

Quick Guide



Loopseque 8
Version 8.0.3

Overview	1
Signal Flow	5
Sample Editor	6
Big wheel	8
Wheel Matrix	10
Projects	13
Rendering	14

Overview



Overview

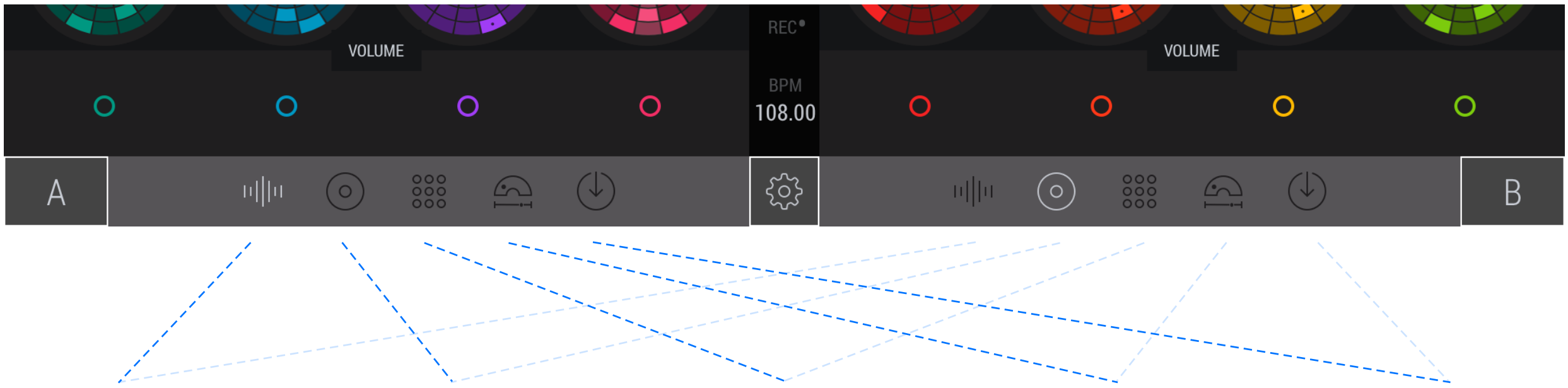
Loopseque 8 consists of two Decks (1) containing Projects and the Master screen (2) containing general settings and effects.

Compose patterns, Use effects,
Create projects and mix between
them.

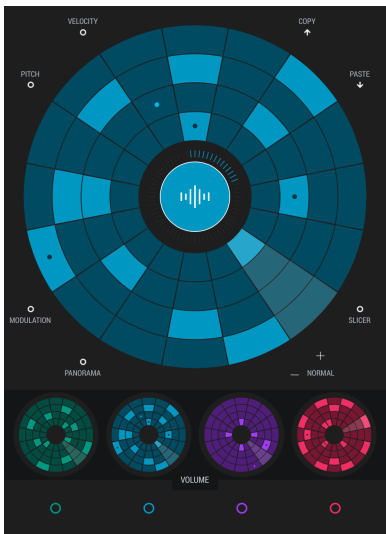
Record or render sessions and share them,
sync via Ableton Link and much more.



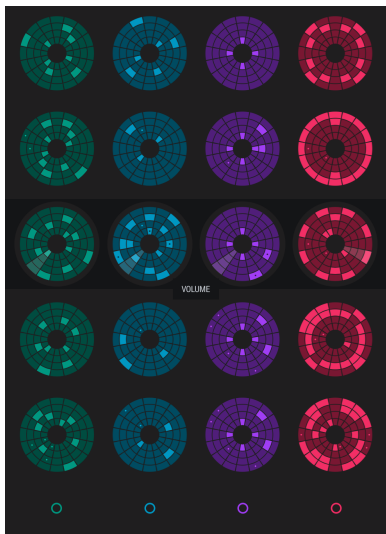
Each Deck contains 5 screens



Sample Editor - choose and modify samples.



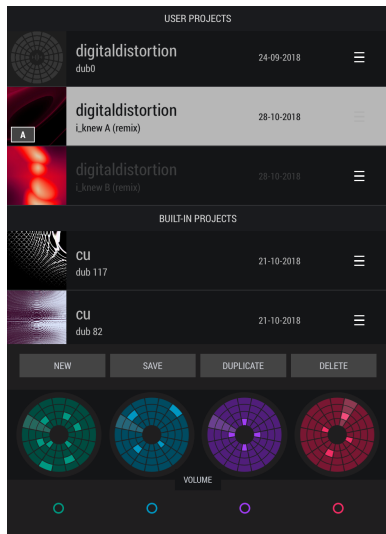
Big wheel - compose patterns and modify them.



Wheel matrix - overview all your patterns and quickly switch between them.



Effects - add space, repetitions, filter, lfo and other parameters to 4 groups of tracks.



Projects - load, save, duplicate, and share your projects.

