

# IMAGE LOOPER



- Dedicated footswitches/leds for Rec/Play and Stop/Clear
- Intuitive, logical user interface for less “confusion” and double-duties
- 24 bit conversion, 46KHz/32bit floating point processing
- 5,8 minute looping time
- Autosave in stop mode
- Uncompressed audio
- Undo/Redo function
- Unlimited overdubs
- Loop level control
- Stereo In/Out

Input impedance	500 K stereo
Output impedance	1 K Ohm
Power supply	9/12 VDC · 2,1 mm barrel plug ·
Current draw @ 9 VDC	100 mA max.
Maximum input signal Vp-p	2.5 Vp-p
Battery type / Battery life	9 V battery 6F22 / 30 minutes
External connectors	Inputs (L(mono)/R), Outputs (L/R), DC input
Controls	Loop level, Stop/Clear, Rec/Play
Unit size and weight (W x H x D)	100 x 55 x 120 mm / 3,9 x 2,2 x 4,7 in 0,355 kg / 12.5 oz



*The Image looper offers simplicity and high quality audio, with a maximum loop length of 5,8 min. in true stereo/mono operation.*

*A phrase looper has become a useful tool for guitar and bass players, because it is such a useful tool:*

*For teaching/clinics, a basic chord progression can be recorded on the spot as a quick and easy way of providing a sonic canvas for explaining ideas/theory.*

*Solo artists/buskers can record percussive “rhythms” or entire songs, then layer additional stuff on top in real-time for a pseudo “band” sound.*

*Saved loops can be played back even after power-down, so it can also work as a small sampler foot controlled audio playback machine.*

*Having all the available commands spread out on two footswitches, each with an led-bar for indication, the user will always know what the looper is doing – the leds will indicate which mode is currently running:*

*Recording: The rec/play led is lit*

*Playback: The rec/play led is blinking*

*Stopped recording: The stop/erase led is lit*

*Stopped playback: The stop/erase led is blinking*

*Undo: Both led’s are blinking*

*Empty: No led’s are lit/blinking*

*Very intuitively, the led’s indicate what just happened, what IS happening and/or what is about to happen if a switch is pressed.*

*The audio processing keeps the sound quality intact with no added compression for a clean and clear “image” of what you feed into it when recording.*

