# loops
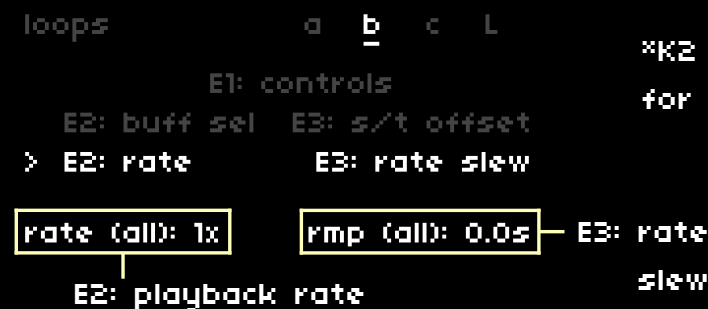
**global layer controls:**

E2 + E3 control bottom parameters
for the entire bank

K1 hold + E1: switch encoder params

loops         a **b** c L
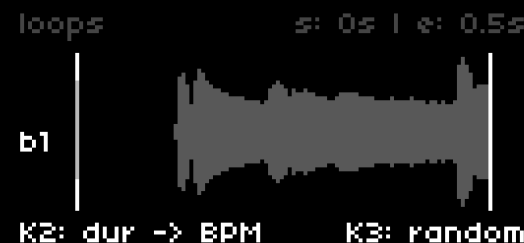
b1

| Clip (all): 2 | shft (all): 0.00 st | — E3: semitone shift |

E2: buffer + segment

loops         a **b** c L

E1: controls
E2: buff sel   E3: s/t offset
> E2: rate        E3: rate slew

*K2 hold + K3*: toggle looping
for all pads in the bank

| rate (all): 1x | rmp (all): 0.0s | — E3: rate slew |

E2: playback rate

**local layer controls:**

all three encoders affect
specified pad

loops      s: 0s | e: 0.5s

b1

| E1: window   E2: start   E3: end |

K1 hold unlocks special controls:

loops      s: 0s | e: 0.5s

b1

K2: dur -> BPM      K3: random

K1 hold: zooms into waveform
+ E2: fine-tune start point
+ E3: fine-tune end point
+ E1: change pad
+ K2: set global BPM from pad's loop duration
+ K3: randomize loop location (retains duration)

K2 hold reveals encoder
params for specified pad

loops     s: 12.86s | e: 13.36s

E1: controls / K3: loop pad
E2: buff sel   E3: s/t offset
> E2: rate       E3: rate slew

| rate: 1x | rmp: 0.0s |

+ E1: switch between encoder parameters
+ K3: toggle looping on specified pad only
+ K1 (when buffer is Clip): load sample into segment