Master Screen

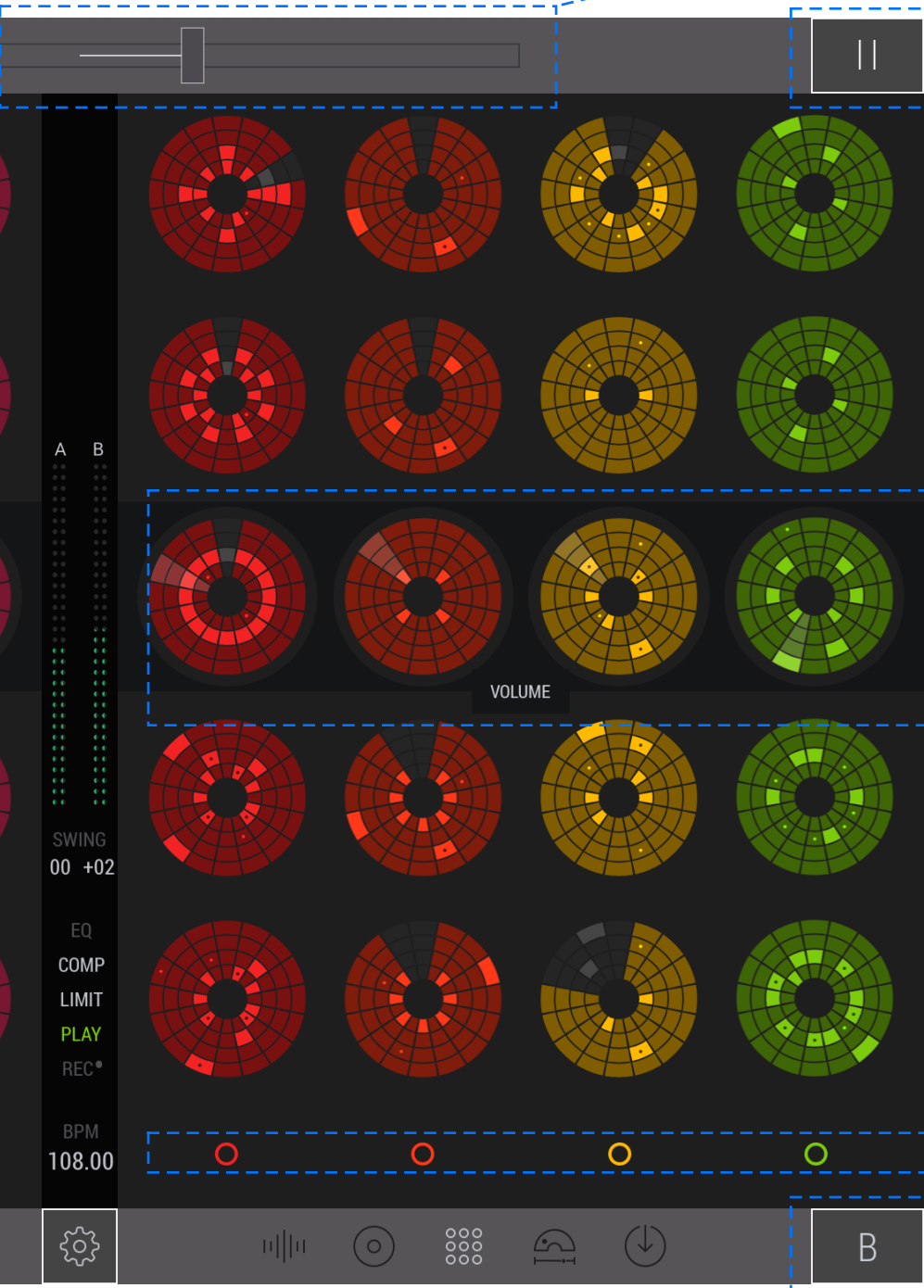


Master screen give control of independent Swing (1) for each Deck and set Tempo (2) by tapping or choose value.

Also, you can start new live session recording from here, or listen and share already recorded sessions, start and stop the engine, and sync via Ableton link. Render created patterns in various ways to audio loops.

Setting of this screen is independent of Projects and show only current value for Swing (1), Tempo (2), EQ (3), Compressor (4), and Limiter (5).

Controls



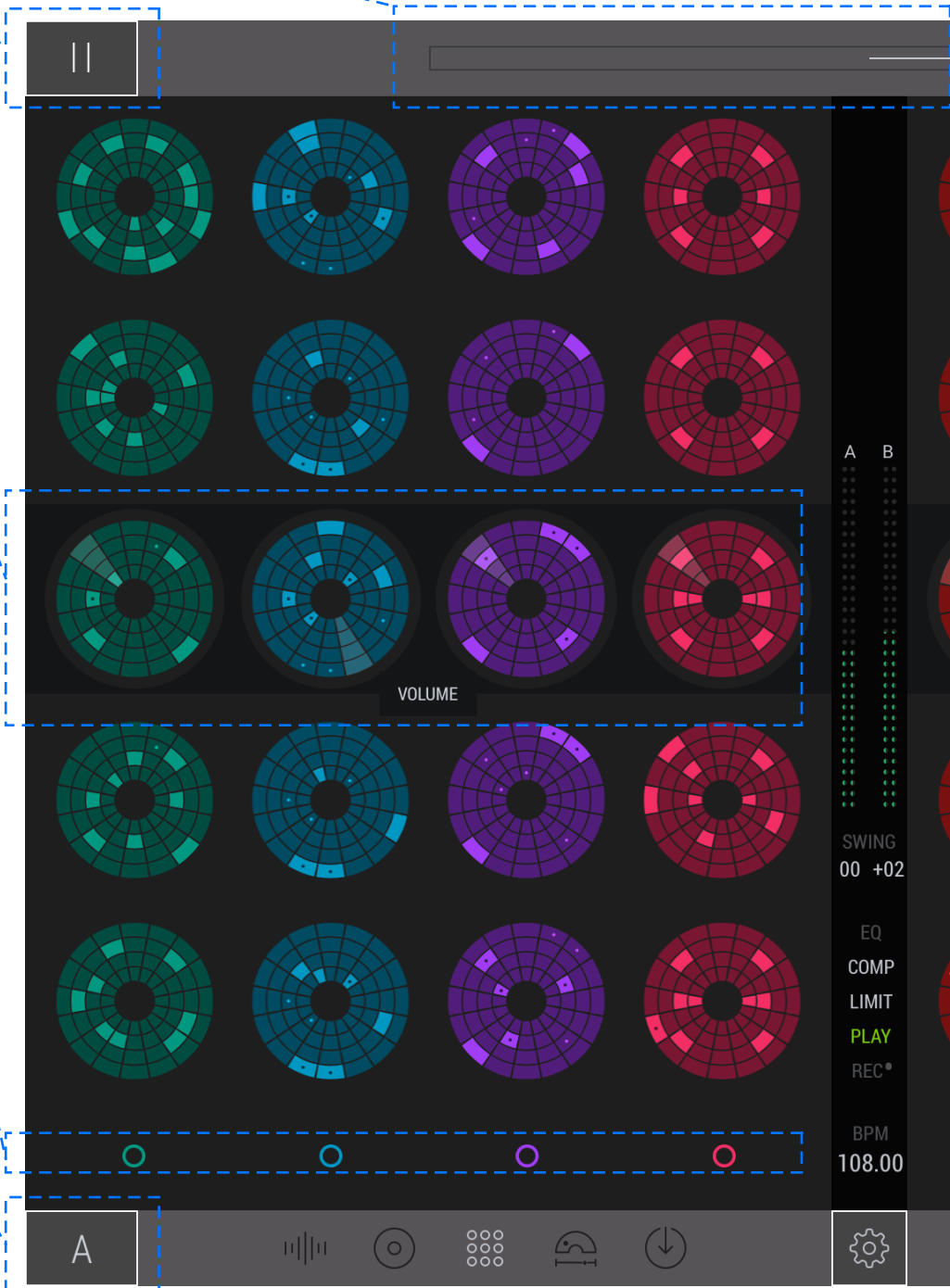
Crossfader let you mix audio signals from decks.

