



State of the Loop User Manual

Thank you for supporting State Of The Loop !

In the "State Of The Loop.zip" file you have received, you will find several elements.

- This **User Manual**
- A **Live pack** "State Of The Loop Install.alp"
- A **MIDI Remote Script folder** called State Of The Loop

You can download the most up to date files on the dedicated web page :

www.kblivesolutions.com/devices/stateoftheloop

If you need assistance or want to connect to other State Of The Loop users, you can go on the forum :

www.kblivesolutions.com/community

I Installation

1. Installing the MIDI Remote Script

- Copy the Script folder "State_Of_The_Loop" to your clipboard by right-clicking on it and choosing Copy.
- You will have to paste it into Ableton Live's MIDI Remote Scripts folder, as described below.

Mac OS X

Open your Applications folder and right-click the Live application symbol. In the context menu, click on Show Package Contents.

In the Ableton Live package, navigate to Contents > App-Resources > MIDI Remote Scripts.

Paste the folder you have copied to your clipboard into the "MIDI Remote Scripts" folder.

Windows

Go to Ableton Live's installation directory. By default, it is located here:

C: > Program Data > Ableton > Live 10 > Resources > MIDI Remote Scripts

Note: The Program Data folder may be hidden.

Paste the folder you have copied to your clipboard into the "MIDI Remote Scripts" folder.

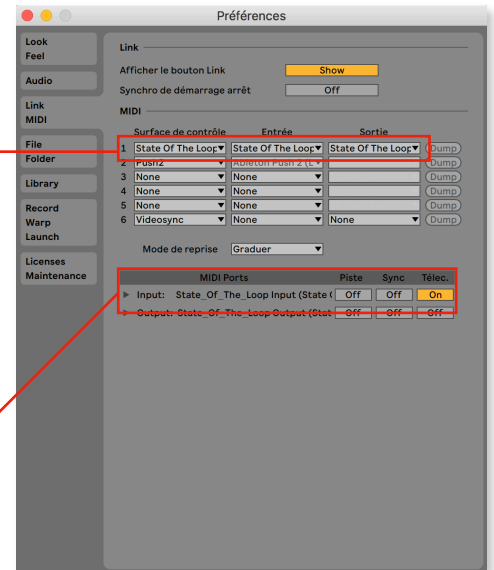
- Re-launch Live
- Connect the State of the Loop controller

2. Setting up the preferences

Open the Preferences in Live and in the MIDI/Link tab, select “State Of The Loop” as a Control Surface

- If the controller is connected via its **USB cable**, choose “State of the Loop” in the Input and Output ports.
- If the controller is connected via its **MIDI In & Out ports**, choose the corresponding MIDI In and Out ports in the Input and Output ports.

In the lower part of the window, set **Remote Input** to **On** and **Track** to **Off** for the port you’re using.



Note : When connected to the MIDI ports, the power is still supplied by the USB port, which can be connected to any USB charger. If State Of The Loop doesn't start when connected the MIDI ports, restart your MIDI interface.

3. Installing the State Of The Loop Rack

Open the provided “State of the Loop Install.alp” Ableton Live Pack.

This will install an audio effect rack preset called “State Of The Loop.adg” containing a Looper and a Max For Live device. You can find the Rack in the Audio Effects/Audio Effect Rack folder of your browser. If you are using Live 10, you can add it in a Collection for easier access.

Now instead of loading a Looper, you just need to load the “State Of The Loop.adg” device, and it will automatically be detected by the controller.

