

  
Sheeran™

L O O P E R



# User Guide

English

Manual Version 2.0.0  
(Rev A)

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## (1.0) Introduction

Welcome to your Sheeran Looper +!

This is a comprehensive guide designed for you to get the most out of Looper +. We recommend you read through this guide before playing.

### (1.1) Box Contents

Sheeran Looper +  
(4) AA Batteries  
1/8"-to-MIDI Adapter  
Quickstart Guide  
Safety & Warranty Manual

### (1.2) Support

For the latest information about this product (documentation, technical specifications, system requirements, compatibility information, etc.) and product registration, visit [sheeranloopers.com](https://sheeranloopers.com).

For additional product support, visit [sheeranloopers.com/support](https://sheeranloopers.com/support).

## (2.0) Setting Up Your Rig

1. Position Sheeran Looper + on a flat surface, and away from any liquid hazards.
2. Make sure your output device (like a PA or guitar amplifier) is switched off.
3. Connect a microphone to the **Mic** input on the rear panel, and an instrument to the **INST** inputs. If you are only using one instrument input, use the one labeled **L (Mono)**.
4. Connect your output device to the **Main Out**. If you are only using one output, use the one labeled **L (Mono)**.
5. Connect your Sheeran Looper + to power. You can use the included four AA batteries inserted into the bottom panel battery compartment, or a 9 V, 0.5 A, center-negative power adapter (not included) connected to a power outlet.

**Note:** A USB cable connected from the **USB** port to your computer will also power Sheeran Looper +, but this should only be used for file transfer modes.

6. Power on Sheeran Looper +.
7. Power on your output device.
8. You're now ready to begin looping!

For a complete description of all the features of Sheeran Looper +, proceed to the following [\(3.0\) Features](#) chapter.

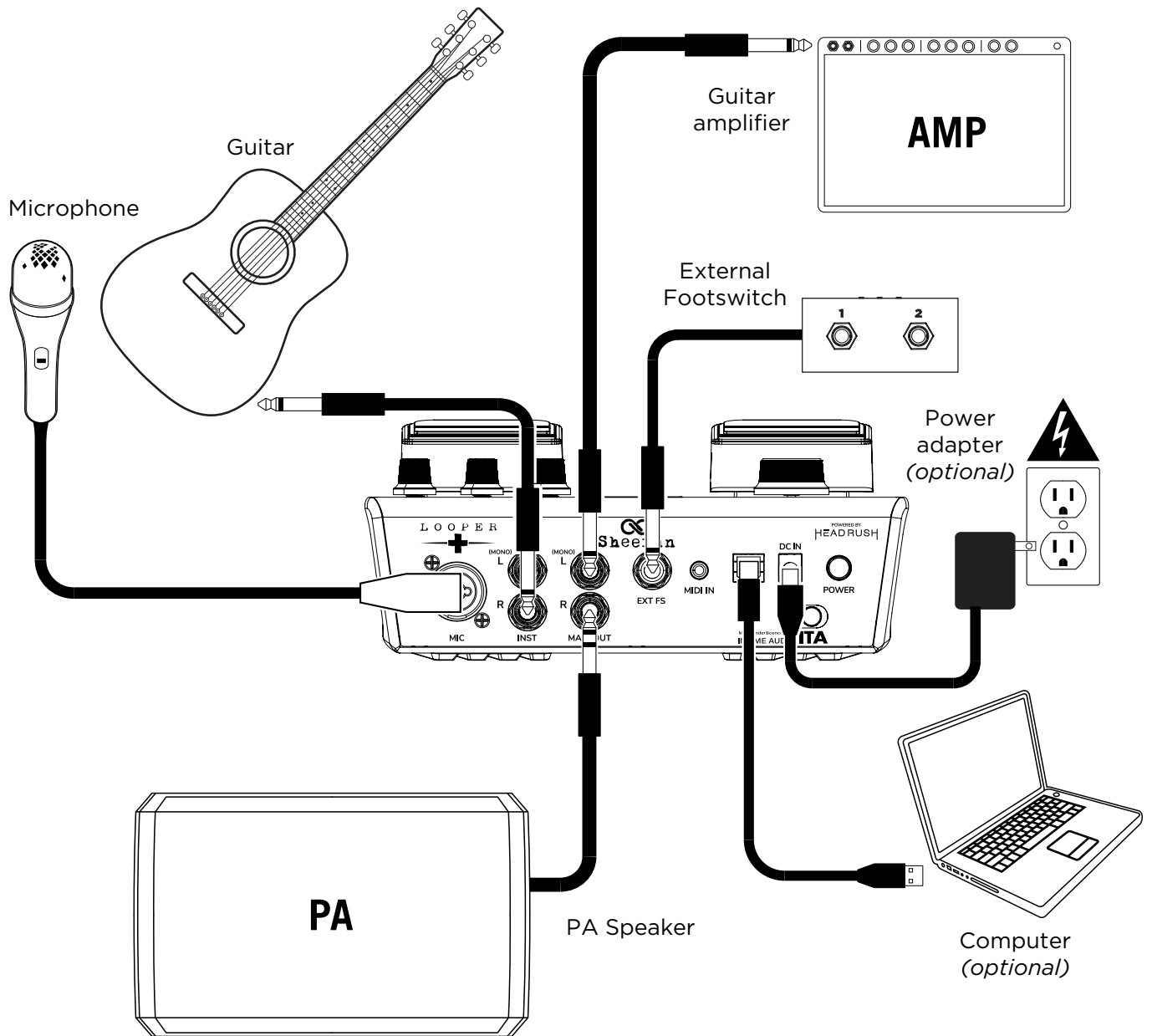
For a walkthrough of basic looping techniques, proceed to the following [\(4.2\) Basic Looping](#) chapter.