Play/Pause buttons at upper corners let you turn on/off playback on decks.

The Lens shows all active patterns from which the samples are played. Here you can change the volume of channels, switch between patterns on channels, copy/paste patterns. The Lens is available on all project screens.

Mute buttons allow you to turn on and off channels with tracks.

A/B deck buttons.
In Loopseque 8 there are 2 decks A and B. You can control both decks at the same time or just one of them on both parts of the interface.



Signal Flow

Signal Flow

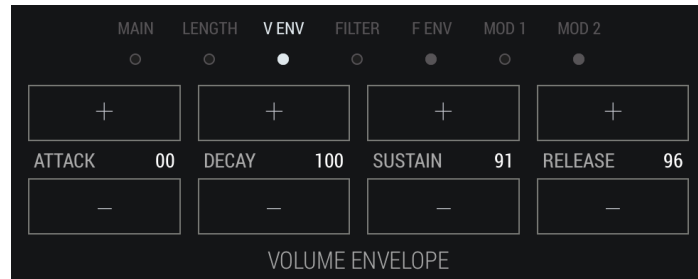


Sample editor

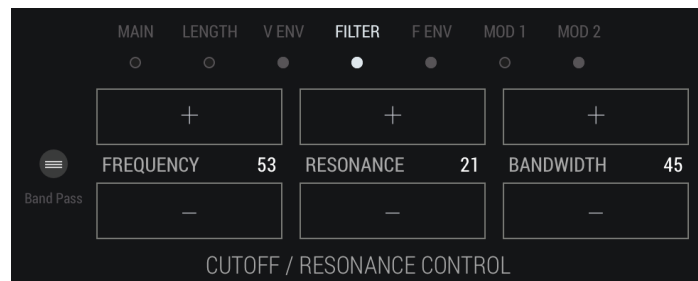
Sample Editor: Sub menu



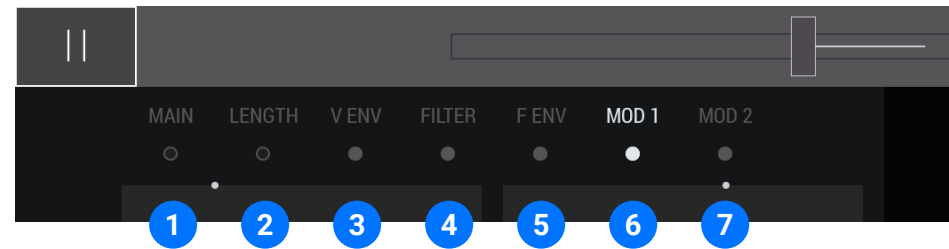
(1) Tune pitch +/- 1 octave and set Volume of a sample.



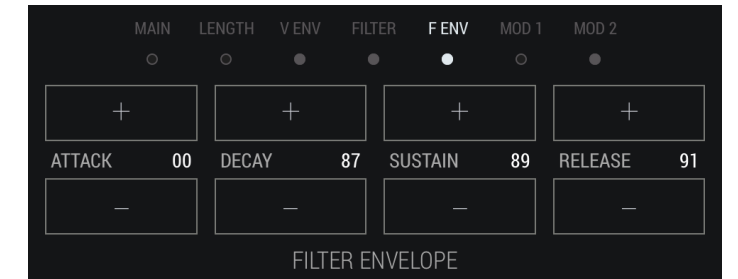
(3) Control Volume envelop with Attack, Decay, Sustain and Release values.



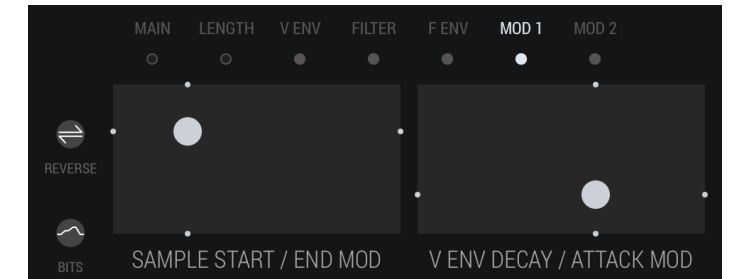
(4) Choose Filter types (LP/HP/BP/Low Shelf/High Shelf). Control Cutoff, Resonance, and Width (for BP type).



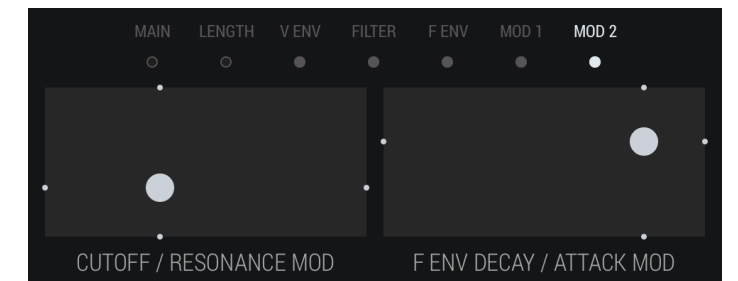
(2) Edit sample length, play sample forward or reverse, change sample bit depth.



(5) Control Filter envelop with Attack, Decay, Sustain and Release values.



(6) Modulate Sample start/end, Sample volume envelopes attack/decay, Forward/Reverse playback, and Bit depth.



(7) Modulate Cutoff / Resonance, and Filter envelopes attack/decay.

Sample browser

- (1) This zone allows to playback sample on tracks any time when you tap on it.
- (2) Central button close Sample Editor and return to Big Wheel screen
- (3) Tap on this zone allows choosing on which track you will edit or upload a sample.
- (4) Copy/Paste sample popover can import samples from others iOS apps or Copy/Paste samples from one track to another.
- (5) Sample browser allows to select and upload samples to tracks. You can choose between built-in sample banks that we have prepared at our studio or upload own using iTunes file sharing or File app.
- (6) Use this option when you need to filter current folder items by name.