SCENES MODE

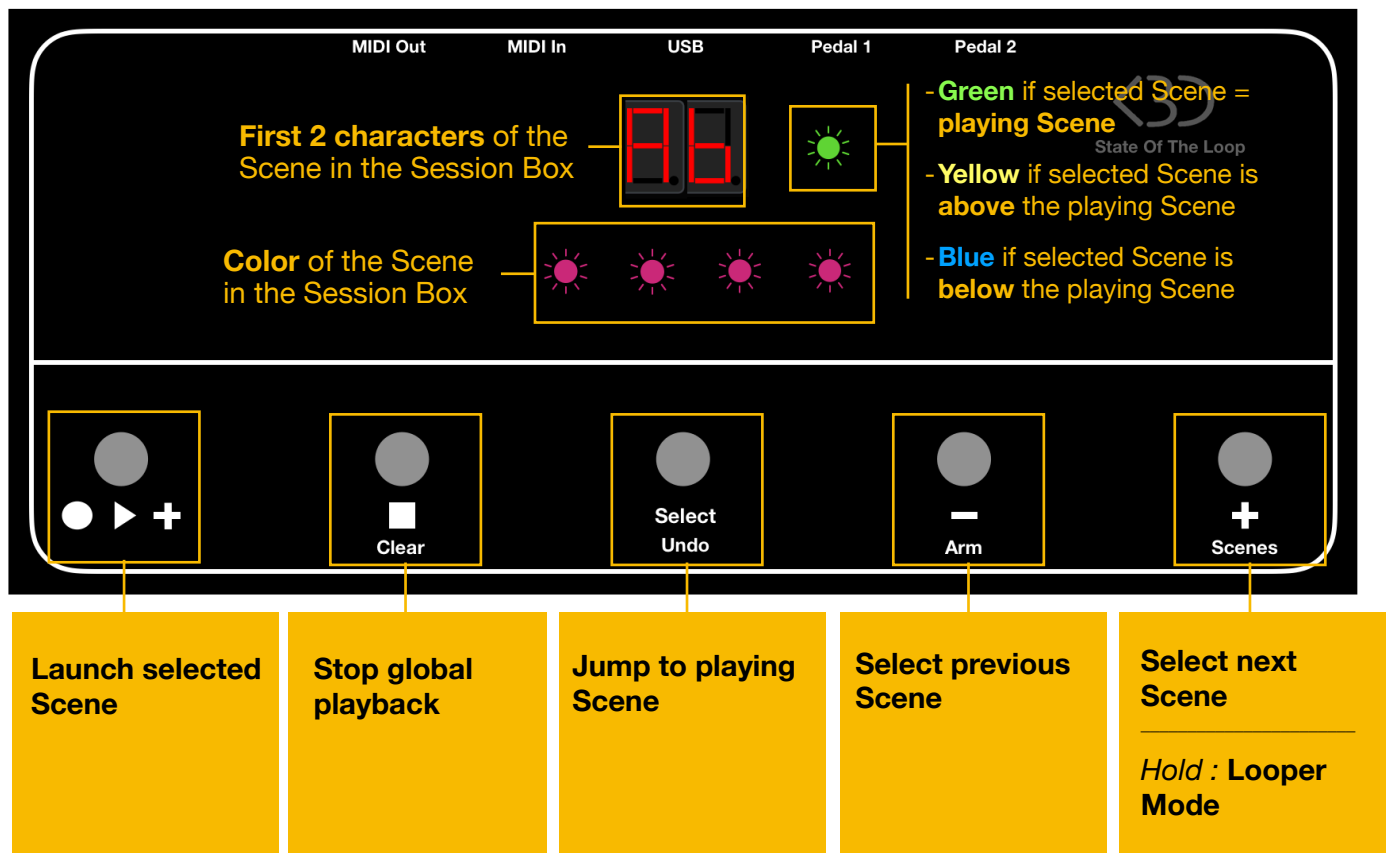
When connecting State Of The Loop, the controller will be in “**Scenes Mode**” by default, and a 1x1 Session Box will appear in Live.

The main LEDs will show the **color** of the Scene in the Session Box, and the 7 segments display will show the **first 2 characters** of the Scene, according to the table of characters below (there is no difference between upper and lower case letters).

0	0	1	1	2	2	3	3	4	4	5	5
6	6	7	7	8	8	9	9	A	A	B	B
C	C	D	D	E	E	F	F	G	G	H	H
I	I	J	J	K	K	L	L	M	M	N	N
O	O	P	P	Q	Q	R	R	S	S	T	T
U	U	V	V	W	W	X	X	Y	Y	Z	Z

Note: in order to differentiate the Scenes’ default names from the Selected Looper, an additional “-” sign is added. For instance, Scene 1 will show [- 1]. This is only the case for Scenes from 1 to 9.