When you are finished using Sheeran Looper + and ready to shut it down, power off your output device first, and then power off Sheeran Looper +.

## (2.1) Connection Diagram

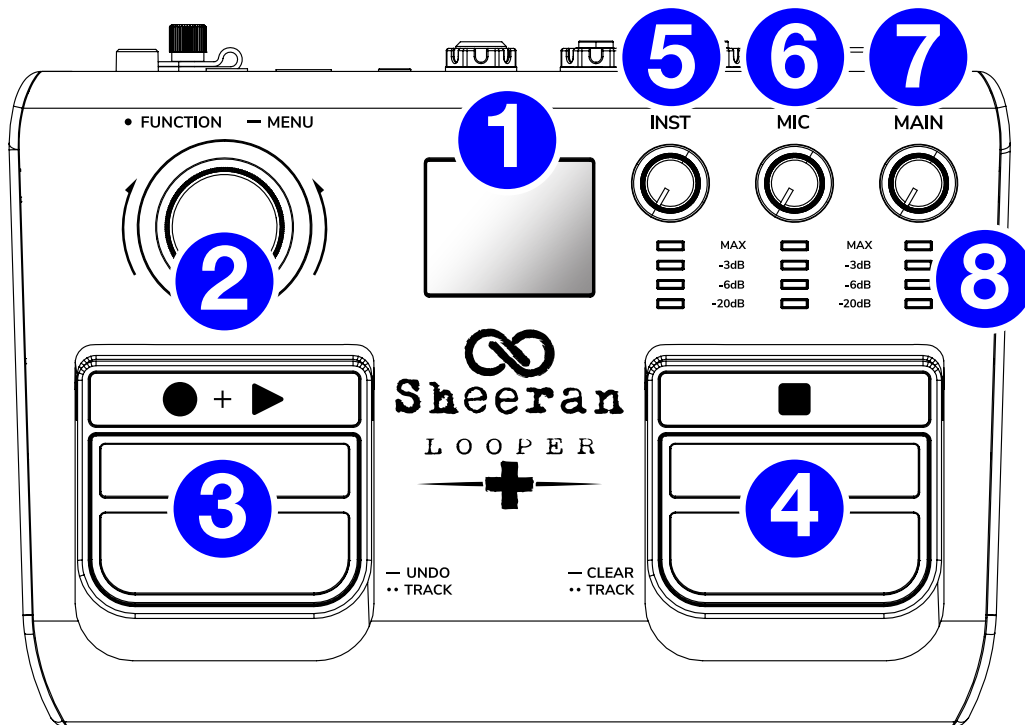
Items not listed under [\(1.1\) Introduction > Box Contents](#) are sold separately.

See the following [\(3.2\) Rear Panel](#) section for more information on each connection.



## (3.0) Features

### (3.1) Top Panel



#### 1. Display

This multicolor LCD display shows information relevant to Sheeran Looper +’s current operation, including record/overdub/playback status and menu functions. See the following [\(4.0\) Operation](#) chapter to learn more about how it works.

#### 2. Encoder (Navigation Wheel)

Press and hold this knob to access the [\(4.4\) Menu Screen](#). Turn the encoder to scroll through the available menu options or adjust the parameter values of the selected field in the display. Push the encoder again to confirm your selection.

You can also adjust the push function of the encoder while looping in the [\(4.4.9\) Menu Screen > Assign](#) page.

The LED ring around the encoder also provides feedback of the current record (red), overdub (orange), playback (green), or ready (pulsing green) status.

#### 3. RECORD + PLAY (● + ►) Pedal

Press this pedal to begin recording a loop, overdubbing a loop, or playing back a recorded loop.

Press and hold this pedal to UNDO (temporarily clear) audio recorded since the last overdubbing began. Press and hold it again to REDO (bring back) that audio.

When your loop is in playback, record, or overdub status, quickly double-press this pedal to switch to between Track A and Track B in Multi, Song, or Sync Modes. This allows you to maintain playback of your loop, as double-pressing the **STOP Pedal** during playback will stop the track directly on the first press.

#### 4. STOP Pedal

Press this pedal to stop recording a loop, overdubbing a loop, or playing back a recorded loop.

When in Single Mode, press and hold this pedal to clear all recorded layers of the current loop recording. When in Multi, Song, or Sync Modes, press and hold this pedal to clear all recorded layers of the current loop on the currently selected track. Continue to hold the pedal to clear both Track A and Track B layers of the current loop. These actions cannot be undone.

When your loop is stopped, quickly double-press this pedal to switch to between Track A and Track B in Multi, Song, or Sync Modes. This allows playback to remain stopped as you switch tracks, as double-pressing the **RECORD + PLAY (● + ►) Pedal** will initiate playback/overdub directly on the first press.

#### 5. INST Knob

Turn this knob to adjust the input gain of the instrument connected to the **INST Inputs**.

#### 6. MIC Knob

Turn this knob to adjust the level of the microphone connected to the **MIC Input**.

#### 7. MAIN Knob

Turn this knob to adjust the volume level of the **Main Outputs**.

