

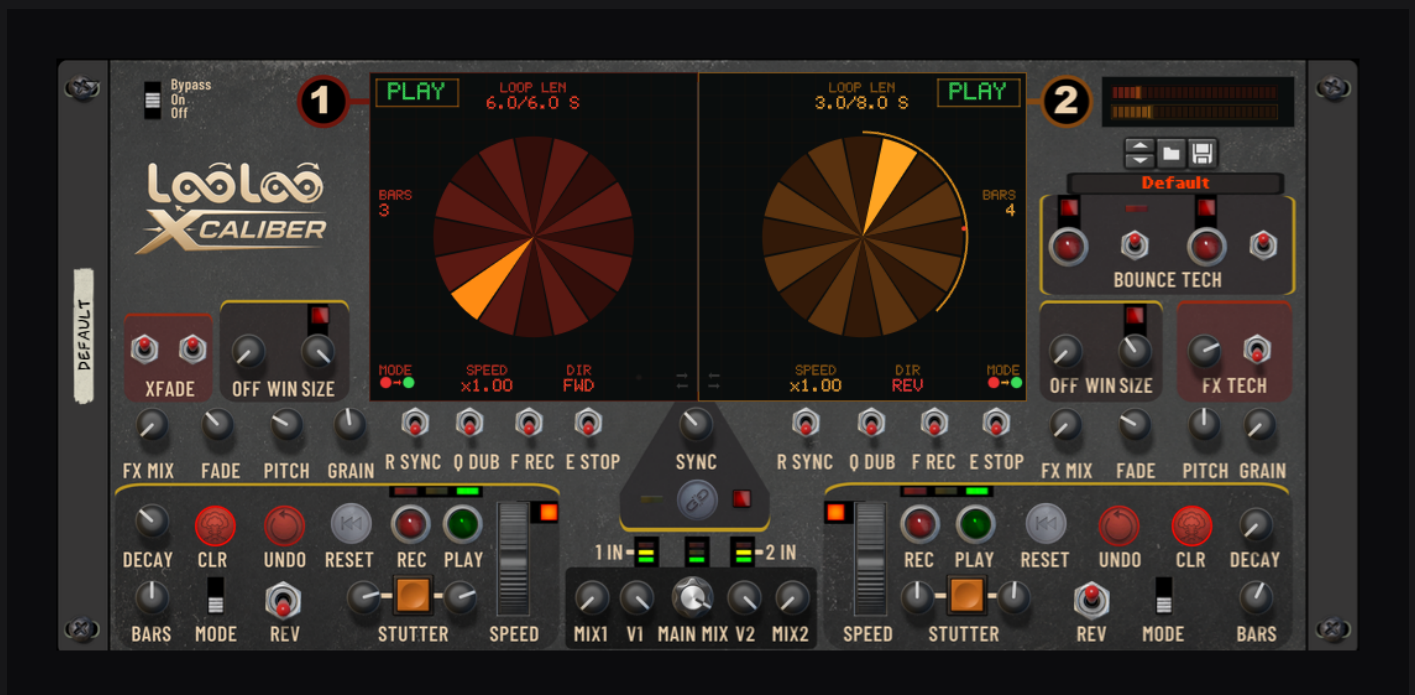
DOODOV DIGITAL DESIGN

# LooLoo X-Caliber

Dual-Track Stereo Looper • Rack Extension for Reason

## Quick Start Guide

Get plugged in and looping in about five minutes. For the full picture, see the Operation Manual and the Complete Manual.

