


Sheeran

L O O P E R

XTM



User Guide

English

Manual Version 1.0.0

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(1.0) Introduction

Welcome to your Sheeran Looper X!

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

(1.1) Box Contents

Sheeran Looper X
USB Cable
Power Adapter (2 pieces)
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.

For additional product support, visit sheeranloopers.com/support.

(2.0) Setting Up Your Rig

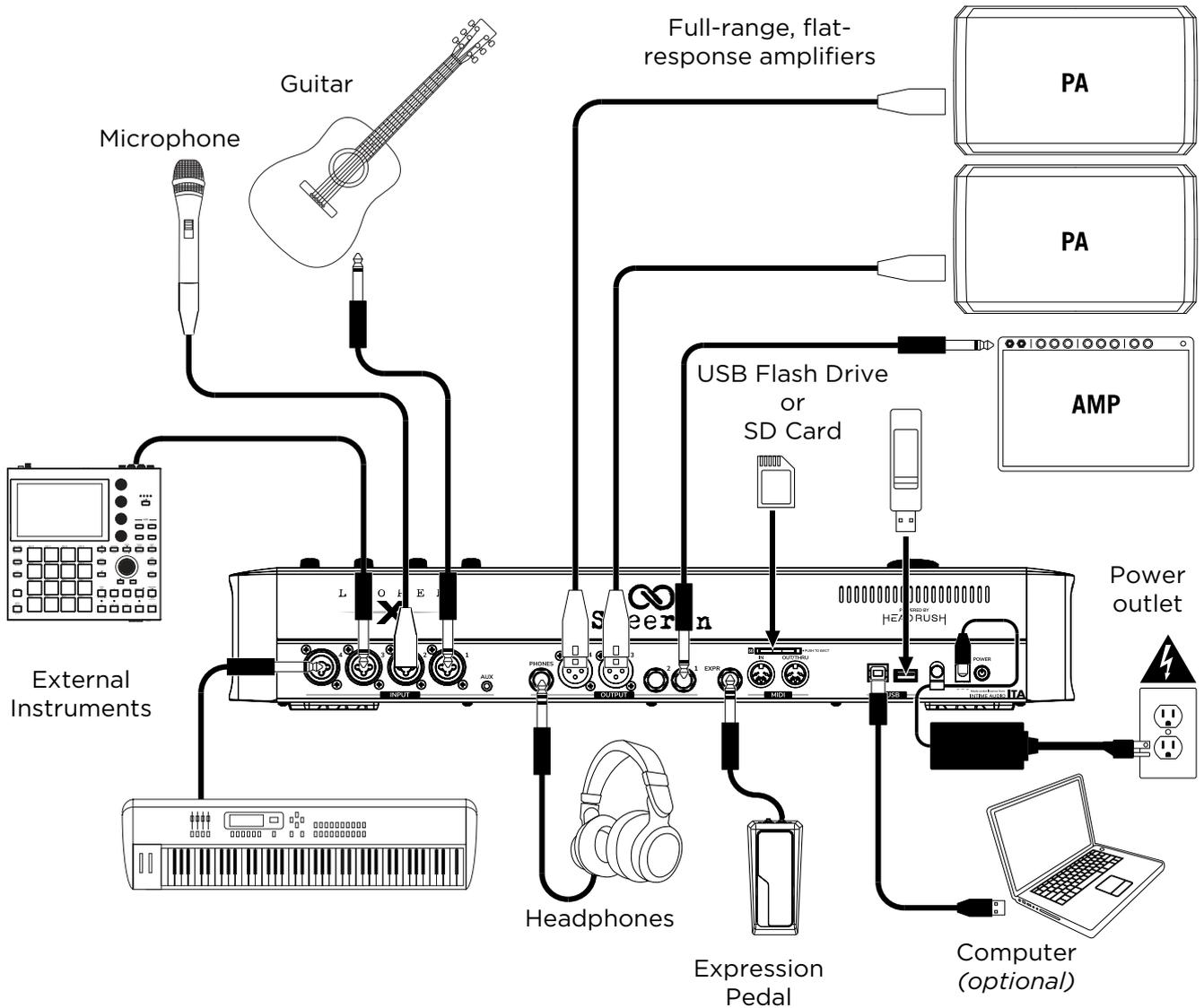
1. Position Sheeran Looper X on a flat surface, and away from any liquid hazards.
2. Make sure your output device is switched off.
IMPORTANT! In the [\(5.10\) Global Settings](#) menu, make sure you set the **Outputs** to send signal at amp level if you are using a traditional guitar amplifier, or line level (default) if you are using a full-range flat-response amplifier, mixer, PA speaker or audio interface.
3. Connect input devices like a guitar and microphone to the **Inputs** on the rear panel, and connect your output device to the **Outputs**.
4. Connect the barrel end of 19 V, 3.42 A, center-positive power adapter to the **Power Adapter Input** on the rear panel, and then connect the IEC plug to a power outlet.
5. Power on Sheeran Looper X.
6. Power on your output device.

When shutting Sheeran Looper X down, power off your output device first, then power off Sheeran Looper X.

(2.1) Connection Diagram

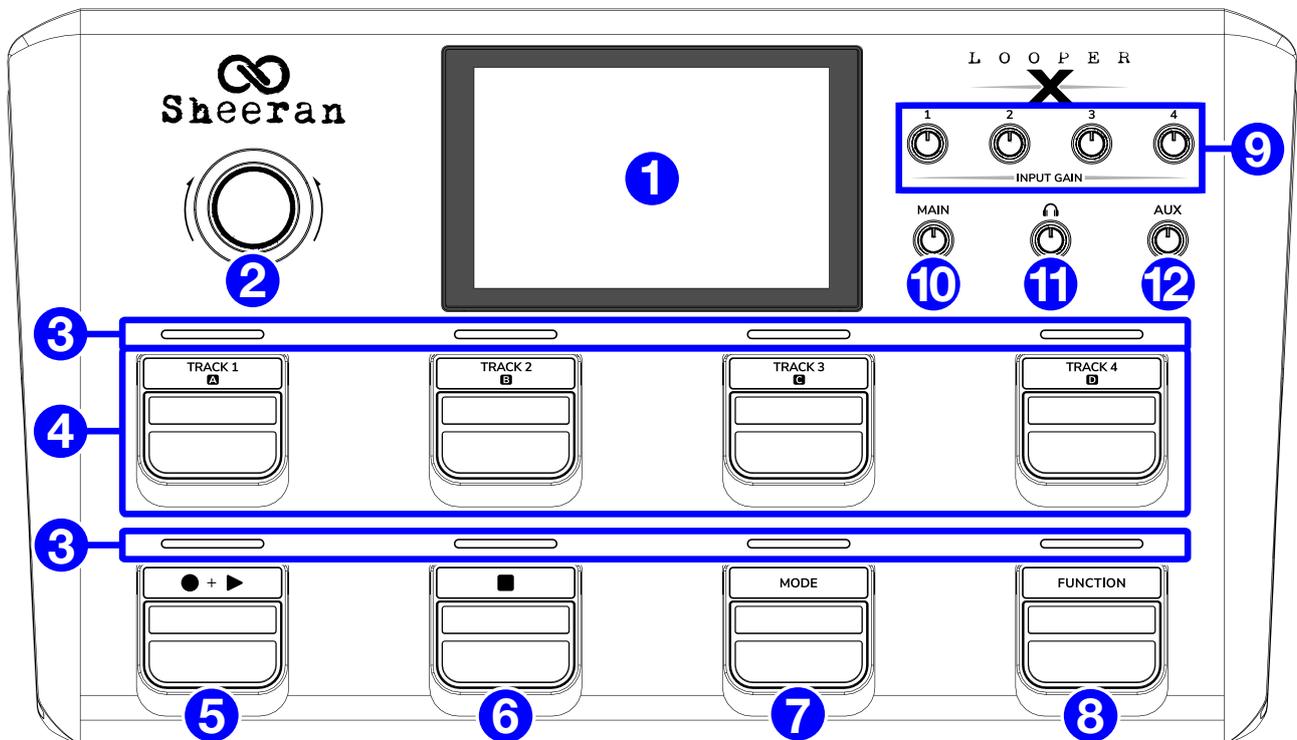
Items not listed under [\(1.1\) Introduction > Box Contents](#) are sold separately.

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



(3.0) Features

(3.1) Top Panel



1. Display

This full-color multi-touch display shows information relevant to Sheeran Looper X's current operation. Touch the display (and use the hardware controls) to control the interface. See [\(5.0\) Menu](#) to learn how it works.

2. Encoder (Navigation Wheel)

Turn this encoder to scroll through the available menu options or adjust the parameter values of the selected field in the display. Push the encoder to confirm your selection.

The LED surrounding the encoder will also light to indicate playback (green), recording (red), or overdub (orange) status.

3. Pedal Indicators

These lights indicate track and menu status.

4. Track Pedals 1-4 (A-D)

Press these pedals to select and control loop tracks and sections.

Double-press a pedal to solo the selected track or section.

5. RECORD + PLAY Pedal

Press this pedal to record, overdub, and start playback of your loop.

- **First Press:** Start recording the loop (pedal indicator LED turns red).
- **Second Press:** Sets the loop length and begins overdubbing (pedal indicator LED turns orange).
- **Third Press:** Stops overdubbing and begins playback (pedal indicator LED turns green).

You can also adjust this order using the **Pedal Logic** setting in the [\(5.10.1\) Menu > General Settings > General](#) page.

Press and hold this pedal to undo the last layer recorded.

Note: The first layer of a track cannot be undone.

6. STOP Pedal

Press this pedal at any time to stop tracks or sections, depending on the current looper mode selected:

- **Multi Mode:** Stops all tracks.
- **Sync Mode:** Stops all tracks.
- **Song Mode:** Stops an individual section.
- **Band Mode:** Stops a section or the primary track.
- **Free Mode:** Stops all tracks.

See [\(4.2\) Operation > Looper Modes](#) to learn more about each mode.

Press and hold this pedal to clear all tracks.

7. MODE Pedal

Press this pedal to enter Mute Mode. While in Mute Mode, use the **Track 1-4 (A-D)** pedals to mute each track or section.

Press and hold this pedal to change the looper mode or access additional pages. See [\(5.9.6\) Menu > Loop Settings > Customize Pedal Menu](#) for more information on how to customize the Mode pedal and menu.

8. FUNCTION Pedal

Press this pedal to access the following functions:

Tuner	Peel
FX	Clear All
Load	Clear Track
Save	Exit

Press and hold this pedal to access additional loop editing functions:

Bounce	Transpose
Multiply	Fade
Speed	Reverse
Backing Track	Exit

See [\(4.4\) Operation > Functions](#) to learn more about each function.

Quickly double-press this pedal to enable tap tempo. While enabled, press the **RECORD + PLAY** pedal in time with the desired tempo. When you are finished, press the **FUNCTION** pedal again to exit.

9. Input Gain

Turn these knobs to adjust the level of **Inputs 1-4**. You can view the incoming signal level in the **Track**, **Mixer**, or **Audio Routing** views.

10. Main Volume

Turn this knob to adjust the volume level of the **Outputs**. You can view the outgoing signal level in **Audio Routing** view.

11. Phones Volume

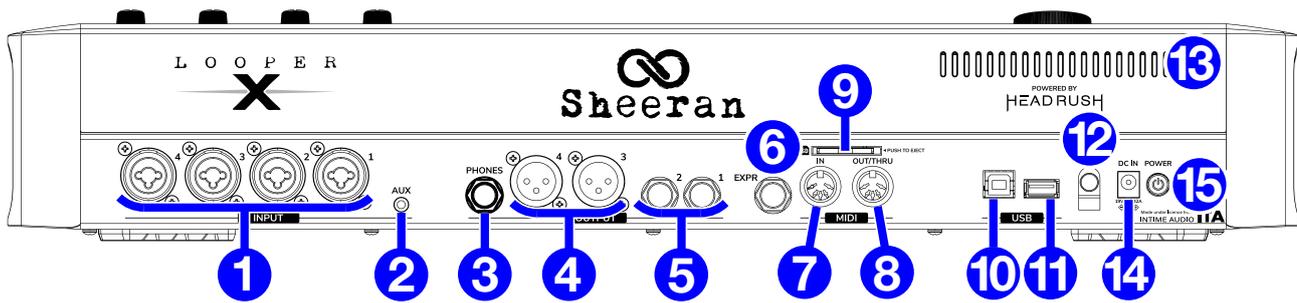
Turn this knob to adjust the volume level of the **Phones Output**. You can view the outgoing headphone level and adjust monitoring options in the **Audio Routing** view.

12. Aux Volume

Turn this knob to adjust the volume level of the **Aux Input**.

Important: The audio signal from the aux input is routed directly to the outputs of Sheeran Looper X without any modeling or effects applied and cannot be used by the looper. It is also unaffected by the main volume or phones volume knobs.

(3.2) Rear Panel



1. Combo Inputs (XLR or 1/4" [6.35 mm] balanced)

Connect a microphone, guitar, or other sound source to these inputs using a standard XLR or 1/4" (6.35 mm) cable. You can view the incoming signal level in the **Track**, **Mixer**, or **Audio Routing** views. You can also enable or disable +48V phantom power for these inputs in the [\(5.10\) Menu > Global Settings](#) screen.

Important: Only enable phantom power if your microphone requires it. Most dynamic microphones and ribbon microphones do not require phantom power, while most condenser microphones do. Consult your microphone's documentation to find out whether it needs phantom power.

2. Aux Input (1/8" [3.5 mm] TRS)

Connect an optional audio source (e.g., smartphone, tablet, etc.) to this input using an 1/8" (3.5 mm) stereo cable.

Important: The audio signal from the aux input is routed directly to the outputs of Sheeran Looper X without any modeling or effects applied and cannot be used by the looper. It is also unaffected by the main volume or phones volume knobs.

3. Phones Output (1/4" [6.35 mm], TRS)

Connect standard 1/4" (6.35 mm) stereo headphones to this output. Use the **Phones Volume** knob on the top panel to control the volume level. You can view the outgoing headphone level and adjust monitoring options in the **Audio Routing** view.

4. Outputs (XLR)

Connect these outputs to the inputs of your mixer, active loudspeaker, etc. If you only need to use one output, use the one labeled **3**.

5. Outputs (1/4" [6.35 mm], TRS)

Connect these outputs to the inputs of your amplifier, audio interface, etc. If you only need to use one output, use the one labeled **1**.

You can view the outgoing signal level of both **Outputs** in the **Audio Routing** view.

6. Expression Pedal Input (1/4" [6.35 mm], TRS)

Connect an optional secondary expression pedal to this input using a standard instrument cable. See [\(5.5.4\) Menu > FX > Expression Pedal Assignment](#) for more information on how to set up expression pedal parameters.

7. MIDI Input (5-pin DIN)

Use a standard MIDI cable to connect this input to the MIDI output of an optional external MIDI device. See [\(6.2\) Other Functions > External MIDI Control](#) for more information.

8. MIDI Out/Thru (5-pin DIN)

Use a standard MIDI cable to connect this output to the MIDI input of an optional external MIDI device. You can set this output to be a standard MIDI output or MIDI throughput in the [\(5.10\) Menu > Global Settings](#) screen.

9. SD Card Port

Connect an SD card to this port for additional storage. See [\(5.7.1\) Menu > Managing Loops > Storage](#) for more information.

10. USB-B Port

Connect this USB port to a computer using a standard USB cable. This connection allows Sheeran Looper X to send and receive the digital audio signal to and from your computer. You can also use this connection to import or export audio files, loops, and FX racks. See [\(5.12\) Menu > Transfer](#) for more information.

11. USB Type-A Port

Connect a USB flash drive to this USB port for additional storage. See [\(5.7.1\) Menu Managing Loops > Storage](#) for more information.

A class-compliant USB device can also be connected to this USB port for external MIDI control. See [\(6.2\) Other Functions > External MIDI Control](#) for more information.

12. Power Cable Restraint

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

13. Vent

Make sure this vent is unobstructed while using Sheeran Looper X.

14. Power Adapter Input

Connect the included power adapter (19 V, 3.42 A, center-positive) to this jack, and then into an electrical outlet.

