HeadRush Looperboard

Latest Firmware Version: v2.0.5

Release Date: May 2022

Minimum System Requirements: Windows 7 or macOS 10.11, Host USB 2.0 port

Important: Please back up all of your current files (e.g., loops, backing tracks, FX rack presets, etc.) from HeadRush Looperboard to your computer before updating the firmware. This firmware update will require you to reset your factory content, which will also delete all other saved files at the same time.

File Backup Instructions

1. Connect the **USB port** on your HeadRush Looperboard to your computer.
2. Tap the ••• icon in the upper-right corner, and then tap **Global Settings**.
3. In the **Global Settings** page, tap **USB Transfer**.
4. On your computer, your HeadRush Looperboard will appear as a mass-storage device called **HeadRush**. You can now freely click and drag files from your HeadRush Looperboard to your computer.

Firmware Update Instructions

1. Connect the **USB port** on your HeadRush Looperboard to your computer and ensure the HeadRush Looperboard and your computer are powered on.
2. **If you are updating from firmware version V 1.0.1 or previous**, on your HeadRush Looperboard, tap the ••• icon in the upper-right corner, and tap **Global Settings**. In the Global Settings screen, tap the ••• icon in the upper-right corner again, and tap **Firmware Update.** In the screen that appears, tap **PC/MAC** to continue. After restarting, the screen will show **Update** at the bottom edge.

   If you are updating from firmware version V 2.0.0 or later, on your HeadRush Looperboard, tap the Navigation Menu icon in the upper-left corner, and tap **Firmware Update.** In the screen that appears, tap **PC/MAC** to continue. After restarting, the screen will show **Update** at the bottom edge.
3. Open the **HeadRush Looperboard 2.0.5 Updater** application for your operating system—Windows or macOS. (You may need to unzip an additional .zip file to access the actual application.)
4. When the updater window appears, click **Update HeadRush Looperboard**. Do **not** disconnect or power off HeadRush Looperboard or your computer until the update is completed.
5. When the update is completed, the updater window will display **Done**, and your HeadRush Looperboard will restart. Click **Done** to close the updater window.
6. To complete the update, first power off the HeadRush Looperboard. Press and hold the two right-most switches on the bottom row (footswitches 11 and 12) while powering your HeadRush Looperboard back on, until the touchscreen shows "**REVERTING…**". This will reset your factory content and complete the firmware update.
7. Confirm your HeadRush Looperboard is using the latest firmware—tap the **Menu Navigation icon** in the upper-left corner, tap **Global Settings**, and then tap the **Info tab**. The firmware version should appear on the screen as: **V 2.0.5.**

   Congratulations—your HeadRush Looperboard now has the latest firmware!

Important: When importing loops from previous firmware versions, some tracks may remain empty when loading the loop. These tracks can be restored into your loop by using the **Import Audio** feature and selecting the missing track in the **/LOOPS** directory of your storage device

For additional help, visit **headrushfx.com/support**.

Changes

Since Firmware Version 2.0.3

- Bug Fixes:
  - Greatly improved MIDI clock sync with other external MIDI devices.
  - The click volume is now retained from the previous loop when creating a new loop or loading a different existing loop.
  - Fixed a very rare issue where entering the FX Page would cause a crash.
  - Fixed an issue where quickly tapping "bounce" again after starting a "bounce" would cause a crash.
  - Fixed an issue with external MIDI control where incoming MIDI CC#3 Data Value 17+18 messages (all tracks 1/2 speed and 2x speed) was not working.
  - Fixed an issue where double tapping a track's Rec/Play/Dub switch would not stop the track if that track's start/stop function was customized to control a different track or more than one tracks.
  - Fixed an issue where using Start/Stop All after overdubbing on a reversed track would cause broken audio on the first playback of the track.
  - Fixed an issue in Sync mode where, after bouncing tracks, an empty track would be incorrectly assigned to be the master track.
  - Fixed an issue in Sync mode where it was not possible to start and stop recording a track immediately when track lengths were predetermined and track start/stop settings were set to "now".
  - Fixed an issue where Undo/Redo was not functioning correctly if the Undo function was set to trigger on release in the global settings
  - Fixed a very rare issue where unwanted noises (pops, clicks, etc.) could be heard when using the onboard USB Audio Interface with certain Windows computers.
  - Additional very minor cosmetic UI improvements.

Since Firmware Version 2.0.2

- Fixed a rare crash that would occur after undo or clearing a looper track.
- Fixed a rare bug where a track's audio would stutter after redo.
- Fixed a rare bug that caused audio and waveforms to become unsynchronized.
- Fixed a bug where the tempo for synchronized effects would not update after changing tempo.
- Improved MIDI Clock for better synchronization with external devices.

Since Firmware Version 2.0.1

- Fixed a crash that could occur when clearing tracks with imported audio.
- Addressed a bug where the **Function On Press** and **Function On Release** Global Settings for the •**Stop/-Undo** and **Start/Stop All** footswitches were not retained between power cycles.

