Latest Firmware Version: 1.0.2

Release Date: October 2024

Minimum System Requirements:

- Windows 10 or macOS 11

- Host USB 2.0 port

==**Important**: Please back up all of your saved files (e.g., loops, backing tracks, FX presets, etc.) from Looper X to your computer before updating the firmware.==

File Backup Instructions

1. Connect the **USB-B port** on your Looper X to your computer using a standard USB cable.

2. With your computer already powered on, power on Looper X using the **power switch**.

3. Tap the **Navigation Menu icon** in the top-left corner of the touchscreen, and then tap **TRANSFER**.

4. On your computer, Sheeran Looper X will appear as a mass-storage device called **LOOPER X**.

   ==**WINDOWS USERS**: If this is the first time you have connected Sheeran Looper X to your computer, you may need to wait a minute while the class-compliant drivers are installed.==

5. Open the **LOOPER X** drive.

   You can now freely click and drag contents between the **LOOPER X** drive and your computer. Note that any changes you make to the contents of your Sheeran Looper X drive are immediate and cannot be cancelled.

   ==**Important**: When you are finished transferring contents, you must unmount/eject the Sheeran Looper X drive from your computer.==

6. After the drive has been ejected, tap **DISCONNECT** on your Sheeran Looper X to "commit" any changes you made to the contents of the Looper X drive.

Firmware Update Instructions

1. Download the latest **Sheeran Looper X Firmware Update** application for your PC or macOS from the **Looper X** section at sheeranloopers.com/support.html.

2. Connect the **USB-B port** on your Looper X to your computer using a standard USB cable, and ensure both Looper X and your computer are powered on.

3. Tap the **Navigation Menu icon** in the top-left corner of the touchscreen, and then tap **FIRMWARE**.

4. On the Firmware Update screen, you will be prompted to connect your Looper X to your computer if you have not already done so. Select **CONNECT** to continue (or select **CANCEL** to return to the menu).

   After restarting, the screen will show **Update** at the bottom edge.

5. Open the **Sheeran Looper X Firmware Update** application for your Windows or macOS operating system. (You may need to unzip an additional .zip file to access the actual application.)

6. When the updater window appears, click **UPDATE SHEERAN LOOPER X**. Do **not** disconnect or power off Looper X or your computer until the update is completed.

7. When the update is completed, the updater window will display **DONE**, and your Looper X will restart. Click **DONE** to close the updater window.

8. When Looper X has powered on, you can check the version of the firmware in the **INFO** tab of the **Global Settings** page.

For additional help, visit sheeranloopers.com/support.html.

Changes

Since Firmware Version 1.0.1:

- Bug Fixes:
    - Fixed an issue where loading a new loop would always default to the Wave page, rather than the last performance page used.
    - Fixed an issue where overdubbing on a very short loop (1–2 seconds), would sometimes cause an audible click.
    - Fixed an issue where sending a MIDI message via an external MIDI controller would not always correctly select the desired track.
    - Fixed an issue when using an external MIDI beat clock device in Multi Mode where deleting and recording a new loop would start slightly out of time with the other tracks.
    - Fixed an issue where repeatedly overdubbing on recorded tracks in Band Mode would sometimes cause an audible glitch when the loop was stopped and played.
    - Fixed an issue in Band Mode where if the record logic was set to Rec/Dub/Play and the recorded loop was stopped, putting the loop into overdub arm and selecting a new track would sometimes result in an audible glitch.
    - Fixed an issue where the track's mute state was sometimes unclear, as the greyed-out track shown on the display would not always match the track's green LED.
    - Fixed an issue where if time stretch was set to ON, importing a drum loop and choosing to change the loop's BPM would display an incorrect BPM value and speed up the imported audio.
    - Fixed an issue where some imported .wav files caused audible clicks on the loop turnaround.
    - Fixed an issue where quantize was not always on point after overdubbing on a track.
    - Fixed an issue in Free Mode where if quantize was set to ON, stopping a loop while recording would not quantize correctly and instead stop immediately.
    - Other very minor bug fixes and performance improvements.

Since Firmware Version 1.0.0

- Bug Fixes:
    - Improved the dialog message when an audio file is imported to a loop.
    - Added new startup and firmware update splash screens.
    - Added a **Save** icon to the top bar of the Navigation Menu.
    - Added navigation wheel functionality to the FX rack preset list, to make previewing presets easier while playing.
    - Changed the **Input Monitor** label to **Live Signal** on the Audio Routing track page.
    - Added functionality to enable firmware update via USB stick.
    - Waveform colors are no longer changed when starting and stopping a loop to improve the responsiveness when rapidly hitting Record + Play and Stop pedals in succession.
    - Changed the meter colors on the performance pages to appear active when **Input Monitor** is set to **Off**.
    - Fixed an issue where if the unit was left powered on for more than 24 hours, it would sometimes freeze when powering off.
    - Fixed an issue when in Rec/Dub state and a subsequent track pedal was pressed, it would incorrectly set the recording.
    - Fixed an issue where the default USB Audio input level was not comparable to the system audio.
    - Fixed an issue where if **Input Monitor** was set to **Off**, the track metering was only active for the input and not for playback.
    - Fixed an issue where the LEDs would sometimes flicker when using the Mute function.
    - Fixed an issue where after importing audio to a loop and selecting **Match BPM**, the loop was not correctly restored when reloaded.
    - Fixed an issue where the storage meter wasn't correctly displayed in the Navigation Menu top bar.
    - Fixed an issue where if loading a loop using the pedals, bank up/down was not working correctly if exactly six loops were available for loading.
    - Fixed an issue on the Mixer page where moving the pan sliders via a long press and drag would incorrectly display the larger pan view.
    - Fixed an issue where if a short layer was quickly peeled after recording, it would sometimes impact the sound of previous layers.
    - Fixed a rare timing issue where after a peel or undo there was no audio until the next loop turnover.
    - Fixed an issue where if two tracks were rapidly selected via the pedals, it would sometimes incorrectly put the second track into solo.
    - Fixed an issue where if a track pedal was pressed using a flicking action (i.e., the pedal wasn't fully pressed), it would incorrectly put that track into solo.
    - Fixed an issue where muting a track would incorrectly deactivate its track meter.
    - Fixed an issue where if an empty track was muted and its first layer was recorded, the track progress bar and meter were incorrectly orange.
    - Fixed an issue where the Track page meter had no gradient when in overdub.
    - Fixed an issue in Multi mode where if a track with content was both soloed and then muted, a subsequent overdub would not unmute the track.
    - Fixed an issue on the FX page where if **Single FX** was selected, and the navigation wheel was pushed twice, it would cause a graphical glitch to appear in the top bar.
    - Fixed an issue on the FX page where if the FX preset list was displayed and the page was left via Pedal 8 (Function), the preset model would remain.
    - UI improvements and other minor bug fixes.