SONUUS®

Loopa® Microphone

Owner's Manual

Congratulations on your purchase of the **Loopa®**. Please take the time to read through this manual to ensure you get the best from your **Loopa®**.

Introduction

What is the Loopa®?

The **Loopa®** is the world's first looper microphone. It can be used just like a regular microphone but also has the ability to record what you are singing, play that back in a loop and let you sing on top of it. This way you can build up layers of sound to create unique and interesting performances.

Your new **Loopa®** features a unique high-integrity looper engine custom-designed by **sonuus**. Built using the latest FLASH memory technology for the most robust recording and using 32-bit floating-point processing to maximise the sonic quality of your recorded loops.

Sound quality is further guaranteed by the special "clip-free" architecture of the looper engine: no matter how many times you overdub your loop it will never clip and cause unpleasant distortion.

A high-quality condenser microphone capsule is combined with an acoustically-optimised windscreen to ensure outstanding vocal clarity and a powerful low-frequency response.

The body of the **Loopa®** has been carefully sculpted to ensure it balances correctly in your hand, is easy to hold, and easy to operate the controls. And it looks cool too!

Connections

XLR

On the end of the **Loopa®** is a standard 3-pin XLR microphone connector. Connect the supplied microphone cable (or use any other standard microphone cable) and connect the other end of the cable to your speaker or other audio equipment.

Some equipment designed to be used with microphones can supply phantom power (+48V) to the microphone. If your equipment can supply phantom power make sure this is turned off before connecting the **Loopa®**.

Power

Battery (AA)

The **Loopa®** is powered by a single AA battery (alkaline or rechargeable). Simply open the battery door and put in a battery observing the correct polarity. If you connect it the wrong way round it won't cause any damage, but the unit won't operate until the battery is inserted correctly.

When you insert the battery make sure you put the ribbon under the battery to make it easy to remove later.

Use the power switch on the control panel to turn on the **Loopa®**. The **POWER** LED will light. To prolong the life of the battery, remember to turn off the power switch when you have finished using the **Loopa®**.

Because of its low power consumption, the unit will run for many hours (typically for more than 10) on a single battery. When the battery is close to needing to be replaced, the **POWER** LED will flash. It is not necessary to replace the battery immediately since the **Loopa®** will continue to function normally (typically for 1 hour). If you need the **Loopa®** to work reliably for several hours (*e.g.,* a recording session, or when playing live) the battery should be replaced if the **POWER** LED is flashing.
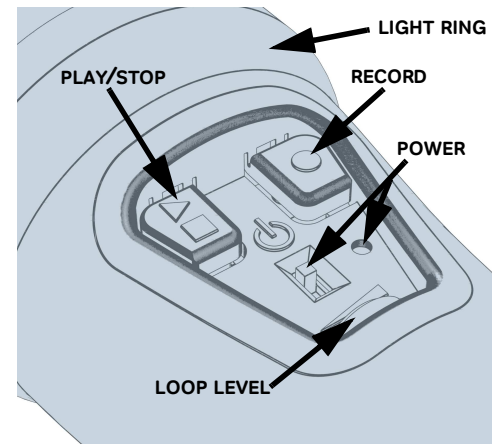
Record your first loop

Using your **Loopa®** couldn't be simpler.

After you have connected the **Loopa®** to a speaker and turned it on, you can start using it like any other regular microphone.

To record your first loop, quickly press and release the **RECORD** button (don't keep the button pressed). As soon as you do this everything you sing will be recorded. To show that you are recording, the light ring will illuminate in red.

To stop recording your loop and play it back, quickly press the **RECORD** button again (remember not to keep the button pressed). The light ring will now change from red to green to show the loop is being played.

The level (or volume) of the loop can be adjusted using the thumbwheel control. Moving this fully to the right (number 10 is positioned at the top of the thumbwheel) will give maximum playback level (the same volume as it was recorded). Use this level control to balance the level of the loop and your live singing. Typically, this is set so the loop level is slightly lower than the live level (position 8 or 9).

Overdubbing

Recording a loop and singing over it is exciting, but when you record another loop (or layer) onto the first loop the fun really begins. Recording onto an existing recording like this is called overdubbing.

Overdubbing on the **Loopa®** works just like recording: quickly press **RECORD** to start overdubbing (the light ring will illuminate red and the loop will continue to play at the same time). To stop overdubbing press **RECORD** again and the loop will continue playing; the light ring will illuminate green.

You can start and stop overdubbing as often as you like. For example, you can enable it briefly to add a short accent sound, or you can keep it active during your whole performance to build up many layers.

Playing and stopping loops

The loop playback can be stopped at any time by quickly pressing the **PLAY/STOP** button. Similarly, quickly pressing **PLAY/STOP** will start playback again. Each time you start playback, the loop will play from the beginning.

Note that you can also start loop playback and overdub at the same time by pressing **RECORD** when the looper is stopped.

Erase loop (start again)

When you want to start a new performance (or if you have made a mistake and want to start again) it is easy to erase the existing loop.

