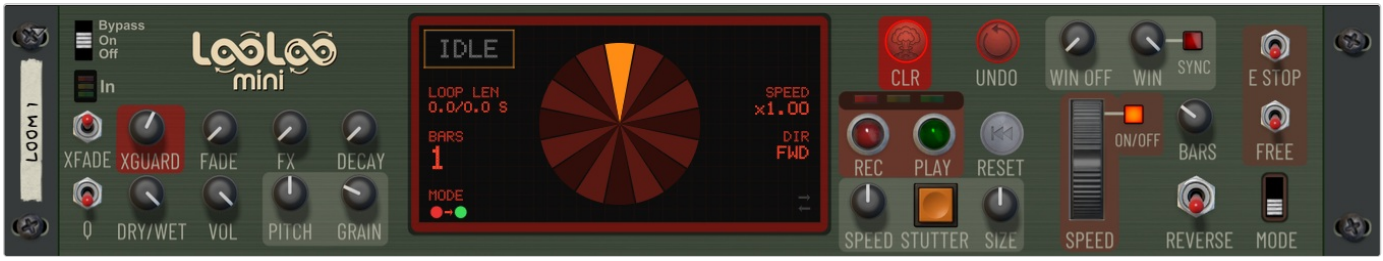
QUICK START GUIDE

LooLoo Mini

2U single-track stereo looper for Reason — record, loop, reshape, perform.

DOODOV
Digital Design
Rack Extension



The LooLoo Mini front panel — transport cluster centre-right, window & performance controls right, tone shaping left.

LooLoo Mini captures a stretch of live audio into a tempo-synced loop, then lets you bend, window and stutter it in real time. This guide gets you looping in under a minute — the **Operation Manual** covers everything in depth. Wire LooLoo Mini as an insert effect (or on a send) so audio passes through it.

1 MAKE YOUR FIRST LOOP

1. **Start Reason's transport playing.** LooLoo Mini syncs to your song tempo and bar grid.
2. **Set BARS** to the loop length you want — from a 1/4 bar up to 8 bars (11 steps).
3. **Press REC.** The State box shows **ARMED**; recording begins automatically at the next bar line and the box turns to **REC**.
4. **Play or feed in your audio.** LooLoo Mini records for exactly the BARS length, then stops on its own and starts looping — the State box turns **PLAY**.
5. **That's your loop.** Press **PLAY** to stop or restart it. Press **CLR** to empty the buffer and start over.

> **TWO SHORTCUTS WORTH KNOWING ON DAY ONE**
>
> **FREE** — turn this on and REC starts the instant you press it, no waiting for the bar line (the loop is still trimmed to the BARS length). • **E STOP** — with Early Stop on, pressing REC again during recording ends the loop early, snapped to the next quarter-note.

2 CHOOSE WHAT RECORDING DOES

The **MODE** switch decides what happens the moment recording ends and the loop begins to play:

MODE	RESULT
Stop > Play	Loop plays back. Your live input still passes through dry on top. The everyday looping mode.
Loop > Overdub	Loop plays and keeps recording — new input is layered onto the existing loop. Stack parts. **UNDO** removes the last layer.
Loop > Solo	Loop plays alone — live input is muted during playback so you hear only the loop.

> **IF THE TRANSPORT IS STOPPED**
>
> Pressing REC with Reason's transport stopped records immediately for the pre-calculated BARS length — handy for laying down a loop before the song is running. Most of the time, though, you'll record with the transport playing so everything stays locked to the grid.

3 THE PERFORMANCE CONTROLS

This is where LooLoo Mini stops being a plain looper. Everything below works **while the loop plays** — nothing is destructive unless you overdub or clear.

THE AUDIBLE WINDOW	
WIN	Window size — how much of the loop you actually hear. 100% = the whole loop; turn it down to zoom into a slice.
WIN OFF	Window offset — slides that audible slice anywhere through the recording. It wraps around the loop end.
SYNC	Window quantize — snaps window size and position to quarter-note boundaries so slices stay musical.

> Shrink **WIN** very small and you reach **pulse mode** — a single repeating beat. Try moving **WIN OFF** while it plays.

STUTTER	
STUTTER	Toggles the stutter engine on/off. A golden lamp and arc appear when it's active.
SIZE	Length of the stuttered slice, relative to the current window.
SPEED STUT	Playback rate of the slice — 0 holds it frozen, 1 is normal, 2 is double-speed.

> Stutter works *inside* the window — size it against WIN for anything from a soft repeat to a glitch roll.

SPEED BEND & DIRECTION	
SPEED WHEEL	Spring-loaded bend wheel. Push up or down for real-time pitch/speed bend; release and it snaps cleanly back to normal.
BEND	Bend Active. When off, the wheel (and bend CV) are ignored — the loop holds dead-steady at normal speed.
REVERSE	Flips playback direction. Works during play, overdub or record.

TONE & SHAPE	
DRY/WET	Balance of live input against the loop at the main outputs.
FX / DECAY	FX adds character; DECAY gradually fades the loop on each pass for evolving textures.
PITCH / GRAIN	Independent pitch shift, with GRAIN setting the grain size of the shifter.
FADE	Length of the start/stop fades — 0 is abrupt, higher is smoother.

4 READING THE DISPLAY

State box (top-left) — IDLE / ARMED / REC / PLAY / DUB / SOLO. The border pulses while recording or overdubbing.

The ring — a 16-wedge pinwheel; the bright wedge is the playhead moving through the loop.

Orange arc — marks the audible window when WIN is below 100%. Previews live even while idle.

Golden arc — shows the stuttered slice's position and length.

Small dot outside the ring — appears only while bending; shows where the loop "should" be.

Side readouts — BARS and loop length on the left; SPEED and direction (FWD / REV) on the right.

A NOTE ON LOOP LENGTH

LooLoo Mini's buffer holds **32 seconds** of audio. The full 8-bar setting fits comfortably at **60 BPM and above**. Below 60 BPM an 8-bar loop would run past 32 seconds, so it's capped there — stay at 60 BPM or faster to use the longest loops in full. That buffer lives in memory: a typical project won't notice, but loading very many instances at once will use significant RAM.

BACK PANEL — CV

The back panel carries a set of **CV inputs** for the transport and the main performance controls — trigger inputs (REC, PLAY, CLEAR, UNDO, RESET, STUTTER) fire on a rising edge, while continuous inputs sum with their knob. It also has **CV outputs** that report the loop's state (end-of-loop, play position, REC and PLAY status) for patching into the rest of your rack. The **Operation Manual** has the full routing map.