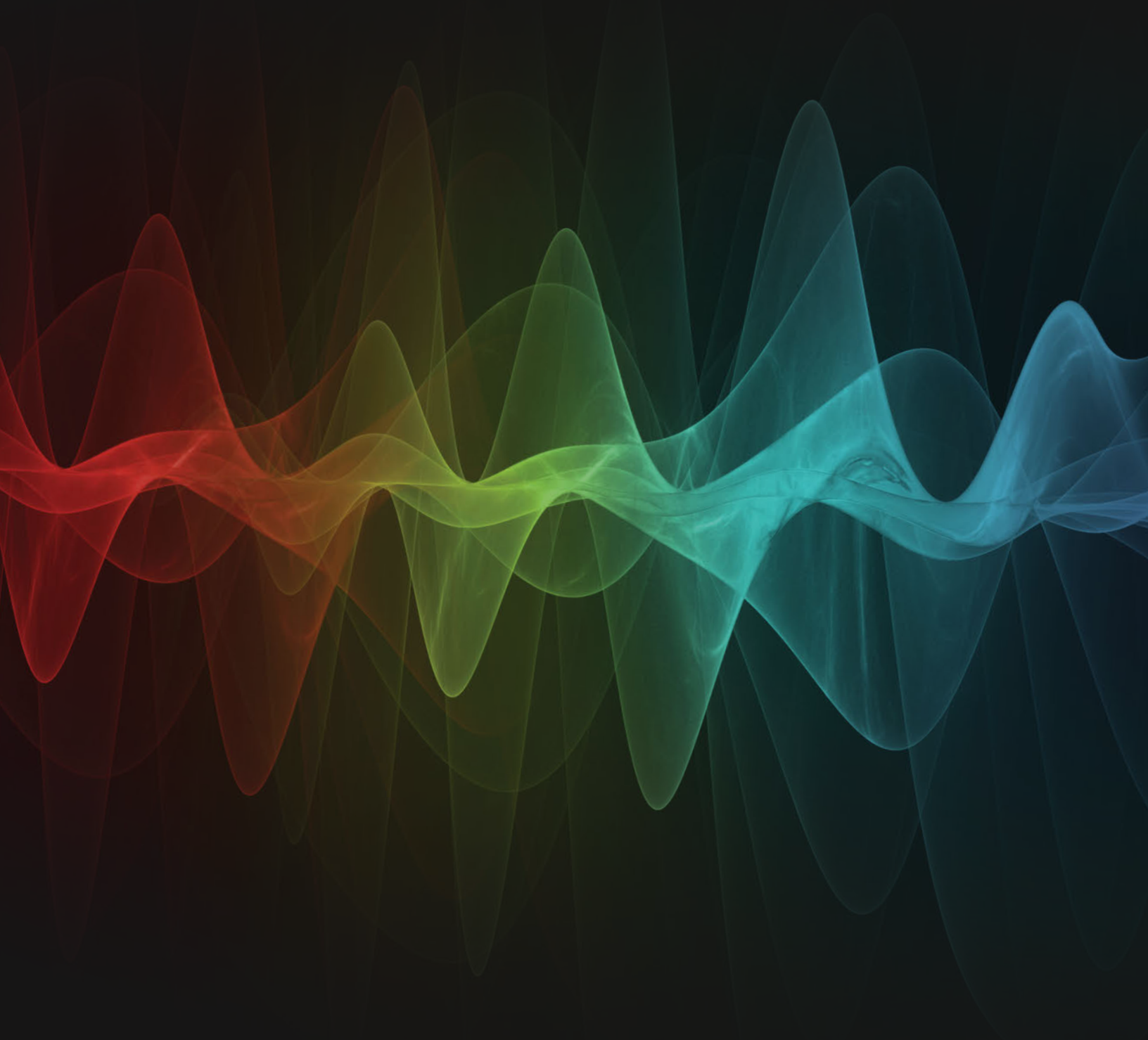


AEROS

loop studio



Manual

Introduction.....1

Navigating your AEROS.....2

Setting up for the First Time.....4

Your Instrument.....5

Starting a New Song.....6

2x2 Controls.....10

6x6 Controls.....13

Mixer.....17

Color & Icons.....18

Settings.....22

Loading and Exporting Songs.....24

BeatBuddy Integration.....25

INTRODUCTION

Welcome to your AEROS Loop Studio. Get ready to take full advantage of your new looping powers!

IMPORTANT NOTE: The Aeros uses 9v, center negative, 300 mA power. It is recommended to always use the Power Supply that was included with the Aeros to prevent unwanted noise and damage.

There are two ways to navigate your AEROS: The touch screen (just like your smartphone), and the footswitches.

