

AEROS LOOP STUDIO: CONTROLS GUIDE

2x2 CONTROLS

In 2x2, you have two song parts each with two parallel tracks, for a total of four unique tracks

PLAY/STOP ALL

SINGLE TAP:

- Stop playback of all tracks
- Resume playback of all tracks

DOUBLE TAP:

- Immediately stop playback of all tracks

HOLD (when stopped):

- Delete everything and start the song over



VOLUME WHEEL

Use the volume wheel to control the master output volume at any time.

The thin bars on the right show the L and R input volume levels. If the bars are red you are clipping and you should lower the volume of your instrument.

In the Mixer: You can use the volume wheel to control the relative volume levels of each track.

NEXT PART

SINGLE TAP:

- Change between song parts

HOLD:

- Open the Mixer

BOTTOM TRACK (middle) & TOP TRACK (right)

SINGLE TAP:

- Record (if track is blank)
- Playback recording
- Overdub
- Playback overdub

DOUBLE TAP:

- Mute
 - Single tap to unmute

HOLD:

- Undo most recent layer
 - Continue to hold: Undo 2nd layer
 - If all layers undone: Single tap to overwrite track
- Redo most recent layer
 - Continue to hold: Redo overdub

On-screen label text describes the SINGLE TAP commands of the bottom three buttons

6x6 CONTROLS

In 6x6, you have six song parts each with six parallel tracks, for a total of 36 unique tracks

PLAY/STOP ALL

SINGLE TAP:

- Stop playback of all tracks
- Resume playback of all tracks

DOUBLE TAP:

- Immediately stop playback of all tracks

HOLD (when stopped):

- Delete everything and start the song over



RPO vs. ROP: In the main device settings, you can set the order of commands on the Track action buttons in 2x2 and 6x6. RPO (record, play, overdub) is the default. ROP (record, overdub, play) will switch the order of the play and overdub commands.

SELECT PART

SINGLE TAP:

- Select next song part
 - Use Track Action button to change to selected song part

HOLD:

- Open the Mixer

SELECT TRACK

SINGLE TAP:

- Select next track
 - During Playback:
 - If the next track is empty, this will start a recording automatically. To avoid recording on the next track, quickly double-tap to select the first track.

TRACK ACTION

SINGLE TAP:

- Record (if track or song part is blank)
- Playback recording
- Overdub
- Playback overdub

DOUBLE TAP:

- Mute
 - Single tap to unmute

HOLD:

- Undo most recent layer
 - Continue to hold: Undo 2nd layer
 - If all layers undone: Tap to overwrite track
- Redo most recent layer
 - Continue to hold: Redo overdub

For more information see the manual at singularsound.com/start



SINGULAR SOUND



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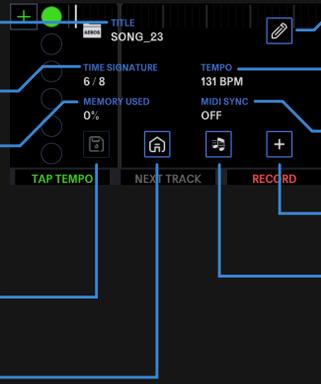
Title: This is the title of your song, you can change it any time in the edit song screen

Time signature: The time signature of the currently open song

Memory use: The percentage of total song memory used by this song. Each song has up to 20 minutes of recording time (in mono). Saving a song merges the overdubs and frees up more memory.

Save icon: Saves the currently open song. This will merge all overdubs in the song

Home icon: Goes back to the Aeros main menu



Edit song: Edit the song settings of the currently open song

Tempo: The tempo of the currently open song

MIDI Sync: Reads either "on" or "off" and shows if Aeros is receiving signal from a MIDI clock

New Song icon: Takes you to the new song dialog

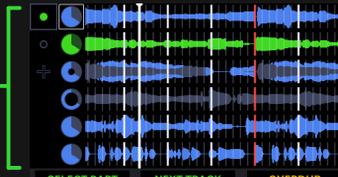
Songs List icon: Goes to the Aeros songs List screen



*These icons show where the song is saved, either to the local storage or to an SD card

Song Parts

- Grey box: Currently playing song part
- Green dot: Currently selected song part
- Flashing Green dot: Song part transition cued
- Hollow dot: Unselected existing song part
- + Flashing red plus sign: New song part is cued and will start recording soon



Overdubs: You can have unlimited overdubs, but each new overdub will merge the previous overdub to the base layer. So you can have at most two layers per track -- your base layer and your most recent overdub layer. The most recent overdub is merged with the base layer when the song is saved. This frees up internal memory.



Track Clocks

- New track is currently being recorded
- Currently selected track
- Track not selected
- Track is being overdubbed
- Entire track is muted
- Muted track is selected
- Overdub is undone
- All layers undone
- Flashing red circle: Part is changing/Playback is stopping and is following the length of this track
- Solid red circle: You are recording with Sync Length on and this track is setting the sync length rules

Waveforms

- Currently recording new track
- Currently selected layer
- Layer is not selected
- Currently recording overdub
- Muted track
- Layer is undone. Undone layer can be brought back or overwritten

Locked Tracks: When a track is locked it continues to play even when you change song parts. To lock a track, tap the Track Clock using the touchscreen, or enter the mixer, hold the Left-Bottom button to allow locking, and tap once to lock it. Tracks can be pre-locked before recording. A white square around the track clock indicates that this track is locked.

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