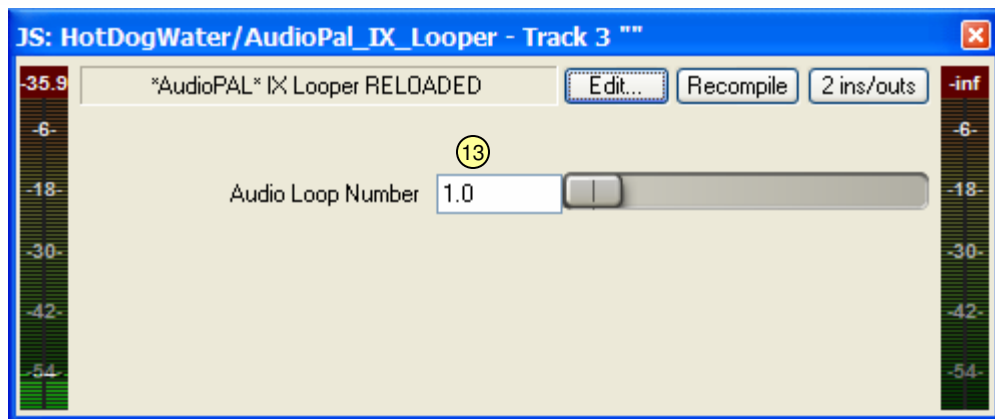
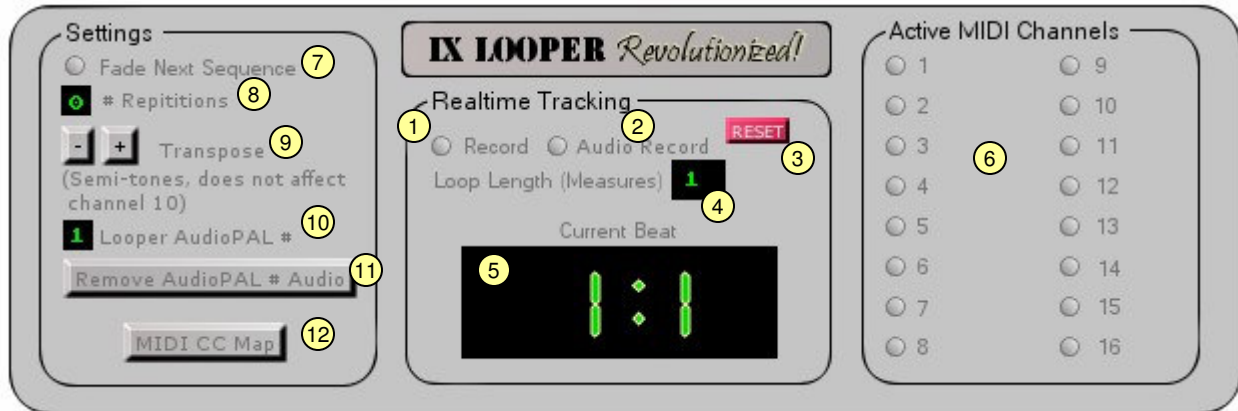