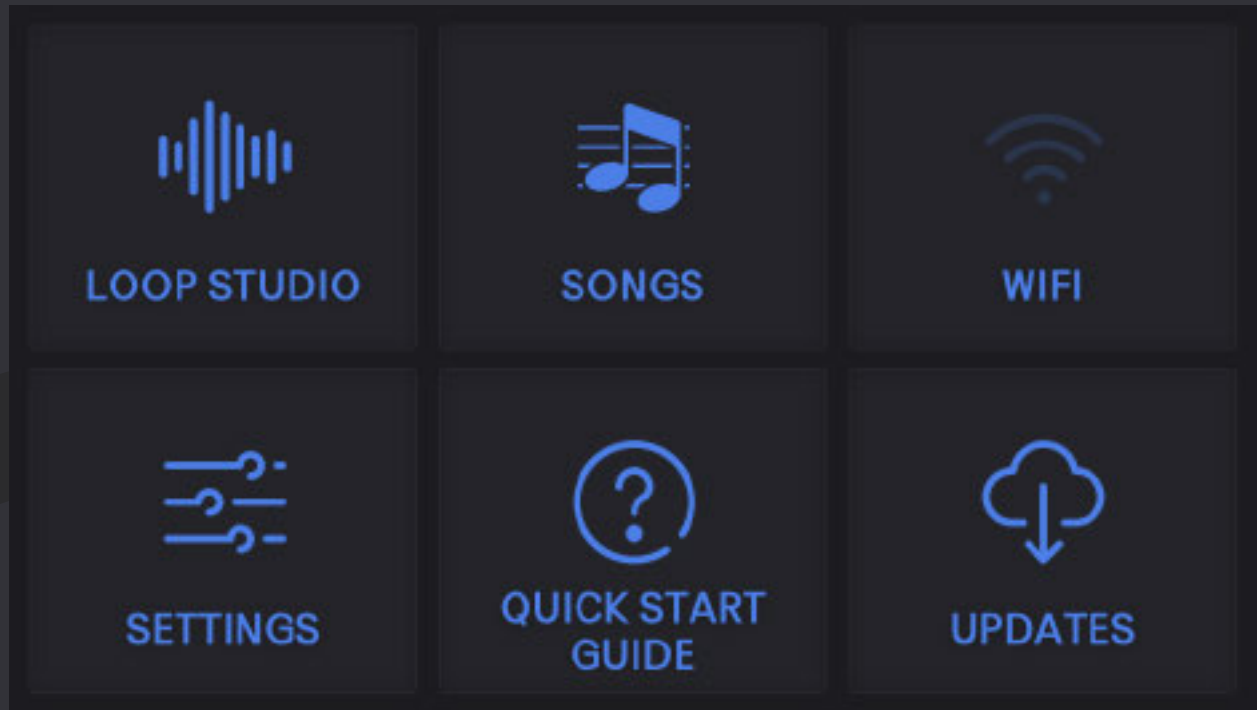
You can always tell what the three bottom footswitches do by reading the on-screen labels — this will come in handy when looping! The PLAY/STOP ALL footswitch and the VOLUME WHEEL do not change functionality.



Note: The on-screen labels only show the single press commands. Hold commands and double tap commands do not change, and therefore do not need labels. These commands are discussed in “2x2 Controls” and “6x6 Controls”.

HOME SCREEN

When you turn on your AEROS, you will start in the Home Screen. From here you can access different areas.



LOOP STUDIO - Where masterpieces are created. It will load your last saved song automatically, but you can create a new song instead.

SONGS - Load your saved songs, either from internal memory or an SD card.

WIFI - Connect to your wireless internet network.

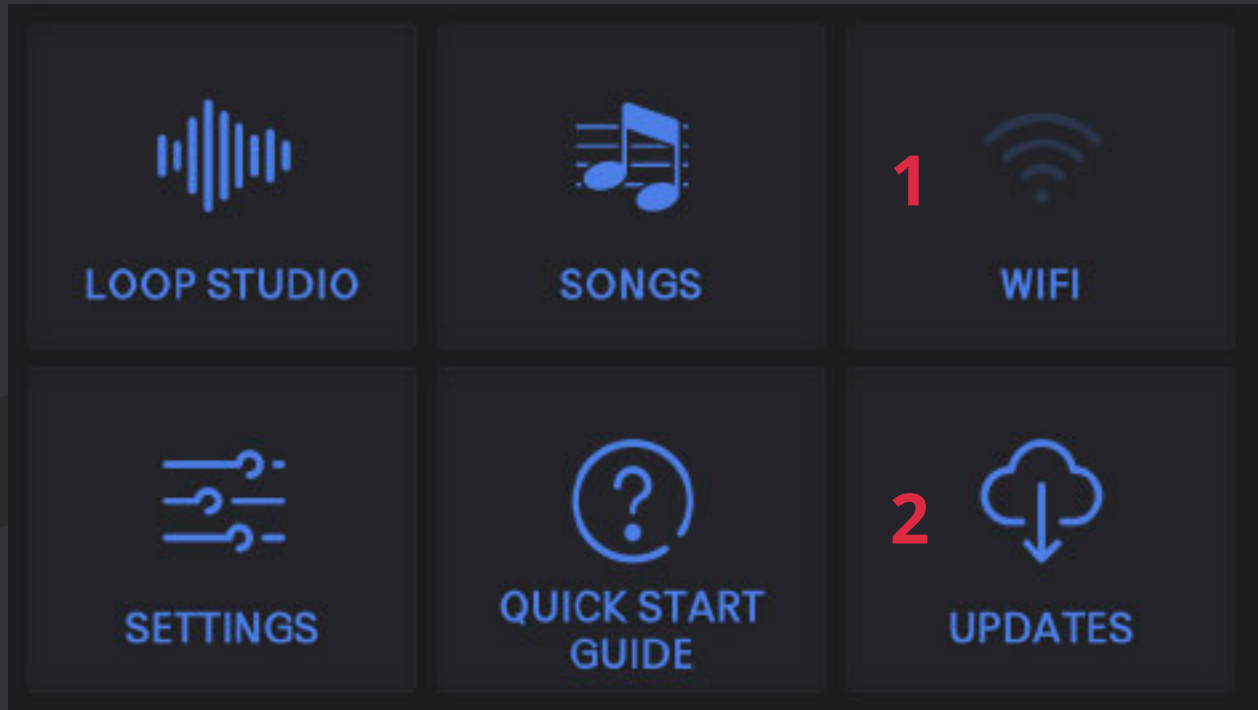
SETTINGS - Change settings that are applied Aeros-wide.

QUICK START GUIDE - Familiarize yourself with the basics.

UPDATES - Check here to see if we've released new features. You must be connected to WiFi.

We know you're itching to hop into the Loop Studio, but please do this first:

1. Connect to your Wi-Fi
2. Check for updates



Connect to Wi-Fi and check for updates often. This ensures you have all the latest improvements and features. We're constantly improving the firmware, and there may be a new version available at the time you set up your AEROS.