Big wheel



Big wheel Overview

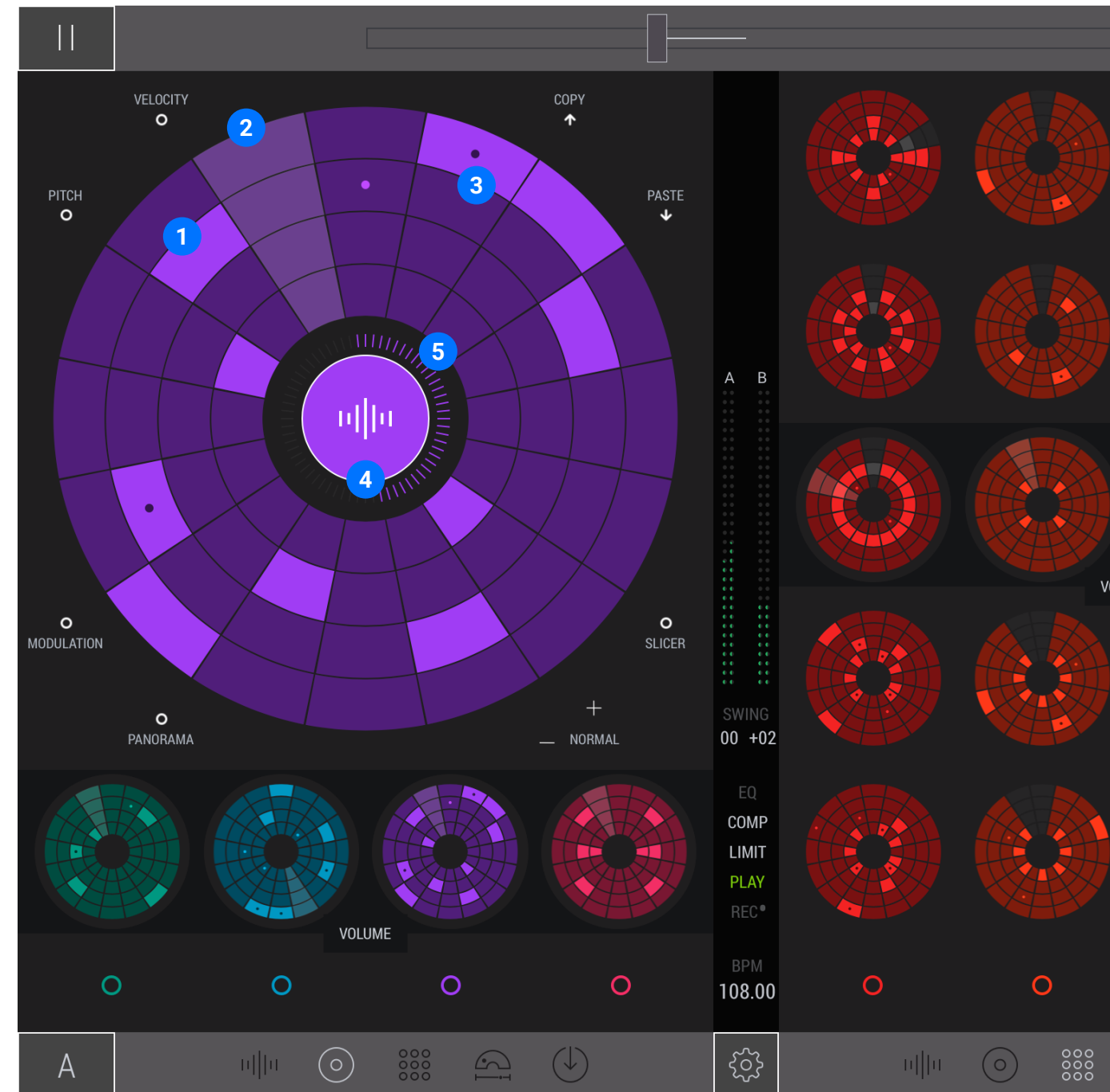
Pattern contains Segments (1) and its own values.

Cursor (2) show up which sector with Segments play at that moment. Segment can be in on and off position. When on, Segment will playback assigned sample.

Segment with dot (3) will playback only once in 2 bars loop.

Central button (4) closes Big Wheel and return to Sample Editor screen or will close edit mode (like Velocity or Beat Slicer) if it active.

