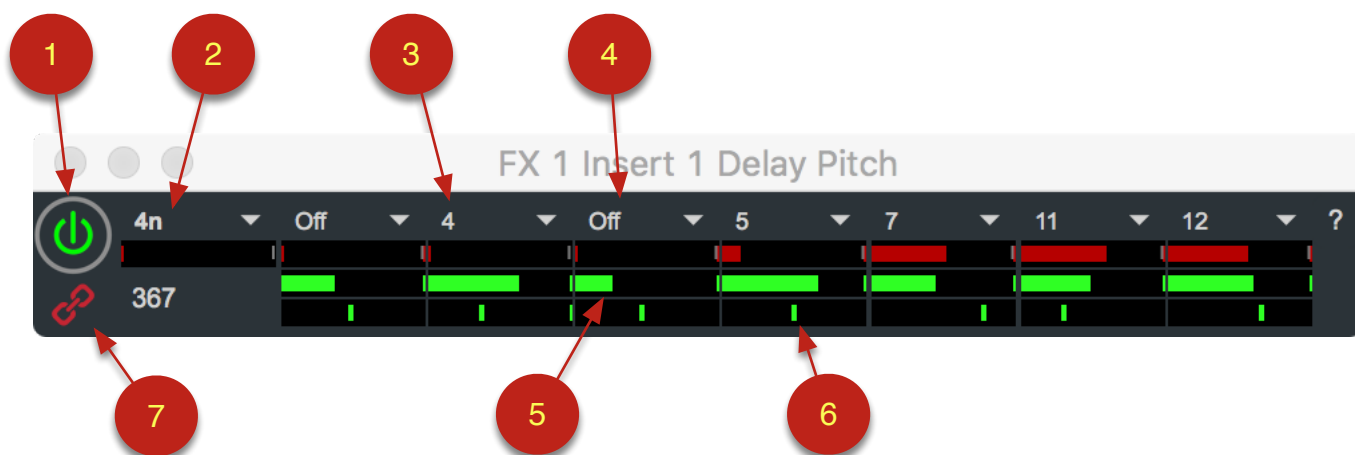
- 1 - Select the track or input to feed the Delay
- 2 - Input level
- 3 - Current Logelloop loop length
- 4 - Operator affecting the loop length to obtain the delay time
- 5 - Operand affecting the loop length to obtain the delay time
- 6 - Resulting delay
- 7 - Feedback

The length of this delay is related to the loop length, if you record a new loop, or if you change the loop with Nextloop, the delay is automatically recalculated. If you make a multiplication, the actual duration of the loop change but the initial length stay unchanged. So the delay will stay the same.

When recording a new loop or erase the current one, the delay time is not set to zero and wait that a new loop is recorded to change his last duration.

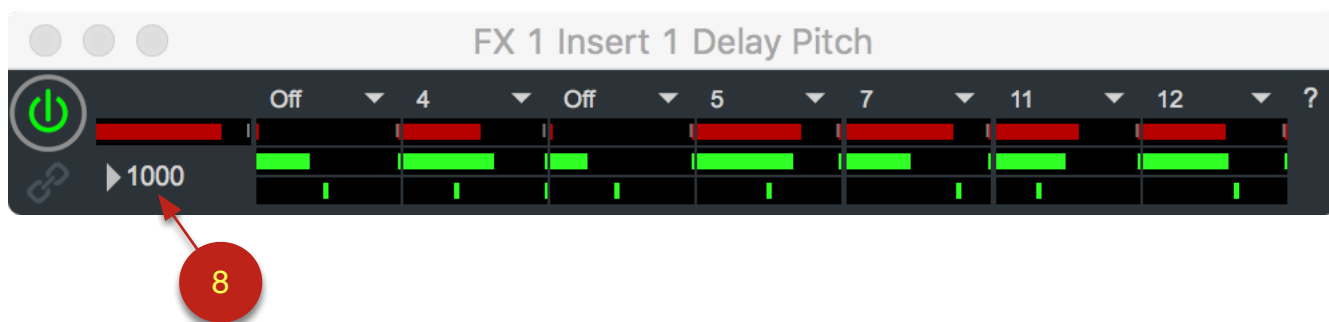
The Audio Output of delay is sent to the SFX channel of Logelloop.

Delay Pitch (LFX insert)



Delay Pitch allows you to delay a sound while applying a Pitch to it. The Pitch (3) can range from -24 to 24 Semitones. If a track is set to Off (4), no sound comes out of that track. The duration of the delay (1) is expressed in time relative to the tempo of the metronome (see [Tempo-Relative Time values](#)).

A volume fader (5) set the level of each delay and a panner set the position of the sound in the stereo image (4).



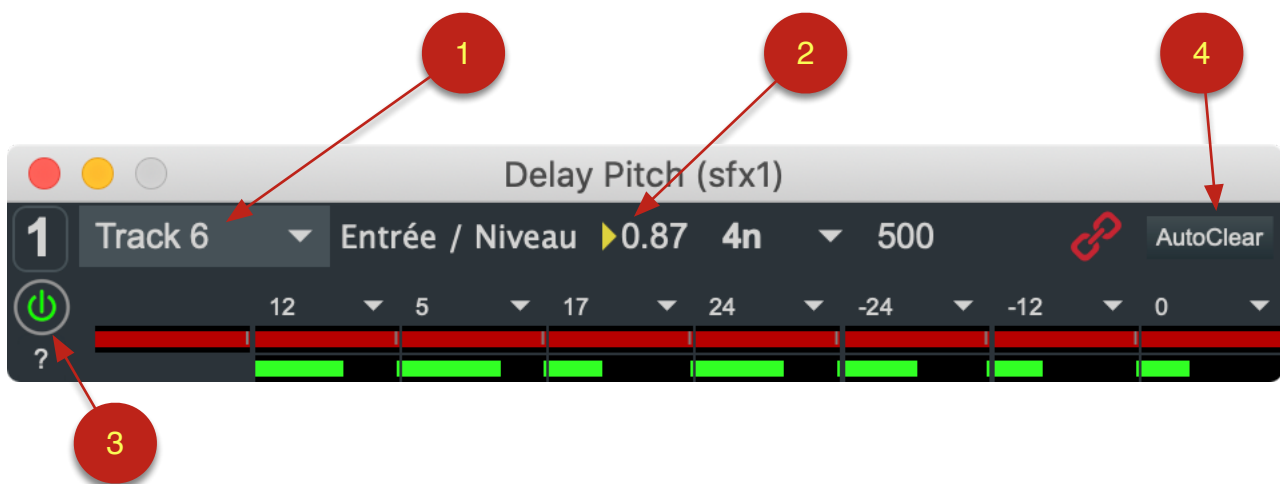
When the sync button is red (7), the delay pitch is synchronized on the metronome. When this button is grey, the delay pitch is autonomous and in this case, the delay time is set in milliseconds (8).

Delay Pitch is an effect that consumes a lot of resources, that's why it's advisable to stop it with the On/Off button (1) when you don't use it.

Delay Pitch (SFX)

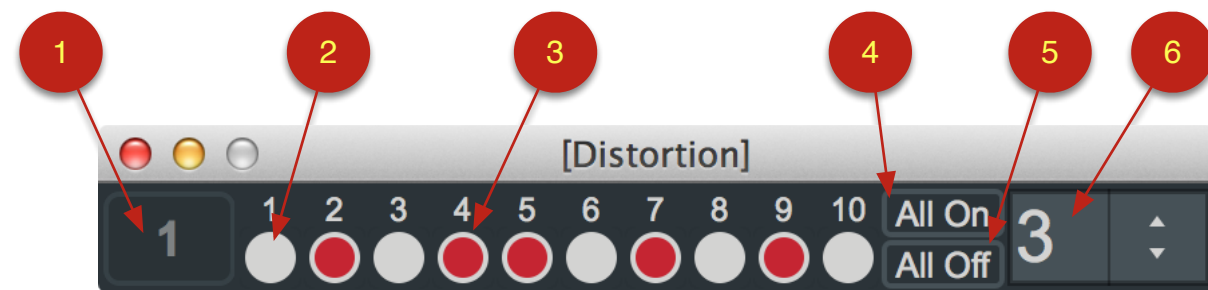
The SFX version of **Delay Pitch** behaves exactly the same as the LFX version except for a few details. Explanations for identical functions can be found on the previous page of this manual.

The main difference is that the outputs are directed to the last seven tracks of Logelloop's main console. This allows you to **spatialize** each delay channel differently. The input is fed by selecting an input, a track, the sum of the inputs or the sum of the tracks (1), then it is possible to select the input level (2).



When you stop the delay by clicking the button (3), the sounds in it, remain in memory and are played when you restart it by clicking the same button. This is useful to use it like a pause/resume function on the delays. If you want the sounds to be erased when you stop the delay, press the AutoClear button (4).

Distortion (SFX)



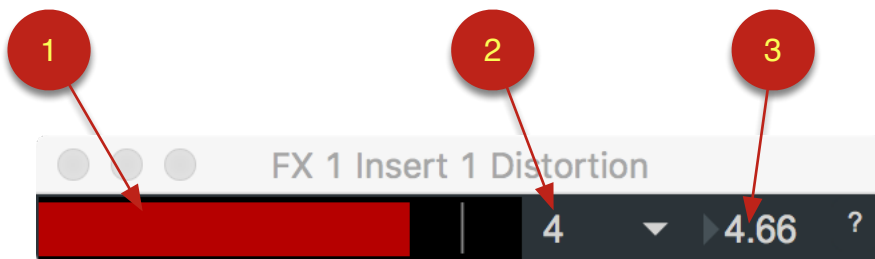
- 1 - Slot SFX where is inserted Distortion
- 2 - Insertion button for each track (White = Off)
- 3 - Insertion button for each track (Red = On)
- 4 - «All On» insert Distortion on every track
- 5 - «All Off» stop the Distortion on every track
- 6 - Distortion level (1 = Min, 5 = Maximum, 3 = défaut)

This SFX permit to add distortion on each track separately. You just need to load the SFX and click on one or more insertion button (2-3). To insert on every track at the same time use the «All On» button (5).

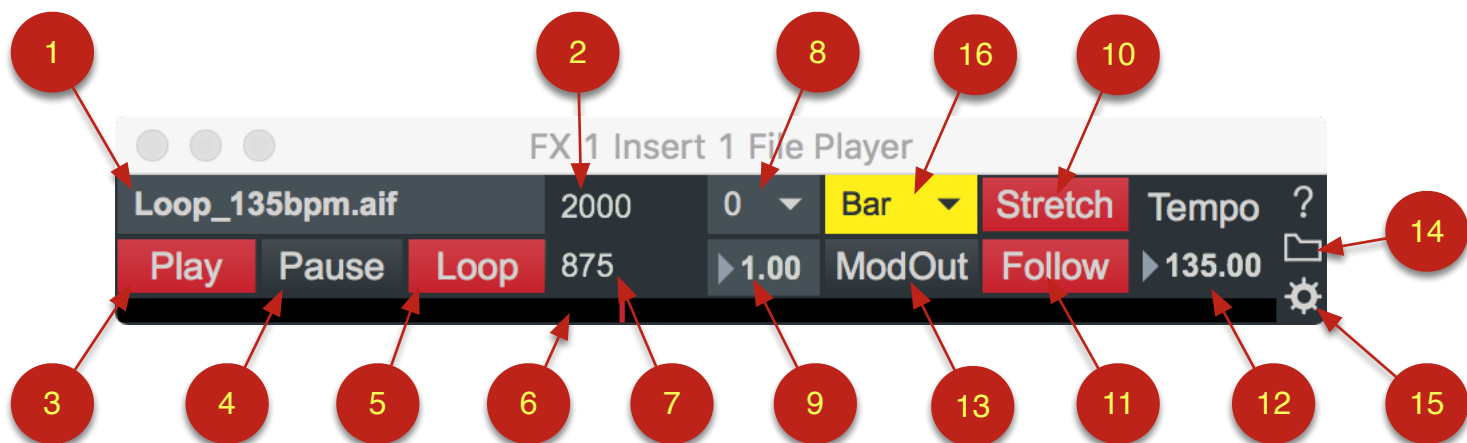
The distortion level can be changeable between 1 and 5.

Distortion (LFX insert)

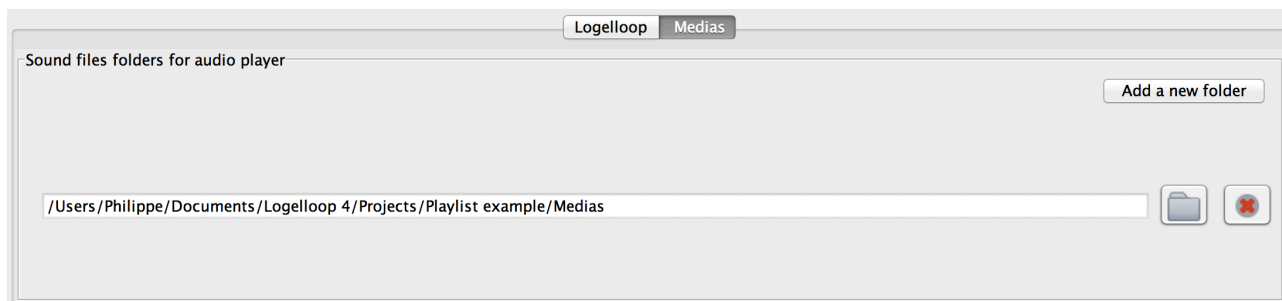
This module is used to add distortion to an auxiliary circuit, a track or an input. Load the effect into an insert. The level of sound entering the effect is visible on the meter (1). The level of distortion can be adjusted from 1 to 5 by choosing the desired value from a menu (2) or by clicking and dragging it in decimal value in the selector provided for this purpose (3). With this floating value selector, you can measure the distortion using the LFO or Slicer.



File Player (LFX insert)



File Player is a tool dedicated to play sound files (AIFF, Wave, MP3, AAC). The menu (1) shows the files found in the selected folders in Project Editor/Media/Media. When a file is selected, his length is displayed in milliseconds(2). You can play the audio file using the Play button (3). When the player is active, this button is red. A second press of the Play button will stop the playback.



The Pause button(4) stops the playback while keeping the play-head at the current place. A second click on Pause start again the playback. When the Loop button (5) is red, the File player play in the loop mode.

View / Position the playback head :

A small red slider (6) serves both to display the position of the play head and to position it with the mouse. The current position of the play head is displayed in milliseconds in the dedicated number box (7) when this number box os clicked, the value indicates the remaining time.

Playback speed control and time stretch :

You can change the playback speed using the semitones menu (8), or directly in float values (9). If you activate the Stretch button (10), the speed changes without changing the pitch.

Following the metronome :

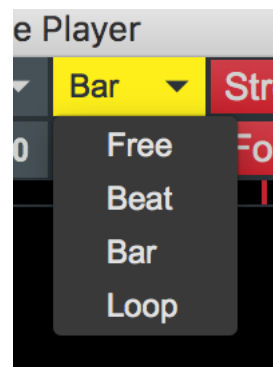
If you entered the original tempo (12) of your audio file (120 BPM by default), activating Follow (11) and Stretch (9), the playback speed of the audio file will be adapted to the speed of the Logelloop metronome. In this case, if the metronome is in the "autostart slave" mode and if you record a loop, the File Player playback will be adapted to the tempo of the current loop.

Bpm automatically retrieved :

If your file has a value followed by "bpm" in its name like this "MyAudioFile133bpm.aif" or this "Loop144bpm_Groovy.wav", the file player will take the bpm and put it in the bpm indication box (12). If the audio file comes from a Logelloop track, you do not need to put the bpm in the file name, the bpm is automatically recovered.

Synchronous Start / Pause with the metronome and the loopers :

By choosing a specific setting in the synchronization menu (16), you can choose whether the playback and pause actions are active at the next time (Beat), at the beginning of the next measurement (Bar) or at the beginning of the loop currently playing in the main looper (Loop).



If you choose Beat, and press Play, playback of the audio file will start at the beginning of the next metronome beat. If you click Start again, playback will stop at the end of the current beat. The operation for the Pause is the same.

If you have chosen a synchronization mode on the metronome (Beat or Bar) and click Start when the metronome is not active, File Player will wait for the metronome to start playing the file. If, while File Player is synchronized on the metronome, and you request stop while the metronome is already stopped, the stop is immediate. The operation for the Pause is the same.

Inserted in a Logelloop input :

When File Player is inserted in an Input channel of Logelloop, you can hear it by activating the Monitoring. The sound played by File Player is stereo if the input is a stereo one. Sound files played by File Player can, in this case, be recorded in the looper.

ModOut :

Modout (13), turns on modulo output. If the number of channels in an audio file is less than 2, the file player will reduplicate the audio file's channels across the 2 audio outputs if modulo output is enabled. For example, a mono audio file loaded into the File Player will be played with the mono channel sent out both outputs of File Player if modulo output is enabled.

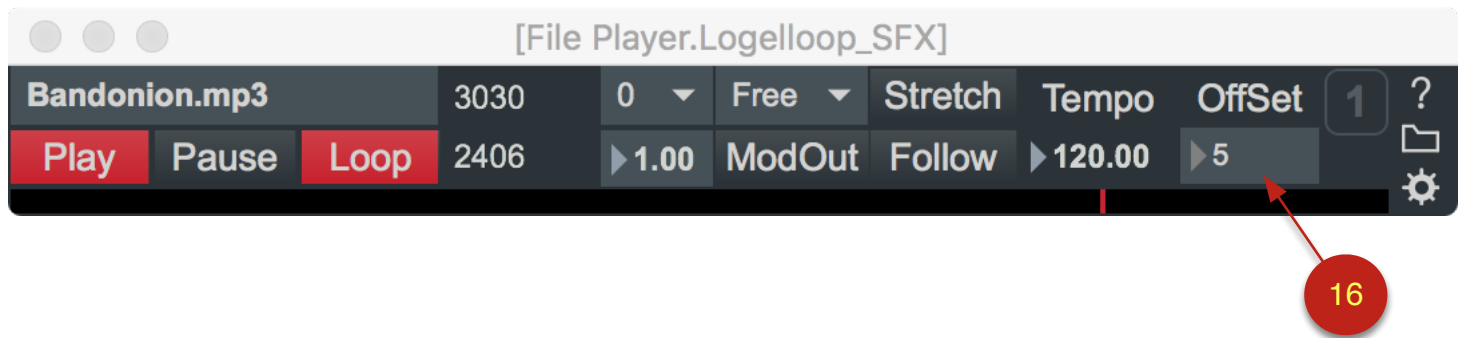
Displaying media folders :

When you click on the folder icon (14), the main folder used by the File player opens. If several folders are used by the File player, clicking on the folder icon by pressing the Alt key opens all these folders.

Displaying media folder preferences :

The preferences icon (15) opens the Project editor on the Media page and gives you direct access to their configuration.

File Player (SFX)



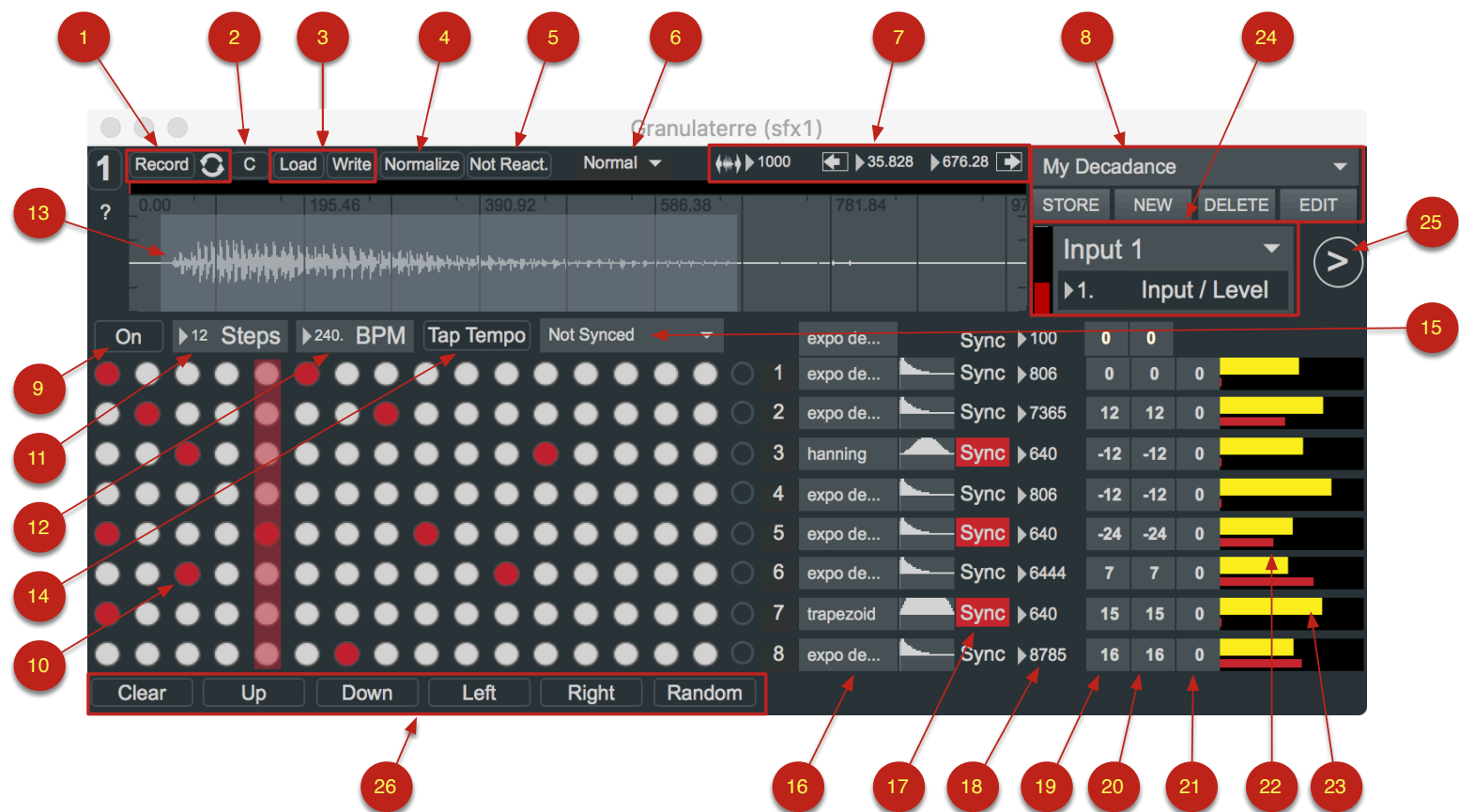
The SFX version of the File player works exactly the same way as the Insert version, with the difference that the SFX allows the playback of audio files up to 10 channels. These channels will be played on tracks 1 to 10, and it is possible to use a number of channels less than 10.

By activating ModOut, a mono file can be played on all tracks at once.

The offset setting (16) allows you to distribute the channels differently. For example, if you want channel 1 of your file to be played on track 5 of Logelloop, specify 5 in OffSet.

Granulaterre (SFX)

Granulaterre is an Arpeggiator based on granular synthesis.



- 1 - Record a sample to granulate
- 2 - Clear the sample
- 3 - Load/save a mono sound file from/to the HD
- 4 - Normalize the sample
- 5 - In reactive mode moving the selection zone replays sounds
- 6 - Sample source (internal or main looper)
- 7 - Sample Length, begin and end of the current sample selected zone
- 8 - Presets section
- 9 - Start the Arpeggiator
- 10 - Highlighted plot will plays the sample
- 11 - Steps number (1 to 16)
- 12 - Metronome speed

- 13 - Selection zone
- 14 - Tap tempo
- 15 - Metronome mode (related to Logelloop metronome)
- 16 - Grain shape
- 17 - To sync the Grain size to selection
- 18 - Grain length
- 19 - Grain start pitch
- 20 - Grain end pitch
- 21 - Grain pitch
- 22 - Vu meters (in red)
- 23 - Faders (in green)
- 24 - Input channel and Level
- 25 - Arranger access
- 26 - Global modification of plots

To use Granulaterre, you must either record a sound sample or load one from your hard disk. To record a sound sample, make sure that the input selector (24) is on an input connected to a sound source, then click the Record button (1). It is possible to loop the samples recording by clicking on the icon to the right of the Record button (1). To erase a sample, click the c button (2) or press and hold down the Record button (1).

Select the part of the sample (13) that you want to use as a source for the granular synthesis. The selection of the area is made by clicking on the waveform and moving the mouse cursor upwards to enlarge the area or downwards to reduce the area. By clicking and moving the cursor to the left or right, you move the sample selection area.

Then launch the Granulaterre arpeggiator by clicking the button (9), click on a few stickers in the grid (10) to obtain a rhythmic structure and choose a pitch (19, 20 and 21) and a grain length (18). If the Sync button (17) of each channel is activated, the duration of the sound obtained will be the same as the duration of the sample selected in (13).

The grains of sound produced by Granulaterre can have different envelopes depending on the chosen setting (16).

Sample source (internal or Main Looper)

By clicking on the menu (6) which by default indicates « internal buffer", you can select one of the tracks of Logelloop's main looper. It will then be possible to generate the granular synthesis from the loop thus chosen.

Granulaterre and the Metronome

If Granulaterre is in 'Synced S' this means that it will be the slave of the Logelloop's Metronome and that you will only be able to change the Metronome settings from Logelloop. This is particularly appreciable when you want Granulaterre to be synced to Logelloop.

If Granulaterre is in 'Synced M' this means that Granulaterre will be the slave of the Logelloop's Metronome and that you will be able to change the Metronome settings from Granulaterre.

If Granulaterre is in 'Beat synced S' this means that Granulaterre will be the slave of the Logelloop's Metronome but only for Beats and that you will be able to choose a particular step count for Granulaterre.

If Granulaterre is in 'Not Synced', it means that Granulaterre have his own Metronome and is completely independent.

Granulaterre - Audio Outputs :

Granulaterre as 8 tracks who are routed to the last 8 main tracks of Logelloop when Logelloop is in Mono recording. If Logelloop is in Stereo recording, the sounds of Granulaterre will be routed to the tracks 7 to 10 of Logelloop. The menu at the right side of Granulaterre (24) permits to choose if one track of Logelloop will play only Logelloop audio content, Granulaterre audio content or both mixed. By default, it is mixed for each track.

Granulaterre - Storing Presets

As Granulaterre needs a lot of settings, he has his own preset section.
This preset section has exactly the same behavior as the Logelloop preset section.

If you want that a preset in Logelloop recall a preset in Granulaterre, you first have to make (or select) the Granulaterre's preset and after that you have to store the Logelloop's preset.

A Granulaterre Preset can be recalled from the Macro world using this syntax :

SFXPresetRecall 1 mypresetname

The number indicates the slot where Granulaterre is loaded (1 tot 4).

If the preset name contain spaces :

SFXPresetRecall 1 "my preset name"

Granulaterre - Storing audio sample in Presets

If you wish to store the audio sample in your Granulaterre scene memory, you must do the following :

- 1 - Click on **Write** (3) to save the sample
- 2 - Give a name to the sample
- 3 - Recharge the sample by doing **Load** (3)
- 4 - Save Granulaterre's scene memory by doing **Store** or **New** (8)

When you recall the memory scene, the sample will also be reloaded.

To stop reloading the audio sample associated with a scene memory :

- 1 - Load the scene memory
- 2 - Click on the button **c** (2) to erase the audio sample
- 3 - Save Granulaterre's scene memory by making **Store** or **New** (8)

When you recall the memory scene, the sample will no longer be reloaded but it is still present in the Media folder of the project.

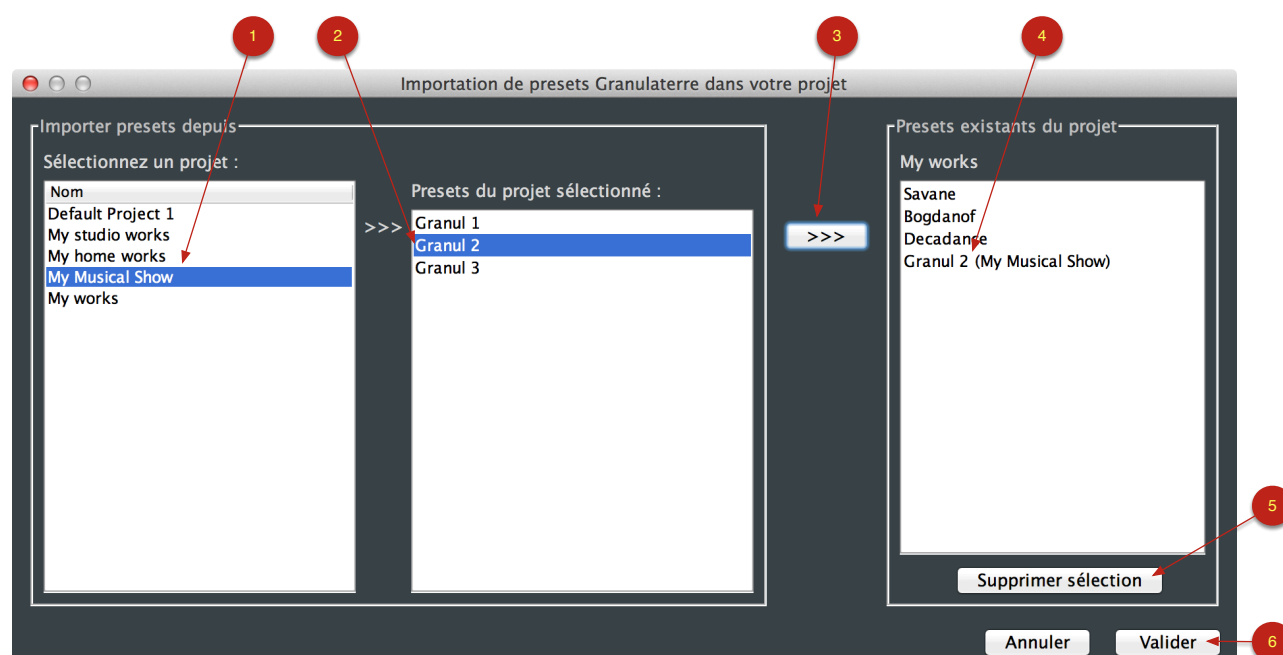
Granulaterre - Presets Importation

It is possible to import Granulaterre presets from a project to the current one by clicking the **Edit** button on the memory section. A window opens, it gives you access to Granulaterre presets of known existing projects.

To import presets from a project, select the project in the left column(1), then select the memory (shift + click for multiple selections) (2), and then click the ">>>" central button (3). The memories you are about to import appear in the list on the right(4). Then click "OK" to import these memories added to the list(6).

You can add multiple times the same preset if you want to duplicate, in this case you will be asked to give it a new name. As it is possible to import from the currently loaded project.

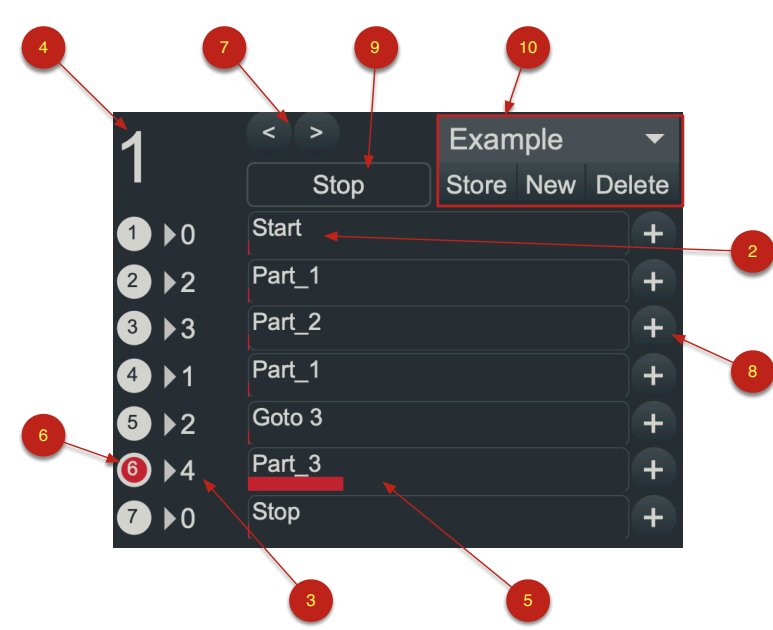
A "Delete" button also allows you to delete memories of the current project. **Please note that this operation cannot be undone.**



Granulaterre - Presets arranger

When you have stored memories in Granulaterre, you can organize them with the arranger. To display the preset arranger, click the button below the Edit button in the Scene Memory section.

You can enter Granulaterre preset's names or keywords in the slots (2, see below).



If you specify a name in the memory slot, you can specify the number of times that this memory will be played before moving to the next slot(3). Example : If the memory in question has 8 Granulaterre beats, and you specify 8, the memory will run for 64 beats, or 8 measures 8 of 8 beats. During the execution of this part of the sequence, the measure currently played is shown in(4) and the progress bar (5) allows you to have an idea about a simple glance.

If the value in (3) is 0, the memory will be played indefinitely. It will then need the intervention of the user to go the next preset.

You can call a preset directly by clicking the relevant slot button(6) or switch from one to another with the navigation buttons(7).

To add a slot, click the + (8). Alt key changes the + to -, you can then delete the relevant slot.

If you want to stop a running arrangement, you can click on "Stop" (9).

You can memorise your arrangement and recall it at any time using the presets section (10).

Granulaterre - Keywords of the Preset Arranger

In the Arranger slots, you can use keywords instead of presets names. The accepted keywords are :

Start: Starts Granulaterre and moves to the next slot.

Goto [id] : jumps directly to the indicated slot.

Stop : Stop Granulaterre

In any case, you may start an arrangement with a slot containing 'Start' and end it with a slot containing 'Stop'.

If you want to make internal loops in the arranger, you can use the word 'Goto' followed by the number of the slot you want to go to.

In the case below, in slot 5, we have indicated "Goto 3" (1) and we have indicated 2 as the number of

times(1). When we are going to execute the arrangement, after playing slot 4 once, the arranger will start again in slot 3. This will be done twice, as indicated in (2). The third time, the arranger will play directly from 4 to 6.



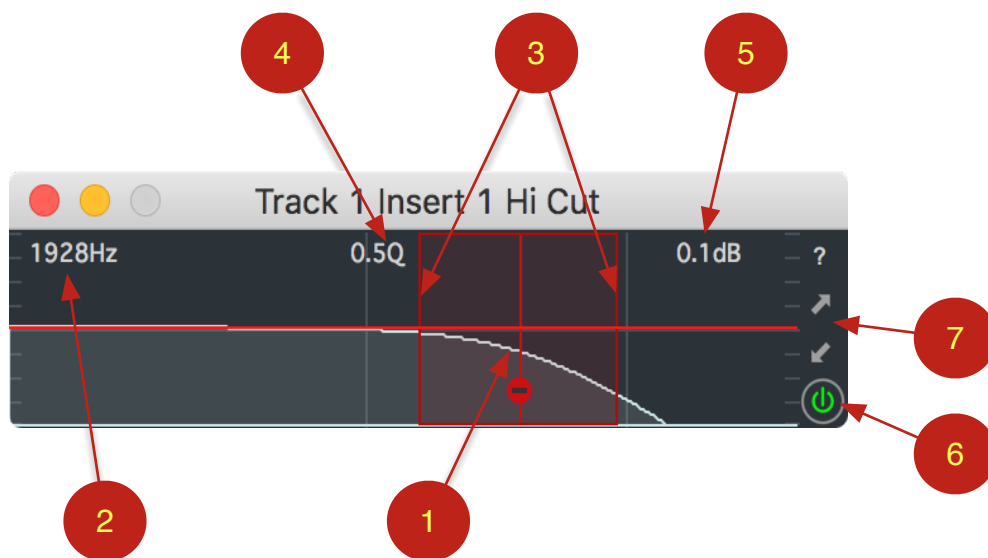
In the column of the number of times (2) you can indicate 0, in which case the execution of the Goto will be infinite.

Granulaterre Arranger Macro Commands are :

In some cases, it is useful to control the Granulaterre Arranger using macros. The commands used are :

- GranulaterrePresetArrangerLoadList preset list name : Load a list in the arranger
- GranulaterrePresetArranger preset index : Active a slot
- GranulaterrePresetArrangerNext : Go to next slot
- GranulaterrePresetArrangerPrevious : Go to the previous slot

Hi Cut (LFX Insert)

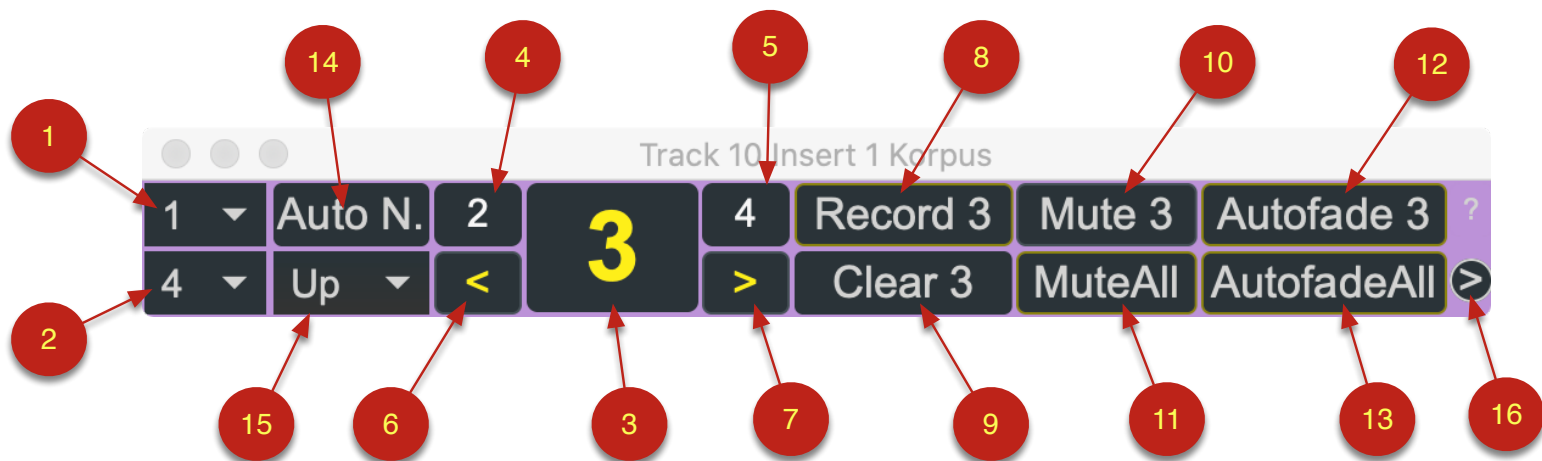


Hi Cut cuts off the highest part of a signal that passes through it. When flying over the Hi Cut interface, a zone turns red (1), this zone is the handle that allows you to change the filter cutoff frequency. By clicking in the red frame and dragging to the left, this frequency becomes lower and more trebles are cut. Sliding to the right removes fewer Hi frequencies. The cut-off frequency is indicated at the top left (2). By clicking on the left or right vertical wall of the red frame (3), and sliding to the right or left, you can change the slope of the filter. The Q coefficient is displayed at the top of the window (4).

When you click on the red area and drag the slider up and down or down and up, you change the filter gain. This gain is displayed in the upper right corner (5).

A button deactivates the filter (6), the signal passing through filtre is no longer modified if the button is red, when the button is green, the filter is active.

It is possible to copy/paste the settings from one filter to another filter using the arrows (7).



Korpus is a tool that allows you to control some Loopers integrated into groups. Several instances of Korpus can coexist in the same session.

Korpus is intended for groups of loopers included in a series that begins with a minimum (1) and maximum (2) value. The user can navigate from one group to another with the arrows (6, 7). The active group is the one whose number is displayed in large in the center (3).

If Korpus is set to groups 1 to 4, but no Looper is assigned to group 3, Korpus will navigate from groups 1 to 4 by omitting to go through group 3. In this case, when the active group is 2, the previous group displayed in (4) is 1 and the next group displayed in (5) is 4.

A click on Record switches the loopers present in the active group to record. A second click on Record stops the recording and plays back the loopers in the group.

When Record is active, click on > (7), stops the current recording and Korpus switches the next group to record a loop. When Record is active, click on < (6) stops the current recording and Korpus switches the previous group to record.

Pressing Clear (9) clears the active group. A double click on Clear deletes the content of all groups present in the Korpus. Clicking Clear during a record stops the current recording and deletes the content that has just been recorded in the Loopers in the group. A long click on Record has the same effect as Clear and deletes the content of the current group.

The Mute button mutes the active group. A single click prepares the mute that will be effective at the end of the loop on each Looper in the group. If the reading speed or direction is different on several Loopers in the group, the effective time of the Mute will not be the same. A double click immediately activates the mute. If the active group is already muted, clicking on Mute reactivates the Loopers that make up this group.

MuteAll mutes all the groups contained in the Korpus. The mute happens immediately after the first click and the button MuteAll is red, a second click on the button disables the mute and reactivates the Loopers assigned to this group.

If one of the groups is not muted, the MuteAll button is blue and in this case, if you click MuteAll, the unmuted loops are muted. If some Loopers in the Korpus do not have a currently recorded loop, MuteAll does not currently work ideally, this will be fixed in a future version.

The Autofade button causes a fade in or out in the active group depending on the current status of the group. A single click prepares the mute that will be effective at the end of the loop on each Looper in the group. If the playing speed or direction is different on several Loopers in the group, the effective time when the Mute is reached during a fade-out will not be the same. A double click immediately activates Autofade out and the Mute is effective at the end of the loop. If the active group is already muted, clicking on Autofade reactivates the Loopers that make up this group.

AutofadeAll causes a fade-out on all groups contained in the Korpus. Autofade is immediate from the first click and a fade-out immediately starts in each group which will end with a Mute when each Looper reaches its loop end.

AutoNext

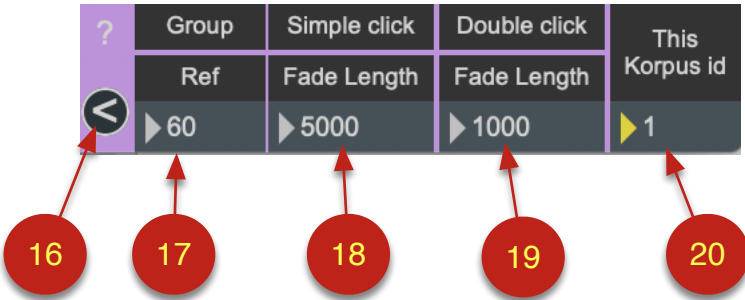
When Korpus is in AutoNext mode (14), pressing Record causes the recording to be effective in the next group and not in the current group. This mode allows you to change groups automatically each time you record a loop.

This mode is particular, because while recording is done on the next group, Clear, Mute and Autofade are done on the current group.

AutoNext can work in both directions, if the direction (15) is Up, Korpus goes to the next group to make the next recording. If the Direction is Down, Korpus goes to the previous group each time you record.

Preferences

Clicking on the > button (16) opens a drawer that offers preference settings. These preference settings are stored in Logelloop's scene memories.



Korpus - Changing the current group with the help of a Midi device

If you connect a MIDI device to Korpus (in the MIDI settings of the project), the MIDI device will be able to select the active group in Korpus according to the Midi note received by Korpus.

The **Group ref.** (17) section in the Korpus preferences gives the Midi note value for which the selected group is the first in the Korpus.

Korpus - Duration of Fade in or Fade out

The Fade Length is the length of the fade that is used when you click Autofade or AutofadeAll.

You can have two different settings, one for a single click on Autofade (18), and one for a double click on Autofade (19). Note that the fade in is necessarily done by a single click and will therefore only have a possible duration.

There are three commands for launching an Autofade using macros:

Autofade activates a fade in or out on the currently active group. The duration of the fade is the one found in "Simple click Fade Length".

AutofadeAll followed by a 0, causes a fade out on groups that are not mutated and has no effect on mutated groups. Followed by a 1, progressively fades out mutated groups.

AutofadeAllWithLength followed by a 0 and a duration in milliseconds causes a fade out of that duration on groups that are not mutated. Followed by a 1 and a duration in ms, causes a fade in of this duration.

Korpus - This Korpus id

This **Korpus id.** (20) allows giving a number to each instance of Korpus. This number has no real utility at the moment, but it may become the case in the future.