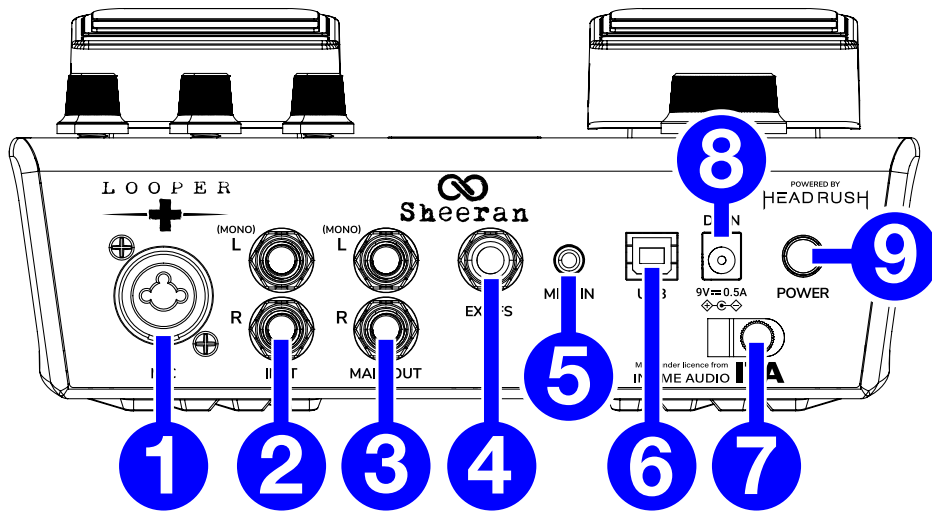
#### 8. Meters

These LEDs indicate the signal level of the **INST** and **MIC** inputs and **MAIN** output.

**TIP:** Set these knobs so that the corresponding LED **Meters** (located below each knob) display a “healthy” level (amber LED at **-3dB** is lit), but not so high that the meter frequently “clips” or peaks (red LED at **MAX** is constantly lit), causing distortion in the audio.

INST	MIC	MAIN
Too low	Too high	Just right!

### (3.2) Rear Panel



**1. MIC (XLR or 1/4" [6.35 mm], balanced)**

Connect a dynamic microphone to this input using a standard XLR or 1/4" (6.35 mm) microphone cable.

**2. INST (1/4" [6.35 mm], TS)**

Connect your guitar or other instrument to this input using a standard instrument cable. If you only need to use one input, use the one labeled **(Mono) L**.

**3. MAIN OUT (1/4" [6.35 mm], TRS)**

Connect these balanced outputs to the inputs of your amplifier, audio interface, etc. If you only need to use one output, use the one labeled **(Mono) L**.

**4. EXT FS (1/4" [6.35 mm], TRS)**

Connect an optional secondary footswitch control to this input. Sheeran Looper + supports dual-function footswitches using a TRS connection. See [\(4.4.9\) Operation > Menu Screen > Assign](#) to learn more about assigning footswitch functions.

**5. MIDI IN (5-pin DIN)**

Use a standard MIDI cable to connect this input to the MIDI output of an optional external MIDI device. See [\(4.4.10\) Operation > Menu Screen > MIDI](#) to adjust the MIDI connectivity settings.

**6. USB**

Connect this USB port to a computer using a standard USB cable. This connection allows you to import and export loop files between Sheeran Looper + and your computer. See [\(4.4.13\) Operation > Menu Screen > USB](#) for more information.

**7. Power Cable Restraint**

Secure a power adapter cable to this restraint to prevent it from accidentally unplugging.

## 8. Power Adapter Input

Connect a power adapter (9 V, 0.5 A, center-negative. Not included.) to this jack, and then into an electrical outlet to power Sheeran Looper +.

## 9. Power Switch

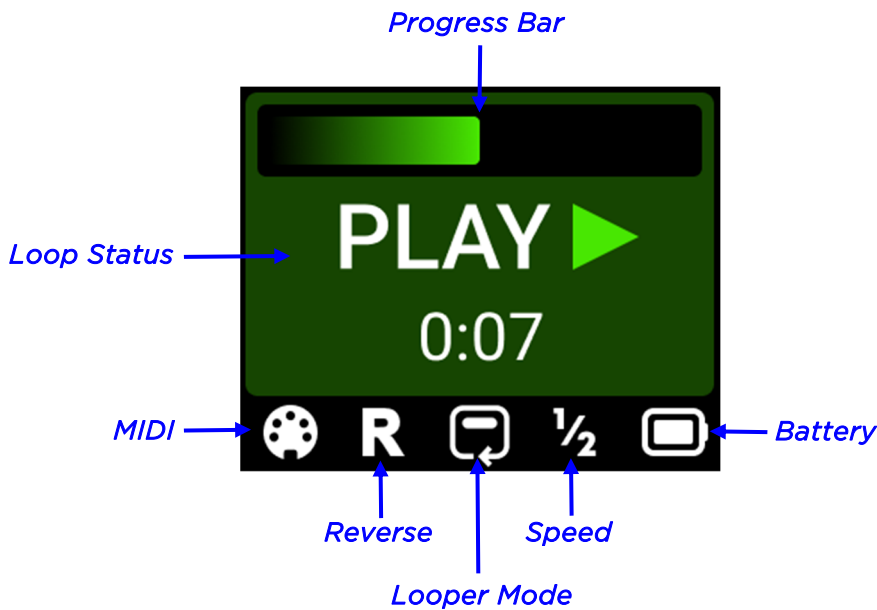
Press this button to turn the Sheeran Looper + on or off.



