

# VLP-200

## MULTI-TRACK SAMPLER

### User Manual

For Firmware V1.0.8



# VALETON

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## Welcome

Thank you for purchasing a VALETON product.

We know it might be tedious but please read this manual carefully to get the most out of your VLP-200.

Please keep this manual for future reference.

## Attention

### Handling

- Do not get the unit wet. If liquid is spilled on the unit, shut it off immediately.
- Do not block any jack of the unit.
- Keep away from heat sources.
- Disconnect the unit during storms to prevent damage.
- Operation of this unit within significant electromagnetic fields should be avoided.

### Connecting the power and input/output jacks

- Always turn OFF the power to the unit and all other equipment before connecting or disconnecting any cables. Also make sure to disconnect all connection cables and the AC adapter before moving the unit.

### Cleaning

- Clean only with a dry cloth.

### Alterations

- Do not open the unit.
- Do not attempt to service the unit yourself.
- Operation of this unit within significant electromagnetic fields should be avoided.

### AC Adapter Operation

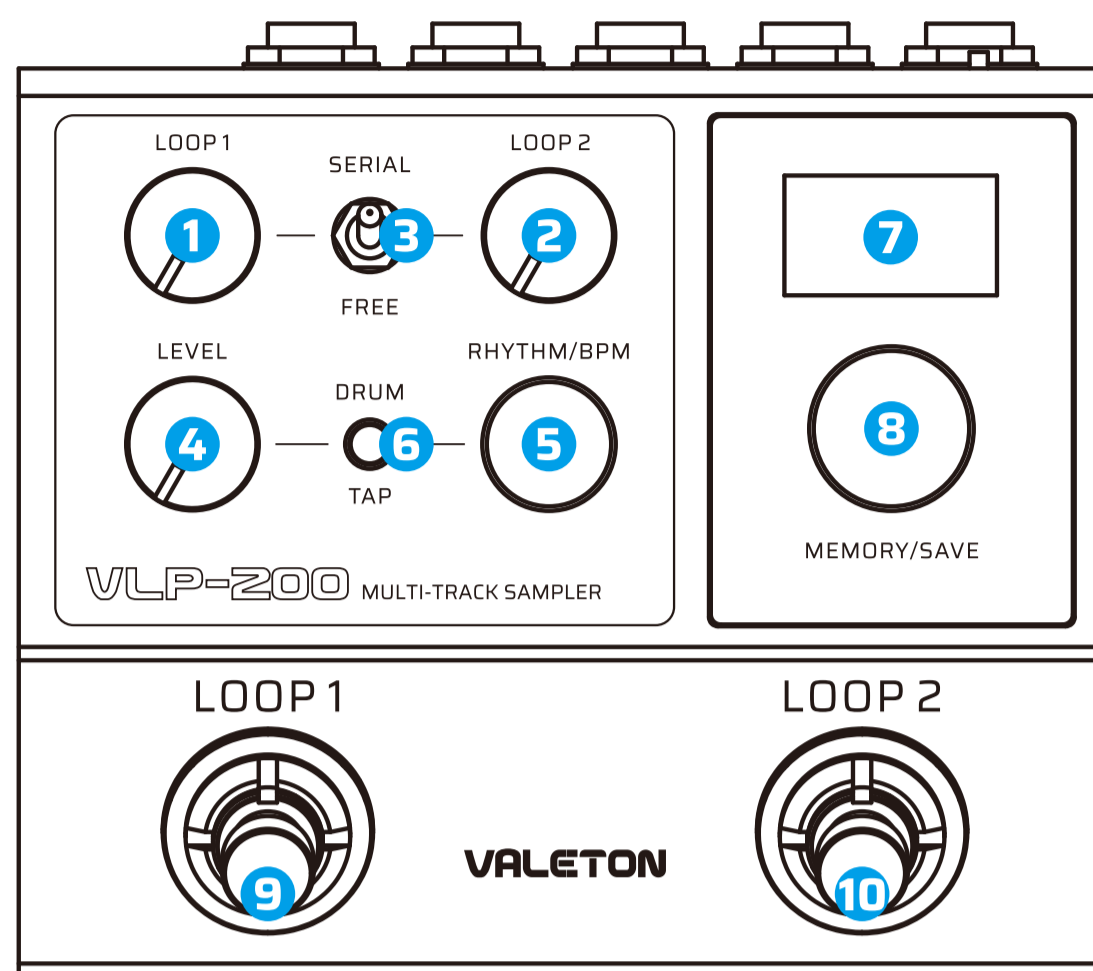
- Always use a DC 9V center negative 500mA AC adapter. Use of an adapter other than that specified could damage the unit or cause malfunction and pose a safety hazard. Always connect the AC adapter to an AC outlet that supplies the rated voltage required by the adapter.
- Unplug the unit during lightning storms or when unused for long periods of time.

### Malfunction

- If the unit malfunctioned, disconnect the AC adapter and turn the power OFF immediately. Then, disconnect all other connected cables.
- Prepare information including the model name, serial number, specific symptoms related to the malfunction, your name, address and telephone number and contact the store where you bought the unit, or contact VALETON support([service@valeton.net](mailto:service@valeton.net))

**Thank you for choosing a VALETON product!**

## Panel Introduction



### 1. [LOOP 1] Knob

Controls the playback volume in LOOP 1.

### 2. [LOOP 2] Knob

Controls the playback volume in LOOP 2.

### 3. [SERIAL/FREE] Toggle switch

Used to select the coordination mode of LOOP 1 and LOOP 2:

- SERIAL LOOP 1 and LOOP 2 play alternately.
- FREE LOOP 1 and LOOP 2 can be played at the same time.

### 4. [LEVEL] Knob

Controls the playback volume of the drum machine.

### 5. [RHYTHM/BPM] Knob (with enter button)

Turn to select the drum rhythm pattern or adjust the BPM of drum machine, press the knob to switch the current adjustment object (RTH or BPM).

### 6. [DRUM/TAP] Button

Press the button to turn the drum machine on or off. Hold the button to enter to tap tempo mode tap the button to adjust the BPM.

### 7. Display

Displays information such as project number, drum rhythm pattern number, and BPM.

### 8. [MEMORY/SAVE] Knob (with enter button)

Select and recall the project by turn the knob, press to save the LOOP project, and long press the knob to switch the recording mode: normal recording (NR) and automatic recording (AR).