Leap Motion (Insert LFX) (Mac only)

The leap motion is a detector dedicated to hand tracking. Before using it in Logelloop, go to www.ultraleap.com, download the drivers and install them on your computer. After installing the drivers, make sure that the leap motion is working properly on the computer before attempting to use it in Logelloop.

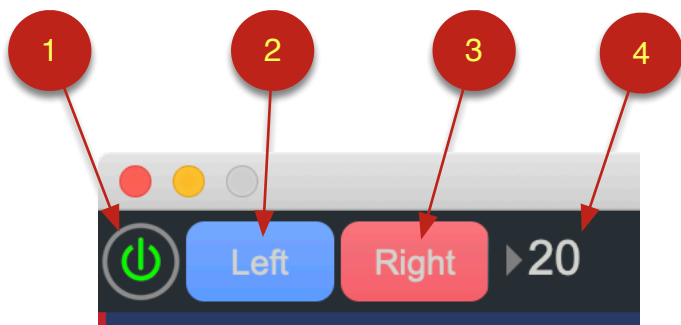
- The Leap Motion insert window has 4 main parts:
- A - Starting up the tracking system
 - B - Routing to Logelloop of the values captured by the Leap Motion
 - C - Storing and recalling settings
 - D - Automation



Leap Motion - Setting up the tracking system

In this part you will find the button to turn on the tracking (1), when it is green the tracking is active and if a hand enters the Leap detection field, the relevant left (2) or right (3) LED lights up.

In this part it is also possible to set grain of the hand tracking. This setting is indicated in milliseconds. If you set it to 20 ms, you should get good results.

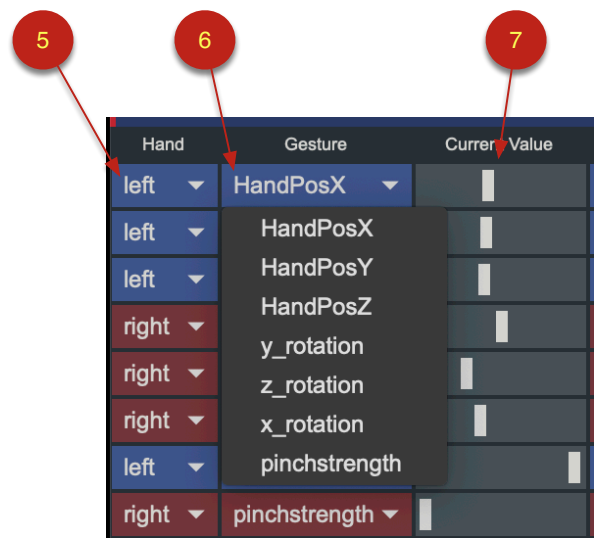


Leap Motion - Routing the values captured by the Leap Motion to Logelloop

Choose the hand (5) whose movements you want to use and then select the movement you are interested in (6). If you choose the left hand, the line becomes blue, for the right hand it will be red. If no hand is configured.

You can choose between different possibilities including horizontal movement from right to left of the hand (HandPosX), vertical movement (HandPosY), forward movement (HandPosZ). You also have the possibility to track the rotation of the hand in all three axes. Then the pinch strength (pinchstrength).

The cursor (7) indicates the movement received for the current selection.



The menu (8) offers you a choice of routings whose options are "general, main looper, insert, plug-ins, To LFO...".

By choosing general, you will be able to control the basic functions of the console (Volume, pan, spatialization and send to auxiliaries). In (10), you will choose a track type (track, fx, LFX, in) and in (9), you will choose its number.

If in menu (11) you choose "aux", you will also have to indicate the number of the auxiliary

circuit (12).

Using this settings, you can direct the streams coming from Leap to any Logelloop function.

By choosing "To LFO ..." you send the values to the Logelloop LFO window, but also to the Offset section of the Leap control panel (see below).

Out min	Out max	Offset	Grain ms	Grain	Out Value	
0.	1.	M ▾	0.	0	32n	0.529 Mute
0.11	0.87	M ▾	0.5	500	4n	0.707 Mute
0.	1.	M ▾	0.	90	32n	0.236 Mute
0.	1.	Fr. ▾	0.522	0	64n	1.522 Mute
0.	1.	M ▾	0.	0	1n	0.522 Mute
0.	1.	M ▾	0.	0	1n	0.740 Mute

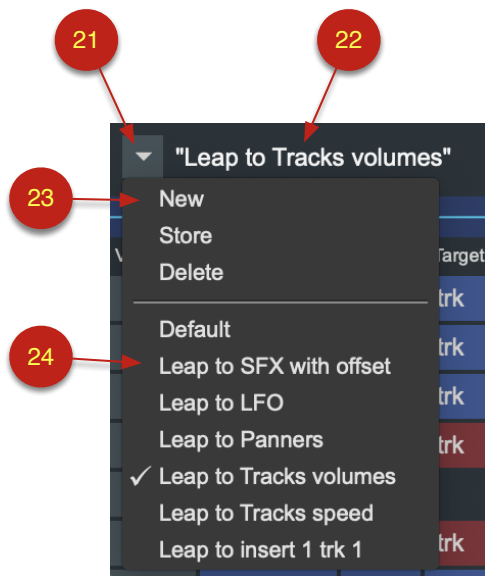
In the most right part of the window, you can modify the values received from the Leap Motion by setting the minimum (13) and maximum (14) values, which will scale the value scale to the Logelloop function. For a speed change, for example, you might be interested in values from -20 to 20, for an LFO, from -1 to 1 and for an auxiliary start, values from 0 to 1 will do the trick.

In (15) you choose whether an Offset setting is applied manually (16) or whether the Offset comes from LFO circuits 1 to 4. Offset allows you to add a value to the value you get from Leap Motion. This is necessary if you want to select a part of a loop using hand motion. To do this, you hold the X position of the hand for the start of the loop and then for the end of the selection, you also choose the X position of the same hand to which you add a manual Offset, which in this case will be fixed, or an Offset from an LFO circuit .

In (17) and (18) you can adjust the grain. If in (18), you choose 4n, the flow from the Leap will be applied to Logelloop to the rhythm of the quarter note according to the metronome setting. If you put a value in ms in column (17), this ms value will be take priority.

In (19), you can check the value that will be transmitted to Logelloop and then in (20), you can activate or deactivate the transmission.

Leap Motion - Storing and recalling settings



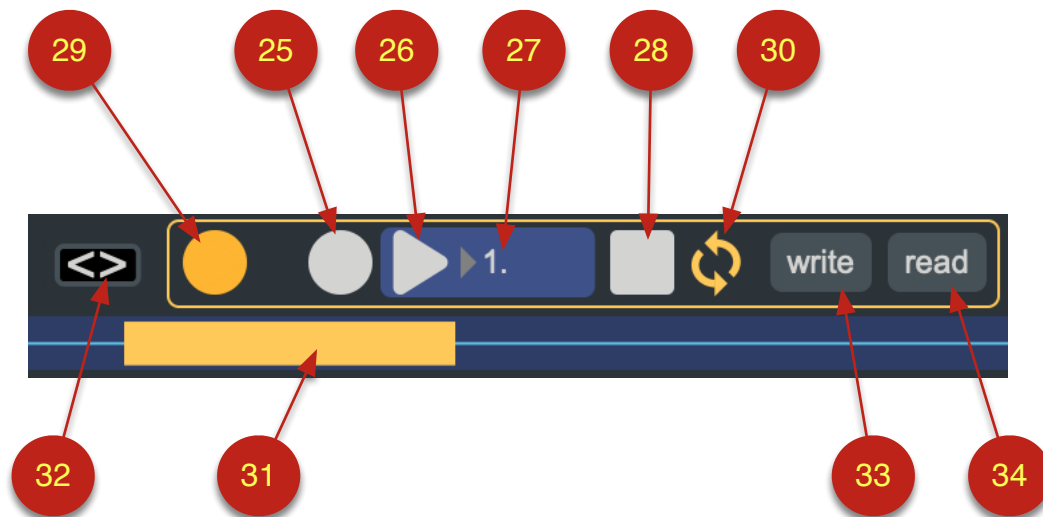
Clicking on the small arrow (21) opens the menu for storing and loading presets (23).

At the top of the list are three items (23) that allow you to create a new preset memory (New), to save changes to an already loaded existing memory (Store) and to delete the currently loaded memory (Delete). The list of memories currently available in this project is at the lower part of the menu items (24).

When you select a memory, it is loaded and its name is displayed in section (22). The currently loaded memory will be stored in Logelloop's scene memories. Thus, you will be able to change the settings of the Leap Motion insert by changing the scene memory in Logelloop.

Leap Motion - Automation

Automation allows you to memorize the movements of your hands and be able to apply them again without having to reproduce them.



In this section you can start a recording of the current action by clicking the record button (25), then you will activate the playback with the button (26). The playback speed is at 1 by default, you can slow down or speed up the playback of your actions by changing this value. The stop button (28) stops the automation.

By default, the automation is played in loop, you deactivate this option with the button (30). It is possible to play only a portion of the automation that has been recorded by making a selection (31). To go back to a full playback, you click on the button (32).

The automation can be saved to the hard disk (33) and reloaded later (34).

Leap Motion - Example of use with a Looper (Offset)

Hand	Gesture	Current Value	Target	id	Target trk	Function	Aux id	Out min	Out max	Offset	Grain ms	Grain	Out Value	
left	HandPosX		insert	2	fx	1	Wvfrm selection - in point	0.	1.	M	0.	1n	0.409	Mute
left	HandPosX		insert	2	fx	1	Wvfrm selection - Out ...	0.	1.	Fr.	0.155	1n	0.564	Mute
left	HandPosZ		To LF...					0.	1.	M	0.	1n	0.155	Mute

Here we only use the horizontal movement of the left hand. We retain the movement from left to right in 35.

We then set the routing of the incoming value to an insert (36), we choose insert 1 (37) loaded in channel FX 2 (38) (39). We select in the list obtained in (40) to act on the lop input point (46) of the Looper loaded in this track.

In (41), we also choose to use the left hand variations, on the X axis, and route them to the same insert, but this time we choose the loop exit point (42). In this case we will need to add an Offset (43) whose value is obtained by setting the third row. In this third track we track the value of the forward and backward movement of the hand (Z axis) (44). This value is directed to an LFO (45) applied in Offset on the previous row (43).

FX 2 Insert 1 Looper

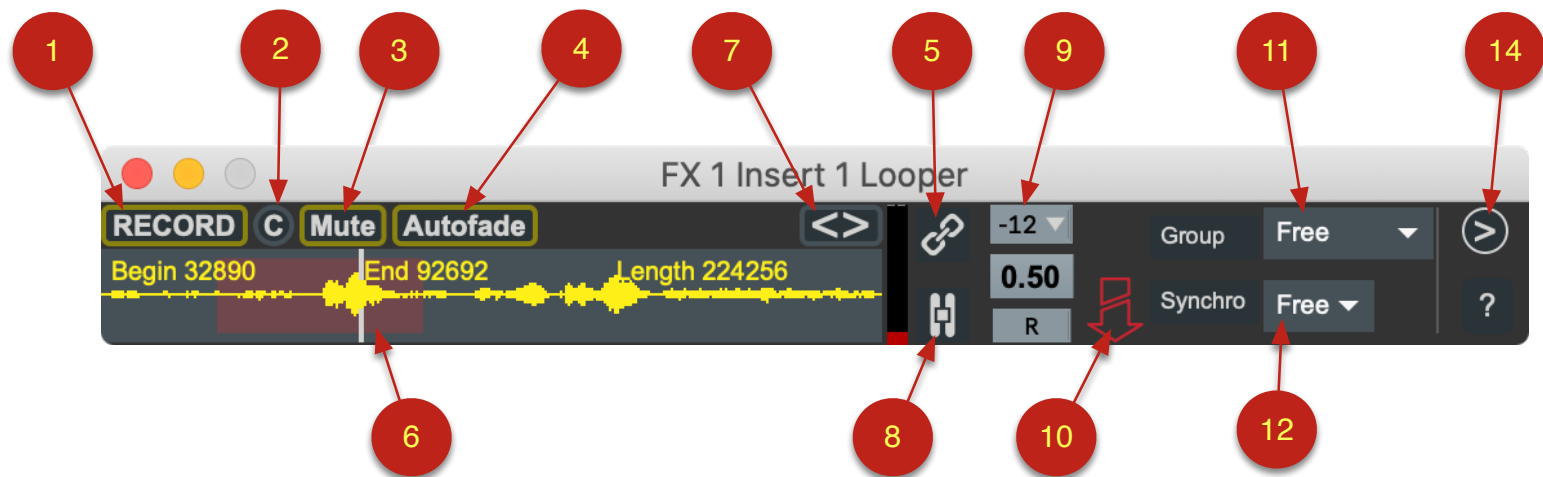
RECORD C Mute Autofade

Begin 130275 End 179638 Length 318656

46 47

The result is a movement of the loop begin point (46) which corresponds to the left-right movement of the hand and then a loop end point (47) which corresponds to the sum of the X movement of the hand + the forward and backward displacement (Z). The further the hand moves forward, the longer the loop will last.

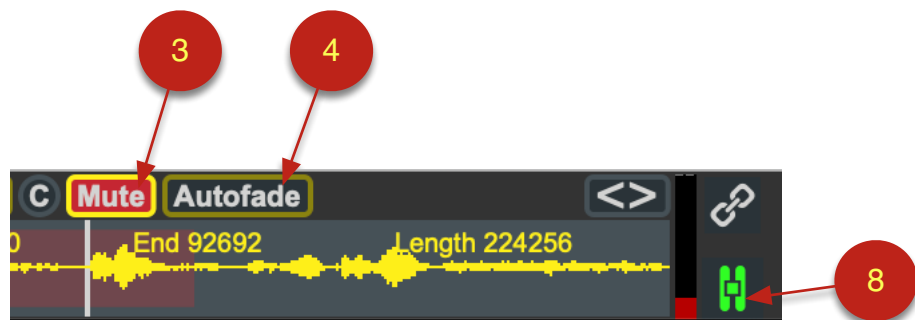
Looper (LFX Insert)



Looper is an insert dedicated to unsynced loops, for collective live looping and to make quantized live looping. Looper is mainly used as an insert on a fx channel fed by an auxiliary channel or on a track of the main looper or even on a Logelloop input.

Looper's functions are very similar to Logelloop's main looper. A first click on the Record button (1) starts the recording, a second click stops it and a long press erases the sound content of Looper. It is also possible to erase the current loop using the C (2) button. To erase everything (all inserted Loopers and the main looper content), click Record + Copy (in the main Looper commands section).

When a loop is recorded, it is possible to mute it without erasing with the Mute button (3) : a simple click on Mute and the loop will be muted at the end, a double click and the mute is immediate. When using Autofade (4), a fade-out lasting one loop precedes the Mute. If the loop is currently muted, a click on Autofade launches the loop after a fade-in of the duration of the loop currently recorded in Looper. If you check the chain (5), the Mute and Autofade will be slaved to those of the main Looper.



When the Pause mode (8) is activated, Mute and Autofade are active after the first click. The Mute stops the playback head where it is located. When you unMute and Pause mode is active, the playback starts from where it stopped.

As in Logelloop's main looper, it is possible to play only part of the loop by clicking and dragging on the waveform (6). To reset these in and out points, click <> (7).

It is possible to change the execution speed of the loop (9), the operation of this interface is the same as for the main looper, please refer to it to understand how it works.

When Looper is inserted on a track, the sound that enters the LFX is not retransmitted to the output. In some cases, like inserting Looper on a track of the main Looper of Logelloop, it is interesting to hear both the sound entering Looper and the sound of the loops. To obtain this effect, click on the red arrow (10). It then changes to the green color, which indicates that the incoming sound is passing through Looper.

Loopers - Drag & Drop

An Aif, Wav or MP3 file can be dragged into Looper's audio content display area to load the contents of the file into the looper. The file must be mono or stereo, of the same sample rate as the project and its duration must not exceed the maximum duration set in Audio Settings for the loops duration.

Loopers - Copy / Paste / Normalize

When Looper contains a loop, you can copy the audio content by clicking on copy (23), if a part of the loop is selected, this part will be copied. You can then paste this audio content into another Looper, into the main Looper, into Granulaterre, etc.

If you have selected a portion of a loop, you can paste it back into the same Looper using the Paste button (24) which will reduce the loop to the size of the previously selected portion.

It is possible to normalize the loop content using the norm. button (25).



Loopers groups

In order to allow collective Live Looping, it is possible to control the loopers by groups. To do this, simply choose which looper belongs to which looper (11). When on Free, Looper is completely independent. If you put it in a group, it will be able to control all the Loopers which are in the same group, likewise it will be enslaved to all the Loopers which are in this same group. Since it is possible to feed each Looper with a different audio stream, several musicians can be recorded at the same time in different loopers and have a perfectly identical loop length.

Note that a single musician can also feed multiple Loopers whose speed or direction of playing are different.

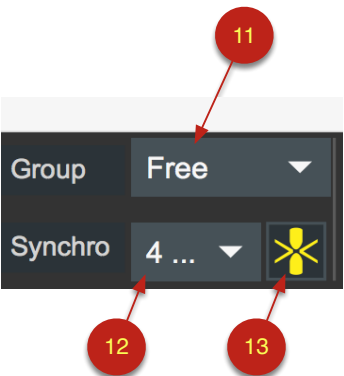
Loopers synchronisation

It is also possible to synchronize the loops on the metronome. When the synchronization choice (12) is Free, the Looper is not synchronized to anything. When you choose "1 beat", "2 beats", etc. The loops you produce with this looper will have a length quantized to the main loop.

In the case of synchronization, when you start a loop recording, Looper waits for the beginning of the next beat, then the recording begins. At the moment you ask for the stop of the recording, Looper waits for the end of the current time (or several times) then the recording stops.

This function is also very important in the case of a collective Live Looping, because, as soon as the first loop has been recorded on the main looper, it is possible to make as many synced loops as you want. And those loops will not shift during playback.

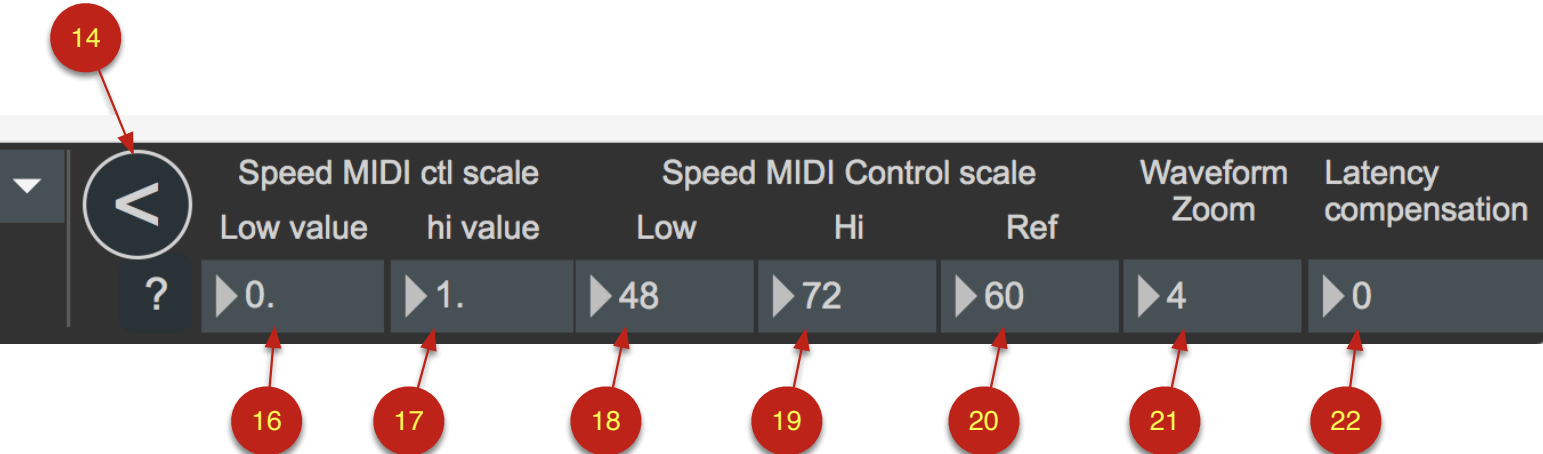
Loopers - Start of Record at the next Bar



When the synchronization is enabled and loops are quantized, a **ActionAtNextBar** icon (13) appears. This button, if checked, causes the loop to be Recorded, Muted, Autofaded from the first beat of the next bar. It has no effect on stopping recording and starting playback, so the format of the loop you record with **ActionAtNextBar** mode depends on the quantization.

Loopers - Special settings

Looper has special settings that are located in the right part of the window. Click the arrow button (14) to open it. All these settings are stored in the scene memories.



Loopers - The scale of speed settings by MIDI controller

The scale of the playback speed settings can be adjusted by MIDI controller. the MIDI controller is selected in the project preferences (see [Controlling an Insert from MIDI controllers](#)) The default min (16) and max (17) values are 0 and 1. it is possible to specify any minimum and maximum value between -20 and +20. The MIDI controller's incoming values from 0 to 127 will be converted according to the settings you have chosen.

Loopers - Change of playback speed by a MIDI device

It is also possible to connect a MIDI device at Looper playback speed. To learn how to connect a MIDI device, go to the section [Midi from a device to an Insert](#). The reference MIDI note (20) is the note that, played on the MIDI keyboard, will give a normal playback speed and no pitch change. This reference note is 60 by default, i.e. C3. You can also set the Low (18) and Hi (19) which are the notes beyond which, the action on the MIDI device will no longer affect Looper. By splitting the keyboard in this way, you can use the same Midi device to control several Loopers.

Loopers - Waveform Vertical's zoom

You can increase the vertical zoom of the waveform by adjusting the value in Waveform Zoom (21). This value ranges from 0 (no zoom) to 9 (maximum zoom).

The shortcuts (option + =) or (option + -) allow you to change the vertical zoom on the selected Looper. (shift + option + =) or (shift + option + -) change the zoom on all Loopers currently loaded.

Loopers latence correction

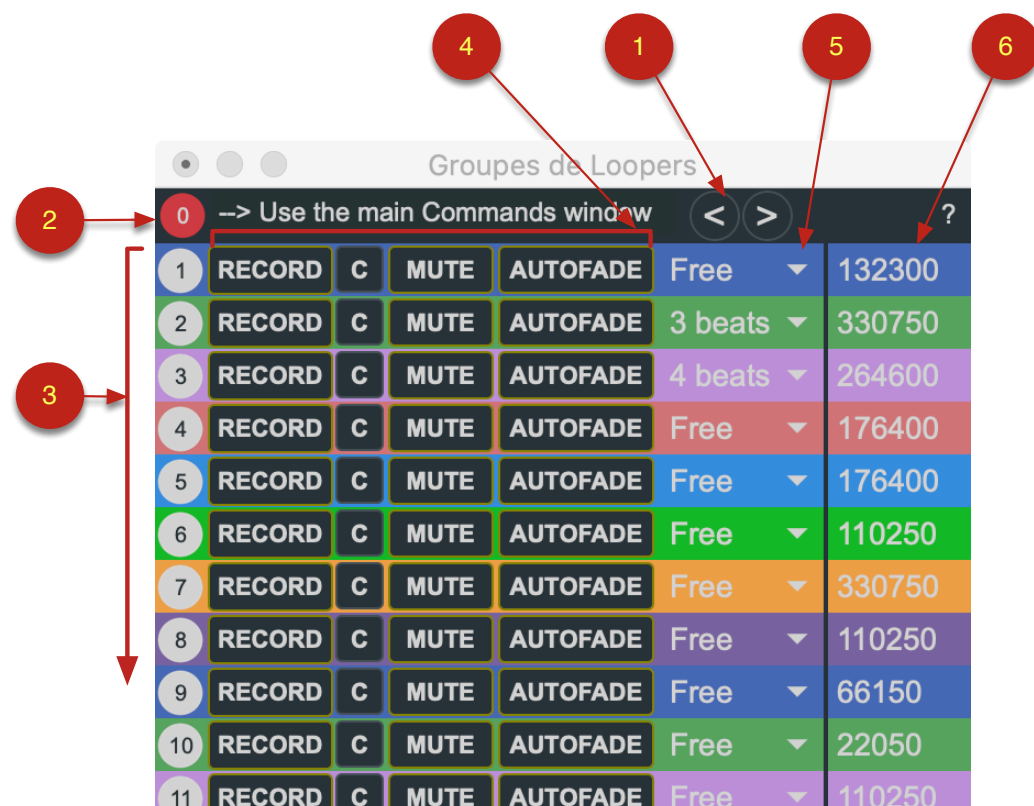
With Looper, the latency correction is individual, because your needs may change depending on the positioning of the LFX in the application. Indeed, when you use it to loop internal contents of Logelloop, there is no latency. So, no correction is needed. On the other hand, if you use Looper to record audio streams from your audio sound card, you may hear some latency. In this case, it is advisable to correct this latency using the slider (12). Note that you can correct latency in both directions.

The latency correction can be active from -375 milliseconds to +375 milliseconds depending on your needs.

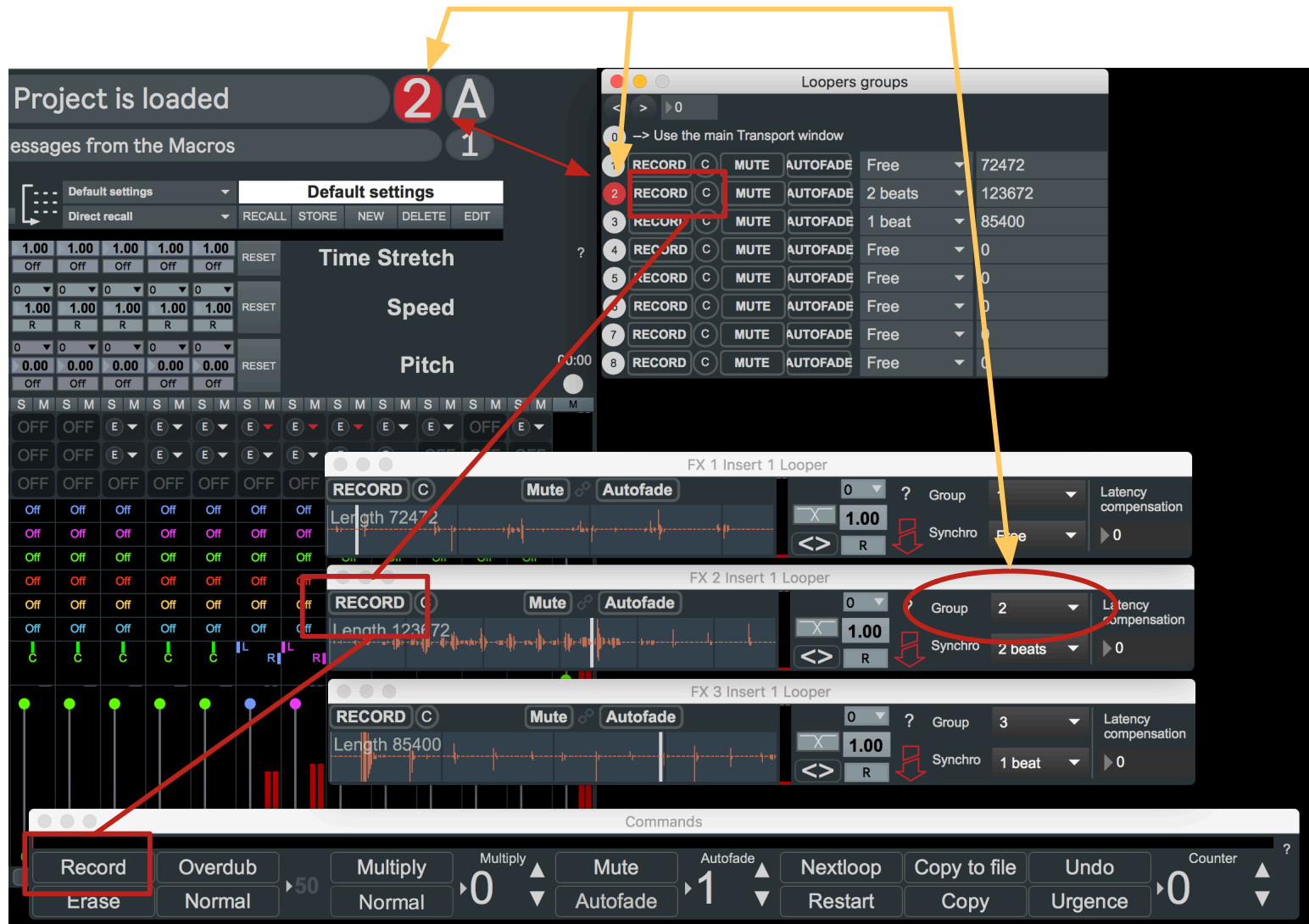
Loopers groups command panel

There are several ways to control the Loopers. The first of these is to connect your Midi pedals to the insert slot in which Looper is loaded (using the 'control inserts' panel in the Midi section). This is convenient, but not necessarily ideal if you want to control several plug-ins with the same footboard.

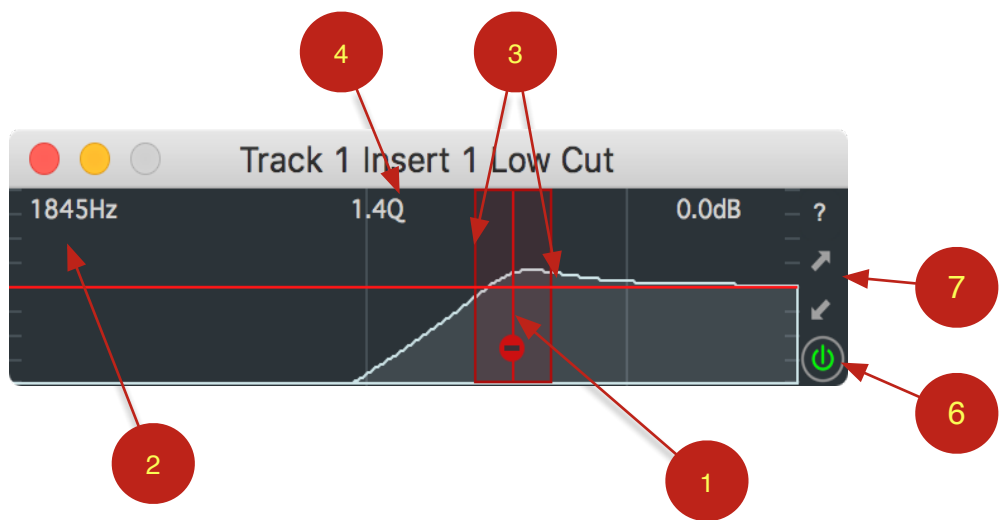
If you want to be able to control the Loopers with the same footboard as the main Logelloop looper, we recommend that you go to the Looper Groups window. In this window you can use the arrows (1) to choose which group of Loopers will receive the commands of the MIDI controllers connected to the main Logelloop's looper. By default, the group 0 is selected (2), which means that Record, Erase, Mute and Autofade buttons will control the main Looper. As soon as you select a group from 1 to 32, this group will receive the signals from the control window and from the footboard connected to the main Looper.



In the screenshot below, it can be seen that group 2 is selected. In this case, pressing one of the three Record buttons framed in red will start a recording on the Looper which is on group 2. In the same way, in this context, a Midi controller connected to the Record button of the Logelloop's main looper will control the Loopers on group 2.



Low Cut (LFX Insert)

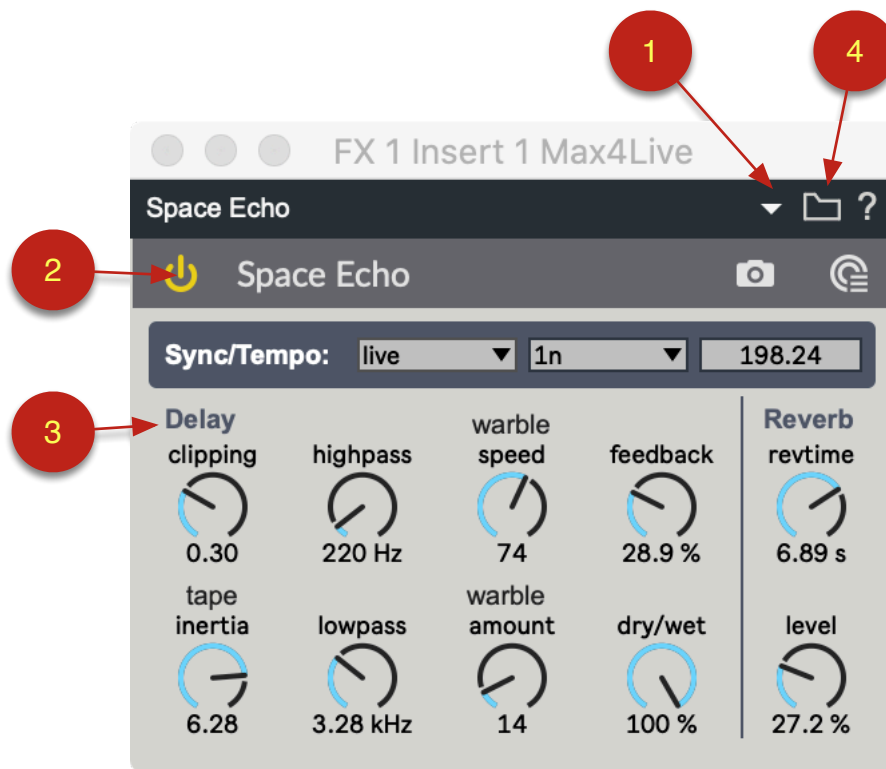


Low Cut cuts the low frequencies of a signal that passes through it. When you fly over the Low Cut interface, a zone turns red (1), this zone is the handle that allows you to change the cutoff frequency. Clicking on the red frame and dragging to the left cuts less low frequencies. Sliding to the right removes more low frequencies. The cut-off frequency is indicated at the top left (2). By clicking on the left or right vertical wall of the red frame (3), and dragging to the right or left, you can change the slope of the filter. The Q coefficient of the filter is displayed at the top of the window (4).

When you click on the red area and drag the slider up and down or down and up, you change the filter gain. This gain is displayed in the upper right corner (5).

A button deactivates the filter (6), the signal passing through filtre is no longer modified if the button is red, when the button is green, the filter is active.

It is possible to copy/paste the settings from one filter to another filter using the arrows (7).



Max4Live is an insert that can load Max For Live devices in Logelloop. Put your max For Live devices in the "Externals Max for Live Devices" folder located in the project folder or in the folder 'Global User Files " and they will appear in the top list of the Max4Live LFX (1).

Once selected, the device is loaded into the insert and his name appears in (2) an the device's user interface is displayed as it would display in Ableton Live (3).

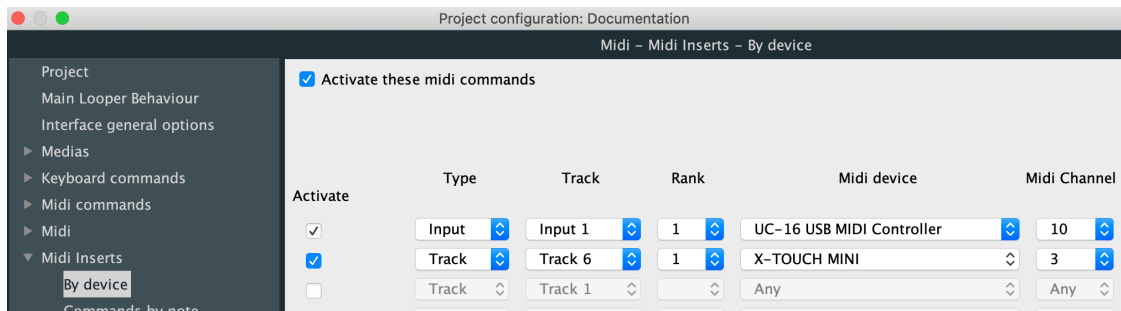
A device can be a sound processing effects (reverb, delay, compressor, etc.) or a sound generator (synthesizer, sampler, etc.).

If you want to control your device using a MIDI device, you must go to the project editor and connect your MIDI to the dedicated insert. The specific approach is explained in the following paragraph: [Connect a Midi device to your inserts.](#)

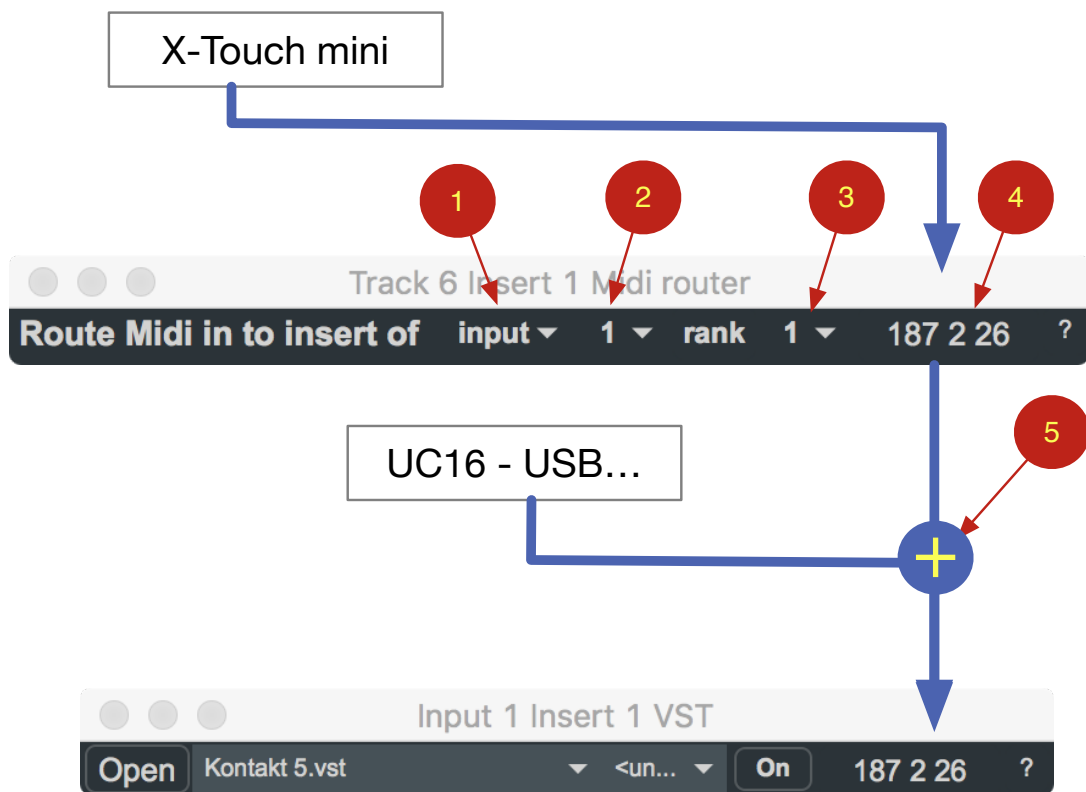
By clicking on the folder icon (4) you open the device folder of your Logelloop project. Alt + click on the folder icon (4) opens the devices folder which is located in the Global folder of Logelloop. In this folder you can drag the Max4Live devices you want to use in Logelloop. When a new device has been added, you must click on the refresh button in the main window so that the device is available in the insert menu.

Midi router (Insert LFX)

Midi router allows you to direct the flow of an additional Midi device to a VST or AU insert. Midi router must be configured in the same way as VST or AU to receive the flow of a Midi device. This configuration is done in Project configuration/Midi inserts/By device. In the example below, the UC-16 Midi signals are routed to insert 1 on input 1 and the X-TOUCH MINI Midi signals are routed to insert 1 on track 6.

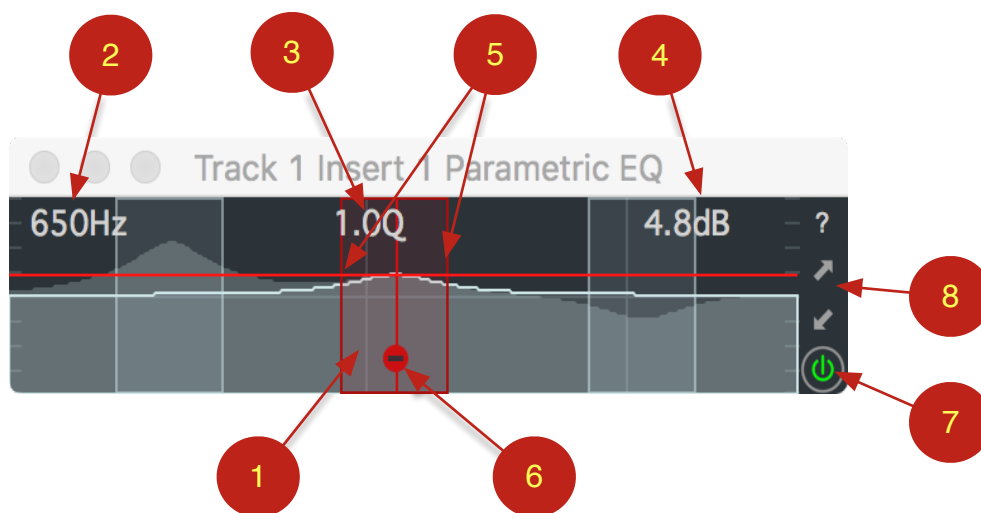


In this case, if Midi router is loaded into insert slot 1 of track 6, its Midi signals will be routed to another insert according to settings (1), (2) and (3) which respectively define the track or input and target insert.



Here, the Midi stream entering Midi router is redirected to VST which is loaded as insert 1 of input 1 (4), so its Midi stream will be added to the UC16 stream (5). By using several Midi routers, it is possible to use as many devices as you wish on a VST or AU insert.

Parametric EQ (Insert LFX)



Parametric EQ is a three-band parametric equalizer. It allows you to change the tone of the input or track by choosing a frequency (2), a Q bandwidth (3), and a Gain (4) corresponding to the level of attenuation or amplification at that center frequency.

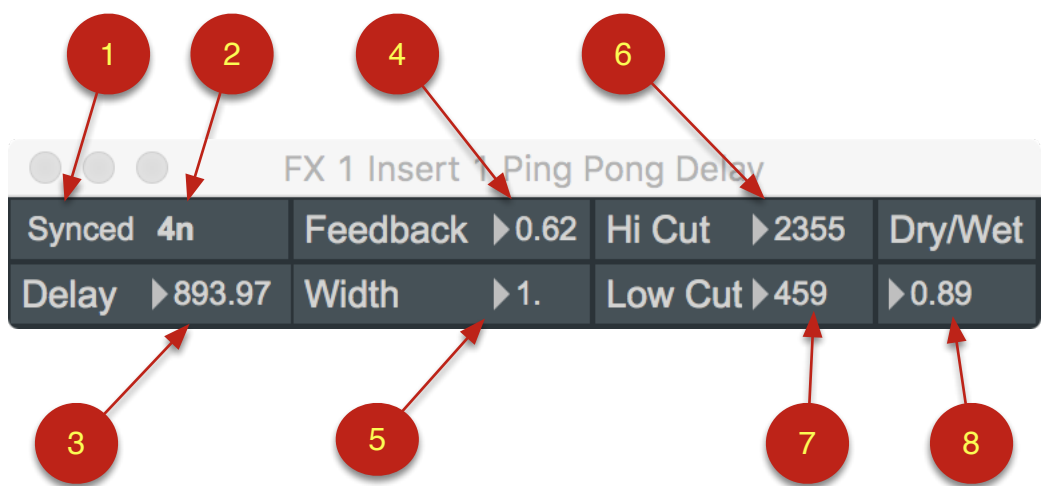
When you fly over the Parametric EQ interface, a zone turns red (1), this zone is the handle that allows you to change the filter center frequency. By clicking on the left or right vertical wall of the red frame (5), and dragging to the right or left, you can change the Q coefficient of the filter. When you click on the red area and drag the slider up and down or down and up, you change the filter gain.

Adjustments can be made in any of three bands. If you want to initialize the settings for a given band, click on the - displayed on the central bar of the adjustment handle of this filter (6).

A button deactivates the filter (7), the signal passing through the filter is no longer modified if the button is red, when the button is green, the filter is active.

It is possible to copy/paste the settings from one filter to another filter using the arrows (8).

