



# quick start guide

Hi! This is a guide for those who want to get on with it. We'll cover the essentials, and you can be on your way.

To go deeper, check out:

- [Full manual](#)
- [Blooper minisite](#)
- [Recording with modifiers](#)
- [MIDI manual](#)
- [Video manual](#)

## 1 modes

### Normal

Behaves like a "standard" looper. The key difference between Normal and Additive is how the modifiers / stability are treated. In Normal mode, you will be able to hear them, but they will basically be like external effects that come after Blooper (but do not apply to your dry signal). This way you can set up the sound just the way you like it, and record overdubs without things getting weird.

### Additive

Here, overdubbing while a modifier (or stability) is active will imprint it on the loop. Think of the effects just like your instrument: if you hear them, Blooper's recording mechanism can too. Additive is the creative heart of Blooper, and it can take some time to understand its quirks. [Check out the video manual for a walkthrough.](#)

### Sampler

Sampler is a simple and immediate mode, with its own workflow. At its core, it lets you record and manually trigger samples, rather than looping. BUT ALSO, it can loop if you wish. By default, Sampler mode is set to loop so you can smoothly move between modes without interruptions. Deactivate this by holding the right footswitch for manual one-shot sample launching.

## 2 commands

### ADDITIVE / NORMAL MODES

- Tap Left = Record / Play
- Hold Left = One-shot Record
- Tap Right = Stop
- Hold Right = Undo / Redo
- Tap Both Footswitches = Delete

### SAMPLER MODE

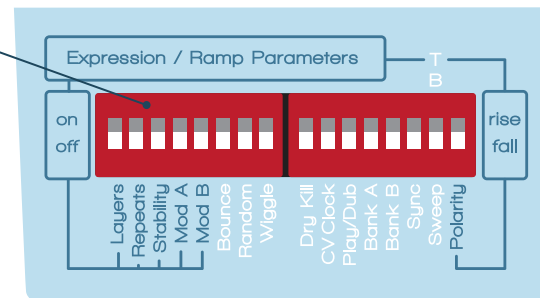
- Tap Left = Record
- Hold Left = Momentary Record
- Tap Right = Trigger / Retrigger
- Hold Right = Activate / Deactivate Looping

## dip switches

Blooper's dip switches perform two functions:

- Customization
- Setting up external control or internal modulation (ramping)

They enable a variety of custom looping behaviours, and options for syncing with external gear. [See the full manual for specifics.](#)

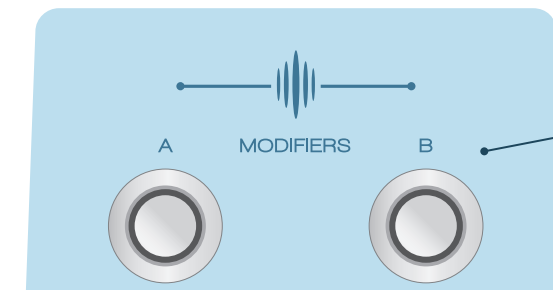


## midi/ext

Use this jack to control Blooper via MIDI, or control recording with an external footswitch (handy for tabletop use). [Here are some resources to get you going with MIDI.](#)

## exp/cv

Use this jack to control Blooper via expression or CV, or sync to an external CV clock.



## 3 controls

### Volume (ramp)

Loop will be unity volume at noon, and boosted to roughly 2x at maximum. If ramping is engaged, the function of this knob will change to control the ramping rate.

### Layers

Navigates through up to 8 levels of overdubs. You can think of Layers like undo & redo – counter-clockwise removes layers, clockwise adds them back. A new layer is created each time you stop recording, so you can allow the loop to play through multiple times and it will all be stored as a single layer. Keep in mind that – because it essentially performs undo / redo – if you go back to an earlier layer and record, all subsequent layers will be cleared out. The Layers feature adds and removes layers, but it does not isolate them. You can think of it like a tower, where each layer is added on top of the next. If you go back to layer 3, for example, you will be hearing / editing layers 1-3

### Repeats

Enables you to have layers gradually fade away, at a speed of your choosing. The further counter-clockwise Repeats is set, the faster layers will fade away. Repeats only has an effect while you are recording, if the loop is in playback it will never fade away.

### MOD A

Controls the A channel of Blooper's selectable modifiers: 1,2,3. This modifier is activated by a button on the bottom of Blooper. The exact function changes depending on the mode, but there is consistency: 12 o'clock is always the "neutral" zone, with slightly different behaviors on either side.

### Stability

Introduces an analog – and increasingly vintage – feel. This includes: Wow, Flutter, Noise, Filtering. Stability was specifically tuned for Additive overdubbing, so that you can gradually wear out your loop over time by recording it repeatedly. Like a tape reel aging in real-time. In the minimum position stability is bypassed, for pure clean looping. You can use the [BLIP interface](#) to configure the amount of noise.

### MOD B

Controls the B channel of Blooper's selectable modifiers: 4,5,6.

## 4 saving

Blooper can save and recall 16 loops, with their layers preserved. The left and right position of Blooper's save toggle are two distinct menus: **Preview (Left)** and **Save / Load (Right)**.

**Preview** allows you to scroll through your loops, selecting a destination for Save or Load. Pressing the left footswitch scrolls backwards, pressing the right footswitch scrolls forwards.

Once you've selected a slot, flick over to the right position to **Save or Load**. Hold left to save, hold right to load. The arcade buttons will hold solid red while saving, and solid blue while loading. Once you're done, flick back to the middle position and make music sounds

## modifiers

Blooper has two channels of modifiers, activated by buttons on the bottom of the pedal. You can think of modifiers like loop-specific effects. The buttons can be used as a momentary effect by holding them down, or standard on / off with a quicker press. Use the toggles to select between three possible modifiers. Each Blooper comes loaded with a standard arrangement of modifiers, but you can connect to the BLIP interface to select your own from a growing collection.