



DATA LOOPER

USER GUIDE

Thanks for purchasing a DataLooper Pedal!

This guide will get you up and running in no time. We put a lot of love into this little pedal, and hope you find it an extremely useful tool in your musical tool-kit.

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1.0 BEFORE YOU BEGIN

1.1 Package Contents

Your DataLooper package should include:

- (1) DataLooper Pedal
- (1) USB B to A cable
- (1) Restickable Function Sticker

1.2 System Requirements

Hardware

- DataLooper will work with all hardware MIDI devices and computer systems that support USB.

Software

DataLooper Config and DataLooper Updater are compatible with the following operating systems.

Mac

- macOS 10.9 or later

Windows

- Windows 7 or later

1.3 Ableton™ Remote Script Requirements

DataLooper offers deep integration with Ableton™ Live via a remote script. This script is continuously updated to work with the newest versions of Ableton™. For maximum compatibility, keep both Ableton™ and the remote script up to date. That being said, the remote script is compatible with the following versions.

Mac/Windows

- Ableton™ 9 Intro , Ableton™ 9 Standard, Ableton™ 9 Suite
- Ableton™ 10 Intro , Ableton™ 10 Standard, Ableton™ 10 Suite
- Ableton™ 11 Intro , Ableton™ 11 Standard, Ableton™ 11 Suite

1.5 Hardware Specs

Dimensions

- 9.5"L x 6.5"W x 1.75"H

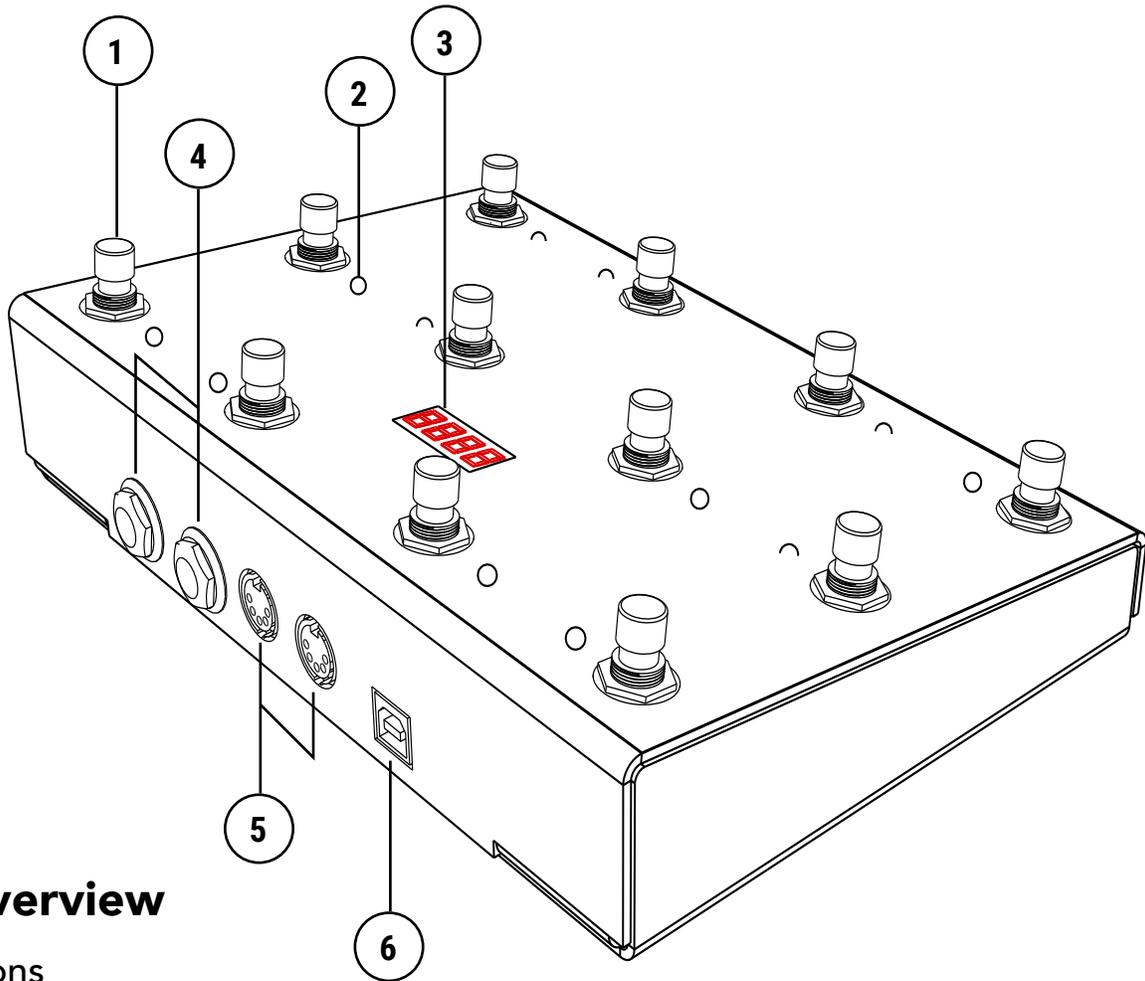
Weight

- 2 lb

Power Consumption

- 5v via USB port
- ~2.4 watts (.48 amps @ 5v) max power draw

2.0 GETTING STARTED



2.1 Overview

1. Buttons

- These no-click buttons are highly configurable, and easily replaceable if one ever breaks. Each button can control 3 independent actions, triggered at every stage of the button press.

2. LEDs

- The RGB LEDs synchronize with the button operation to provide visual feedback.

3. LED Screen

- The LED screen is used to display the current preset.

4. Expression Pedal Inputs

- The two exp. pedal inputs are calibrated for the M-Audio Exp or comparable pedals.

5. MIDI Input/Output Jacks

- These jacks allow you to connect to any hardware MIDI device. The MIDI in will also act as a pass-through for MIDI information, effectively allowing you to use the DataLooper as a MIDI->USB converter.

2.2 Use Cases

The name DataLooper may actually be a bit misleading. In reality, DataLooper is much more than a DAW based loop pedal. It can be used as a standalone foot controller, Ableton™ clip launchpad, Loop controller and more. By default, it comes configured to work as a 9-track looper, but don't be afraid to dive into the config software to unleash it's full potential. Here are some common use cases:

1. Looper

- By default, DataLooper is set up as a 9 track looper in a vertically oriented configuration. The looper configuration is intended to control either the DL-1 plugin or the Ableton™ Looper

2. Clip Launcher

- The clip launcher is an Ableton™ specific configuration, which allows you to use DataLooper as a Launchpad style controller, with buttons firing clips, and LEDs synchronizing with clip color

3. Scene Launcher

- DataLooper can also be set up to launch scenes; which allow you to trigger multiple clips at once.