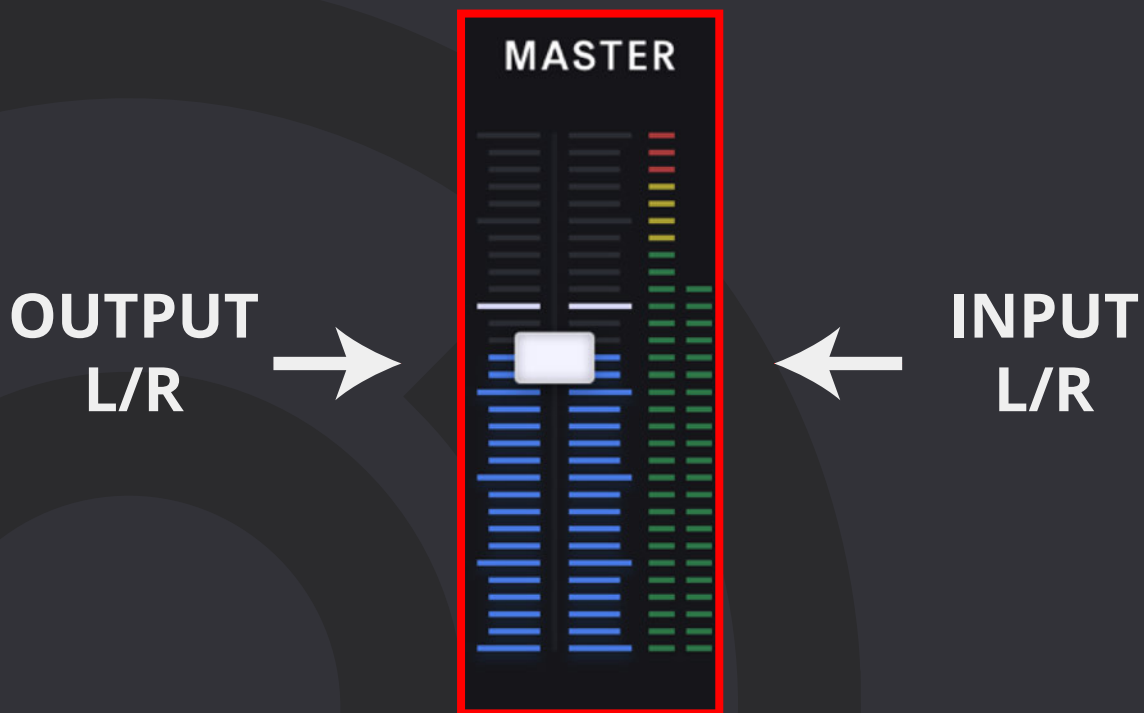
Plugging an instrument into the AEROS:

The AEROS has two ¼" (6.35mm) Inputs. You can record in stereo using both, or in mono with one. The two ¼" (6.35mm) outputs function in the same way.

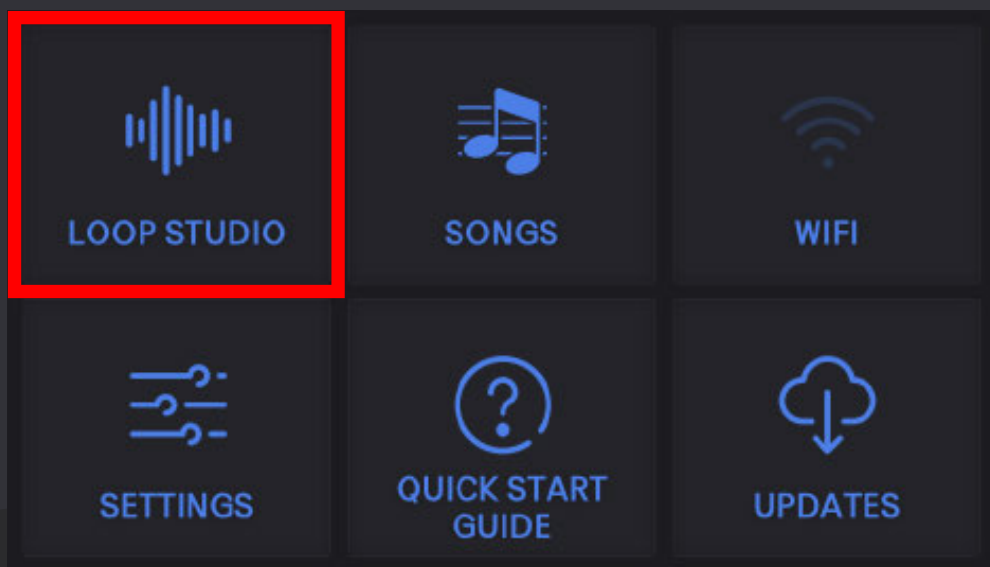
The AEROS does not have phantom power for microphones. This means you may need a microphone preamp — any preamp will work.

Signal levels:

Before you start recording, play your instruments at the loudest expected level in the Loop Studio. The signal meter will appear on the right side. If the signal reaches the red level, turn down your instrument to prevent clipping. The volume wheel only controls the output level, not the input level.

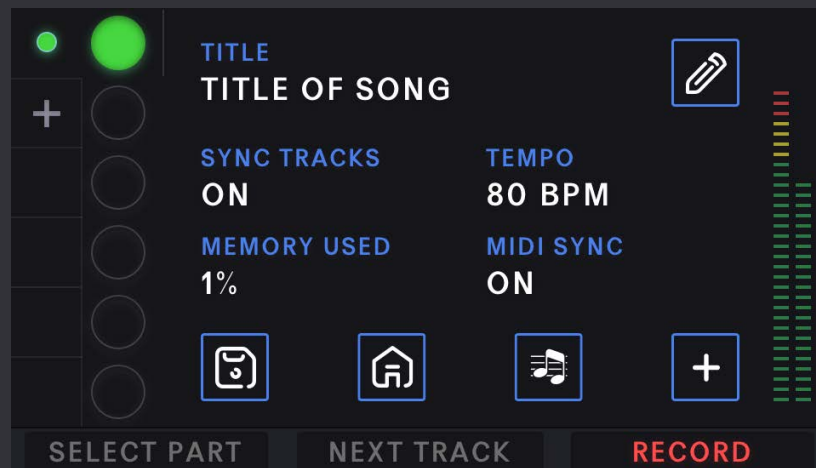


To start looping, press the Loop Studio icon.



Your last saved song will load automatically. (If you have no saved songs, you will go directly to the New Song screen.)

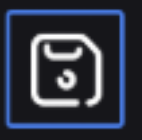
STOPPED SCREEN



When you go to the Loop Studio, your song will be stopped. From here you can use the footswitches to record a new track or resume playback (if you already have tracks recorded in this song). We discuss these options in 2x2 Controls (p. 10) and 6x6 Controls (p. 13).



