



Harley Benton

Drum n' Loop
drum looper

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Table of contents

1	General information	4
	1.1 Further information.....	5
	1.2 Notational conventions.....	6
	1.3 Symbols and signal words.....	6
2	Safety instructions	8
3	Features	11
4	Notes on use	12
5	Controls and functions	13
6	Operating	23
7	Technical specifications	28
8	Protecting the environment	29

1 General information

This manual contains important instructions for the safe operation of the unit. Read and follow the safety instructions and all other instructions. Keep the manual for future reference. Make sure that it is available to all those using the device. If you sell the unit please make sure that the buyer also receives this manual.

Our products are subject to a process of continuous development. Thus, they are subject to change.

1.1 Further information

On our website (www.thomann.de) you will find lots of further information and details on the following points:

Download	This manual is also available as PDF file for you to download.
Keyword search	Use the search function in the electronic version to find the topics of interest for you quickly.
Online guides	Our online guides provide detailed information on technical basics and terms.
Personal consultation	For personal consultation please contact our technical hotline.
Service	If you have any problems with the device the customer service will gladly assist you.

1.2 Notational conventions

This manual uses the following notational conventions:

Letterings

The letterings for connectors and controls are marked by square brackets and italics.

Examples: *[VOLUME]* control, *[Mono]* button.


Displays

Texts and values displayed on the device are marked by quotation marks and italics.

Examples: *'24ch'*, *'OFF'*.

1.3 Symbols and signal words

In this section you will find an overview of the meaning of symbols and signal words that are used in this manual.

Signal word	Meaning
DANGER!	This combination of symbol and signal word indicates an immediate dangerous situation that will result in death or serious injury if it is not avoided.
NOTICE!	This combination of symbol and signal word indicates a possible dangerous situation that can result in material and environmental damage if it is not avoided.
Warning signs	Type of danger
	Warning – danger zone.

2 Safety instructions

Intended use

This device is used to generate drum loops and to simultaneously record instrument signals and play them back by means of suitable devices in an endless loop. Use the device only as described in this user manual. Any other use or use under other operating conditions is considered to be improper and may result in personal injury or property damage. No liability will be assumed for damages resulting from improper use.

This device may be used only by persons with sufficient physical, sensorial, and intellectual abilities and having corresponding knowledge and experience. Other persons may use this device only if they are supervised or instructed by a person who is responsible for their safety.

Safety



DANGER!

Danger for children

Ensure that plastic bags, packaging, etc. are disposed of properly and are not within reach of babies and young children. Choking hazard!

Ensure that children do not detach any small parts (e.g. knobs or the like) from the unit. They could swallow the pieces and choke!

Never let children unattended use electrical devices.



NOTICE!

Operating conditions

This device has been designed for indoor use only. To prevent damage, never expose the device to any liquid or moisture. Avoid direct sunlight, heavy dirt, and strong vibrations.



NOTICE!

External power supply

The device is powered by an AC adaptor plug. Before connecting the AC adaptor plug, ensure that the input voltage (AC outlet) matches the voltage rating of the device and that the AC outlet is protected by a residual current circuit breaker. Failure to do so could result in damage to the device and possibly the user.

Unplug the AC adaptor plug before electrical storms occur and when the device is unused for long periods of time to reduce the risk of electric shock or fire.

3 Features

- Looper and drum computer in one device
- Up to 30 loops can be saved
- 5 minutes max. loop length, 50 minutes total recording time
- 40 different drum beats
- Dual mode for recording loops with or without drum beats
- Incl. footswitch for intro, fill in and ending
- Micro USB port for importing and exporting data
- Windows software for data transmission available from our product website
- Recording format WAV audio with 48 kHz / 24 bit
- Power supply via USB port or mains adapter (not supplied)

4 Notes on use

Unpack and carefully check that there is no transportation damage before using the unit. Keep the equipment packaging. To fully protect the device against vibration, dust and moisture during transportation or storage use the original packaging or your own packaging material suitable for transport or storage, respectively.

Handle the device with care.

Do not try to disassemble or repair the device yourself if it should not work.

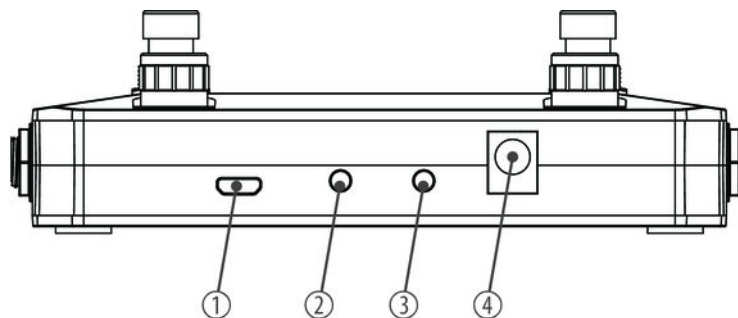
Set the volume of a connected amplifier to minimum before plugging or unplugging an instrument cable. This prevents loud noises.