15. Power Switch

Press this button to turn Sheeran Looper X's power on.

(4.0) Operation

(4.1) Basic Looping

Sheeran Looper X lets you record audio onto **four tracks** and store each set of four tracks as a **loop**. Each track can have up to **99 layers**. Each track can be a minimum of 1 second long, with no maximum length limit. You can record, play, and stop tracks independently of each other depending on the looper mode and other settings.

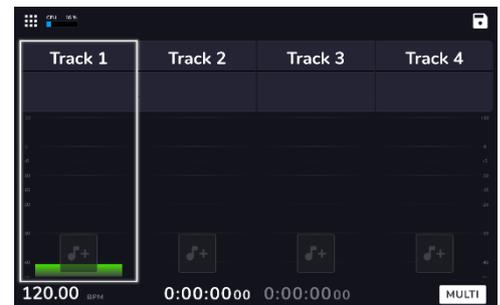
Each track's pedal LED, progress bar, meter, and/or waveform will use a color to indicate its current state:

- **Red:** recording
- **Amber:** overdubbing
- **Green:** playing

When a track is stopped, the progress bar and meter will turn off, and the waveform (in Wave view) will be greyed out.

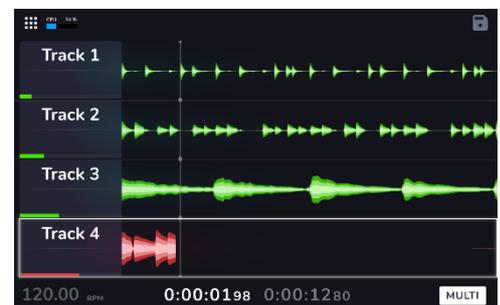
Use the [\(5.2\) Menu > Track](#) page to view the signal level of each track's audio.

To show the Track page, tap the **Navigation Menu icon** at the top left of the touchscreen, then tap the **Track icon**.



Use the [\(5.3\) Menu > Wave](#) page to view the waveforms of each track's recorded audio in your loop.

To show the Wave timeline page, tap the **Navigation Menu icon** at the top left of the touchscreen, then tap the **Wave icon**.

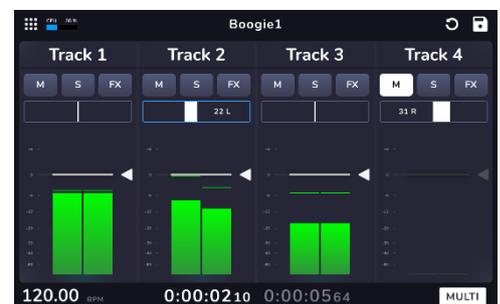


Use the [\(5.4\) Menu > Mixer](#) page to adjust the volume levels and panning of each track.

To show the Mixer page, tap the **Navigation Menu icon** at the top left of the touchscreen, then tap the **Mixer icon**.

To adjust the volume level of a track, tap and drag the **white line** at the top of a meter. To return the level of the track to the default 0 dB position, double-tap the fader.

To adjust the volume of the main outputs, turn the **Main knob**.



The *left* time counter in the bottom bar of the Track, Wave, and Mixer pages indicates the current playback position of the loop. The *right* time counter in the bottom bar indicates the length of the longest track in the loop. Both are displayed as **hours:minutes:seconds.centiseconds**.

To begin looping using Ed's classic workflow in Multi Mode:

1. Begin with either **Track** or **Waveform** views. Select a track by pressing one of the **Track 1-4** pedals. The Track pedal LED and **Record + Play** pedal LED will both turn red to indicate the track is armed for recording. The encoder LED will slowly pulse green to indicate playback is paused.

Important: Before recording anything, set the input volume level by turning the **Input (1-4)** knob for each input you want to use.

2. Press the **Record + Play** pedal. The encoder LED will turn red and begin spinning. The track level and loop progress indicators will also turn red.

You can now play and record the first layer of your loop.

3. Press the **Record + Play** pedal again to set the loop length and begin overdubbing.

You can now add on to your first loop layer.

4. When you are finished overdubbing, press the **Record + Play** pedal again to enter playback.

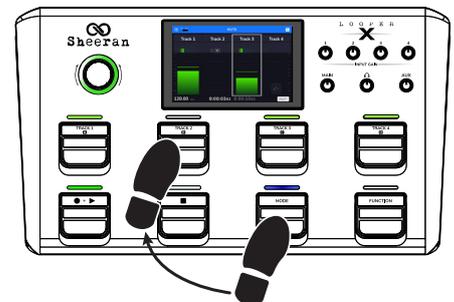
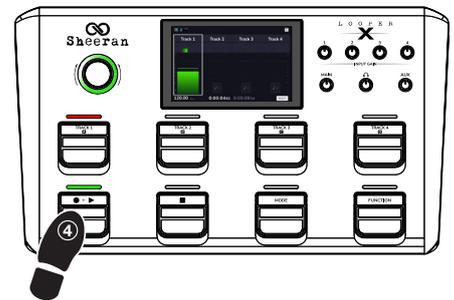
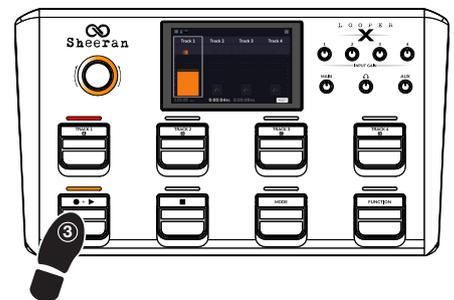
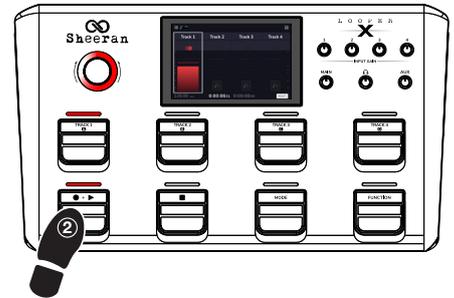
Tip: You can change the pedal recording behavior in the General menu of the **Global Settings** page. Instead of the default Record > Overdub > Playback order, you can also set this to Record > Playback > Overdub.

From here, you can continue to add on to your track by pressing the **Record + Play** pedal to alternate between overdubbing and playback.

You can also select a new track and begin this process again to create new loops on Tracks 2-4 alongside your first track.

For creating dynamic arrangements with your recorded loops, try using the Mute function of the **MODE** pedal. When pressed, all Track pedal LEDs will turn green, and you can use the Track pedals to mute and unmute your loops.

To stop playback of your loops at any time, press the **STOP** pedal.

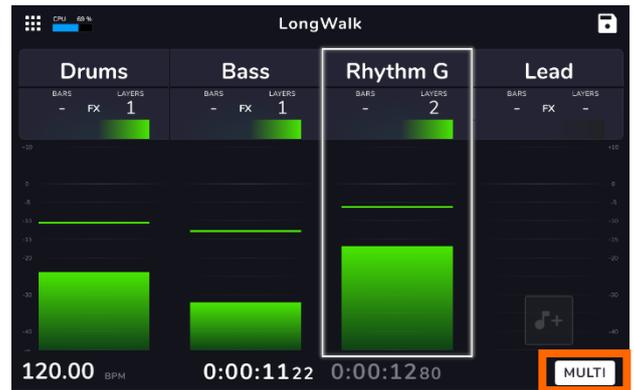


(4.2) Looper Modes

Sheeran Looper X provides 5 different Looper Modes to record, overdub and play your looper tracks. The currently selected Looper Mode is indicated in the bottom right of the touchscreen in the Track, Wave, and Mixer views.

Generally, each mode supports a different style of looping workflow. The best way to find out which Looper Mode works best with your workflow is to experiment and have fun!

To set how the looper records, overdubs, or plays your tracks, tap the **Looper Mode** tab on the Loop Settings page and then select a mode. You can access this setting quickly by tapping the **Looper Mode** icon in the Track, Wave, or Mixer Pages.



Tip: Set your Looper Mode before recording or importing any audio into your loop. While you may be able to change the selected mode after recording, your options may be limited. If you change the selected mode after recording, all loops are discarded.

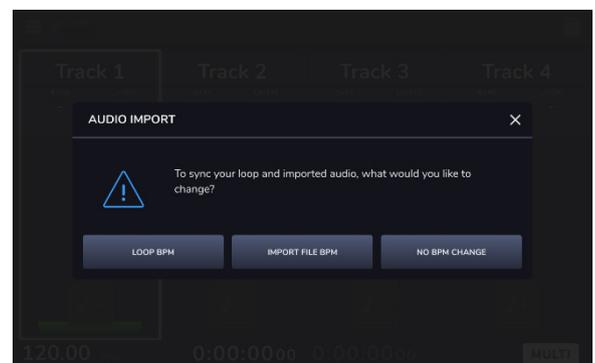
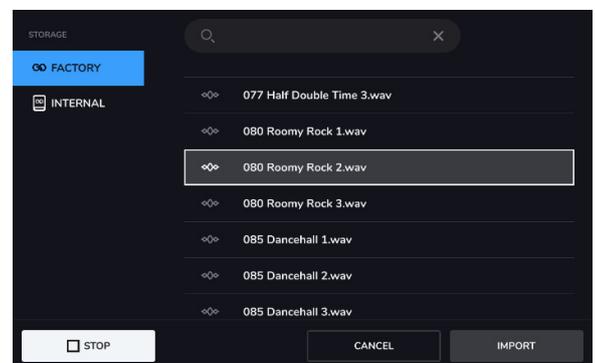
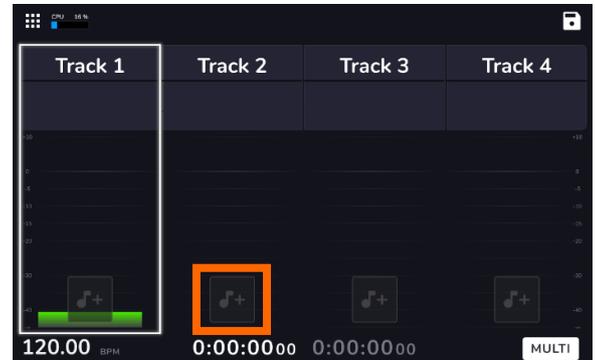
1. **Multi Mode:** Use this mode if you want four looper tracks locked to the same length. This is Ed Sheeran's iconic Looper X workflow.
2. **Sync Mode:** Use this mode if you want four looper tracks that can vary in length, with one primary track (indicated by a crown icon in Wave view) and three other tracks that can be a multiple or division of the primary track's length, and will be automatically quantized to keep them in sync with the primary track. This mode is useful for creating more advanced arrangements on-the-fly.
3. **Song Mode:** Use this mode if you want four looper tracks that can vary in length and be played back independently. This mode is useful for creating different sections of a song (e.g., verse, chorus, bridge, and outro).
4. **Band Mode:** This mode is a combination of Sync and Song Modes, with one primary track (indicated by a crown icon in Wave view) and three other tracks that can be played independently as song sections over the primary track. Like in Sync Mode, the other tracks must be a multiple or division of the primary track's length, and will be automatically quantized to keep them in sync with the primary track. This mode is useful for creating songs with a consistent backing beat or repeating phrase underneath.
5. **Free Mode:** Use this mode if you want four un-synced, independently playing, free-form tracks. This mode is useful for creating ambient soundscapes or other creative applications.

(4.3) Importing Audio

In addition to creating loops using input sources, you can also import a .WAV or .MP3 audio file (such as a recorded drum beat) directly into an empty looper track.

To import an audio file:

1. While in Wave or Track views, tap the **Import Audio icon** on any empty track.
2. Select a source by tapping one of the icons in the left column of the browser:
 - **Factory:** This is a collection of over 300 exclusive drum and percussion loops.
 - **Internal:** This is the internal storage of Sheeran Looper X.
 - **USB/SD:** These sources will appear if you have external storage connected to the respective ports on the rear panel of Sheeran Looper X.
3. Use the **touchscreen** to navigate through folders, as necessary. You can search for an audio file in a folder by tapping in the search field in the top center of the touchscreen, next to the magnifying glass. Tap the **X** icon to clear your search.
4. Select a file, and then tap the **Play** button if you would like to preview the audio file, or tap the **Import** button to load the audio file into the looper track.
5. After tapping the **Import** button, a dialog will appear with up to 3 options:
 - **LOOP BPM:** This will change your loop's tempo to match the automatically detected tempo of the imported audio file.
 - **IMPORT FILE BPM:** This will change the imported audio file to match the current tempo of your loop.
 - **NO BPM CHANGE:** This will import the audio file without changing the tempo of the audio file, or the tempo of your loop.
6. You may also need to indicate the number of bars of your imported file. You can tap the **Play** icon to preview the file for reference, if needed.



(4.4) Functions

The two Functions menus provide access to various features of Sheeran Looper X through simple pedal presses.

To open the Functions menu, press the **FUNCTION** pedal. The **pedal indicator** will be lit **orange**, and the touchscreen will display the **Functions A** menu.

Press and hold the **FUNCTION** pedal to cycle between the **Functions A** and **Functions B** menus. You can also press and hold the **FUNCTION** pedal when viewing another menu to directly open the **Functions B** menu.



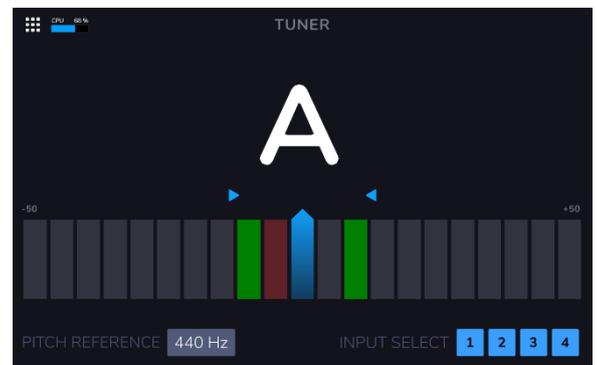
To select a function, press the corresponding **pedal** (labeled on the top panel in orange) or tap it on the touchscreen.

To exit the Functions page, press the **FUNCTION** pedal again.

(4.4.1) Functions A

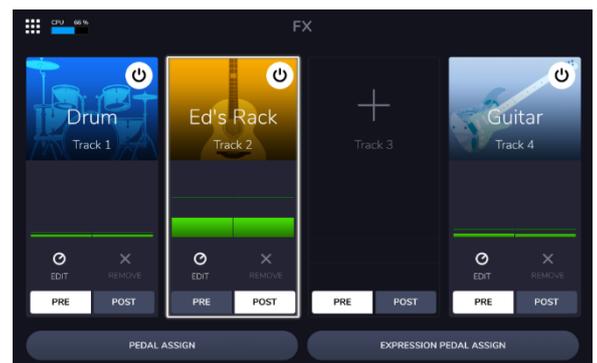
Tuner:

Opens the built-in tuner. See [\(5.6\) Menu > Tuner](#) to learn more.



FX:

Opens the FX page. See [\(5.5\) Menu > FX](#) to learn more.



Load:

Select this option to load a loop using the pedals. You are only able to select loops that are on the same storage device and in the same folder as the currently loaded loop.

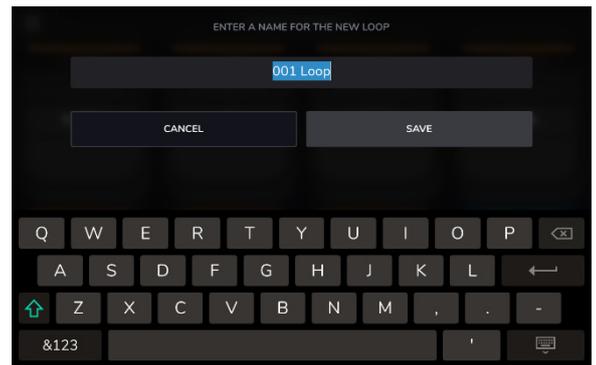
Use the **Track 1-4** pedals to load a different loop.

Use the **STOP** and **MODE** pedals to move up or down in your banks of loops.



Save:

Save the current loop to storage. See [\(5.7\) Menu > Storage](#) to learn more about saving loops.