Ping Pong Delay (Insert LFX)

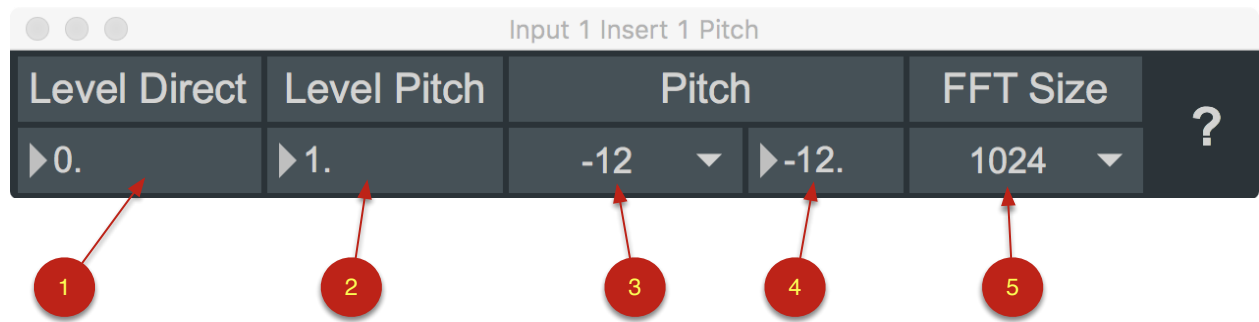


Ping Pong Delay is a stereo delay that causes a rebound effect between the right side and the left side. The duration of the delay can be synchronized to the metronome or can be asynchronous (the choice is made by clicking on button 1). In the case where Ping Pong is synchronous, the duration of the delay is fixed by the time division (2, see [Tempo-Relative Time values](#)). If Ping Pong is asynchronous, then the choice is made by changing the delay time(3) in milliseconds.

It is possible to measure the Feedback rate(4) and the stereo width of the Ping Pong(5).

Note that to have a relevant effect, Ping Pong Delay must be inserted into a stereo channel. It is possible to cut the bass(7) or treble(6) frequencies and to dose the Dry / Wet sound ratio(8).

Pitch (LFX)



This Plug-in lets you change the pitch from -24 semitones to +24 semitones (3).

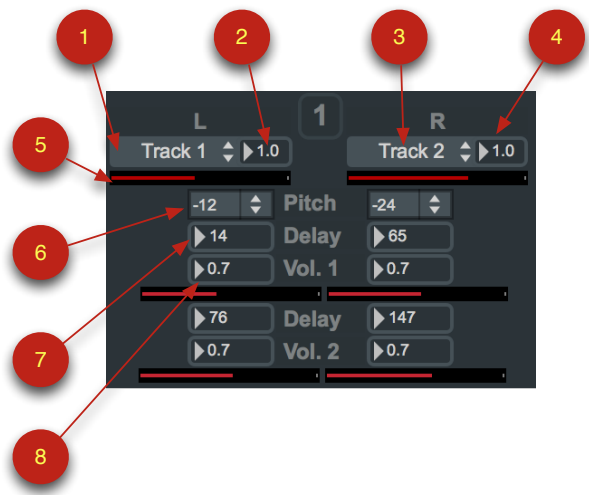
You can adjust the direct sound level (1) and the pitch sound level (2).

The pitch value can also be set as decimal (4).

The FFT Size parameter allows you to change the size of the FFT window for analysis and sound transformation. The larger the size of this window (1024, 2048), the better the sound rendered by the plug-in, but the greater the latency. If you want to have a smaller latency, you will have to compromise on sound quality by sizing the FFT window to 512 or 256.

Important : Pitch is a tool that allows changing the pitch by producing a sound of very good quality. The larger the FFT Size is, the better the sound, but the higher is the latency.

Pitcher (SFX)



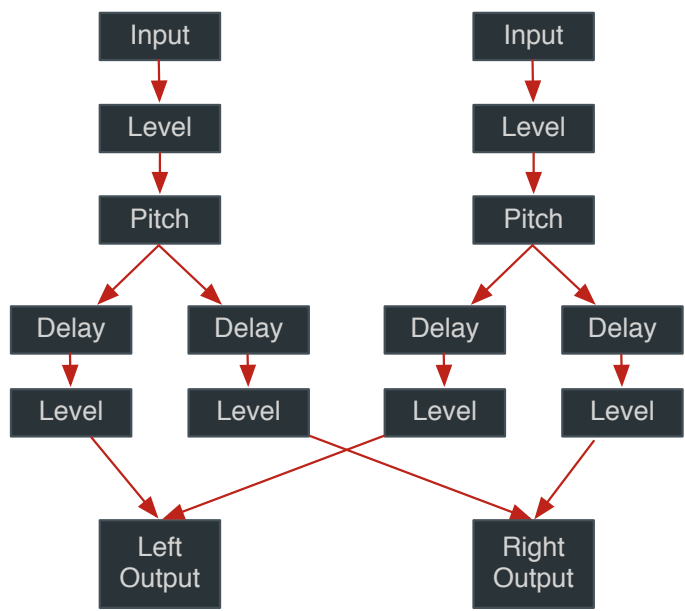
Pitcher allows you to change the Pitch of the incoming sounds.

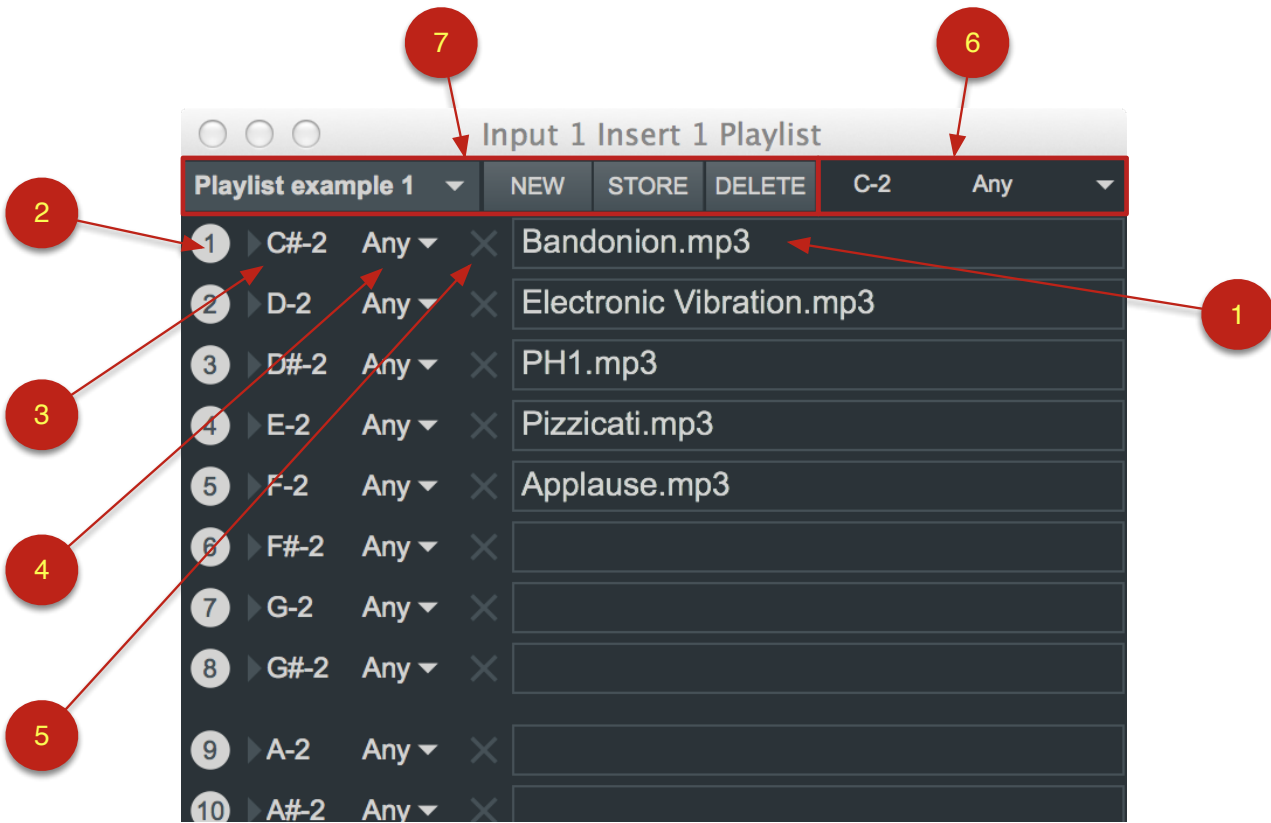
If you use Pitcher as an SFX, you can choose in which track is inserted Pitcher (1) (3). You can also choose to change the level of incoming sound (2) (4).

If you use it as an LFX, you can send the sound of several tracks to the LFX via the [aux sends buttons](#).

You can choose to Pitch down or up of 2 octaves in semitone steps (6). You can do this independently for the two input channels. Then each channel itself is routed to two different Delay (7), themselves followed by an output level.

The pitched sound is then routed to the audio outputs as shown in the diagram below.





Playlist is intended to create list sound files.

To create a playlist, just drag and drop audio files into the frames provided for this purpose (1). AIFF, Waves and MP3 are accepted.

Each line corresponds to a slot on the playlist. The left button (2) starts the playback. When the playback is in progress, the button is red. A second press on the button stops the playback.

Playlist - Commands with a MIDI device

If you want to trigger the sounds of your Playlist using a MIDI keyboard, go to the Project Editor to configure the receiving MIDI events for the insert slot where Playlist is loaded, this is done as described in "[Connect a Midi device to your inserts](#)"

The received midi note values are displayed at the top right (6) of Playlist. You can assign this value to a slot (3) and this note will command this slot. You can also specify the MIDI channel (4).

If the check box (5) is checked, the sound is played only when the midi note is ON. When the key is released, the playback stops.

Playlist - Commands with MIDI notes

It is also possible to order Playlist using notes from separate devices. In this case, use the panel dedicated to this specific configuration: "[Midi notes to command inserts](#)". Be careful not to use the note control method and the device method simultaneously, which would cause conflicts.

Playlist lists presets

When your playlist is ready, you can save it to a file with the functions that are in the box provided for this purpose (7). Every playlist plug can use every list.

Playlist - Macro variables :

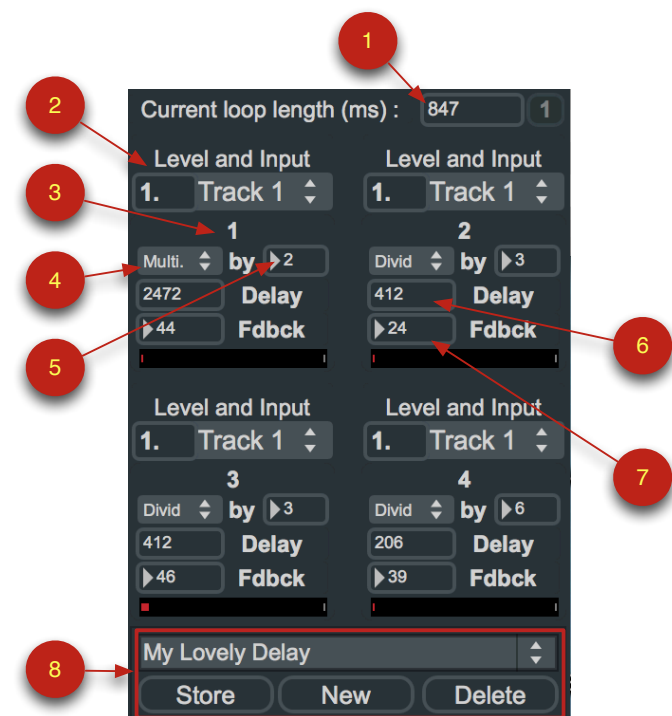
`$Playlist_slot1_in1_rank1_state$` indicates the status of Slot 1 of the Playlist loaded in the rank 1 of input 1.

`$Playlist_slot2_in1_rank1_state$` indicates the status of the slot 2 of the same insert.

0 indicates that the slot is off.

1 indicates that the slot is playing.

QuadDelay (SFX)

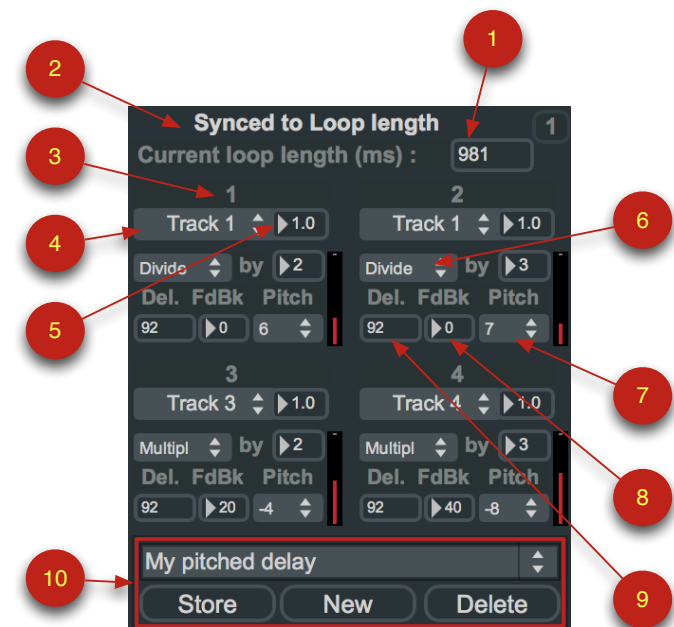


QuadDelay is very convenient to get delays adjusted to the tempo of your loops. For this, the principle is simple : the duration of your current loop is known by QuadDelay (1) and four delays are automatically calculated based on the length of the loop and the parameters you set for these calculations (4) (5). The resulting delay for each part of QuadDelay is displayed (6). It only remains for you to adjust the feedback (7).

From the Logelloop presets independently, you can save the QuadDelay settings as users presets (8). This will allow you to quickly recall your most common settings.

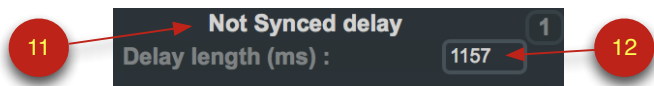
The four output channels of QuadDelay are routed to Logelloop tracks 7, 8, 9 and 10.

QuadPitchDelay (SFX)



QuadPitchDelay is very close to QuadDelay except it includes, in addition to the possibility of delays, the ability to change the pitch of the signal.

It also allows you to choose if the size of the current loop is used as a base for the delay time (1). By clicking on "Synced to loop length" (2) it goes to "Not Synced delay" (11) and you can choose the length of the delay (12) by yourself.



You can choose the Track or Input where you insert the QuadPitchDelay (4) and the level (5). The calculation of the delay is, as in QuadDelay, by multiplication or division on the duration of the current loop (6) to obtain the delay time for each channel. The delay time obtained is shown in (9). Feedback (8) can be added if desired.

The pitch lets you change the height of the delayed sound by semitones from -24 to 24 (7).

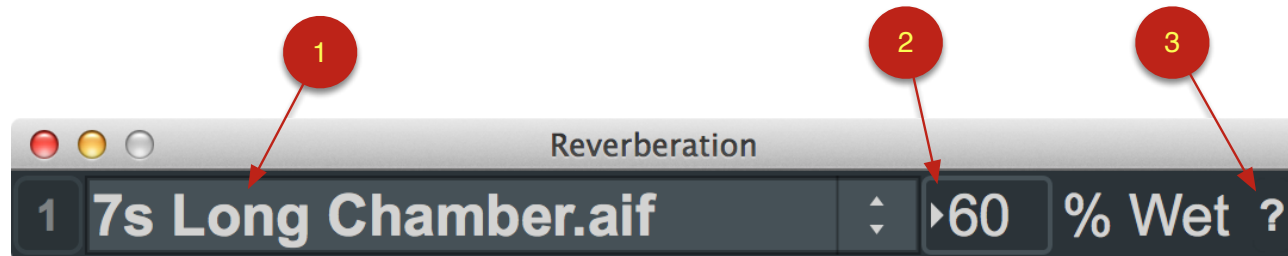
QuadPitchDelay has its own user presets system that allows users to save their own settings (10).

Reverberation (LFX)

Reverberation is a very simple convolution reverberation.

This reverberation only needs two settings : the impulse response (1) and the Wet/Dry level (2). With only those two settings, it is possible to have a lot of very good reverbs. The condition is, of course, to have some great impulse. When Logelloop is installed, the installer install some impulses responses in /Library/Application Support/Logelloop/Impulses/.

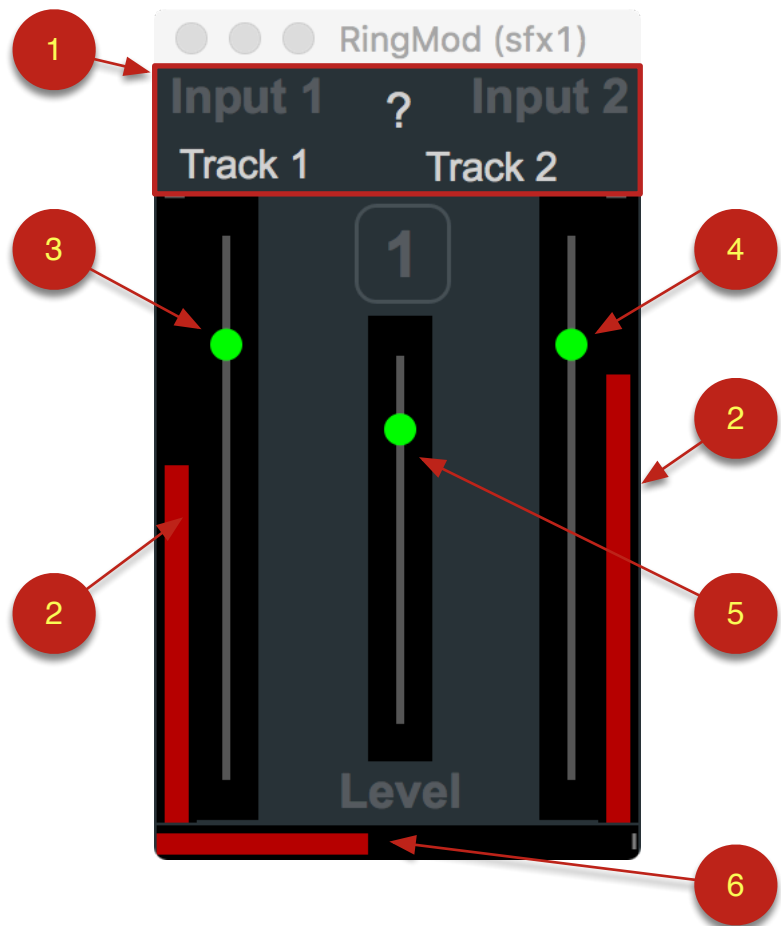
If you want to use your own responses, you can add some more in this folder.



Reverberation is based on The HISSTools Impulse Response Toolbox (HIRT)

By Alex Harker and Pierre Alexandre Tremblay /CeReNeM - The University of Huddersfield

You will find more on their works at <http://thehiss.org>



The Ring Modulation Module effect multiply 2 audio signals and the result is a third signal. Those 2 original signals come from your Logelloop's tracks or from the inputs (1). You can set the level of each input signal (3) and (4). The meters (2) indicate the input level. The output signal is set with the central fader (5) and metered in (6).

Simple Spectral Filter

The spectral filter allows you to make sharp cuts in certain components of the sound. By clicking and dragging the mouse in the main area (1), you allow certain frequencies to pass at a level that depends on the height of the line. Each line represents a frequency. The leftmost lines are for lower frequencies. When the line is at 0, the frequency in question is completely filtered out.

You can choose between three modes (2): Low, which only covers the lowest frequencies of the spectrum, Medium, which covers the low and medium frequencies, and Full band, which covers the entire spectrum from 20 Hz to 20,000 Hz.

Clicking on the Random button (3) gives you random cuts.

Reset (4), allows you to set all filters to zero to let no sound pass.

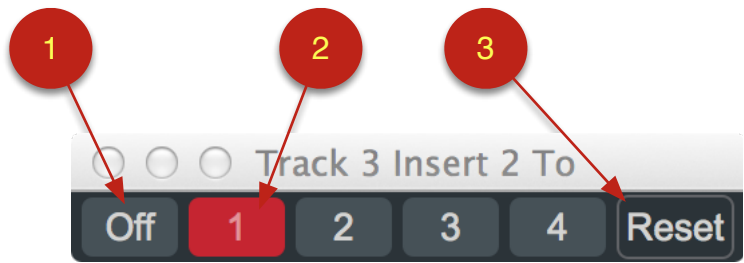
Full (5), on the other hand, lets all frequencies pass at their maximum level.

By clicking on the button (6), you can bypass the filter which then no longer consumes resources.

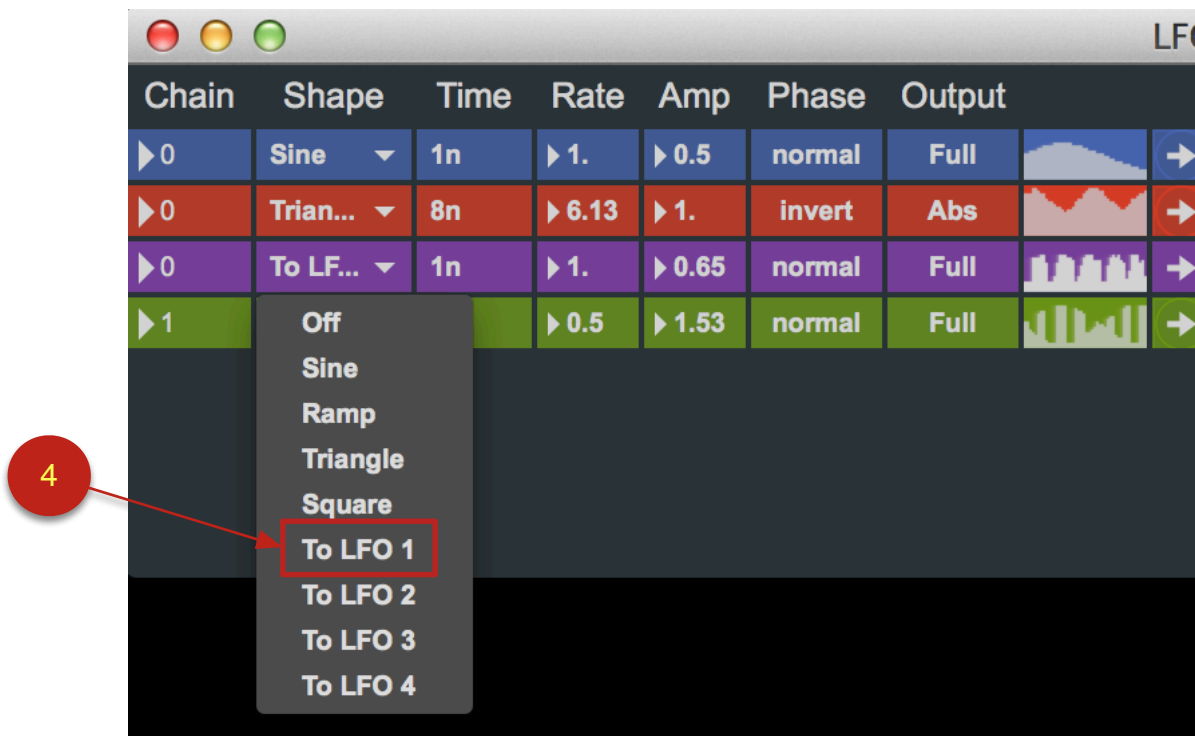
You can save and recall your settings using the scene memory menu (7).



To LFO (LFX)



«To LFO» transforme le signal audio de la tranche dans laquelle il est inséré en enveloppe qui est transmise au LFO afin de pouvoir l'utiliser pour commander une interface utilisateur de Logelloop. Sur Off (1), aucun signal n'est transformé et émis au LFO. Sur 1, 2, 3 ou 4, le signal audio est transformé et émis au LFO sur le canal correspondant. Dans le cas correspondant à l'image ci-dessus, il faudra dans LFO choisir «To LFO 1» (4) pour recevoir les signaux émis par l'insert «To LFO» (cf image ci-dessous).



Le signal de sortie de «To LFO» est normalisé avant d'être dirigé vers le LFO. la normalisation est automatique et se fait en temps réel. Dans le cas où le signal audio que reçoit le LFX est plus faible que le signal précédemment reçu, il est conseillé de réinitialiser le Système de normalisation en faisant Reset (3).

Tremolo (LFX)

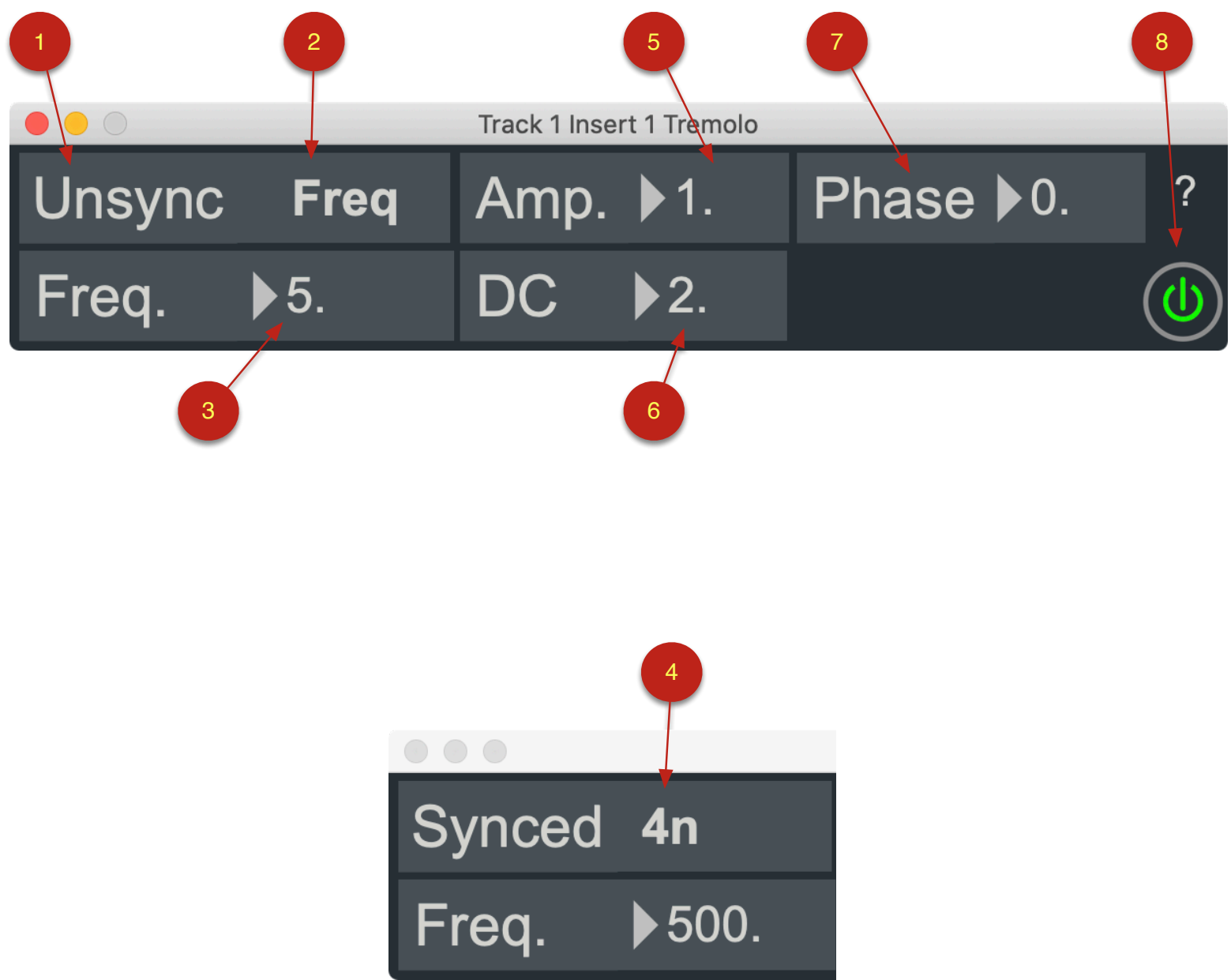
The tremolo is an effect that changes the volume of the sound by creating a vibration effect.

Tremolo can be synchronous (4) or asynchronous (2) by clicking on the button (1). When it is asynchronous, the adjustment is made by changing the frequency (3). If it is synchronous, it is set in relative value to the metronome speed (4).

The level of the metronome variations is set in (5) and (6).

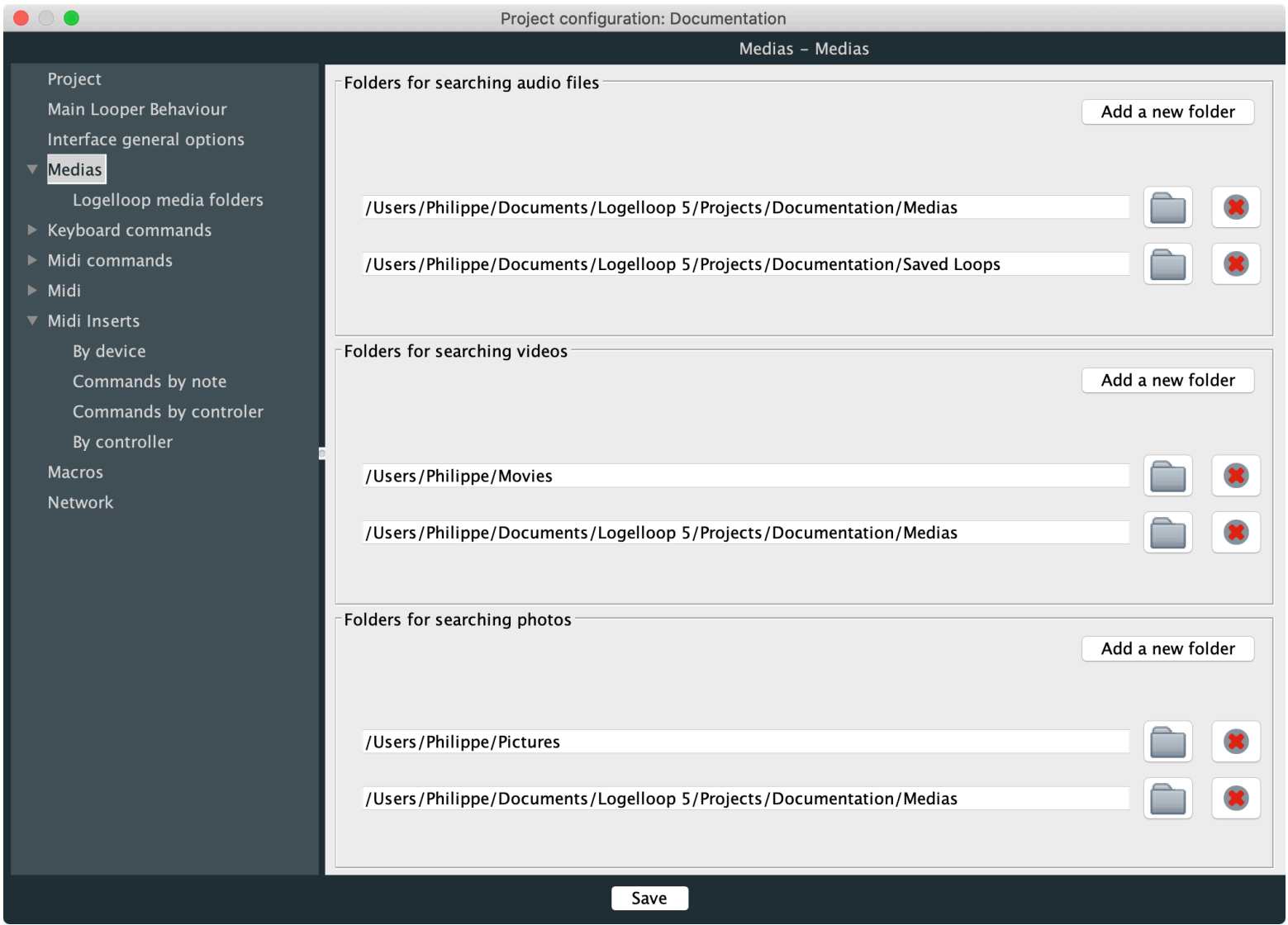
It is possible to modify the phase of the tremolo, the cycle is in phase when set to 0 or 1 and in phase opposition when set to 0.5.

The tremolo can be disabled by clicking the On/Off button (8).

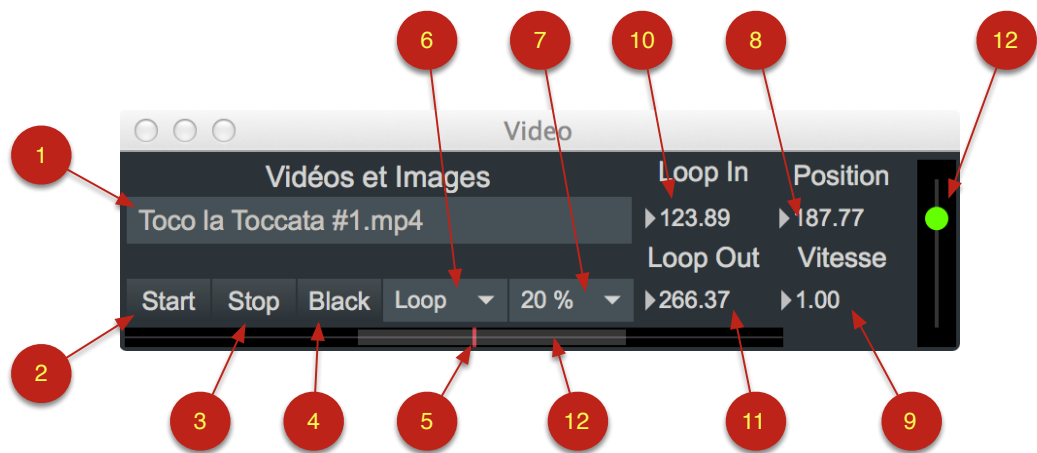


Video (SFX)

If a folder is selected in "Folder for searching videos" or "Folder for searching photos" in the Project Configuration/Media/Media, the contents of that folder will be displayed in the menu of SFX Video (1).



The start button (2) launch the video, Stop (3) stops the playback or pause. If you paused or you have loaded a picture, you can make a black screen by clicking Black (4).



A menu (5) allows you to choose the looping mode. Off, playback stops when the playing end reach the end of the video file. «Loop», the video is played in loop mode between the points defined by Loop in (10) and Loop Out (11). You can also set these points by clicking and dragging in the playbar area (5), the greyed area shows the loop selection (12). If you choose Palindrome in the loop menu, playback will be back and forth between the points defined by Loop in (10) and Loop Out (11). Finally, if you choose «Playback limits», playback will happen once between the points defined by Loop in (10) and Loop Out (11).

The size selection menu (7) allows to opt for a size in %. by default, the size is 20%. You can choose Original (displays video in its original size) or Full Screen that displays full screen. To exit from the fullscreen mode, use the esc key. With a macro, you can choose a custom size such as 34% or 57%. You can also choose a specific position or move the projection window during playback (cf macro messages below).

Speed (9) allows you to change the playback speed of the video. The Playbar (3) shows the playback position and allows to change the position of the playhead

If the video contains sounds, these sounds are played through the Mac Audiocore and not through the Soundcard. The sound level can be modulated using the dedicated fader (10).

Video - Display text in a video screen :

You can use macros to insert titles or subtitles in the video screen.

If you want to display a text containing several lines, it will be necessary to save this text as a .txt file and load it using the following syntax:

```
SFXSendMessage SFX_index Text Read {$current_project_medias_path$ + "nameofthefile.txt"}
```

\$current_project_medias_path\$ indicates the path to find the file if it is in the project's Media folder. It is, of course, possible to load a file that would be at any location on the hard drive, then you have to give the precise location after the Read message.

Video - commands and controllers for SFX VIDEO

To command the SFX Video by a macro, Midi or using the keyboard, you can use the following keywords :

VIDEO SFX	MIDI / Keyboard	Macro		
	Command / Controller / Program change / Keyboard / Ethernet	SFXCommand	SFXSendMessage	
Start	1	1	Command Start	
Stop	2	2	Command Stop	
Black	3	3	Command Black	
Loop Mode	4	4	Loop	value 0, 1, 2, 3
Loop In and Out			LoopInOut	begin + end (value in seconds)
Fullscreen	5	5	Command Fullscreen	
Window Open			Window Open	
Window Close			Window Close	
Window size			Size	value in percent (5. to 300.)
Window Border			Window Border	Value 0, 1
Window Floating			Floating	Value 0, 1
Window position			Window_pos	value in pixel x, y
Window horizontal pos.			Window_pos_x	value in pixel x
Window vertical pos.			Window_pos_Y	value in pixel y
Select a video file			Select	Name of the file
Set the head position			Set_video_position	Value seconds
Set the sound level			Sound_level	value (0 to 1.)
Playing Speed			Speed	value (0. to 5.)
Subtitle			Text	«text», value (duration in seconds)
Subtitle			text	«text» (the text will stay until the text clear message)
Clear subtitle			Text Clear	Erase the printed text
Subtitles size			Text Size	value 0. to infinity
Subtitles vertical pos.			Text VerticalPosition	value -1. to 1.
Load Multiline subtitles			Text Read	filepathch of the .txt
Show Multiline subtitles			Text Multilines	show the content of a multilines text
Show Multiline subtitles line by line			Text Line	value (number of the line to print on the screen)
Set the color of the text			Text Color 1. 1. 1. 1	values are rgb alpha (0. to 1.)

Native variable for SFX Video are :

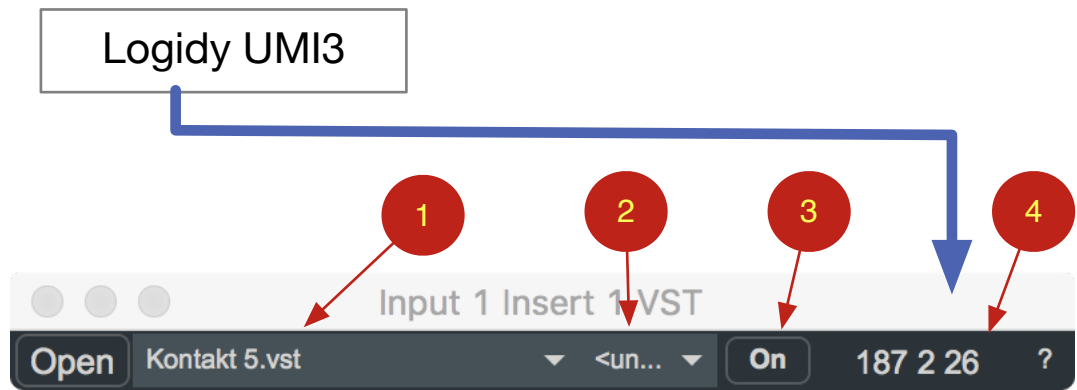
The variables \$1_video_position to \$4_video_position\$ know the position of the video playhead of the SFX video loaded in slots 1 to 4.

The variables \$1_video_loaded_file\$ to \$4_video_loaded_file\$ indicate the name of the currently loaded file.

VST

VST is a plug-in that allows you to load VST plug-ins into Logelloop. You can load effects, synthesizers or samplers there. In order for VST to load the plug-ins on your computer, Logelloop must first know where to find these plug-ins (see [VST - folders](#)).

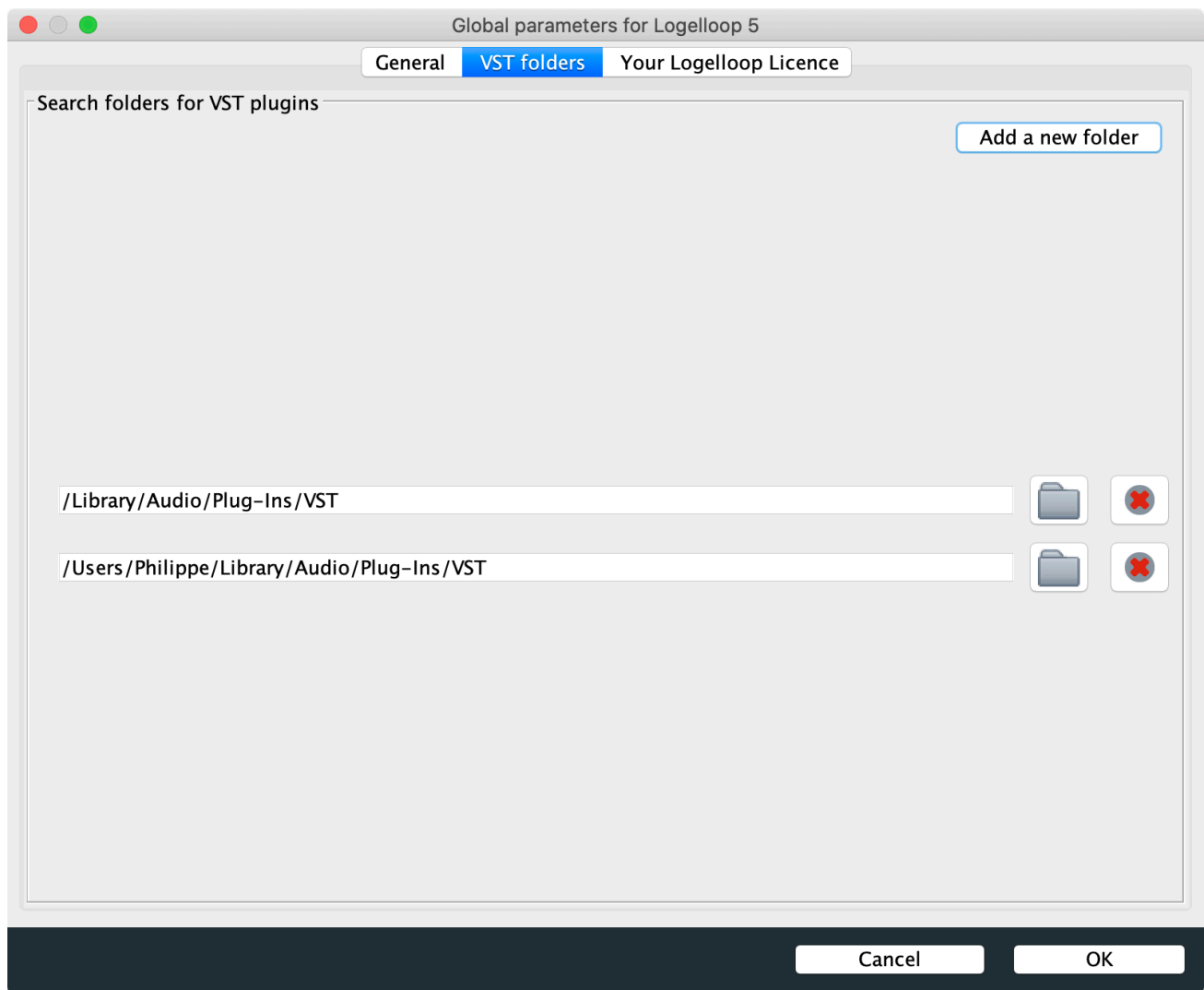
To load a plug-in, choose its name from the menu (1), if necessary, you can also choose a preset for this VST plug-in (2). When the button (3) is set to On, the VST normally operates. If the button (3) is on Bpss the sound bypasses the VST and is therefore not modified by it. If the button (3) is on Mute, sound no longer passes through the VST insert.



If you want to direct the MIDI signals from a device to VST, after connecting the device to Logelloop, you must choose this device in Project configuration/Midi/Control inserts/By device. Below, we have configured the connection of the "Logidy UMI3" to the VST which will be loaded into insert 1 of Logelloop input 1. When you use the Midi device, you will now be able to see the Midi signals entering VST (4) and these signals will be able to control the VST plug-in.

Activate	Insert type	Track	Insert rank	Midi device
<input checked="" type="checkbox"/>	Input	Input 1	1	Logidy UMI3

VST folders



You can choose the folders where are your Plug-ins in your computer in Global parameters/VST folders. Once you choose one folder or more, the plugs that are inside them will appear in the menu of the VST insert.

VST Plug-ins Compatibility (32 Bits/64 Bits)

Note that Logelloop opens in 64-bits, then you will need to use compatible VST plug-ins. If your plug-ins are 32-bit, the edit window of these plug-ins does not open and the sound processing will not be effective.

