

EZPZ MIDI LOOPER

Firmware Version 1.02

CONNECTION

USB POWER

If using the USB cord for power, connect to an appropriate USB compliant (5V) power source. This could be a USB powerbank for cordless operation.

POWER

If using the standard power port, connect to a 9V, center-positive adapter.

MIDI

Connect the EZPZ MIDI OUT port to your synthesizer's MIDI IN port

Connect the EZPZ IN port to your MIDI controller's MIDI OUT port.

Remember: OUT to IN, IN to OUT.

POWER

The unit will turn on when power is applied at either power connection. To turn the unit off, disconnect the power source. Note that your settings and loop(s) will be lost when power is disconnected.

MIDI THROUGH

By default the unit passes all MIDI received on the IN port through to the OUT port. If you are using the same keyboard as controller and sound source, you will want to either:

1. Turn MIDI LOCAL OFF on your keyboard – or –
2. Turn MIDI ECHO off on the EZPZ (see section later)

CONTROLS

There are 2 controls:

1. **REC** button (Red button on the right of the unit)
2. **FUNC** button (Black button on the left of the unit)

There are 2 ways to interact with each button:

- **CLICK** – press and release the button in a short amount of time.
- **HOLD** – press and hold down the button for ½ second or more.

STRUCTURE

The EZPZ is structured with:

8 LOOPS

Loops are lettered A-H. You can record up to 8 tracks per loop for a total of:

64 TRACKS

Tracks can be re-used between loops. That is, if you record a drum track on Loop A, you can re-use that same drum track on Loop B, and you will not use any more memory.

2-8 MEASURES PER LOOP

Loops can be from 2-8 measures in length. All loops are the same length.

500 NOTE CAPACITY

The EZPZ can store a maximum of 500 note events.

RECORD A NEW LOOP

On startup, the EZPZ displays A100. This indicates that you are recording on Loop A, and 100% of the looper memory is available for recording.

A red LED display showing the text 'A 100' in a digital font. The 'A' is on the left, followed by a space, and then '100'.

Loop **Mem Remaining**

Click the REC button.

The metronome starts running, and a count is displayed (1-2-3-4 repeating). The “M” indicator indicates that the metronome is running. You can now rehearse the part you want to play.

A red LED display showing the text 'A M 1' in a digital font. The 'A' is on the left, followed by a space, then 'M', another space, and '1'.

Loop **Count**

When you are ready to begin, Click the Rec button again, and the display changes, indicating that the EZPZ is waiting for the first note.

A red LED display showing the text 'A r 1' in a digital font. The 'A' is on the left, followed by a space, then 'r', another space, and '1'.

Loop **Count**

When you are ready, begin playing. As soon as you start playing, the EZPZ will begin recording into the track. The display changes to show measures and beats elapsed.



Loop Meas Beat

When the loop reaches the 4th beat of the 4th measure, the loop restarts. If you continue to play, overdubbing occurs.

To undo your recording, hold the REC button. The metronome again displays a 1-4 count until you begin playing.

To stop recording and save the track, click the REC button. The loop continues to play.

To stop loop playback, once again hold the REC button.

OVERDUB ON AN EXISTING LOOP

Start the loop if it is not already playing by pressing the REC button. The loop begins playing.

Press the REC button. The display changes to show that the looper is armed for recording. Recording will begin the NEXT time the loop starts. This allows you to rehearse your part and “get into it” – recording won’t start until the loop restarts.



Loop | Arm | Meas | Beat

If you want to hear the metronome, press REC again. The metronome plays, and the looper remains armed for recording. This display changes to:



Loop | Met | Meas | Beat

When the loop restarts, the display changes to:



Loop | Rec | Meas | Beat

Indicating that the looper is recording. Play your new part.

To undo your recording, hold the REC button. Your part will be deleted, and the looper will return to play mode.

To stop recording and save the track, click the REC button. The loop continues to play.

To stop loop playback, Hold the REC button.

RECORDING SETTINGS

When you are in Record mode, **HOLD** the FUNC button to access the recording settings. These settings are displayed in order. For more information on these settings, see the Settings section.

1. Tempo. Adjust the tempo with FUNC and REC buttons. **HOLD** REC to access:
2. Quantize. Adjust the quantization of your recording with FUNC and REC buttons. **HOLD** REC to access:
3. Gate. Adjust the gate length of your recorded notes with the FUNC and REC buttons.

HOLD FUNC from any setting to return to RECORD mode.

CLEAR ALL LOOPS

To clear all loops, first stop the loop (**HOLD Rec**), then **HOLD** the REC button. The display shows:



All loops are cleared.

TRACKS AND LOOPS

EZPZ can record up to 8 loops, each with up to 8 tracks. Total memory capacity is 500 notes, which can be allocated in any way between the 64 tracks.