4. Guitar FX Controller

- By using Control Change Toggle messages, DataLooper can be used to turn on/off guitar fx. This can be done with hardware devices, or with software plugins/parameters. The LEDs should maintain synchronization with the on/off of the software device, even after preset changes (in Ableton™ only).

5. Your Custom Dream Setup

- By taking advantage of the DataLooper config software, you can program your own custom setup, which can combine any of the above functions and more.

2.3 Initial Setup

2.3.1 What do I do with these stickers?

The sticker sheet with icons that was included in your DataLooper box is a special type of 'restickable' sticker. Because of it's configurable nature, DataLooper is free of any screen printed function icons. So feel free to label things with this sticker sheet if you need the visual reference.

2.3.2 Connecting to a computer

DataLooper can be connected to any computer using the included USB cable, or any USB B cable that supports power + data. DataLooper may experience issues if connected to an unpowered USB hub, but should work just fine on most powered USB hubs. When updating the firmware, it's recommended that DataLooper is directly connected to the computer's USB port.

2.3.3 Connecting to a hardware MIDI device

DataLooper can be connected to any hardware MIDI device by using the MIDI in/out ports. To power the DataLooper, you can leave it connected to a computer via USB, or if you want a computer-less setup, connect DataLooper via USB, but plug the USB A end into a 5v USB AC Adapter (often times phone chargers will work just fine).

2.3.4 Connecting to Ableton™ Live

If you're using DataLooper with Ableton™ Live, follow these instructions to get everything set up correctly. These steps are necessary to complete before any Ableton™ integration works.

Mac

- Download the macOS Remote Script installer package from the DataLooper product page at: <https://www.untetheredaudio.com/shop/DataLooper-pedal/>
- Unzip the download and install the package using the .pkg file.

Windows

- Download the Windows Remote Script installer package from the DataLooper product page at: <https://www.untetheredaudio.com/shop/DataLooper-pedal/>
- Unzip the download and install the package using the setup.exe file.

2.3.5 Enabling the Ableton™ Remote Script

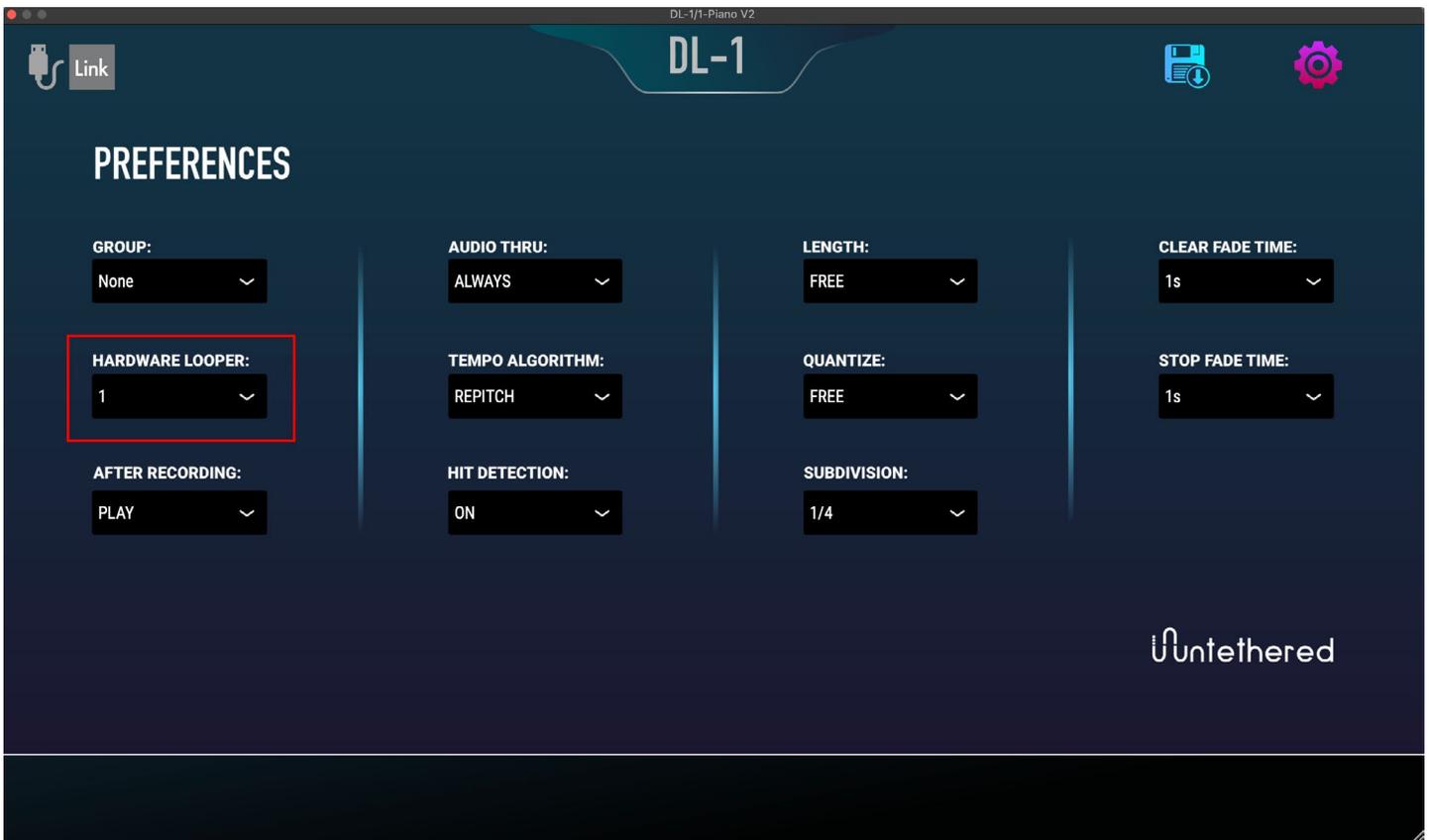
After the Ableton™ Remote Script is installed, it needs to be enabled from within Ableton™. If Ableton™ was open during install, it needs to be quit and re-opened.