Here is what the controller will display and control in **Scenes Mode** :



Selected Scene = Scene in the Session Box (not the actually selected Scene in Live)
Playing Scene = Scene that was launched last (if there is no Clip on it, it won't actually be playing)

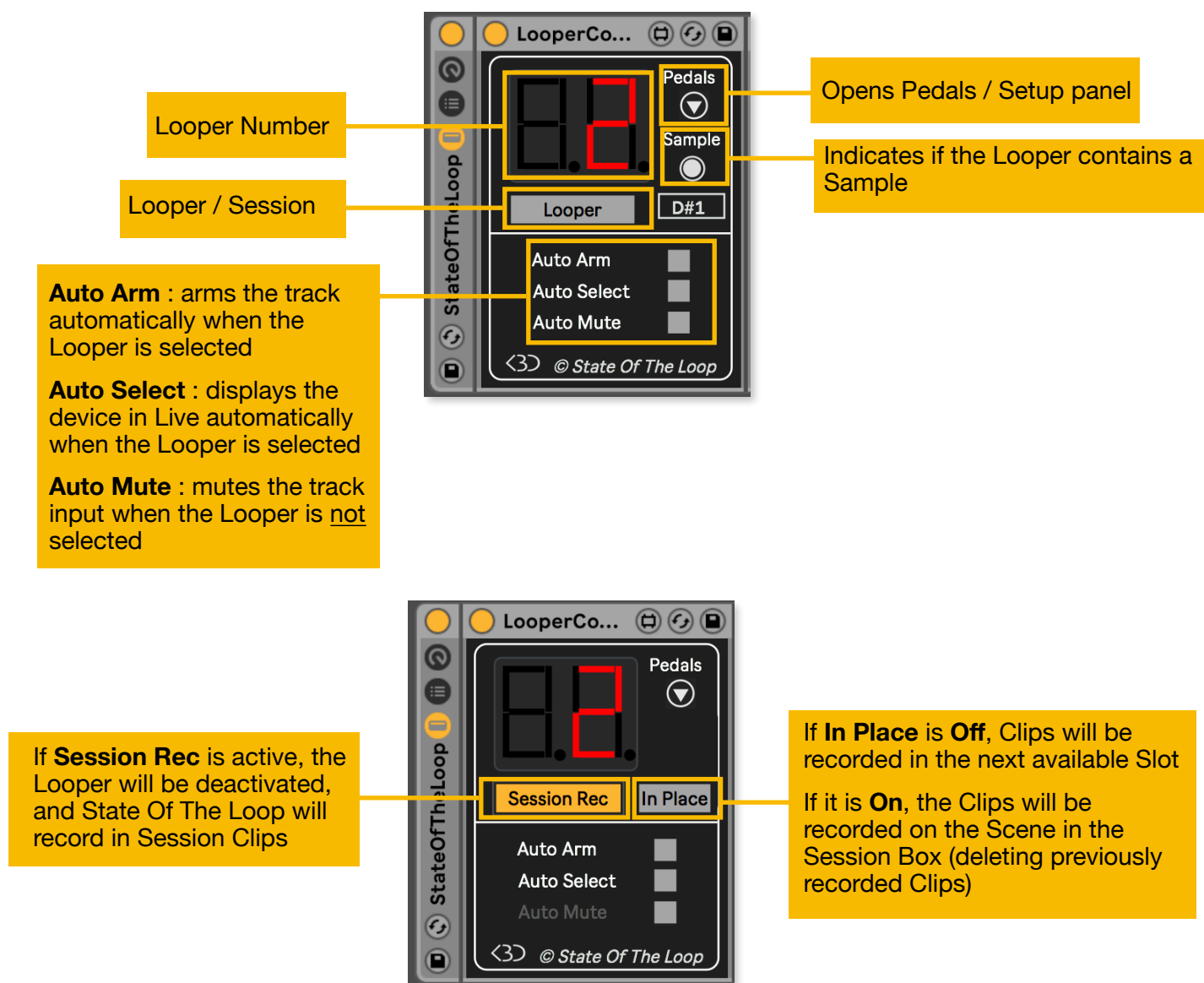
STATE OF THE LOOP MODE

If you add one or several “State Of The Loop.adg” Racks to your Live set, the controller will detect them and the **Looper Mode** will become active.