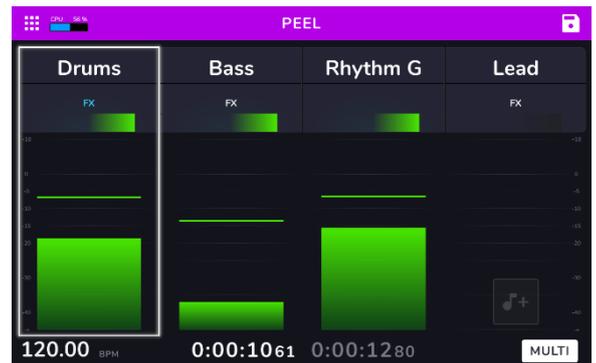


Peel:

Use the **Track 1-4** pedals to permanently "peel off" the last recorded layer of a looper track.

If no layers are available to be peeled, the looper track will be grayed out.

Note: The first layer of a track cannot be peeled.

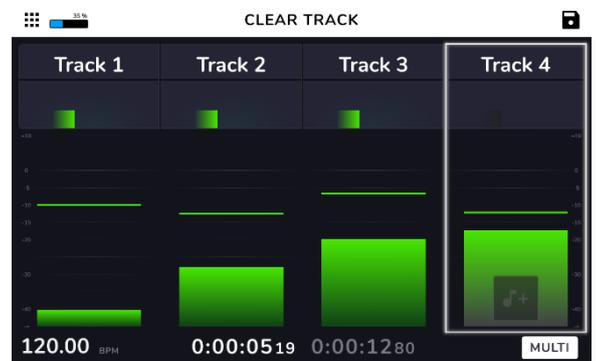


Clear All:

Instantly clears all tracks at the same time.

Clear Track:

Use the **Track 1-4** pedals to permanently clear all audio from a looper track. If there is no audio on a looper track, the option will be grayed out.



Exit:

Use the **FUNCTION** pedal to return to the previous page from the Functions page.

(4.4.2) Functions B

Bounce:

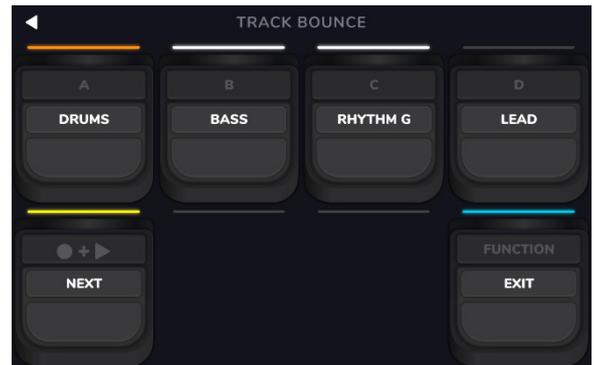
On the first Bounce page, use the **Track 1-4** pedals to select which tracks you would like to bounce. Then, press the **RECORD + PLAY** pedal to navigate to the next page.

If the looper track is empty, the option will be grayed out.

On the next Bounce page, use the **Track 1-4** pedals to select the destination looper track for the bounce.

When **As Loop** is enabled (**MODE** pedal is pressed), reverb and delay FX on each bounced track will not be cut off at the loop point. When **As Loop** is disabled, reverb and delay FX on each bounced track will be cut off at the loop point.

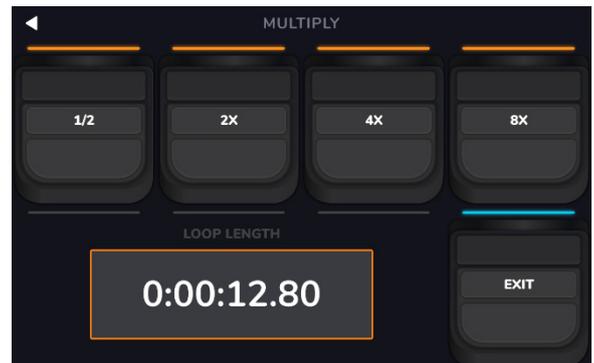
Press the **RECORD + PLAY** pedal to perform the bounce, or press the **STOP** pedal to cancel and return to the previous page. You can also press the **FUNCTION** pedal to return to the last used view.



Multiply:

Use the **Track 1-4** pedals to adjust the length of the full loop by **1/2**, **2X**, **4** or **8X**. If the minimum or maximum length limits have been reached, unavailable options will be grayed out.

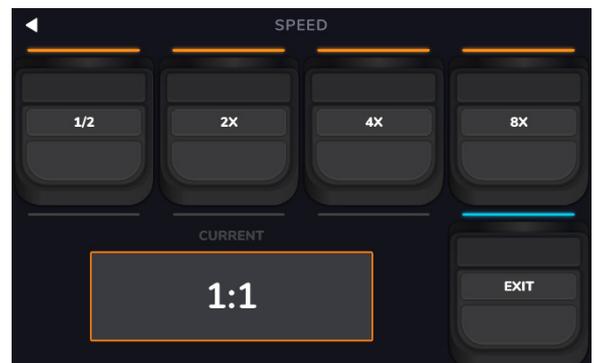
The total loop length will be shown in the box below.



Speed:

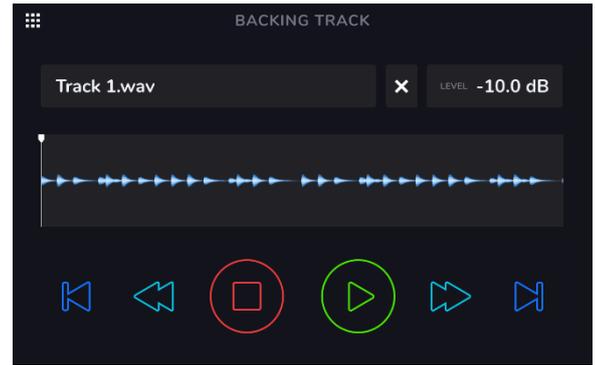
Use the **Track 1-4** pedals to adjust the speed (and pitch) of the full loop by **1/2**, **2X**, **4** or **8X**. If the speed limits for the loop have been reached, unavailable options will be grayed out.

The current speed setting will be shown in the box below.



Backing Track:

Select this option to open the Backing Track feature. See [\(5.8\) Menu > Backing Track Player](#) to learn more.

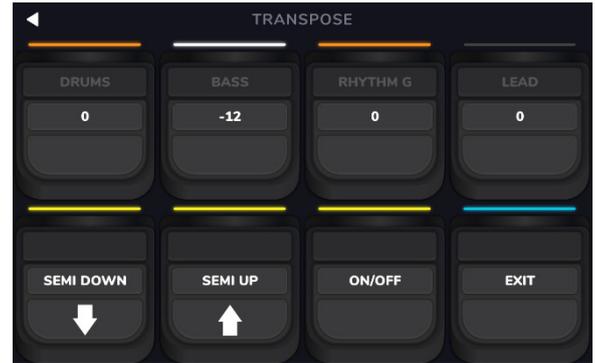


Transpose:

Use the **Track 1-4** pedals to select a looper track to adjust the transposition. You can also select multiple tracks to change their transposition by the same value. When a track is selected for editing, the Track LED will turn white.

Use the **RECORD + PLAY** and **STOP** pedals to adjust the amount of transposition (in semitones) for the selected track.

Use the **MODE** pedal to enable or disable transposition for all tracks, whether they are currently selected or not. If the transposition for a track is set to **0**, no change is made. When transposition is enabled, the Track LED will turn white.

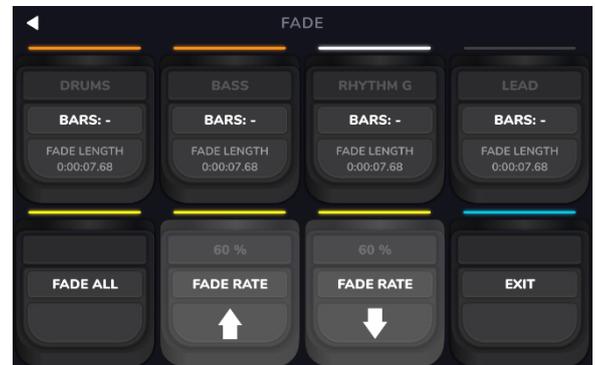


Fade:

Use the **Track 1-4** pedals to apply a fade out or fade in to each looper track. If the track is playing and available to fade out, the track option will be orange. If the track is stopped and available to fade in, the track option will be white.

Use the **STOP** and **MODE** pedals to adjust the rate of the fade, or tap the corresponding buttons on the **touchscreen**.

You can also use the **RECORD + PLAY** pedal to apply the fade function to all tracks at the same time. If some tracks are playing and some tracks are stopped, this function will cross-fade the tracks.



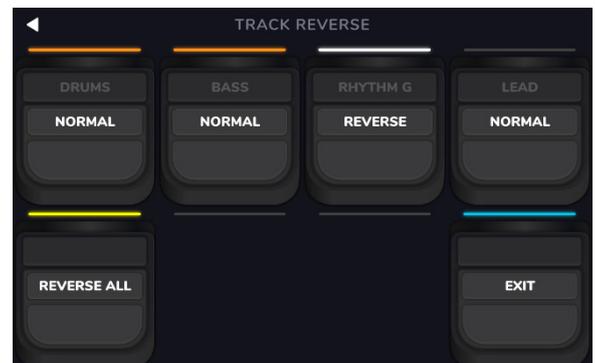
Reverse:

Use the **Track 1-4** pedals to adjust the playback direction of each looper track. If no looper track is recorded, the track option will be grayed out.

You can also use the **RECORD + PLAY** pedal to adjust the playback direction of all looper tracks at the same time.

Exit:

Use the **FUNCTION** pedal to return to the previous page from the Functions page.



(5.0) Menu

This chapter describes the different menus and functions of Sheeran Looper X. These are primarily accessed via the navigation menu, but also through the **Function** pedal.

(5.1) Navigation Menu

The Navigation Menu can be accessed in most pages by tapping the squares icon in the top-left corner of the touchscreen. This menu is used to access the various features of the Sheeran Looper X.

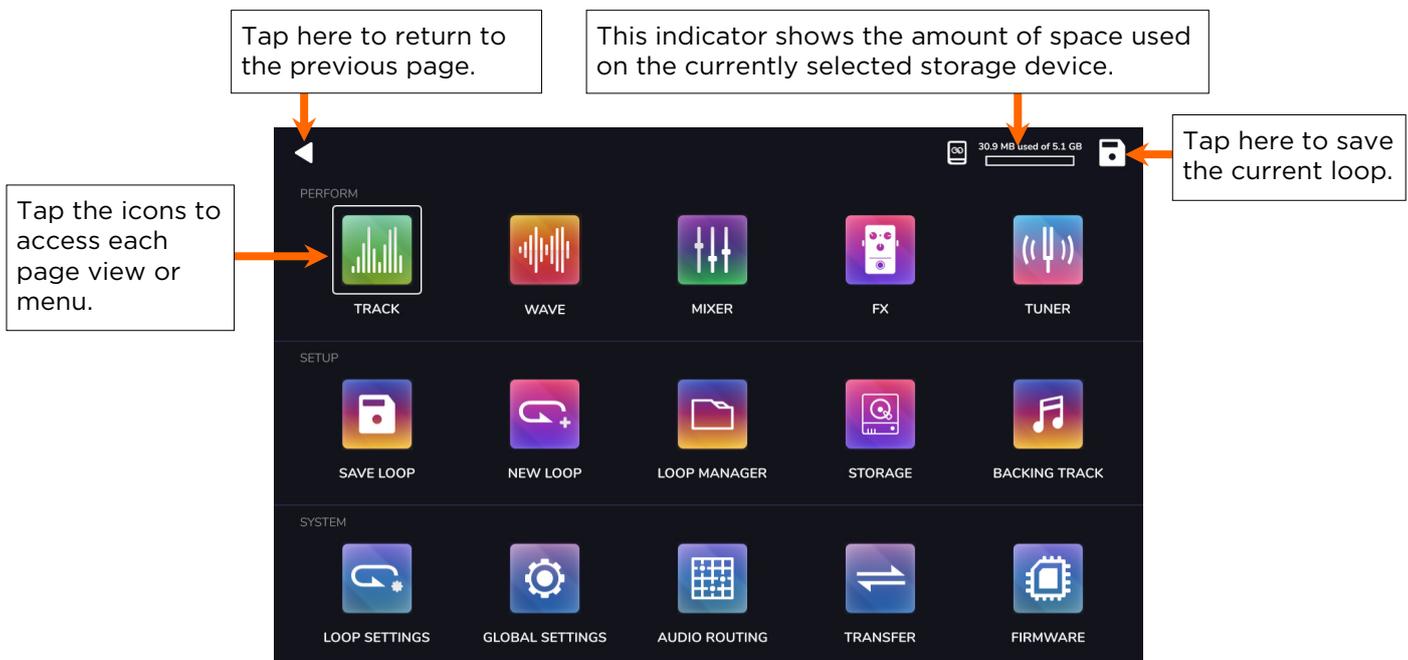
To access the menu screen, tap the **Menu** icon in the upper left corner of the **Main** screen.



To return to the Main screen, tap the ◀ icon in the upper left corner of the **Menu** screen.



To access another page view or menu, tap the icons in the center of the screen.



Click an icon above or the names below to jump directly to that section of the manual:

PERFORM

- **Track:** Tap here to access Sheeran Looper X's main track performance view.
- **Wave:** Tap here to access the waveform looping view.
- **Mixer:** Tap here to adjust volume and panning of looper tracks, the click track, and the backing track.
- **FX:** Tap here to assign and use the built-in FX.
- **Tuner:** Tap here to access the tuner feature.

SETUP

- **Save Loop:** Tap here to save the current loop to internal or external storage.
- **New Loop:** Tap here to discard the current loop and create a new loop.
- **Loop Manager:** Tap here to browse and edit stored loop files.
- **Storage:** Tap here to view available storage and to select a target storage device.
- **Backing Track:** Tap here to access the backing track player feature.

SYSTEM

- **Loop Settings:** Tap here to adjust the available settings that can be configured per loop.
- **Global Settings:** Tap here to adjust the available settings that can be adjusted globally.
- **Audio Routing:** Tap here to adjust Sheeran Looper X's audio routing settings.
- **Transfer:** Tap here to enter USB Transfer Mode and transfer files to/from a computer.
- **Firmware:** Tap here to enter Firmware Update mode.

(5.2) Track

Track view is the main performance view for Sheeran Looper X. Track view displays the audio signal level of your looper tracks, as well as other track and loop information.

The screenshot shows the 'LongWalk' track view interface. At the top, there is a navigation menu icon (three dots) on the left, the track name 'LongWalk' in the center, and a save icon (floppy disk) on the right. Below this is a track info section with four columns: 'Drums', 'Bass', 'Rhythm G', and 'Lead'. Each column shows 'BARS' and 'LAYERS' with a green progress bar. Below the track info are four audio level meters, each with a green bar indicating the signal level. At the bottom, there is a tempo display '120.00 BPM', a playback position display '0:00:11 22', a track length display '0:00:12 80', and a 'MULTI' button.

Callouts and their descriptions:

- Tap here to access the navigation menu.
- This is the name of the loop.
- Tap here to save the loop.
- The track info boxes show each track's name, an FX indicator, and a loop progress bar.
- Tap the track name to change it.
- The meters indicate the track audio level.
- Tap to add an audio file from storage.
- This is the current tempo, which you can change by pressing the **Tempo** pedal at the desired speed, or by tapping here and turning the **encoder**.
- This is the current playback position.
- This is the length of the longest track in this loop.
- This is the Looper Mode indicator.

(5.3) Wave

Wave view is similar to Track view. It can also be used as a performance view, but instead of displaying the incoming track audio levels, it displays waveforms of the loop audio.