### 9. [LOOP 1] Footswitch

Controls the record, play, stop, overdub, undo and redo functions of LOOP 1:

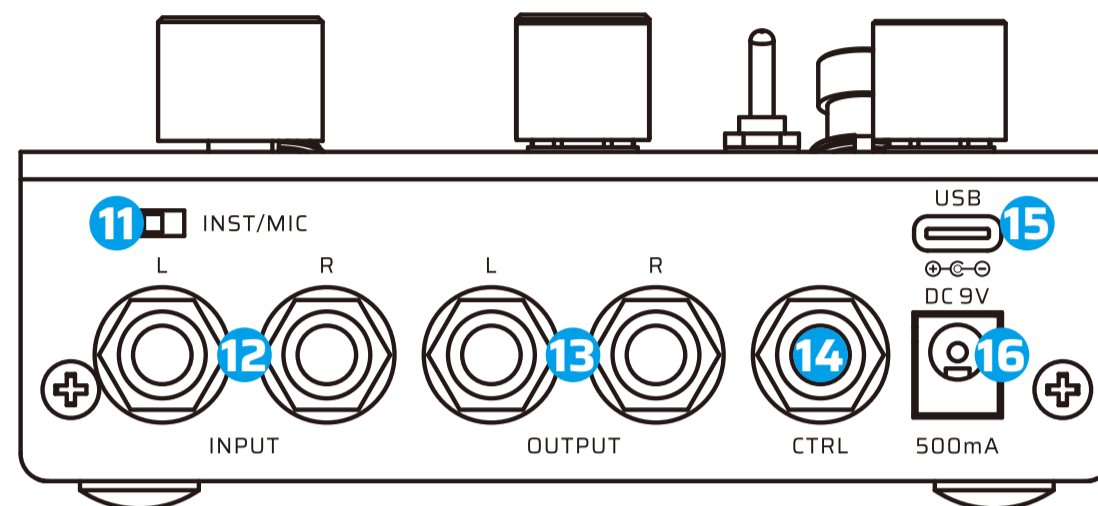
For blank loop: Record→Play→Overdub

For loop with recordings: Play→Overdub

When playing or overdubbing: Press and hold this footswitch for 2 seconds or more to perform undo (cancel recording or the last overdub recording). Press and hold the Footswitch again to perform the redo function (cancel the undo operation).

## 10. [LOOP 2] Footswitch

Control the recording, playback, stop, overdub recording, undo and redo functions of LOOP 2, the operation logic is consistent with [LOOP 1] Footswitch.



## 11. INST/MIC Toggle switch

Toggle the switch to match the connected device:

- INST: Suitable for guitars, basses and other instruments.
- MIC: Suitable for connecting dynamic microphones.

## 12. INPUT (L/R) Jack

1/4" Mono input connection for guitar, bass, microphone or other instruments. When connecting a stereo output device, please use both L and R jacks; when connecting a mono device, use either the L or R jack.

## 13. OUTPUT (L/R) Jack

1/4" unbalanced output interface, connect to speaker, mixer or recording equipment.

Mono input:

Only L or R channel input, OUTPUT L and R output the same LOOP signal (dual mono output).

Stereo input:

When INPUT L and R are input at the same time, OUTPUT L and R output the LOOP signal of the corresponding input channel.

\*Note: When INPUT L and R are inserted at the same time, if only one channel of L or R has signal input, only the corresponding output channel has LOOP signal output.

## 14. CTRL Jack

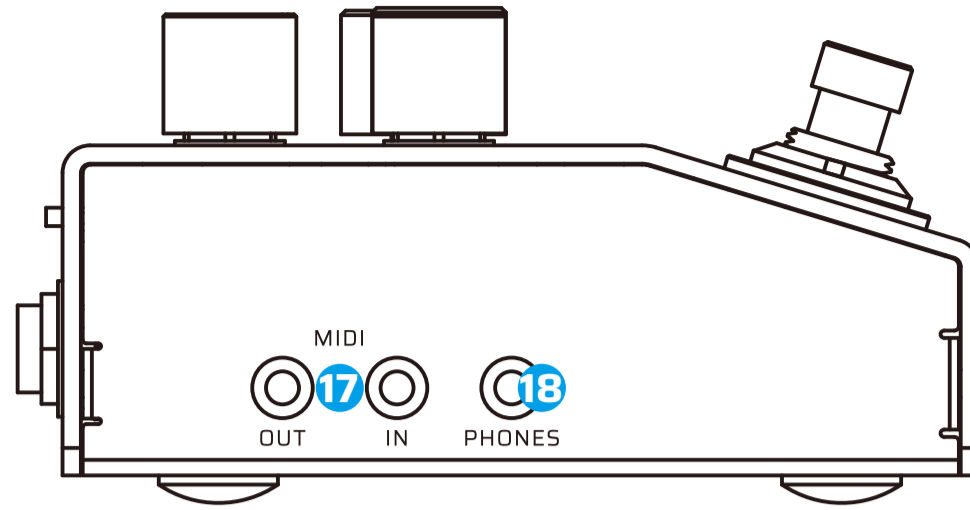
The 1/4" TRS input, for connecting an external single footswitch controller. A single press on the external pedal can be used to turn the drum machine on or off, and a long press can enter tap tempo mode, which is used to adjust the BPM of the drum machine.

## 15. USB Jack

By connecting to a Mac or PC through the USB 2.0 Type-C port, import and export projects and update firmware with supporting software.

## 16. DC 9V Jack

Power Requirements: DC 9V, 500mA, center negative.



### 17. MIDI (IN/OUT) Jack

1/8" MIDI interface, you can sync external MIDI equipment with this device.

PHONES

1/8" TRS stereo interface, connected to headphones to monitor the output of the device.

## Overview

Introducing Valeton's latest "music creation machine", the compact and sturdy VLP-200. This powerful device combines two fully functional loopers with a variety of drum machine rhythms, making it an invaluable tool for composing, practicing, and performing. The two looper collaboration mode allows for easy parallel looping or seamless transitions between song sections, while the meticulously tuned drum machine sync function enhances your performance with endless possibilities. With 99 built-in recording project storage slots and dedicated software for easy import and export, the VLP-200 becomes your portable music library.