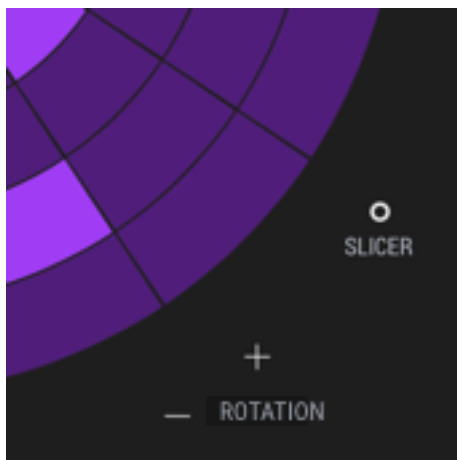
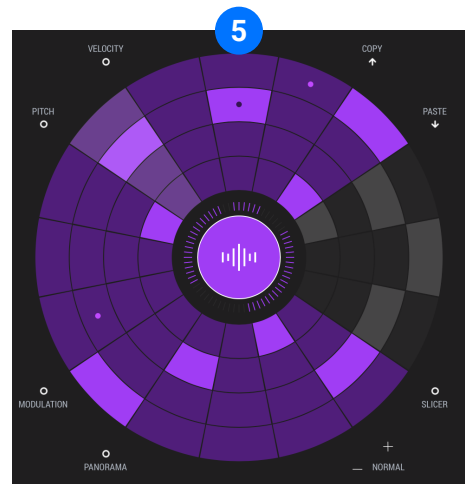
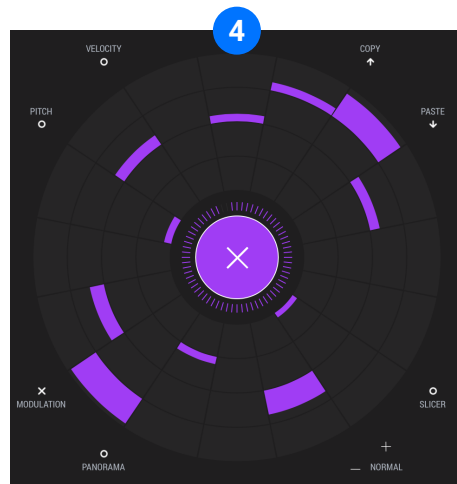
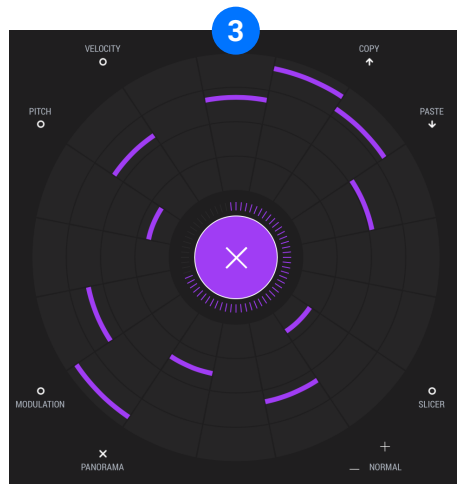
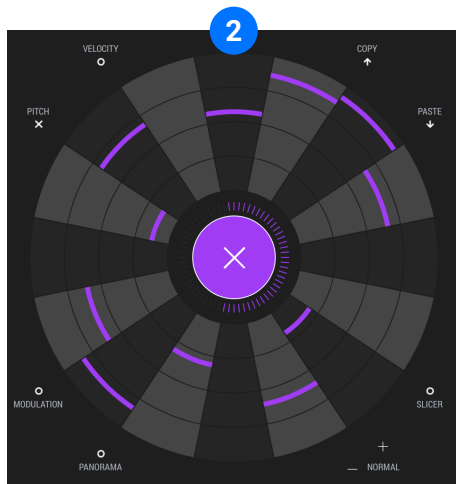
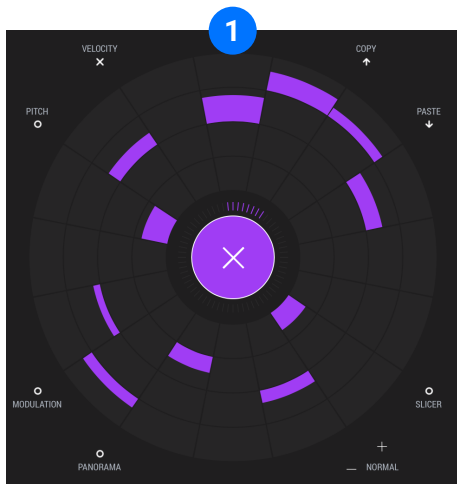
32 steps (5) counter shows in which of the cycles the cursor is located; its full rotation is 2 bars at the normal rotation speed.



Big wheel: Edit modes

Each active Segment contains own Velocity (1), Pitch (2), Panorama (3) and Modulation (4) values.

Beat Slicer (5) allows to change length of a Pattern and create polyrhythm structures in an arrangement.



Use Rotation speed to change how often segments will be played. Low values extend full rotation cycle of the cursor to 32 bars long.



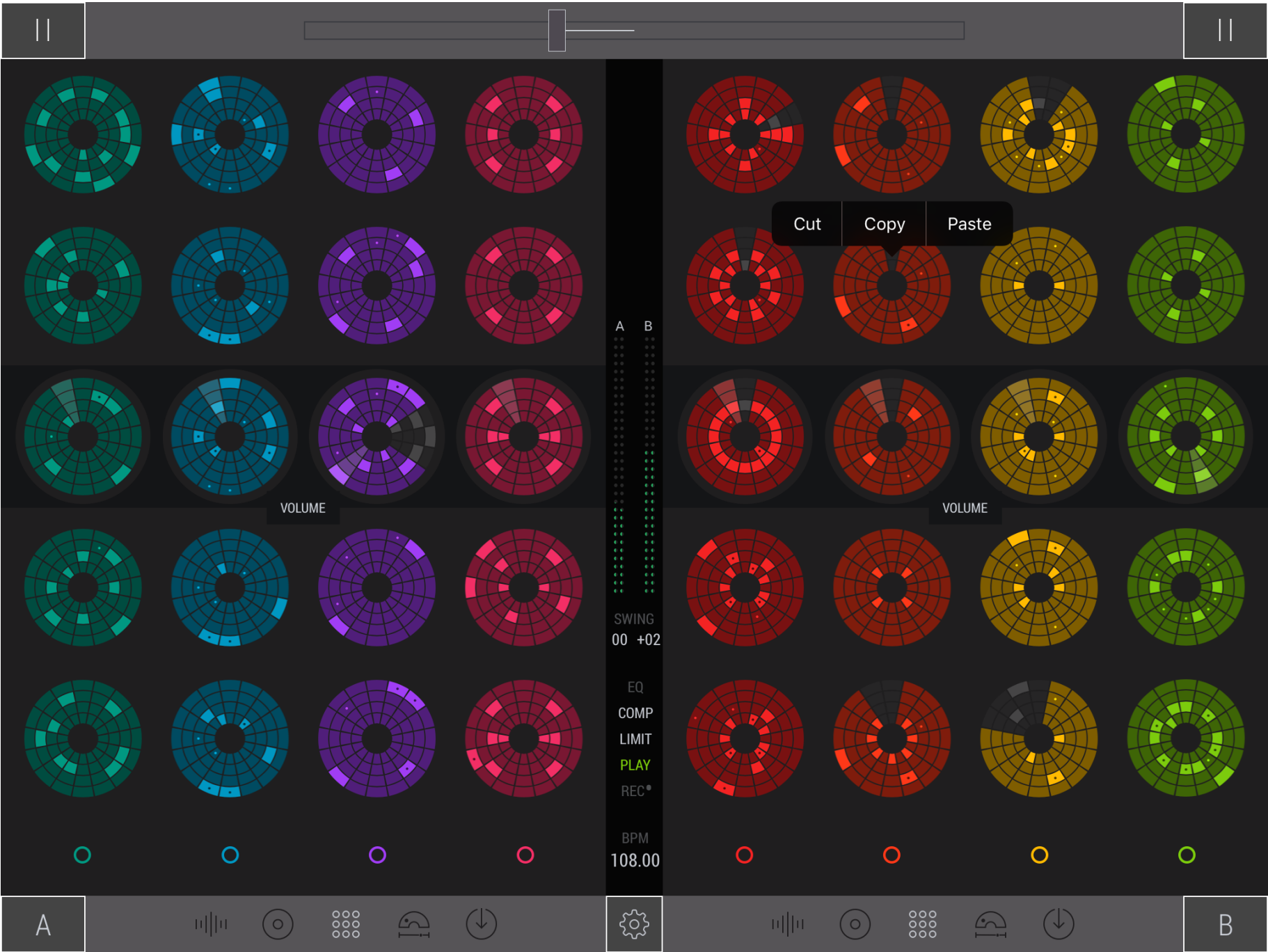
Copy/Paste function allows moving patterns from one Big Wheel to another on the same track or other tracks.