Edit Song (including any of the song-specific settings)



Save Song



Home Page

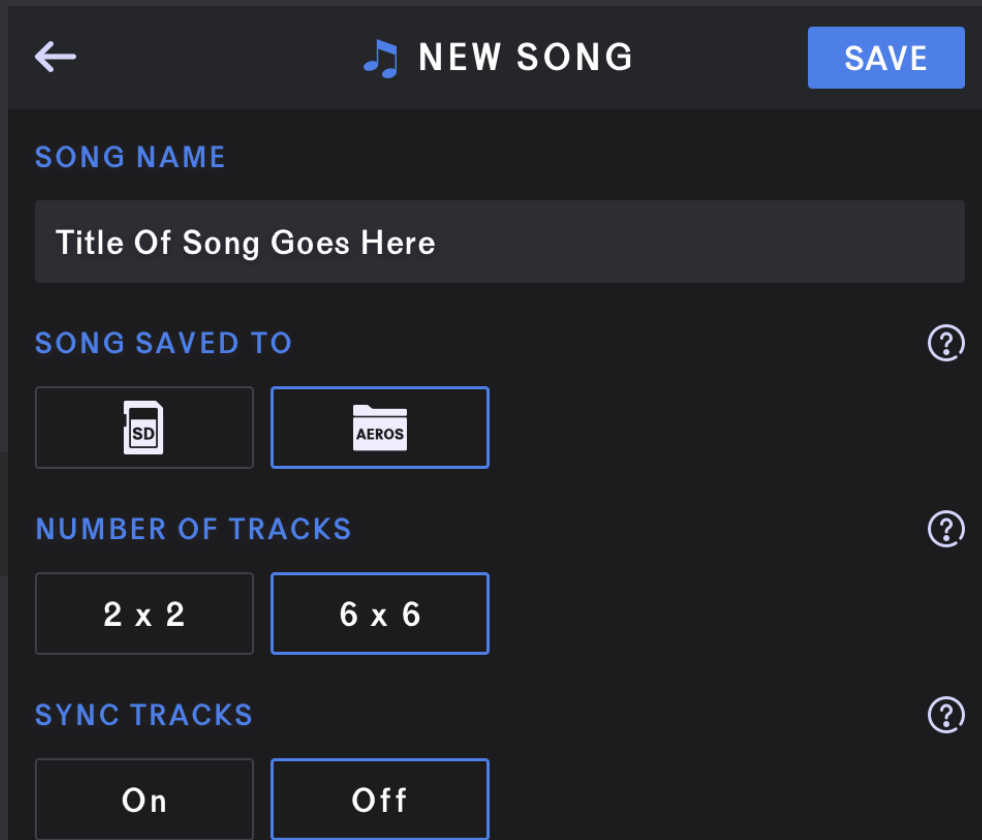


Load Song



New Song

NEW SONG PAGE

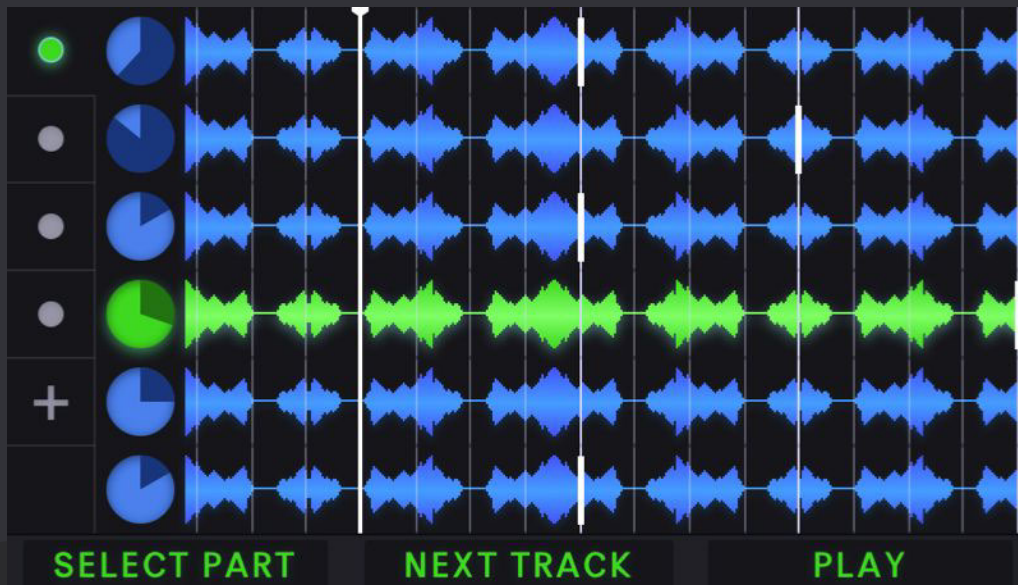


There are many settings available when creating a new song, which the (?) icon on the far-right provides explanations for. We discuss these options in the “SETTINGS” section of this manual. The defaults are sane, though, and you can start looping right away.

Here's some information to start you out:

The AEROS Loop Studio is the first pedal to allow **parallel tracks** (loops that play at the same time as each other) and **song parts** (groups of parallel tracks that you can switch between).

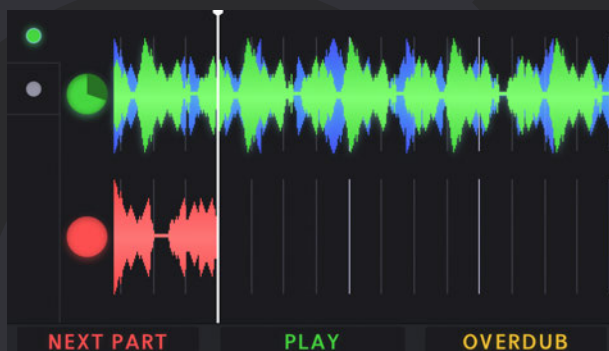
Parallel tracks are represented by clocks and waveforms, and song parts are represented by dots. The song part and track you're currently in will be signaled by the color green.