- Go to Preferences->Link/MIDI
- From the Control Surface drop-down, select 'DataLooper'.
- Make sure DataLooper is plugged in, and select it from the Input and Output column drop-downs as well.
- In the bottom section, find Input: DataLooper Input (DataLooper) and make sure Track and Remote are 'On'.
- Also in the bottom section, find Output: DataLooper Output (DataLooper) and turn on Track, Sync and Remote.
- Your preferences should look similar to the screenshot on the following page.
- If you do not see DataLooper in the Control Surface drop-down, see Troubleshooting Tips at the end of this manual. Please note that the Looper features are only compatible with the Intro, Standard and Suite versions of Ableton™, not Lite.



2.3.6 Testing the Ableton™ integration

After installing and enabling the remote script, plug in the DataLooper (or leave it plugged in), open a new Ableton™ project and press play (make sure that you have a valid audio device selected to ensure playback starts). The LEDs that are lit up should start blinking in time with the DAW. For additional Ableton™ testing and setup tips, see section 3 (Using DataLooper with Ableton™).



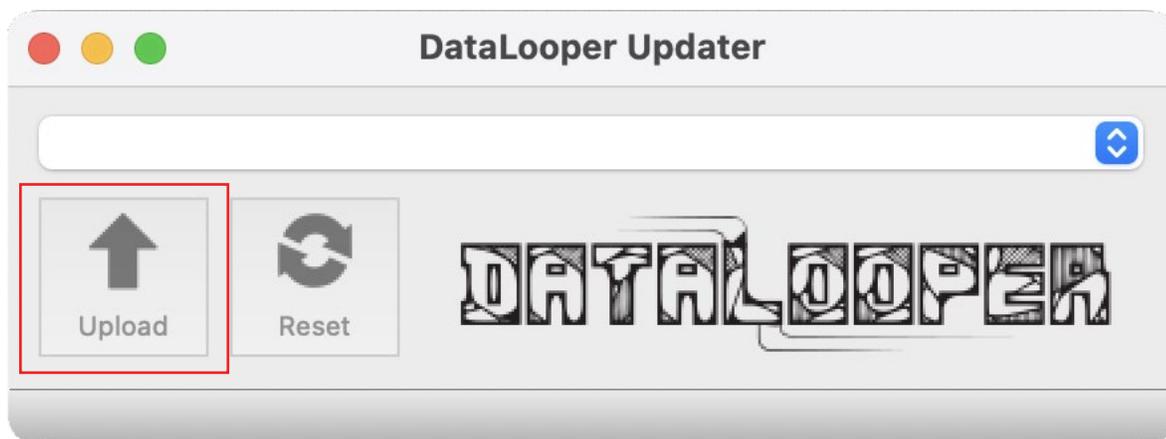
2.3.7 Connecting to DL-1 VST or AU Plug-in

DataLooper offers deep integration with the DL-1 VST/AU plugin. Here's how to set it up.

- Plug in your DataLooper via USB.
- Open up an instance of DL-1, either standalone or from within a DAW.
- Change the Hardware Looper number to match up with your DataLooper controls. (if you are using column 1 in the default config, that corresponds to looper #1).
- Ensure that the USB icon in the top left corner is lit up.

2.3.8 Installing the DataLooper Config Software

- Download the DataLooper Config software from the DataLooper product page for your appropriate operating system from (<https://www.untetheredaudio.com/shop/DataLooper-pedal/>).
- Install using the .dmg on Mac and the .zip on PC.
- Alternatively, use the Web based version (only available with Chrome).



2.3.9 Updating the Firmware

If you purchased DataLooper new, it will come with the latest firmware, but if you need to upgrade at any point, do the following:

- Download the latest firmware from the DataLooper product page.
- Unzip the download and run the DataLooper Updater
- Ensure your DataLooper is plugged in directly to a computer USB port and Ableton™ is closed down.
- Click 'Upload', and select the correct revision firmware. If your DataLooper has a screen, it's REV-2. If there's no screen, it's REV-1.
- The firmware update should complete within 30 seconds.

3.0 DATALOOPER WITH ABLETON™

3.1 Overview

DataLooper uses a custom remote script to provide deep integration with Ableton™. Most of the functionality offered by DataLooper works without any MIDI mapping, but due to some limitations in the Ableton™ API, a handful of controls on the looper device need to be mapped for things to work properly. DataLooper can be used with Ableton™ in many different ways. For a full list of capabilities, browse through the DataLooper config software, which outlines every controllable parameter and option.

3.2 Using DataLooper with the Ableton™ Looper Device

This is the most common use case, and is the way the default Ableton™ project is set up to work.

3.2.1 DL# Naming Convention:

DataLooper links to tracks containing Looper devices by scanning through the Ableton™ project and looking for tracks that contain **DL#** in the track name. For example, the track name “**DL#1 Bass**” tells the DataLooper script to link this track to the buttons that control looper #1 on the pedal. The track can be named anything, as long as it contains the **DL#**, identifier. In the example, “Bass” is inconsequential, “**DL#1 Anything At All**” is also a valid track name.



3.2.2 Multiple DL# of the same number

If for some reason, you’d like to have multiple DL# tracks with the same number, this is also possible. One use case is if you’d like to record different instruments simultaneously, and separately for later processing. To do this, simply name multiple tracks with the DL# convention and use the same number. For example, “**DL#1 Bass** (for track 1), **DL#1 Guitar** (for track 2)”. In this scenario, it is also necessary to tell the DataLooper pedal which track should control the LED on the pedal, to do so, add “**LED**” to one of the tracks that you’d like to specify as the master. In the example below, **DL#1 LED Bass** is the master.