Wheel Matrix



Wheel Matrix

All 128 patterns can be found here, separated by 8 channel with 4 tracks on each. Overview your arrangment, change active patterns or copy/paste them.



Live Effects

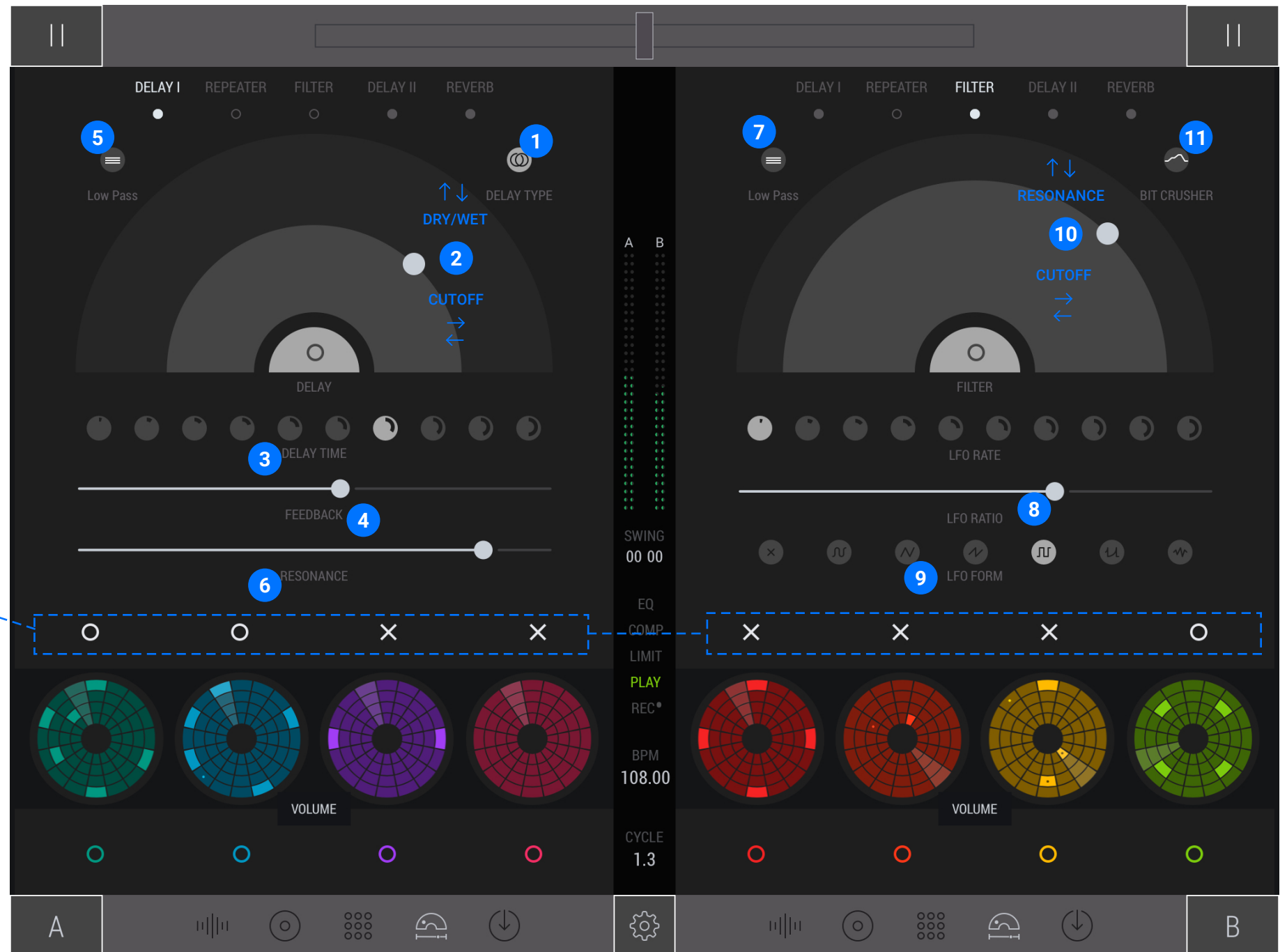


Live Effects: Delay and Filter

Delay I and Delay II have the same set of functions. Each Delay works in two modes: Stereo and Mono (1). Change Dry/Wet (2), Delay time (3) and Feedback (4). Use different types of Filter (5) and control values of Cutoff (2) and Resonance (6).

Filter types: Low Pass, High Pass, Low Shelf, High Shelf, Bandpass (7). LFO ratio (8) and form (9) allows modulating Cutoff (10) value. Bit crusher (11) changes audio signal bit depth.