## (4.0) Operation

This chapter describes how to use Sheeran Looper +.

### (4.1) Performance Screen Overview



**Progress Bar:** Displays the length of the loop as you are recording, overdubbing, or playing back. This bar will also show when a Fade In or Fade Out is in progress.

**Loop Status:** The center of the performance screen shows the current recording, overdubbing, or playback status of the available tracks. The timer also shows the length of the current loop(s).

**MIDI:** This icon appears when MIDI Clock receive is set to **On**. The icon will change color to indicate the current status; red when stopped, and flashing green when playing.

**Reverse:** This icon appears when **Reverse** is enabled.

**Looper Mode:** This icon shows the current Looper Mode:



**Speed:** This icon appears when **Speed** is set to 1/2.

**Battery:** This icon displays the current battery level. When connected to USB for file transfers, this icon will change to a USB cable.



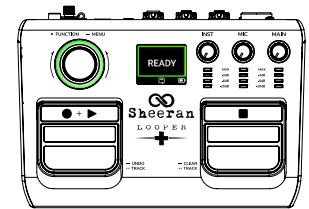
## (4.2) Basic Looping

This section will introduce you to the basics of looping using the **Single** looper mode. This mode allows you to record and overdub an unlimited number of layers on a single loop track.

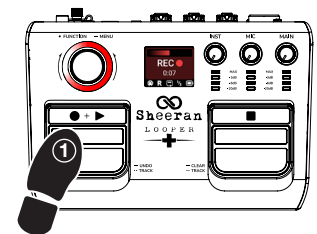
Before you begin looping:

- Make sure your instrument and/or microphone is plugged in, and the unit is powered on.
- Adjust the level of your input so that the **Meter** consistently lights around **-3 dB** when playing or singing.

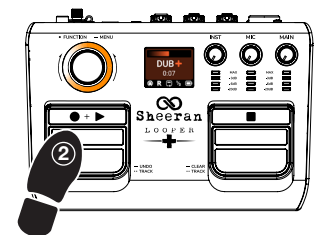
As you begin, the display will show “Ready” along with the current looper mode (Single), and the encoder LED ring will pulse green:



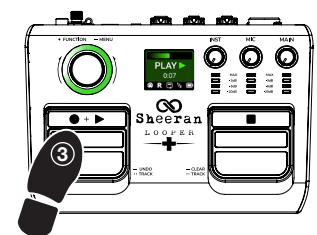
1. To record the first layer of a loop, press the **Record + Play (● + ►)** pedal. Recording will begin immediately, and the encoder LED ring will begin spinning red. The display will also turn red and show “REC ●” along with the length of the loop as it records.



2. To close the loop and begin overdubbing, press the **Record + Play (● + ►)** pedal again. The LED ring will turn orange, and the encoder LED ring will begin spinning orange. The display will also turn orange and show “DUB +” along with the length of the loop as it records.



3. To finish overdubbing and enter playback, press the **Record + Play (● + ►)** pedal again. The LED ring will turn green. The display will also turn green and show “PLAY ►”.



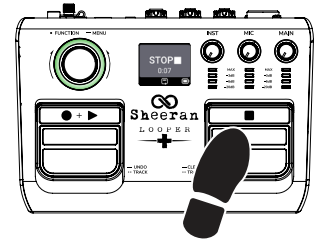
To toggle between overdubbing and playback status, continue to press the **Record + Play (● + ►)** pedal again as desired. The LED ring will change between orange and green accordingly.

**Note:** You can configure whether Sheeran Looper + enters overdub (R>D>P, default) or playback (R>P>D) after recording the initial layer in the Logic menu. See [\(4.4.7\) Operation > Menu > Logic](#) for more information.

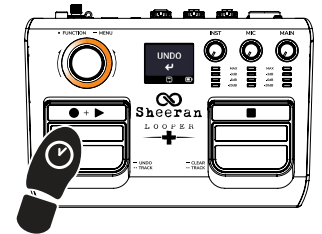


To stop the loop, press the **Stop** (■) pedal. The encoder LED will pulse green.

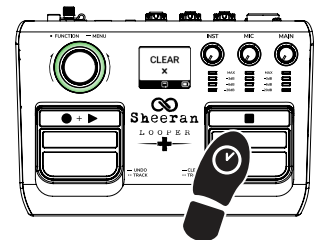
**Note:** Audio currently being recorded or overdubbed will be committed to the loop when stopped.



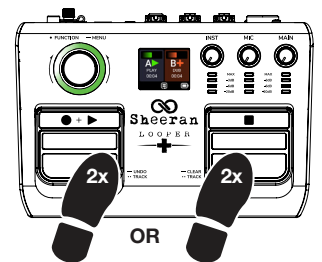
To undo (temporarily remove) audio recorded since the last overdubbing began, press and hold the **Record + Play** (● + ►) pedal. The audio will remain in memory until you begin overdubbing new layers again.



To redo (bring back) that audio, press and hold the **Record + Play** (● + ►) pedal again.



To clear the loop (permanently), press and hold the **Stop** (■) pedal.



Now that you are familiar with the basic Single looping workflow, you can try experimenting with the other looper modes described in the [following](#) chapter. The basic record, overdub, playback process remains the same, but in these modes you can loop with two tracks of loops instead of just one.

To switch between tracks, quickly double-press the **Record + Play** (● + ►) pedal during playback, or quickly double-press the **Stop** (■) pedal while stopped.