IX Looper Revolutionized

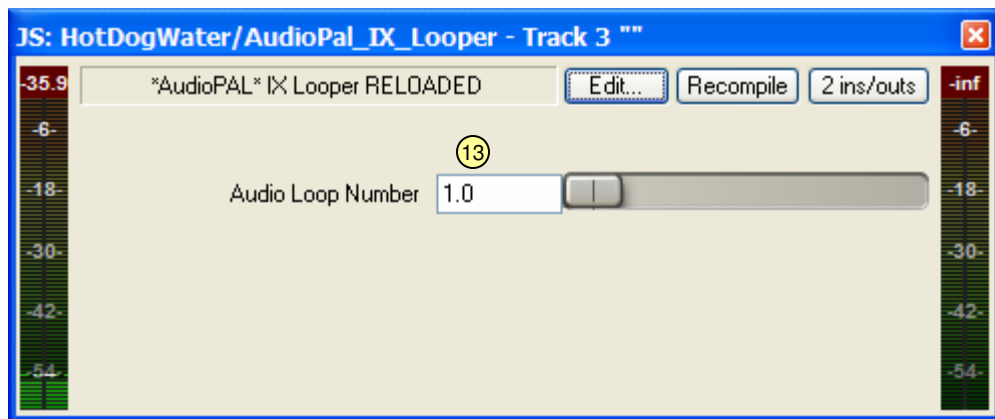
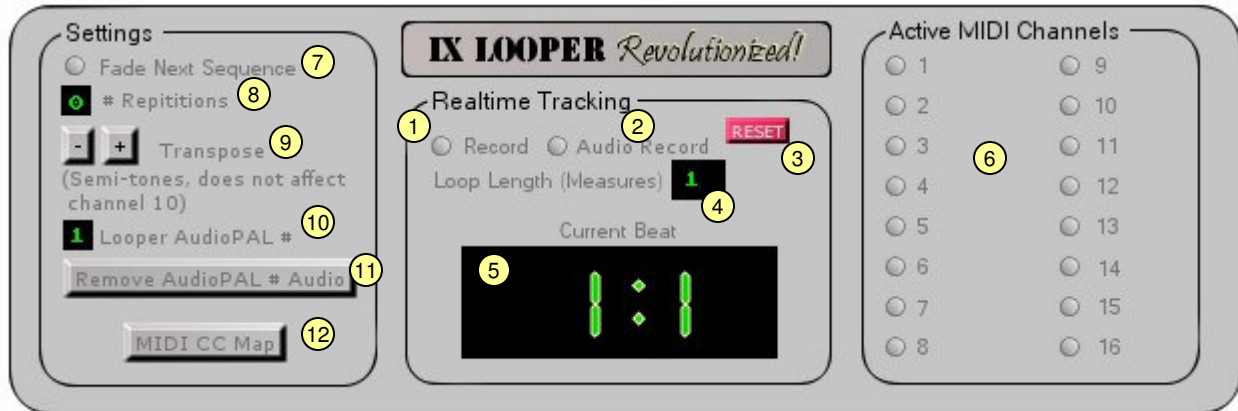
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1. **MIDI Record** – Click to begin recording MIDI from a hardware MIDI controller or the virtual keyboard. Turns red when active. Stays active until clicked again. Active MIDI Channel light (6) will light up the current channel being recorded.
2. **Audio Record** – Click to begin recording audio components. Audio will be recorded from the track with the AudioPAL Loop # selected in (10). There must be a corresponding record-armed track containing an instance of AudioPAL with that audio loop # (13).
3. **Reset** – Clears all MIDI and audio from the loop. Resets measures to 1. Also resets AudioPAL # in the Looper to 0. (Note that AudioPAL does not support # 0 so this will have to be changed to begin recording audio again.)
4. **Loop Length** - Default 1 measure. Clicking doubles. Up to 16 measures total.
5. **Current Beat** – Displays which measure and beat you're on.
6. **Active MIDI Channels** – Lights are red if there is MIDI information present on this channel in the loop. Clicking a red channel removes all MIDI information on that channel from the loop.
7. **Fade Next Sequence** – (MIDI ONLY) If Repetitions (8) is set to anything other than 0, the recorded MIDI will gradually fade out over the number of repetitions (8).
8. **Repetitions** – (MIDI ONLY) If non-zero, the next recorded MIDI will stop playing after x repetitions of the loop.
9. **Transpose** - (MIDI ONLY) Transposes all MIDI notes (except those on channel 10 – assumed to be drums) up or down one semi-tone beginning at the next repetition of the sequence.
10. **Looper AudioPAL #** - The Audio Loop Number on which to act. Corresponds to Audio Loop Number in an instance of the AudioPAL plugin (13).

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11. **Remove AudioPAL # Audio** – Removes the audio on the track with AudioPAL Loop Number (13) set in Looper AudioPAL # (10).
12. **MIDI CC Map** – Displays the MIDI CC Map for controlling the looper from an external device.
13. **Audio Loop Number** – Must be unique per track. Determines when this track is activated for recording or removal by setting the Looper AudioPAL # (10) in the Looper.