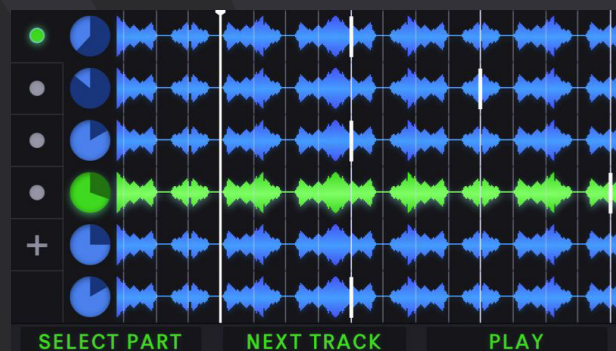
There are two basic modes you can loop with: 2x2 and 6x6.

- In 2x2, you have two song parts each with two parallel tracks, for a total of four unique tracks.
- In 6x6, you have six song parts each with six parallel tracks, for a total of 36 unique tracks.

2x2



6x6



The controls are different when using 2x2 and 6x6.

In 2x2, each parallel track has its own footswitch, and a single press changes song parts, whereas in 6x6, you must first select the track or song part before you perform an action. It's a small tradeoff tied to the amount of unique tracks you have available.

We recommend you try both modes and see what fits your style, or master both to get the best of your AEROS in any situation!

In 2x2, you have two song parts each with two parallel tracks, for a total of four unique tracks.

TRACK 1 and TRACK 2

Track 1 and Track 2 are controlled by their respective footswitches.



SINGLE TAP:

- Record (if track is blank)
- Playback recording
- Overdub
- Playback overdub

DOUBLE TAP:

- Mute
 - Single tap to unmute
 - Hold while muted to overwrite track *

HOLD:

- Undo most recent layer
 - Continue to hold undo second layer (if it exists)
 - If you have undone all layers, single tap to overwrite track
- Redo most recent layer
 - Continue to hold to redo overdub (if it exists)

Overdubs: You can have unlimited overdubs. but each new overdub will merge the previous overdub to the base layer. So you can have at most two layers per track -- your base layer and your most recent overdub layer. For each track, the most recent overdub is merged with the base layer when the song is saved. This frees up internal memory.

*Feature coming soon. Update your firmware frequently!

NEXT PART



SINGLE TAP:

- Changes between song parts. If the part has a recorded track, it starts playing; otherwise, it starts recording.

HOLD:

- Opens the Mixer

PLAY/STOP ALL



SINGLE TAP:

- Stops playback of all tracks.
 - If your song is quantized to the measure, it stops at the end of the measure. Otherwise it stops immediately.
- Resumes playback of all tracks.

DOUBLE TAP:

- Immediately stops playback of all tracks, regardless of quantization.

HOLD(when stopped) :

- Delete all tracks and song parts and start the song over.

VOLUME WHEEL

Use the volume wheel to control the master output volume at any time.



The thin bars on the right show the L and R input volume levels. If the bars are red you are clipping and you should lower the volume of your instrument.

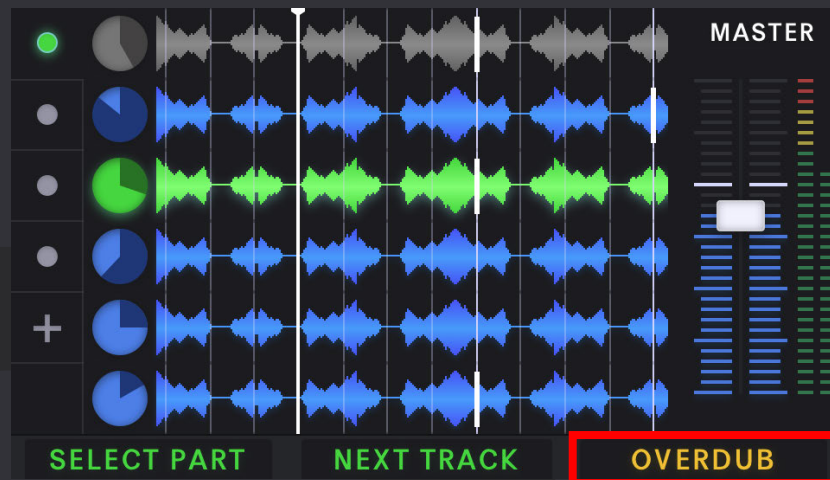
In the Mixer: You can use the volume wheel to control the relative volume levels of each track.



In 6x6, you have six song parts each with six parallel tracks, for a total of 36 unique tracks.

ACTION

The Action button executes actions on the selected track or song part. Selected items are signaled in green color.



SINGLE TAP:

- Record (if track or song part is blank)
- Playback recording
- Overdub
- Playback overdub

DOUBLE TAP:

- Mute
 - Single tap to unmute
 - Hold while muted to overwrite track *

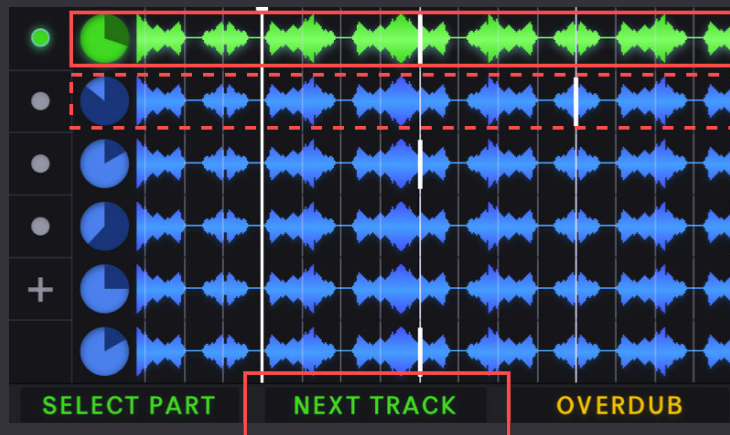
HOLD:

- Undo most recent layer
 - Continue to hold undo second layer (if it exists)
 - If you have undone all layers, single tap to overwrite track
- Redo most recently undone layer
 - Continue to hold to redo overdub (if it exists)

Overdubs: You can have unlimited overdubs, but each new overdub will merge the previous overdub to the base layer. So you can have at most two layers per track -- your base layer and your most recent overdub layer. For each track, the most recent overdub is merged with the base layer when the song is saved. This frees up internal memory.