You can switch from State Of The Loop Mode to Scenes Mode by holding the [+] button of your controller.

MAX FOR LIVE DEVICE

When you load a State Of The Loop.adg device, it contains a Looper and a Max For Live device that has a few options.



RECORDING IN A LOOPER

If you set the Looper/Session Rec button to “Looper”, the controller will display the state of the Looper contained in the Rack.

MIDI Mapping

When adding a new **State Of The Loop.adg** device, the buttons of the controller must first be **MIDI-mapped** to the Looper inside it.

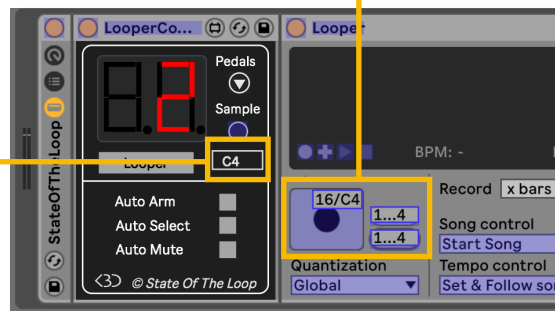
For **each** Looper :

- Map the Looper's « **big** » button to

Optional :

- Map the **Clear** button to by holding it for more than 1s
- Map the **Undo** button to by holding it for more than 1s

The **note** used for the mapping is displayed on the Max For Live device (here C4).



Affectations MIDI					
Canal	Note/Commande	Chemin d'accès	Nom	Min	Max
14	Note C4	3-Audio StateOfTheLoo...	Undo		
15	Note C4	3-Audio StateOfTheLoo...	Clear		
16	Note C4	3-Audio StateOfTheLoo...	Pedal		

This is how your mapping should look like for 1 State Of The Loop.

All buttons use the same **note** on different MIDI channels :

- The **main Looper button** is on **channel 16**
- **Clear** is on **channel 15**
- **Undo** is on **channel 14**