Since Firmware Version 2.0.0

- Fixed a crash caused by exiting and entering the FX Edit Parameters page using the **FX** footswitch.

Since Firmware Version 1.0.1

Looping Workflow Improvements

- Added improvements to require less footswitch presses when creating a loop from scratch.
- Added the ability to set whether a stopped track should begin playback or start overdubbing when pressing its •**Rec/Play/Dub** footswitch.
- Added the ability to set how tracks should start and stop in Sync and Serial-Sync modes
- Added the ability to instantly clear all looper tracks by holding the **Start/Stop All** footswitch
- Added the ability to configure whether the **Start/Stop ALL** footswitch and individual •**Stop/ -Undo** footswitches should function on press or on release.
- Added the ability to predetermine looper track lengths by setting a number of bars.
- Added the ability to set a track's length to automatically detect and set a loop's tempo.
- Added the ability to set individual looper tracks to play back only once via a One Shot setting.
- Added the ability to enable and adjust Feedback (Decay) for individual looper tracks.
- Added the ability to individually customize the track •**Stop/-Undo** footswitches per loop for more immediate control of functions like reverse, speed, length, fade, transpose, peel, undo/redo, clear and bounce, as well as control of FX racks.

Complete UI/UX Overhaul

- Created a new Navigation Menu page for quicker and easier navigation of features.
- Created new save/load/import file browsers for easier import and export functionality.

- Created a Storage page for viewing remining loop time on the internal drive, as well as on connected external storage devices, and for selecting a target device for newly created loops.
- Combined the mixer and meter pages for more control with better appearance.
- Completely overhauled all existing UI pages for improved appearance and readability, cleaner workflows, and better ease of use.
- Added a menu for navigating the UI pages via footswitch by holding the **Function** footswitch.
- Added the ability to quickly return to the main Timeline page by double-tapping the **Function** footswitch.

New Built-In FX

- Added Vocal Tuner FX rack (includes auto pitch tuning and auto harmonizer effects).
- Added Rhythmic FX rack (includes slicer, pumper, and synced LFO effects).

Import Audio Improvements

- Added the ability to automatically time-stretch imported audio files to the current loop tempo.

- Added the ability to preview audio files during the import process.

Function and Backing Track Improvements

- **Fade:** Added the ability to fade-in tracks individually or all at once.

- **Fade:** Added the ability select slower fade rates (up to 200%).

- **Fade:** Added time indicators that show the actual fade times based on the set fade percentage.

- **Bounce:** Reduced footswitch presses required for the bounce function.

- **Tuner:** Added option to individually mute inputs while using the tuner.

- **Backing Track:** Added the ability to access the previous or next backing track via footswitch press or an External MIDI Message.

MIDI Feature Improvements

- Added the ability to send MIDI clock while a loop is running.

- Added the ability to access the previous or next loop via external MIDI message.

- Added the ability for Looperboard to be controlled externally using MIDI note type messages.

Storage/Compatibility Improvements

- Removed looper track and backing track maximum length limits.

- Added .MP3 support for importing audio files to looper tracks and for backing tracks.

- Added the ability to directly record, save, and load loops to/from connected external USB/SD storage devices.

- Added the ability to import audio files to loops directly from connected external USB/SD storage devices.

- Added a storage page for viewing remining loop time and selecting a target device for new loops.

- Added compatibility for macOS 10.15 (Catalina) to the macOS firmware updater.

Since Firmware Version 1.0.0

- Added the ability to set the hold functions of the •**Stop/-Undo** and •**Rec/Play/Dub** footswitches to clear tracks.

- Improved the **Quantize End Points** feature to be a general quantize feature that quantizes both loop start points and loop end points.

- Added the ability to assign input panning and volume parameters to an expression pedal.

- Added the ability to set the loop tempo by tapping the tempo on top bar of the and turning the **encoder**.

- Moved the included factory loops from the user **INTERNAL** location to a separate non-user editable **FACTORY** location.

- Added the ability to set the FX footswitch trigger action to be momentary or toggle.

- Added the ability to set Looperboard to auto-clear a track after it is bounced.

- Added ability to have Looperboard bounce tracks without having reverb or delay FX cut off (**AS LOOP** function in the bounce menu).

- Added the ability to search file menus when importing audio or importing loops.

- Added the ability to control Looperboard with MIDI control change messages from an external MIDI device using the 5-pin MIDI input or connected class compliant USB-MIDI devices.

- Added the ability to sync loops in Fixed, Sync or Serial-Sync modes to external MIDI clock using the 5-pin MIDI input or connected class compliant USB-MIDI devices.

- Added the ability to change the MIDI channel used for external MIDI devices.

- Other minor bug fixes, workflow improvements, user interface enhancements and DSP optimizations.