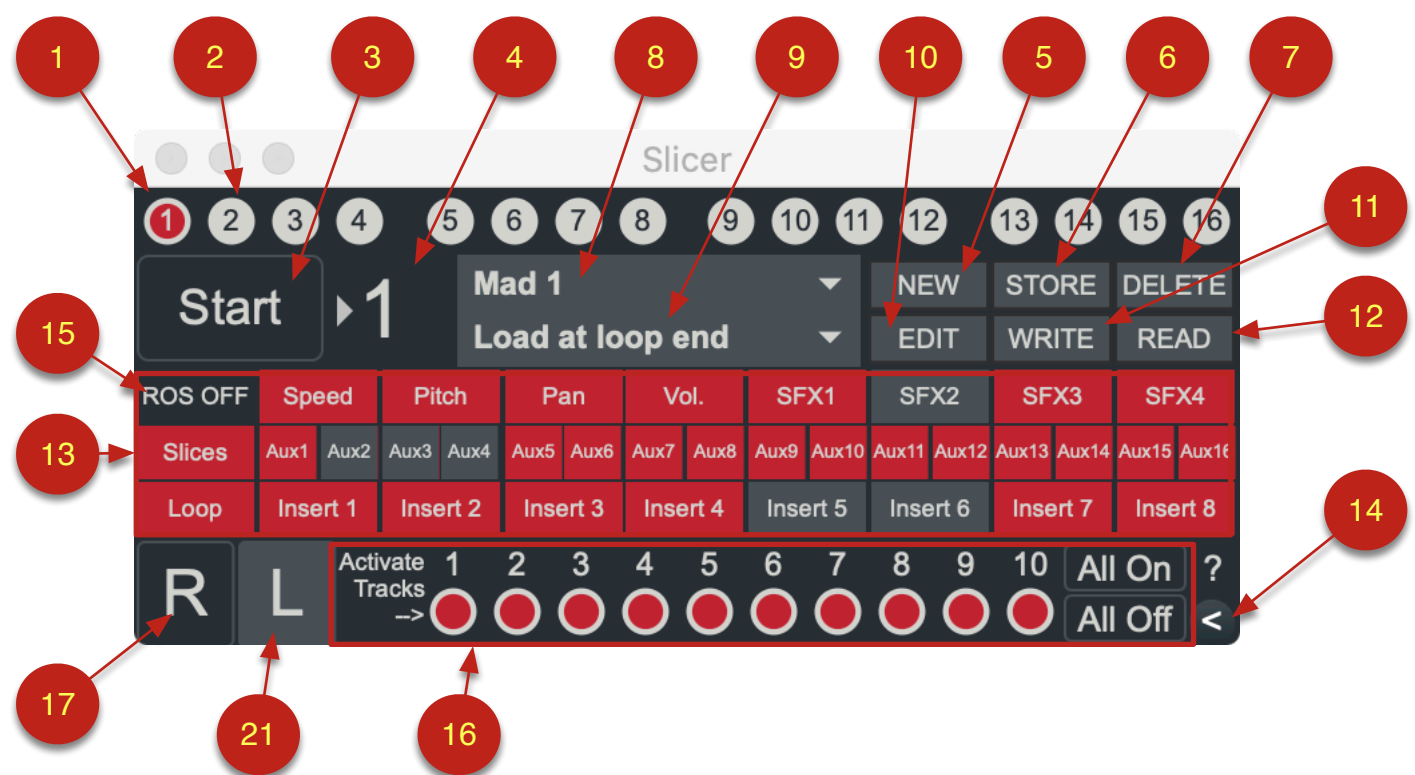
If you cannot get the updates of your VST plug-ins in 64-bit, you can open Logelloop in 32-bit by the following operation :

- Select the application file in the Application folder
- Do cmd + i
- Check "Open in 32-bit mode"

However, we strongly recommend using Logelloop in 64-bit mode because this mode optimizes the use of the computer memory.

9 Slicer

Slicer is a system to deconstruct your loops by cutting them into slices that can be played in loop or not. Slicer also stores the playback mode (Loop/Once), the playback speed and direction, the pitch, the pan settings, track volumes, and Aux Send levels. Once you stored steps, you can either call them one by one manually, with a Midi device, or using a macro. You can also activate them systematically using the metronome.



Storing Steps

- 1 - In Logelloop, with a loop recorded in the main looper, select a part of this loop in the loop editor, choose an execution speed, a pitch value, etc.
- 2 - Click on alt (or activate the learn « L » button (21)), then click the button (1), the button will momentarily switch to green, you just memorize the first step.
- 3 - Change the settings, click on the second sticker (2) to save the next step (2)
- 4 - Repeat to store as many steps as you want.

Once done, you can create a memory of what you have just register by clicking on New (5). Give a name to your new memory, confirm. Your memory has been added to the menu (8).

You can move from one step to another by clicking on the red button (1) or (2), then watch the playback speed, height, etc, they change when you load a step. By clicking Start (3), you slave these changes to the metronome (assuming the metronome is On).

If you want to temporarily block the action of Slicer on one of the parameters, use the dedicated buttons (13). When the button is red, the commands pass to Logelloop. If you want to disable or enable all buttons in a category with only one click (e.g. all aux), press cmd/ctrl when you click one of the relevant buttons.

To edit a step, recall his state by clicking the red button, then change the settings then Alt + click on the same button then click Store (6) if you want to keep this change in the current Slicer preset.

If you want to erase a Slicer preset, select it and click Delete (7).

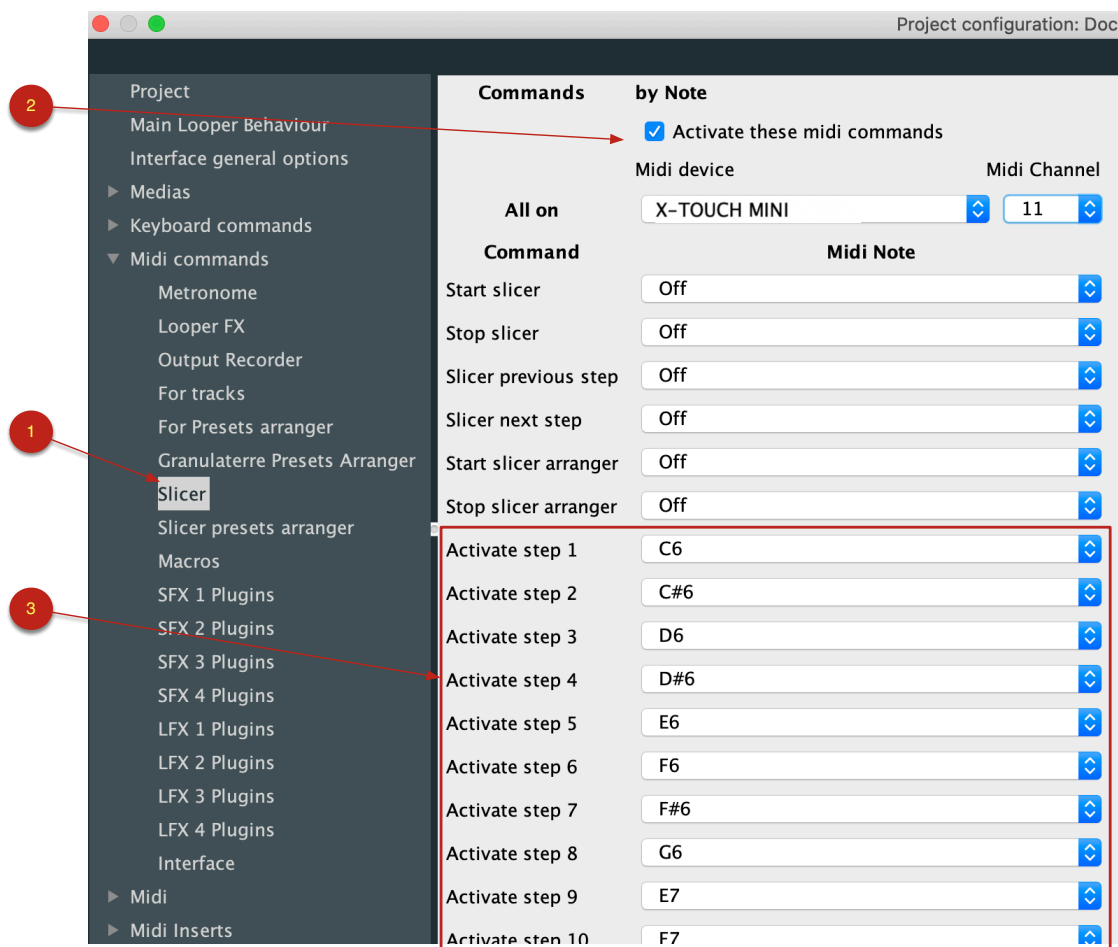
Slicer control by metronome

After memorizing steps or reloading a slicer memory, **activate the metronome** and click the Start button (3) on the slicer panel. Each beat of the metronome will call a Slicer step. This system is very simple and efficient. If the metronome is in **Autostart Slave mode**, as soon as you record a new loop, the Slicer will start playing the loop tempo.

The disadvantage of this system is that the number of Slicer steps must match the number of beats of the Metronome.

Control of the Slicer by a Midi device

To drive the Slicer using a midi device, go to the Project Configuration, then in "Midi Commands", choose the « Slicer" tab (1). Activate the Midi Commands, choose a Device and a Channel (2). Then, Assign a midi note (or a controller) for each Slicer step (3).
If the Midi device you are using has visual feedback, when a step is active in the Slicer, the corresponding Midi button will be lit



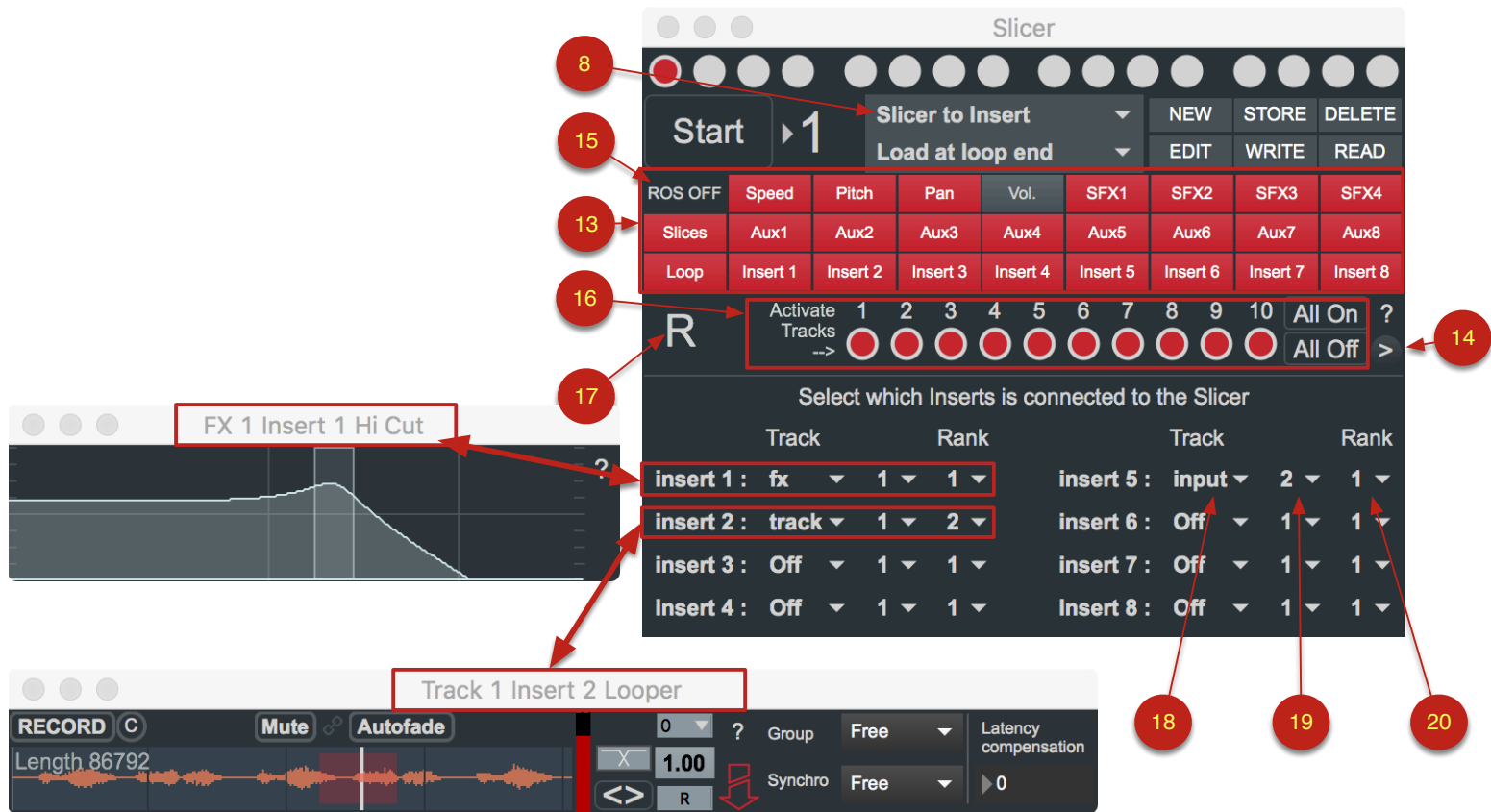
Slicer control by a macro

You can use a macro to call the steps of the Slicer which allows to have a different number of steps between the metronome and the Slicer.

The "**Slicer custom bar length**" macro in the Logelloop macro examples gives you an idea of how to drive Slicer with a macro.

Control the inserts with the Slicer

The button on the right bottom of the Slicer window (14) opens a drawer that displays the Slicer's insert control panel.



It is possible to connect 8 inserts to the Slicer. These inserts can be on any track (Input, Track, FX, SFX), the target track is configured by the menu (18) which goes from off to track category. The following value (19) allows you to choose the track number in the category, from 1 to 10 for Tracks or Inputs, from 1 to 8 for FX and 1 for SFX. Then it remains to choose the insert rank, from 1 to 4 for Tracks, FX and SFX and from 1 to 2 for Inputs.

Reset the values to their initial state when the Slicer is stopped (ROS)

The ROS On / ROS Off Button (15), when set to On, activates the reset of the interfaces that have been modified by the Slicer when it is stopped. This function can interfere with the scene memory recall or with the LFO, in which case it is possible to cut the link between the Slicer and the relevant track (16) or between the Slicer and the interface category (13).

Tracks activation

It is possible to disconnect the Slicer from some of Logelloop's tracks by unchecking one of the red stickers (16). The connection and disconnection of the tracks can be done when Slicer is in operation.

Memorization of the slicer settings in the scene memories

The Slicer settings are stored in the scene memories. When the Recall enable button (17) is activated, these settings are reloaded. The Slicer preset choice (8) is not stored in the scene memories, but it can be recalled by the Preset Arranger or by using a macro. This allows you to use several Slicer settings with the same Logelloop scene memory.

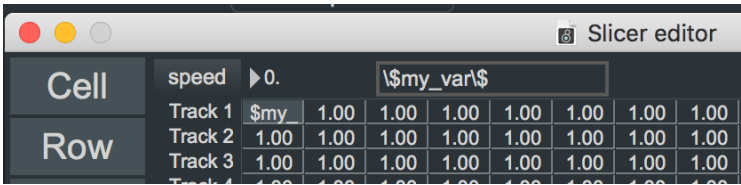
When you click on the "Edit" button (10), you open a page containing a Datasheet. All the settings stored by the Slicer are there and can be edited in text mode : speed, pitch, loop, slices, etc. For each category, the tracks are arranged one above the other and the 16 steps are in columns.

The screenshot shows the 'Slicer editor' window with a Datasheet. The interface includes a sidebar on the left with buttons for selection modes (Cell, Row, Column), global actions (Copy, Paste, Undo, Store, New), and category-specific actions (Speed, Pitch, Loop, Pan, Volume, Aux 1-4, Aux 5-8, SFX, Slices, Inserts 1-4, Inserts 5-8). The main area displays three tables for 'speed', 'pitch', and 'loop', each with 10 tracks and 16 steps. The 'speed' table has values ranging from 0.00 to 1.00. The 'pitch' table has values ranging from 0.00 to 1.00. The 'loop' table has values ranging from 0 to 1. The 'Reset selection', 'Copy', and 'Paste' buttons are located at the top right of each table. Red callouts with numbers 1 through 8 point to specific elements: 1 points to the selection mode buttons, 2 points to the 'speed' category header, 3 points to the value editing field, 4 points to the 'Copy' button, 5 points to the 'Paste' button, 6 points to the 'Undo' button, 7 points to the 'Store' and 'New' buttons, and 8 points to the category-specific action buttons.

To edit the values in the table, choose a selection mode (1): cell, row or column. Once this is done, choose the category in which you want to edit something, and select a cell, row or column... the content is grayed out, you can then edit it by entering a value in the value editing field next to the category name (3). You can also copy and paste either by using the global buttons (3) or the keyboard shortcut (cmd/ctrl + c, cmd/ctrl + v). To copy the contents of rows, you will need to use the copy/paste buttons of the categories (5). If you want to cancel an operation, use the Undo button (6). To validate the operations performed, use the Store and New buttons (7). Store modifies the memory that is currently loaded in Slicer while New will create a new memory.

Macro variables in the Slicer

It is possible to use macro variables in the Slicer by indicating the name of the variable with or without '\$' in one of the editor's settings boxes.



Save/recall a Preset

It is possible using the WRITE button (11) to save a slicer memory on your hard drive. A window allows you to choose a location and name. This feature allows you to share Slicer settings with other people.

The READ button (12) can charge a memory from a file.



Slicer Arranger

The arranger button (14) will open a tray that displays the arranger. It works the same way as the Granulaterre arranger, so you can refer to the [explanations](#) on Granulaterre to understand how it works.

10 LFO

The **Low Frequency Oscillator** (LFO) allows signal modulations of some Logelloop settings. The modulating signal is generally applied to the amplitude of the modulated signal, creating an effect of "vibrato amplitude". In Logelloop the LFO can be used to modulate several commands such as volumes, panning, auxiliaries, etc. So you can use the LFO to automate changing the sound of your loops.

LFO settings

It is possible to put up to 8 LFO. These LFO can then be distributed in 8 directions each. To choose how many LFO you will use, go into Audio Settings / Audio Desk / LFO and in the panel below, choose a number of LFO :

Project audio configuration: LFO example

Audio Driver
Audio Desk
Inputs
Outputs
Activation inserts
FX plugin type
Recorder

Loop length

Loop length20secondes

(Changing this value will reset the loops and cause a small wait delay after applying)

Main looper

Tracks count10

Loops countA, B, C

(Changing this value will reset the loops and cause a small wait delay after applying)

AUX / FX

AUX / FX track count4

LFO

LFO track count4

If you remove LFO channels, the associated presets will be lost

Here we chose to have 4 LFO working. Each LFO requires some resource, so it is advisable not to put in operation more than the number of LFO you need.

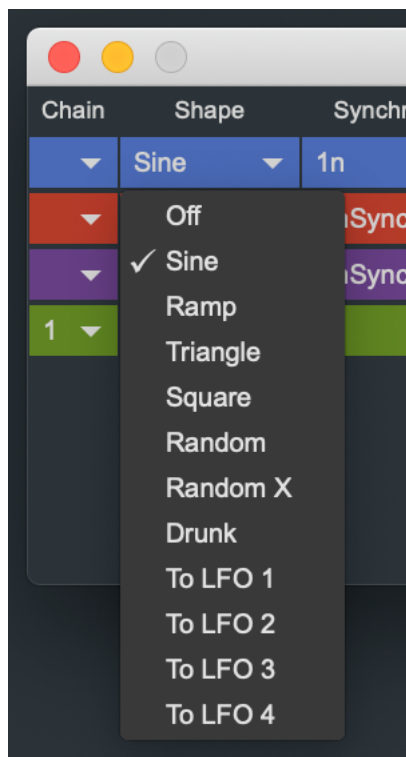
[illegible]

You can then choose the time division (2) which will give the tempo to your LFO. the values are expressed in [tempo-relative time value](#). If you choose "**UnSynced**", your LFO will not be synchronized to the metronome. Its speed will then be equivalent to the speed of an LFO set to 1n when the metronome is set to a BPM of 60.

The curve generated by the LFO has an **amplitude** of 1 by default. You can change the amplitude with the Amp. cursor (4). When you convert an audio signal using the "To LFO" insert, Amp acts like a compressor / expander.

The output of the LFO can be done in full amplitude(Full), in this case the output value is in the -1 to 1 scale. But in some cases, it is advantageous to use only the absolute value of the signal(6).

125



Sine, Ramp, Triangle, Square

The first 4 available waveforms are quite conventional :

Sine executes a sinusoid, it is the basic waveform of the LFO.

Ramp, emits a line of values starting from 0. and going up to 1. If we invert the phase, we get a line starting from 1 and going to 0.

Triangle, starts from 0. goes to 1. then goes back to 0. and so on.

Square plays values 0 or 1 successively depending on the rate and tempo if you are in synchronized mode.

Random, Random X & Drunk

When you choose **Random** you don't get a waveform but values randomly drawn between 0 and 1. This setting is interesting to obtain unpredictable successions of states.

Random X will provide random values linked together by sliding, as if there were a X-fade between these values. This allows you to play with randomness without too much jerk.

Drunk also emits random states, but the values that follow each other are close to previous values and the result is a kind of sinuous and unpredictable walk.

These three modes do not allow synchronisation with the metronome. To change the frequency of the value change, use Rate (3).

Choosing « To LFO »

The last choices do not generate a waveform, but they receive the signal from the "To LFO" insert which extracts the envelope of an audio signal and applies it to a Logelloop control.

To use them, choose "To LFO 1", then in the track or input of your choice, insert a "To LFO" insert, check 1 in order to convert the sound level into values from 0. to 1. then direct them to the LFO circuit.

LFO chain



The leftmost slider(9) allows to chain multiple LFO. If you select one as in our example, this means that the LFO 4 will be modulated by the LFO number 1. This means that a signal multiplies the other. in the window (10), one can verify that the Sine envelope of the LFO 1 is applied to the Square of LFO 4. This system allows you to create more complex shapes. While chaining multiple LFO, be careful not to create a loop!

LFO Routings

Once you change the setting of an LFO, or you click on the arrow (8) the routers associated with this LFO are displayed at the right of the window. In our example, LFO 1 is blue and the 8 routers are also blue, this means that showed routers are those related to the LFO 1.

The Route menu (11) allows you to select which user interface of Logelloop will be modulated by the LFO (Volume, pan, spatializer, Aux, etc.). Stereo panner cannot be modulated by an LFO.

The Track menu (12) makes the choice between Logelloop tracks. The Par. menu (13) selects one of the 8 parameters of an insert (they only affect inserts).

Min. (14) and Max. (15) number boxes sets a threshold and maximum modulation level.

The Phase button (16) allows a reversal phase to easily create a lag between modulated interfaces. If this phase reversal is not enough, you can apply a Delay (17) expressed in [tempo-relative time value](#). The rightmost box (18) show the resultant LFO which is applied to the Logelloop interface.

LFO to Macros

The 8 LFO generators communicate their state to macro variables named like this :

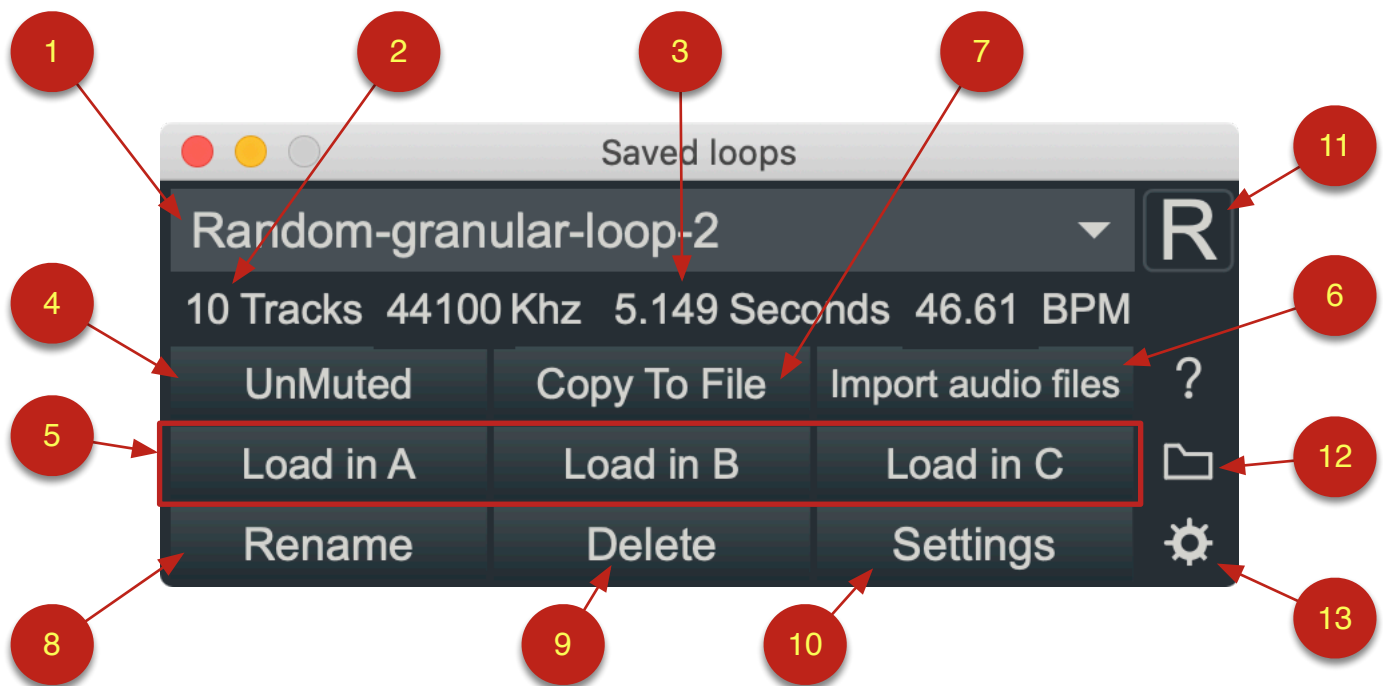
LFO_1, LFO_2, LFO_3, LFO_4, LFO_5, LFO_6, LFO_7 and LFO_8.

To listen to these variables in a macro you can use this sort of code :

```
//Début de la macro  
DoRepeat  
Message $LFO_1$  
Sleep 20  
While {true}  
//Fin de la macro
```

11 Save / Load loops

The «Saved_loops» window



The "Saved loops" window allows you to reload previously saved loops to the hard disk. When you click on CopyToFile (7 or via the function in the Commands panel), the content of the current loop is saved in the folder you have chosen in Project/Media/Logelloop Configuration or by clicking the configuration wheel(13).

To reload a loop, proceed as follows :

- Open the "Saved Loops" window (cmd/ctrl + L)
- Select an item from the menu at the top of the window
- Choose whether the loop will play immediately after loading or remain muted(4)
- Load in the loop you want with : Load in A, Load in B or Load in C

You can also choose "Delete"(9) or "Rename"(8) the selected loop.

When you copy a loop to your hard disk, the console settings of Logelloop are also saved. To return Logelloop to this state after loading a loop you can click on "Setting"(10). This setting recall will only work on the current loop.

In this window you can see the length of the saved loop(3), the number of tracks of the loop(2) and the sample rate.

The button (6) opens the « Import audio files » window to create a loop by dragging audio files from the hard disk.

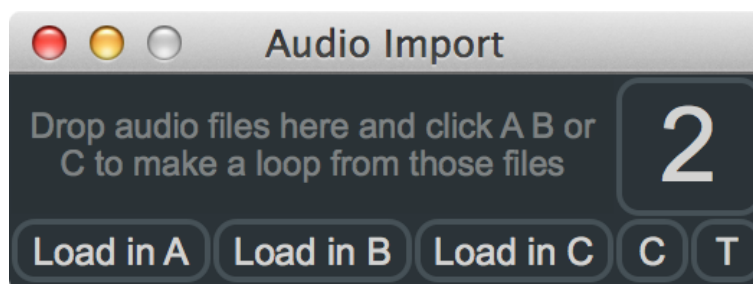
The folder icon (12) allows you to open the "Saved loops" folder in which the loops of your project are located.

Loading audio loops using scene memories

If the Recall Settings toggle is in the R position (11) and a loop has been loaded or just saved to the hard disk at the time you create or save a scene memory, that scene memory will reload the loop when you recall it.

To disable the reloading of loops when recalling a scene memory set the toggle (11) to the "-" position or choose "Select a loop..." before storing your settings in a scene memory.

Import Audio Files (make loops from audio files)



In this window, you can make loops from file you just drag and drop on the dedicated area. You can drop up to 10 files. Then click «Load in A», « Load in B» or « Load in C» and your files are loaded to the selected loop.

You can choose files who haven't the same length but the length of the created loop will be the length of longer one.

«C» will clear all dropped files.

«T» button permits to enable the tempo calculation of imported sounds. This calculation is base on the Metronome's signature.

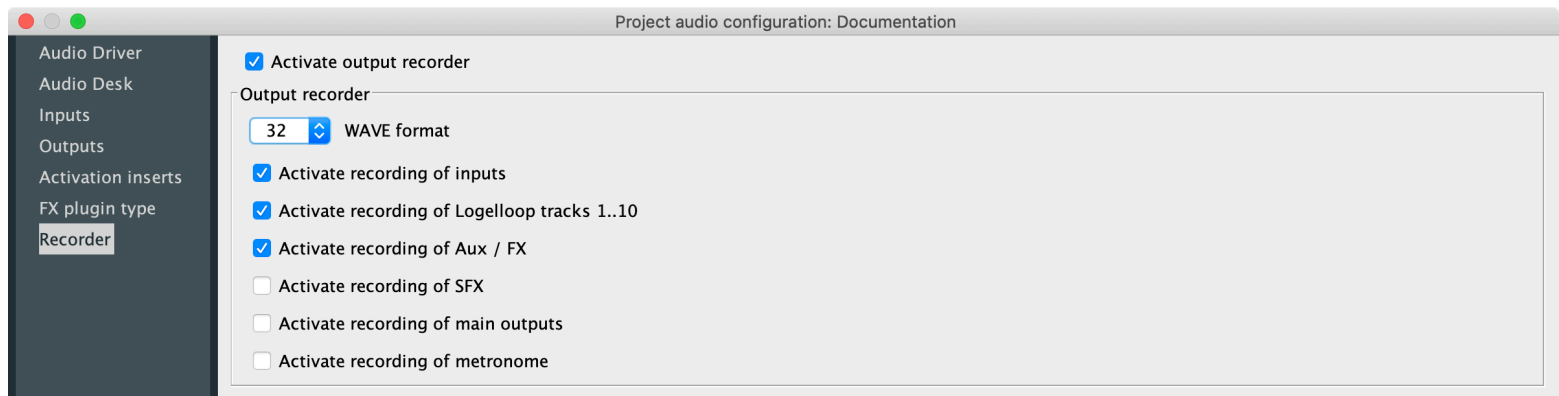
On Windows :

Audio files cannot be imported from network drives. First, you must copy them on a local drive attached to the computer, or the computer main drive. Then you may drag/drop them into the Import Audio Files windows and load them in A/B or C.

The Output Recorder

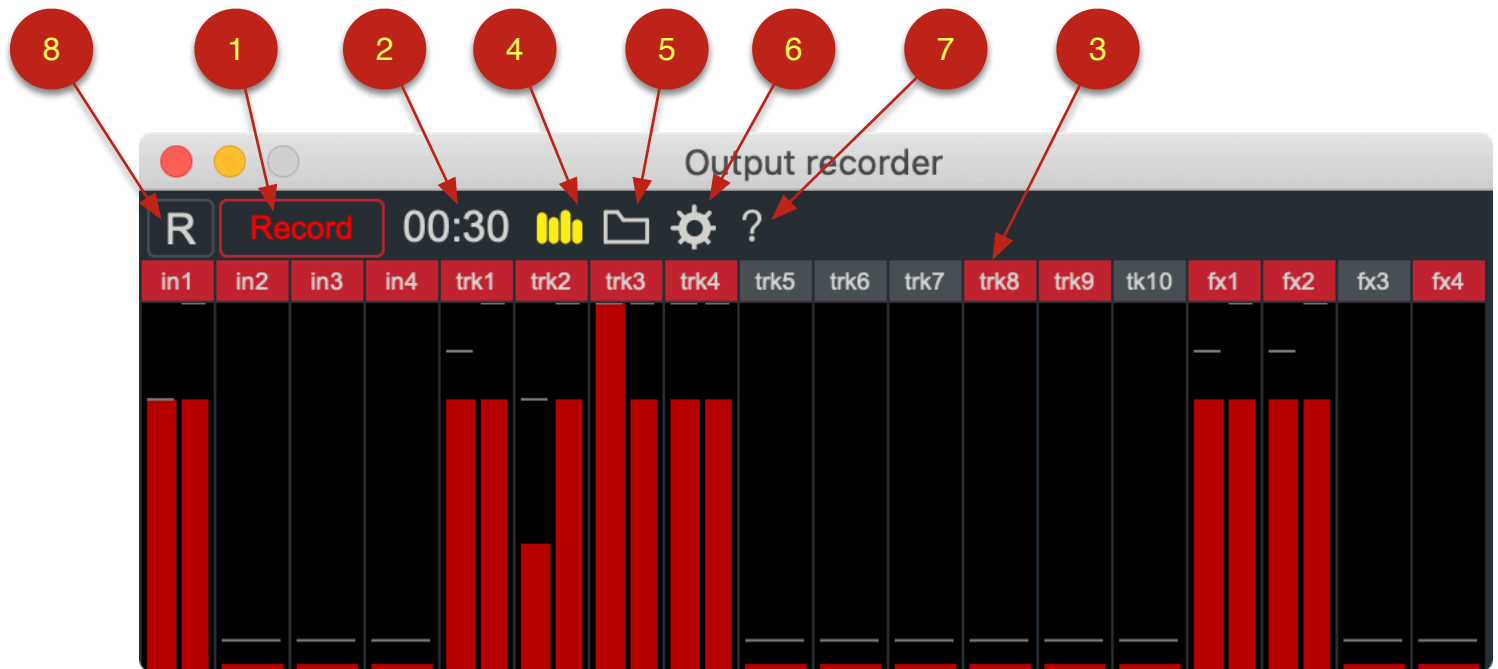
The recorder allows you to record all the sounds played by Logelloop during the session. To configure the recorder, you must go to the Project Editor/Audio System/Output Recorder and activate the recorder. Then choose what will be recorded.

To record the session for remixing it in an external editor, record the Inputs, Tracks from 1 to 10, FXs and SFX. You can then drag all the produced files to the external editor.



To record Logelloop's output and be able to use it without external intervention, enable the recording of the main outputs.

Once this is done, save the project configuration.
In Logelloop, the Recorder window should look like this :



To record, press the Record button (1) which starts and stops recording. A counter indicates the duration of the current recording (2). This counter displays 00:00 when there is no current recording. To display the duration of the last recording, you must click on this display.

By clicking on the red button of a track (3), you can disable recording for that track. If you want to enable or disable recording on all tracks in a category (trk, fx, in) with one click, press cmd/ctrl when you click one of the relevant buttons. The configuration of the recording tracks is stored in Logelloop's scene memories when the Recall enable button is set to R (8), if this button displays a -, the output recorder settings will not be changed during a preset recall.

The meters will allow you to control the levels of your recording, they will be visible when their activation button (4) is yellow.

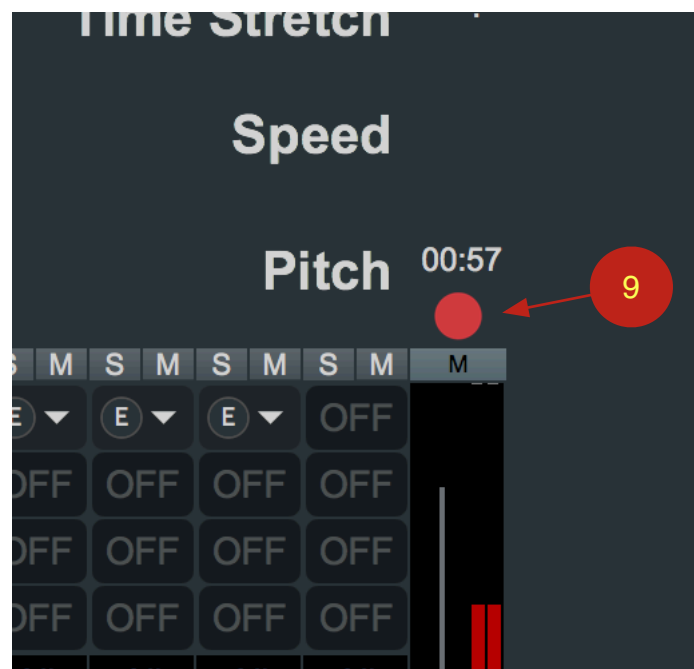
The files created by the recorder are stored by default in the "Output Recording" folder of your project. If you want to save in another folder, you can configure it in the Project Editor/Medias/ Logelloop editor and in the "Storage folder for output recorder" tab. If the configured folder is not found when you launch a recording, the recorder will put the files in the Global folder. The recording folder can be opened from Logelloop by clicking on the folder icon (5).

The produced files are in the .wav format, and 16, 24 ou 32 bits depending on the configuration you have chosen. There will be as many files produced as there are channels being recorded. These files can be opened in any audio editing and mixing software.

It is possible to open the recorder settings by clicking on the gear wheel (6).

If you want to record a lot of tracks simultaneously, it is recommended to do so using a fast hard disk or SSD.

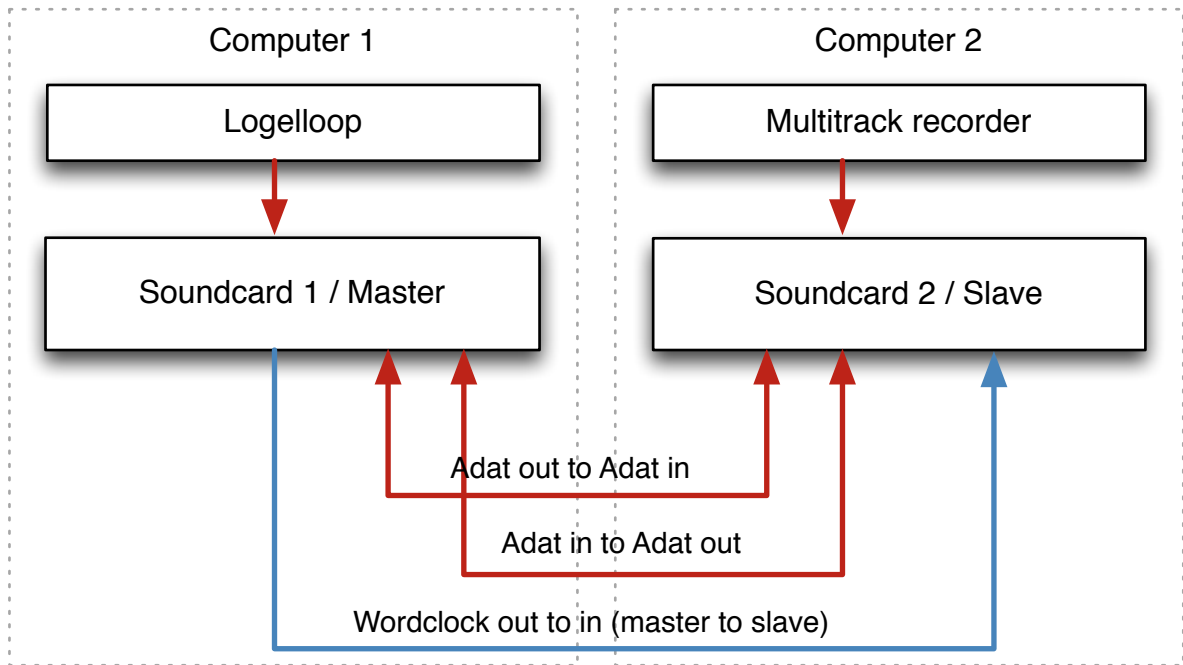
When the recorder is configured, a button appears above the Master track of the Logelloop console (9). This button is used both to start and stop the recording and to view the recording status.



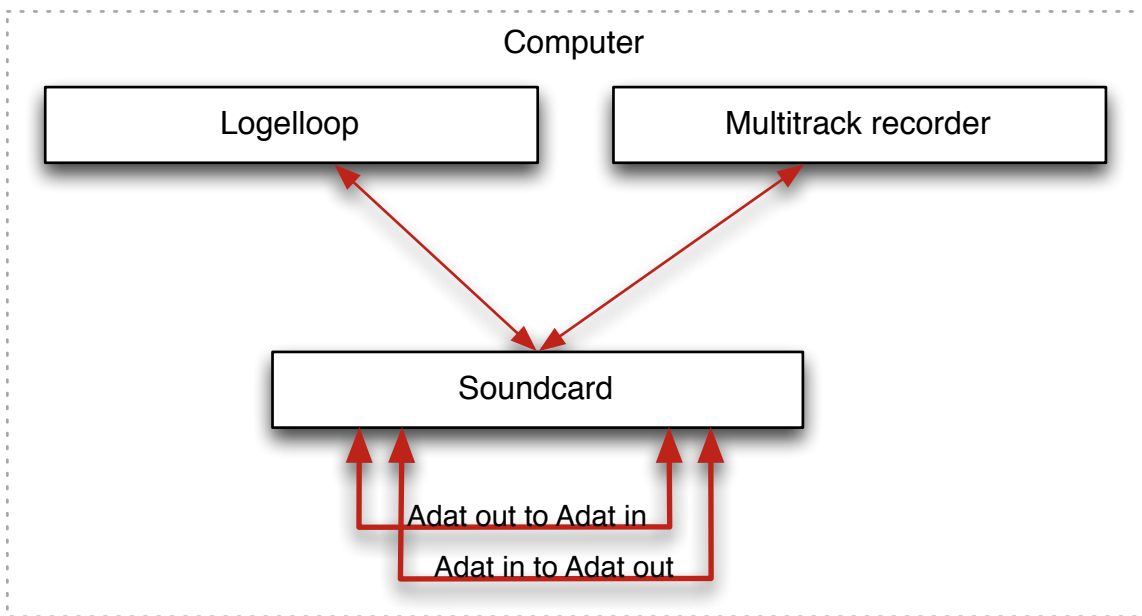
Record Logelloop Works With an External Multitrack Recorder

If you want to rework your sounds made with Logelloop in an external recorder, there is several solutions. The simplest is to use 2 different computers, each one connected to an external sound card. Logelloop works on one of the computers and the recorder on the other one. You can then connect the sound cards using the digital inputs and outputs. Do not forget to connect the digital word clocks from the Master sound card to the slave one.

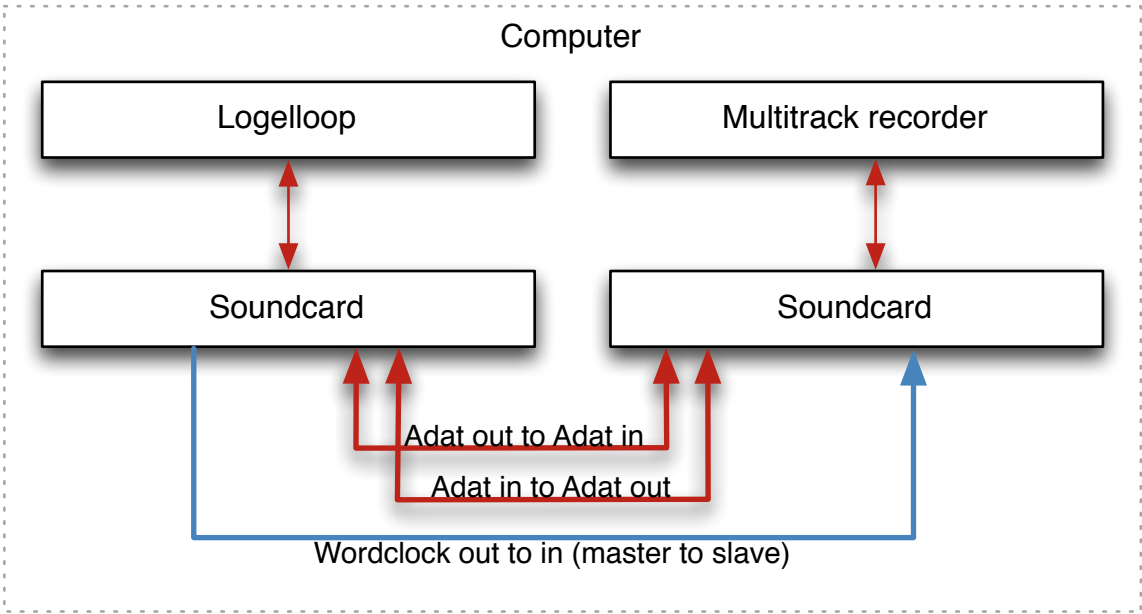
If you want to record each Logelloop track separately in you multitrack recorder, don't forget to set Logelloop in the [Multitrack mode](#).