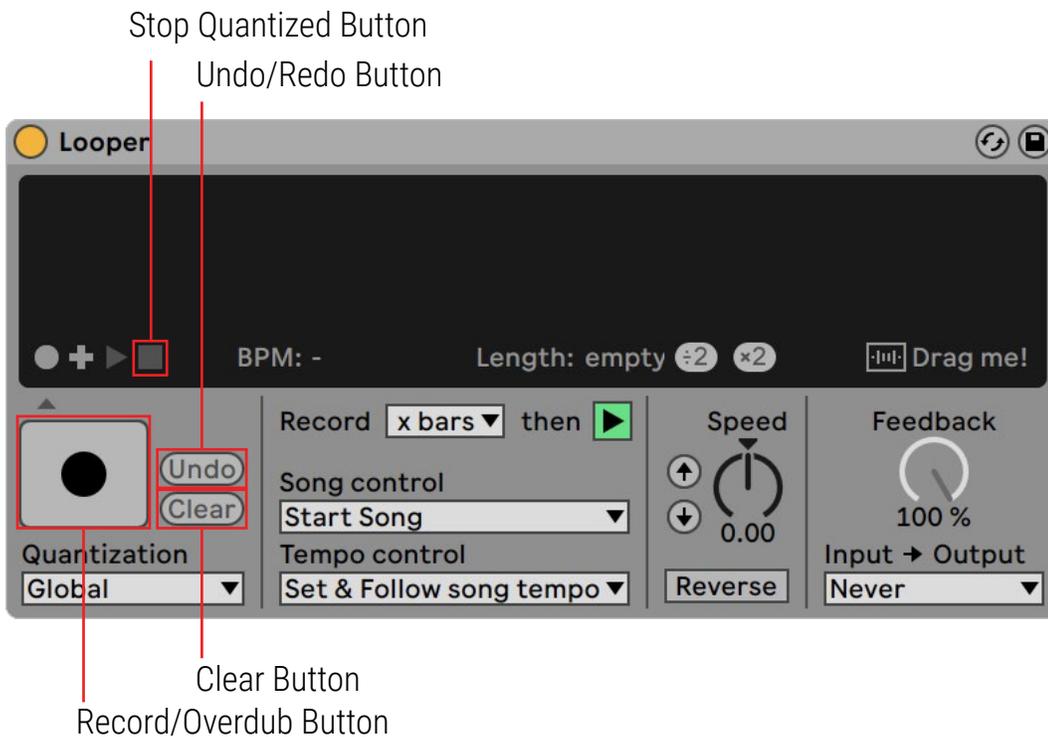


3.2.3 MIDI Mapping:

After you link the pedal to an Ableton™ track via the DL# naming convention, controls will need to be mapped to the Ableton™ Looper device for things to work properly. ***This is already done in the default DataLooper Ableton™ project, so don't worry about it if you're using the template.***

To map the device, enter midi map mode (Cmd+M on Mac, Ctrl+M on PC), click the parameter that needs to be mapped, then press the corresponding button. ***While mapping, make sure the transport is stopped.***

Map the device as follows:



3.2.4 New Session Mode:

If you enter new session mode on the DataLooper pedal (by default, holding the top right button), you will see all of the looper record buttons turn pink. By default, all of the loops will also clear before entering this mode, and the metronome will turn off if previously enabled. Loops recorded in this mode will be used to calculate a new tempo, without stopping the Ableton™ transport. This mode has a few caveats.

- Recording automation while using New Session is not possible due to an Ableton™ bug (unless using the DL-1 VST/AU plugin)
- Tempo calculations are not always 100% accurate, and some glitching may occur.
- If you find this mode does not work for you, re-program the top right button to stop the Ableton™ transport, and let the Looper device natively calculate the tempo. This does, however prevent you from recording the set, as the transport will jump to the beginning of the set every time it stops.
- Consider trying the DL-1 VST/AU, as this plugin was specifically built to solve some of the problems that occur with the Ableton™ Looper when using this mode.

3.3 Using DataLooper with Ableton™ Clips

While not mutually exclusive, working with clips is a somewhat different workflow than working with the Ableton™ Looper plugin. Here are some workflow notes.

- Other than tap tempo, there is no way to calculate tempo via phrase like there is with DL# tracks.
- Audio clips cannot be overdubbed onto. There are workarounds to emulate this behavior, but not great ones.
- MIDI clips can, however be overdubbed onto, the undo button for MIDI clips also keeps going backwards, and is not an undo/redo.
- Clips can have an unlimited phrase length.
- You can set the type of warp method clips default to.

3.3.1 Multiple ways to use with clips

DataLooper has a number of methods for working with clips. Here's a brief description before we dive into each method.

- **CL#** - An ergonomic clip looping workflow
- **Clip Launch Mode** - A launchpad style mode for launching clips
- **Fixed Clip Control** - Useful when you always want to launch the same clip
- **Scene Control** - Launches fixed rows across the project

3.3.2 CL# Naming Convention

DataLooper scans through the project and links up with tracks using a CL# naming convention. CL# tracks require no MIDI mapping, but work similarly to the DL# looper device, using clips instead of looper devices.

To create a CL# linked track, simply put CL# followed by the looper number in the track name. For example, "**CL#1 Bass**", or "**CL#2 Guitar**". Once a CL# is linked to a DataLooper pedal, the record button should light up and blink when the transport is running.

3.3.3 CL# Audio Track Workflow



Record : Triggering record on a CL# track will create a new clip in the first available clip slot.

Playback : Hitting record again triggers clip playback.

Stop: Stops the playback of the currently active clip.

Clear: Clears the currently active clip.

Overdub: Because Ableton™ does not support overdubbing on audio clips (petition them to change this!), an overdub will just start recording on a new clip.

Get New Clip Slot: You can also explicitly select a new clip to start recording on with this method. This is more useful for MIDI tracks.

3.3.4 CL# MIDI Track Workflow

CL# MIDI tracks have the same workflow as CL# Audio tracks, with the exception of overdubbing.

Overdub: This will allow you to overdub MIDI information onto the clip. Keep in mind that since it's MIDI information, not audio, strange things can happen when you overdub the same note or CC message.

Get New Clip Slot: This will explicitly select a new clip slot for recording.

3.3.5 Clip Launch Mode

DataLooper also features a Launchpad™ style clip launcher. You can get there by adding a 'Change Mode' command in the config software, or by sending DataLooper a Program Change with #30. In Clip Launcher mode, the first three columns launch clips, whereas the last column is your navigation and exit control. The first three columns will light up with colors corresponding to the clip color. The top right button exits Clip Launch mode and goes back to whatever preset you were on. The middle right button is up, with a long press moving right, the bottom button is down, with a long press moving left.

When entering Clip Launch mode, a session ring will show in red on the Ableton™ session.

3.3.6 Fixed Clip Control

There may come a time when you just want to launch a clip without worrying where the session ring is at. This is what fixed clip control is for. You can add a fixed clip control in the config software. The track number is counted from left to right. You can launch clips with this control on any track, not just CL# tracks. The color of the LED will correspond to the clip color, although if the clip slot is empty, it will be off, then turn red if fired to record, then match the clip color once recorded.