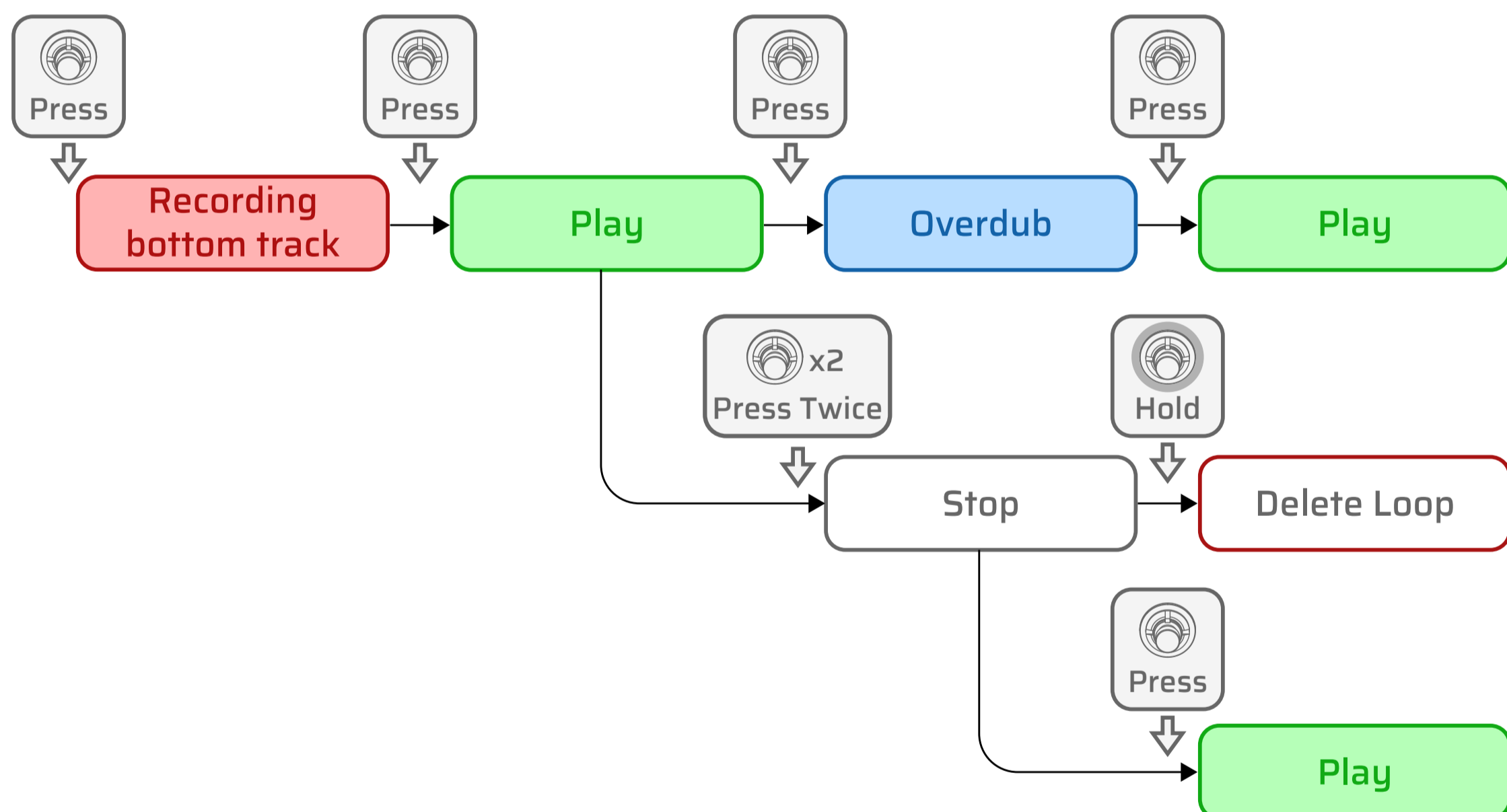
## Basic Tutorial for LOOP 1 and 2

### LOOP footswitch indicator color

Empty LOOP does not light up

- **The red light is always on** when the bottom track is recording
- **The green light is always on** when playing
- **The blue light is always on** when overdubbing
- **The blue light will flash slowly** while waiting for overdubbing to be completed in integer multiples
- When stopped, the **white light remains** steady
- **Yellow light flashes** after selected loop is waiting to play in SERIAL mode
- **The red light flashed 3 times** after delete the loop
- **The blue light flashes** after undo a recording
- **The green light flashes** after redo a recording

### Record, Play, Overdub and Delete



“Bottom track”: The first recorded track of a blank LOOP.

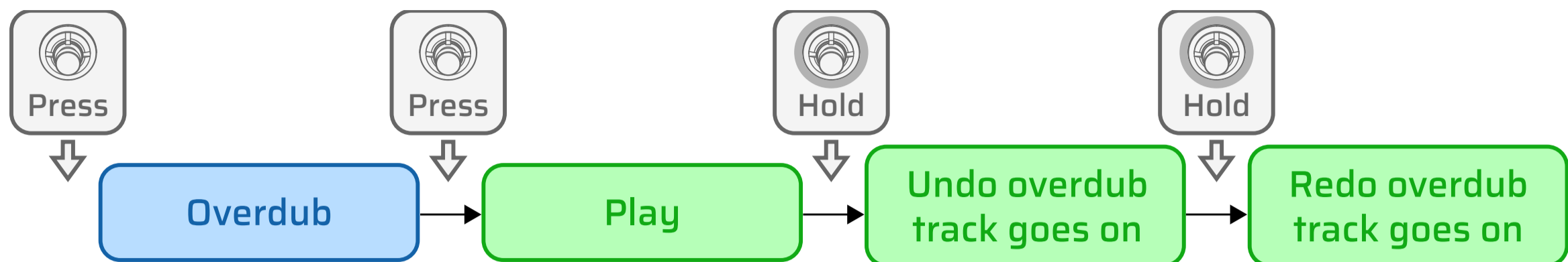
“Overdub”: Overlay the second and subsequent recordings on top of the bottom track

“Stop”: Press twice to stop the LOOP only active when the LOOP is playing.

“Delete”: When there is only the bottom track recorded, a long press during playback will directly delete the base track. If the recording includes overdubs, you can use a combination of (single press + long press) to quickly delete the entire track.

Additional Tips: long-pressing the MEMORY/SAVE encoder allows you to switch the current recording mode between **Manual Recording (MR)** and **Automatic Recording (AR)**. When switched to Automatic Recording, the current LOOP will automatically start recording upon detecting a certain level of signal input after pressing the footswitch.

## Undo and Redo



“Undo”: Hold to Undo is only for the last overdub track, not for the bottom track.