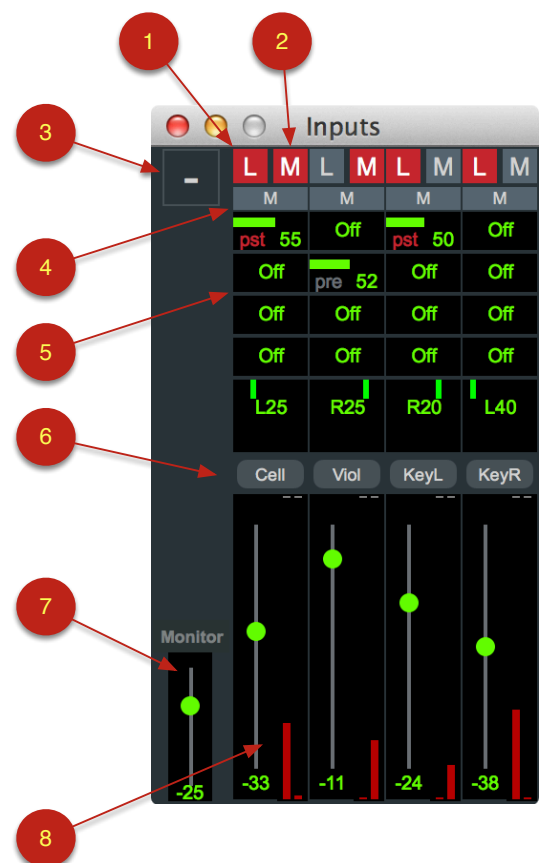
It is also possible to use a single computer and a single sound card. In this case, you can interconnect the digital inputs and outputs of your sound card.



The last possibility is to connect two sound cards on the same computer, assign each card to a different software and connect the outputs of the first card to the inputs of the second one. This method facilitates the software settings and gives more flexibility in routings.



12 Inputs



The screenshot shows the 'Inputs' panel with the following controls and callouts:

- 1 - Recall enable (top left button)
- 2 - Route this channel to the monitor out (top right button)
- 3 - Mute this channel (M button)
- 4 - Aux sends section (L25, R25, R20, L40 buttons)
- 5 - Inputs names (Cell, Viol, KeyL, KeyR buttons)
- 6 - Monitor output level (Monitor fader)
- 7 - Input level (input faders)
- 8 - Faders and vu-meters (vu-meters)

Legend:

- 1 - Route this channel to the looper
- 2 - Route this channel to the monitor out
- 3 - Recall enable
- 4 - Mute this channel
- 5 - Aux sends section
- 6 - Inputs names
- 7 - Monitor output level
- 8 - Input level
- 9 - Faders and vu-meters

Input Panners

The panners have an effect on the monitoring position of the sound, but not on the stuff being recorded in the looper if you are in Mono (Preferences/Global preferences). If you are in Stereo in the Global preferences panel, the input panner will change the position of the recorded stuff in the buffer.

Input faders and Auxiliaries

The fader changes the level of the input in the monitoring, in SFXs and also in the recorded loops.

Auxiliaries will send the input audio content to the VST plugs or, if you set them to Bypass, directly to an output. They can be set to PRE or POST meaning that the faders will also change the level for auxiliaries or not.

Input To Monitor (M)

Each input content can be routed to the monitoring channels. In order to do it, you just need to go to the preferences panel and in 'Audio/inputs', check the 'To Monitor' box. Then the M will be red and you can ear this channel in the monitor according that the volume of the monitor output is not at zero and that you selected outputs for the monitor in Preferences/Audio/Monitor).

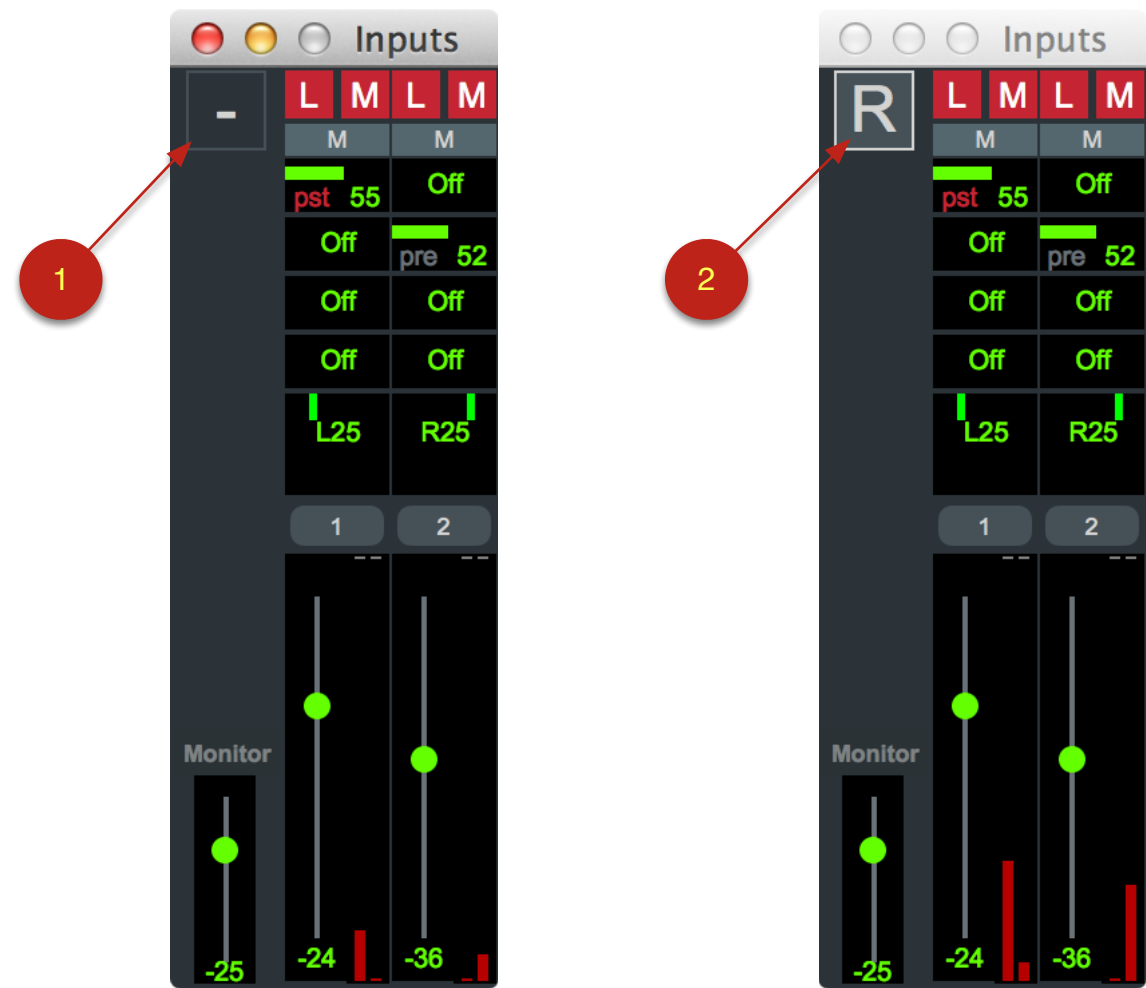
Input ToLoop (L)

Each input can be routed to the looper or not. If a channel is not routed to the looper, it will not be recorded when you press record. This can be useful to have a lot of instruments connected and just selecting the one you want to be looped.

To choose if an input will be routed to the Looper, go to the preferences panel and in 'Audio/Inputs', check the ToLoop box for this channel.

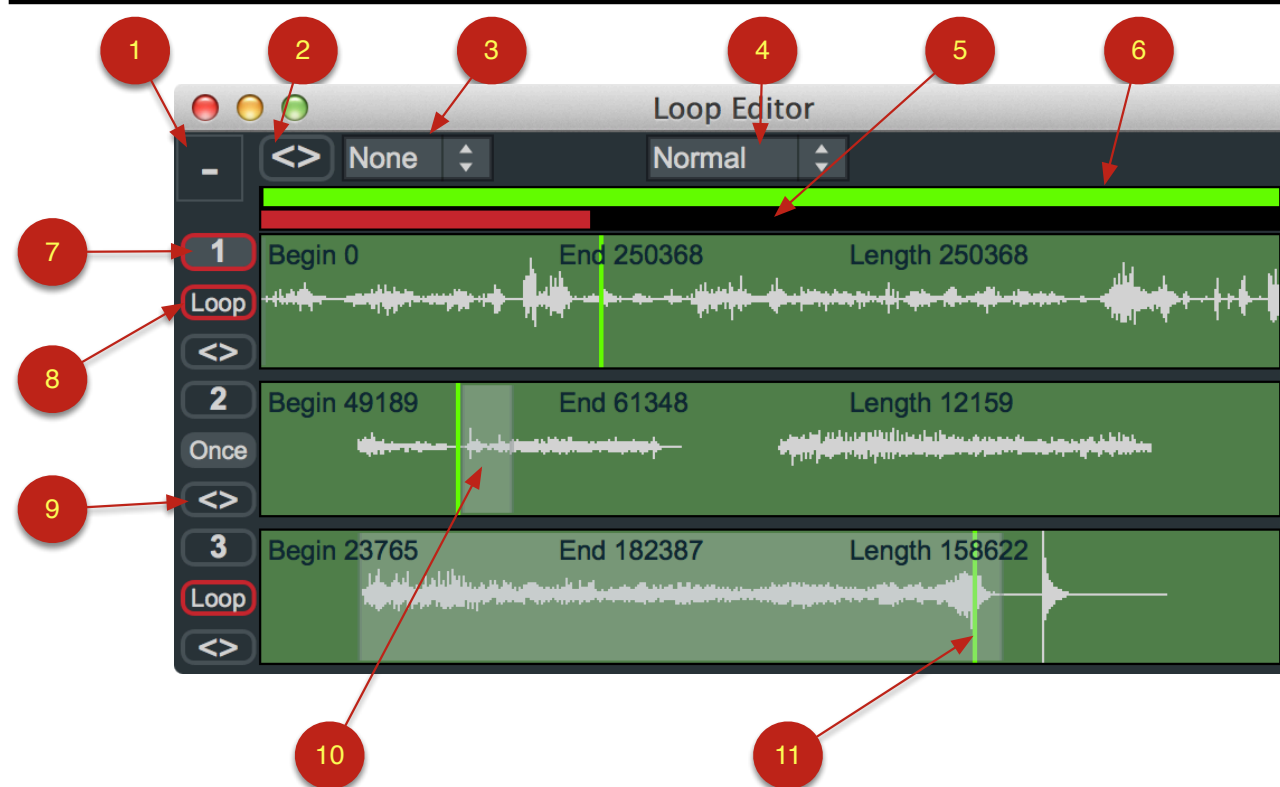
Storing Input settings in the Presets

To enable the recall of input settings, click the "-" button (1) on the right side of the window. The button will then show an "R" (for "recall enabled") and when you reload a preset, the settings of the input window will be reset as they were when that memory was previously saved. The state of the "-" / R button is global to the project and is therefore reset to the opening of the project as it was at the closing of this project.



13 Loops editor

Detailed Features



The Loop Editor main function is to display your sounds. It allows you to view the recordings and to know the state of the looper.

The green bar(6) indicates the degree of filling of memory (depending on the length of loops that you defined in the Global Settings) .

The red bar(5) is the temporal reference of Logelloop . It represents both the position of the recording head and the playing head tracks that are synchronized to the recorder. If you change the playback speed of a track, or if you change the point of beginning and / or end reading(10), the play head of the track will be out of sync(11).

You can delete the edit points and synchronize the track by clicking on the button provided for this purpose(9).

If you want to synchronize all tracks at once, you can use the main button(2).

By default, the editor is automatically zoomed in on the loop portion that interests you. If you want to zoom out completely, it is possible to toggle from "normal" to "Buffer size"(4).

Edit all tracks simultaneously

By pressing the ctrl key and clicking / dragging on the loop editing window, you can select a zone common to all Logelloop tracks.

Loop or Single Playing

You can if you want to disable loop playback of your sounds. A button is dedicated to this(8), clicking it displays "Once" and therefore your sounds will be played once. This option is particularly useful with the Slicer .

Quantize Loop Selections

You can choose a quantization(3) for your editing points. By default (None), the selection is free. But you can choose quantization 1 (full loop) , 1/2 (half-loop), third, fourth, fifth, sixth, seventh, eighth, 1/12, 1/16, 1/24, 1/32, 1/64.

Using settings fifth and seventh, you can edit asymmetric loops.

These settings are independent of the metronome.

Storing Settings Editor loop

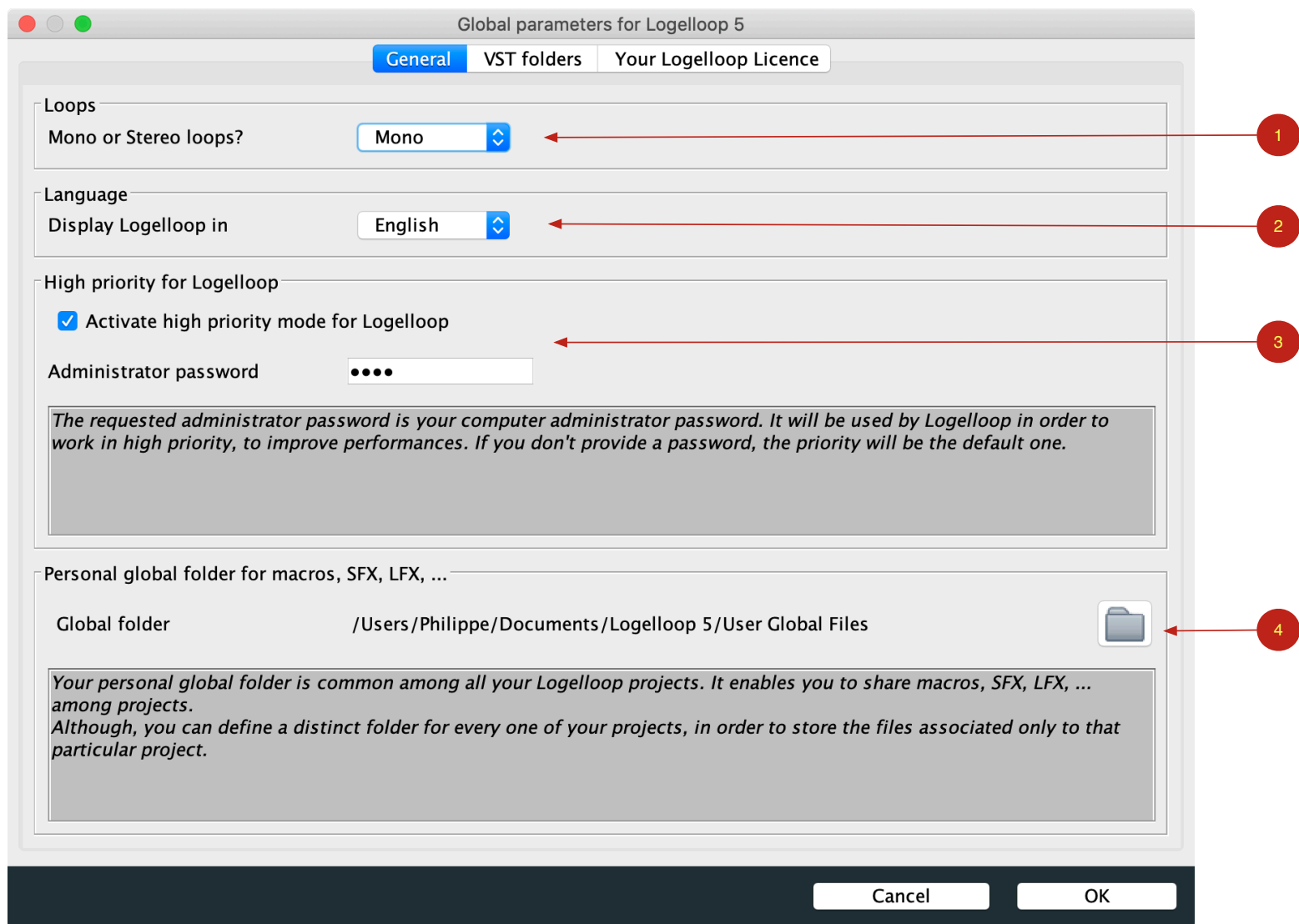
The edition points and, as well as the Loop button(8) can be saved in presets, but for that you will need to click on the recall button(1) before recording a preset.

14 Global settings

The Global Settings window allows independent settings related to the project. These settings are common to all Projects. This window has three tabs. Validation of global parameters is general and covers all tabs. You can confirm by clicking "OK" or cancel your changes with the "Cancel" button. **Some of these options will need you to restart Logelloop.**

Number of channels in the Main Looper

In the first tab you can choose whether the Main Looper records loops in mono or stereo (1). By default, Logelloop is mono. The Stereo recording is interesting for musicians who play instruments that are generally using two microphones : Accordion, piano, keyboard, etc. . You must not forget to position the panoramic of each input. Those are the buttons to allocate the content of left and right channels in your loops.



Language

You can choose the language (2). Existing choices are currently English and French. If you want us to add a language and you are ready to help us to do this, contact us at logelloop@logelloop.com.

Activate High priority

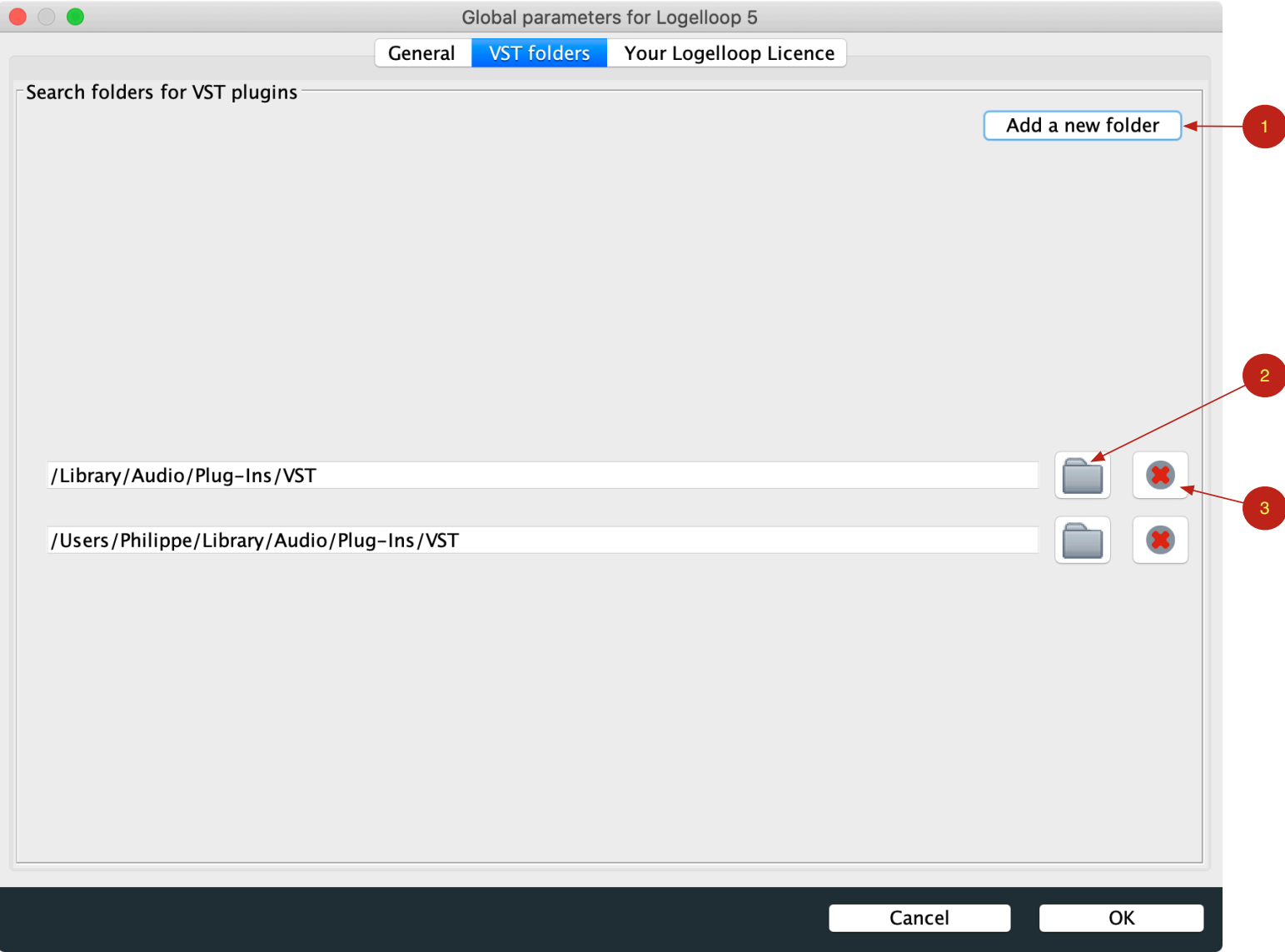
In this panel you can enter your computer administration password (2). This password is the one you use to install a new application or to open your user session. This will give the possibility to Logelloop to run in higher priority than other applications or services and thus be more efficient.

Global folder

In this panel, you choose where Logelloop will store and look for global elements. The "Default Global User Files" folder is used by default, but if you want, you can move it or create another one somewhere else.

VST Plug-ins folders

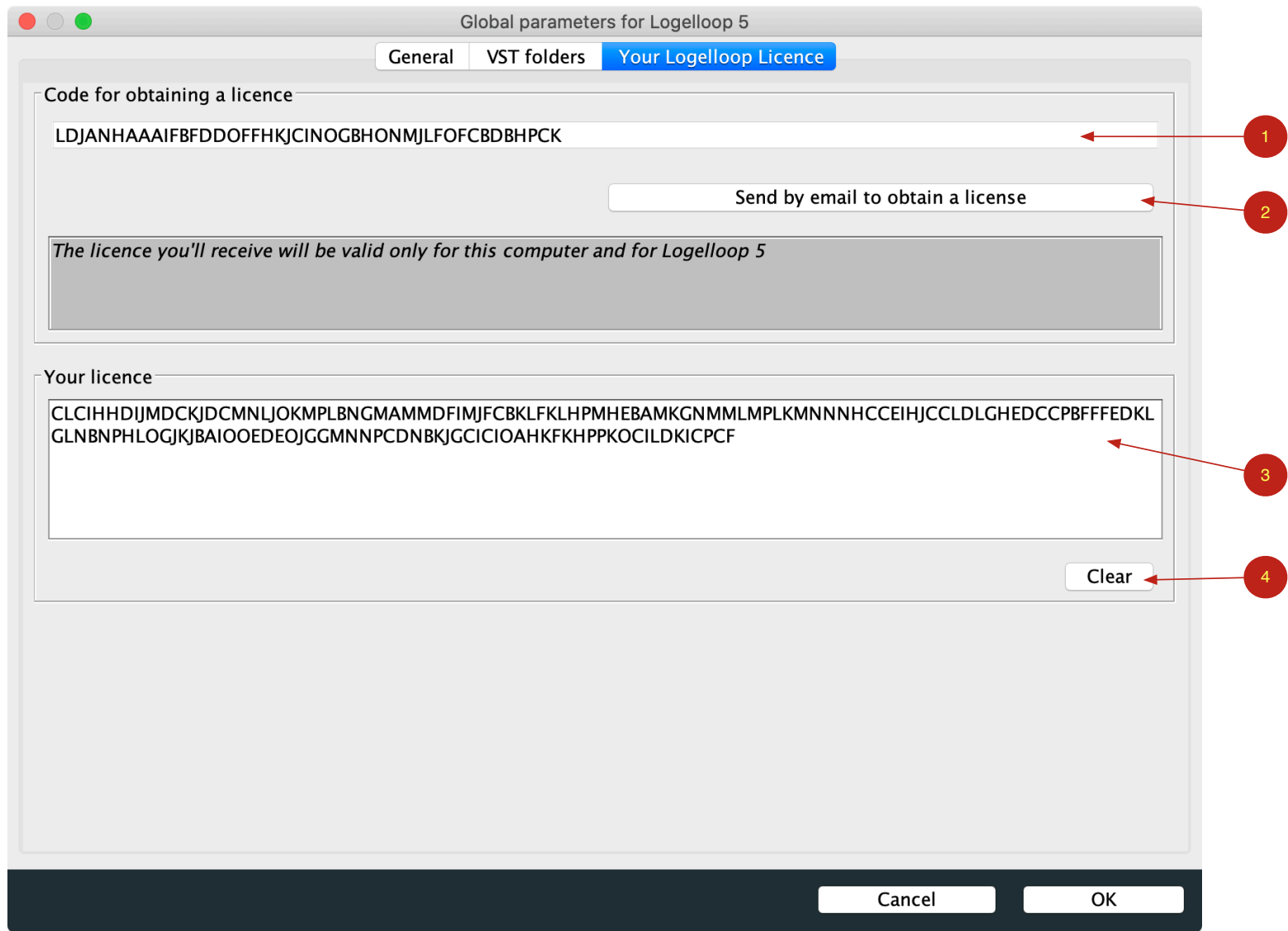
In the second tab you indicate to Logelloop the location of your VST plug-ins. By default, the VST folder is at the root of your computer, and the one that is in your personal library are selected. You can change this path by clicking the folder icon (2). You can also clear a path by clicking on the Clear button (3) or add an additional path through the button provided for this purpose (1).



Authorization of Logelloop

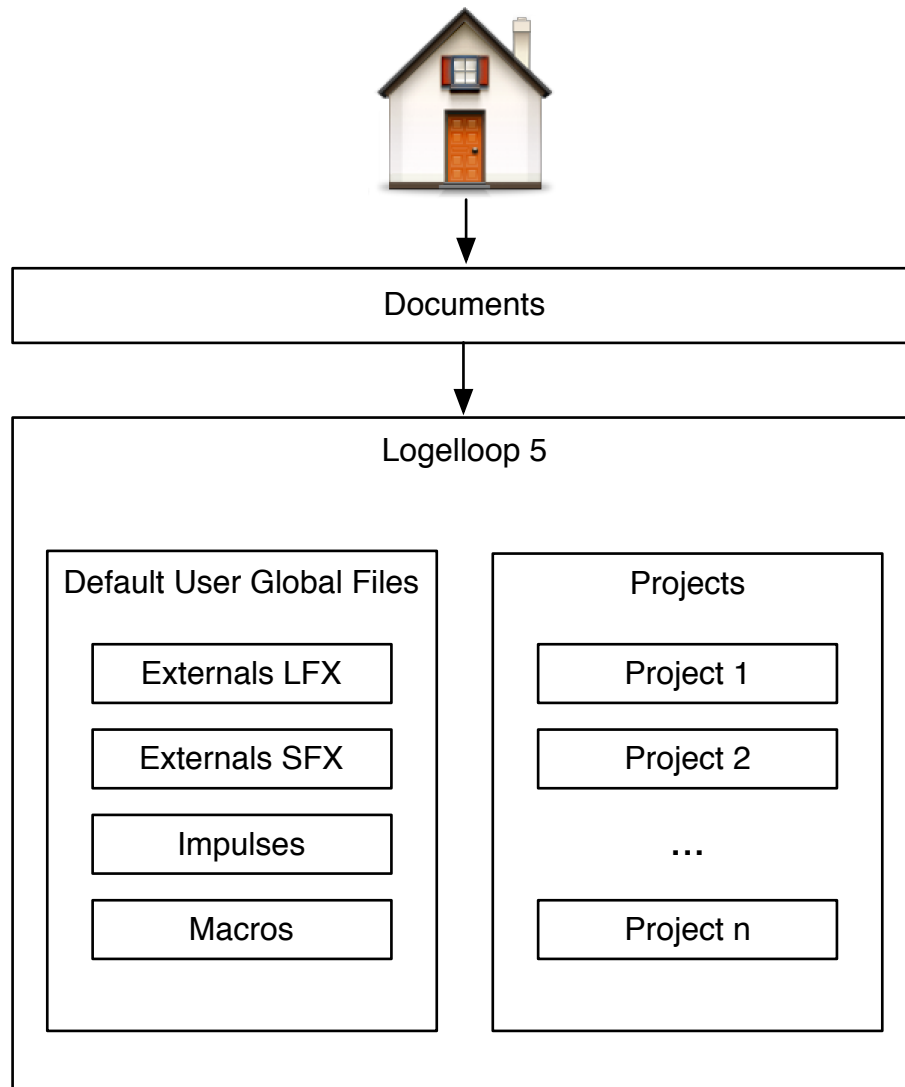
The third tab will be used to authorize Logelloop Pro. It will show the code that you must provide to get permission from your computer (1). There is a button to send a pre-filled email containing this challenge (2) and the space for copy your specific licence for this computer (3). The authorization may be copied there or when starting Logelloop, the 2 ways are equivalent but if you use this one, you will need to restart Logelloop.

You can click "Clear" (4) if you want to revert Logelloop in Learning edition mode on this computer, after « Clear », you will need to restart Logelloop.



15 Projets

When you use Logelloop, your data are divided into two categories : those that are global to all projects and those related to the project currently open. You can in some cases choose if your data is Global or whether they relate to your current project. In the diagrams below, you can see the structure of Global folder and Project folders.



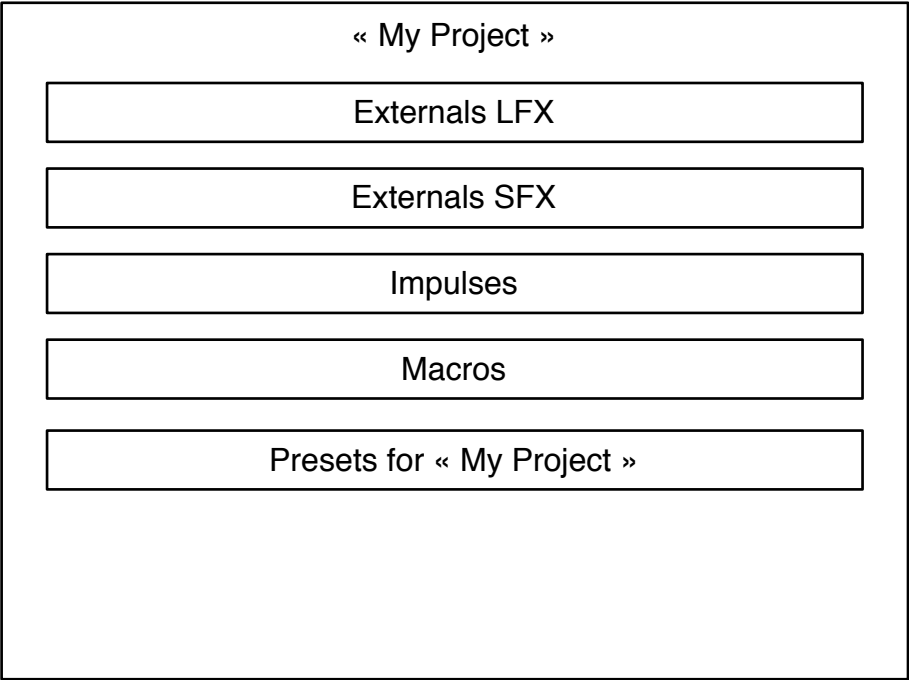
As you can see, by default, a "Logelloop 5" folder is created in the Documents folder located in the user folder on your computer. In this folder is the folder "Default user Global Files", this is where you can place your global files (macros, LFX, SFX, Impulses, etc ...). Some files, such as global macros will be directly saved in this folder by Logelloop.

Besides this folder you will find a "Projects" folder. By default Logelloop save your projects in this folder. If you wish, you can, of course, save your projects to another location on your computer, but if all your projects in the same place, it will facilitate their backup and sharing between different computers.

Content of a Project

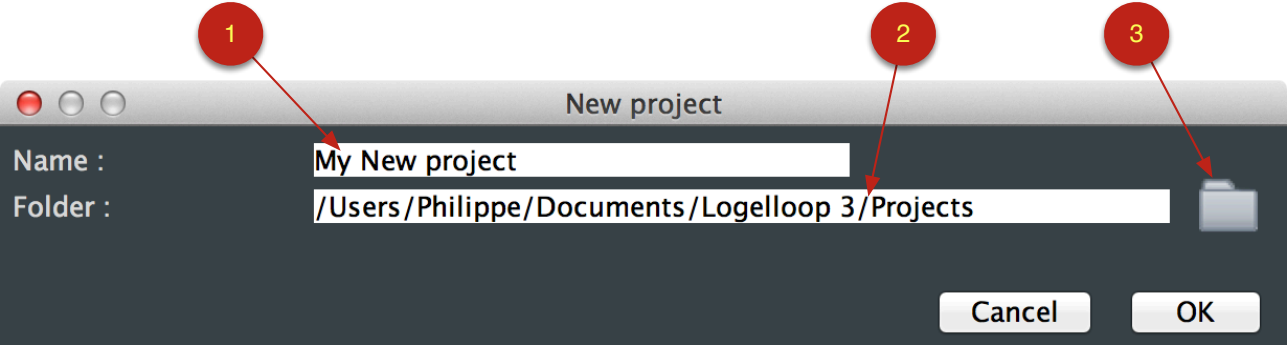
Below is a diagram showing the contents of a project folder. In the example the project is called "My Project", you can give any name to your project, usually the name of the show or recording for which it is created will be used.

In the "My Project" folder, there are 5 folders: Externals SFX, Externals LFX, Impulses, Macros, Preset for "My Project". You can put your SFX and LFX (or those that you have downloaded from our website or received from another user), the impulses that will be used by our LFX of Reverberation in those folders. The macros created by this project are also stored in this place and finally, memories scenes saved by Logelloop when this project will be in operation are stored here (in «Preset for «My Project»»).



Create a New Project

Before you start making settings on Logelloop for a particular work, we recommend that you create a new project. In the Project Editor you can choose the options of Logelloop for your current work.

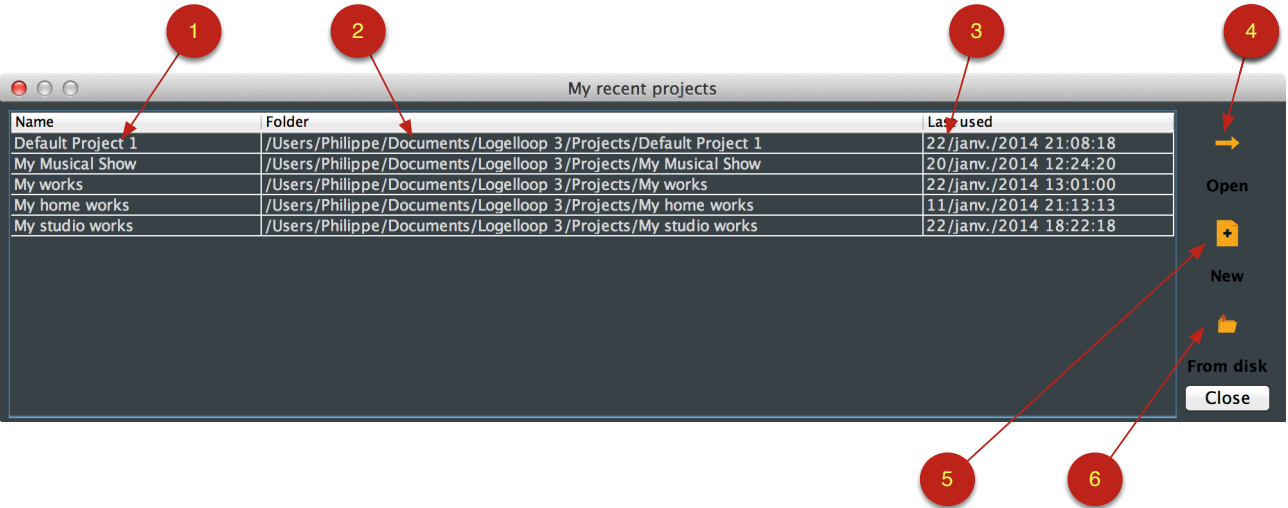


To create a new project, you must open the New Project window («New» from the File menu or cmd/ctrl + N). In this window, you can choose a name for your project(1). By default, your new project is saved in the Projects folder(2). If you want to change the location of your project, click the folder icon(3), you have the choice to choose a folder. Finally, you can confirm by clicking the OK button(4).

Your new project is now working, the files are created on your hard drive and you can start editing it by opening the Project Editor.

Open a Project

When you open Logelloop, the last used project opens automatically and you can immediately start using it. If you want to change your project, you can open the "Recent Project" window (Open in the File menu, or cmd/ctrl+O).



In this window are displayed the names of existing projects(1), their situation on the hard drive(2), the date of last use(3). You can open a project by double-clicking on its name or by selecting its name and clicking the opening icon(4).

You can also create a new project by clicking the New(5) button.

Duplicate the current project

You can duplicate the current project with "Save As ... » (cmd/ctrl + shift + s).

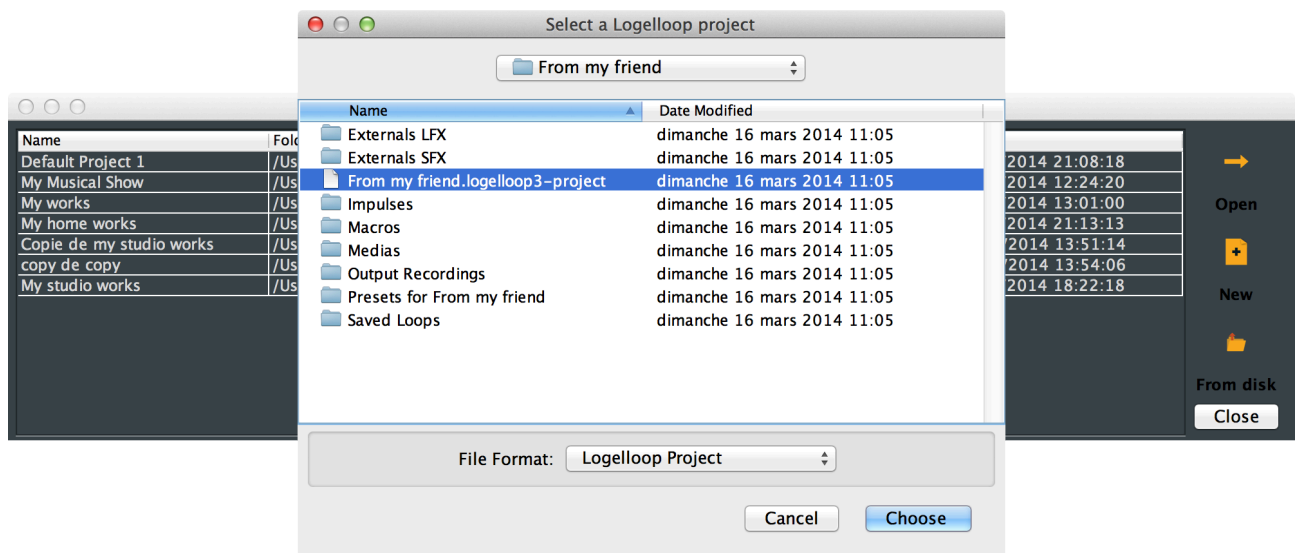
In this case, a window opens asking you to give a name for your new project. A folder is created on your hard drive in the folder where you saved your project. All content and settings of your current project are duplicated.

The contents of the folder "Output Recordings" is not copied during this operation.

Of course, you can also duplicate a project by duplicating the folder in the Finder of Mac. But after this operation, you will need to "import" in the "Recent Projects" window.

Import a Project

In «My recent projects», a button allows you to import(6) projects in Logelloop. Click this button, then look for the project you want to import to your hard drive. This project will be loaded into Logelloop and visible in the window recent project. This function will not change the place of the project in the hard drive, so, put in the right place before the importation.



Delete a Project

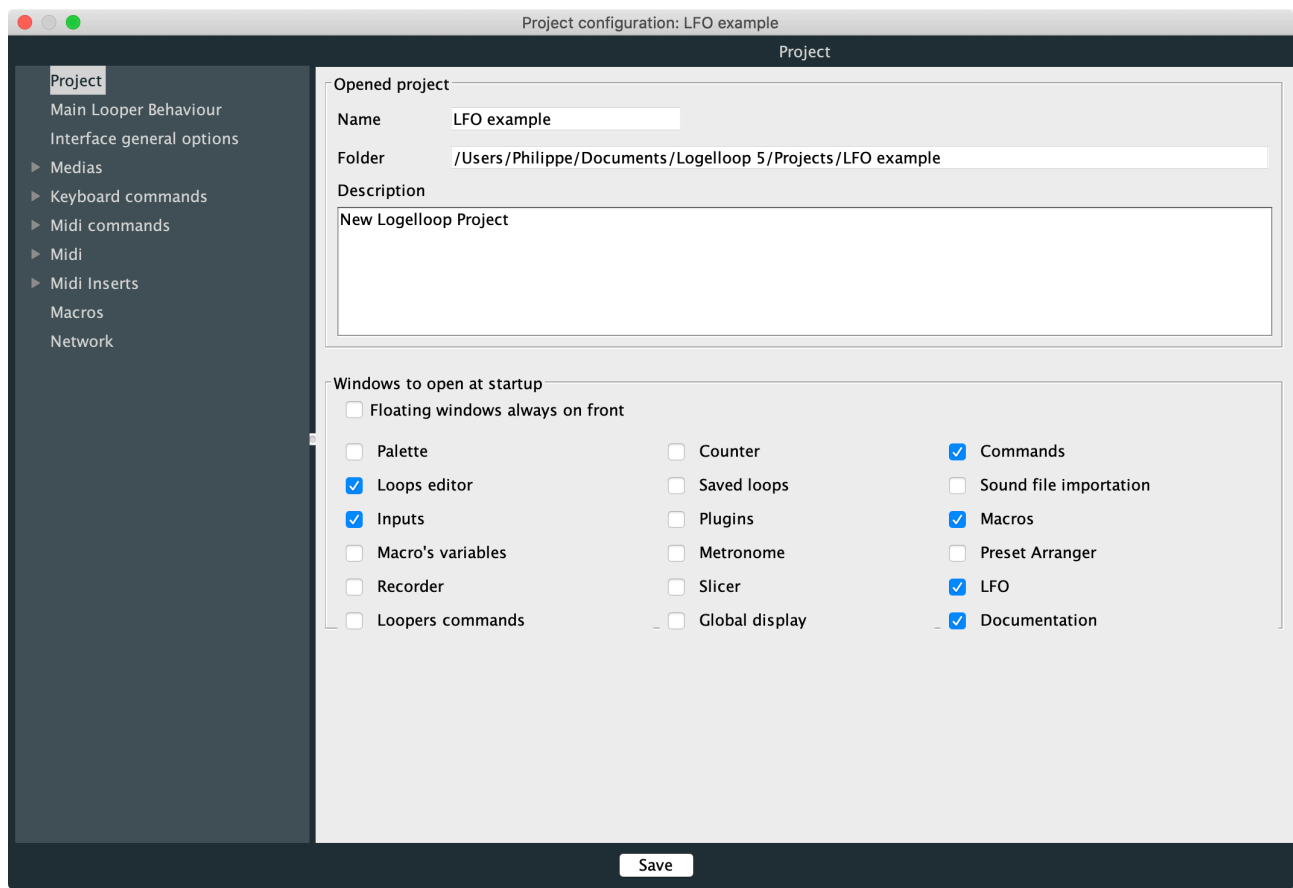
To delete a project from your computer, go to the folder containing this project and trash the project folder.