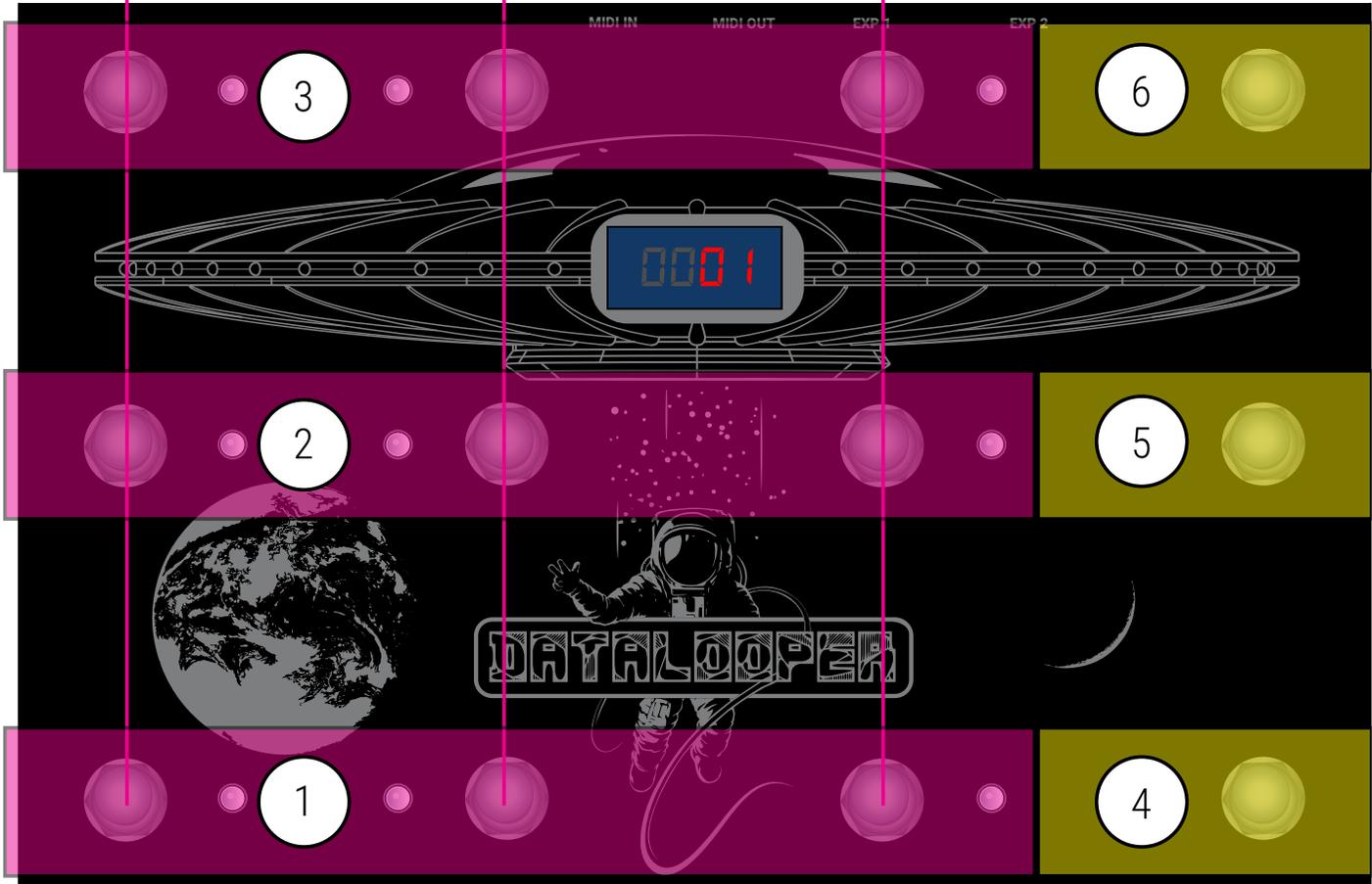
3.3.7 Scene Control

This is perfect for launching backing tracks. The LED will correspond to the Scene color and will launch whatever specified scene number, counted from top to bottom. Add this control in the config software.

Looper 1/4/7

Looper 2/5/8

Looper 3/6/9



3.4 Default Configuration

By default, DataLooper ships as a 9 track looper, with controls spanning vertically over 3 different presets.

Below is a description of the default configuration for each button. The numbers in the chart above correspond to the control description below.

As shown on the red line above, each set of controls occupies a column, with column one corresponding to Looper 1 on Preset 1, Looper 2 on Preset 2, etc.

* "Long Press" refers to a button press that is held for more than 2 seconds, whereas "Long Release" refers to the moment after a button that was held for more than 2 seconds is released.

1. Record/Overdub/Stop

- On press, if loop is clear: **Record**
- On press, if loop is recording: **Stop recording & play**
- On release, if loop is playing: **Stop**
- On long press, if loop is playing or stopped: **Overdub**

2. Clear/Fade to Clear

- On release, if loop is playing: **Clear Immediately**
- On long press, if loop is playing: **Clear with a 4.0 second fade**

3. Undo/Redo

- On release: **Undo/redo**
- On long press, if a #CL track is linked: **Get New Clip Slot**

4. Change Presets

- On release: **Change to next preset**
- On long press: **Change to previous preset**

5. Start/Stop All

- On press: **Toggles quantized stop/play of all CL# and DL# loopers**

6. Clear All/New Session

- On press: **Clears all CL# and DL# loops**
- On long press: **Enters 'new session' mode**

3.5 Using the Ableton™ Template

3.5.1 What is the Ableton™ Template?

The Ableton™ template is an Ableton™ project that was created to give users a plug and play experience with DataLooper and Ableton™. It has all of the routing and MIDI mapping set up for ergonomic looping using 9 looper devices.

3.5.2 Obtaining the Ableton™ Template

The Ableton™ template is available at <https://www.untetheredaudio.com/shop/DataLooper-pedal/>, in the Downloads section at the bottom of the page. It is compatible with Live 9, 10 and 11.

3.5.3 Using the Ableton™ Template

After installing and configuring the DataLooper Remote Script, simply open the Ableton™ template, specify the inputs inside the **INSTRUMENTS TO LOOP** tracks, (AUDIO FROM / MIDI FROM fields) and start making music! We recommend a buffer size of 256 or lower to have a low-latency experience. If you are new to Ableton™, make sure your audio device is correctly set up before you do anything else.

3.5.4 Template Structure

The Ableton™ template consists of 3 track groups:

- **INSTRUMENTS TO LOOP** - Contains an audio and MIDI track that will be sent to the loopers.
- **LOOPERS** - The tracks containing the looper devices.
- **LOOP-REC** - Tracks set up to record the output of the loopers.

3.5.5 Template Routing

Rather than having the Looper devices directly on individual tracks, the template uses audio routing to separate out the instruments from the loopers. This has a couple of advantages:

- This allows you to put FX on the loops, while keeping the instrument tracks dry
- This allows you to loop multiple tracks at once (because we're sending the group to the looper)
- When recording, you get a separate track for the raw signal, the looper, and the output of the looper.