When using an instrument with a high output level, the sound can be distorted. If distortion occurs, reduce the volume of the instrument.



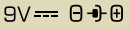
Do not use solvents such as alcohol to clean the device.

5 Controls and functions

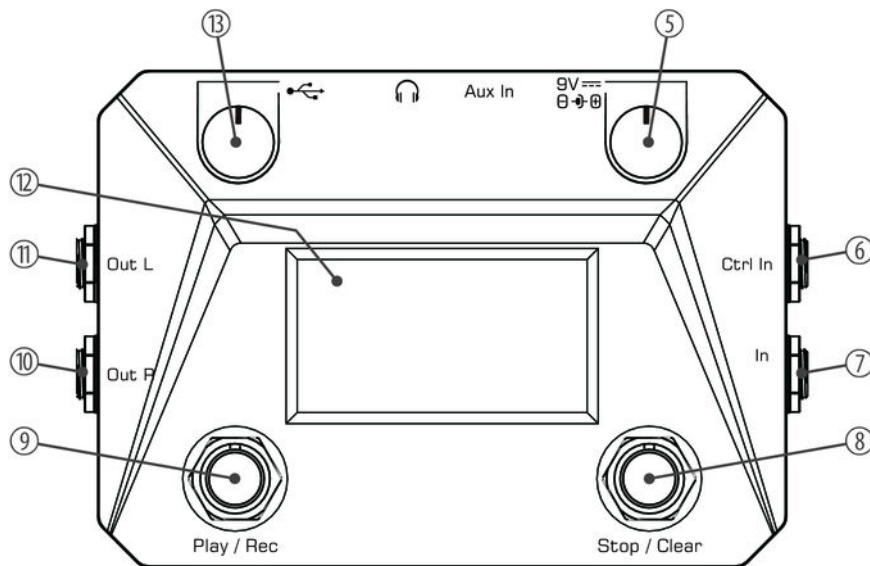
Front panel



Drum n' Loop

1	 USB port to connect a computer for copying the loop material, for updates or for power supply.
2	 3.5 mm mini phone socket for connecting stereo headphones.
3	<i>[Aux In]</i> 3.5 mm mini phone socket for connecting line level signal sources that are output together with the drum sound, but not recorded by the looper function.
4	 Connector for a 9 V power adapter (negative pole = inner contact, not included).

Top side



Drum n' Loop

5 Drum control

Press and hold the control for 2 seconds to start or stop the drum sound with the main part.

Turn the control to set the tempo in a range from 40...200 bpm.

Press the control briefly to then select one of 40 different rhythm types by turning the knob.

Press the control again briefly to then adjust the drum volume in a range from 00...99 by turning the knob. Press it again to return to tempo setting.

6 *[Ctrl In]*

Here you can connect the included foot switch to control the drum function using the included 1/4" jack cable.

7 *[In]*

1/4" phone socket for connecting a guitar or other instrument with a similar output level.

8 *[Stop/Clear]*

This button is used to stop recording or playback of the loop material and to delete recordings (keep it pressed for 2 seconds).

9	<i>[Play/Rec]</i> This switch is used to start loop playback or recording and to control the Undo / Redo function.
10	<i>[Out R]</i> Output socket right channel: Use a shielded instrument cable with a 1/4" jack to connect another effects pedal, the input of a suitable instrument amplifier or the right input of a stereo amp.
11	<i>[Out L]</i> Output socket left channel: Use a shielded instrument cable with a 1/4" jack to connect another effects pedal, the input of a suitable instrument amplifier or the left input of a stereo amp.

12 Display

Display area for settings and operations in the device.