If you simply want to make your project invisible from Logelloop, you can put it in a folder other than the folder where Logelloop loads its projects.

When you open Logelloop, the project does not appear anymore in the list of your recent projects.

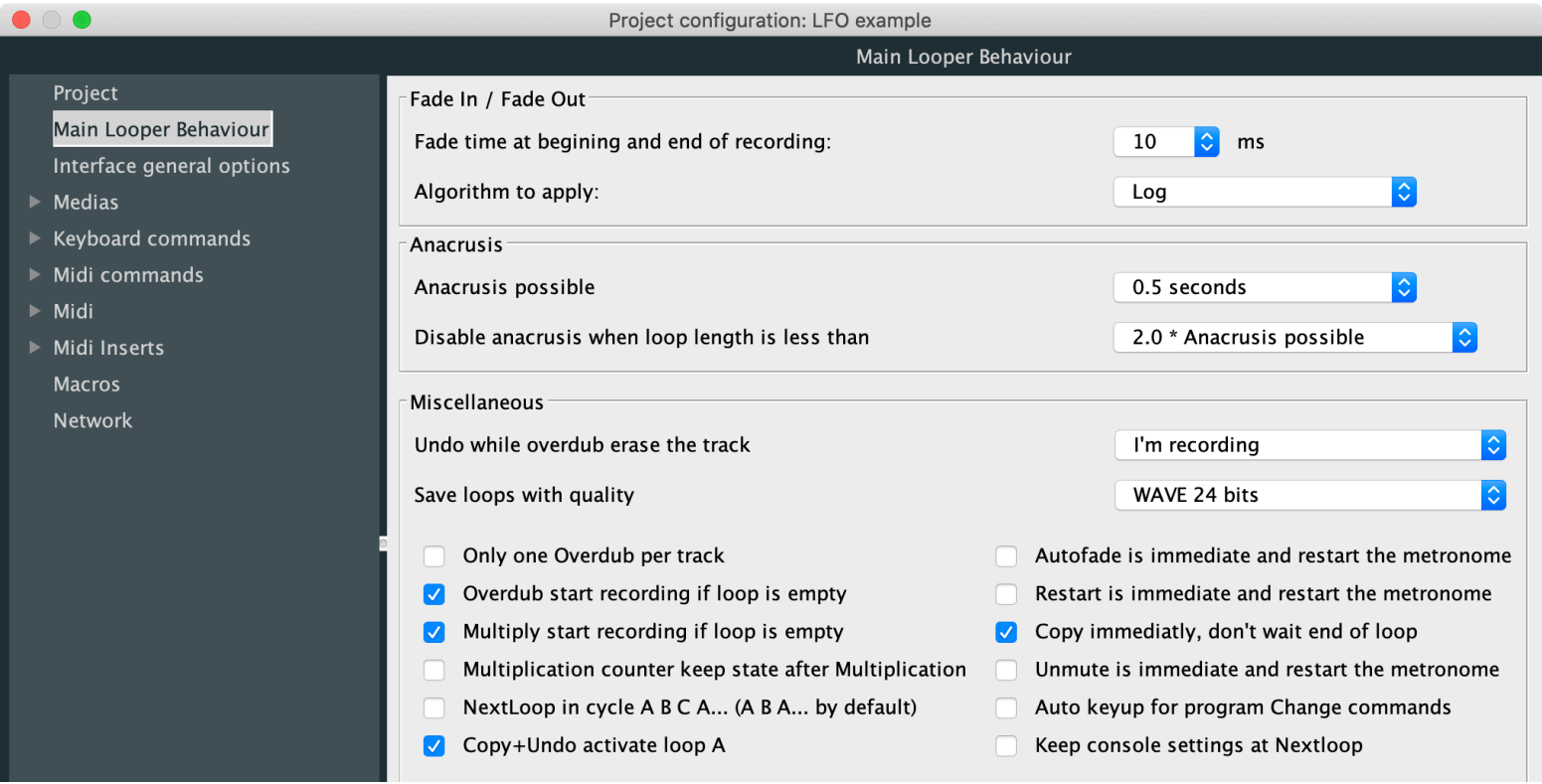
16 Project configuration

Once a project is created or opened, you can change his settings.
To do this, you must open the « Project Configuration » window in the File menu (cmd/ctrl + p).



This window contains a number of tabs at the top, the tabs allow you to access various settings panels. Once your settings done, you can save them by clicking "Save" or, if you do not want to keep the new settings.

Main Looper Behaviour

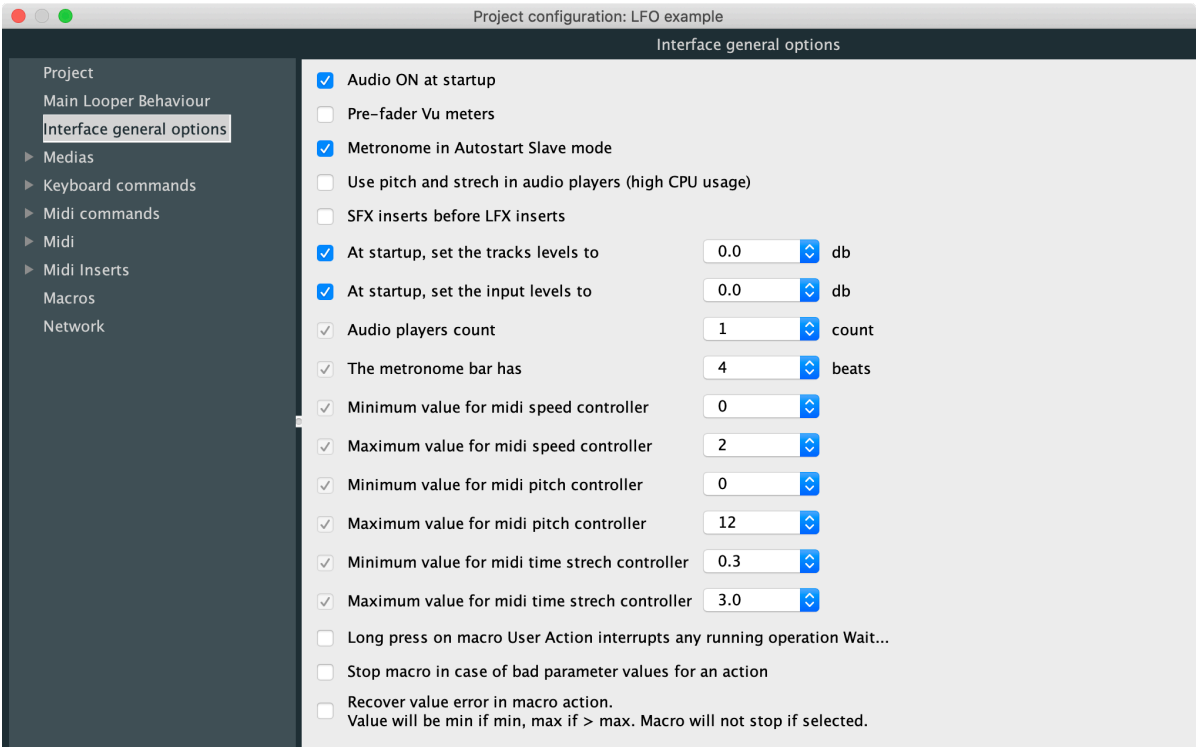


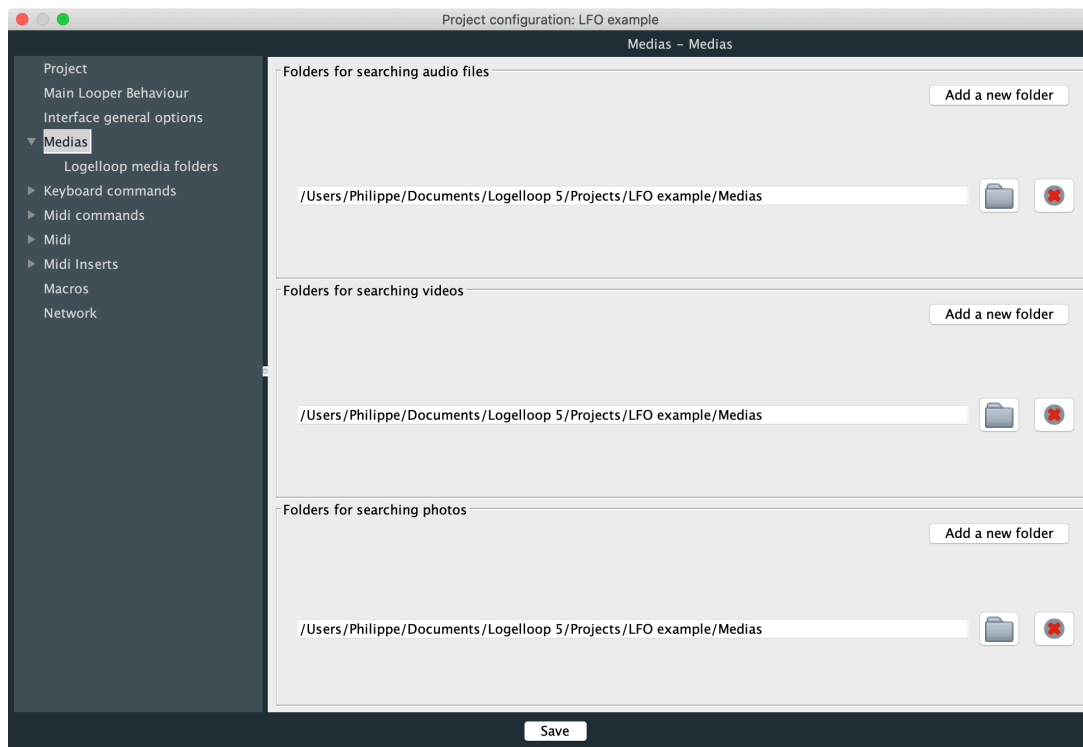
In this panel you can set options for the looper section of Logelloop.

Fadein / fadeout : These fade applied to each loop when Logelloop records a loop. You can choose a length or a different curve.

Anacrouse : If you press the record in Logelloop just before the end of the loop. Instead of recording a small piece of the end of the runway and go to the next track, Logelloop waits for the start of the next track to set record.

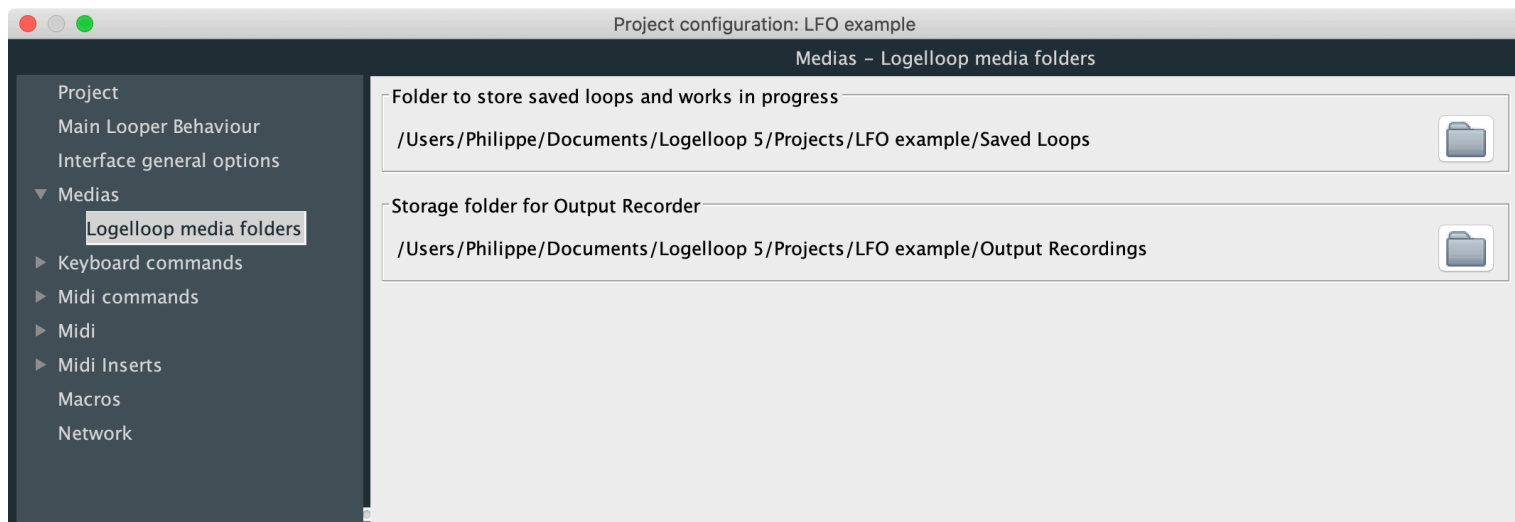
The options in the "**Miscellaneous**" tab are clearly enough labeled to be self-explanatory.





The Media tab allows you to configure where Logelloop searches for sound files that will be displayed in the "File player" menu. Only AIFF and Wave files will be recognized. MP3s are not recognized. You can choose several folders if you want.

You can also choose in which folders the SFX Video will look for photos and videos.



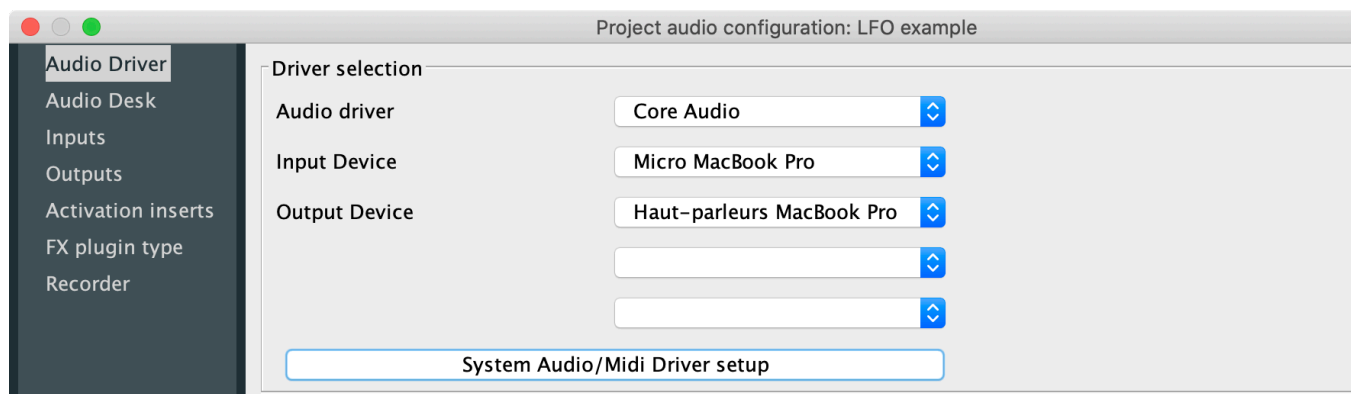
In « Logelloop media folders" you choose where Logelloop put the loops you save using the CopyToFile command (see [Copy to File](#)). This is also the place where Logelloop seek loops that you load in the "Saved loops" window.

The "Storage folder for output recorder" allows you to choose the destination folder used by the [Recorder](#).

17 Audio Configuration of the project

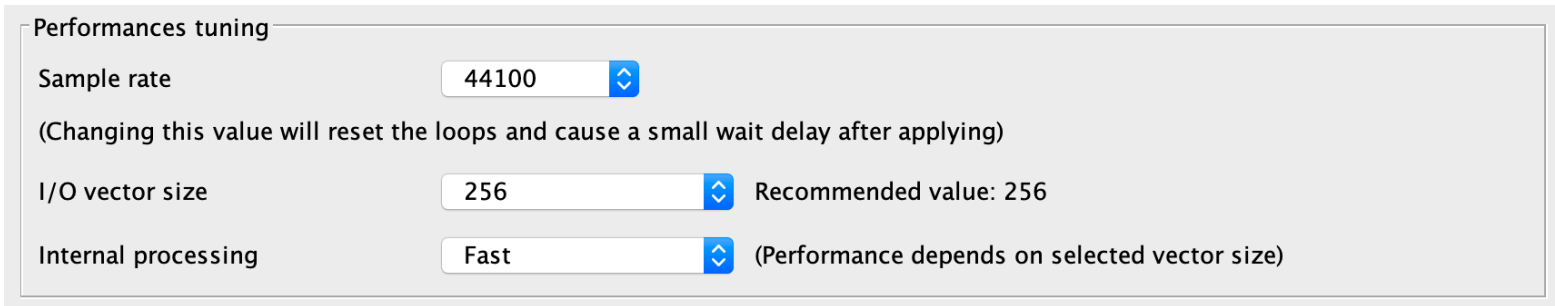
In the **File** menu, select « **Audio settings** » to open the « Project audio configuration » panel.

Audio Driver settings



At the top of the panel, you choose the audio driver and input or output device you want to use.

Performances Tuning



The sampling rate setting defines the number of samples per second. It is always recommended using the same sample rate, because it is not possible to load a loop previously saved on the hard disk if it was recorded at a different sampling rate than the current project.

I/O vector size : The sound is processed by vectors. This setting is the size of packets entering and leaving Logelloop. The bigger, the vector is, the greater the latency is high and therefore, the latency can be a problem, so it is advisable to keep a reasonable I/O vector size (256 seems to fit in many cases). When the I/O vector size is bigger, less CPU is requested. If the sampling frequency is higher, the length of a vector is shorter, so it may affect the latency in some cases.

Internal processing : When you loop the audio system in Logelloop (direct output of FX to the input of another FX, put on a feedback delay, use the insert to send the sound of a track to an input, etc.), it may happen that an offset vector is added to avoid Larsen effect. When the internal processing is faster, the latency is shorter. But in this case, the CPU of your computer will be applied, so it is advisable not to choose a too fast internal processing if you don't need it.

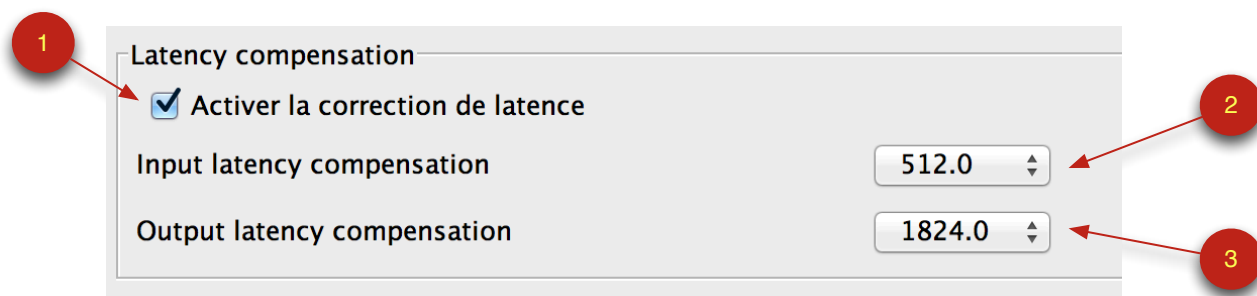
Latency compensation

Before starting to work with Logelloop, you should go to preferences/Audio/Audio Driver to set the best settings for the latency compensation.

At first, you may choose your [soundcard](#) and set [inputs](#) and [output settings](#).

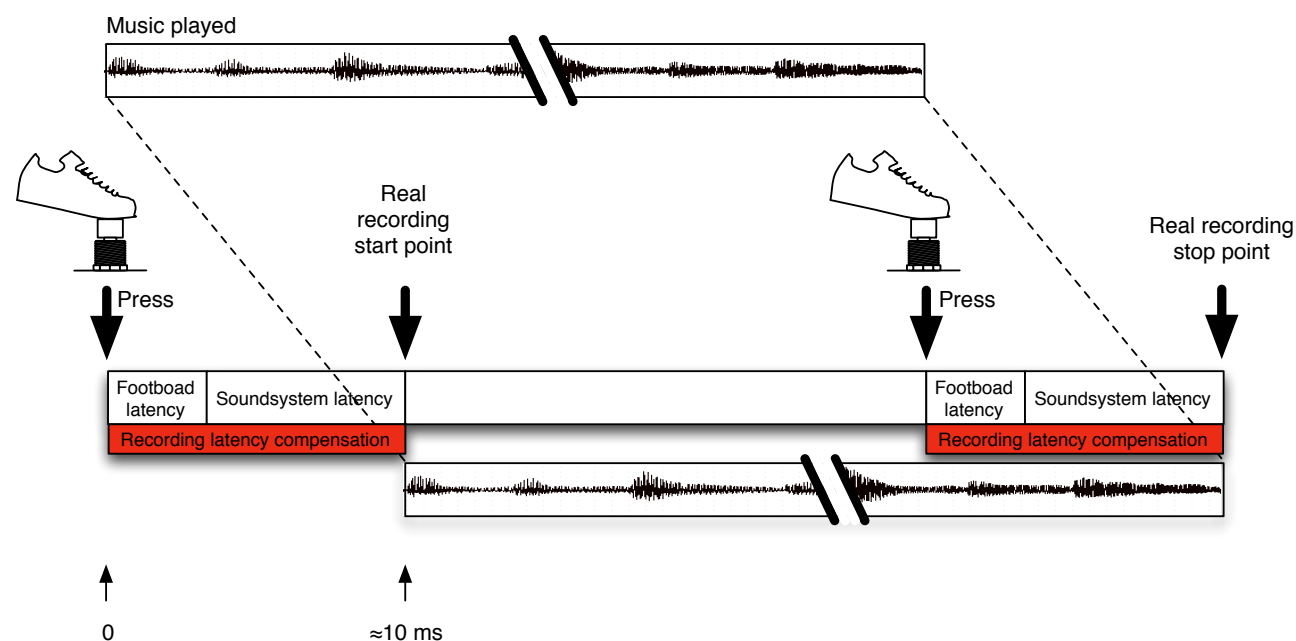
Then, you can set the latency compensation in the lower part of the audio driver panel. You first need to activate the latency compensation (1).

And then, you can set the [Input latency compensation](#) (2) and the [Output latency compensation](#) (3)



Important note : even when the latency compensation is activated and correctly set, the lower is the «I/O Vector Size», the more accurate will be your loops. So, if the accuracy is very important for your work, choose an «I/O Vector Size» of 128 or less. If you choose a small Vector size, you'll need a faster computer to run Logelloop.

Input Latency Compensation



With every soundcard there is latency. The better the soundcard is, the lower is the latency. But in every case, you'll need to compensate this latency. The input latency compensation will fix the latency of your MIDI footboard device and of your sound system (in red in the picture)

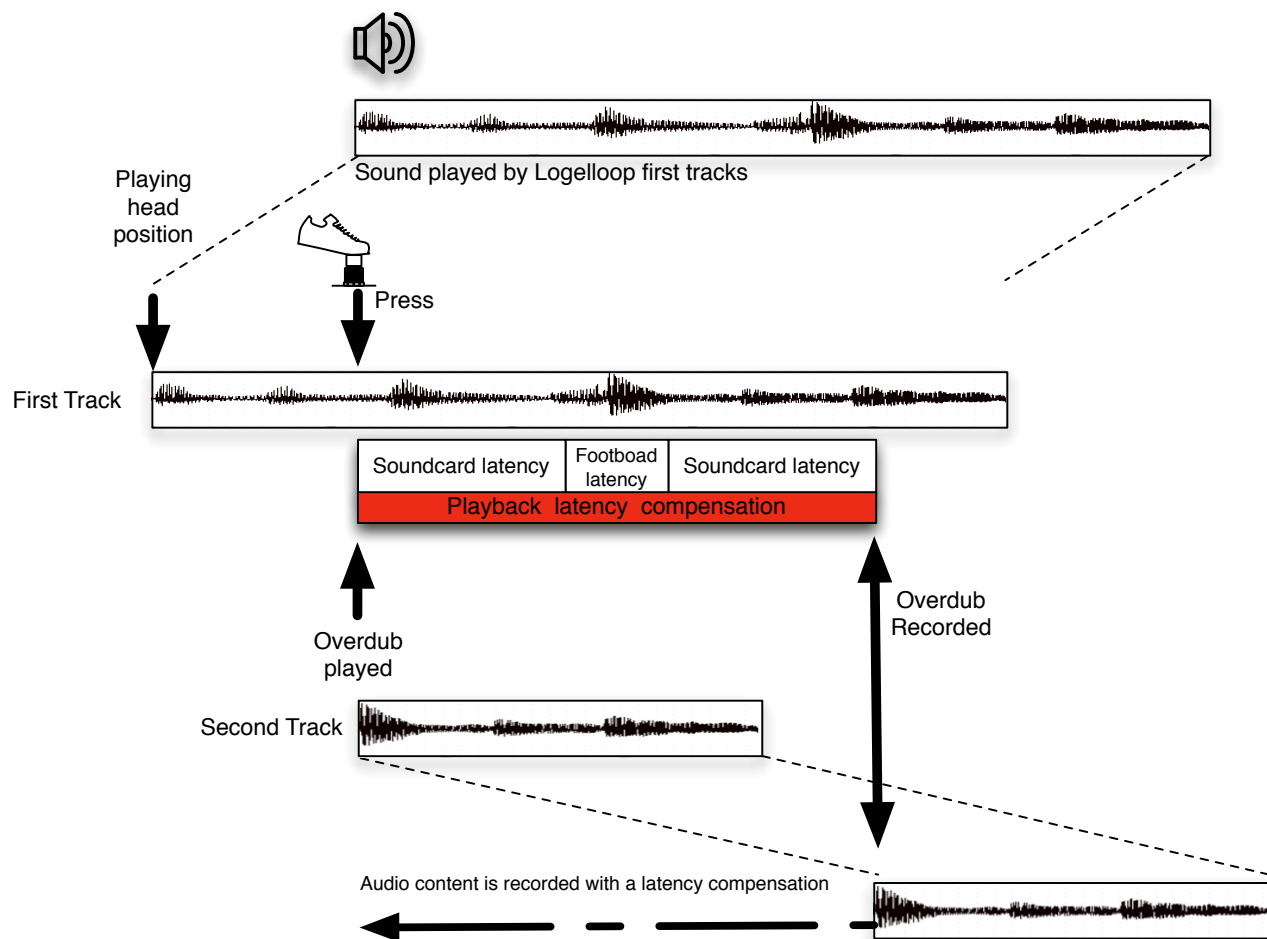
In some cases, this latency can be important but in most cases, to begin, you can choose 512 of input latency compensation for an [I/O vector Size](#) of 256.

After you set an input latency compensation size, click the Apply button at the bottom of the preferences panel and record a loop.

If there is a gap at the beginning of your loop, this means that the value of your latency compensation is too big. Go back to the preferences panel and change the Input compensation latency for a smaller value.

If the begin of your loop is cut. This means that the input latency compensation is too small. Go back to the preferences and set a bigger value.

Output latency compensation



The output latency is the addition of the soundcard input latency + the footboard (in some cases) + the soundcard output latency. So, the output latency compensation must be greater than the input compensation.

Before adjusting the Output latency compensation, don't forget to set the input latency compensation.

Record a clean loop in the first Logelloop track.

Open the preference panel and set an output compensation value, you can begin with a value that is twice the input latency compensation. Apply and close the preferences.

Record a second track using [Overdub](#) or [Multiply](#).

If your second track is synced to the first track, the latency compensation is good.

If your second track seems as it as recorded too late, increase the latency compensation size.

If your second track seems as it as recorded too early, decrease the latency compensation size.

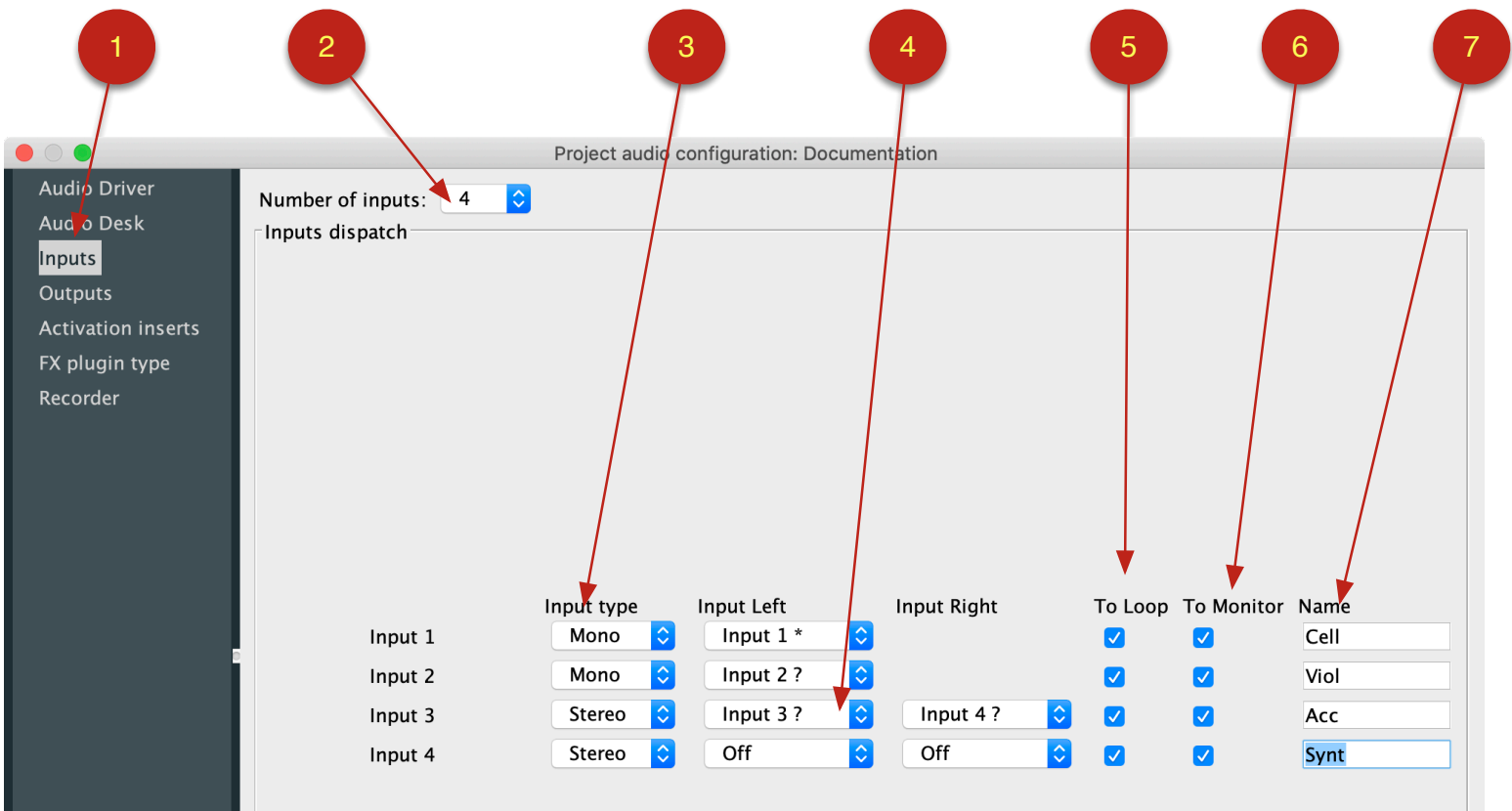
Audio Inputs Panel

In the input panel (1), you can choose how many input channels you want to use (2). The maximum number of inputs is 10. You can also choose if the input is mono or stereo (3) and which input of your soundcard will feed each input of Logelloop (4).

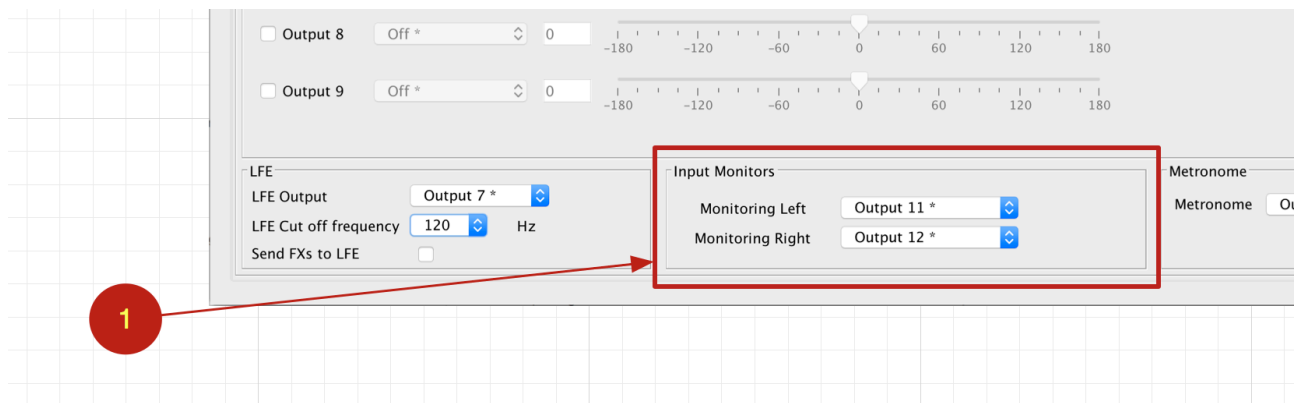
When you check «To Loop» (5), you decide that the sound coming from this input will be recorded in your loops. If the currently active soundcard does not have the chosen input, a « ? » will follow the name of the input to indicate that the input is not available, but the settings will not be lost.

Checking «To Monitor» (6), you decide if the sound of this input is routed to the [Monitoring](#).

You can set a name to each input (7).



The Monitor panel

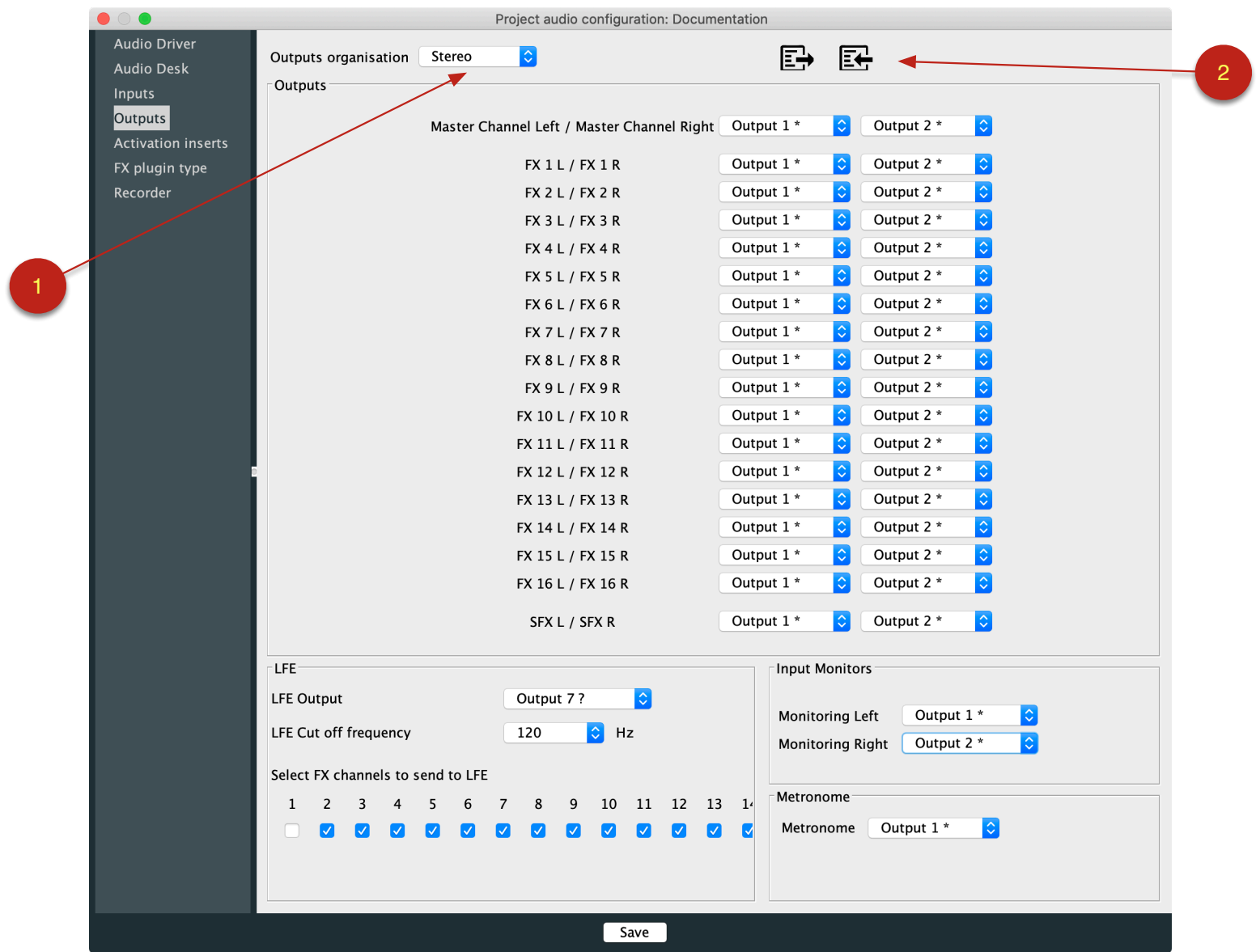


It is possible to route Logelloop inputs to outputs of your sound card. This will allow you to apply effects to these input sounds using Logelloop inserts.

The routing panel is located at the bottom of the routing output panels.

This can add some latency regarding to the buffer size (see [The Audio Driver's panel](#)). Despite this latency, it can be very useful if you need to feed the direct sound to your front of house sound system or to a monitoring system. The monitoring level master (in Input's window) can be stored in presets.

The Outputs panel



In this panel you can choose that Logelloop’s output is in Stereo, Multitrack or Spatialized.

Stereo : The outputs of Logelloop tracks are mixed and routed to 2 of the outputs of your sound card.

In this mode, you can direct the FX’S outputs to other outputs than those of the main outputs. If you do not insert FXs, these channels behave as auxiliary outputs of a mixer desk. However in this case, the paners are not active and the sending to the auxiliary circuit is mono.

Multitrack : This is useful if you need to send each track separately to an audio mixer or to a recorder.

Spatialized : If you choose the spatialized mode, you can tell to Logelloop where are your loudspeakers in the audience (in degree) and then a 360° panner will permit to set up the position for each track separately.

Copy / paste output settings

Two buttons (2) common to all three panels allow you to copy and paste the output configurations from one project to another, to copy them into a text file or even to transfer them to a second Logelloop installed on another computer.

LFE - Low frequency output

When you choose the Stereo or Spatialized configuration, you can choose to direct the low frequencies from the main outputs to a specific output on your soundcard (1).

You can adjust the cutoff frequency (2). In this case, all the sound of a frequency lower than 120 Hz will be directed to output 7 of the soundcard, which can be connected to a SubWoofer.

The activation of an LFE output does not affect the signal coming out of the main outputs, it remains full band.

The screenshot shows the 'LFE' settings panel. Three red circles with numbers 1, 2, and 3 have arrows pointing to specific controls: circle 1 points to the 'LFE Output' dropdown menu showing 'Output 7 ?'; circle 2 points to the 'LFE Cut off frequency' dropdown menu showing '120 Hz'; circle 3 points to the '1' checkbox in the 'Select FX channels to send to LFE' section.

LFE

LFE Output: Output 7 ?

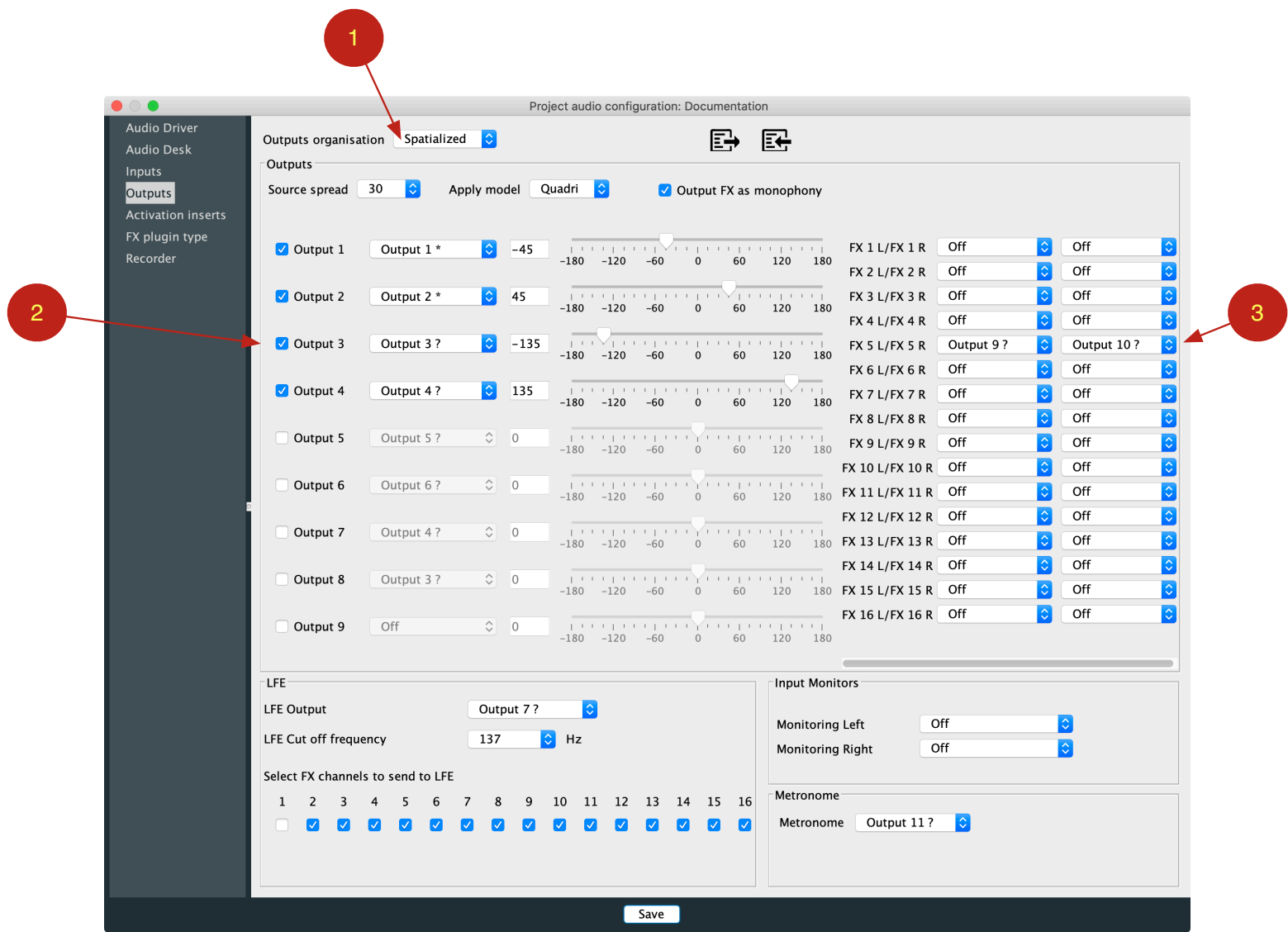
LFE Cut off frequency: 120 Hz

Select FX channels to send to LFE

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	sfx
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

It is possible to exclude some auxiliary channels from the LFE (3). This makes it possible to exclude effects such as reverberation or delays in order to prevent feedback in the low frequencies.

Spatialised Output Settings

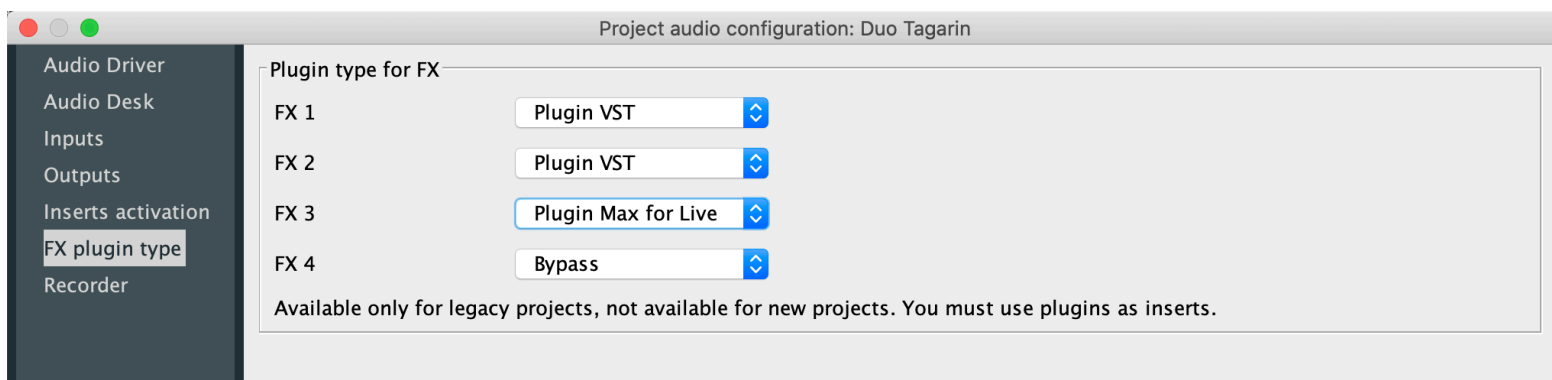


If you choose the spatialized outputs(1), you can define a position for the speakers on an imaginary circle. You can set up to 9 speakers and their position is expressed in degrees(2).