Double-pressing the **Record + Play** (● + ►) pedal during playback allows you to maintain playback of your loop, as double-pressing the **STOP Pedal** during playback will stop the track directly on the first press.

Double-pressing the **Stop** (■) pedal while stopped allows playback to remain stopped as you switch tracks, as double-pressing the **RECORD + PLAY** (● + ►) Pedal will initiate playback/overdub directly on the first press.

## (4.3) Looper Modes

Sheeran Looper + includes four total looper modes that allow you to experiment with looping in a variety of ways. The looper mode icon is shown at the bottom of the performance screen.

To change looper modes, use the [\(4.4.8\) Operation > Menu Screen > Mode](#) menu.

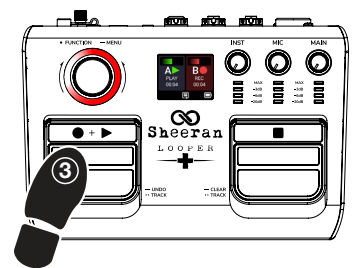
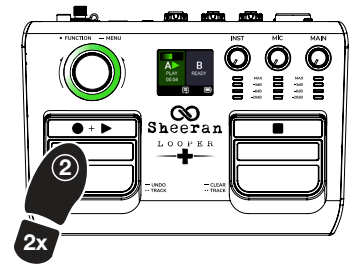
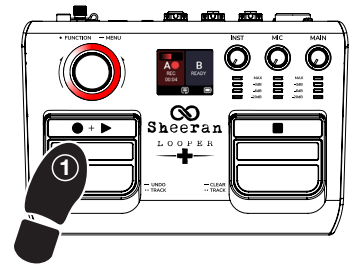
### Single:

This is the standard mode as described [above](#). In this mode, you can record and overdub an unlimited number of layers on a single loop track.

### Multi:

In this mode, you can record and play back two looper tracks that are locked to the same length.

1. Record a loop on the first track using the same basic method described [above](#).
2. Double-press the **Record + Play** (● + ►) pedal to switch to the second track.
3. Now, use the **Record + Play** (● + ►) pedal to record, overdub, and play back a loop on the second track the same way you did on the first track. Both tracks must be the same length. If you stop recording on the second track before the initial track length is reached, the track will flash on the display until the original track length is reached.

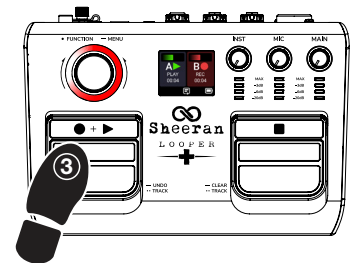
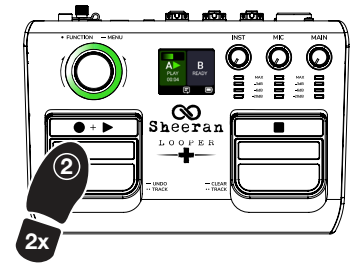
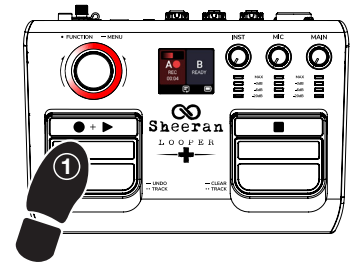


### Sync:

In this mode, you can record and play back two looper tracks with compatible lengths.

1. Record a loop on the first track using the same basic method described [above](#).
2. Double-press the **Record + Play** (● + ►) pedal to switch to the second track.
3. Now, use the **Record + Play** (● + ►) pedal to record, overdub, and play back a loop on the second track the same way you did on the first track. The loop on the second track must be the same length, or a multiple of or division of that length. For instance, if your first track is a two-bar rhythm track, the second track can be one bar, two bars, four bars, etc.

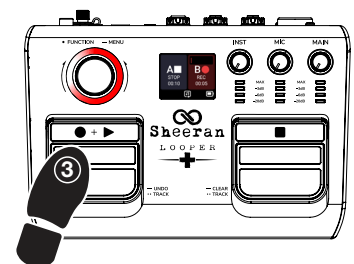
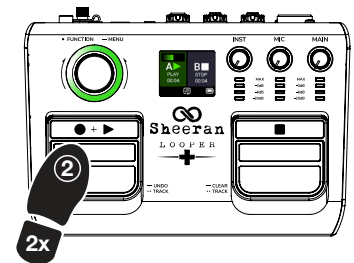
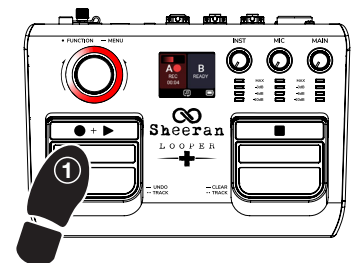
If you stop recording on the second track before the initial track length is reached, the track will flash on the display until the original track length is reached.



### Song:

In this mode, you can record and play back two independent loops. These can be of different lengths and cannot be played together. This is useful for creating two distinct sections of a song that can be played on after another, like a verse and a chorus.

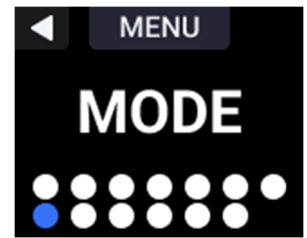
1. Record a loop on the first track using the same basic method described [above](#).
2. Double-press the **Record + Play** (● + ►) pedal to switch to the second track. This will stop playback of the first track.
3. Now, use the **Record + Play** (● + ►) pedal to record, overdub, and play back a loop on the second track the same way you did on the first track. This loop can be any length compared to the first track, and only one track can be played at a time. When you switch from one track to another, the previous track will stop playback.