*Feature coming soon. Update your firmware frequently!

NEXT TRACK



SINGLE TAP:

- Selects next track
 - If your song is quantized to measure and you have in the song settings "Autorecord Next Track: On", selecting an empty track will automatically cue a new recording.

SELECT PART



SINGLE TAP:

- Selects next song part
 - Press the action button to change to the selected song part.
 - If the selected song part has no previous recording (it is a new song part, as indicated by the "+" sign), pressing the Action button will begin a new recording on that song part.
 - If the selected song part already has a recorded track, the Action button plays the song part.

HOLD:

- Opens the Mixer

PLAY/STOP ALL



SINGLE TAP:

- Stops playback of all tracks.
 - If your song is quantized to the measure, it stops at the end of the measure. Otherwise it stops immediately.
- Resumes playback of all tracks.
 - You can select song parts and tracks while the song is stopped. Pressing the Action button will start overdubbing or recording the selected track.

DOUBLE TAP:

- Immediately stops playback of all tracks, regardless of quantization.

HOLD (when stopped) :

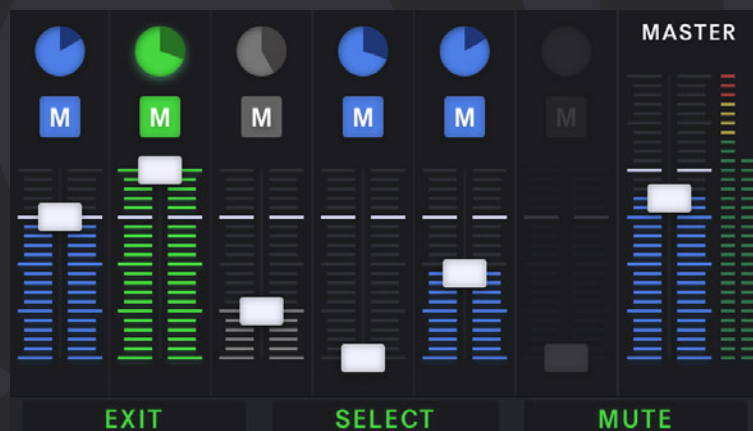
- Delete all tracks and song parts and start the song over.

VOLUME WHEEL

Use the volume wheel to control the master output volume at any time.



The thin bars on the right show the L and R input volume levels. If the bars are red you are clipping and should lower the volume of your instrument.



In the Mixer: You can use the volume wheel to control the relative volume levels of each track.

To open the mixer, you can hold the NEXT PART button or tap on any of the track clocks.

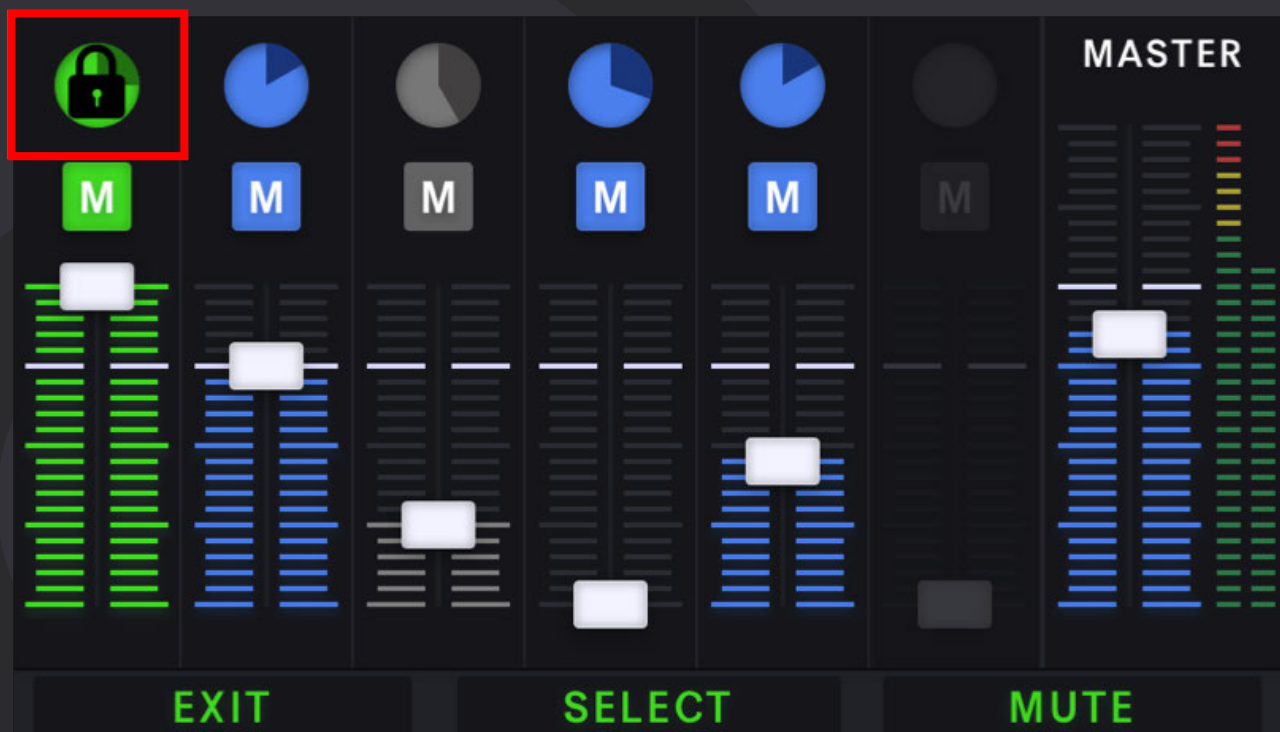
Tracks in the current song part will be visible, ordered from left to right. You can touch to adjust their relative volume or mute individual tracks. You can also mix hands-free: select tracks with the middle button and adjust the relative volume with the volume wheel. Mute or unmute with the right button.

Note: Opening the mixer does not stop the song!