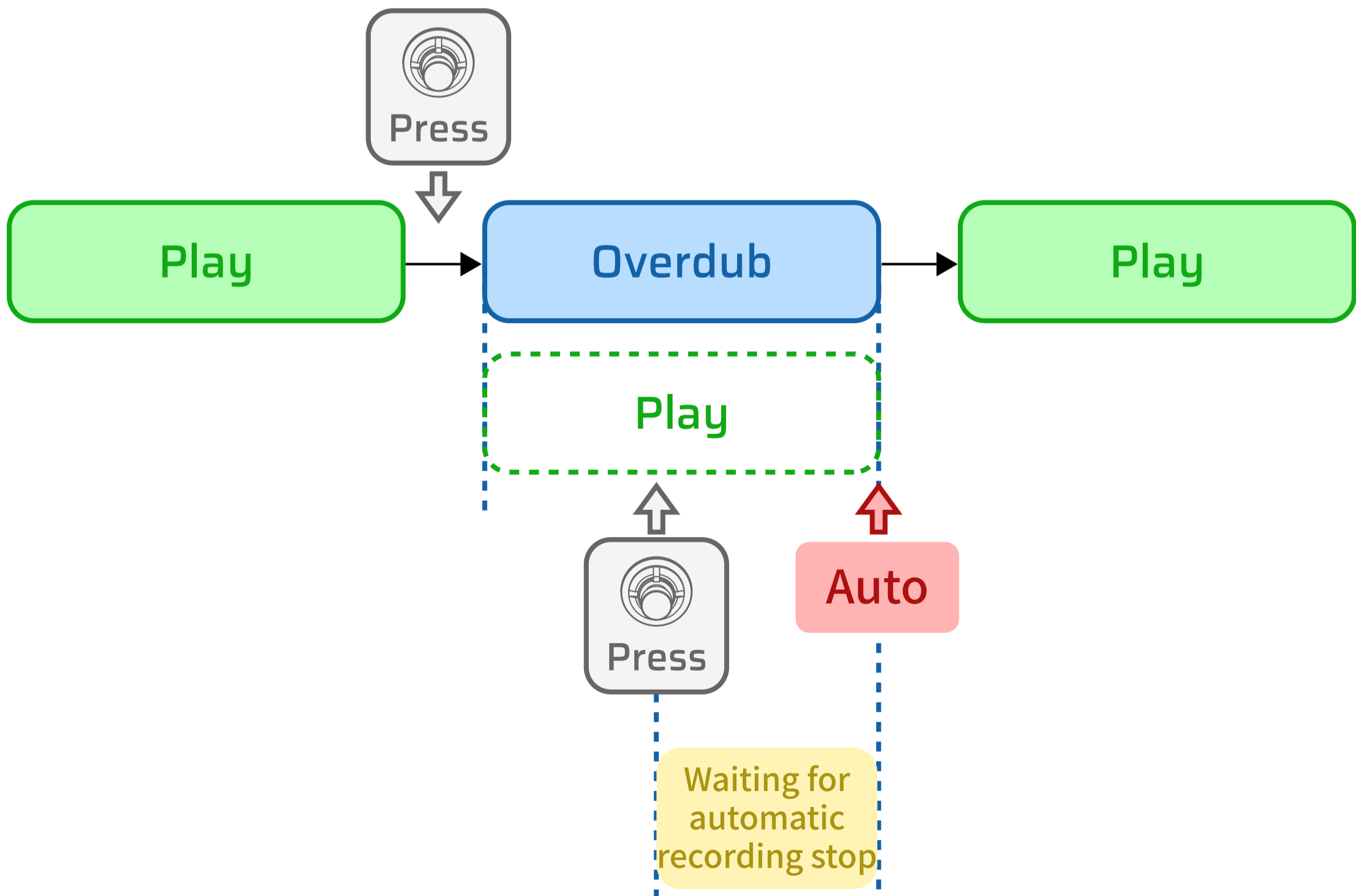
## Recording length tips

The length of each overdub track of LOOP 1 or 2 can be controlled **as an integer multiple** of the length of its own bottom track. If the current LOOP contains a recording, the overdub duration can be set to an integer multiple of the current loop track length.

This is a useful technique for creative players. If the overdub recording time is not an integer multiple after you pressing the footswitch to end recording, the footswitch light will become blue and flash slowly until the recording ends automatically at an integer multiple.

### Example 1:

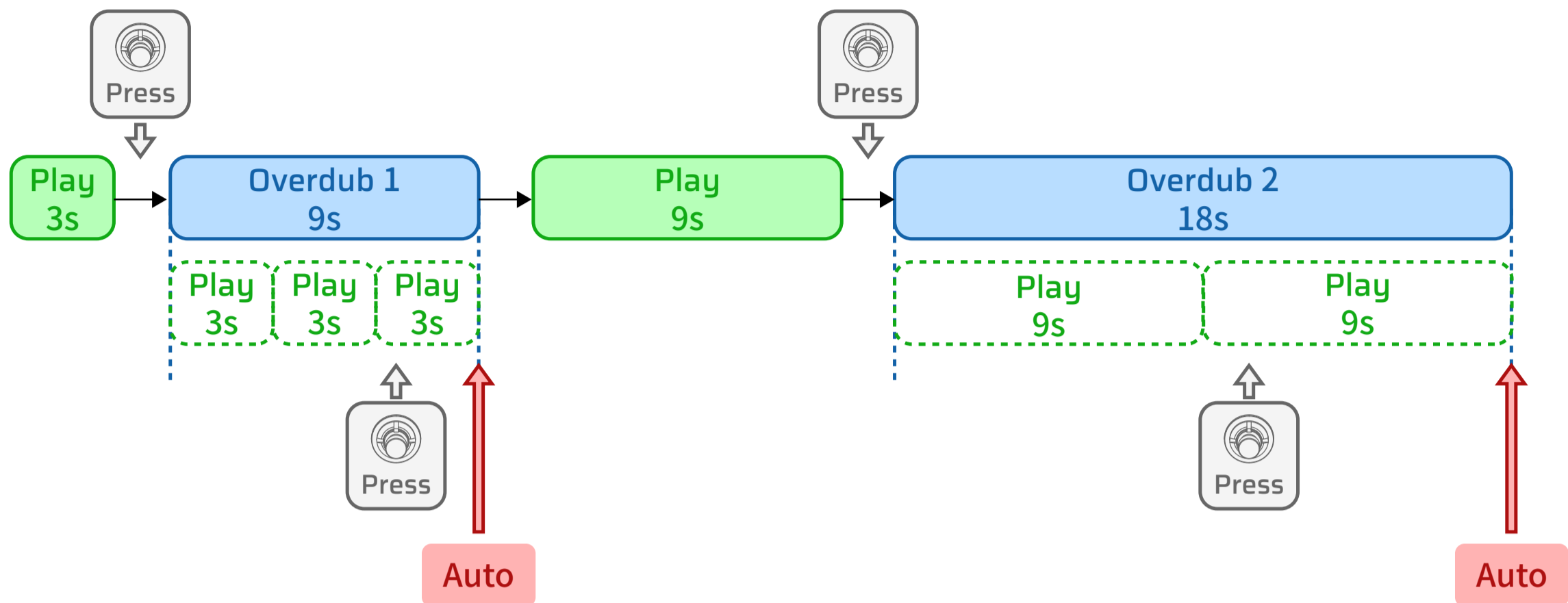
Press the footswitch before the first loop playback ends and wait for the recording to end automatically. The overdub duration will match the current loop duration (1x).