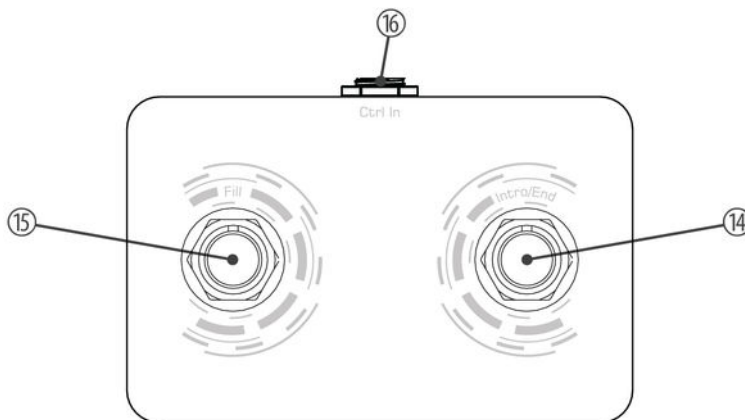
13 Looper control

Press the control for two seconds to select the synchronous or asynchronous mode for the upcoming recording. In synchronous mode, drum playback and looper function start simultaneously, and the SYNC indicator appears in the display. In asynchronous mode, drum playback and looper function start independently from each other. This display area remains blank then.

Turn the control to adjust the desired memory location 01 to 30 for looper recordings.

Press the control briefly to then select the volume for looper playback by turning the knob. Press it again to return to memory location selection.

Foot switch



Drum n' Loop

14 *[Intro/End]*

Press this switch to put an intro part before the loop playback, after which then the main part is played back.

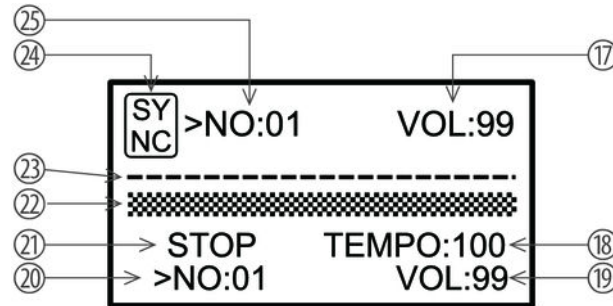
15 *[Fill]*

Press this switch to insert a rhythm variation during loop playback.

16 *[Ctrl In]*

Here you can connect the included 1/4" cable for the connection to the main unit.

Display



17	Volume indicator for loop material playback.
18	Tempo indicator for drum function, unit is 'BPM' (beats per minute).
19	Volume indicator for the drum function.
20	Indicator for the rhythm type number.

- | | |
|----|--|
| 21 | Status indicator for the drum function:
INTR: INTRO is currently being played.
MAIN: Main part is currently being played.
FILL: A rhythm variation is currently being played.
END: The ending sequence is currently being played.
M->F: Transition from main part to rhythm variation is currently being played.
M->E: Transition from main part to ending sequence is currently being played.
STOP: Drumm function is stopped. |
| 22 | Dividing line between looper area in the upper part of the display and drum area in the lower part. |
| 23 | If a broken line is displayed here, the memory location contains loop material, otherwise it does not.
During recording and playback, this area is used to display the progress bar. |
| 24 | When the SYNC indicator appears, the unit is in synchronous mode, otherwise in asynchronous mode. |
| 25 | Memory location indicator for looper recordings. |

6 Operating

Voltage supply

You can use the included USB cable to connect the device to a USB port that provides at least 120 mA. Or connect the device to the power supply via a suitable mains adapter (not supplied), which provides 9 V $\overline{=}$ with the negative pole via the inner contact. The device is instantly operational. Disconnect the unit from the power supply to switch it off. The recorded loop remains stored in the device after switching it off.

Drum function

Press the drum control for 2 seconds to start the main part of the currently selected drum sound. Repeatedly press the drum knob briefly to successively select the memory location indicator for rhythm types 'NO:01...40', the drum volume 'VOL:00...99' and the tempo 'TEMPO:40...200'. A '>' appears to the left of the respectively selected parameter. After selecting the desired parameter, you can change its value by turning the drum control.

Press the drum control again for two seconds to stop drum playback immediately.

If you have connected the foot switch, you can use the [Intro/End] button to start drum playback with an intro part. To insert a rhythm variation press the [Fill] button. Press the [Intro/End] button to stop the drum function with an ending.

Prepare for recording

Connect an instrument to the input socket *[In]*. For the first recording, use the looper control to select a free memory location for looper recordings. You can recognize a free memory location by the missing broken line in the display. The maximum loop duration is 5 minutes. Up to 30 loops can be stored with a total recording time of 50 minutes. The display lights red during recording.

Press the looper control for two seconds to select the synchronous or asynchronous mode for the upcoming recording. In synchronous mode, drum playback and looper function start simultaneously and the drum sound becomes part of the loop recording. The SYNC indicator in the upper left of the display indicates this mode. In asynchronous mode, drum playback and looper function start independently and the drum function is not recorded. The display area at the top left of the display remains blank then.