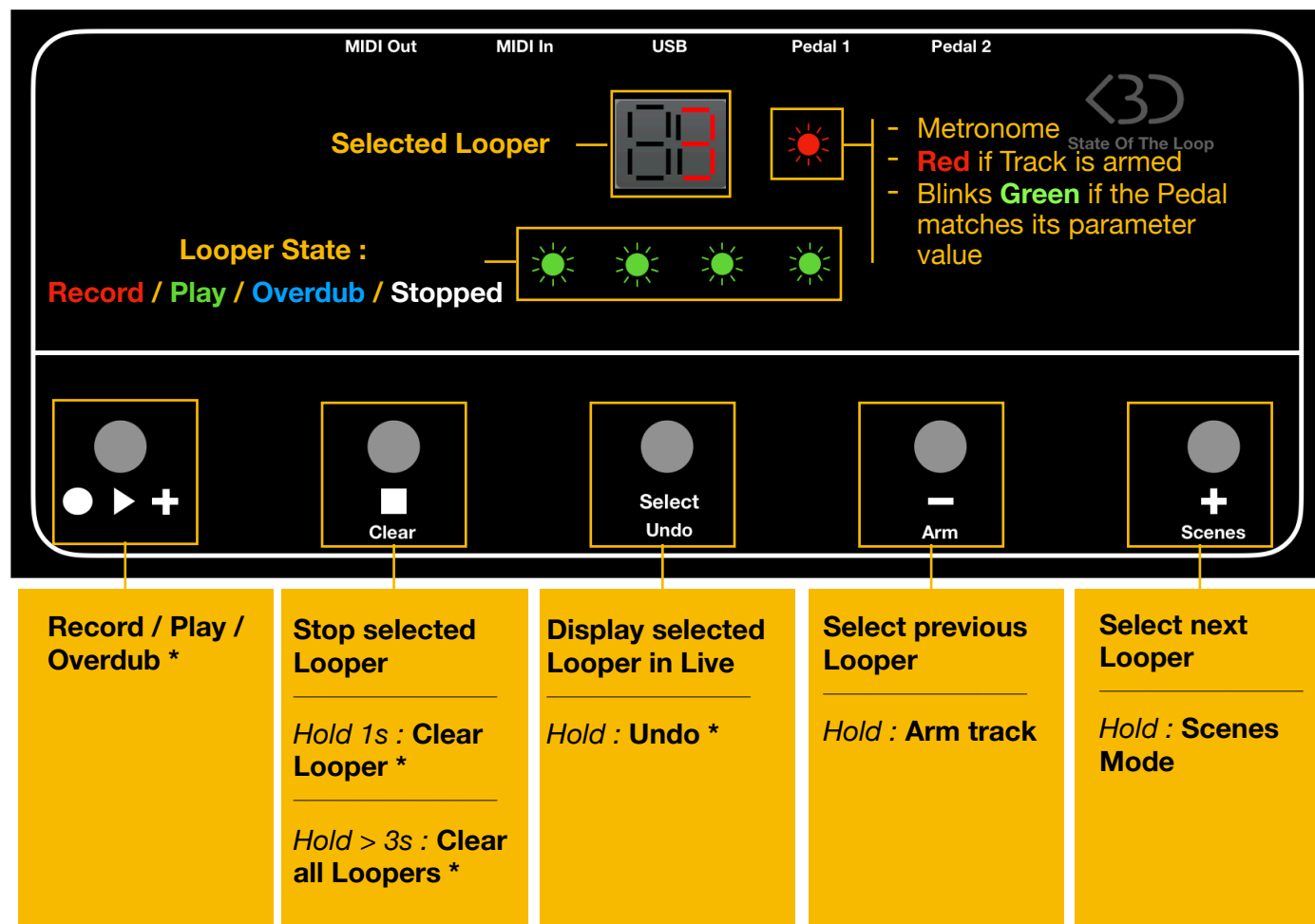


In the very unlikely case where 2 devices were given the same **note** number, you must delete one of the devices and load another one instead.
A new note number will be attributed, solving the conflict.



Be careful when MIDI-mapping **not to map communication CCs** like 16/10, 16/11, 16/12 or State Of The Loop might cease working.
Especially, when mapping several devices at once, make sure to leave MIDI-mapping between each instance.

Here is what the controller will display and control in Looper Mode :