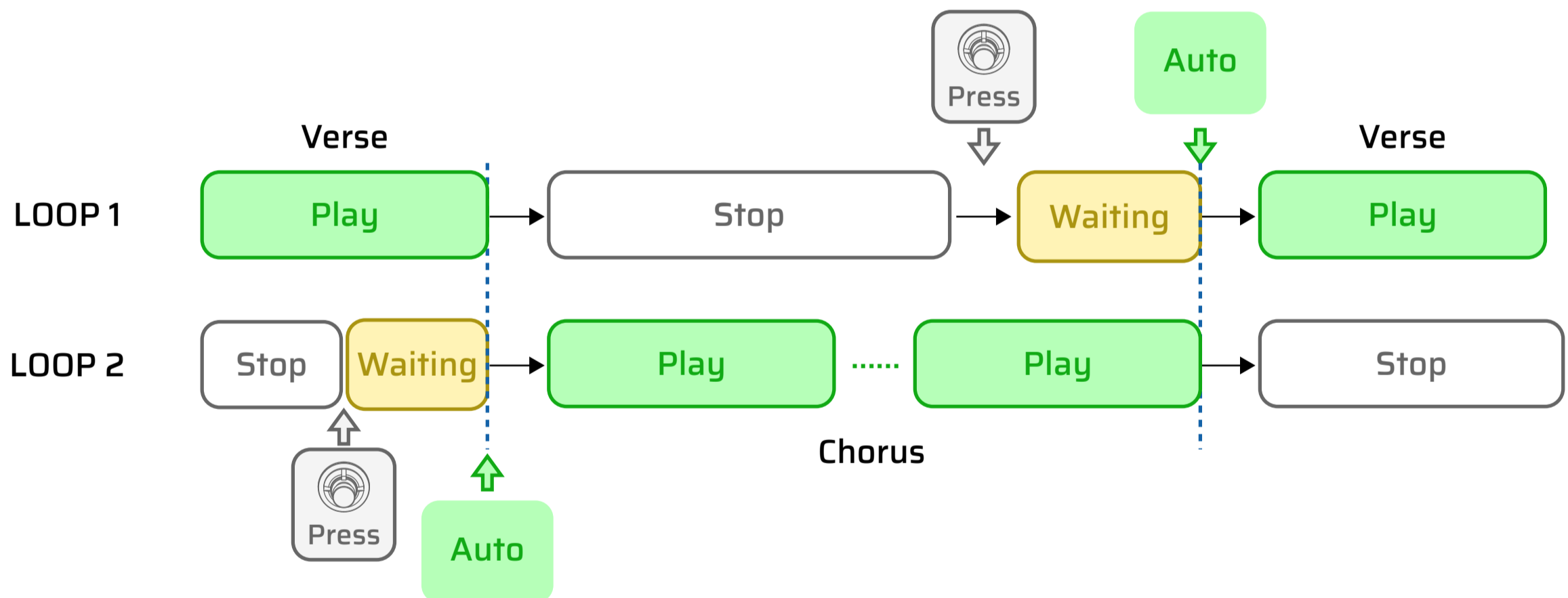
**Example 2:**

Press the footswitch before the third loop playback ends to overdub 1, with a duration of three times the current loop length. Then, press the footswitch before the second loop playback ends to overdub 2, with a duration of two times the current loop length.



**SERIAL and FREE mode**

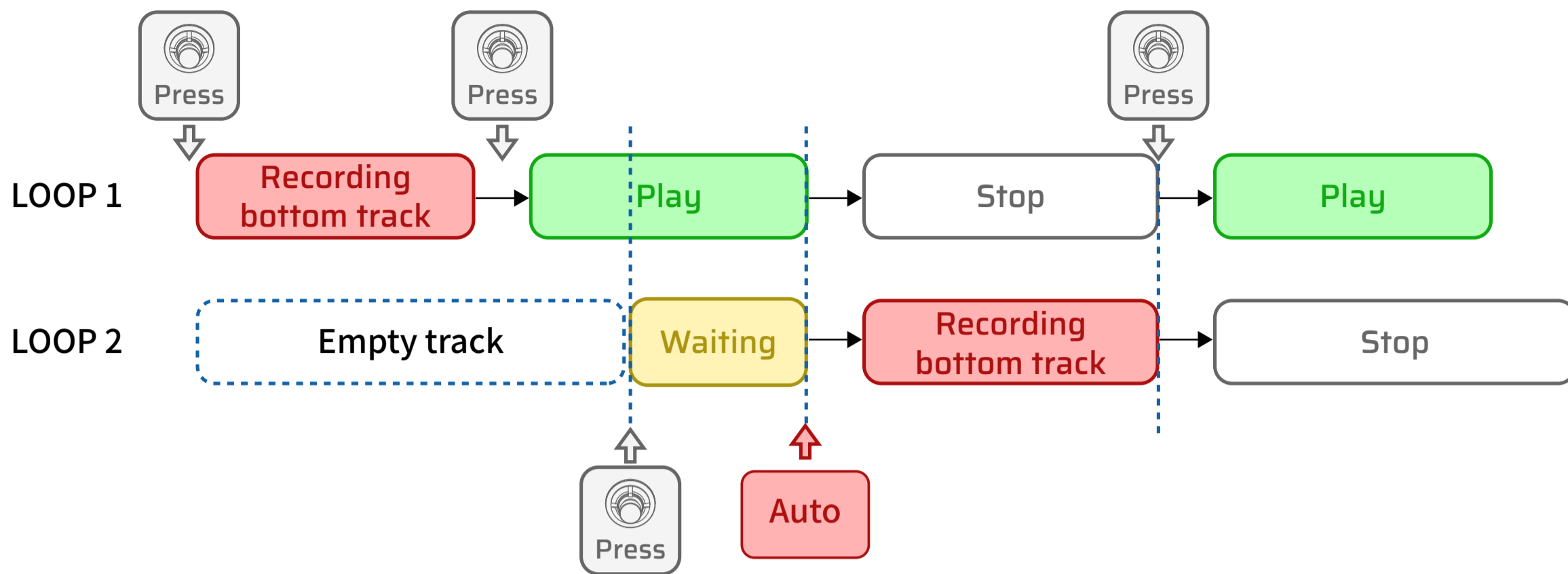
**SERIAL mode (LOOP 1, 2 contains recording)**



“SERIAL”mode: When LOOP 1, 2 contains recording , you can control the two LOOP tracks to play sequentially through the SERIAL mode, so that you can seamlessly switch between two different sections and control the song structure.

“Waiting”: Before the currently playing LOOP track ends, another activated LOOP track enters the waiting mode (yellow light flashes), and it will play automatically after the current LOOP track ends.