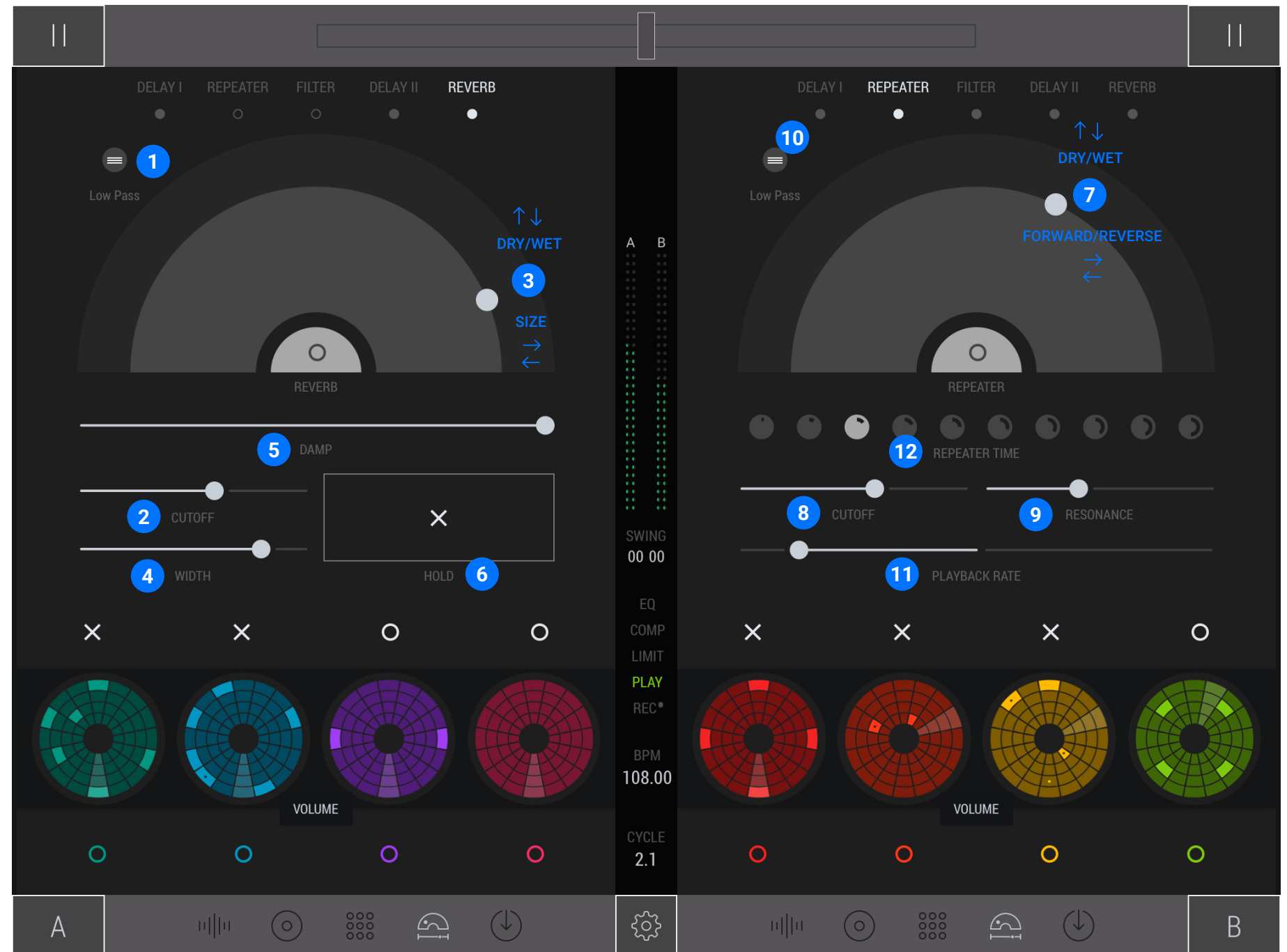
The routing section allows you to select the channels that will pass through this effect.



Live Effects: Reverb and Beat repeater

Algorithmic Reverb has its own filter (1) and control of Cutoff (2), Dry/Wet (3), Size (3), Width (4), and Damp (5). Freeze reverberation with this Hold function (6).

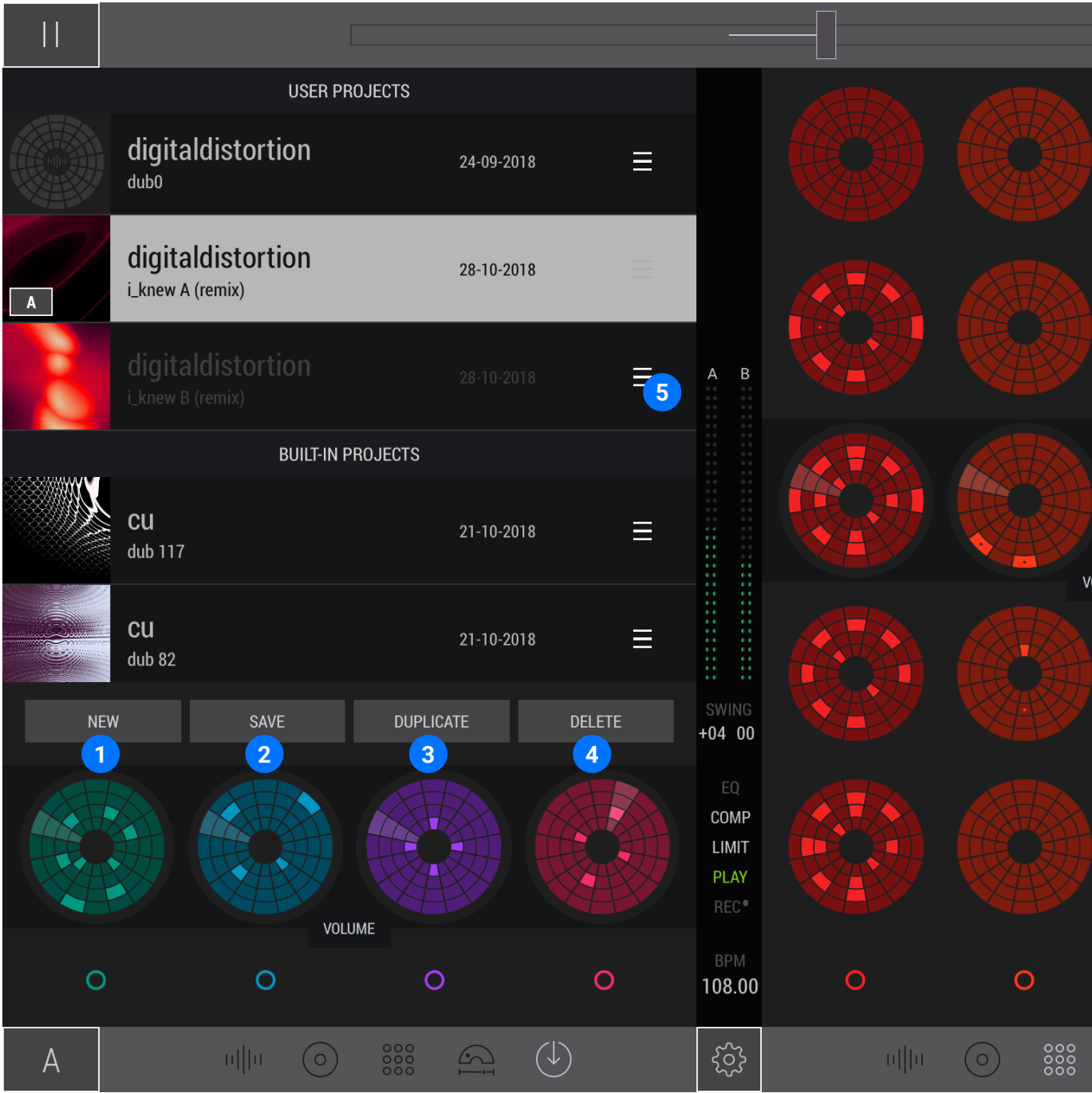
Beat Repeater gives a lot of possibilities to improvise using Forward/Reverse repeating playback (7), Cutoff (8), and Resonance (9) of Filter (10), changing Playback rate of repeatings (11), Dry/Wet (7), and Repeat time (12).