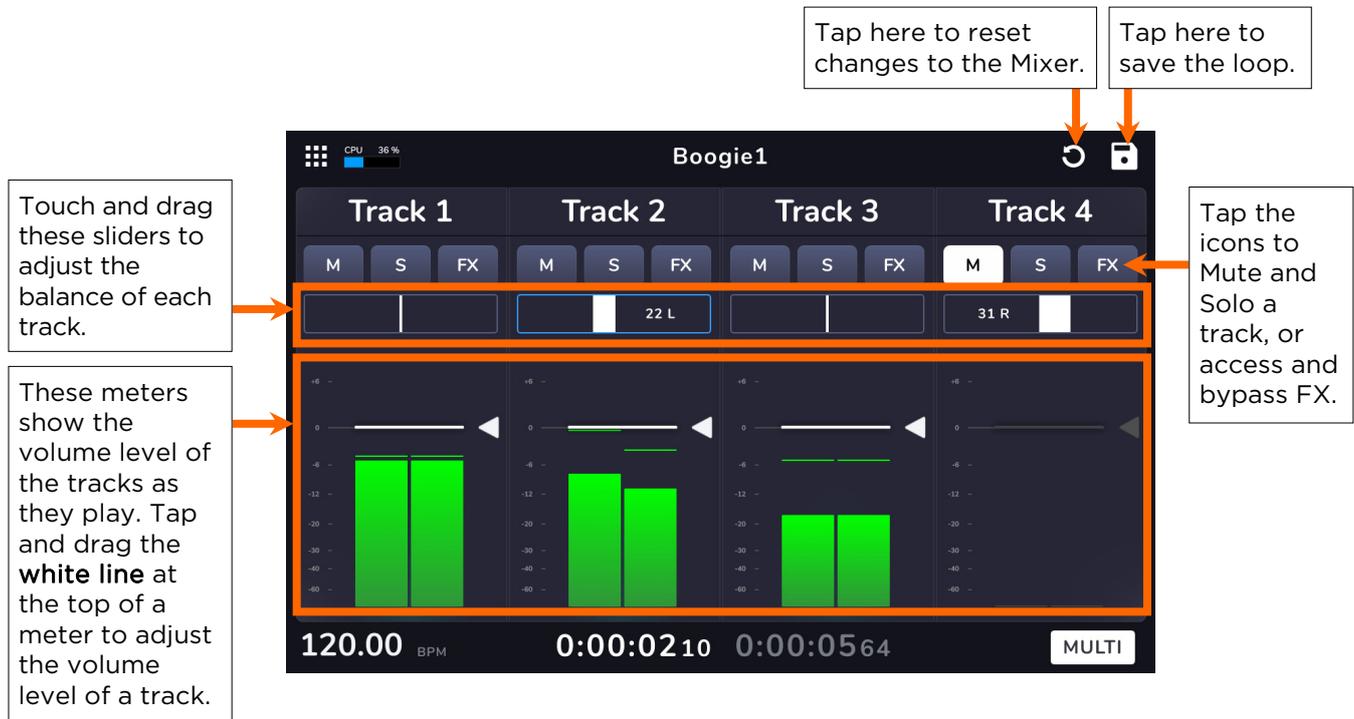
The screenshot shows the Wave view interface for a loop named "LongWalk". The interface includes a track list on the left with tracks: Drums, Bass, Rhythm G, and Lead. Each track has an FX indicator and a loop progress bar. The main area displays green waveforms for each track. At the bottom, there is a tempo display (120.00 BPM), a current playback position (0:00:05.16), a length of the longest track (0:00:12.80), and a "MULTI" button. A music note icon with a plus sign is also present.

Annotations and their corresponding elements:

- Tap here to access the navigation menu.** (Points to the top-left grid icon)
- This is the name of the loop.** (Points to "LongWalk" at the top)
- Tap here to save the loop.** (Points to the save icon at the top-right)
- The track info boxes show each track's name, an FX indicator, and a loop progress bar. Tap the track name to change it.** (Points to the track list on the left)
- Each lane displays the track's recorded audio.** (Points to the waveform lanes)
- Tap to add an audio file from storage.** (Points to the music note icon with a plus sign)
- This is the current tempo, which you can change by pressing the **Tempo** pedal at the desired speed, or by tapping here and turning the **encoder**.** (Points to "120.00 BPM")
- This is the current playback position.** (Points to "0:00:05.16")
- This is the length of the longest track in this loop.** (Points to "0:00:12.80")
- This is the Looper Mode indicator.** (Points to the "MULTI" button)

(5.4) Mixer

The Mixer page can be used as a third looping performance screen, while also providing tools to adjust the audio mix of your tracks and add effects.



To mute a track, tap the **M** button.

To solo a track, tap the **S** button. All other tracks will be muted, and the track's pedal LED will turn yellow. You can solo multiple tracks by tapping each track's solo button.

To view and edit a track's effects, tap the **FX** button. See [\(5.5\) Menu > FX](#) for more information. If effects are already loaded to a track tap the **FX** button to bypass the effects.

To adjust the track's stereo balance, touch and drag the panning slider. You can also tap the parameter slider and then turn the encoder for fine adjustment. Double-tap to return the stereo balance to center. Touch and hold on the slider to bring up a larger slider for improved adjustment. When you are finished with the larger slider, tap the **X** or anywhere outside the window to return to the mixer.

To adjust the track's volume, touch and drag the level marker, indicated by a grey line with an arrow to the right. You can also tap the volume slider and then turn the encoder for fine adjustment. Double-tap to return the fader to the default 0 dB level.

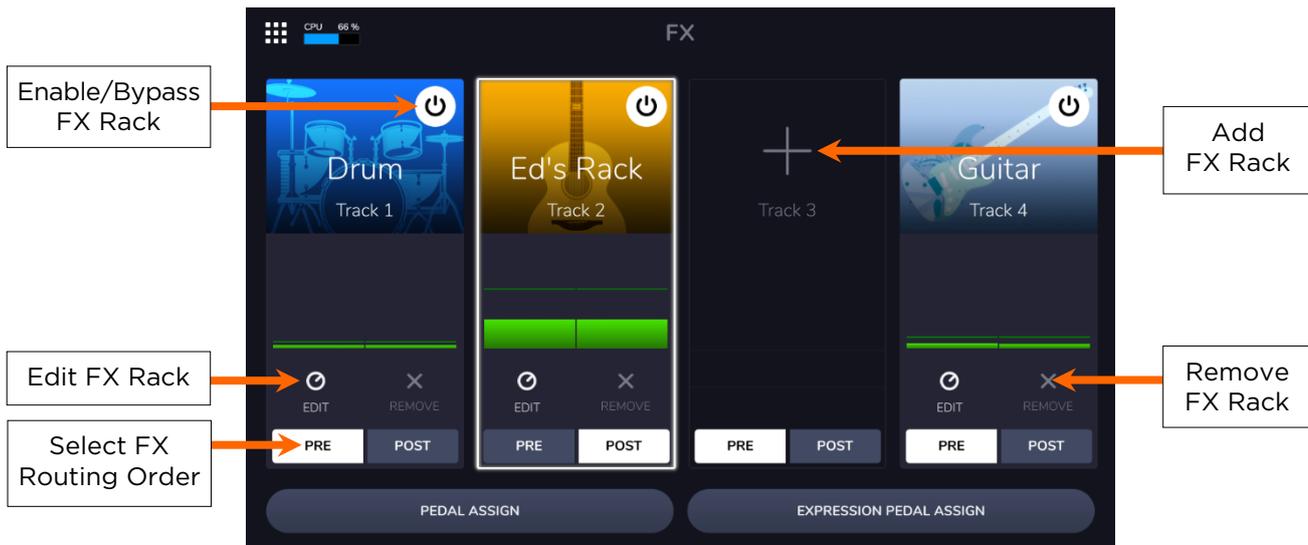
To reset all changes to volume and panning, tap the **reset** icon in the top-right corner of the touch screen. 

(5.5) FX

(5.5.1) Applying FX

On the **FX Page**, you can assign multiple effects (called **FX Racks**) at once to an audio input or looper track. Each FX Rack is made up of multiple effects that can be individually edited and toggled on the [\(5.5.2\) Menu > FX > Editing FX](#) page.

To enter the **FX page**, tap the **Navigation Menu** icon at the top-left of the touchscreen, and then tap the **FX icon**. You can also access this by using the **Function** footswitch.



To add an FX Rack, tap the plus sign (+) in an empty slot.

To enable or bypass an FX Rack, tap the **Track 1-4** pedals, or tap the **On/Off** button on the touchscreen.

To change settings for the FX Rack, tap the **Edit** icon on the touchscreen. See the following [\(5.5.2\) Menu > FX > Editing FX](#) chapter for more information.

To remove an FX Rack, tap the **Remove** icon on the touchscreen. If you want to change the FX rack type for a track, you must remove it first, and then add a new FX rack.

To change how the FX are applied, tap the **Pre** and **Post** icons on the touchscreen. When **Pre** is selected, the effects are applied to the incoming audio signal before it is recorded. When **Post** is selected, the effects are applied to the recorded audio signal, allowing you to make changes to the effect parameters after the audio has been recorded.

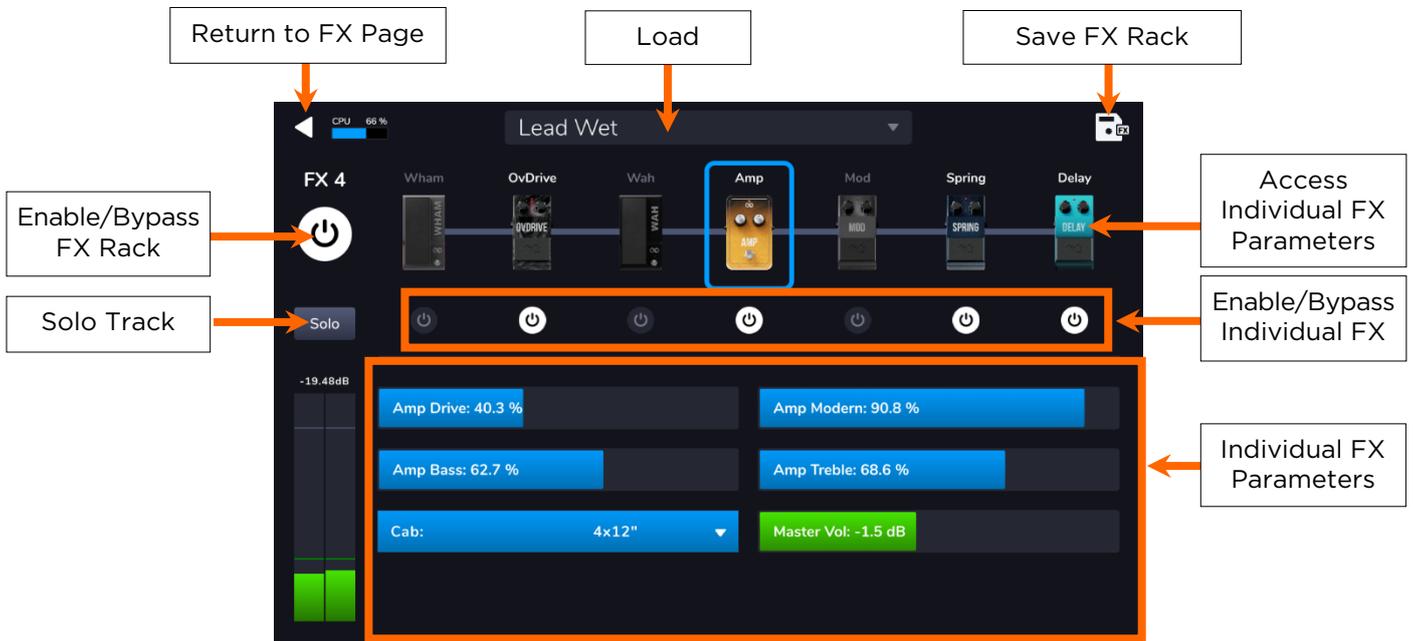
To customize the pedal assignments of the FX Racks, tap the [\(5.5.3\) Menu > FX > Pedal Assign](#) button at the bottom of the touchscreen.

To assign FX parameters to an external expression pedal, tap the [\(5.5.4\) Menu > FX > Expression Pedal Assign](#) button at the bottom of the touchscreen.

To exit the **FX Page**, press the **Function** pedal, or tap the **Navigation Menu** icon in the top-left corner of the touchscreen.

(5.5.2) Editing FX

On this page, you can select from included FX presets and edit effect parameters.



To enable or bypass the full FX Rack, tap the **Enable/Bypass** button in the top-left corner of the touchscreen, underneath the back arrow. You can also press the **Track 1-4 pedal** associated with the track you are editing.

To load a factory or previously saved FX Rack preset, tap the **Preset** drop-down menu, and then tap the preset you would like to load.

To enable or bypass individual effects within the FX rack, tap the **Enable/Bypass** buttons located under each individual effect's name.

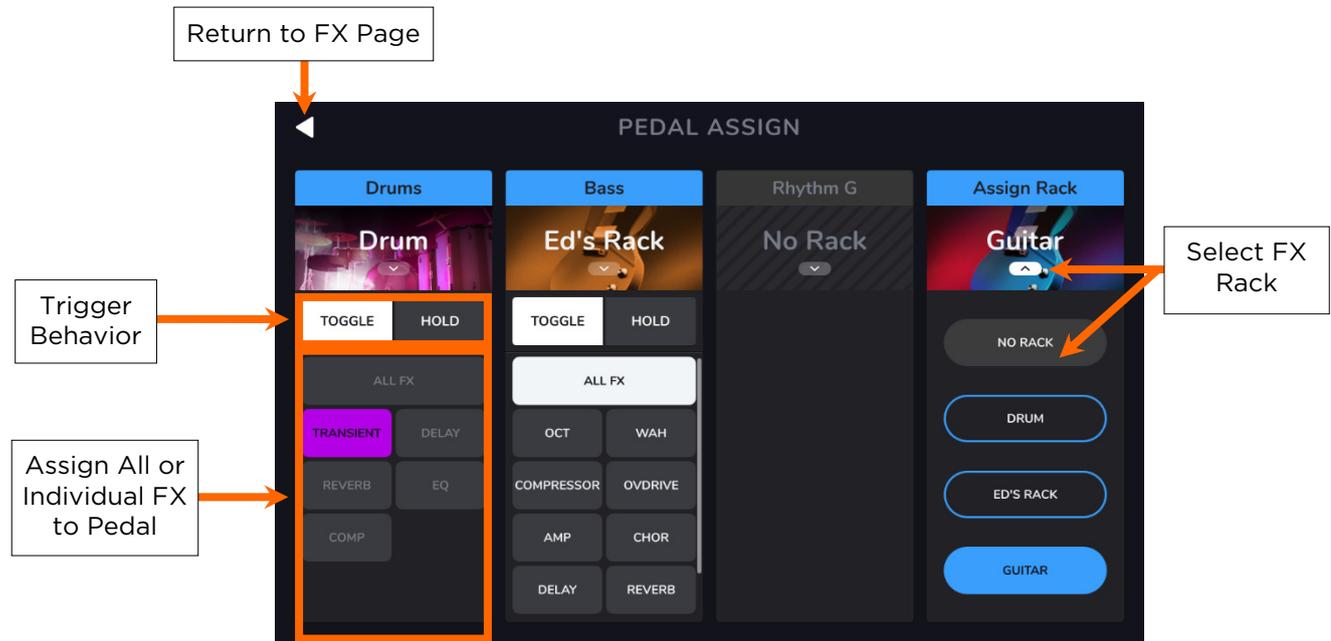
To solo the track, tap the **Solo** button.

To view and adjust an individual effect parameter within the FX rack, tap the individual FX rack's name, and then tap and drag a parameter slider in the lower section. You can also tap the parameter slider and then turn the encoder for fine adjustment.

To save your settings as an FX Rack preset, tap the **save icon** in the top right corner of the touchscreen.

(5.5.3) Pedal Assignment

On the **Pedal Assign** page, you can modify the functions of Sheeran Looper X's pedals in an FX Rack.



To select the FX Rack controlled by the pedal, tap the icon that shows the name of the FX Rack (e.g., Vocal, Guitar, Lo-Fi), and then select the new FX Rack to control. To hide the selections, tap the block with the name of the FX Rack again.

To change the trigger behavior of the pedal, tap **Toggle** or **Hold** (momentary) buttons.