The EZPZ automatically chooses the next available track each time you press record. You can then mute or clear tracks after recording is complete as follows:

TRACK MUTE / CLEAR

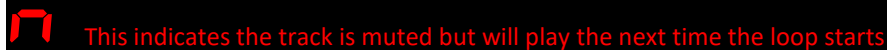
When the looper is playing, **HOLD** the FUNC button to access the TRACK info mode. You will see something like this, indicating the Track you are looking at, the Track's status, and the MIDI Channel recorded on that track.



Track | Status | Channel

The first number (from 1-8) indicates the track you are looking at. To cycle over the tracks recorded on the loop, press the FUNC button repeatedly.

The second character indicates the status of the track:



 This indicates the track is muted

 This indicates the track is playing, but will be muted the next time the loop starts

 This indicates the track has been deleted from the loop

The 2nd number indicates the MIDI channel that is recorded on that track. This will assist you in figuring out what you recorded on that track.

Select a track by clicking the Func button. Then:

- **CLICK REC** – Mute that track (if stopped) or mute on next loop (if playing)
- **HOLD REC** - Clear that track

CHANGING LOOPS

When the looper is stopped, click the FUNC button to change loops. The displayed loop will be played when the looper starts again.

When the looper is playing, click the FUNC button to change loops. The display changes to show both the currently playing loop, and the next loop that will play:



Current | Next | Meas | Beat

The new loop will play the next time the loop starts over.

When changing loops during playback, the selected loop will “bounce” on an empty loop. The looper will not change to an empty loop unless you click the REC button as described in the next section, Copying Loops. For example, if loops A and B are occupied and C is empty, the loop selection will go like this:

A -> B -> C (EP will be displayed, indicating empty loop) -> B -> A -> B -> C, etc, etc

COPYING LOOPS

While playing, if you change to a loop that is currently empty, the EZPZ will display:



If you do not do anything, the EZPZ will continue to play the current loop.

To make a copy of the existing loop onto the empty loop, press the REC button. The display will change to:



This indicates that the loop will switch to loop B, and the contents of loop A will be copied to loop B.

When the display changes to loop B, you will continue to hear the contents of loop A, as it has been copied to loop B. You can now delete any unwanted tracks and record new ones on loop B, and loop A will be unaffected.

In this way you can build up different sections of a song by re-using the tracks which are common to each section.

MIDI CHANNELS

The EZPZ records on all 16 MIDI channels.

SETTINGS

Access the settings menu by **holding** the FUNC button when the unit is in STOP mode. Then, select a setting by clicking the FUNC and REC buttons.

To select a setting to change, **hold** the REC button.

Adjust a setting by **clicking** the REC and FUNC buttons.

To exit a setting, **hold** the FUNC button.

To exit back to STOP mode, **hold** the FUNC button again.

The settings are:

1. **TRAC** (Track) – Mute and clear saved tracks.
2. **TMPO** (Tempo) – Adjust the tempo of the loop. Move up and down in increments of 6 with the FUNC and REC buttons.
3. **QUAN** (Quantize) – Set the recording quantization. Displayed based on the NOTE setting:
 - a. Q 32 / Q 6 – Quantization to 32nd notes or sextuplets.
 - b. Q 16 / Q 3 – Quantization to 16th notes or triplets.
 - c. Q 8 – Quantization to 8th notes (no equivalent in triplet mode)
 - d. Q 4 – Quantization to quarter notes.
4. **GATE** (Gate) – Set the length of the recorded notes. Displayed based on the NOTE setting:
 - a. Goff – No gate, notes are recorded at the length input
 - b. G 4 – Quarter notes are recorded
 - c. G 8 – Eight notes are recorded
 - d. G 16 – Sixteenth notes are recorded
 - e. G 32 – 32nd notes are recorded
5. **CLIC** (Click) – Set the metronome output:
 - a. CSPK – Click through internal speaker
 - b. CMID – Click on MIDI Channel 10

6. **NOTE** (Note) – Set the length of the smallest recorded note:
 - a. N 4 – 4 notes per beat (16th notes)
 - b. N 3 – 3 notes per beat (triplets)
7. **BEAT** (Beat) – Set the number of notes per measure, from 2 to 7.
8. **MEAS** (Measures) – Set the number of measures per loop, from 2 to 8.
9. **ECHO** (Echo) –Set MIDI Echo:
 - a. ECON – Notes received at MIDI IN will be echoed to MIDI OUT.
 - b. ECOF – Notes received at MIID IN will not be echoed to MIDI OUT.
10. **CLOC** (Clock) – Set MIDI Clock behavior:
 - a. COff – MIDI Clock is not sent or received
 - b. CSnd – MIDI Clock/Start/Stop is transmitted. Use this when using the EZPZ as the master clock source.
 - c. CRcv – MIDI Clock/Start/Stop is received. Use this when using the EZPZ as a MIDI slave.
11. **STMD** (Stop Mode) – Stop Behavior:
 - a. STIM (Stop Immediate) – Looper is stopped immediately when stop button is held.
 - b. STEN (Stop End) – Looper is stopped at the end of the current loop when stop button is held.

FUNCTIONS AND MODES