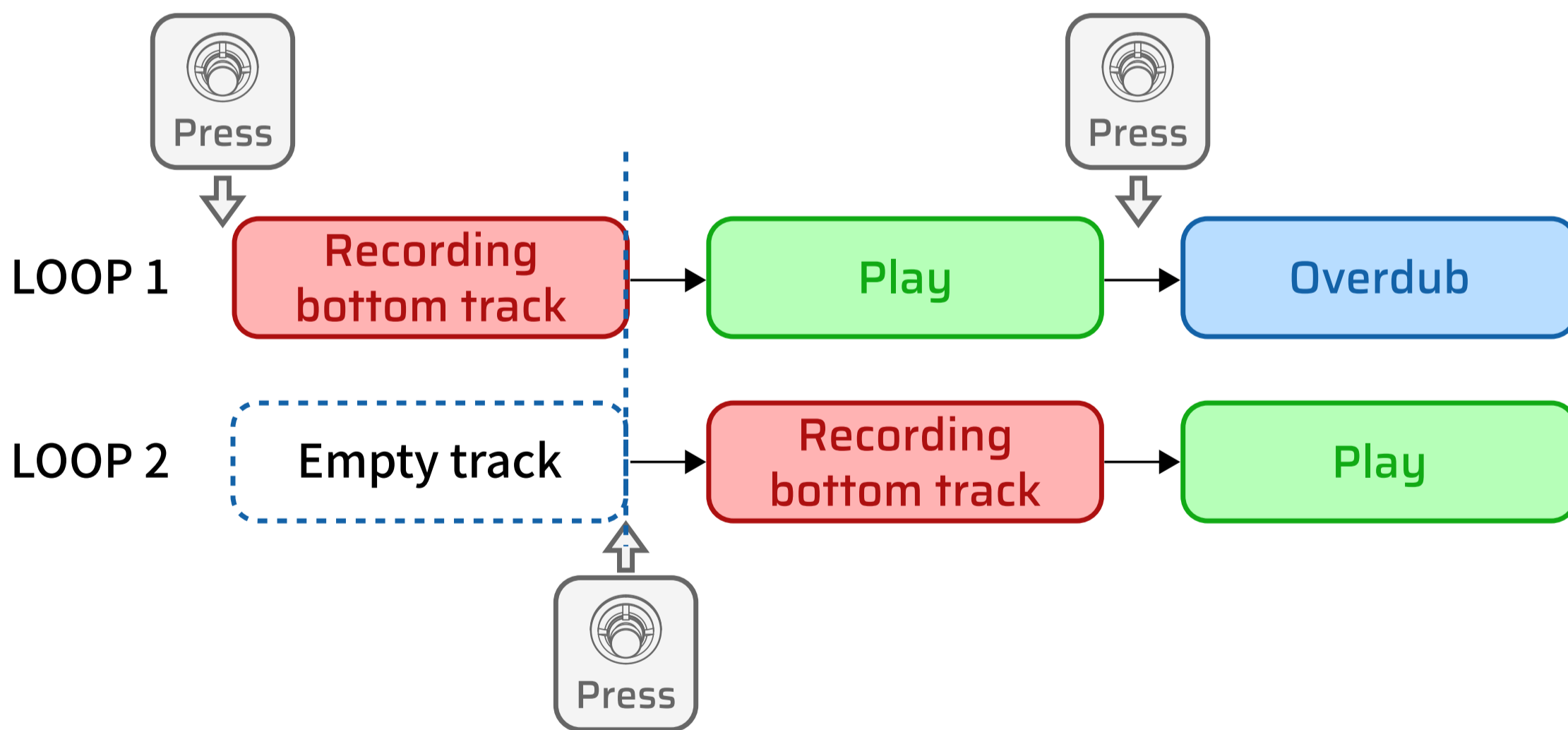
**SERIAL mode (LOOP 1, 2 is empty)**



“SERIAL” Mode: When LOOP 1 and LOOP 2 are empty tracks, start by recording a bottom track on LOOP 1 and play it back. Then press LOOP 2 will enter “waiting” mode and begin recording immediately after LOOP 1 completes its current loop. If LOOP 1 is reactivated during the recording of LOOP 2, LOOP 1 will start playing immediately, and the recording on LOOP 2 will automatically stop.

**FREE mode**

In FREE mode, LOOP 1 and LOOP 2 can play simultaneously, and their recording durations do not affect each other. Essentially, in this mode, you have two fully functional, independently operating loopers.



Recording in “FREE”mode: In FREE mode, you can record loop in LOOP 1 while LOOP 2 is playing. This also means that LOOP 1 and LOOP 2 do not support simultaneous recording.

## Drum and Sync

VLP-200 has built-in 100 new rhythm patterns with metronome, composed of 24-bit, 48 kHz high sampling rate drum samples.

### Drum Machine

- You can press the DRUM button to turn the drum machine on or off, long press DRUM to tap tempo. The DRUM button will flash with the BPM, press and hold to exit the tap tempo mode.
- You can also use the external pedal to complete the drum machine control operation: single press on the external pedal to turn the drum machine on or off, hold to enter tap tempo mode.
- Use RHYTHM/BPM knob to select the drum rhythm pattern or adjust the BPM of drum machine, press the knob to switch the current adjustment object (RTH or BPM).

### SYNC function

The drum machine synchronization is an automatic feature that does not require manual activation. When you start recording a bottom track **while the drum machine is active**, the VLP-200 automatically quantizes the phrases, ensuring that playback of recorded segments stays synchronized with the drum machine. This allows you to naturally align your loops with the drum beats in every performance, maintaining synchronization while preserving the natural feel of your playing.

## Recording Project and Saving

In the VLP-200, you can store up to 99 project spaces, with each space capable of storing a stereo recording file of a single LOOP for up to 4 minutes, totaling a maximum of 7 hours of stereo files. You can switch and access projects anytime by rotating the MEMORY/SAVE knob, and each project will automatically stop at the beginning of the audio when called upon.

### What's in the Project

- All recordings in LOOP 1 and LOOP 2
- The selected drum rhythm pattern
- BPM of drum pattern

With such a project saving function, you can turn VLP-200 into your portable band member.

### Project Saving

When there are changes to the project information in the VLP-200, the dot in the bottom right corner of the screen will illuminate, indicating that preset information needs to be

updated and saved. Press the “MEMORY/SAVE” knob to enter the pre-save state. The project number “PXX” will blink. Rotate this knob to select the project location where you want to (overwrite) store the project. If saving to the current project, no selection is needed. Then press the knob again to confirm the project selection. After a few seconds, the “SAV” display will disappear, indicating that the storage has been confirmed.