Press and hold both **RECORD** and **PLAY/STOP** buttons until the light ring blinks both red and green to indicate the loop has been erased.

Undo and redo

When you overdub many loops, the **Loopa®** doesn't simply overwrite the loop each time. Instead it keeps a copy of each recorded layer which means you can remove layers to go back to earlier recordings (undo), then restore these layers to bring them back (redo).

This powerful feature allows you to create very dynamic performances.

Undo is also useful to correct mistakes: if you record something you don't like, you can quickly undo it before it gets replayed.

Note that the base loop (the very first loop you recorded) is always preserved, so if you undo as far as possible you will always get back to this base loop.

Tips for using the **Loopa®**

The most important thing to master when looping is the timing of the first (or base) loop. This first loop defines the timing for the rest of your performance.

The low-latency design of the **Loopa®** means you don't have to compensate for any timing delays added by the microphone itself. All you need to do is practice the timing of starting and stopping the base loop recording.

As soon as you press the **RECORD** button the **Loopa®** will start recording. Similarly, at the end of recording when you press the **RECORD** button, the loop length will be set and it will immediately start to play from the beginning of the loop.

As an example, if you want to record a 4-beat loop "1, 2, 3, 4" where each number is on a beat do the following:

- practice saying "1, 2, 3, 4, 1, 2, 3, 4" so the time between 4 and 1 matches the time between the other beats.
- press **RECORD** at exactly the same time as you start to say "1".

- press record again at exactly the same time you start to say the second "1".

By saying the start of the second loop (the second "1") you help to set the correct timing. This second "1" won't be recorded, but your timing will be perfect.

For more in-depth tips and demonstrations, visit our online TV channel:

loopa.tv

Further Information

Recommendations

Always turn off the power switch when you are not actively using the **Loopa®**. This will prolong the life of the battery.

When storing your **Loopa®** for an extended period, we recommend that you remove the battery. Batteries can leak corrosive materials which could damage your unit.

Do not expose the **Loopa®** to rain or moisture. If this occurs, disconnect the battery and allow the unit to dry out completely before using it again.

Warranty

The **Loopa®** is supported by a limited warranty for a period of one year from the date of purchase. During this period, any faults due to defective materials or workmanship will be rectified (by repair or replacement[†]) free of charge. The warranty excludes damage caused by deliberate or accidental misuse, modification, or operation with an unsuitable external power supply or an incorrect battery. It is the user's responsibility to ensure fitness for purpose in any particular application. The warranty is limited to the original purchase price of the equipment, is limited to the original purchaser, and excludes any consequential damage or loss.

Proof of purchase date is required for any claim under this warranty.

† A unit replaced under warranty may be replaced with a reconditioned unit.

Warranty claims must be made through the retailer from whom the original purchase was made.
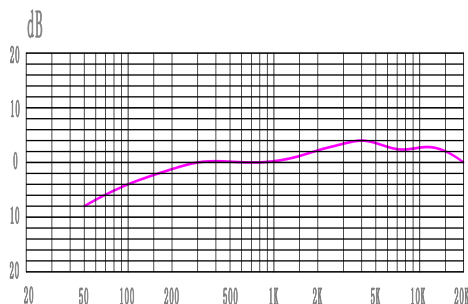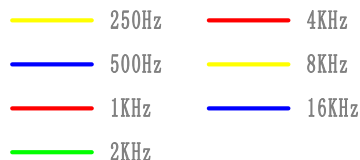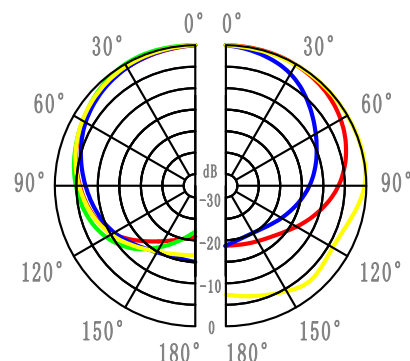
Community

To see what other **sonuus** products are available, please visit:

www.sonuus.com

To get assistance or to share your experiences, tips and tricks with other **Loopa®** users, register on our user forum:

www.sonuus.com/forum

Specifications

	250Hz	4KHz
	500Hz	8KHz
	1KHz	16KHz
	2KHz	

	Power	1·5V AA battery (1·0–3·0V)
ELECTRICAL	Output Imp.	1·5kΩ, unbalanced
	Freq. Resp.	110Hz – 20kHz
	Polar Resp.	Cardioid (uni-directional)
	Battery life	10hours (typical)
LOOPER	Record time	> 13minutes
	Undo levels	15 (maximum)
	Overdub	Unlimited
	Controls	Play, Stop, Record, Overdub, Loop level, Undo, Redo
PHYSICAL	Size	195mm × 51mm (diameter)
	Weight	160g (without battery)
	Outputs	3-pin XLR (pin1&3 = ground; pin 2 = signal)

The above specifications are subject to change without notice.

Register your product for warranty support

sonuus does not share your personal information with other companies. Your details are only used to support claims under your product warranty, and to keep you informed of product updates and special offers (if you choose to receive our newsletter)

register.sonuus.com

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