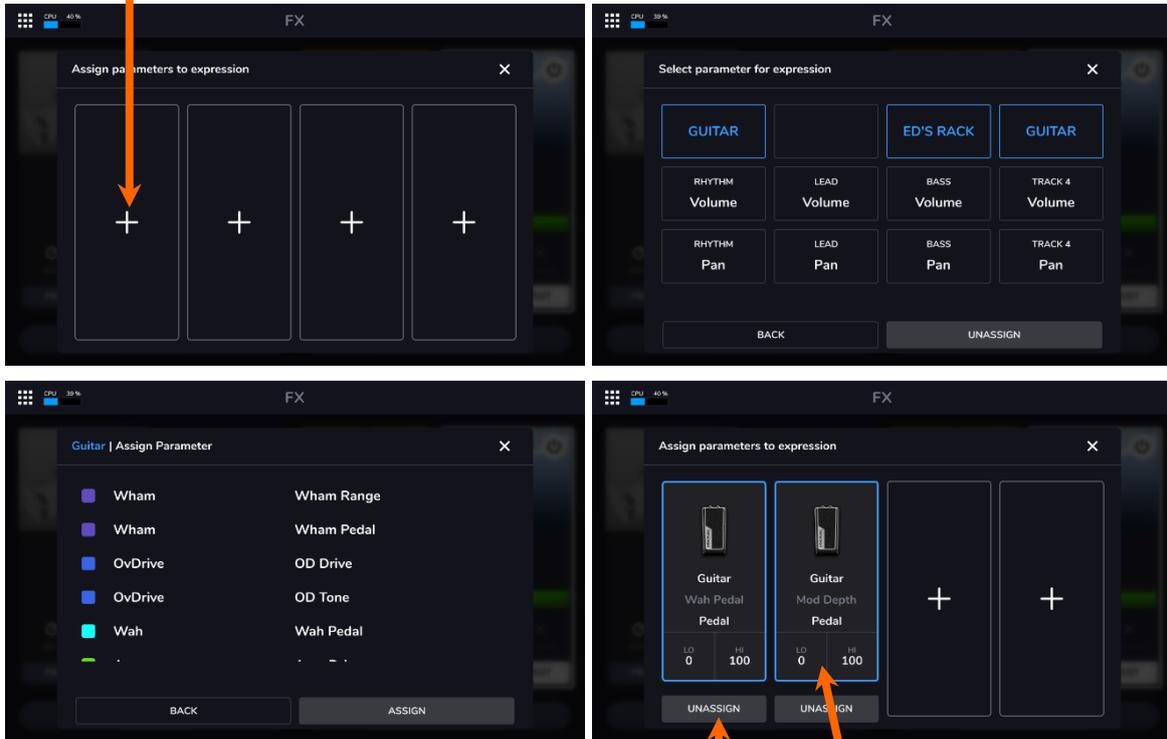
To assign a pedal to enable/bypass all active FX within an FX Rack, tap to select the **ALL FX** block for the pedal.

To assign a pedal to enable/pass individual FX within an FX Rack, tap to select the desired **individual FX** blocks for the pedal.

(5.5.4) Expression Pedal Assignment

In the **Expression** menu, you can assign up to 4 effect parameters or volume and panning controls to your connected expression pedal.

Assign Expression Parameter



Unassign Parameter

Change Parameter Range

To assign a parameter to the expression pedal, tap the **+** sign in an empty slot, and then select an FX Rack, looper track volume or looper track panning parameter to assign.

To change the range of the assigned parameter, tap the **Range** button. Tap the **LO** or **HI %** for the parameter, and then use the **encoder** to adjust the value.

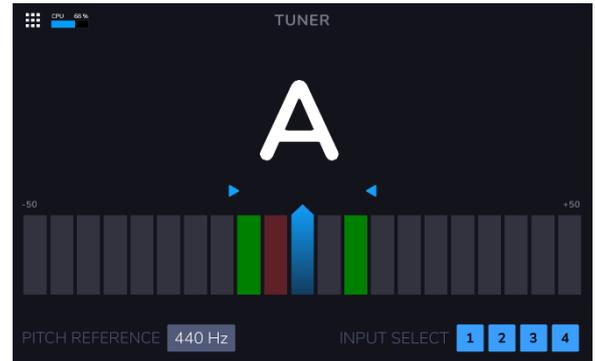
(5.6) Tuner

The built-in tuner allows you to quickly tune your instrument using the intuitive and easy-to-read display.

While using the tuner, all input signals will be muted from the outputs. Loop playback will continue to play back to the outputs.

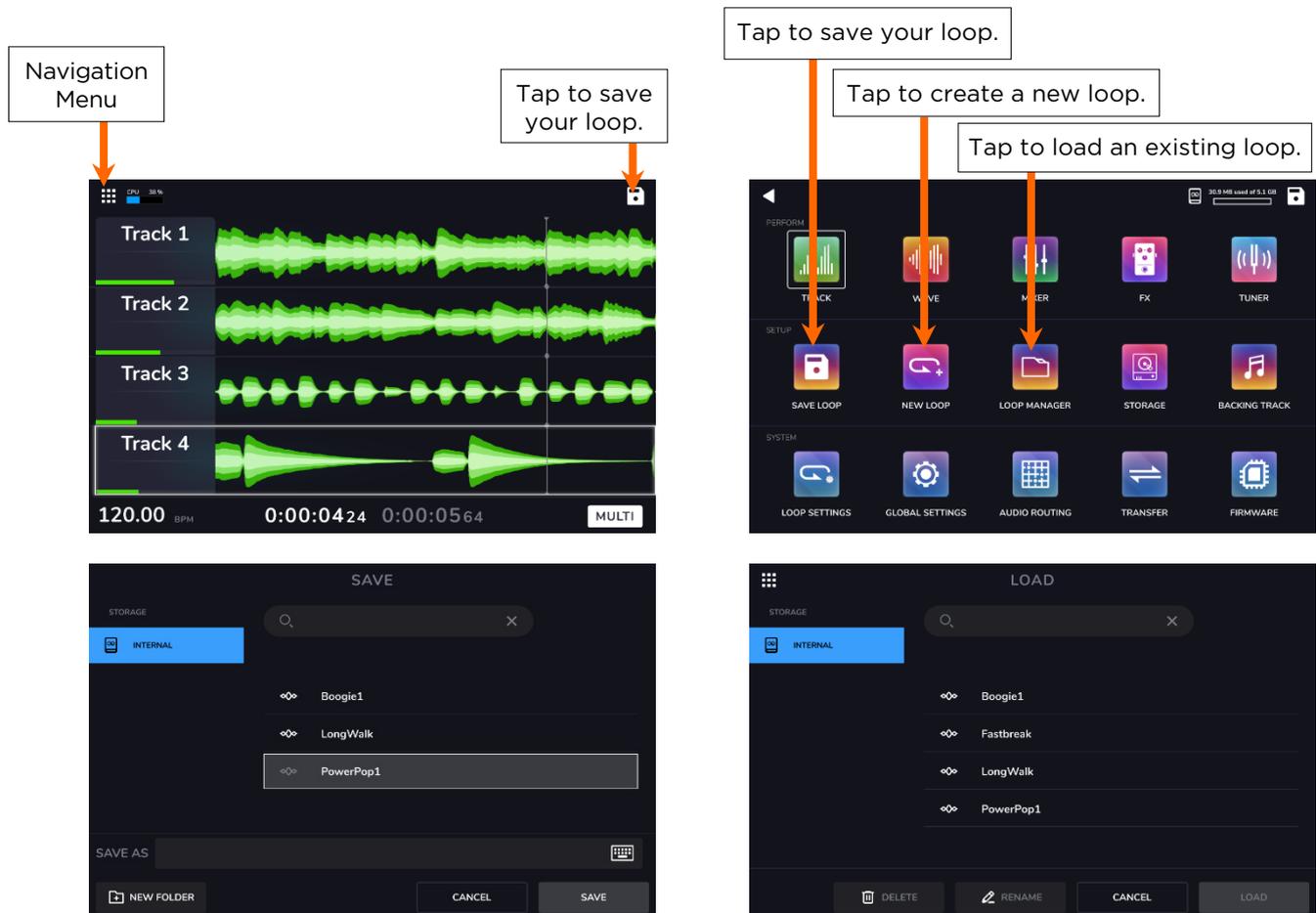
Tap the **Input Select 1-4** buttons in the lower right corner, or use the corresponding **Track 1-4** pedals, to select which audio inputs are muted from the outputs and sent to the tuner. When an input is unselected, the audio will be sent from the outputs as normal. This is useful in performance situations where you would still like the ability to talk to your crowd while tuning your muted guitar.

Tap the **Pitch Reference** and use the **encoder** to adjust the tuning reference frequency. The default is **440 Hz**.



(5.7) Managing Loops

As you create loops, you will want to save and load them so you can continue to edit them or use them for performance.



To create a new loop (and discard unsaved changes), tap the **Navigation Menu** icon, and then tap **New Loop** icon.

To save the current loop, tap the **Save** icon in the top right corner of the **Track**, **Wave**, **Mixer**, or **Navigation Menu** pages. Alternatively, tap the **Navigation Menu** icon, and then tap the **Save Loop** icon.

Tap **Save** (to save over the existing file) or **Save New Loop** (to save the loop as a new file), or tap **Cancel** to return to the previous screen. A save browser will then appear for you to select your desired target storage device and folder for saving.

Note: When saving to a storage device using the exFAT or FAT32 file system, the maximum file size for saving .WAV files is 4GB (about 6 hours and 11 minutes of audio). If you are saving to a storage device using the FAT16 file system, then the limit for saving .WAV files is 2GB.

To load a previously saved loop, tap the **Navigation Menu** icon, and then tap the **Loop Manager** icon. The Loop Manager browser will then appear, where you can locate a loop and then tap the **Load** button to load it.

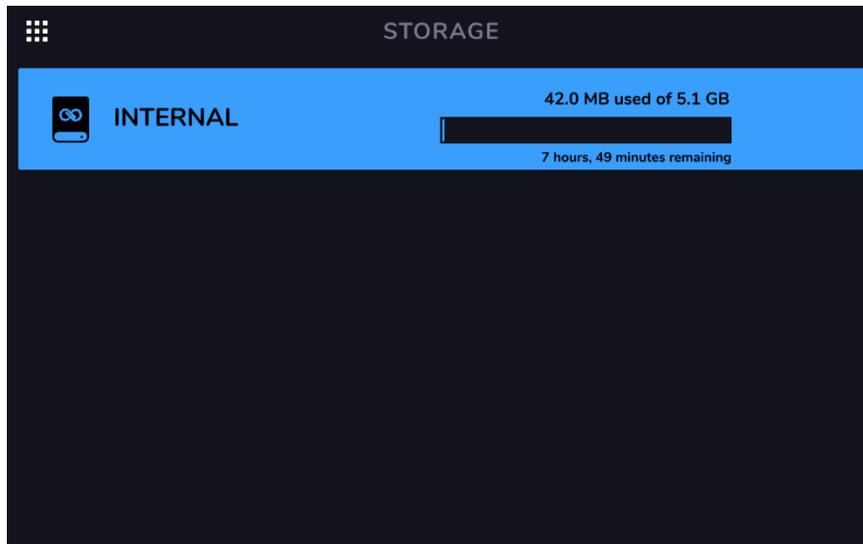
You can also **Delete** or **Rename** a previously saved loop in the load loop browser by tapping the loop name, and then tapping **Delete** or **Rename** buttons accordingly.

Tip: You can search for a Loop in a folder in the Load or Save Loop browsers by tapping in the search field in the top center of the touchscreen, next to the magnifying glass. Tap the **X** icon to clear your search.

(5.7.1) Storage

As you create and save loops, your Sheeran Looper X's internal storage may become full. To prevent this, you can connect external USB or SD storage as needed. This gives you virtually unlimited storage of loops!

To enter the **Storage page**, tap the **Navigation Menu icon** in the top-left corner, and then tap the **Storage icon**.



On the storage page, you will see meters that show the available storage space as well as the remaining available looping time for Sheeran Looper X's internal storage, as well as any connected USB/SD external storage devices.

To **select a new storage device to use for looping**, tap the name of the device. Once the device has been selected, all new loops created will be stored using this device.

After making your selection, you can exit the **Storage** page by tapping the **Navigation Menu icon** in the top-left corner of the touchscreen.

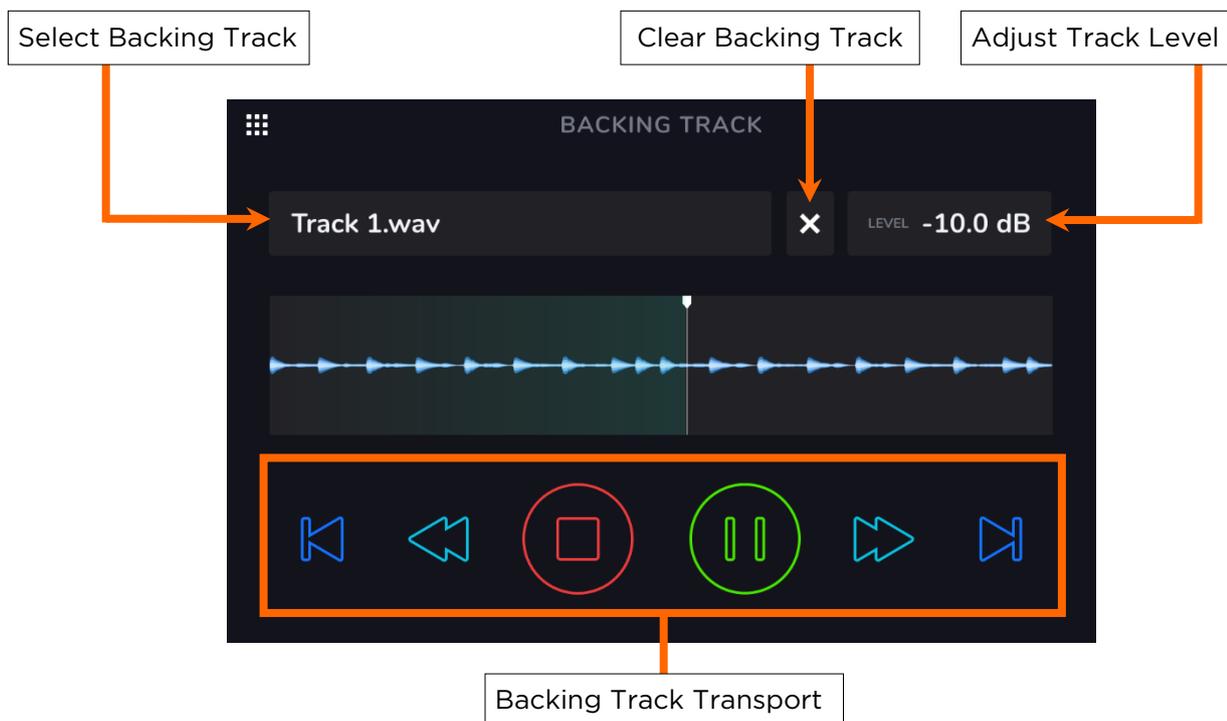
Tip: If you save a loop to an external storage device before changing to the external storage device on the storage page, you will still be working with the loop in its initial location. If you want to continue to work on the external storage device, you will need to load the loop from its new storage device.

Important: To avoid file loss or damage to your media, only disconnect external USB and SD storage devices from Sheeran Looper X while it is powered off. Alternatively, tap the device's eject icon on the storage page.

(5.8) Backing Track Player

The Backing Track feature enables you to play audio files (.WAV or .MP3) when you are not looping. This feature operates completely independently from the four looper tracks, and can be especially useful for performance situations when you need a simple backing track accompaniment.

Backing Tracks can be played directly from internal storage, or from external USB/SD storage devices. Backing tracks can be loaded to the Sheeran Looper X's internal storage by using the [\(5.12\) Menu > Transfer](#) menu. See the following chapter to learn more.



To select a backing track, tap the **Select Backing Track** box shown in the image above.

To clear the backing track, tap the **X** icon next to the backing track name.

To adjust the **Track Level**, tap the current **Track Level dB** setting and then turn the **encoder** to change the value. You can also adjust this on the [\(5.4\) Menu > Mixer](#) page.

To rewind the currently selected backing track, press the **Track 1** pedal.

