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PIGTRONIX™

Infinity Looper

User's Guide

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Welcome to Infinity

Pigtronix designed this pedal to be easy to use yet vastly powerful and deeply musical. Think of it like a foot operated, digital version of a multi-track tape recorder. Eschewing the quantization and delayed commands found in other looper pedals, the Pigtronix approach is to make all commands instantaneous. The incredible processing power available in this pedal, allows for execution of any action with approximately 1 millisecond of latency and high fidelity recording at 24bits/48kHz. It is a mirror of musical reality... what you put in is what you get out.

All loop audio on the Infinity Looper is stored to an on-board memory card and can be accessed via the USB port located on the front of the unit. With the easy-to-use computer application that comes pre-installed on the Infinity Looper pedal, you will be able to offload audio from and upload audio to this pedal, via a PC or MAC computer.

Complementing the state-of-the-art digital platform of the Infinity Looper is a beautifully executed analog input and output section that provides transparent pass-through audio as well as superior headroom and discreet transistor based limiting circuitry to prevent digital distortion, even at extreme signal levels.

To put it succinctly, this looper SOUNDS GREAT! It will not ruin your tone like so many other looper pedals that have come before.

Of all the innovative features found in the Infinity Looper, perhaps the most notable is the SYNC MULTI function which allows Loop 2 to be a length multiple of Loop 1. This facilitates greater melodic and harmonic development and frees the musician from the limits of their initial loop length. Coupled with the inclusion of SERIES / PARALLEL loop operation, AUX output for Loop audio and INPUT SPLIT capacity for recording different instruments on separate loops, the Infinity Looper presets a near limitless set of possibilities for the creative musician.

The Infinity Looper was many years in the making and required a great deal of time and resources to accomplish the goals that were initially set out for this project. It has been an emotional and psychologically challenging adventure that has resulted in a product we are exceptionally proud to present to the world of musicians interested in loop based music.

This pedal is dedicated to the memory of the great Les Paul, inventor of multi-track recording.

Dave Koltai – 11/2012

-- QUICK START GUIDE –

Turn on the Infinity, it will load Preset 0 (the blank canvas) upon power up.

Set the MASTER VOLUME to 3:00 and both LOOP VOLUME knobs to 12:00

Press Loop 1 footswitch to record *(You must record on Loop 1 first)*

Press Loop 1 footswitch again to close the loop and begin playback

Press Loop 1 footswitch again to open an overdub on Loop 1.

Press Loop 1 footswitch again to close the overdub on Loop 1.

Listen to your loop, then press the STOP footswitch to halt playback.

Press Loop 1 footswitch again to resume playback.

Press Loop 2 to ARM Loop 2… the ARM light above Loop 2 will blink, indicating that Loop 2 will automatically begin recording at the top of the next pass through the loop cycle.

Loop 2 begins recording in sync with the beginning of Loop 1 and will automatically close at the end of Loop 1.

-- QUICK START GUIDE (continued) –

Press Loop 2 footswitch again to open an overdub on Loop 2.

Press Loop 2 footswitch again to close the overdub on Loop 2

Now Press Loop 1 footswitch to arm Loop 1.

Press Loop 1 footswitch again to open another overdub on Loop 1.

Press Loop 1 footswitch again to close the new overdub on Loop 1.

Press the STOP footswitch to halt playback on both Loops.

Press and Hold the STOP footswitch to erase both loops.

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Press the SERIES MODE switch to put the Infinity into Series mode.

Press Loop 1 footswitch to record *(You must record on Loop 1 first*)

Press the Loop 2 footswitch. This will simultaneously close Loop 1 and begin recording on Loop 2.

Press the Loop 1 footswitch. This will simultaneously close Loop 2 and begin playback on Loop 1.

Press and Hold the STOP footswitch stop audio and erase both loops.

Footswitch Functions:

-- FOOTSWITCHES –

The three footswitches are the principal means of controlling loop actions. The functionality of the Loop 1 and Loop 2 footswitches is identical.

Pressing the Loop 1 footswitch at any time will "ARM" Loop 1, illuminating the corresponding red LED and indicating that Loop 1 is ready to receive Play, Stop, Overdub and Undo commands. Loop 1 is armed by default upon power up.

Loop 1 (PLAY / REC / DUB) – If there is no audio recorded on a loop, pressing the Loop 1 footswitch will begin recording immediately. Once the loop is recording, pressing the Loop 1 footswitch will close the loop and begin playback.

During playback pressing the Loop 1 footswitch will open an overdub layer on Loop 1. Once an overdub is recording, pressing the Loop 1 footswitch will close that overdub layer and continue playback.

When a loop has been recorded but is stopped, pressing the Loop 1 footswitch will begin playback.

Loop 2 (PLAY / REC / DUB) – Functions the same way as Loop 1 footswitch (see above).

Stop (Hold = Erase) – Pressing the STOP footswitch will cause playback to cease on one or both loops, depending on the ARM or ALL setting (see below). Holding down the STOP footswitch will cause loop audio to be erased from one or both loops, depending on the ARM or ALL setting.