Projects

Projects

Create new (1) ones or use built-in projects. Also, you can save (2), duplicate (3), delete (4) Projects, share through email, adding artwork, the name of the composition and author (5).



Rendering patterns to audio loops

Tap RENDER (1) button on the Master screen.

Choose Decks and Channels to be rendered (2).

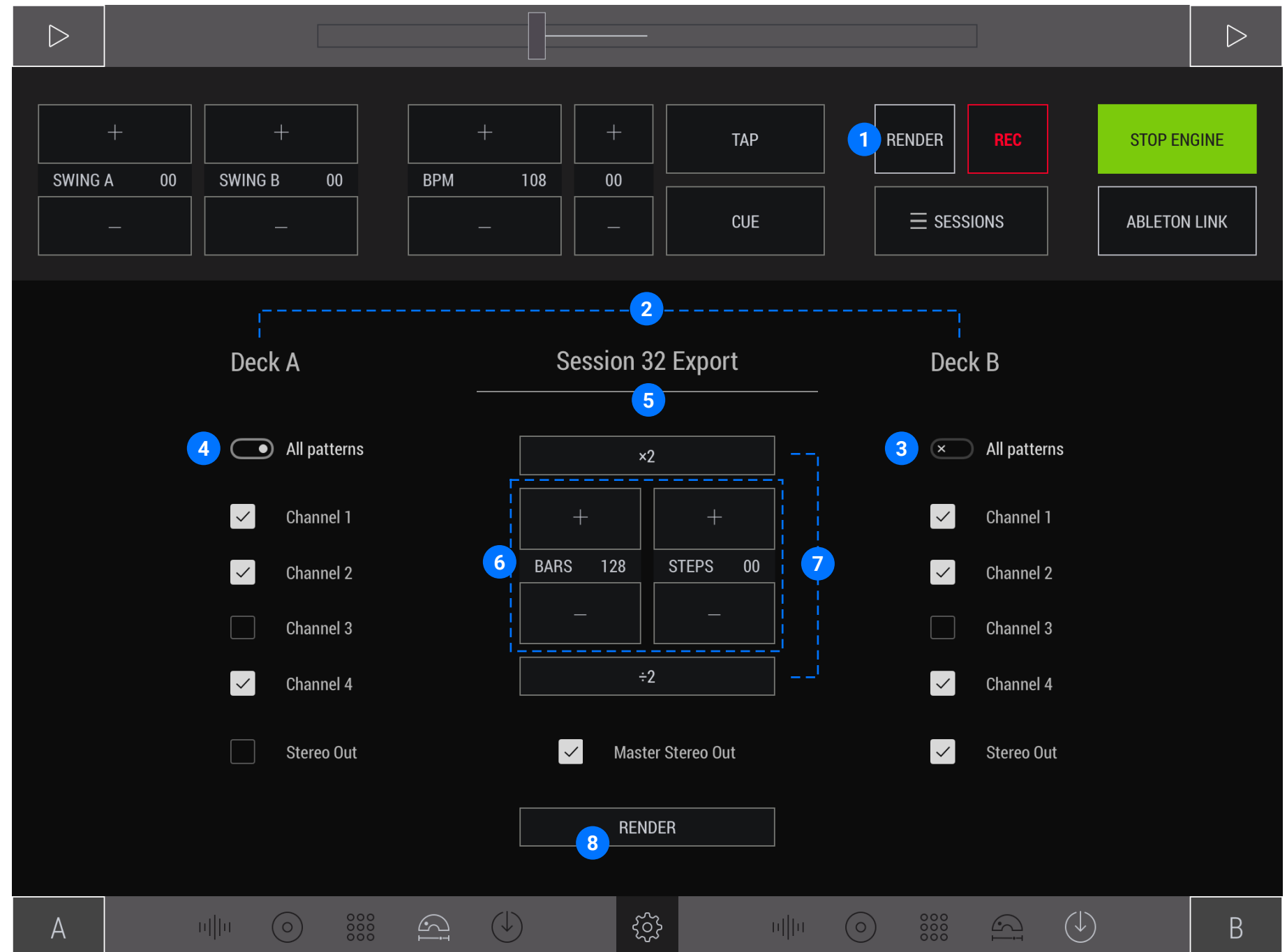
Render active patterns If All pattern switcher is off only (3).
When switcher is on (4), all project patterns will be rendered.

Name render session (5).
Rendered files can be found with File app in Loopseque 8/Renders folder. For each render session, a new folder will be created. iTunes file sharing also work.

Choose the loop length (6).

Double up or down the loop length (7).

Tap RENDER button to start rendering (8).



For any further questions mail us:
team@casualunderground.com
More "how-to's" coming soon.

Stay tuned:

<https://www.facebook.com/Loopseque/>

<https://www.youtube.com/loopseque>

<https://instagram.com/loopseque/>

<https://twitter.com/loopseque>

<https://loopseque.com>



Loopseque 8