Locking Tracks: *


Locked tracks will not change when you change song parts. You can only lock or unlock tracks while you have a single song part, and must lock tracks sequentially (you have to lock track 1 if you want to lock track 2). You can lock 1 track in 2x2 mode, and up to 5 tracks in 6x6 mode.

Locked tracks are indicated with a lock icon. To lock a track, touch its clock in the Mixer.



*Feature coming soon. Update your firmware frequently!

TIMING












SELECT PART **NEXT TRACK** **RECORD**

Playhead	Where you currently are in the loop. In quantized mode, flashes on each beat and flashes brighter on each measure.
Beat	Each beat is shown by a thin white line (only in quantized mode)
Measure	Each measure is shown by a thick white line (only in quantized mode)
End of Loop	The end of the loop is shown by a thick red line

TRACK WAVEFORMS






	<p>Red Waveform: Currently recording new track</p>
	<p>Green Waveform: Currently selected layer</p>
	<p>Blue Waveform: Layer is currently playing, but is not selected</p>
	<p>Yellow Waveform: Currently recording overdub</p>
	<p>Gray Waveform: Muted track</p>
	<p>Faded Waveform: Layer is undone. Undone layer can be brought back or overwritten</p>

TRACK CLOCKS

	Shaded portion of clock: amount of track already played Light portion of clock: time remaining in track
	Red clock: New track is currently being recorded
	Green clock: Currently selected track
	Blue clock: Track is currently playing, but is not selected
	Yellow clock: Track is being overdubbed
	Gray clock: Entire track is muted
	Gray clock with green outline: Muted track is currently selected
	Clock with a hole: This track has a layer that is undone Undone layer can be brought back or overwritten
	Clock with a lock: This track is locked *

*Feature coming soon. Update your firmware frequently!

SONG PART ICONS

	Green dot: currently selected existing song part
	Gray dot: unselected existing song part
	Gray plus sign: unselected new song part that does not yet exist
	Green plus sign: selected new song part that does not yet exist
	Flashing red plus sign: new song part is cued and will start recording soon

The settings are divided into two categories.

1. Song-specific settings, which are settings that are saved to a single song. Once you choose a song-specific setting, with few exceptions (namely, the "advanced behavior" settings), you cannot change them.
2. Device settings, which you can change any time and will apply to every song.

SONG-SPECIFIC SETTINGS

Song saved to: Save this song to either the internal memory of the Aeros, or to an SD card *

Number of tracks: How many song parts and parallel loops in each song part there are. 2x2 gives you 2 song parts with 2 parallel tracks each. 6x6 gives you 6 song parts with 6 parallel tracks each. 2x2 gives you immediate access to the tracks and song parts, while in 6x6 you need to select a track or song part before you activate it.

Sync Tracks: Keeps tracks of different lengths synced with each other by making each track a multiple of the previous track. If track 1 is 3 measures long, track 2 can be 1, 3, 6, 9, etc. measures. If quantize is off, the following track can only be of equal or a multiple of greater length than the previous track. It is highly recommended to keep sync tracks on, unless you are doing soundscape or polyrhythm style of looping.

Quantize to measure: Starts and ends recording at the beginning/end of the measure. This requires a BPM and time signature setting (With BeatBuddy connected [MIDI Sync On], BPM and Time Signature will be set automatically). *

Time Signature: The left number is how many beats in a measure, the right number is the time of notes in the measure (quarter notes, eighth notes, etc)

Tempo: Speed of the song. How many beats per minute.

Count in: How many measures of clicks before the Aeros begins recording.

Backing Track: Select a WAV file from the root folder (not in any folder) of the SD card. This will be loaded in Track 1 and this track will be locked so it will not change when song parts are changed. We will add the capability to load different backing tracks to different song parts soon. *

*Feature coming soon. Update your firmware frequently!

Auto Record: In 6x6 pressing Next Track to select the next empty track will start automatically recording. This saves you from pressing the Record button. If you quickly press Next Track again, AEROS will cancel any recording in the empty track and cycle back to select track 1. *

Record Next Track: When recording begins. 'Immediate' is only available for non-quantized. 'End of bar' is only available for quantized. 'End of loop' is available for both. 'End of loop' follows the longest loop recorded in the song part. *

Change Song Part: When the song part is changed. 'Immediate' is only available for non-quantized. 'End of bar' is only available for quantized. 'End of loop' is available for both. 'End of loop' follows the longest loop recorded in the song part. *

DEVICE SETTINGS

Main input routing: Selects where the live sound going into the Main Input is sent. You may select one or both:

- Main Out
- Aux Out

Recording source: Selects which input is recorded. You may select one or both:

- Main In
- Aux In

Note: There must at least one recording source.

Loop playback routing: Selects where the Loop Playback is sent. You may select one or both:

- Main Out
- Aux Out

Note: The loop playback must be sent to at least one output.

Aux In Routing: Selects where the live sound going into the Aux In is sent. You may select one or both:

- Main Out
- Aux Out

Click Routing: Selects where to send the Click track. You may select none, one, or both:

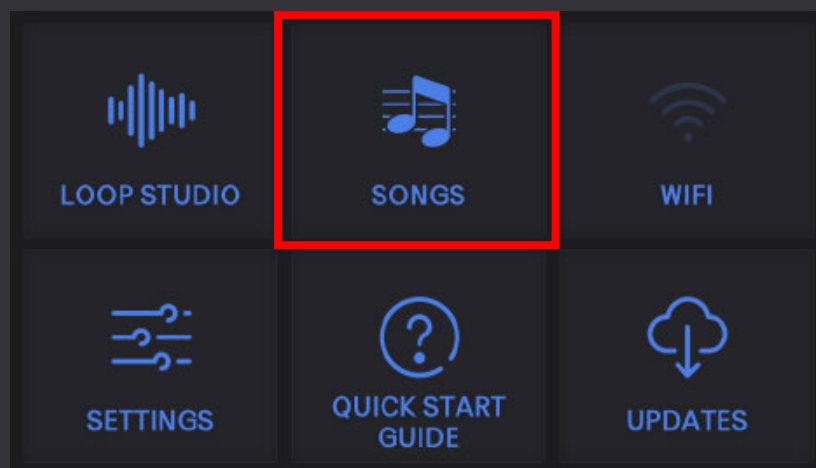
- Main Out
- Aux Out

Tip: You can connect a separate speaker to Aux Out so only you hear the click while the audience hears the Main Out.