Once you have chosen the number and positions of the speakers, they are displayed in the Logelloop panners in the form of [red dots](#).

If desired, you can exclude FX outputs of the spatialized outputs so that these channels are routed to different outputs on your sound card(3). This allows using an Aux sends to hear your loops in the stage monitors.

Plugin type for FX



This is where you can choose the type of plug-ins that you will use in each slot. By default, the first two slots are used to load LFX, the third can load VST.

The fourth slot effect is on Bypass by default. It behaves as the auxiliary circuit of a mixer desk and can direct the sound to a stage monitor or an headphones.

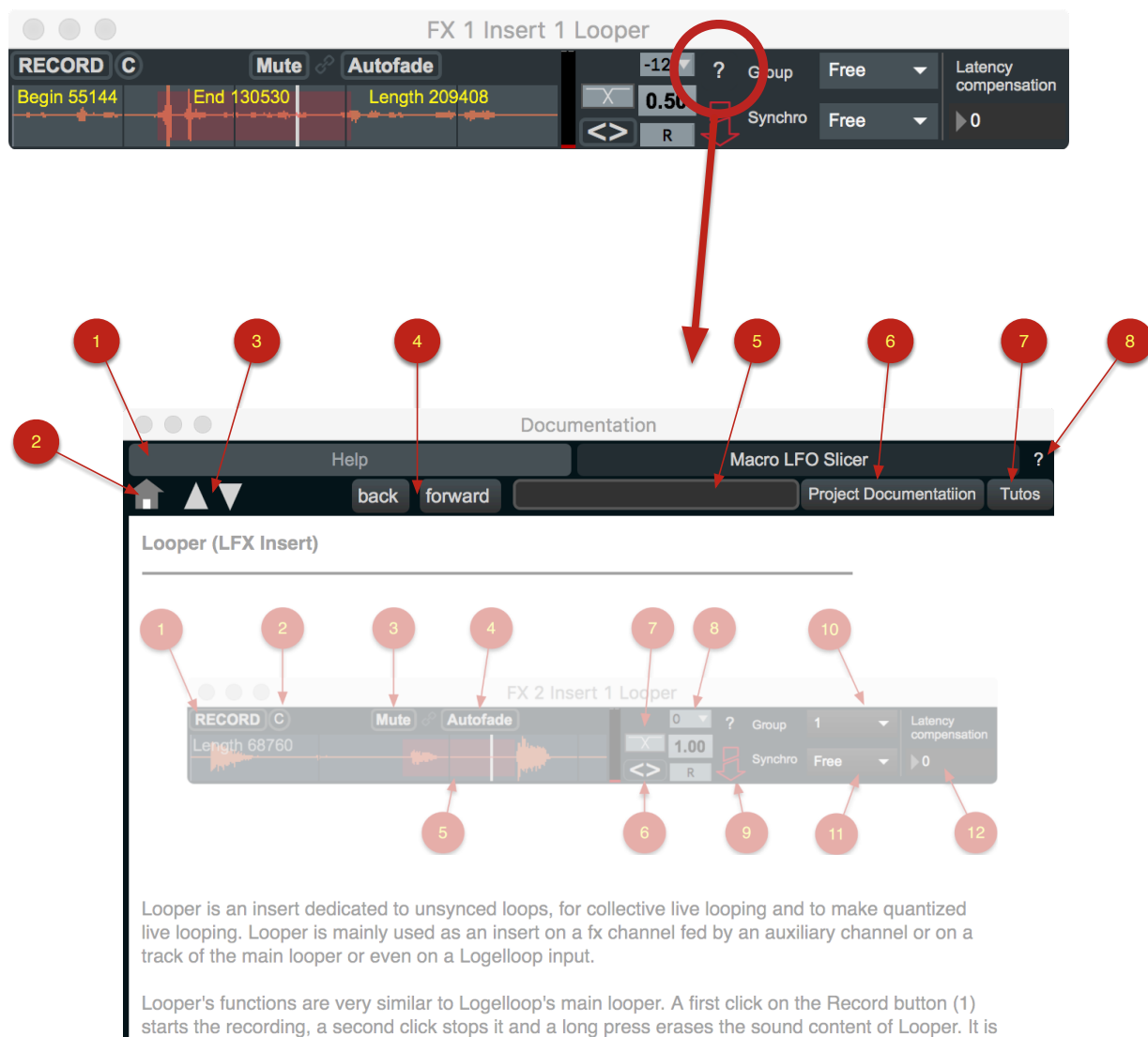
This panel is only present for legacy projects. The support of LFXs loaded in the Plug-ins window may disappear at a moment. So, please, consider moving your settings to the insert system on FX tracks.

18 Documentation

Access to the contextual documentation

When Logelloop is open, you can access the documentation without leaving the software. To do this, you can go to the Panels/Documentation menu and open in the documentation summary.

The other way to do this is to click on the « ? » which is located in the section whose documentation you wish to consult. In the example below, we clicked on the « ? » which is located in `Looper`, which opens the documentation on the `Looper` page.



The Help button (1) in the Documentation window displays the documentation as it is in the PDF you can download from our website. On this page, the Home button (2) will bring you back to the summary. The two arrows (3) lead you to go to the previous or next page and the back and forward buttons (4) allow you to go back and forward in your navigation history, like in a web browser.

In some cases, the project may contain specific documentation, as in the case of projects provided with Logelloop, this documentation will be accessible via the "Project documentation" button (6). As for the "Tutorials" button (7), it opens your favorite browser on the video tutorials page of our website.

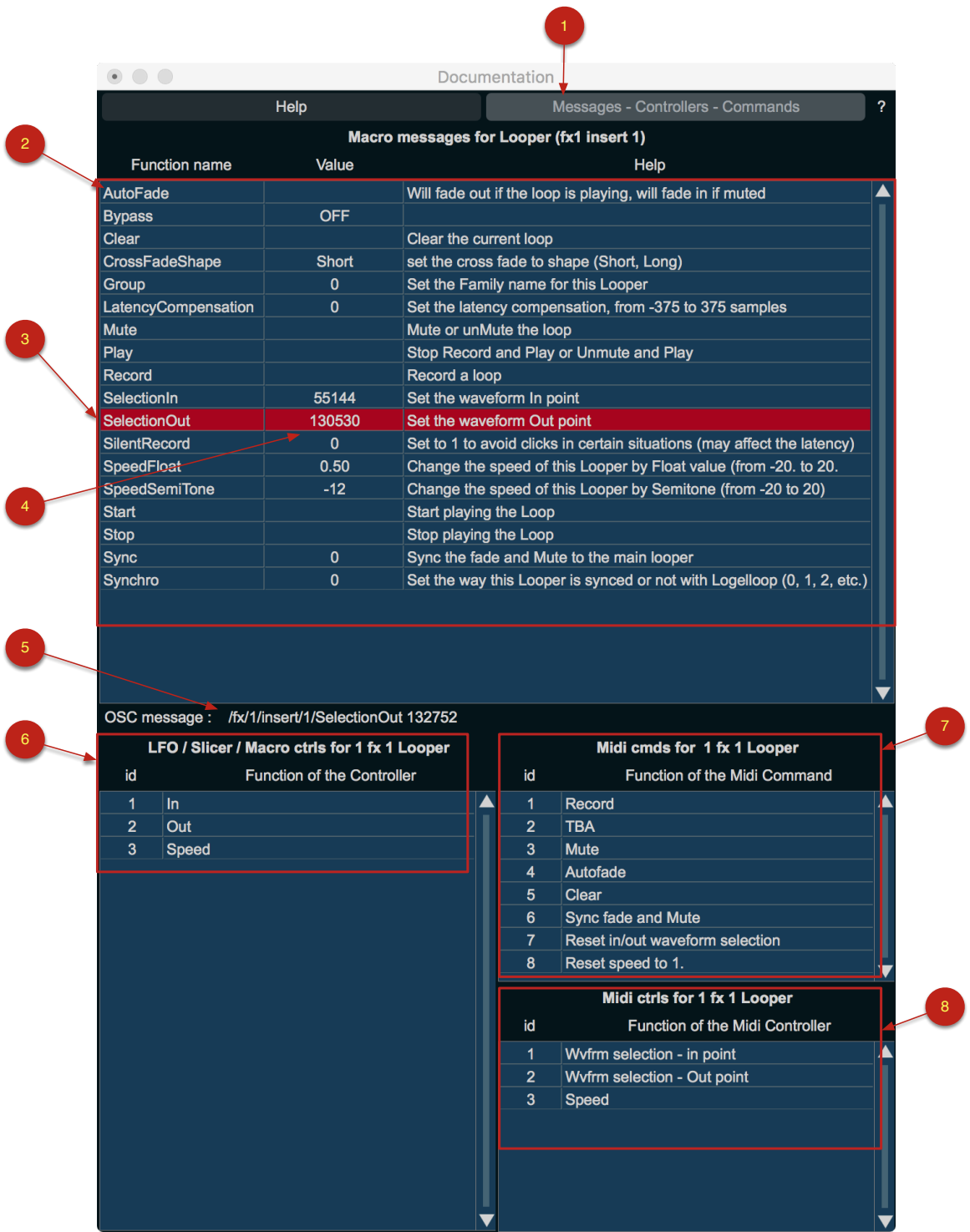
The « ? » button (8) opens the documentation on the Documentation page.

If you click on the "Messages - Controllers - Commands" button (1), you will be taken to a page that lists all the communication systems available for the insert or SFX. The top part (2) concerns the messages you can send to the plug-in using macros. If you click on a line, it is selected and turns red (3), you can then copy the content of this line by doing cmd/ctrl + c (Shift + cmd/ctrl + c has the effect of copying all messages and their current values to the clipboard).

In this case the content of the clipboard will be as follows :

```
InsertSendMessage fx1 1 SelectionOut 130530
```

Note that it contains the necessary information, the message name (3) and the current value (4), so that a macro can communicate directly with the plug-in. All you have to do is paste the clipboard into your macro.



OSC message (5), indicates a preformatted line according to the OSC convention corresponding to the currently selected message (3). You can select this line, copy and paste it into your OSC application.

In the section (6), are indicated the numbers that must be used in the LFO panels to control this plug-in. The same numbers are used by the Slicer, this means in the slicer's text editor, the ranks will correspond to the numbers in this table.

Also in the section (6), we find the controller indexes that will be used in macros to control certain settings. We see in our example that we have to use index 3 to control the Looper speed with the InsertController function. In this case, we can use the following sentence in the macro to set the Looper speed to 0.5 :

InsertController fx1 1 3 = 0.5

Note that this sentence will have the same effect as :

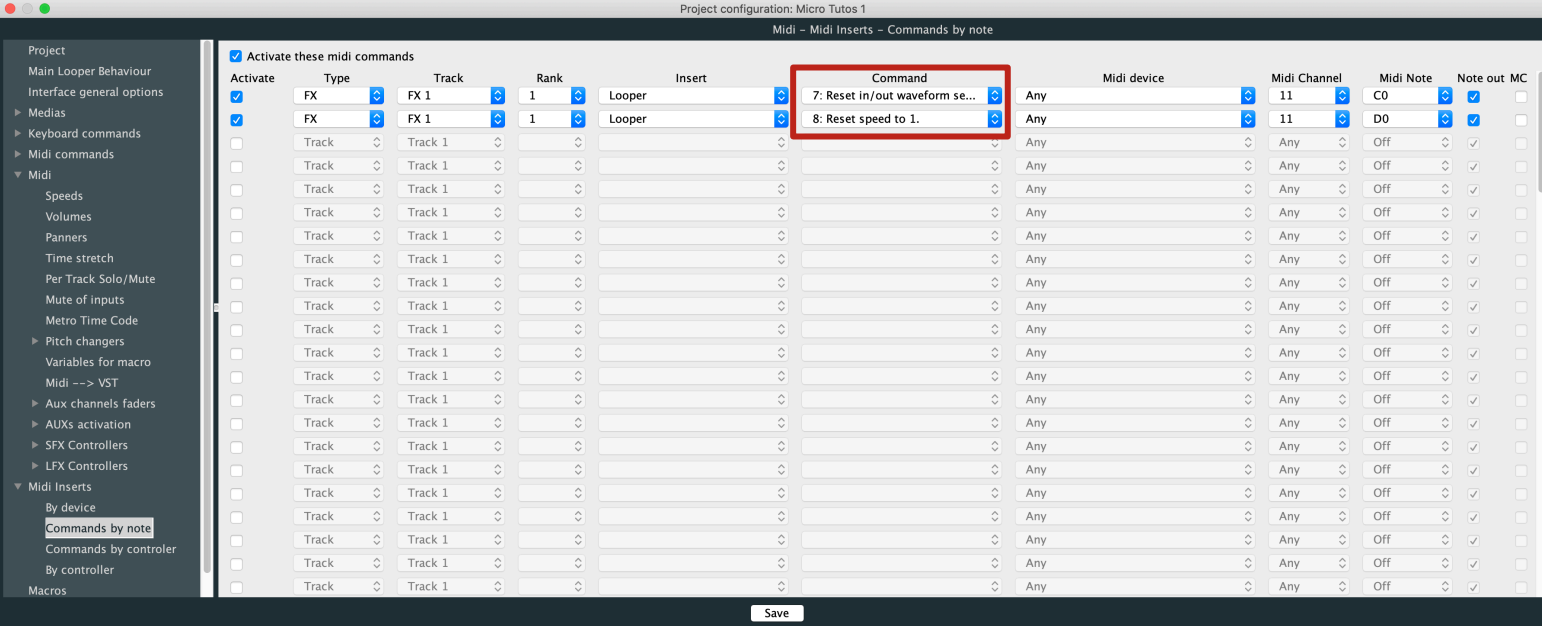
InsertSendMessage fx1 1 SpeedFloat 0.5

The advantage of the InsertController function is that it allows several types of operators: =, +, - and *. We can therefore use InsertController to increase the current speed by step of 0.1 using this method :

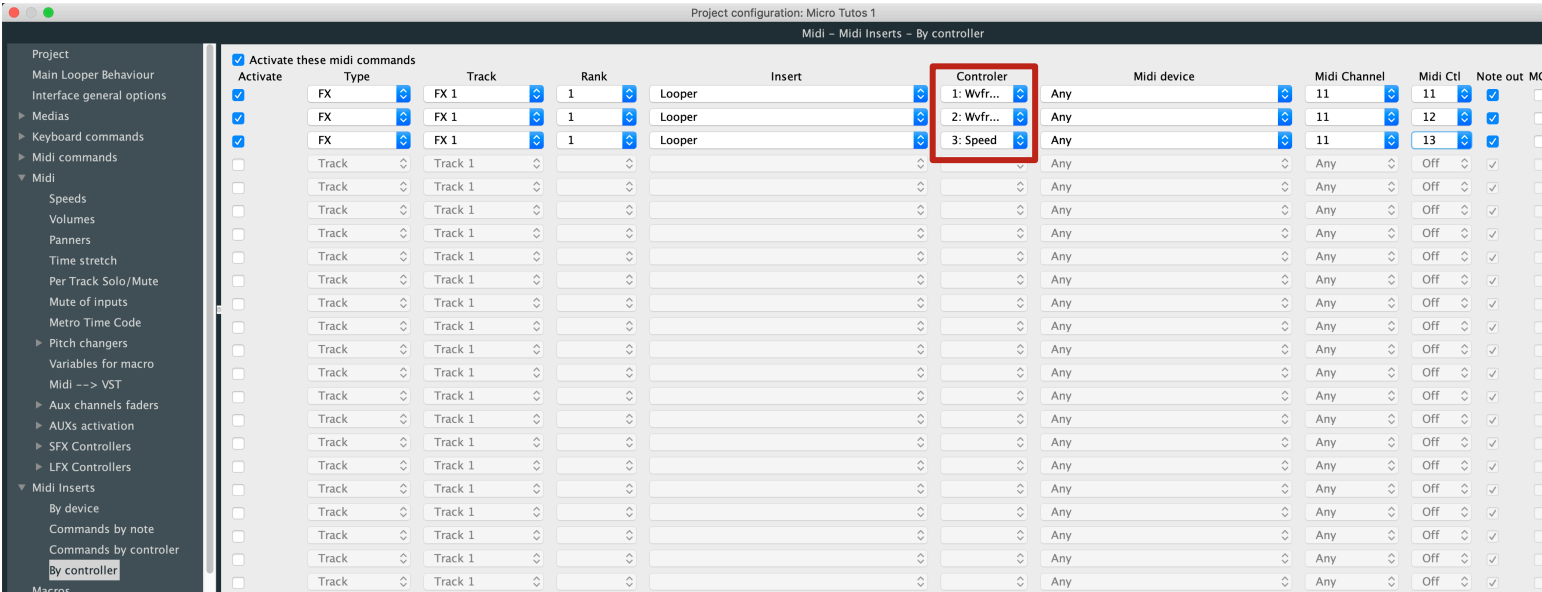
InsertController fx1 1 3 + 0.1

If you simply want to assign a value to a plug-in setting, you will prefer the InsertSendMessage function, which is more convenient to use.

In the section (7), we find the MIDI command numbers for the plug-in as they appear in the project configuration window. The setting below will cause notes C0 and D0 to control the functions "Reset in/out waveform selection" and "Reset speed to 1".



In the section (8), we find the MIDI controllers numbers for the plug-in as they appear in the project configuration window. The setting below will cause the MIDI controllers 11, 12 and 13 on channel 1 to act on the "Wvfrm selection - in point", "Wvfrm selection - out point" and "Speed".

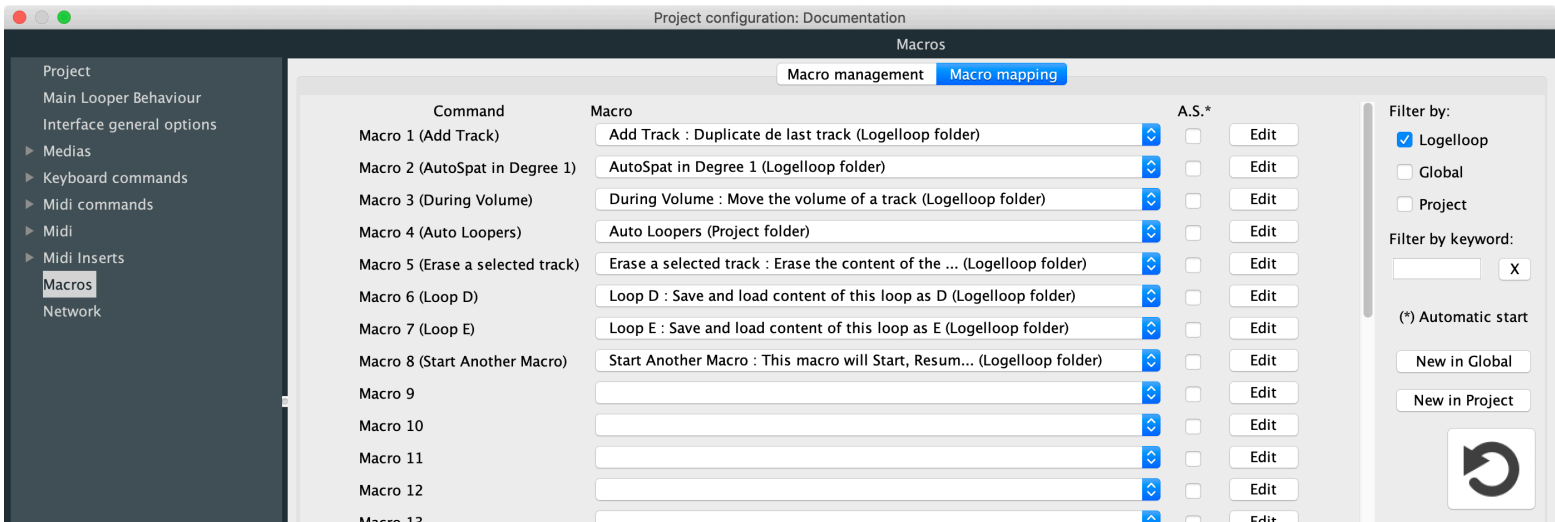


How to use macros in Logelloop

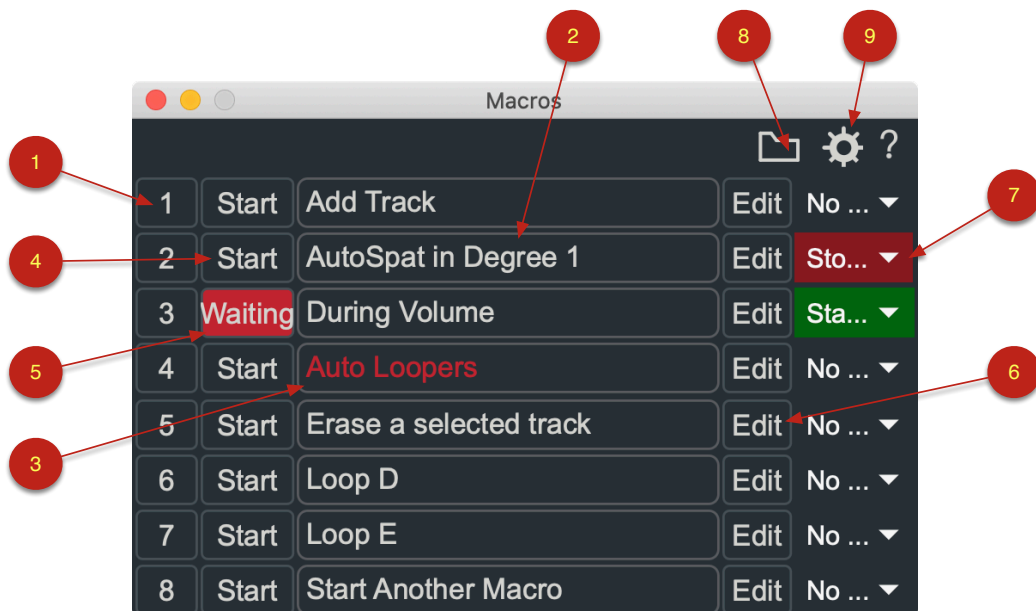
A macro is a small program that allows you to perform several actions with a single click. You can write your own macros or choose from the list of those provided with Logelloop. You can also download them from our site or exchange them with other users.

The macro window

The Macro window displays the macros currently available in your project. To make a macro available, you need to open the Project Editor on the **macro mapping** page by clicking the button provided for this purpose (9) in the Macros window. There you can assign existing macros to slots. The maximum number of slots is 60.



When you save and close the Project Editor, the macro window will look like the screenshot below. The number of the slot in which the macro is located is in the first column (1), the name of each valid macro is displayed in white (2), if your macro has a syntax error, its name is displayed in red (3).



You can start a macro by clicking on the Start button (4). If the macro is intended to execute one or more successive actions, without waiting between these actions, it stops immediately after the execution of all actions.

If the macro has several actions separated by *WaitUserAction* commands, it stops and waits to be restarted, the **Start** button then changes to **Waiting** (5). If the macro contains loops or ends with *MacroRestart*, the button displays **Stop** and will allow the macro to stop running.

By pressing the **Edit** button (6), you open the editor of the macro in question. If it is a macro of your Project, or Global, you will be able to modify it. If it is an internal Logelloop macro, you will be able to view or copy the code, but you will not be able to modify it.

Forcing a macro to stop

When a macro is on "**Waiting**", by pressing the cmd/ctrl or alt key, the button displays "**Stop**", it is then possible to click this button to force the macro to stop.

If you want to stop several macros in one click, you have to click on **cmd/ctrl + alt**, the button for all macros will then display **Stopall**, by clicking one of them, all macros will stop.

Launch / Stop macros via Scene Memories



The right column of the macro window contains menus (7) that allow you to choose the behaviour of each macro when recalling a scene memory.

You can choose between :

- ‘**No action**’ : nothing happens (default)
- ‘**Start if needed**’: launches the macro if it is not running.
- ‘**Stop if needed**’: stops the macro if it is running.
- ‘**Simulate user action**’: starts the macro, stops it, or restarts it if it is paused on a *WaitUserAction*.

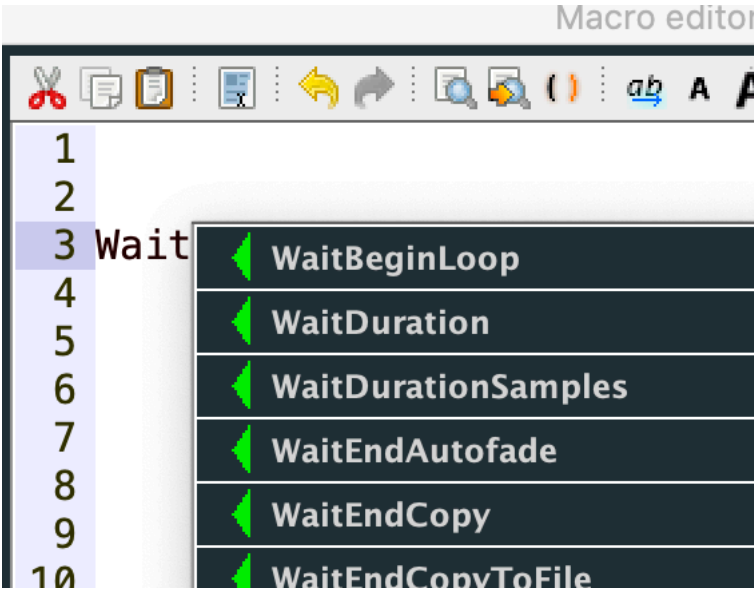
After choosing the function you are interested in, save the scene memory. When you recall this scene memory, the chosen action will be applied to the macro concerned.

Autocompletion when writing macros

If you wish, you can write your macros using autocomplete.

For example, if you want to write *WaitUserAction*, you can do the following:
Write WaitU then type alt + space on the keyboard, the editor will then complete the word to write *WaitUserAction*.

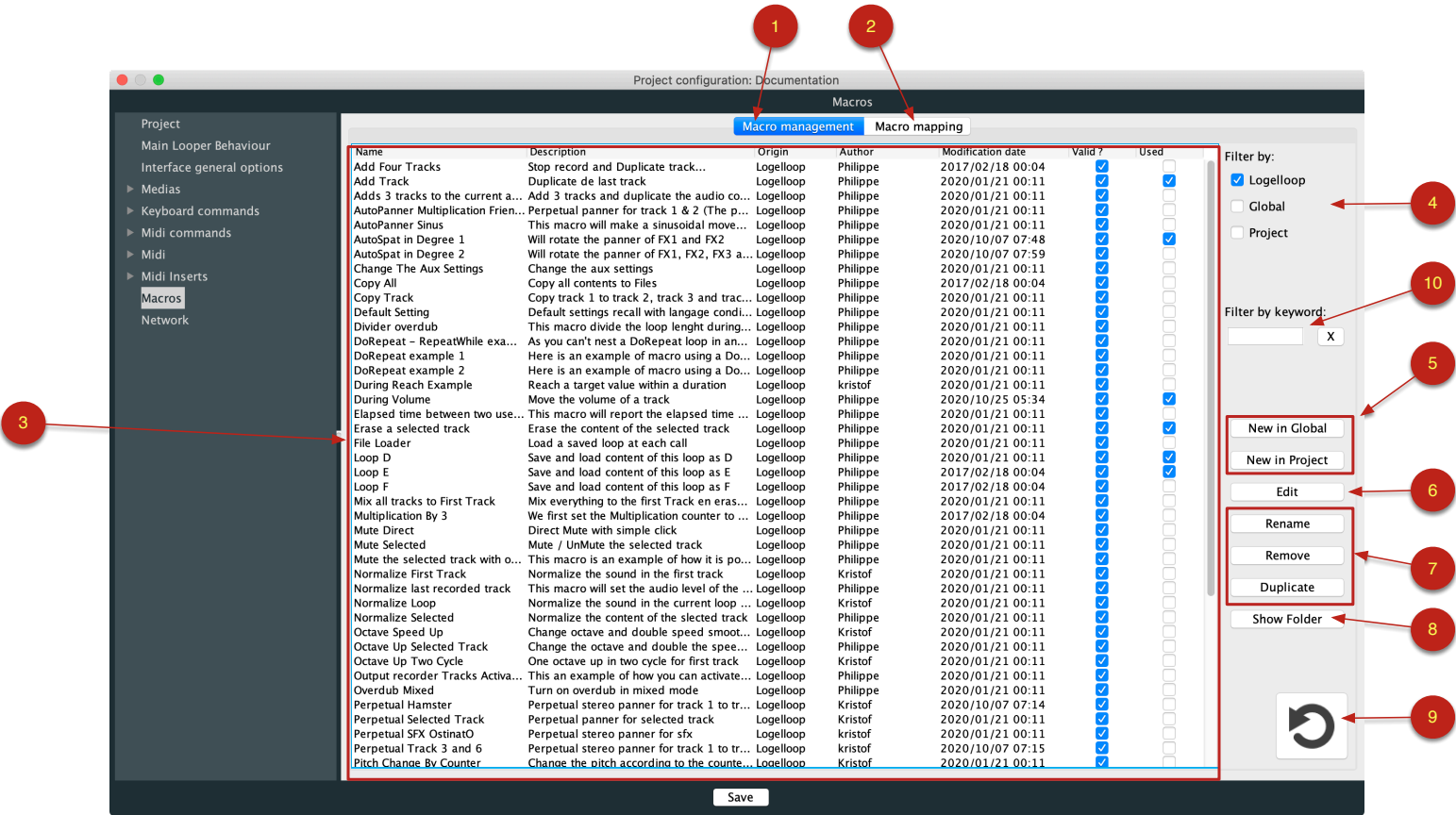
If you write Wait before typing alt + space, there are several possibilities, so a table will be displayed to give you the choice between all these possibilities. Click on the name of the command you want to write and this panel will close after the word has been completed.



Macros in the Project Editor

In the Project Editor, on the macros tab, you can access **macro management** (1) and **macro mapping** (2). The available macros are displayed in the center of the window (3). Everything related to the macro is visible : Name, Description, Type (Internal, Global and/or Project), Author, Creation date, Validity (a macro is valid if it does not contain any errors of syntaxes).

The "Used" column indicates whether the macro is used in the current project.



If you want to display only certain macros, yours for example, you can check Project or Global in the filters, which can be found in the right column (4). By checking Logelloop you display the macros provided with Logelloop.

You can also display only the macros with a particular word in their name or in their code by indicating this word in the keyword filter (10).

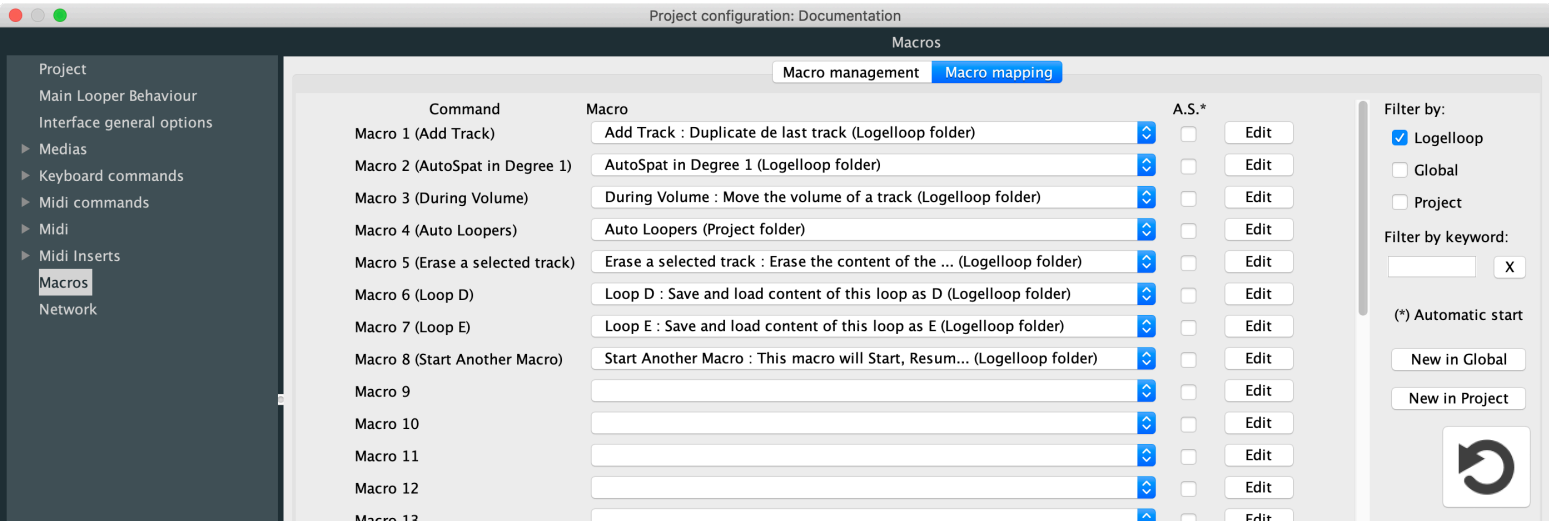
If you want to create a macro, you can decide to place it directly in the **Global folder** (it will be available in all your projects) or in the folder of this **Project** (5). An **Edit** button, is available for editing a selected macro (6), it is also possible to double click on the name of the macro to edit it.

You can also **Rename**, **Delete** or **Duplicate** (7) your macros in this window. A button allows you to display the folder containing the selected macro (8).

To import a macro into Logelloop, you can place the file of this macro in the Macros folder in the global folder or in the Macros folder of your project folder and click the **Refresh** button (9).

Inserting a macro in a slot

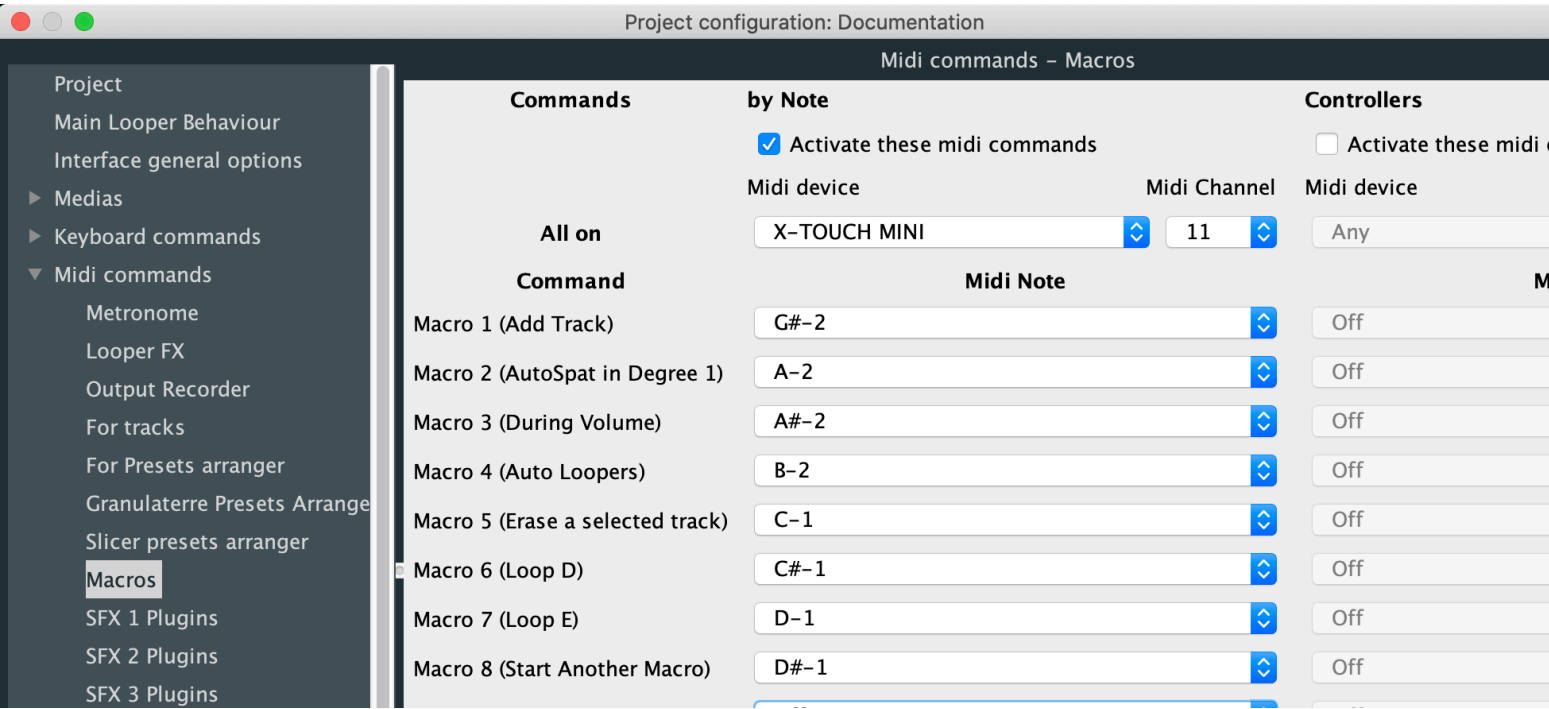
To use it, you must insert your macro in a one of the slots found in the "macro mapping" page and validate. These macros will then be displayed in Logelloop's Macros window.



command a Macro by MIDI

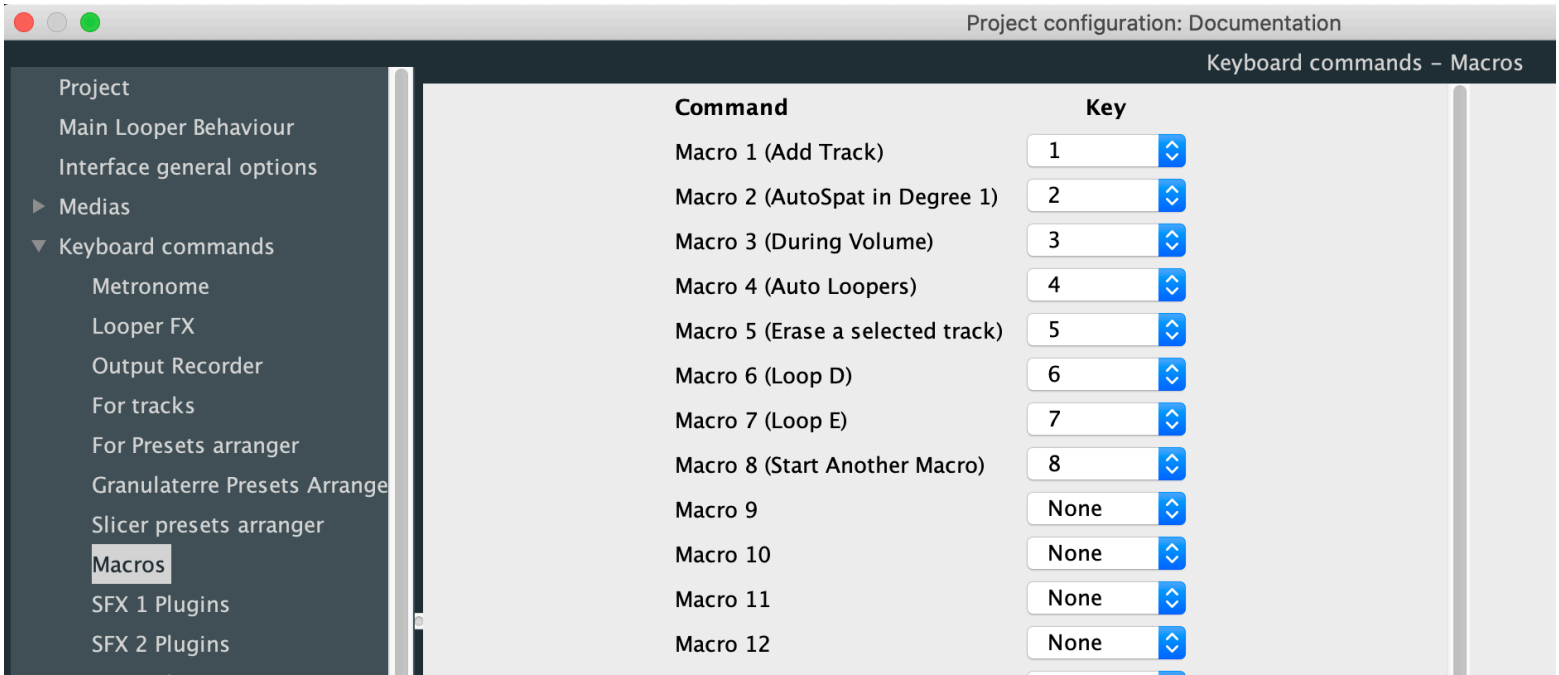
In the Project editor, go to Midi commands/Macros, activate the midi commands, select a menu, its outline turns blue, then tap the key on your midi device. The note is automatically taken into account by Logelloop.

On the same page you will find the assignment of MIDI controllers and Program Change to macros.



Command a Macro with the computer keyboard

To control a macro with the computer keyboard, go to Project configuration/Keyboard Commands/Macros and select a key from the list in front of the slot in which the macro is located.



Using Variables in Macros

You can use variables in macros. These variables allow you to link the macros together or to know the state of a Logelloop function.

Variables must have a particular type that you will have to indicate if you create your own variables. The four possible types are :

- « **int** » to store integers
- « **float** » to memorize decimal numbers
- « **string** » to store strings of characters
- « **boolean** » to memorize **true** or **false**

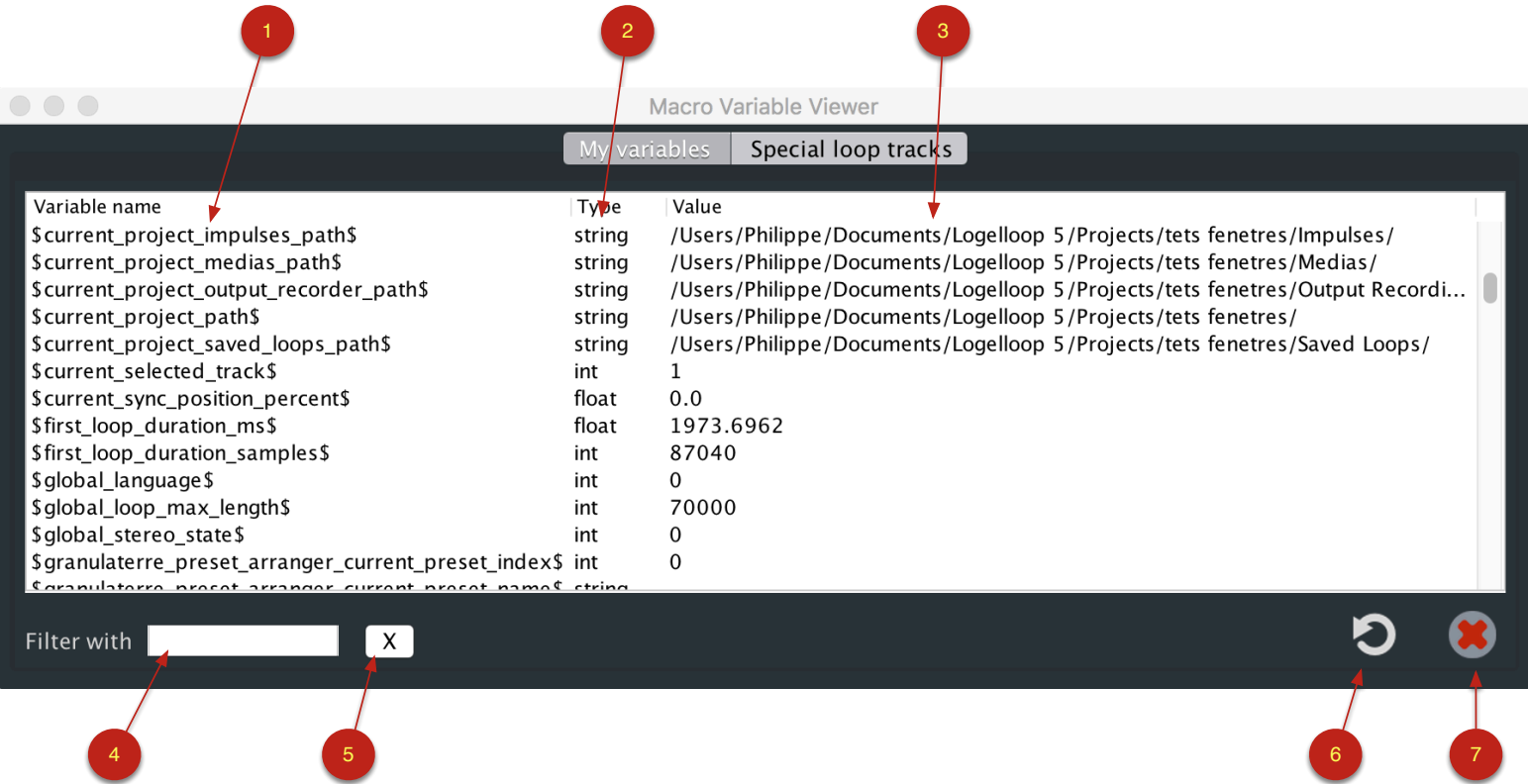
One of these variables is \$counter\$. This variable will change value when you press [Inc](#) or [Dec](#) in the Transport window (or by another controller changing the state of Inc or Dec).