* MIDI mapping necessary

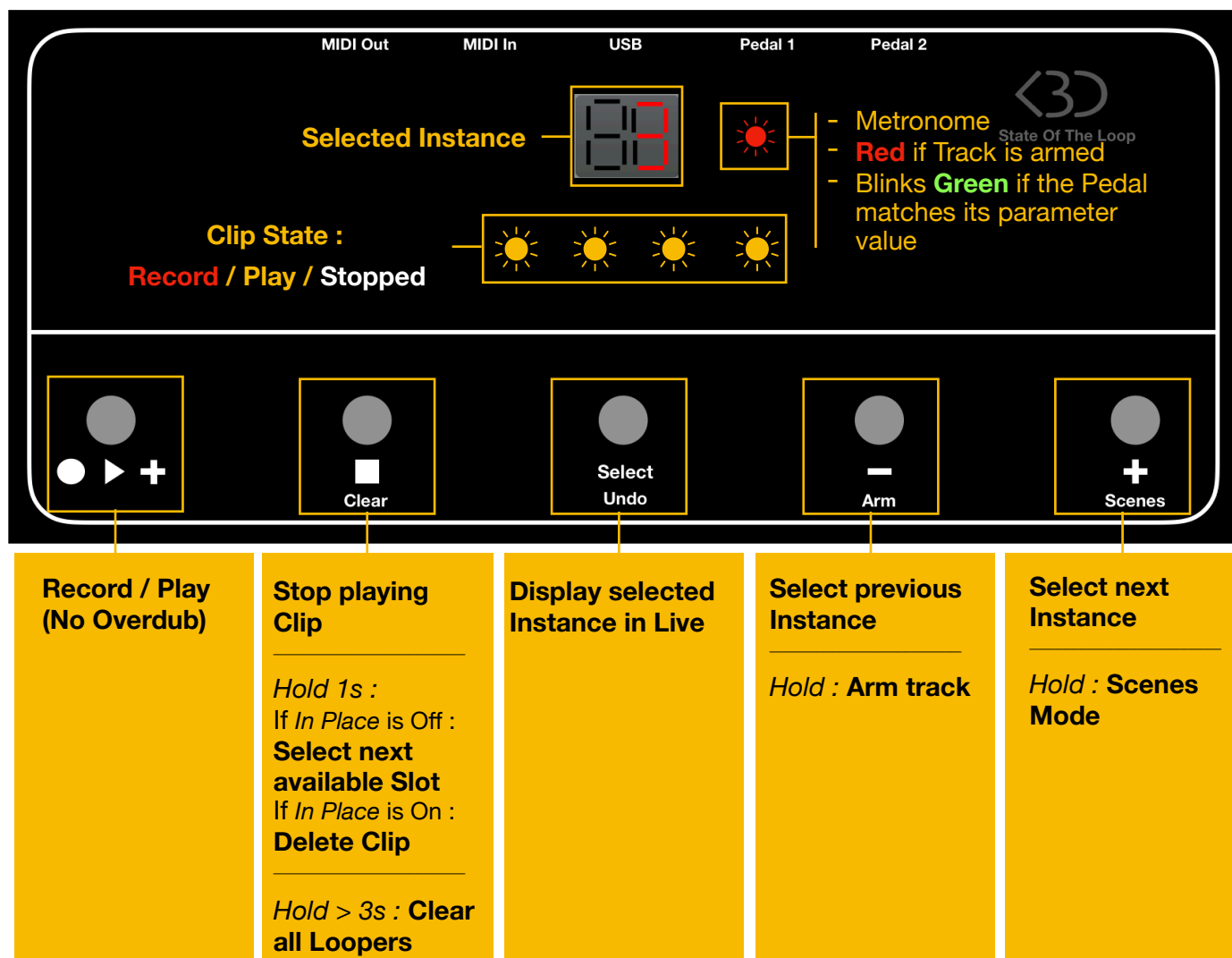
When the Looper is stopped, the LEDs will be white if there is a sample, they will be off if the Looper is empty.

RECORDING IN SESSION CLIPS

If you set the Looper/Session Rec button to “Session Rec”, the controller will display the state of the Clip currently playing in the track where the Rack is.

In Session Recording mode, no MIDI mapping is necessary.

The behavior of the buttons will be the same as with the looper :



Pedals / Setup panel :

The screenshot shows the LooperControl 7.6 software interface. The left sidebar contains the 'StateOfTheLoop' logo and navigation icons. The main area is divided into three sections: Pedals, Setup, and a Parameter table.

Pedals Panel: Features a digital display showing '88', a 'Looper' button, and a 'Sample' button. Below these are three checkboxes: 'Auto Arm', 'Auto Select', and 'Auto Mute'. The text '© State Of The Loop' is at the bottom.

Setup Panel: Contains four controls: 'Scene Offset' (a knob set to 10), 'Select next on launch' (a square button), 'LED Brightness' (a knob), and 'Metronome' (a square button).

Parameter Table: A table with columns for Parameter, a checkbox, Min, Max, and Curve. It lists parameters for Pedal 1 and Pedal 2.

Parameter		Min	Max	Curve
A-Reverb	X	21 %	100 %	0
B-Delay	X	0 %	84 %	0
Map	X	0 %	100 %	0
Map	X	0 %	100 %	0
Frequency	X	10 %	100 %	20
Track Volume	X	0 %	86 %	0
Map	X	0 %	100 %	0
Map	X	0 %	100 %	0

Annotations:

- Move the Session Box:** Points to the 'Scene Offset' knob.
- Moves the Session Box down automatically:** Points to the 'Select next on launch' button.
- Map Pedal 1 and 2 to any parameter using the map buttons:** Points to the 'Map' buttons in the Parameter table.
- LEDs Brightness:** Points to the 'LED Brightness' knob.
- Metronome On/Off:** Points to the 'Metronome' button.