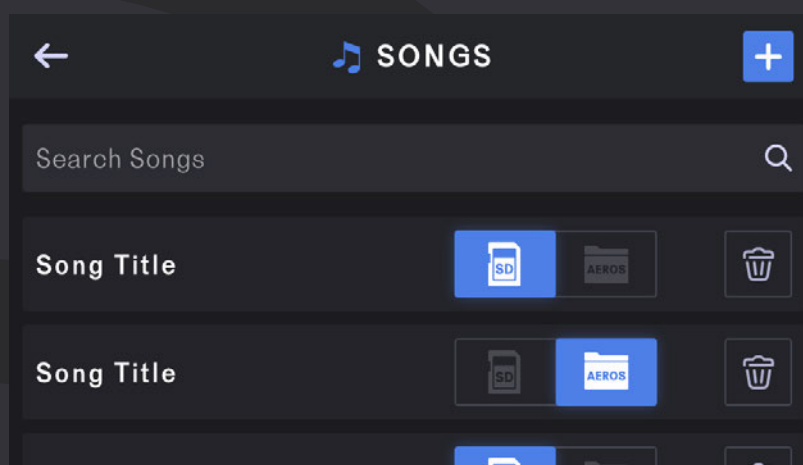
Click Volume: How loud the click track is played.

*Feature coming soon. Update your firmware frequently!

In the Home Screen, you can find your songs by pressing the Songs icon.



You can scroll through your songs, search for them in the search bar, or start a new song by tapping the “+” icon in the upper-right corner.



Tap any song to load it. You will find yourself back in the Loop Studio with the song you chose.

Songs that are stored in the internal memory of the AEROS will be indicated by the blue AEROS folder icon. Songs that are stored in an SD Card (if your SD card is currently inserted into your AEROS) will be indicated by the blue SD Card icon. *

You can move your songs between internal memory and an SD card by tapping the icon of where you want to save your song. *

To delete a song, tap the Trash Can icon.

*Feature coming soon. Update your firmware frequently!



Your Aeros Loop Studio has built in plug and play functionality with the BeatBuddy, our hands-free drum machine pedal. There are two ways to connect the two. Either with the BeatBuddy as master and the Aeros as slave (recommended) or with the Aeros as master and BeatBuddy as slave.

AEROS AS SLAVE, BEATBUDDY AS MASTER

To use the Aeros as a slave, you'll need a MIDI cable, the PS/2 to MIDI BeatBuddy breakout cable, and a BeatBuddy. Plug the MIDI Cable in the "OUT" port for the BeatBuddy breakout cable, and the "IN" port on the Aeros.



At this point your pedals should be good to go, but depending on the version of BeatBuddy firmware you're running you may need to check that the next song part command is enabled. This can be done by going BeatBuddy settings (push drum set and tempo knobs down at the same time) and select: Main Pedal > MIDI Settings > MIDI-OUT > Next Part (CC-102), and select "Enable".

It's also recommended that you disable the Aeros looper's count in as it can cause the looper to start recording out of sync with the start of the BeatBuddy's main rhythm parts (see "Song Settings" p.xx).

In both 2x2 and 6x6 (with default settings), starting the BeatBuddy with an intro will trigger the looper to start on the first beat of the main rhythm part. This can be configured in the BeatBuddy's MIDI settings to also start on the first beat of the intro if you prefer, by changing the setting located at: Main Pedal > MIDI Settings > MIDI-OUT > Start.

Additionally, with default settings, the looper will stop playing/recording at the end of an outro fill and/or when the BeatBuddy is paused. This can be changed to stop the Aeros either when the BeatBuddy is paused only, or only when the BeatBuddy ends playing the drums. That setting is located on the BeatBuddy at Menu > Main Pedal > MIDI Settings > MIDI-OUT > Stop.

In 2x2 only, triggering the next song part with the BeatBuddy will cause the Aeros to switch song parts at the end of the BeatBuddy's transition.

In 6x6 you'll need to manually select which song part you wish to transition to, using the looper's bottom left button, and then transition using the BeatBuddy. After which, the looper will switch to the selected song part at the end of the BeatBuddy's transition.

Of course, at any point in both 2x2 and 6x6 you can use the Aeros to transition as you would normally, to keep the rhythm the same while the song part changes. Additionally, adding fills and accent hits with the BeatBuddy has no effect on the Aeros' loops, giving you the ability to vary the drums while keeping the song part the same.

AEROS AS MASTER, BEATBUDDY AS SLAVE

To use the Aeros as a master, you'll need a MIDI cable, the PS/2 to MIDI BeatBuddy breakout cable, and a BeatBuddy. Plug the MIDI Cable in the "IN" port for the BeatBuddy breakout cable, and the "OUT" port on the Aeros.



In both 2x2 and 6x6, starting the Aeros will start the BeatBuddy with an intro fill or with the main beat, if the intro fill has been disabled on the BeatBuddy (to disable the intro fill go to Main Pedal > Intro > None), and stopping the Aeros will stop trigger an outro (unless the outro is disabled), stopping the BeatBuddy and Aeros at the end of the measure.

We recommend turning count in on your looper on, and setting it to the same number of measures as your beat's intro so that the start of the BeatBuddy's main rhythm section and your loop are synced.

In 2x2, switching song parts on the Aeros will trigger the BeatBuddy to switch to the next rhythm part in sequential order. (1, 2, 3, 1, 2, 3, and so on)

But in 6x6, If the BeatBuddy has enough rhythm parts, transitioning to the next song part will transition to the appropriately number rhythm part on the BeatBuddy. If there aren't enough rhythm parts, it will simply switch to the next rhythm part in sequential order.

Fills, accent hits, and pauses with the BeatBuddy will have no effect on the Aeros' loops. Please note, that if you pause the BeatBuddy while the Aeros is playing, you will need to start the BeatBuddy in time with the Aeros to have them sync up again. Or you can stop the Aeros, and then start them both at the same time by starting the Aeros.