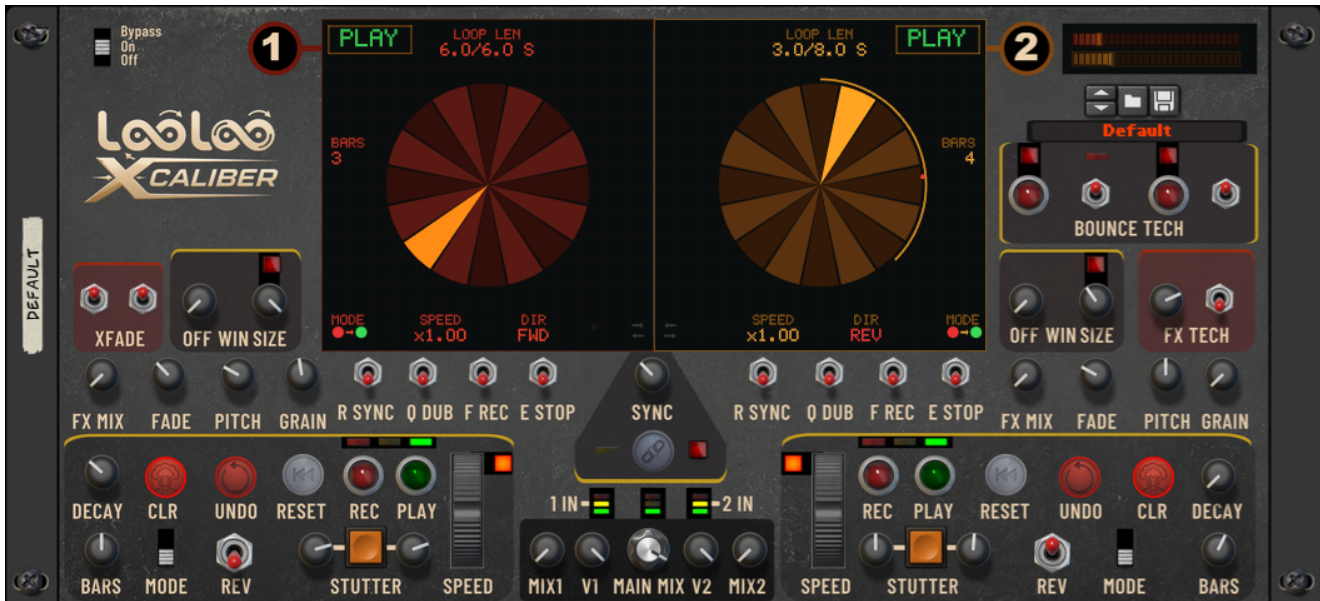


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## QUICK START

# Plugged in and looping

LooLoo X-Caliber is a **dual-track stereo looper**. Each track captures audio, loops it, and lets you shape the result live — reverse, speed, stutter, decay, pitch, and a windowed loop trimmer — while a creative **Bounce** section folds one track into the other. This guide gets one track recording and playing; everything else builds on the same moves.



Front panel. Track 1 is the left half, Track 2 the right half, mirrored around the central display and mixer.

## 1 Add it to your rack

In Reason, create the device from the device palette (it appears under **Creative FX / Misc**). Because it is an effect, it lands in your rack as an insert with its own inputs and outputs. A default patch loads automatically so you can start immediately.

## 2 Patch the audio

Flip the rack around (Tab) and connect a stereo source to a track input, then take a track output (or the summed **Mix** output) on to your mixer. The quickest possible setup:

- **IN (Track 1)** — patch your source here.
- **OUT (Track 1)** or **MIX** — patch to your mixer channel. MIX carries both tracks summed.
- The **SEND / RTN** jacks are an optional per-track effects loop — ignore them for now.

### Tip

If you only hear silence in Bypass, that is expected when you monitor the MIX bus. In bypass, dry passthrough appears on the per-track OUT jacks, not on MIX.

## QUICK START

# Your first loop

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### 3 Record

Work on Track 1 (left side). Set how long the loop should be with the **BARS** knob, then press **REC**. The track records for that many bars and then drops automatically into playback — the radar ring on the display sweeps to show the play position, and the state box reads **PLAY**.

### 4 Choose what happens after recording — the **MODE** switch

The three-position **MODE** switch decides how the track behaves once the loop exists:

<b>PLAY</b>	Record once, then loop the take. Pressing REC again layers a new pass on top.
<b>OVERDUB</b>	Record, then stay in overdub so you keep layering passes until you stop.
<b>SOLO</b>	Record once, then play — and mute the live input so you hear only the loop.

### 5 Shape the loop live

- **SPEED** fader — bends playback speed (and pitch) up or down; returns smoothly to normal at centre.
- **REV** — flips playback direction to reverse.
- **STUTTER** — hold the stutter button to loop a tiny slice; the two knobs set its *size* and *speed*.
- **DECAY** — gradually fades the loop on each pass for a dub-style wash.
- **PITCH / GRAIN** — granular pitch shift and grain size, independent of speed.
- **WIN SIZE** — trims playback to a window inside the loop (great with REV for glitch textures).

### 6 Fix, clear, mute

<b>UNDO</b>	Reverts the last overdub or bounce pass.
<b>CLR</b>	Wipes the track empty so you can start again.
<b>RESET</b>	Jumps the playhead back to the loop start (quantised to the beat by default).
<b>MUTE</b>	Silences everything; a large red speaker icon appears in the centre of the display as a reminder.



*Track 1 transport and shaping controls (bottom-left of the panel).*

## QUICK START

# Two tracks, and where to go next

Track 2 (right side) is a complete second looper with identical controls, mirrored. Record it the same way. The central **mixer** sets each track's level and the **MAIN MIX** master, and the **SYNC** section can lock one track's recording to the other's loop length so layers stay in time.



Central input/mix section: per-track levels and the MAIN MIX master.

## Bounce in one sentence

The **Bounce** controls fold one track's audio into the other — press a bounce trigger, and on the next beat the source is mixed into the destination (optionally clearing the source), freeing a track to capture something new. Full details are in the other manuals.

## Main controls at a glance

Control	What it does
REC / PLAY	Start recording / start-stop playback for that track.
BARS	Loop length in bars (sets how long REC captures).
MODE	Post-record behaviour: Play / Overdub / Solo.
SPEED / REV	Speed-bend fader and reverse switch.
STUTTER	Momentary slice-loop; size and speed knobs.
DECAY / FADE	Per-pass fade-out and loop edge fade.
PITCH / GRAIN	Granular pitch shift and grain size.
WIN SIZE	Trim playback to a window inside the loop.
CLR / UNDO / RESET	Wipe / revert last pass / re-trigger to loop start.
MIX · MAIN MIX	Per-track levels and the master output level.
MUTE	Master mute (shows the red speaker icon on the display).

### Next steps

**Operation Manual** — a section-by-section tour of every panel area and the display.

**Complete Manual** — exhaustive reference: every control, the recording state machine, the bounce engine, memory behaviour, and the full back-panel CV map.