Recording in Synchronous mode

If you press the foot switch *[Intro/End]* the drum function starts with an Intro part of two bars. The drum function then changes to the main part, the looper function automatically starts the recording and you start playing the connected instrument. To finish recording, press the foot switch *[Intro/End]*. The recording ends with the end of the current bar and the drum function adds an ending over two bars.

To start loop recording and drum function without an intro, press the foot switch *[Play/Rec]*. To end both at the end of the current bar without ending, press the foot switch *[Stop/Clear]*. To change immediately to loop playback after the end of the current bar, press the foot switch *[Play/Rec]*.



If you want to practice with the drum accompaniment before the actual recording, start the drum function with the foot switch [Fill]. After a prelude, the device changes to the main part. Press the foot switch [Stop/Clear] to immediately stop the drum function. Press the foot switch [Intro/End] to stop the drum function with an ending.

Recording in Asynchronous mode

If you press the foot switch [Intro/End] the drum function starts with an Intro part of two bars. Then the drum function changes to the main part. Press the foot switch [Play/Rec] to start loop recording. Press the foot switch [Stop/Clear] to stop loop recording. If you want to switch immediately from recording to loop playback, press the foot switch [Play/Rec]. If you then want to stop loop playback, press the foot switch [Stop/Clear]. To stop the still running drum function, press the drum control for two seconds.

To start loop recording and drum function without intro, press the foot switch [Play/Rec]. To stop both at the end of the current bar without ending, press the foot switch [Stop/Clear].



To stop the drum function without having previously recorded a loop, press and hold the foot switch [Stop/Clear] for two seconds.

Loop material playback

Use the loop control to select the memory location whose loop material you want to play back. If you want to listen to loop and drums together, select the synchronous mode. If you want to hear the loop only, select the asynchronous mode. Press the foot switch *[Play/Rec]* to start playback. Press the foot switch *[Stop/Clear]* to stop playback.



The functions Intro, Fill and Ending, which have already been described, are also available to you during the playback.

Overdub / Undo / Redo

To add another layer to your first recording (overdub), press the *[Play/Rec]* again and start playing. Proceed accordingly until all desired layers are recorded.

You can delete the last recorded layer (Undo) and then restore it (Redo). To do so in Overdub and playback mode, keep the foot switch *[Play/Rec]* pressed for about 2 seconds. The display light turns red for two seconds and then returns to green. The loop is then played without the last layer recorded. If you want to restore the level (redo), keep the foot switch *[Play/Rec]* pressed again for about 2 seconds. The display light turns red for two seconds and then returns to green.

Deleting loop

To delete loop material irretrievably, select the desired memory location and keep the foot switch [*Stop/Clear*] pressed for about two seconds, until the broken line goes out.

USB transfer

To transfer the loop material to a computer, disconnect the looper power and hold down the Looper control while connecting the looper to the computer's USB port using the included USB cable. After about 3 seconds, the looper is in '*Update Mode*' and the backlight of the display is turned on.

Now you can use the Looper Suite to transfer files to and from the Looper or install firmware updates.

If a message appears on the screen to update the software, we recommend that you perform the update. The looper interface then appears with the options '*IMPORT*', '*EXPORT*' and '*DELETE*'. Use the mouse to click on '*IMPORT*' if you want to copy files from the computer to the pedal. Click on '*EXPORT*' if you want to copy files from the pedal to the computer. Click '*DELETE*' if you want to delete files in the pedal. Then follow the on-screen instructions.

7 Technical specifications

Operating supply voltage	AC 9 V $\overline{\text{---}}$ via external power adapter (item # 108096), not included or via USB port
Current consumption	120 mA
Input impedance	1 M Ω
Output impedance	100 Ω
Audio format for file exchange via USB	WAV audio, 48 kHz / 24 bit
Total recording time	50 min.
Loop time	max. 5 min.
Memory locations	30
Dimensions (W \times H \times D)	132 mm \times 40 mm \times 90 mm
Weight	612 g

8 Protecting the environment

Disposal of the packaging material



For the transport and protective packaging, environmentally friendly materials have been chosen that can be supplied to normal recycling.

Ensure that plastic bags, packaging, etc. are properly disposed of.

Do not just dispose of these materials with your normal household waste, but make sure that they are collected for recycling. Please follow the notes and markings on the packaging.

Disposal of your old device



This product is subject to the European Waste Electrical and Electronic Equipment Directive (WEEE). Do not dispose with your normal household waste.

Dispose of this device through an approved waste disposal firm or through your local waste facility. When discarding the device, comply with the rules and regulations that apply in your country. If in doubt, consult your local waste disposal facility.



