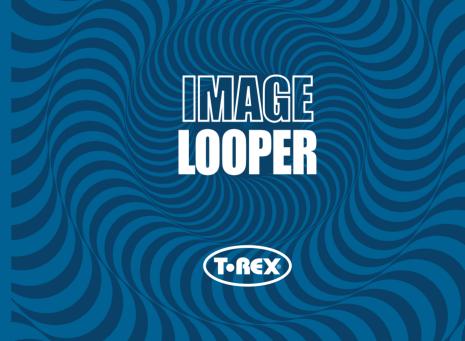






-Rex Engineering AnS





# **IMAGE LOOPER**

Congratulations on your purchase of the Image looper. This pedal is your own little recording studio for jamming with yourself, teaching, busking or any other situation where you want to record ideas, phrases or even complete songs. Please take a few minutes to read this manual as it will explain how the looper works and what you can do with it.



# **CONNECTIONS/VOLUME CONTROL**

The Image looper features true stereo operation, but works just as fine in mono.

## Here's how you should hook things up:

Place the looper at the very end of your signal chain. This allows you to add your effects to the individual phrases you record, rather than adding effects to all your loops. One phrase might sound great with a little reverb or delay, so it's nice to be able to do so without affecting any other loops/recordings.

Using the left (mono) input, the looper will send out audio on both outputs. Using the right input will send out audio from the right output ONLY.

Using both inputs (stereo operation), both outputs will send out audio.

**Hint:** When using the left(mono) input ONLY, the input impedance is lowered. If you hear a duller, weaker sound coming from your instrument when using the left (mono) input only, we recommend using a buffer in front of the looper. If you run mono in/mono out, we recommend using the right input/ouput jacks.

## Loop level:

The single knob on the Image looper controls the level of all the recorded audio. While the dry, unaffected signal passes through the looper at unity gain, the recorded audio can be turned down from unity (level at maximum) to near silent (level at minimum). Keep the knob at maximum if you want the recorded audio to be played back at the same level as your dry, unaffected signal.

(When teaching or doing clinics, it's useful to have a volume knob right on the pedal, so you can create a little space for explaining ideas to the audience/students while the base loop plays).

## **USING THE LOOPER**

The basic main routine of the Image looper is record, playback, record, playback, etc. The right led will light up for "recording" and blink for "playback". If all you do is press REC/PLAY, all you will see is that right led blinking or lighting up – record, playback, record, playback, etc.

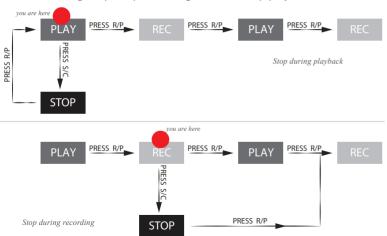


This routine is the backbone of the looper – the endless stack of loops/recordings that get mixed together to create the audio being played back.

If you want to "step out" of that routine, the looper will indicate this by keeping the same blinking/lighting led indication, but in a slightly different way. So you always have a clear view of where you are in the main routine but also what you did to "step out" of it and how to go back to it.

## Stop:

If you want to stop either recording or playing back, press S/C. The left led will also light up (stop recording) or blink (stop playback).



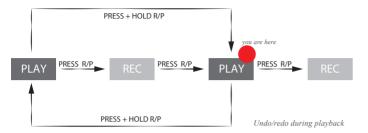
As indicated by the arrows, stopping any recording or playback (at any time) will mute the audio and pressing R/P will take you right to the beginning of the modes indicated. The base loop will start from the beginning in both cases. Note that if you stop a recording, the audio will be saved and pressing R/P will start another recording.

### Undo/redo:

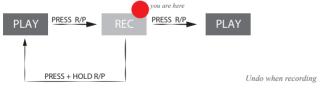
You can also press-and-hold the R/P switch when in record mode or playback mode. This will mute the last recording made, allowing you to correct any mistakes without having to clear the entire memory of audio.

Undo/redo happens in real time, so the base loop(s) will be playing back continuously, NOT starting from the beginning.

Both leds will blink during undo, indicating that the looper is playing back but a recording has been muted.



During playback, the looper will mute the last recording. You can press and hold R/P again to un-mute it (redo) or simply press R/P to re-record.



During recording, undo ing will simply take the looper back to the previous playback without saving the audio. It is a quick way to erase and re-record your audio (if you made a mistake, for example).

**Note:** Undo/redo is only possible when two or more recordings have been saved in memory.

## **Clear memory:**

When in stop mode (see STOP section), press and hold the S/C switch. Both leds will blink five times, indicating that the memory has been cleared. You can press R/P to start all over again.



**Hint:** If you want to keep the loop(s) stored in memory after unplugging the power, make sure you are in stop mode before doing so. Unplugging the power while recording or playing back will clear the memory and the audio loop(s) will not be saved.

# **TECHNICAL SPECS**

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.
Max. input level Vp-p	2.5 V p-p
Battery type / Battery life	9V battery 6F22 / 30 minutes
External connectors	Inputs (L(mono)/R), Outputs (L/R), DC input
Controls	Loop level, Stop/Clear, Rec/Play
Pedal size incl. knobs (W x H x D)	100 x 55 x 120 mm / 3.9 x 2.2 x 4.7 in
Weight excl. battery & packaging	0.355 kg / 12.5 oz

### T-Rex warranty conditions

T-Rex offers a 2-year warranty on all our products. In the unlikely event of a malfunction, please contact our technical support at service@t-rex-effects.com before sending us the product for repair. Read more about warranty conditions at www.t-rex-effects.com/service

#### About T-Rex

Based in Vejle, Denmark, T-Rex Engineering makes classic and signature effects pedals for the world's best musicians. Our approach blends hi-tech innovation with old-world craftsmanship – always in the service of killer tone.

### **EU regulations** • **Environment protection**

T-Rex accepts and follows the regulations and directives issued by the EU. We find these environment protecting regulations very good, and we are happy to follow them.



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