**Notes:**

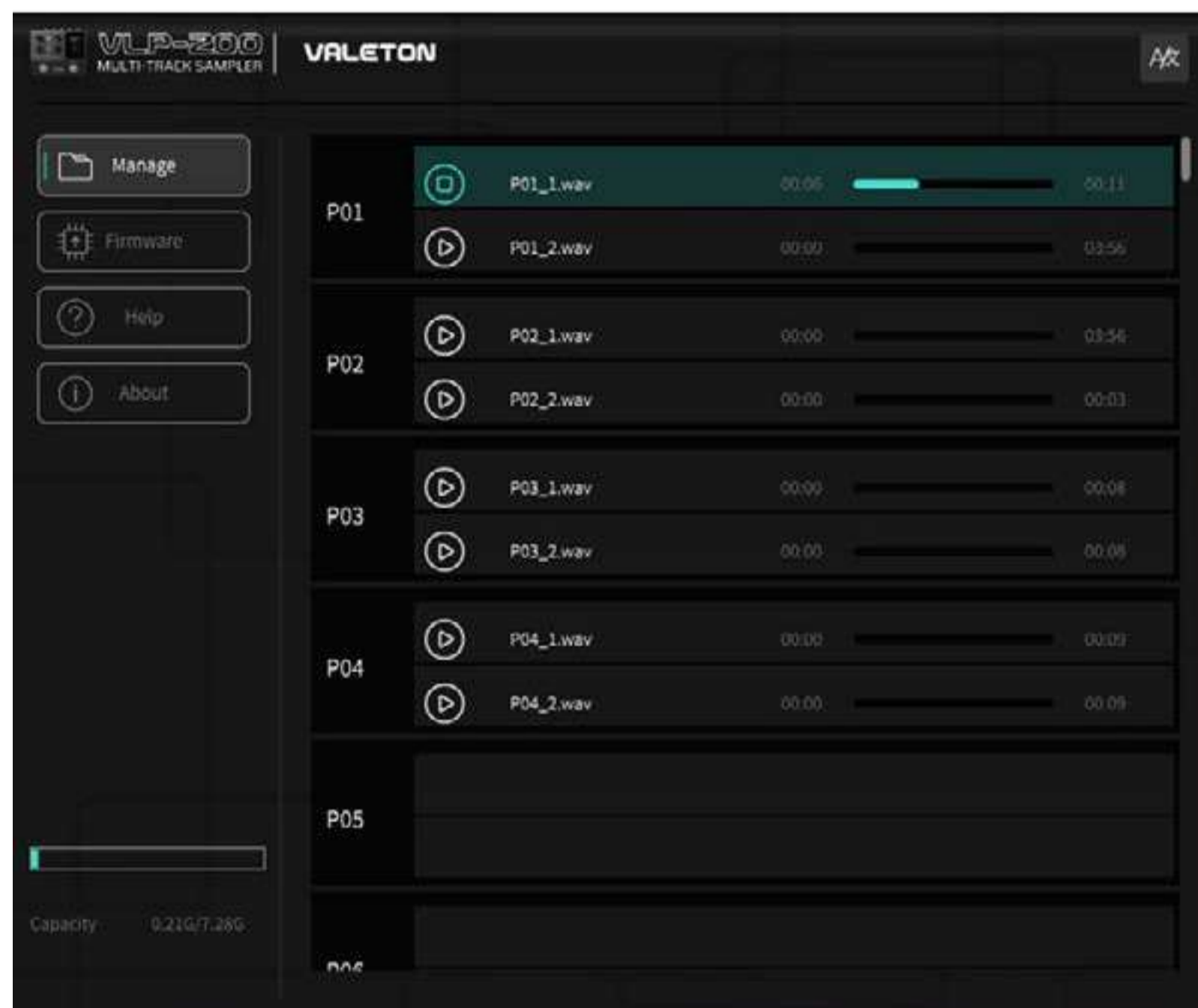
Recording on a single track will automatically stop when reaching the storage limit (4 minutes).

To cancel saving before confirmation, long-press the knob to return to the pre-save state (new recordings will not be deleted).

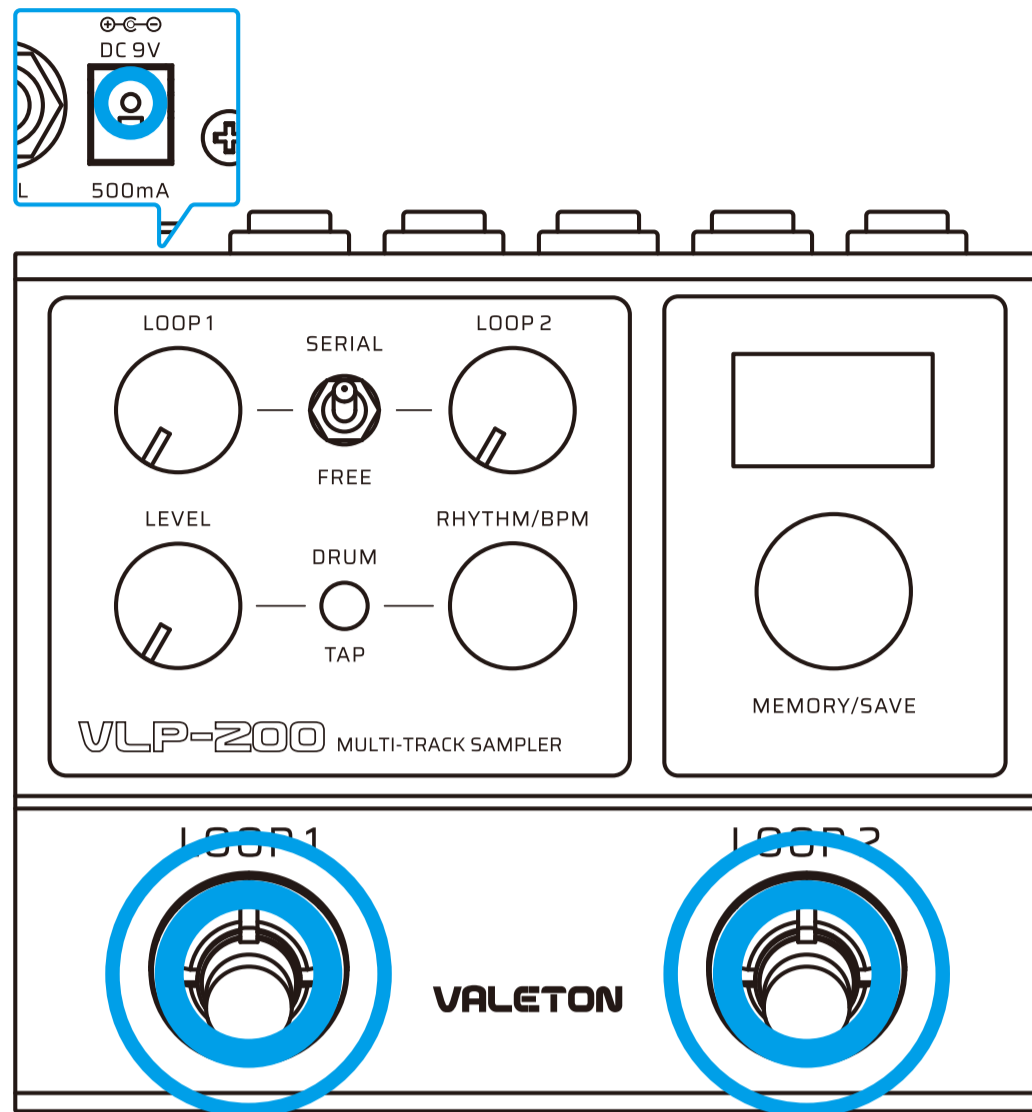
Longer recording times will require relatively more time to save to a project.