To stop the currently playing backing track, press the **Track 2** pedal.

To play the currently selected backing track, press the **Track 3** pedal. A white line will indicate the current playhead position. You can tap and drag this to play from different parts of the track.

To fast forward the currently selected backing track, press the **Track 4** pedal.

To load the previous backing track, press the **RECORD + PLAY** pedal.

To load the next backing track, press the **STOP** pedal.

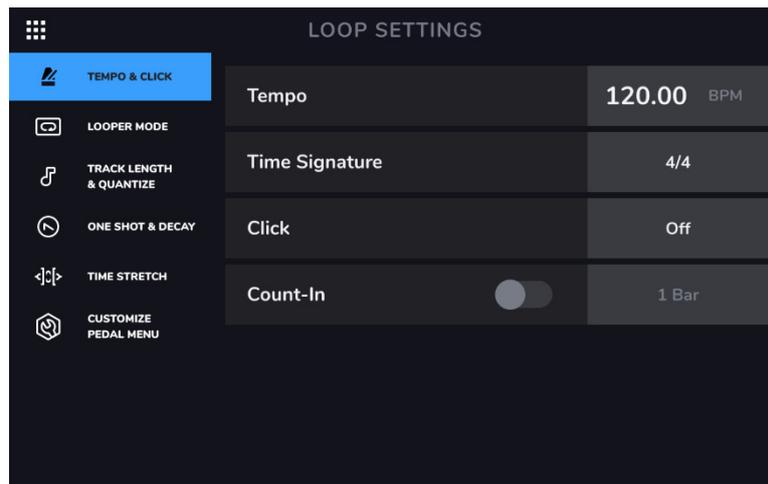
To exit the backing track player, press the **FUNCTION** pedal.

(5.9) Loop Settings

Use the Loop Settings page to configure the settings for an individual loop.

To show the loop settings, tap the **Navigation Menu icon** in the top-left corner of the touchscreen, and then tap the **Loop Settings icon**.

(5.9.1) Tempo and Click



Tempo: This setting determines the tempo of the loop. Tap the **BPM** on the touchscreen, and then use the **encoder** to set the current loop's tempo, from **30–280 BPM**.

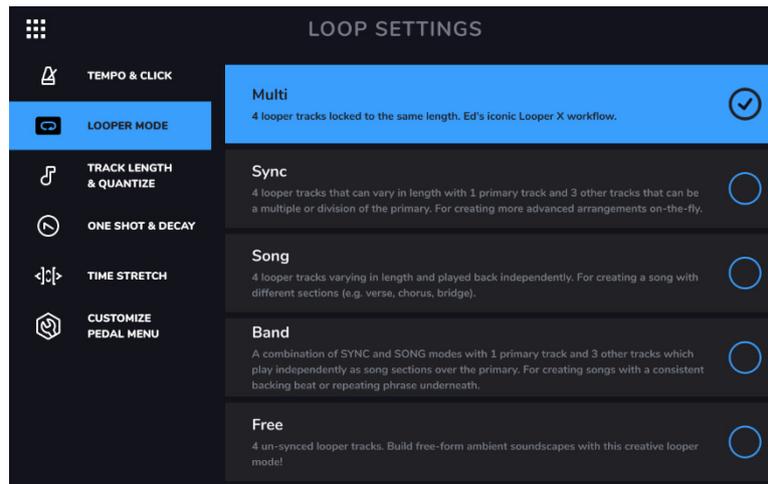
Time Signature: This setting determines the time signature of the loop. Tap the **time signature**, and then use the **encoder** to set the time signature of the current loop: **2/4, 3/4, 4/4, 5/4, 6/4, 7/4, 5/8, 6/8, 7/8, 8/8, 9/8, 10/8, 11/8, 12/8, 13/8, 14/8** or **15/8**.

Click: This setting determines the function of the click track. Set to **Rec** to enable while recording and overdubbing, **Rec (1st Layer)** to enable while recording the first layer only, or set to **Play+Rec** to enable when playing or recording and overdubbing. Set to **Off** to disable the click.

Note: You can adjust the level of the click track in the [\(5.4\) Mixer](#) page when the **Show Mixer Click & B.Track** has been set to **On** in the [\(5.10\) Global Settings](#) menu.

Count-In: This setting determines how the count-in feature functions. Set to **On** to enable the count-in before a loop starts to play, record or overdub. Tap the **Bar value** on the touchscreen and turn the **encoder** to adjust the number of measures for the count-in. Set to **Off** to disable the count-in.

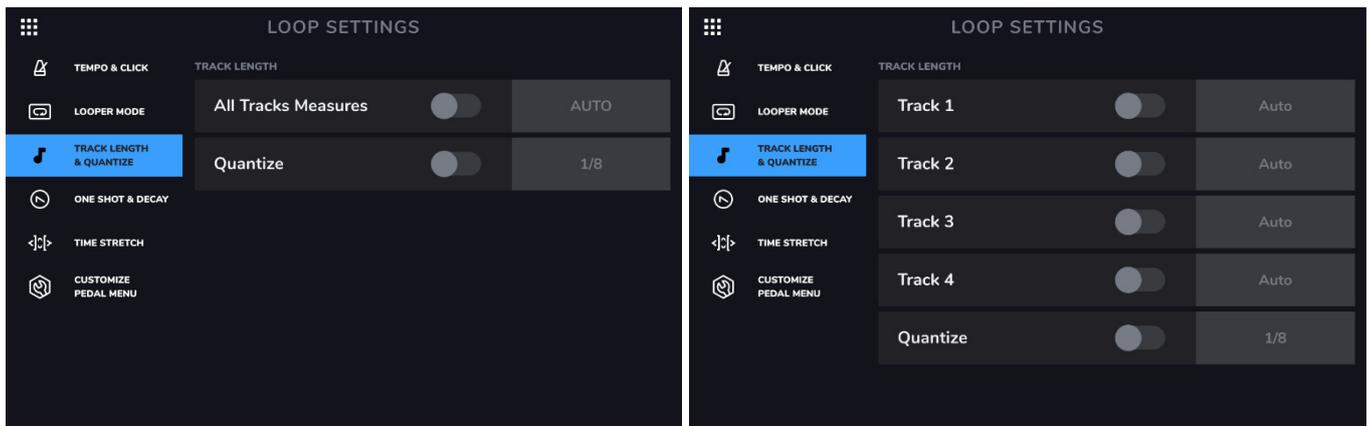
(5.9.2) Looper Mode



Use this tab to choose one of the five available Looper Mode settings:

- **Multi Mode:** Use this mode if you want four looper tracks locked to the same length. This is Ed Sheeran's iconic Looper X workflow.
- **Sync Mode:** Use this mode if you want four looper tracks that can vary in length, with one primary track and three other tracks that can be a multiple or division of the primary track's length, and will be automatically quantized to keep them in sync with the primary track. This mode is useful for creating more advanced arrangements on-the-fly.
- **Song Mode:** Use this mode if you want four looper tracks that can vary in length and be played back independently. This mode is useful for creating different sections of a song (e.g., verse, chorus, bridge, and outro).
- **Band Mode:** This mode is a combination of Sync and Song Modes, with one primary track and three other tracks that can be played independently as song sections over the primary track. Like in Sync Mode, the other tracks must be a multiple or division of the primary track's length, and will be automatically quantized to keep them in sync with the primary track. This mode is useful for creating songs with a consistent backing beat or repeating phrase underneath.
- **Free Mode:** Use this mode if you want four un-synced, independently playing, free-form tracks. This mode is useful for creating ambient soundscapes or other creative applications.

(5.9.3) Track Length and Quantize



All Tracks Measures or **Tracks 1-4**: This setting enables you to predetermine the length of a looper track. Use the **On/Off** switch to enable/disable this feature. You can then tap the field to the right of the **On/Off** switch and use the **encoder** to set this parameter to **AUTO** or **1-64 bars**.

When set to **AUTO**, Sheeran Looper X determines the tempo of your loop based on the first recorded looper track. Any additional tracks also set to **AUTO** will match the same length as the first recorded track. The loop tempo can still be changed after it has been automatically detected by the first recording.

When set to **1-64 Bars**, Sheeran Looper X will set that individual track to be that specific length of bars, based on the loop's current tempo.

If you are using the **Multi** looper mode, there will be one **TRACK LENGTH** setting where you can set the length for all four looper tracks at once. If you are using the other looper modes (**Sync, Song, Band, Free**) you can select **TRACK LENGTH** for all four tracks individually.

When using the **Sync** and **Band** looper track modes, the **TRACK LENGTH** setting will only apply to the first recorded track. This is to stay consistent with the existing rules of these modes and ensure that all other looper tracks are either the same length, or a multiple of its length. In this case, **AUTO** will be selected for all tracks recorded after the first track. The looper track's length will be quantized to a number of bars indicated as "**AUTO (Bars)**". The only exception to this rule is when track lengths are set to be half, double or quadruple of each other.

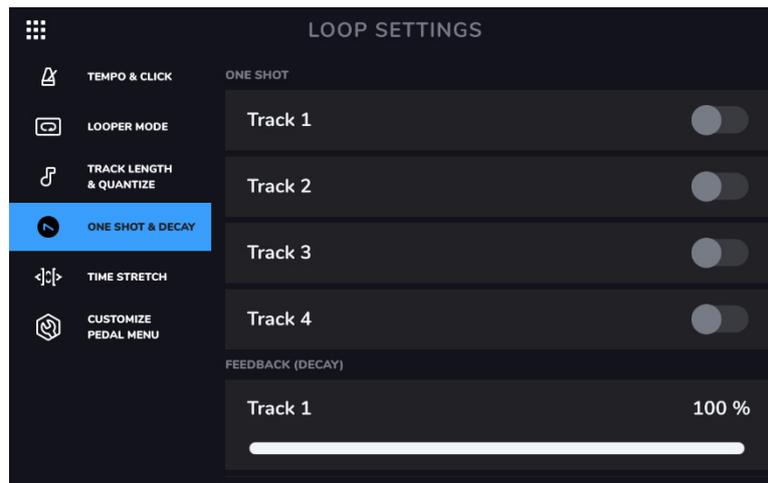
When the first recorded looper track is set to **AUTO**, and the **CLICK** is **OFF**, Sheeran Looper X will automatically detect the tempo and number of bars of this track. If the **CLICK** is **ON**, Sheeran Looper X will automatically detect the number of measures and leave the tempo unchanged.

When the first recorded looper track is set to **1-64 BARS**, and the **CLICK** is **OFF**, the tempo will be calculated and set automatically. If the **CLICK** is **ON**, Sheeran Looper X will finish recording the first layer and start overdubbing after reaching the set number of bars.

This track length function is only available if **MIDI CLOCK RECEIVE** is set to **OFF** on the second page of the [\(5.10\) Menu > Global Settings](#).

Quantize: This setting determines the quantization of the start and end points of your loop, if any. Set this to **On** to enable quantization. Tap the **time division** to the right and then use the **encoder** to set the amount of quantization, to the nearest **1 bar, 1/2 note, 1/4 note, 1/8 note** or **1/16 note**. Set this to **Off** to disable quantization.

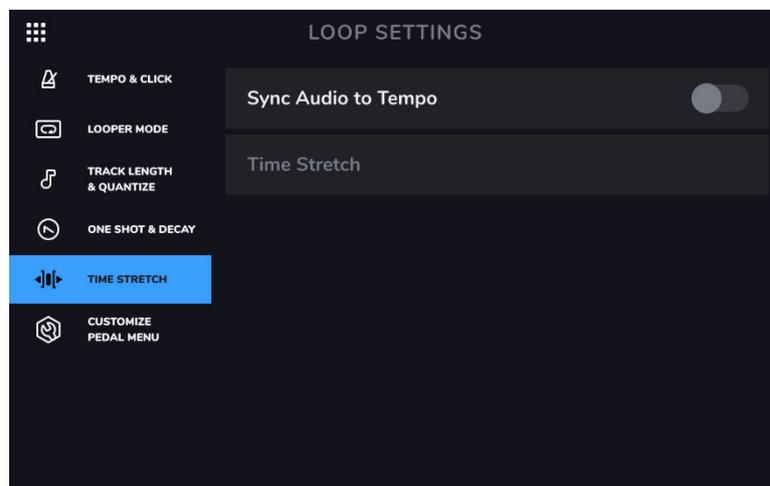
(5.9.4) One Shot and Decay



One Shot: This setting enables you to set an individual track to play just once and then stop by enabling the **One Shot** setting for the track. This is particularly useful for playing backing tracks when loaded directly to a looper track.

Feedback (Decay): This setting configures how each looper track decays over time when it is being recorded or overdubbed. When this parameter is set to 100% for a track, it will not decay over time. As you decrease this parameter, Sheeran Looper X will gradually fade out the track at this newly set rate. The lower the number, the faster the loop will decay.

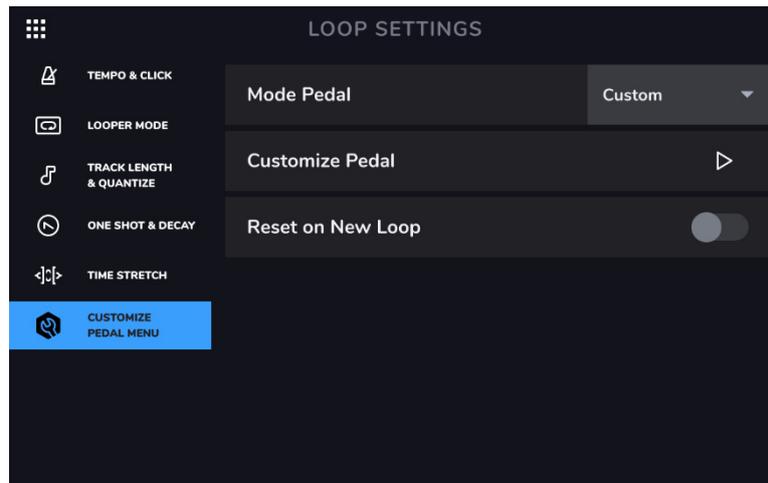
(5.9.5) Time Stretch



Sync Audio to Tempo: This setting determines whether changes in tempo affect your loop's audio. Set to **On** to enable changes to your loop's audio according to changes in tempo. Set to **Off** to leave your loop's audio unaffected by changes to the tempo.

Time Stretch: This setting determines whether changes in tempo affect your loop's audio *and* pitch. You can stretch your recorded audio to be anywhere from half the speed of the original recording, all the way to up to twice as fast as the original recording. For example, if you recorded your loop at 120 BPM, you could stretch it to be as slow as 60 BPM or as fast as 240 BPM while still retaining the pitch of the original recording without any unwanted artifacts. Set to **On** to enable or **Off** to disable.

(5.9.6) Customize Pedal Menu



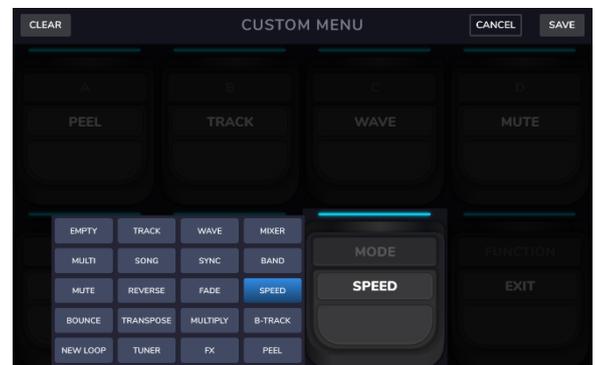
Mode Pedal: This setting determines the behavior of the Mode pedal. Use the dropdown menu to select the desired function:

- **Mute:** Pressing the Mode pedal activates Mute. Press a Track 1-4 pedal to mute the selected track.
- **Tuner:** Pressing the Mode pedal opens the Tuner.
- **FX:** Pressing the Mode pedal opens the FX page.
- **Custom:** Pressing the Mode pedal opens a customizable arrangement of functions for all the pedals.

Customize Pedals: Select this setting to customize the **Mode** pedal functions when using the **Custom** setting. When the Mode pedal is activated, you can then use the pedals to access other menus and functions, thus reducing the number of pedal presses or touchscreen actions needed to access your favorite Sheeran Looper X functions.