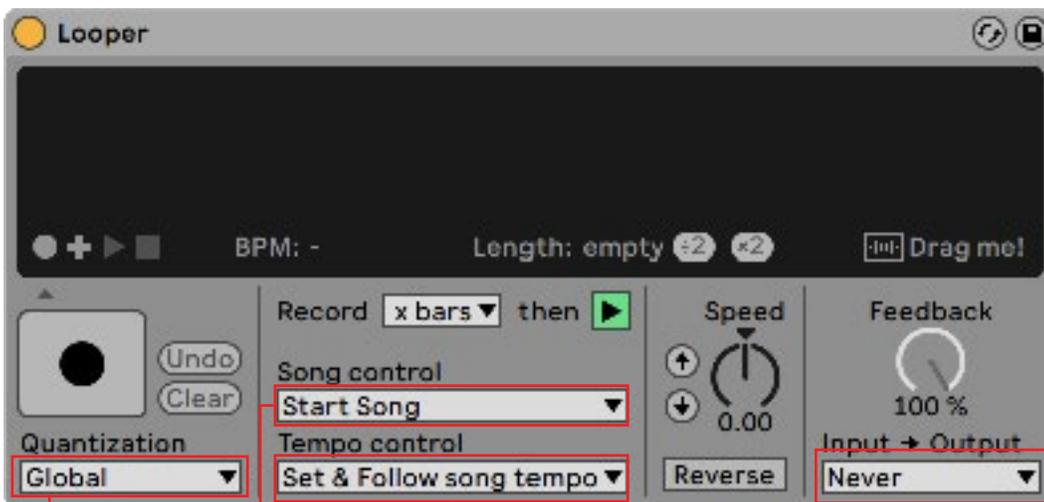
3.5.6 Customizing Routing

By default, everything that is contained in the **INSTRUMENTS TO LOOP** track group will be sent to all the loopers. This means, that if you want to add a track to loop, you can just add a track to the **INSTRUMENTS TO LOOP** group and it will be sent to all loopers. If you want to customize what each looper receives, open the **LOOPERS** track group, and specify the input signal on the DL# looper that you'd like to control. One handy thing to do is to separate out your live microphone loops from your other instrument loops, so when you loop an instrument, you don't get additional noise/bleed from the mics.

Recording a looper set is a little bit different from a normal session, as when you record the looper tracks, it will record the signal going into the looper, and the automation that's getting triggered on the looper, but not the output of the looper. This means, that if you go to play your set back, unless you listen from start to finish (triggering all of the looper automation to record, start playback, etc.), you will not hear the correct output from the looper tracks. This is why the LOOP-REC track group exists. While recording, those tracks will record the output of the looper, giving you an accurate representation of what you heard while you were recording. **To avoid any doubling on playback, it is recommended that you mute the LOOPERS track group after recording and only reference those tracks if necessary.**

3.5.8 Looper Settings

The Ableton™ looper has some specific settings that allow it to work with this template.



This allows the looper to start the transport after creating the first loop.

This allows the looper to set a tempo if the transport is stopped and no other loop is present.

“Never” means that the input signal will never pass through the device. Audio output will only happen if a loop is playing back. This is an essential command to understand if the looper device is not on the same track as the instrument being monitored.

Links loops to the global quantize setting, which synchronizes loop playback and recording to the set tempo. This defaults to 1/4 note.

3.6 Creating a Custom Template

Most likely, after familiarizing yourself with the DataLooper template set, you will want to integrate DataLooper into your own, custom set. This should be very simple! Custom sets can host a mixture of DL# and CL#, and DataLooper buttons can also be programmed to control numerous other Ableton™ features as outlined in this chapter. Just follow the instructions outlined in the above sections for each type of track you'd like to set up and you should be good to go.

Here are a few tips:

- When MIDI Mapping, keep the transport stopped
- Make sure 'Arm Exclusive' is turned off in the Ableton™ preferences
- Make sure 'Solo in Place' is turned on (right click on a solo button)
- If you are getting doubles/feedback, make sure the Input->Output setting is correct on your looper device.
- Make sure you have headroom! Try using -12db as a volume starting point for all tracks.
- Avoid putting CPU intensive plugins on live tracks, as they will add latency.
- Set your buffer size to the lowest it will go without crackling. 64 samples is ideal, and anything above 256 is too latent. If you are getting crackling, reduce the number of tracks/plugins in your set or consider an upgrade.

3.7 Additional Integrations

3.7.1 Stop/Start All

This command will globally stop all DL#, CL# and playing clips or any combination of these items (selected in config).

In quantized operation (selected in the config software), this will queue a stop on all loopers (if they aren't all stopped), and then on next press, a start. These commands will respect the Clip Launch Quantization.

In unquantized operation, the loopers will immediately stop, not respecting the quantize setting, they will also immediately start, and the transport will jump to the next bar to keep everything synchronized.

3.7.2 Mute Controls

With this action, you can mute all CL# tracks, DL# tracks, tracks playing clips or all tracks, selected in the config. You can also choose to toggle, mute or unmute.

3.7.3 Solo Controls

With this action, you can solo CL# and DL#, and choose to mute all other tracks, or just other loopers.

3.7.3 Transport Controls

These control the overall Ableton™ transport.

3.7.4 Tap Tempo

Allows you to recalculate the tempo. The metronome will automatically toggle on/off.

3.8 Song Mode

Song mode is an exciting new mode that turns Ableton into a fully fledged song loader and part launcher. To use song mode, make sure you are running the very latest firmware and remote script.