## (4.4) Menu Screen

To access the menu screen, press and hold the **encoder**. Turn the **encoder** to scroll through the available options, and then press it again to open the menu or make a selection.

To exit the menu, scroll the encoder to the left until it reaches the back arrow in the top-left corner of the screen, then push the encoder. Alternatively, wait 5 seconds, and Sheeran Looper + will automatically return to the main screen. The length of time it takes for the menu to return to the main screen can be adjusted in the Settings menu. See [\(4.4.12\) Operation > Menu Screen > Time Out](#) for more details.



### (4.4.1) Fade

Use this menu to apply a **Fade In** or **Fade Out** to the selected track. When a track is stopped, you can apply a Fade In. When a track is playing you can apply a Fade Out.

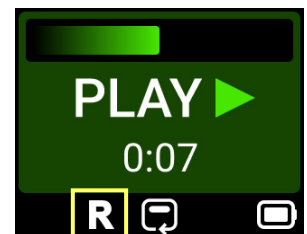
Use the **encoder** to navigate to the second page of the menu to access the Fade length. Push the **encoder** to begin editing, and then turn it to set the fade length. When you are finished, push the **encoder** again to apply the Fade at the set length on the currently selected track.

**Note:** If no loop is recorded, this option will be greyed out.



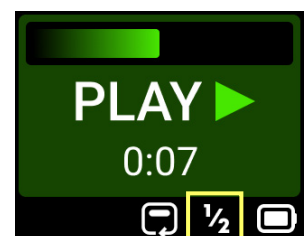
### (4.4.2) Reverse

Use this menu to set the playback direction of the loop on the currently selected track. Use the **encoder** to select **Normal** or **Reverse**, and then push to confirm.



### (4.4.3) Speed

Use this menu to set the playback speed of the currently selected track. Use the **encoder** to select **Normal** or **1/2 Speed**, and then push to confirm.



#### (4.4.4) Save

Use this menu to save your loops:

1. When you first open the Save menu, the save slot will be highlighted. Turn the **encoder** to select an **EMPTY** save slot. There are 128 available slots in Sheeran Looper +'s internal storage.  
If you navigated away from the save slot and need to reselect it, turn the **encoder** until it is highlighted, and then push to select it.
2. When you have selected an empty save slot, push the **encoder** to confirm.
3. The **SAVE** option will become highlighted after a save slot is chosen. Push the **encoder** again to save the loop to the selected slot.  
If you wish to cancel, turn the **encoder** so that **CANCEL** is highlighted, then push to confirm. Alternatively, do nothing until you are returned to the main screen.

**Note:** If no loop is recorded, this option will be greyed out.

#### (4.4.5) Load

Use this menu to load previously saved loops:

1. When you first open the Load menu, the saved loop slots will be highlighted. Turn the **encoder** to select an available saved loop.  
If you navigated away from the saved loop slots and need to reselect them, turn the **encoder** until it is highlighted, and then push to select it.
2. When you have selected a saved loop, push the **encoder** to confirm.
3. The **LOAD** option will become highlighted after a save slot is chosen. Push the **encoder** again to load the loop.  
If you wish to cancel, turn the encoder so that **CANCEL** is highlighted, then push to confirm. Alternatively, do nothing until you are returned to the main screen.

#### (4.4.6) Delete

Use this menu to delete previously saved loops:

1. When you first open the Delete menu, the saved loop slots will be highlighted. Turn the **encoder** to select an available saved loop.  
If you navigated away from the saved loop slots and need to reselect them, turn the **encoder** until it is highlighted, and then push to select it.
2. When you have selected a saved loop, push the **encoder** to confirm.
3. The **DELETE** option will become highlighted after a save slot is chosen. Push the **encoder**.
4. A second confirmation screen will appear. To proceed, push the **encoder** again while **YES** is highlighted. The selected loop will be deleted. This action cannot be undone.  
If you wish to cancel, turn the **encoder** so that **CANCEL** is highlighted, then push to confirm. Alternatively, do nothing until you are returned to the main screen.

#### (4.4.7) Logic

Use the **encoder** to set the recording behavior of the **RECORD + PLAY** pedal. Select **R>D>P** to Record, then Overdub, then Play; or select **R>P>D** to Record, then Play, then Overdub.

#### (4.4.8) Mode

Use the **encoder** to select the looper mode. All track layers must be cleared to switch modes.

- **Single:** A single track that can be overdubbed.
- **Multi:** Dual looper tracks locked to the same length.
- **Sync:** Dual looper tracks. One track sets the length, and the other track must be a multiple or division of that length.
- **Song:** Dual looper tracks that record and play back independently.

See [\(4.3\) Operation > Looper Modes](#) for more information on each mode.

#### (4.4.9) Assign

Use this menu to set the behavior of the **encoder** push function and external footswitches. Sheeran Looper + supports dual function footswitches using a TRS cable to access both **FS1** and **FS2** options.