To select an assignment for a pedal, tap the function name on each pedal to open the list of options. By default, this will be shown as **Empty**. Tap to select a different function and apply it to the pedal.

Note: The **Function** pedal is always tied to **Exit** in Custom mode.



To clear all custom assignments, tap **Clear** in the top-left corner of the touchscreen.

To cancel editing, tap **Cancel** in the top-right corner of the touchscreen.

To save your custom assignments, tap **Save** in the top-right corner of the touchscreen.

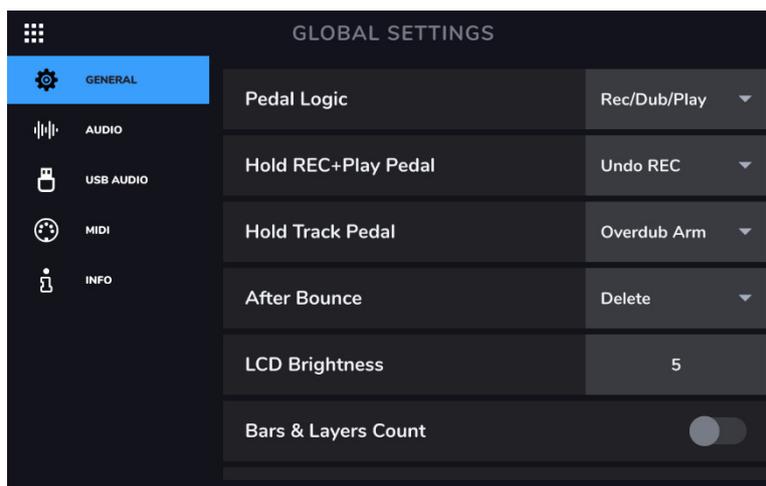
Reset on New Loop: This setting determines status of the Mode pedal functions each time a new loop is created. If you want the Mode pedal to return to the default functionality (a Custom layout, where each pedal starts Empty) when you create a new loop, set this to **ON**. If you want your customized pedals from your current loop to carry over when you create a new loop, set this to **OFF**.

(5.10) Global Settings

Use the Global Settings page to configure Sheeran Looper X's overall settings, including settings that affect all loops.

To show the **Global Settings**, tap the **Navigation Menu icon** in the top-left corner of the touchscreen, and then tap the **Global Settings icon**.

(5.10.1) General



Pedal Logic: This setting determines the behavior of the **RECORD + PLAY** pedal as you record a loop. Select **Rec/Dub/Play** to immediately begin overdubbing after recording your first layer, then entering playback. Select **Rec/Play/Dub** to immediately enter playback after recording your first layer, and then begin overdubbing on subsequent presses.

Hold REC+Play Pedal: This setting determines the behavior of the **REC+Play** pedal when held. Select **Undo REC** to undo the last audio recorded or overdubbed, or select **Peel** to clear the last recorded layer.

Hold Track Pedal: This setting determines the behavior of the **Track 1-4** pedals when held. Select **overdub Arm** to arm tracks for overdub recording when the pedal is held while playback is stopped, or select **Clear Track** to clear the entire selected track when the pedal is held.

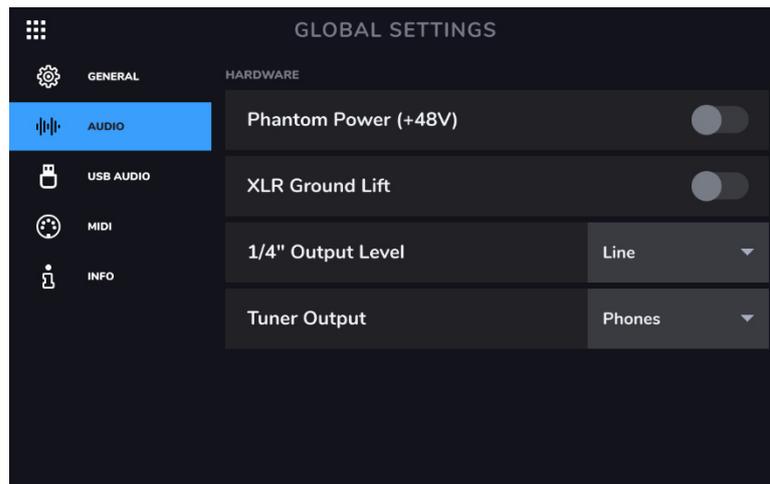
After Bounce: This setting determines what happens to the source tracks after a bounce has been performed. Set this to **Delete** to remove the source tracks after a bounce. Set this to **Keep** to retain the source tracks after a bounce.

LCD Brightness: This setting determines the brightness of Sheeran Looper X's touchscreen. Tap the field and turn the **encoder** clockwise to increase the brightness. Turn the **encoder** counter-clockwise to decrease the brightness.

Bars & Layers Count: Use this setting to enable or disable the tracks in Track and Wave views displaying the bar count of each loop and the number of recorded layers in each loop.

Show Mixer Click & B.Track: Use this setting to enable or disable the Click track and Backing Track from appearing in the Mixer page. When enabled, you can adjust the volume and panning of these tracks from the Mixer.

(5.10.2) Audio



Phantom Power (+48V): This setting determines whether phantom power (+48V) is enabled (**On**) or disabled (**Off**) for all four **Inputs**.

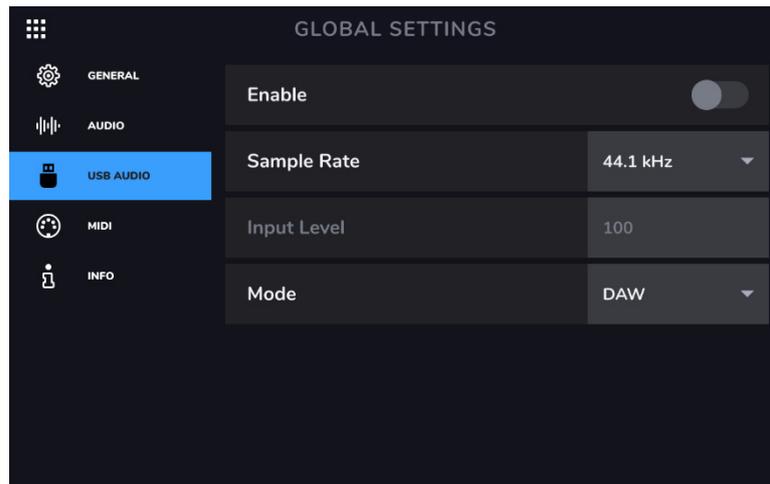
Important: Only enable phantom power if your microphone requires it. Most dynamic microphones and ribbon microphones do not require phantom power, while most condenser microphones do. Consult your microphone's documentation to find out whether it needs phantom power.

XLR Ground Lift: This setting determines whether the XLR ground lift feature is enabled (**On**) or disabled (**Off**). Use this feature to reduce hum or noise in the signal from the **XLR Outputs**.

1/4" Output Level: This setting determines the output level of the **1/4" Outputs**. When set to **Line**, the output level will be **+18 dBu**. Use this setting if you are connecting Sheeran Looper X to a full-range, flat-response amplifier, PA speaker, mixer, or audio interface. When set to **Amp**, the output level will be **+6 dBu**. Use this setting if you are connecting the Sheeran Looper X to a traditional guitar amplifier.

Tuner Output: This setting determines the audio routing of inputs that are using the built-in tuner. Select **None** to keep the tuner audio muted from all outputs. Select **Phones**, **XLR**, or **1/4"** to send the tuner audio to these specific outputs, or select **All** to send the tuner audio to all of the above outputs.

(5.10.3) USB Audio



Enable: This setting determines whether or not Sheeran Looper X is sending a USB audio signal over a USB connection. Set to **On** to enable sending of the USB audio signal with the selected **Sample Rate**. Set to **Off** to disable the USB audio signal. (To change the Sample Rate, set **USB Audio** to **Off** first, select the correct sample rate, set **USB Audio** to **On** again, and restart your DAW.)

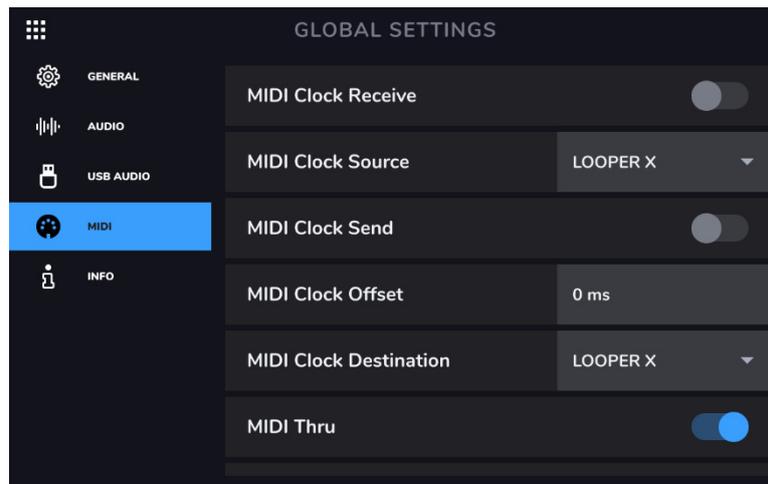
Sample Rate: This setting determines the sample rate of the USB audio signal: **44.1 kHz**, **48.0 kHz**, **88.2 kHz**, or **96.0 kHz**. Remember to select the same sample rate as the one in your DAW. Also, set it **before** opening your DAW.

Input Level: This setting determines the incoming level of the USB audio signal coming from your computer.

Mode: This setting determines what audio signal how the Sheeran Looper X sends its audio signal over the USB connection and how its outputs function while doing so:

- **Live:** The audio signal will be sent to your computer as well as to the Sheeran Looper X's **outputs**.
- **DAW:** The audio signal will be sent to your computer only. The Sheeran Looper X's **outputs** will be disabled to prevent any latency while monitoring.

(5.10.4) MIDI



MIDI Clock Receive: This setting determines whether Sheeran Looper X will sync to an external MIDI clock source. Set to **On** to sync tempo to an external source, or set **Off** to disable.

MIDI Clock Source: This setting determines how Sheeran Looper X will receive MIDI clock messages. Tap the field and then use the **encoder** to select the desired source. Select **Looper X** to receive MIDI clock messages from the 5-pin **MIDI Input** on the rear panel. If you have a class-compliant MIDI device connected to the **USB Type-A Ports**, select the **device's name** to set it as the MIDI clock source.

MIDI Clock Send: This setting determines whether Sheeran Looper X will send MIDI clock to an external MIDI clock destination. Set to **On** to send MIDI clock to an external device, or set to **Off** to disable.

MIDI Clock Offset: This setting can be used to set an offset (**-10 ms** to **10 ms**) for sent MIDI clock to an external destination. This is sometimes needed to compensate for delays that are introduced by some MIDI hardware. Tap this field and turn the **encoder** to choose a setting.

MIDI Clock Destination: This setting determines how Sheeran Looper X will send MIDI clock messages. Tap the field and then use the **encoder** to select the desired destination. Select **Looper X** to send MIDI clock messages from the 5-pin **MIDI Output** on the rear panel. If you have a class-compliant MIDI device connected to the **USB Type-A Ports**, select the **device's name** to set it as the MIDI clock destination.

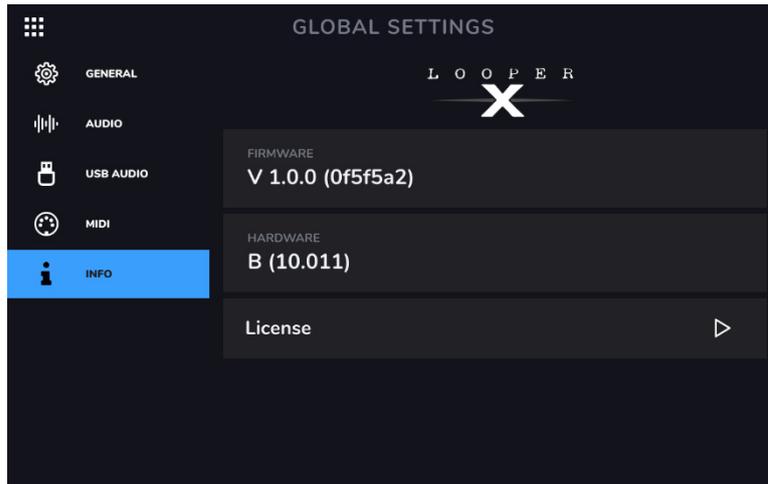
MIDI Thru: This setting determines the function of the **MIDI Output**. When set to **On**, MIDI sent to the Sheeran Looper X **MIDI Input** will be sent directly to the **MIDI Output**. When set to **Off**, Sheeran Looper X will only send its own MIDI information out of the MIDI output.

External MIDI Control: This setting determines whether Sheeran Looper X will respond to incoming MIDI CC and MIDI Note messages. When set to **On**, Sheeran Looper X will receive MIDI CC and MIDI Note messages from an external device on the selected channel. When set to **Off**, Sheeran Looper X will ignore incoming MIDI CC and MIDI Note messages.

External MIDI Channel: This setting determines which channel that Sheeran Looper X will listen to when set to respond to incoming MIDI CC and MIDI Note messages. To change the MIDI Channel, tap the field and then turn the **encoder** to select the channel, **1-16** or **Omni** (all channels).

See the following [\(6.2\) Other Functions > External MIDI Control](#) chapter for more information.

(5.10.5) Info



On this tab, you can view the currently installed firmware version. You can also access Sheeran Looper X's EULA by tapping the License field.

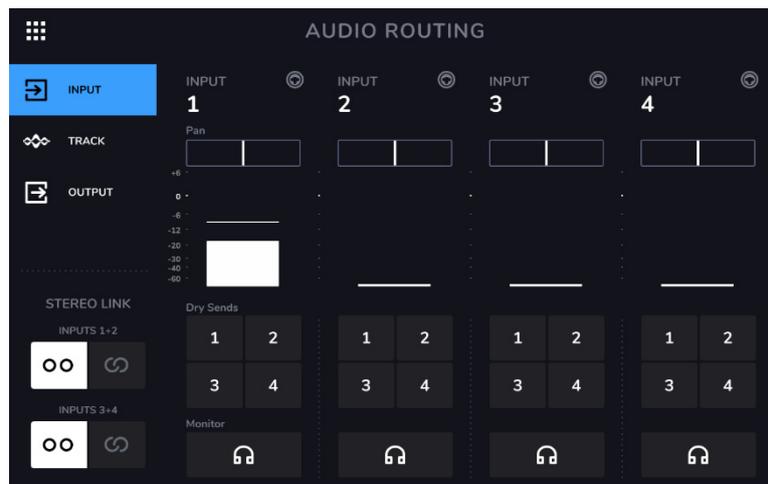
(5.11) Audio Routing

You can use the Audio Routing page to control where your input, looper track and output audio signals are sent. These settings are global settings (not per loop) so that you can quickly configure Sheeran Looper X to work best for your gear and performance settings.

To show the **Audio Routing** page, tap the **Audio Routing** icon on the **Navigation Menu** page.

To show the page for the inputs, tracks, or outputs, tap **Input Setup**, **Track Setup** or **Output Setup**, respectively.

(5.11.1) Input



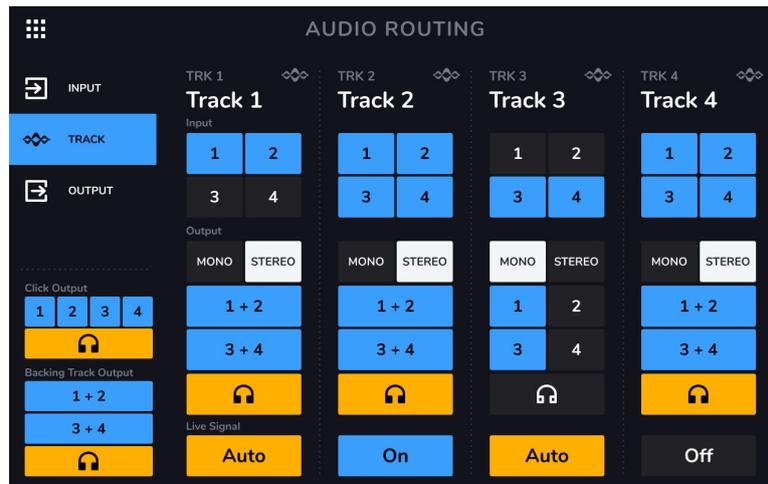
To adjust the level of an input signal, turn its **Input Gain** knob (1-4) on the top panel.