3.8.1 Why Song Mode?

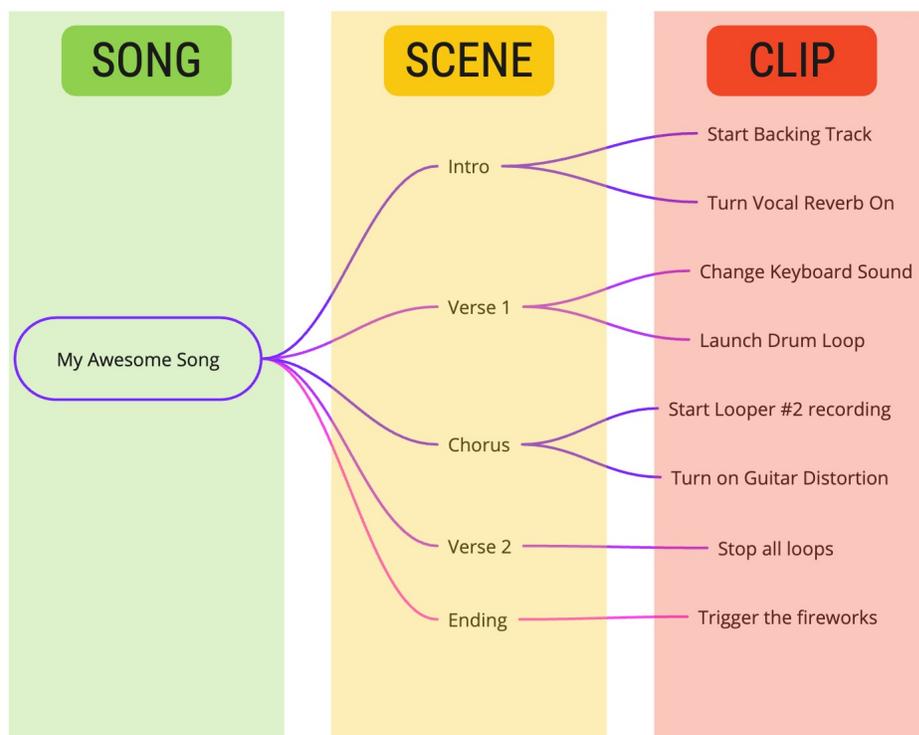
Ableton's Session View revolutionized performance by providing a grid of scenes and clips. These clips can control anything from a backing track launching, to controlling automation on FX. This is great, but what if we want to group a series of scenes together and call that collection a song? Furthermore, what if we wanted to be able to queue up 'songs' on multiple decks like a DJ?

Enter song mode, a system that allows you to specify and load songs and song parts. With song mode, you can tell your DataLooper to load a specific song on a specific deck, then launch those song parts or scenes, all from the pedal.

3.8.2 What is a Song?

A song is a collection of multiple parts that contain clips. These clips can trigger either audio, MIDI, or automate actions, such as starting a looper or turning on a light.

Song parts can contain multiple scenes, but for now we'll just imagine that each song part is just a single scene, as outlined in the graphic to the right.



3.8.3 Configuring Songs in Ableton

Much like the DL#1 naming convention, songs are identified by a new naming convention. This time, the names go in the scene names, rather than track headers.

Master			
▶ {Song 1} [part1] \$	1	120.00	4 / 4
▶ [part2]	2	112.50	4 / 4
▶ [part3]	3	112.50	4 / 4
▶ [part4]	4	112.50	4 / 4
▶ {Song 2} [part1] !T	5	100.00	4 / 4
▶ [part2]	6	112.50	4 / 4
▶ [part3]	7	112.50	4 / 4
▶ [part4]	8	112.50	4 / 4
▶ {Song 3} [part1]	9	80.00	4 / 4
▶ [part2]	10	112.50	4 / 4
▶ [part3]	11	112.50	4 / 4
▶ [part4]	12	112.50	4 / 4
▶ {Song 4} [part1]	13	70.00	4 / 4
▶ [part2]	14	112.50	4 / 4
▶ [part3]	15	112.50	4 / 4
▶ [part4]	16	112.50	4 / 4
▶ {Song 5}	17	140.00	4 / 4

In the graphic to the left, we are specifying 5 different songs.

Here's the basic pattern:

{SONG NAME} [PART NAME]

You may also notice that some songs have '\$' and some songs also have '!T' in the name. These are special keys that specify different behaviors on song load.

\$ - Launch Part & Change Tempo on Song Load

!T - Change Tempo on Song Load

#L - Launch Common Tracks on Load (Only when decks active)

3.8.4 Configuring Song Launching from DataLooper

X - LOAD SONG

EXECUTE ON:

DECK:

SONG NUMBER:

AFTER SONG LOAD:

The latest version of the DataLooper Config Software now contains a 'Load Song' action and a "Launch Song Part" action. These action can be added to any button, and when pressed, will tell Ableton to 'load' the specified song number or song part on a specific deck.

Deck : Specifies the deck you want the song parts to launch within. Remember that a deck corresponds to a group of tracks within Ableton. If you don't have decks, you can just leave this to 1.

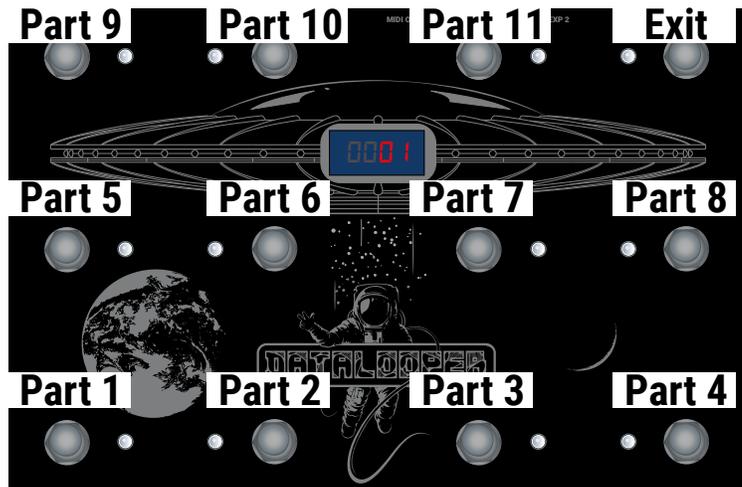
Song Number : Reading from top to bottom, this is the song # you want DataLooper to launch.

After Song Load : In general, you will want to leave this to "Jump to Song Part Switcher" unless you are using "Launch Song Part" commands.

3.8.5 Song Part Switcher

After a song is loaded, DataLooper will jump from it's current preset into the Song Part Switcher (if this is set in After Song Load). The song part switcher simply maps the song parts to the pedal as shown in the graphic to the right.

When a part is triggered, it will launch the corresponding scene.



Advanced Use Cases

3.8.6 Configuring Decks

In certain scenarios, we may not want every clip slot in the scene's row to be triggered. For example, let's say you have a track that has a set of dummy clips that you manually trigger and never want to be launched. Rather than having to make additional scenes, you can use Song Mode's deck feature.

In this context, 'Decks' are groups of tracks. When you create a track group, and name that group "Deck 1", then the song part switcher will only trigger clips within that track group when you launch a part.

You can have multiple decks, and specify on the DataLooper button which Deck you'd like the song to be loaded into when you are configuring the pedal.