Turn the encoder to select **ENCODER PUSH**, **FS1**, or **FS2**, and then push the **encoder** to access the following assignment options:

- **Track:** Switch between Tracks A and B.
- **Solo Current:** Solo the current track (while muting the other track).
- **Solo A:** Solo Track A (while muting Track B).
- **Solo B:** Solo Track B (while muting Track A).
- **R/P/D B:** Cycle between recording, playback, and overdubbing of Track B.
- **Speed:** Cycle between **1/2 Speed** and **Normal** speed for the currently selected track.
- **Reverse:** Cycle between reverse audio and normal audio for the currently selected track.
- **Fade All:** Apply a fade in or fade out to both tracks at the same time.
- **Clear:** Clear the currently selected track.
- **Clear All:** Clear both tracks at the same time.
- **Undo/Redo:** Undo (temporarily clear) audio recorded since the last overdubbing began, then redo (bring back) that audio.
- **Mute Current:** Mute the currently selected track.
- **Mute A:** Mute Track A.
- **Mute B:** Mute Track B.
- **Next Loop:** Load the next available saved Loop on the internal SD Card
- **Previous Loop** (FS1 and FS2 only): Load the previous available saved Loop on the internal SD Card.

To select an assignment, push the **encoder**.



#### (4.4.10) MIDI

This menu determines the MIDI functionality of Sheeran Looper +. Turn the **encoder** to select the following menus, and then push it to view the available options:

- **Source:** Determines the MIDI input source. Select **Off** to disable MIDI input, **1/8"** to use the **MIDI In** jack on the rear panel, or **USB** to use the **USB** port on the rear panel.
- **Channel:** Determines the MIDI channel that Sheeran Looper + will receive MIDI data on (**Omni** [all channels], **1-16**).
- **Clock:** Determines whether MIDI clock is **On** or **Off**.
- **Ext Ctrl:** Determines whether External MIDI Control is **On** or **Off**.

See [\(4.5.4\) Other Functions > MIDI Control](#) to learn more about MIDI Clock and External Control.

#### (4.4.11) Output

This menu determines how the audio outputs are configured.

Select **Mono** to sum both the loop audio output and dry audio input to a mono signal sent to the **L (Mono)** (left) and **R** (right) outputs. Select **Stereo** to send the loop audio output and dry audio input to both **L (Mono)** and **R** outputs as a stereo signal. Select **Split** to send the loop audio output to the **L (Mono)** output and the dry audio input to the **R** output.

#### (4.4.12) Time Out

This menu determines how long it takes for the menu screen to “time out” and return to the main screen.

The available selections are **Off**, **5.0s** (default), **15.0s**, and **30s**. When set to **Off**, you must scroll the encoder to the left until it reaches the back arrow in the top-left corner of the screen, then push the encoder to return to the main screen.

### (4.4.13) USB

You can connect Sheeran Looper + to your computer using a standard USB cable (not included) connected from the **USB** port on the rear panel to transfer loop files.

1. While connected to a computer, navigate to this entry in the menu, and push the **encoder** to select **"START"**. The screen will briefly show **"SETUP"** as it connects to your computer.
2. Once you are connected, Sheeran Looper + will appear as a removable mass-storage device called **LOOPER**. Inside this drive you will find folders for the 128 available loop slots, with any available recorded audio inside each folder.
3. **WARNING:** When you are finished transferring contents, you must **unmount/eject** the **LOOPER** drive from your computer. File corruption may occur if the drive is not properly ejected before continuing. After unmounting, push the **encoder** again while **EXIT and RESTART** is highlighted on the display. Sheeran Looper + will restart and return to normal operation.

#### Important:

Do **not** disconnect or power off Sheeran Looper + during the process.

Any unsupported files will be ignored.

You cannot transfer a folder or .zip/archive folder to/from Sheeran Looper +. Instead, transfer any supported files directly.

### (4.4.14) About

This screen shows information about the Sheeran Looper + hardware and firmware.

## (4.5) Other Functions

### (4.5.1) Energy Save Mode

If you are operating Sheeran Looper + on battery power, after two minutes of inactivity (not playing back or overdubbing), the display will dim, and an “Energy Save Mode” screen will appear. Press any pedal or use the encoder to dismiss the screen and return to normal operation.



### (4.5.2) Low Battery Warning

If you are operating Sheeran Looper + on battery power, two warnings will appear as your batteries drain to let you know it is time to recharge or connect to power.

When there is 25% battery life remaining, the **battery icon** in the lower-right corner of the display will turn yellow, and the display will be reduced to 50% brightness.

When there is 10% battery life remaining, the **battery icon** in the lower-right corner of the display will turn red. Save your loop and connect to power as soon as possible.



### (4.5.3) Memory Full Warning

Sheeran Looper + includes internal storage space for over three hours of looping. If you fill up the entire storage, a warning will appear on the display to indicate that saving has been disabled. You will need to **Delete** loops or transfer them off Sheeran Looper + using the USB connection to free up space. Once this is done, the warning will be removed, and you can continue recording and saving loops.



## (4.5.4) MIDI Control

Sheeran Looper + can be controlled by incoming MIDI note or program messages sent by external MIDI gear or from your computer (when connected to the **USB** port) via DAW software. External MIDI gear must be connected to the 1/8" **MIDI Input** using the included adaptor, and may require additional configuration on its own to correctly function with Sheeran Looper +. Consult the documentation for your external gear for more information. Use the [\(4.4.10\) Operation > Menu Screen > MIDI](#) menu to adjust the MIDI settings.