To adjust the panning of an input signal, tap its **Pan** slider and drag left or right. Tap and hold on the slider to enlarge it to make more detailed adjustments.

To select an output to directly monitor the input signal, tap the desired **Output 1-4** button under **Dry Sends**, or the **Headphones Icon** button under **Monitor**. Audio signal from the input will be sent directly to the selected output(s). Use the **Main** and **Phones** knobs to adjust the output volume level of the **outputs** and **phones**, respectively.

To stereo link your inputs if you are using a stereo audio source (e.g., drum machine, keyboard, etc.), tap the **On** button for **Inputs 1+2** and/or **Inputs 3+4** under **Stereo Link** on the right side of the touchscreen. Tap the **Off** button to disable stereo link.

(5.11.2) Track



To route an input to a looper track, tap the desired **Input 1-4** button. When **Stereo Link** is enabled, **Inputs 1+2** and/or **Inputs 3+4** will be selected together.

To select a track output mode, tap the **Mono** (monoaural) or **Stereo** (binaural) buttons.

To route a track to an output, tap the desired **Output 1-4** button. If the output mode is **Stereo**, **Outputs 1+2** and/or **Outputs 3+4** will be selected together.

To route a track to the phones output, tap the **headphone icon** at the bottom of each track. Use the **Phones** knob to adjust the output volume level.

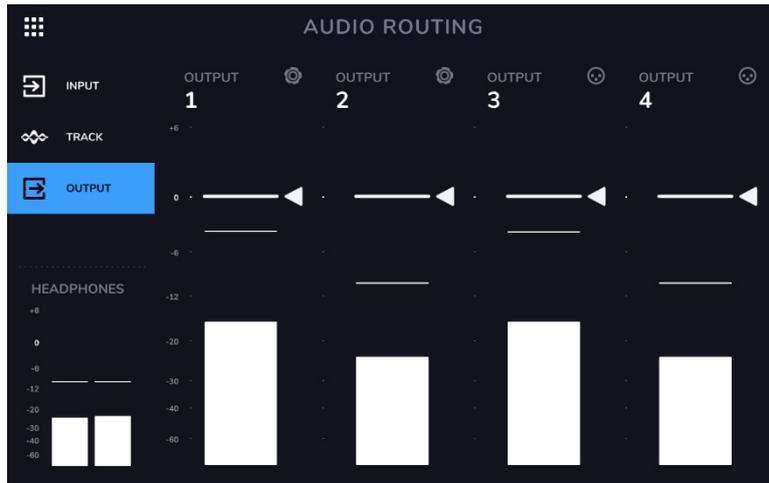
To adjust the monitor behavior, tap the **Live Signal** icon at the bottom of the touchscreen.

- When set to **Auto**, track FX are monitored if the track is selected.
- When set to **Off**, the Input is not monitored, but you can still record on tracks that include FX.
- When set to **On**, track FX are always monitored, but will only affect the assigned track on the FX page. For example, if Track 1 includes FX and its Input Monitor is set to **On**, the FX will be monitored on Track 2 if it shares the same input, but will not be recorded.

To route the click to an output, tap an **Output 1-4** button under **Click Output** on the left side of the touchscreen. Tap the **headphone icon** to route the click to the **phones output**. Use the **Main** and **Phones** knobs to adjust the output volume level of the **outputs** and **phones**, respectively.

To select routing for the stereo backing track, tap the **1+2** or **3+4** buttons under **Backing Track Output** on the left side of the touchscreen. Tap the **headphone icon** to route the backing track to the **phones output**. Use the **Main** and **Phones** knobs to adjust the output volume level of the **outputs** and **phones**, respectively.

(5.11.3) Output



To adjust the output level of an individual output, tap and drag the **white line** at the top of its meter. Double-tap the meter to return the fader to the default **0 dB** level.

(5.12) Transfer

You can transfer loops, backing tracks, audio for importing and FX Rack preset files over a USB connection between your computer and Sheeran Looper X.

To transfer files between Sheeran Looper X and your computer:

1. Use a standard USB cable to connect Sheeran Looper X's **USB Type-B Port** to an available USB port (type-A) on your computer.
2. With your computer already powered on, power on Sheeran 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 **Sheeran Looper X** drive. You can now freely click and drag contents between the **Sheeran 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 **Sync** on your Sheeran Looper X to "commit" any changes you made to the contents of the Looper X drive. An additional prompt will appear to confirm you have ejected the drive. Tap **Proceed** to continue or **Cancel** to continue accessing files on your computer.

Important:

Do **not** disconnect or power off Sheeran Looper X or your computer during the process. Doing so may result in damage.

Any files unsupported by Sheeran Looper X will be ignored.

You cannot transfer an archived folder (such as a .zip) to and from Sheeran Looper X. Instead, transfer supported files directly.

Transfer cannot be used at the same time as USB Audio.

(6.0) Other Functions

(6.1) USB Recording

When connected to your computer using the **USB Type-B Port**, you can select and use the Sheeran Looper X as a 24-bit audio interface, enabling you to play audio through it or send its audio signal to your computer. The Sheeran Looper X can operate at sample rates of **44.1, 48, 88.2 or 96 kHz**.

Important Note for Windows Users: Before connecting Sheeran Looper X to your computer, download and install the necessary drivers from sheeranloopers.com/support.

To use Sheeran Looper X as an audio interface:

1. Use a standard USB cable to connect Sheeran Looper X's **USB Type-B Port** to an available USB port (type-A) on your computer.
2. With your computer already powered on, power on Sheeran Looper X using the **power switch**.
3. Tap the **Navigation Menu icon** in the top-left corner of the **touchscreen**, and then tap the **Global Settings icon**.
4. Under the **USB Audio** tab, set **Enable** to **On**. The screen will show "**Connecting USB Audio...**" until it connects.
5. On your computer, open the **Control Panel** (Windows®) or **System Preferences** (macOS®) menu.
6. Open the sound or audio settings, and then select **Sheeran Looper X** as the device for **recording/input** and/or for **playback/output**.

The Sheeran Looper X will send a stereo audio signal to your computer. This stereo audio signal mirrors your analog **main outputs 1 and 2**, and can be selected as an input in your digital audio workstation (DAW).

The Sheeran Looper X will also receive a stereo audio signal from your computer. The channels are named and routed directly out of the Sheeran Looper X's **main outputs** and **phones output**. You can adjust the level of the incoming audio signal in the [\(5.10\) Menu > Global Settings](#).

(6.2) External MIDI Control

The Sheeran Looper X can be controlled by incoming MIDI CC (control change) messages or MIDI Note messages from external MIDI gear. These MIDI messages can be received from hardware connected to the **USB Type-A Port** or the 5-pin **MIDI Input**.

Tip: You can enable or disable this feature and change the MIDI Channel used for Sheeran Looper X to receive messages in the [\(5.10\) Menu > Global Settings](#) menu.

The chart below lists the available parameters that can be controlled by external MIDI hardware:

MIDI Control: Variable Parameters

CC#	Data Range	Parameter
3	0-60	<i>Pedal Actions</i>
7	0-127	Main Level
9	0-127	Phones Level
14	0-127	Track 1 Volume
15	0-127	Track 2 Volume
20	0-127	Track 3 Volume
21	0-127	Track 4 Volume
22	0-127	Track 1 Pan
23	0-127	Track 2 Pan
24	0-127	Track 3 Pan
25	0-127	Track 4 Pan
26	0-127	Backing Track Volume
27	0-127	Backing Track Pan
28	0-127	Click Track Volume
29	0-127	Click Track Pan
85	0-127	Output 1 Volume
86	0-127	Output 2 Volume
87	0-127	Output 3 Volume
88	0-127	Output 4 Volume
89	0-127	Input 1 Pan
90	0-127	Input 2 Pan
91	0-127	Input 3 Pan
92	0-127	Input 4 Pan
93	0-127	Expression Pedal
94	0-99	Fade Rate
95	0-99	Track 1 Feedback (Decay)
96	0-99	Track 2 Feedback (Decay)
97	0-99	Track 3 Feedback (Decay)
98	0-99	Track 4 Feedback (Decay)

MIDI Control: Pedal Actions (CC#3 or MIDI Note)

All actions on this page are triggered by sending the listed **Data Messages** using **MIDI CC#3** messages, or by sending MIDI note messages.

Data/Note	Action
0	Start/Stop/All
1	FX 1 Toggle
2	FX 2 Toggle
3	FX 3 Toggle
4	FX 4 Toggle
6	Tap Tempo
15	All Tracks Half Length
16	All Tracks Double Length
17	All Tracks Half Speed
18	All Tracks Double Speed
19	Mute Track 1
20	Mute Track 2
21	Mute Track 3
22	Mute Track 4
23	Mute All Tracks
24	Clear All Tracks
25	Track 1 Reverse
26	Track 2 Reverse
27	Track 3 Reverse
28	Track 4 Reverse
29	All Tracks Reverse
30	Track 1 Fade
31	Track 2 Fade
32	Track 3 Fade
33	Track 4 Fade
34	All Tracks Fade
35	Track 1 Half-Step Up
36	Track 2 Half-Step Up
37	Track 3 Half-Step Up
38	Track 4 Half-Step Up
39	Track 1 Half-Step Down
40	Track 2 Half-Step Down

Data/Note	Action
41	Track 3 Half-Step Down
42	Track 4 Half-Step Down
43	All Tracks Half-Step Up
44	All Tracks Half-Step Down
49	Track 1 Clear
50	Track 2 Clear
51	Track 3 Clear
52	Track 4 Clear
53	Track 1 Peel
54	Track 2 Peel
55	Track 3 Peel
56	Track 4 Peel
57	B. Track Rewind
58	B. Track Stop
59	B. Track Play/Pause
60	B. Track Fast Forward
63	B. Track Prev Track
64	B. Track Next Track
65	Load Previous Loop
66	Load Next Loop
68	Solo Track 1
69	Solo Track 2
70	Solo Track 3
71	Solo Track 4
72	Select Track 1 (Global FS1)
73	Select Track 2 (Global FS2)
74	Select Track 3 (Global FS3)
75	Select Track 4 (Global FS4)
76	Rec/Dub/Play (Global FS5)
77	Stop All (Global FS6)
78	Mode (Global FS7)
79	Function (Global FS8)

(6.2.1) MIDI Clock Receive

The Sheeran Looper X can be synced to the tempo of an external MIDI device (e.g., a drum machine) while recording and playing your loops in **Fixed**, **Sync** and **Serial-Sync** modes.

The Sheeran Looper X can receive MIDI clock from a device connected to the traditional 5-pin **MIDI Input**, or from a class compliant device connected to the **USB Type-A Port** on the rear panel. You can enable or disable the MIDI Clock Sync feature, as well as set the MIDI Clock Source, in the [\(5.10\) Menu > Global Settings](#) menu.

Tips:

- Tempo cannot be changed during recording, so make sure the Sheeran Looper X is accurately receiving the MIDI clock before beginning.
- 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.

When MIDI Clock Receive is **enabled**:

- Looper tracks can be armed for recording or overdubbing by pressing their respective **Track Select** pedals. The LEDs for these pedals will flash when the track has been armed and is ready for recording or overdubbing.
 - If the external MIDI device's clock is not running yet, tracks will begin recording or overdubbing when a MIDI Start command is received.
 - If the external MIDI device's clock is already running, and the looper track mode is set to **Multi**, tracks will wait to begin recording or overdubbing until the next downbeat.
 - If the external MIDI device's clock is already running, and the looper track mode is set to **Sync** or **Band**, tracks will wait for the primary track to return to the beginning to begin recording or overdubbing.
- Sheeran Looper X will stop recording or overdubbing once a MIDI Stop command is received from the external MIDI device.
- If the external MIDI device's clock is running, looper track playback can be started and stopped using the **Stop** pedal.
 - In **Multi** mode, tracks will stop immediately after pressing the **Stop** pedal.
 - In **Sync** or **Band** modes, tracks will stop when the end of the primary track is reached.
- If the external MIDI device's clock is not running, looper track playback cannot be started and stopped using the **Stop** pedal.
- The loop's tempo cannot be manually changed.
- The **Sync Audio to Tempo** feature in [\(5.10\) Menu > Global Settings](#) cannot be disabled.
- The **Start/Stop All** and **After Record** features in [\(5.10\) Menu > Global Settings](#) will not be applied.

(6.2.2) MIDI Clock Send

Sheeran Looper X can send MIDI clock and MIDI start/stop messages to an external MIDI device (e.g., a drum machine) while recording, overdubbing, and playing your loops in **Multi**, **Sync** and **Band** modes.

Sheeran Looper X can also send MIDI clock from a device connected to the traditional 5-pin **MIDI Output**, or from a class compliant device connected to the **USB Type-A Port** on the rear panel.

You can enable or disable the MIDI Clock Sync feature, as well as set the MIDI Clock Destination, in the [\(5.10\) Menu > Global Settings](#) menu.

Tip: Sending MIDI Clock 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.

(7.0) Appendix

(7.1) Technical Specifications

Hardware		
Display	7" color multi-touch display	
Pedals	(8) aluminum die-cast pedals with RGB LED status indicators	
Knobs	(1) 360° navigation/data encoder with push-to-enter and RGB LED indicator (4) Input gain knobs (1) Main Output volume knob (1) Headphones volume knob (1) Auxiliary Input volume knob	
Connectors	(4) Combo XLR / 1/4" (6.35 mm) balanced inputs (mono) (1) 1/8" (3.5 mm) stereo input (auxiliary device) (1) 1/4" (6.35 mm) expression pedal input (TRS) (2) XLR balanced outputs (with ground lift) (2) 1/4" (6.35 mm) balanced outputs (switchable line/amp level) (1) 1/4" (6.35 mm) stereo output (headphones) (1) 5-pin MIDI input (1) 5-pin MIDI output USB Type-A port USB Type-B port	
Power	Connection	via 19 V, 3.42 A center-positive adapter
	Input Voltage	100–240 V, 50/60 Hz, 1.2 A
Dimensions (width x depth x height)	21.72" x 12.6" x 3.96" 55.17 x 32 x 10.06 cm	
Weight	16.09 lbs.	
	7.3 kg	

Audio		
System	Processor	Custom quad-core HeadRush® DSP
	System Bit Rate	32-bit float
	System Sample Depth	48.0 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, 48.0 kHz, 96.0 kHz

Looping Specifications	
Modes	Multi, Sync, Song, Band, Free
Functions	Record, Overdub, Play, Stop, Undo, Clear Track, Clear All, Reverse, Fade In/Out, Mute, Solo, Peel, Bounce, Multiply/Divide Length, Multiply/Divide Speed, Transpose
Tracks	4
Max Loop Length	Unlimited
Max Layers per Loop	99 peelable layers Unlimited bouncing
Max Overdub Time per Loop	Unlimited
Loop File Type	.WAV (16-bit PCM, 48.0 kHz)
Max Number of Stored Loops	Unlimited
Onboard Storage Time	Over 7 Hours
Onboard Storage Space	~5.1 GB

File Import Support	
Drive Types	USB or SD
File Systems	FAT16, FAT32, or exFAT
File Types	.WAV or .MP3 (Stereo or Mono)
Bit Rates	16-bit PCM, 24-bit PCM, 32-bit PCM, or 32-bit float
Sample Rates	44.1 kHz, 48.0 kHz, 88.2 kHz, 96.0 kHz

Specifications are subject to change without notice.

Model: HG08

(7.2) Trademarks & Licenses

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HeadRush is a trademark of inMusic Brands, Inc., registered in the U.S. and other countries.

SD is a registered trademark of SD-3C, LLC.

macOS is a trademark of Apple Inc., registered in the U.S. and other countries.

Windows is a registered trademark of Microsoft Corporation in the U.S. and other countries.

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