Deck 1	Stem 1	Stem 2	Stem 3	Deck 2	Stem 1	Stem 2	Stem 3	Master		
▶	▶ ALL CHAMP MC	▶ Brushed_Snare	▶ Jazz_Fill01	▶	▶ ALL CHAMP MC	▶ Brushed_Snare	▶ Jazz_Fill01	▶ {Song 1} [part1] \$	1	120.00
▶			▶ Jazz_Fill16	▶			▶ Jazz_Fill16	▶ [part2]	2	112.50
▶			▶ Jazz_Fill30	▶			▶ Jazz_Fill30	▶ [part3]	3	112.50
▶			▶ Jazz_Fill31	▶			▶ Jazz_Fill31	▶ [part4]	4	112.50
▶	▶ BasslineK01 85		▶ Jazz_Fill32	▶	▶ BasslineK01 85		▶ Jazz_Fill32	▶ {Song 2} [part1] !T	5	100.00
▶			▶ Jazz_Fill33	▶			▶ Jazz_Fill33	▶ [part2]	6	112.50
▶			▶ Jazz_Fill34	▶			▶ Jazz_Fill34	▶ [part3]	7	112.50
▶			▶ Jazz_Fill35	▶			▶ Jazz_Fill35	▶ [part4]	8	112.50
▶	▶ BasslineK02 85		▶ Jazz_Fill36	▶	▶ BasslineK02 85		▶ Jazz_Fill36	▶ {Song 3} [part1]	9	80.00

In the above graphic, we have two decks, with 3 stem tracks each. The clip/track structure within the Deck folders should generally be identical, so that you can load a song on either deck, and it will be the same.

3.8.7 Common Launch Tracks

While the deck system is great for a lot of things, there are times when you may want a track **outside of the deck group** to also launch a clip. For example, let's say you have all of your stems inside your deck group, but you have a guitar track that has FX turn on and off. Regardless of the deck the song is loaded on, you always want a certain guitar effect to trigger when you launch a song part.

This is possible using common launch tracks. To tell Ableton that you'd like a track to also launch it's clips whenever the corresponding part is triggered, just **add #L to the track name**.

3.8.8 Launching Songs from Clips

Songs and parts can also be launched via a clip, much like the popular ClyphX system.

The clip naming convention follows the same logic as the scene.

{SONG NAME}[PART NAME]

You can leave the part name empty and just have a {SONG NAME} clip if you don't want to launch a part.

By default, the DataLooper will not jump to Song Switcher mode when launching songs via clips, however there is now a new global setting in the DataLooper Config which says **"Always Switch to Song Part Switcher on Song Load"**.

4.0 STANDARD MIDI

In addition to Ableton™ and DL-1 integration, DataLooper can be used as a standard MIDI foot controller, sending commands to control any hardware or software device.

MIDI messages are sent via USB but also echoed on the 5-pin DIN MIDI port (SYSEX excluded).

4.1 Control Change Messages

Control changes are used to control parameters like dry/wet, on/off, etc. They consist of a CC number (0-127) a value (0-127) and a channel (1-16). The control change option on DataLooper will send out a fixed value. This is useful for setting a specific value on a device. If you want to toggle between two states (on/off, for example), use a Control Change Toggle message.

4.1.1 LED Control

The LED control parameter can be helpful if you want to view the last sent control change value. For example, if you have 4 different presets that you are navigating through, using the same control change number, but different values, you can use the LED control parameter to navigate between presets and see which preset you are on.

4.1 Control Change Toggle Messages

This is the same as a control change message, but it will toggle between an on/off value.

4.1.1 LED Control

The LED control parameter will turn the LED on when the on value is sent, and off when the off value is sent.

4.2 Note On/Off Messages

Note on/off messages can also be used for control changes, or to trigger specific notes on an instrument (bass foot pedal is an example). A note on message, not followed by a note off will often result in a sustained note depending on the device you are controlling. This can be changed by sending a note on on button press and note off on button release, or by using a Note Toggle message.

4.3 Note Toggle Messages

Note toggle messages are the same as note on/off messages, except they send both a note on message and a note off message in the same command. This will result in a very short note being sent. To have more control over the length of time the note is being sent, try using a note on message on button press, and a note off message on release, or long release.

4.4 Program Change Messages

Program changes are used to specify preset changes. Simply specify the program number you'd like to change to and most devices will respond with a preset change upon receiving the message.

5.0 CONFIGURING DATALOOPER

DataLooper is a highly configurable device. Every button can be custom programmed with up to three unique actions. To configure the DataLooper, use the DataLooper Config software, available for download at <https://www.untetheredaudio.com/shop/DataLooper-pedal/>, or online at <https://www.DataLooperpedal.com/config/>.

Upon opening the config software, tooltips will explain the layout and operation of the software.

6.0 TROUBLESHOOTING

Here are some common issues and solutions if you are experiencing problems with your DataLooper.

6.1 DataLooper Unresponsive with Ableton™

Ensure you have correctly installed the Ableton™ Remote Script, and that the pedal is correctly setup in the Link/Tempo/MIDI preferences pane. Once the remote script is installed and the pedal is configured, any buttons linked to a record command should blink with the metronome while the transport is running. If things appear to be correctly configured, but you are not getting any blinking, try re-installing the most current remote script, re-flashing the most current firmware, and re-sending your config file to the DataLooper pedal.

6.2 Configuration Send Not Completing (stuck on red)

If your DataLooper pedal gets stuck while sending configuration files (all the lights stay red, rather than going to green), try the following:

Make sure you have a direct connection to the computer, rather than using a USB hub (especially if it's an unpowered hub)

If you're using an older config file, it's possible there's some compatibility issue with your config file and the current config software version; try flashing the default config file, and if it flashes without issue, you may have to re-make the config file.

If you're using the web based version of the config software, make sure there's only one tab of the software open.

Ensure Ableton™ is closed, or at very least, that the transport is not running when sending over config files.

6.3 Ableton™ integration stopped working after upgrade

Depending on the version of Ableton™ you are using, it may be required to re-install the remote script after upgrading Ableton™.

6.4 Hardware Issues (broken buttons, LEDs, etc.)

If you're experiencing an issue with a broken component, email us at info@untetheredaudio.com for information on replacement parts. DataLooper is user-serviceable, so all components can be easily replaced without replacing the entire pedal.

7.0 THANK YOU!

Untethered Audio is a small shop based in Los Osos, CA that cares deeply about pushing music technology forward and establishing positive relationships with our community. If you have any questions/comments/issues, feel free to email us at info@untetheredaudio.com and we will get back as soon as possible. Thanks again for purchasing a DataLooper, and we sincerely hope you create some awesome music with our pedal!