Macro Variable Viewer

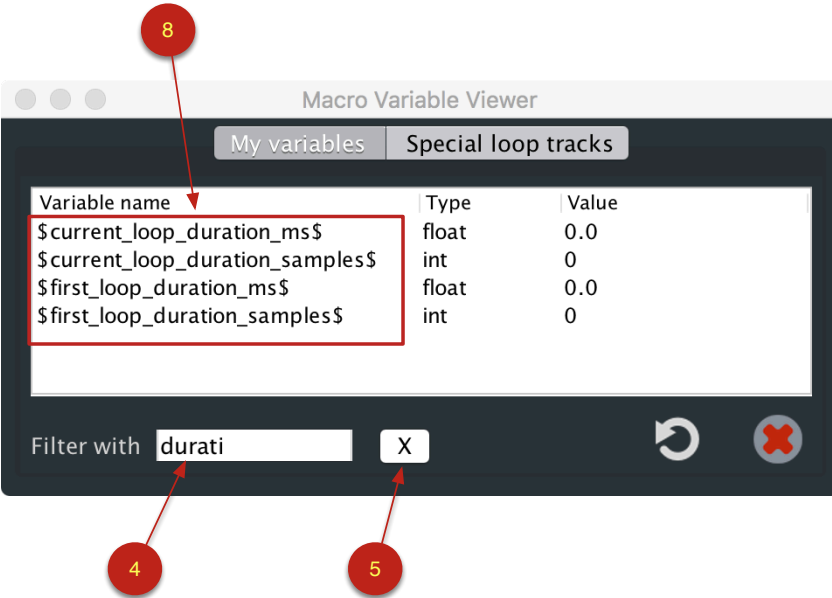
A large number of variables cohabit in Logelloop (\$current_loop_duration_samples\$, \$metro_loop_current_bar\$, etc.). To know the name and state of these variables, you have to open the "Macro Variable Viewer" panel.

This window, accessible from the Tool menu, displays all the variables currently used in Logelloop. The name of the variable is displayed in column 1 (1), its type in column 2 (2) and its current value in column 3 (3).

It is possible to refresh the window with the usual refresh button (6). If when writing a macro you want Logelloop to forget a variable, you can delete it by selecting it and clicking on the red cross (7). The variable deleted by the red button will have to be redeclared in a macro to be usable again.

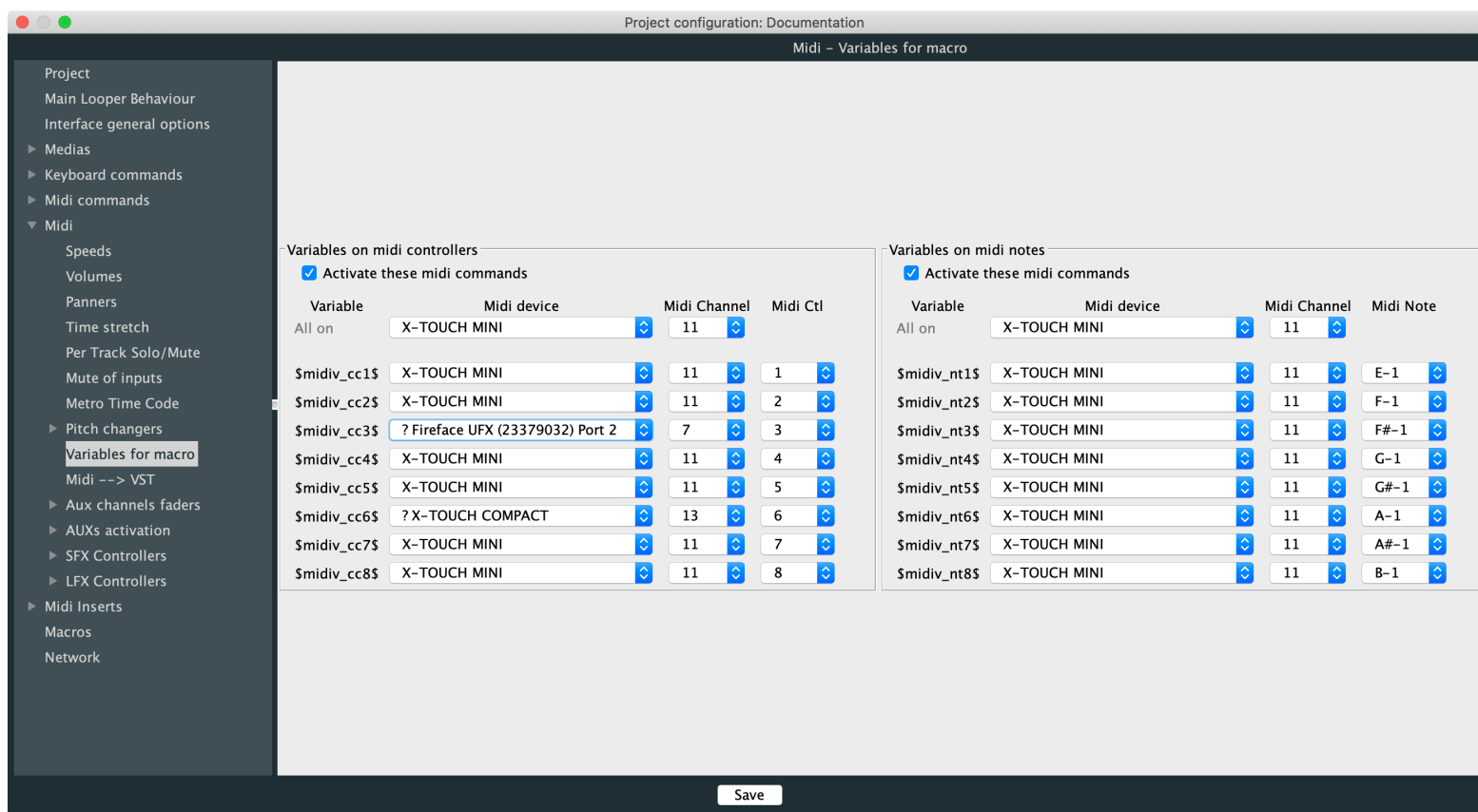


You can filter the variables displayed in the window by writing a word or part of a word in the provided space (4). All the macros displayed here, contain the word "durati" (8) in their name. To delete a filter, click on the cross (5) and all macros will be shown again in the window.



Midi Controllers, Notes and Velocity to Macros

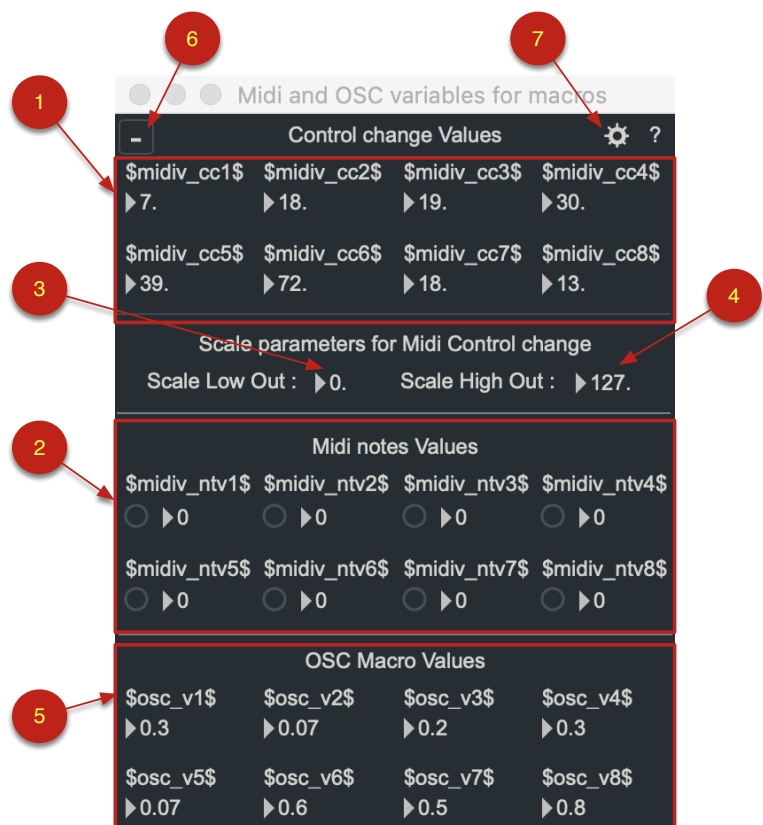
You can also use variables that "listen" to Midi devices. To use them, go to Project configuration/Midi/Variables for Macros or click the Midi configuration wheel(7) from the "Midi and OSC variables for macros" window. As soon as a device is configured for a variable, the variable concerned will change its value in the macros that use it. You can use up to 8 variables connected to a MIDI controller whose names in the macros will be \$midiv_cc1\$ / \$midiv_cc2\$ / ... / \$midiv_cc8\$.



You can view or modify the status of these variables in zone (1) of the "Midi and OSC variables for macros" window :
If you are using MIDI Notes, then the variables are : \$midiv_nt1\$ / \$midiv_nt2\$ / ... / \$midiv_nt8\$ and will have the value of the last MIDI note emitted by the device connected to this variable.

The velocity of these notes will be accessible through the following variables: \$midiv_ntv1\$ / \$midiv_ntv2\$ / ... / \$midiv_ntv8\$.

The state of these variables is visible in zone (2) of the "Midi variables for Logelloop" window.



Change of scale of Midi controller values

When you connect a MIDI device to Logelloop's variables, the resulting values as a range going from 0 to 127. You can change the scale of these values using the minimum (3) and maximum (4) points. This will affect all variable values. If you want to change only one of the variables, you will have to do so in the script of your macro using the *scale()* function.

For more information on programming macros, go to the "Macro reference guide" or the "Quick help" in the Macro Editor.

Use OSC messages to change variables values

If you send an osc message built as follows to Logelloop :

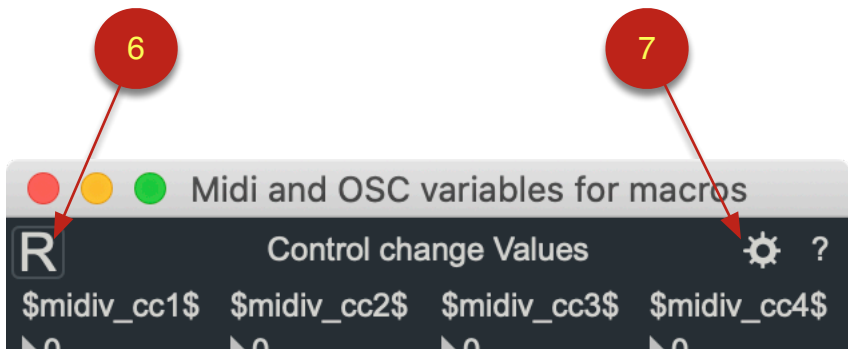
```
/osc_v1 0.3
```

The variable \$osc_v1\$ will get the value 0.3 (5). In the same way you can change the value of the variables osc_v2 to osc_v8.

Storing variable values in scene memories

Midi cc and OSC variables will have their values stored in the scene memories when the Recall button (6) is activated. This will allow you to retrieve particular settings to make your macros work.

The Midi and OSC Variables for Macros panel then becomes a settings interface for macros that would use these variables.



20 Midi and Keyboards

How to communicate with logelloop

You can communicate with Logelloop by a lot of ways.
The first one is your mac keyboard, but you can also command logelloop with midi gears.

Standard Mac Keyboard

By default, a lot of Keys are affected to some Logelloop's functions. All of the default keyboard commands are explained in the [Quick View](#).

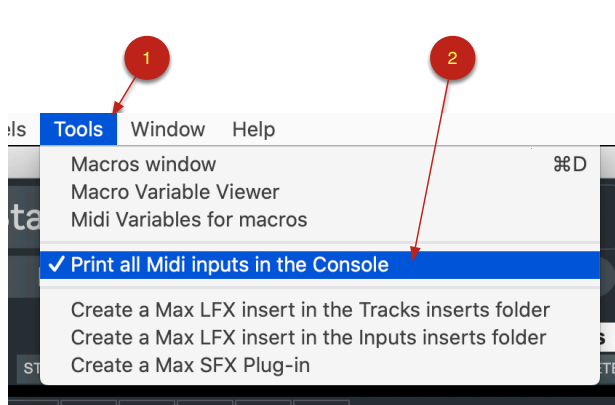
If you need to add some keyboard short cut or to modify the default keyboard commands, you can go to Preferences/Keyboard Commands and select a page regarding which part of Logelloop you want to command with a new keyboard shortcut.

At the end hit APPLY to record your new setup.

Use a Midi Hardware/Software to Command/Control Logelloop

You can command Logelloop with any Hardware or Software that generates MIDI signals. To do this, you must, if it is an external device, connect its MIDI output to the MIDI input of the sound card that is used with Logelloop. If the MIDI device allows USB connection, connect it directly to a USB port of the computer.

Check that a MIDI device is correctly connected to Logelloop



In the "Tools" menu (1), check « Print all Midi inputs in the console" (2).

Then click cmd/ctrl + m to open the Logelloop console.

When Logelloop receives a Midi signal, this signal is displayed in the console. Each signal causes the writing of a new line that indicates if the incoming signal comes from a controller (ctlIn), a Midi note (noteIn), etc.

```
Midi input • ctlIn 127 33 11 (value ctl channel)
Midi input • ctlIn 0 33 11 (value ctl channel)
Midi input • noteIn 46 127 11
Midi input • noteIn 46 0 11
Midi input • ctlIn 1 13 11 (value ctl channel)
Midi input • ctlIn 2 13 11 (value ctl channel)
Midi input • ctlIn 1 14 11 (value ctl channel)
Midi input • ctlIn 2 14 11 (value ctl channel)
Midi input • ctlIn 3 14 11 (value ctl channel)
Midi input • ctlIn 4 14 11 (value ctl channel)
```

If it is a note, the first number indicates the number of the Midi note, the second indicates the velocity and the third indicates the Midi channel.

If it is a controller, the order is the controller value, the controller number and then the Midi channel.

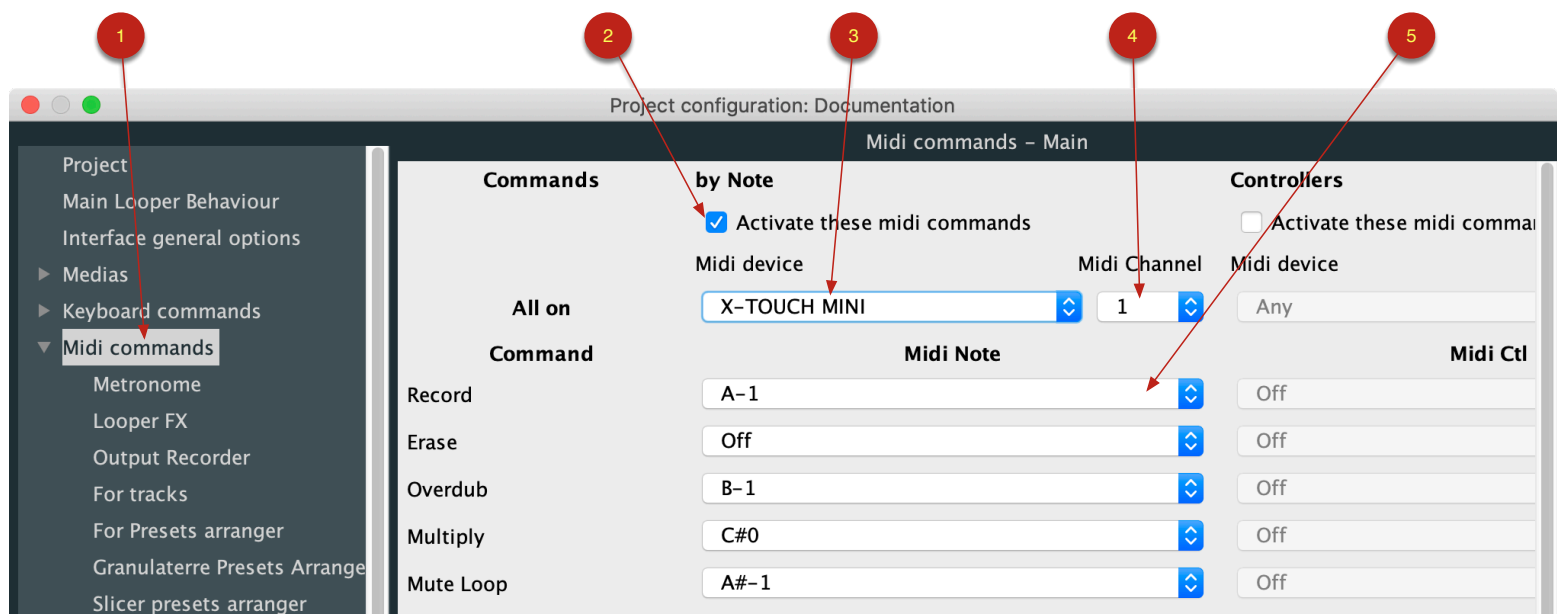
MIDI control of the main looper

Once the device is properly connected (see above), go to Project configuration/Midi Commands (1).

Activate the relevant MIDI commands for your device, Midi notes in our case (2). If you want to use several MIDI devices, you can differentiate between them by choosing a particular MIDI device for a type of control (3), on **Any**, all devices that produce the same Midi notes on the same channel will have the same effect on the main Looper.

Choose the MIDI channel for these commands (4).

Finally when these basic settings are made, select the MIDI note menus (5), press a key on your device, the note should automatically be applied in this menu (5). Proceed in the same way for all MIDI commands, then save your Project configuration to make it active and retrieve it the next time you start Logelloop.



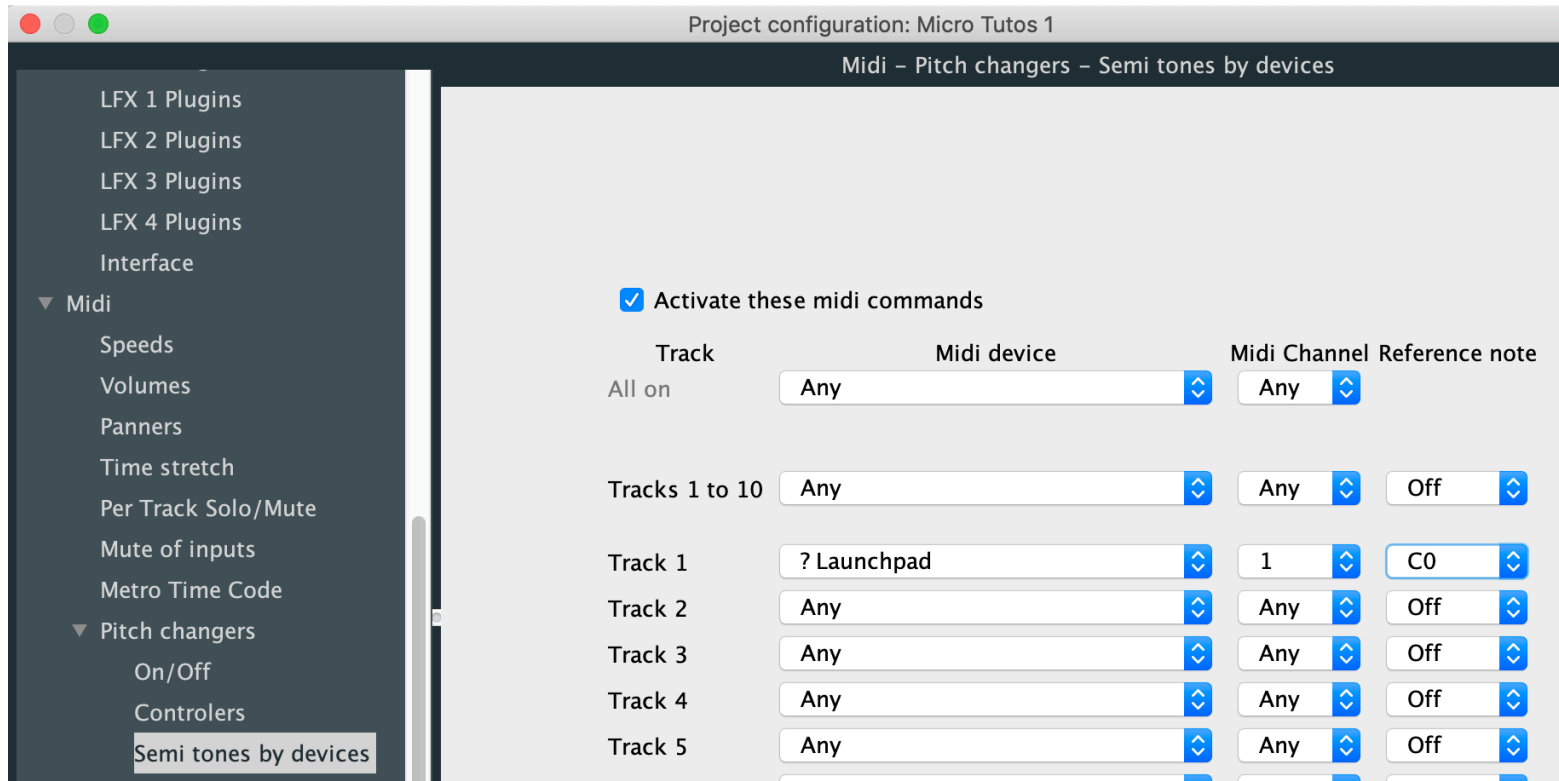
Using MIDI to control settings in Logelloop

The process is almost the same as when using MIDI notes to command Logelloop. But in this case, you use MIDI controllers to control settings rather than initiate actions. These settings can be for example the speed, volume, ...

Specific case of the Pitch control MIDI control Notes

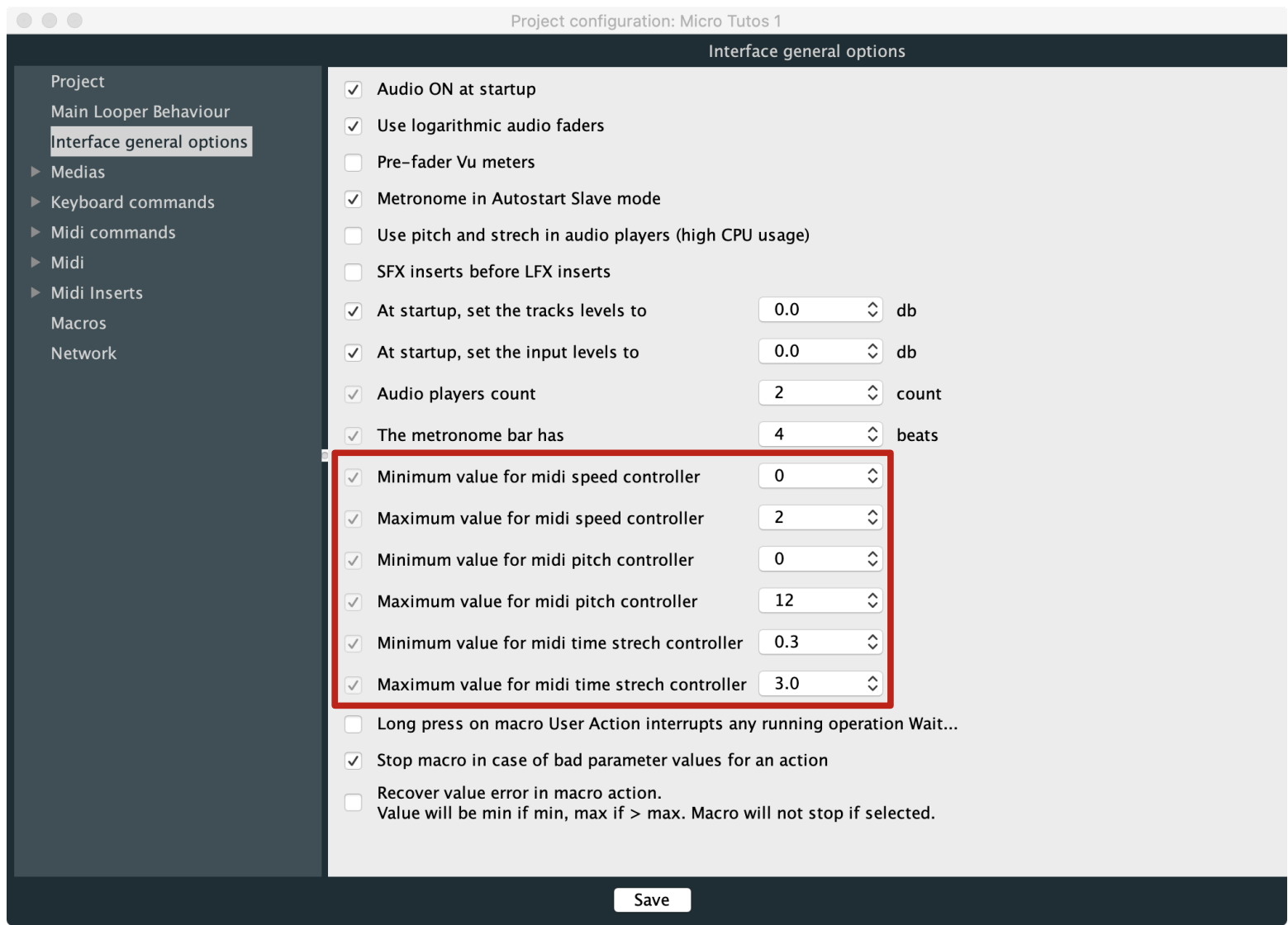
The behaviour of the pitch commands by Midi notes is different from all other cases of Midi commands in Logelloop. In this case, the selected Midi Note is the reference for a pitch of 0. When you play a different note than the reference one on your MIDI keyboard, the pitch setting of the track will be equivalent to the difference in semitones between the reference and the note you just played.

If the setting below, when you play a C0 Midi note on the connected keyboard, the pitch of all tracks of Logelloop will be set to 0. If you play an A-1, the pitch of all tracks will be -3 semitones. And so on.



Using MIDI to control the speed, pitch and time stretch.

When a MIDI controller sends a value from 0 to 127 to Logelloop, this value is converted to correspond to suitable values for the relevant setting in Logelloop. To adjust this conversion, you can go to the Behaviour/Interface options panel.



In case of the speed control via MIDI, for an incoming value of 0 to 127, the speed will be 0 to 2. This default setting can be changed to match your specific needs.

<input checked="" type="checkbox"/>	Minimum value for midi speed controller	<input type="text" value="0"/>
<input checked="" type="checkbox"/>	Maximum value for midi speed controller	<input type="text" value="2"/>

When using a MIDI controller to set the pitch, a MIDI value of 0 to 127 will adjust the Pitch from 0 to 12 semitones. This default setting can be changed to match your specific needs.

When using a MIDI controller for Time Stretch, a MIDI value of 0 to 127 will set the Stretch value to 0.3 to 3. The default setting is changed to match your specific needs.

Note : These conversion setting also affects OSC control for speed and pitch.

In case of an issue with Midi Commands

Be sure that you can see your Midi device in the Midi device list.

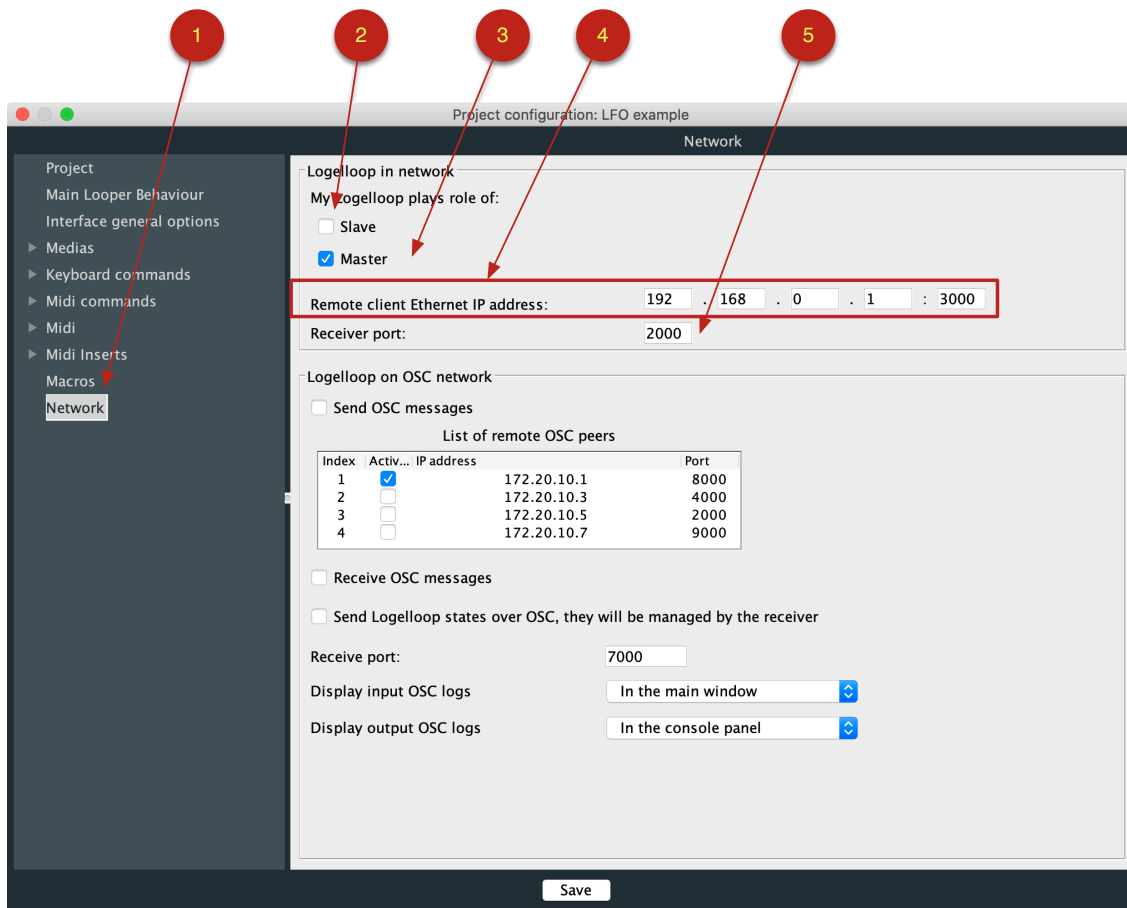
If the Midi device is not in this list, it means that Logelloop cannot see it.
Verify your connection and restart Logelloop.

If his name is followed by “?”, it means that the device was already used by Logelloop in this computer, but that it is not connected now.

21 Logelloop on the Network

Ethernet Network

The Ethernet Network communication is obsolete and will disappear in Logelloop 6. We recommend that you use the OSC protocol.



Logelloop can communicate his state on the network. It can also receive from the network, commands either from another Logelloop or other software capable of sending information over the network (Logelloop Remote (free on our website), Max / MSP, Pure Data, etc.). To configure the network, open the Network panel of the Project Editor(1). Enable Slave mode (2) to receive commands from the network and set the receive port (5).

To enable the sending of messages : Enable Master (3) and enter the IP address of the target computer address and the port in which you want to receive Logelloop's communications (4).

If you want Logelloop sends its information locally, you can set the address: 127.0.0.1

The commands are named as in the list below :

Function		Sent / Received
record	Record / Play the first track. (must be followed by record_up)	
record_up	Must follow record to know the length of the push	
erase	clear all tracks	
overdub	Record an overdub	
multiply	Do a Multiplication at the end of the current loop / Stop Multiply	
multiply_up		
emergency		
mute	Mute at the end of the current loop / Unmute	
mute_direct	Mute now	
undo		
undo_up		
nextloop		
nextloop_up		
loop_a		
loop_b		
loop_c		
autofade	Fade	
autofade_up		
copy		
copy_up		
copytofile		
loop_a_direct		
loop_b_direct		
loop_c_direct		
restart		
mixmode_level		
counter	send the counter state to slave	
inc		
dec		
inc-multiply	+1 au compteur de Multiplication	
dec-multiply	-1 au compteur de Multiplication	
inc-autofade	+1 au compteur de Autofade	
dec-autofade	-1 au compteur de Autofade	
normal	Overdub Normal Mode	
mixed	Overdub Mixed Mode	
replace	Overdub Replace Mode	
mixrepor	Switch Normal - Mixed - Replace	
counter_reset		Only received by Logelloop
preset_recall (+ a name)	Go to loop A at the end of the current loop	Only received by Logelloop
macro (+ an int)	Go immediately to loop A	Only received by Logelloop
load-in-A (+saved loop name)		Only received by Logelloop
load-in-B (+saved loop name)		Only received by Logelloop
load-in-C (+saved loop name)		Only received by Logelloop
SFX	«sfx 1 cmd1-down» «sfx 1 cmd1-up»	Only received by Logelloop
macro + a number	launch or stop the macro loaded on this slot	Only received by Logelloop

A Max/MSP Patch is available on our website. In this patch, every UDP command is exposed.

OSC Communication

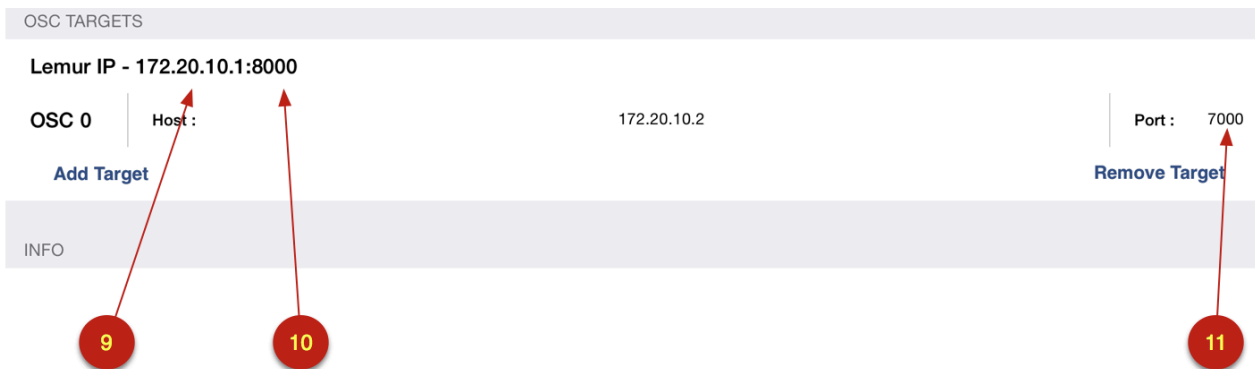
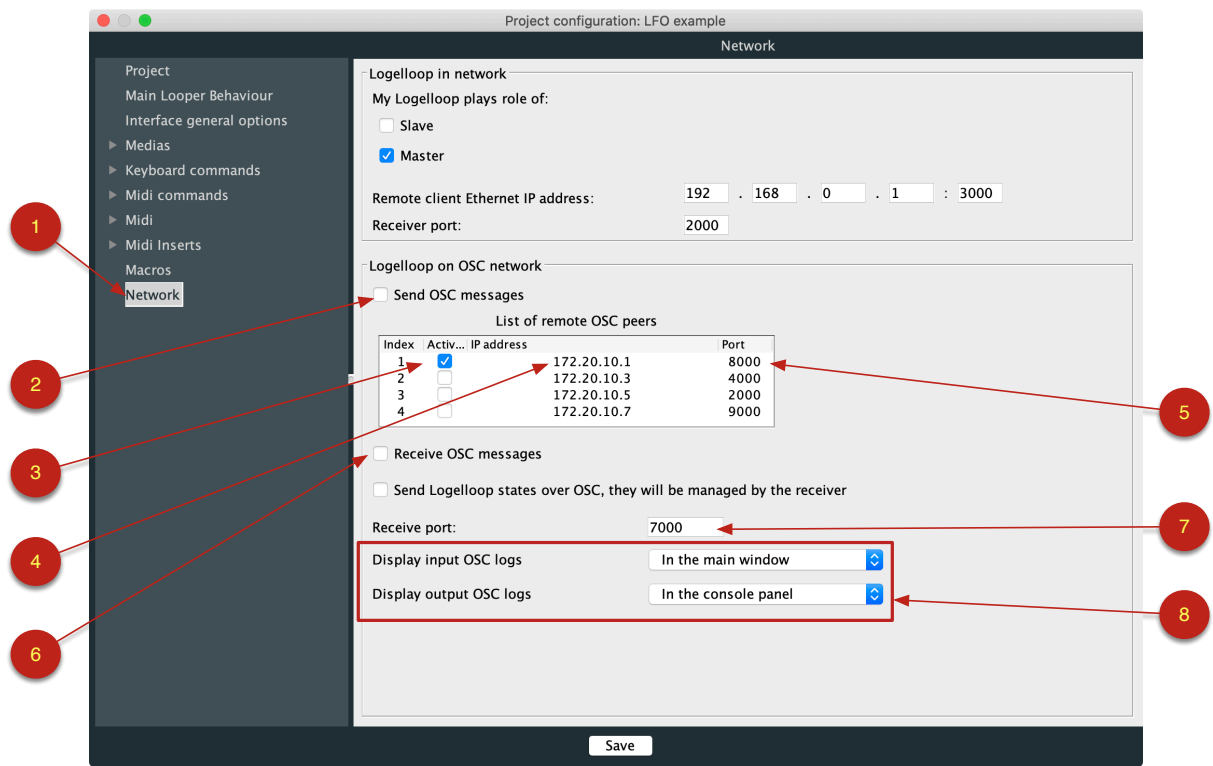
It is possible to communicate with Logelloop using the OSC protocol (Open Sound Control). The OSC protocol operates in both directions so Logelloop also transmits everything on OSC. You can communicate with up to 4 OSC targets.

How to configure OSC to Lemur app for Ipad

In the project configuration, go to "Network"(1) and in the panel called "Logelloop on the OSC network", check "Send OSC messages"(2) and "Receive OSC messages" (6).

Activate a target (3), indicate the IP of target (4) (the same as in the "OSC Targets" panel of your Lemur app(9) and choose the same port(5) as the port used to receive OSC in your Lemur(10).

Then enter the receiving port(7), choosing the same number as that which is set in Lemur(11).



How to configure OSC to communicate with other applications

If you want to use another application than Lemur to control Logelloop with OSC, simply apply the same settings as for Lemur app.

If you want to use an application on the same computer as Logelloop, then enter the IP address 127.0.0.1 for local host.

OSC instructions to Logelloop

The complete list of OSC instructions issued or recognized by Logelloop can be found in the Documentation window on the OSC tab.

In some cases the OSC controls work like using a footboard and a short press must be simulated for the action to be active in Logelloop.

In the case of Record on the main looper for example, it will be necessary to send `"/record 1"` followed by `"/record 0"` to Logelloop, if `"/record 0"` is not sent to Logelloop, a long press on Record is detected and a deletion takes place.

Some commands such as Mute do not require the measurement of the time of pressing the key, you just have to send `"/mute 1"` on the OSC network and Logelloop will be transferred at the end of the current loop.

If you send `"/mute 1"` twice in succession, a double-click is interpreted and the Mute will be immediate.

OSC instructions to an inserted LFX and SFX

There is no defined list for OSC instructions recognized by inserts and SFX. To find out the OSC instructions for an effect, go to the "Messages - Controllers - Commands" tab of the Documentation window. Click on a function in the list (1), the OSC instruction for this function is then displayed at the bottom of the data sheet (2). Note that you can copy the instruction to paste it back into another software.

1

LatencyCompensation	0	Set the latency compensation, from -375 to 375 samples
Mute		Mute or unMute the loop
PauseMode	1	When activated, Mute and Autofade behave as Pause/Resume
Play		Stop Record and Play or Unmute and Play
Record		Record a loop
SelectionIn	0	Set the waveform In point
SelectionOut	15744	Set the waveform Out point
SilentRecord	0	Set to 1 to avoid clicks in certain situations (may affect the latency)
SpeedFloat	1	Change the speed of this Looper by Float value (from -20. to 20.
SpeedSemiTone	0	Change the speed of this Looper by Semitone (from -20 to 20)
Start		Start playing the Loop
Stop		Stop playing the Loop
Sync	0	Sync the fade and Mute to the main looper
Synchro	0	Set the way this Looper is synced or not with Logelloop (0, 1, 2, etc.)

2

OSC message : /trk/10/insert/1/PauseMode 1

LFO / Slicer / Macro ctrls for 1 trk 10 Looper				Midi cmds for 1 trk 10 Looper			
id	Value	Function of the Controller		id	Function of the Midi Command		
1	0	In	▲	1	Record		▲
2	0	Out		2	TBA		

22 General information

Development team

Philippe Ollivier : Development, Communication

Christophe Baratay : Development

Theophile Rousic-Plantec : Programmation

Emmanuel Jourdan (www.e--j.com) sometime help us for the development of some elements of the user interface.

We would like to thank the [Cycling'74](#) team for their unfailing support in the development of Logelloop.

How to contact us

To contact us, you can use the site's forum www.logelloop.com, we respond as quickly as possible to any questions or bug reports.

You can also email us directly at logelloop@logelloop.com, but note that we prefer, if the message includes the information that may be of interest for other users, that you post them on the forum.

Making an update or install a new version of Logelloop

We do our utmost to ensure that Logelloop updates are as simple as possible and to do that you do not take the risk of losing data during these updates.

Once downloaded, the application appears on your desktop in a virtual disk. Simply drag Logelloop from this virtual disk to the application folder on your computer. A window will open and prompt you to replace the existing application Logelloop if it is already installed on your computer. You just have to accept, and the old version of Logelloop will be replaced by the new.

By doing this, you have not touched your personal data located by default in the "Logelloop 5" folder, being itself in the Documents folder on your computer. This is where are your Projects and Global folders are.

You do not have either changed the user preferences folder located in Library / Application Support / Logelloop. Inside this folder is the folder "Logelloop 5" which contains the preferences of Logelloop including information concerning the authorization of the software.

However, before each update, and in general, we recommend that you make a backup of your computer. On Mac, the easiest way is to use Time Machine, but if you only want to back up Logelloop elements, simply copy the "Logelloop 5" folder located in Documents.

How to report a bug

You can report a bug on the forums of our website, or by email to very special cases. Please, be nice and friendly. Explain as precisely as possible the problem you are having. Enter the details, as it will help us to answer precisely. A crash report without any explanation of the context is absolutely useless for us and will receive no answer.

We need to know :

- Which version of Logelloop you are using use (make sure that it is the latest version).
- Which system you use.
- Make sure Java is up to date on your computer.
- If the bug is reproducible using a macro, insert this macro in the project.
- Export your project using the method described in this manual.
- Send us the zipped project with detailed explanations about the bug.