### MIDI Clock Receive

Sheeran Looper + can be synced to the tempo of an external MIDI device (such as a drum machine) while recording and playing your loops. To use MIDI Clock Receive:

1. First, make sure you have set the proper MIDI input **Source** and **Channel** in the **Menu Screen > MIDI** page, and that the **Clock** setting has been set to **On**. When this is enabled, a 5-pin MIDI DIN plug icon will appear on the display.
2. Once enabled, looper tracks will begin recording once you press the **Record + Play (● + ►)** pedal and the next MIDI Clock downbeat is received.
3. While recording the first layer, if you switch to playback or stop the recording, the loop end point will automatically be moved to the last received MIDI Clock downbeat or next MIDI Clock downbeat, whichever is closer.
4. During playback, a loop will begin overdubbing once you press the **Record + Play (● + ►)** pedal and the next MIDI Clock downbeat is received.
5. Sheeran Looper + will stop recording, overdubbing, or playback once the **Stop (■)** pedal is pressed the next MIDI Clock downbeat is received.

**Tip:** Receiving MIDI Clock Sync works best when using properly cut loops. Loops that are miscut or have odd or uncommon bar lengths may not work properly or cause unexpected results.



## External MIDI Control

When external MIDI control is enabled, you can use a MIDI device to remotely control the basic functions of Sheeran Looper +. The chart below lists the parameters that can be controlled by sending the listed incoming MIDI messages from your external MIDI hardware:

MIDI Note Number	Action
7	Stop Pedal
8	Stop B Pedal (Sync/Song Mode)
11	Record + Play Pedal
12	Record + Play B Pedal (Sync/Song Mode)
17	Speed
29	Reverse
34	Fade
45	Undo/Redo
49	Clear
65	Load Next Loop Slot
66	Load Previous Loop Slot
67	Solo Track A
68	Solo Track B
69	Solo Current Track
70	Mute Track A
71	Mute Track B
72	Mute Current Track
73	Mode: Single
74	Mode: Multi
75	Mode: Sync
76	Mode: Song
77	Change Track Focus
78	Select Track A
79	Select Track B

MIDI Program Message	Action
MSB 000, LSB 000, Program 0	Load Loop Slot 0
MSB 000, LSB 000, Program 1	Load Loop Slot 1
MSB 000, LSB 000, Program 2	Load Loop Slot 2
...	...
MSB 000, LSB 000, Program 127	Load Loop Slot 127

### (4.5.5) Factory Reset

If for any reason you need to reset Sheeran Looper + and erase all user content, you can perform a factory reset.

Press and hold the right **STOP** footswitch and **encoder** at the same time, and while still holding both, power on Sheeran Looper +.

A screen will appear to warn you that resetting will erase all user content. Push the **encoder** to proceed.

A second screen will appear for confirmation. Turn the **encoder** to select **YES**, then push it to continue. If you wish to cancel, turn the **encoder** to select **NO** and Sheeran Looper + will restart and power on in normal operation.

If you select **YES**, the factory reset will begin, and Sheeran Looper + will restart once it has finished. All user content will be erased, and this action cannot be undone.

## (5.0) Appendix

### (5.1) Technical Specifications

Hardware	
Display	1.8" color TFT LCD
Pedals	(2) aluminum die-cast pedals
Knobs	(1) 360° navigation/data encoder with push-to-enter and RGB LED indicator (2) Input gain knobs (1) Main Output volume knob
Connectors	(1) Combo XLR / 1/4" (6.35 mm) balanced input (mono) (2) 1/4" (6.35 mm) balanced inputs (stereo pair) (1) 1/4" (6.35 mm) single or dual footswitch input (TS or TRS) (2) 1/4" (6.35 mm) balanced outputs (stereo pair) (1) 1/8" MIDI input USB Type-B port
Power	<b>Via</b> 4 AA Batteries (included) USB bus power 9 V, 500 mA (center-negative) power adapter (not included)
	<b>Battery Life</b> Over 6 hours*
<b>Dimensions</b> (width x depth x height)	8.52" x 6.24" x 3.00" 21.64 x 15.85 x 7.62 cm
Weight	3.75 lbs.
	1.7 kg

Audio		
System	Processor	Custom single-core HeadRush® DSP
	System Bit Rate	32-bit PCM
	System Sample Depth	44.1 kHz
	A/D D/A Conversion	24-bit
USB Recording	Input Channels	2
	Output Channels	2
	Bit Rate	24-bit
	Sample Depth	44.1 kHz

Looping Specifications	
<b>Modes</b>	Single, Multi, Song, Sync
<b>Functions</b>	Record, Overdub, Play, Stop, Undo/Redo, Clear Track, Clear All, Reverse, 1/2 Speed, Fade In/Out, Solo, Mute
<b>Tracks</b>	2
<b>Max Loop Length</b>	1.5 hours
<b>Max Layers per Loop</b>	Unlimited
<b>Max Overdub Time per Loop</b>	30 minutes
<b>Loop File Type</b>	.WAV (32-bit PCM, 44.1 kHz)
<b>Max Number of Stored Loops</b>	128
<b>Onboard Storage Time</b>	Over 3 Hours
<b>Onboard Storage Space</b>	~4.1 GB

File Import Support	
<b>File Types</b>	.WAV (Stereo)
<b>Bit Rates</b>	16-bit PCM, 24-bit PCM, 32-bit PCM, or 32-bit float
<b>Sample Rates</b>	44.1 kHz, 48.0 kHz, 88.2 kHz, 96.0 kHz

\* Battery life may vary based on use and type of battery.

Specifications are subject to change without notice.

Model: HG09





## **(5.2) Trademarks & Licenses**

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