## Supporting software

When you connect the VLP-200 to the computer via USB, you can use the free software for project management and firmware update of the VLP-200. VLP-200 software supports Windows and mac OS platforms. Please visit [www.valeton.net/software.html](http://www.valeton.net/software.html), download the VLP-200 software from the relevant page, and you can use it after installation.



## Firmware Version Check



You can check the current firmware version on the VLP-200. To do this, press and hold both the LOOP 1 and LOOP 2 footswitches while powering on the device. Continue holding until the screen displays the current firmware version (after viewing, a restart is required to resume normal operation). You can then follow the firmware update instructions provided in the VLP-200 software to update the firmware.

## Specification

- AD/DA: 24-bit/48 kHz
- Project storage: 99 slots
- Maximum recording time: 7 hours
- Recording audio format: WAV (24-bit, 48 kHz, stereo)
- Built-in drum machine: 100 rhythm patterns + metronome
- Playback modes: SERIAL and FREE
- MIDI (IN/OUT): 3.5 mm TRS MIDI interface
- Analog inputs/outputs:
  - Input interfaces (L/R): 2 x 6.35mm (1/4") TS input interfaces
  - Input impedance: 1M $\Omega$
  - Output interfaces (L/R): 2 x 6.35mm (1/4") TS output interfaces
  - Output impedance: 4.7K $\Omega$
- Headphone interface: 1 x 3.5 mm (1/8") TRS output interface
  - Output impedance: 16 $\Omega$
- Digital connections:
  - USB interface: USB 2.0 Type-C interface
- Dimensions and weight:
  - Dimensions: 119.5mm (L) x 104.9mm (W) x 54mm (H)
  - Weight: 639g
- Power:
  - Power requirements: DC 9V, 500mA, center negative

# Troubleshooting

## Device won't boot

- Please confirm whether the power interface is in good contact.
- Please confirm that the correct power supply is used.

## No sound or low volume

- Please confirm that the input and output cables are connected correctly.
- Please confirm whether the connecting cables and each interface are in good contact.
- Please make sure that the volume knobs of LOOP 1, LOOP 2 and drum machine are in proper positions.
- Please confirm whether the audio device you connected is in mute state.

## Obvious noise

- Please confirm that the connecting cables are in good contact.
- Please confirm whether the instrument output jack is working normally.

## Recording/Saving problem

- Please pay attention to whether the storage space exceeds the maximum limit of a single track (4min).

## About Drum SYNC

- When replaying recorded LOOP files and drum machines, please try to play or switch sections at the exact beat.
- Changing the drum tempo (BPM) of a project after the recording is finished will disable the SYNC function.

## Drum Rhythm List

Rhythm	Time Signature	Tempo	No.
Rock 1	4/4	120	1
Rock 2	4/4	120	2
Rock 3	4/4	120	3
Rock 4	4/4	120	4
Rock 5	4/4	120	5
Rock 6	4/4	120	6
Rock 7	4/4	120	7
Funk 1	4/4	120	8
Funk 2	4/4	120	9
Funk 3	4/4	120	10
Funk 4	4/4	120	11
Funk 5	4/4	120	12
Breakbeat 1	4/4	120	13
Breakbeat 2	4/4	120	14
Breakbeat 3	4/4	120	15
Breakbeat 4	4/4	120	16
Breakbeat 5	4/4	120	17
Breakbeat 6	4/4	120	18
Breakbeat 7	4/4	120	19
Breakbeat 8	4/4	120	20
Breakbeat 9	4/4	120	21
Breakbeat 10	4/4	120	22
Drum&Bass 1	4/4	120	23
Drum&Bass 2	4/4	120	24
Drum&Bass 3	4/4	120	25
Drum&Bass 4	4/4	120	26
Drum&Bass 5	4/4	120	27
Drum&Bass 6	4/4	120	28
Drum&Bass 7	4/4	120	29
Drum&Bass 8	4/4	120	30
Drum&Bass 9	4/4	120	31
Jazz 1	4/4	120	32
Jazz 2	4/4	120	33
Jazz 3	4/4	120	34
Jazz 4	4/4	120	35
Jazz 5	4/4	120	36
Jazz 6	4/4	120	37
Jazz 7	4/4	120	38



Rhythm	Time Signature	Tempo	No.
Jazz 8	4/4	120	39
Jazz 9	4/4	120	40
Jazz 10	4/4	120	41
Metal 1	4/4	120	42
Metal 2	4/4	120	43
Metal 3	4/4	120	44
Metal 4	4/4	120	45
Metal 5	4/4	120	46
Metal 6	4/4	120	47
Metal 7	4/4	120	48
Metal 8	4/4	120	49
Metal 9	4/4	120	50
Metal 10	4/4	120	51
Ambient 1	4/4	120	52
Ambient 2	4/4	120	53
Ambient 3	4/4	120	54
Ambient 4	4/4	120	55
Ambient 5	4/4	120	56
Ambient 6	4/4	120	57
Country 1	4/4	120	58
Country 2	4/4	120	59
Country 3	4/4	120	60
Country 4	4/4	120	61
Country 5	4/4	120	62
Country 6	4/4	120	63
Country 7	4/4	120	64
Country 8	4/4	120	65
Trip hop 1	4/4	120	66
Trip hop 2	4/4	120	67
Trip hop 3	4/4	120	68
Trip hop 4	4/4	120	69
Trip hop 5	4/4	120	70
Trip hop 6	4/4	120	71
Trip hop 7	4/4	120	72
Trip hop 8	4/4	120	73
Trip hop 9	4/4	120	74
Trip hop 10	4/4	120	75
Dance 1	4/4	120	76
Dance 2	4/4	120	77
Dance 3	4/4	120	78
Dance 4	4/4	120	79

Rhythm	Time Signature	Tempo	No.
Dance 5	4/4	120	80
Dance 6	4/4	120	81
Dance 7	4/4	120	82
707Kit 1	4/4	120	83
707Kit 2	4/4	120	84
Latin 1	4/4	120	85
Latin 2	4/4	120	86
Latin 3	4/4	120	87
Latin 4	4/4	120	88
Pop 1	3/4	120	89
Pop 2	4/4	120	90
Pop 3	4/4	120	91
Bossa 1	4/4	120	92
Shuffle 1	4/4	120	93
Shuffle 2	4/4	120	94
3/4 Metronome	3/4	120	95
4/4 Metronome	4/4	120	96
5/4 Metronome	5/4	120	97
6/4 Metronome	6/4	120	98
6/8 Metronome	6/8	120	99
7/4 Metronome	7/4	120	100