-- ARM / ALL –

Quickly Pressing the STOP MODE switch will choose between ARM and ALL modes.

In ALL, the STOP footswitch will stop playback on both Loops. The ALL functionality also applies to the ERASE command. With ALL selected, holding down the STOP footswitch will erase both loops. The ALL functionality also applies to the PLAY command. Once the loops are stopped, hitting either loop footswitch will resume playback on both loops.

In ARM, the STOP footswitch will stop playback only on the loop that is armed. The ARM functionality also applies to the ERASE command. With ARM selected, holding down the STOP footswitch will erase only the armed loop. To stop both loops in ARM mode, hit the STOP footswitch twice within 1 second. The ARM functionality also applies to the PLAY command. Once the loop(s) is stopped, pressing a loop footswitch will resume playback on the currently armed loop only.

Toggle Switch Functions:

-- FULL / TRAIL / FADE --

Holding down the STOP MODE switch will choose the way in which the loops stop when the STOP footswitch is pressed.

FULL indicates that the audio will stop immediately when you push the STOP footswitch.

TRAIL indicates that the audio will stop when it reaches the end of the current loop cycle.

FADE indicates that the audio will steadily decrease in volume until the end of the current loop cycle.

All three stop modes obey the ARM setting and will be applied to the armed loop only in this mode.

When audio has been recorded on both Loop 1 and Loop 2, TRAIL and FADE stop modes will use the length of Loop 2 as the master when the ALL setting is selected.

-- INPUT SPLIT –

When INPUT SPLIT is OFF, both Loops record stereo audio coming from IN 1 and IN 2

When INPUT SPLIT in ON, Loop 1 gets audio from IN 1 ONLY and Loop 2 gets audio from IN 2 ONLY.

When nothing is plugged into IN 2, then the audio from IN 1 becomes the source for IN 2. In this case, the Input Split function allows you to record separate loops for the left and right output channels.

-- SERIES / PARALLEL --

When the SERIES LOOPS is ON, you are in Series mode. This means that only one of the two loops can play at any given time. This is handy for verse / chorus type song structures.

When the SERIES LOOPS is OFF, you are in Parallel mode. This means that Loop 1 and Loop 2 can play together at the same time.

-- SYNC MULTI –

Holding down the SYNC MULTI switch will turn synchronization between Loop1 and Loop 2 ON and OFF

Once SYNC MULTI is turned on, quickly pressing the SYNC MULTI switch will cycle through the SYNC MULTI values.

When the SYNC MULTI is OFF, none of the sync multi lights are lit. In this mode, the lengths of the two loops are unrelated and playback is not synchronized.

When the SYNC MULTI is ON, the lengths of the two loops are synchronized. The length of Loop 2 will be a multiple of the length of Loop 1, as set by the multiplier factor indicated by the LED bar to the right of the sync multi switch.

Loop 1 sets the initial length. Once recording on Loop 2 is initiated, the ARM light will blink and it will wait to begin recording until the top of the next loop cycle. Loop 2 will automatically stop recording and begin playback when the proper length multiple has been reached.

You can alter the synchronization at any time while recording, by manually closing Loop 2 with the Loop 2 footswitch. This will cause Loop 2 to close at the end of the current loop cycle. The arm light will blink to indicate that Loop 2 is about to close. To cancel this operation, hit the Loop 2 footswitch again and it will continue recording until the full multiplier factor has been reached.

Once Loop 2 is recorded, the SYNC is locked to the multiplier you have selected. It is possible to turn SYNC on and off at this point, but you must delete Loop 2 if you want to select a different multiplier value.

Loop 1 will automatically close once you hit the maximum allowable length during recording. Overall recording time for Loop 1 is dependent on multiplier value you have selected for the current preset, the size of the memory card you have

installed in your Infinity Looper and the number of preset slots you have assigned using the PC or MAC application for the Infinity Looper. See the table on the next page for maximum recording times based on these factors.

-- SAVE / LOAD / COPY --

To Load a preset, turn the preset knob to select the desired bank, the digit will flash. When you have arrived at the desired destination, push down the preset knob to enable that bank. To cancel the load process at any time, hit the STOP footswitch or simply turn the preset knob to return to the currently loaded bank.

To Save a preset you have created, push and HOLD the preset knob for 1 second, until the digit begins flashing. Turn the preset knob to select the bank you want to save the loops in and then push down and HOLD the preset knob for 1 second to finalize the save. To cancel the save process at any time, hit the STOP footswitch.

You cannot save loops to Preset "0" it is the "blank canvas." If you try to save a loop to Preset 0, the digit will show you a "-" symbol, indicating that you should turn the preset knob to save this preset somewhere else.

The decimal point will illuminate to indicate that audio is present in a Loop bank. When changes

have been made but not saved, the decimal point will flash. If you want to keep your changes, simply follow the save process explained above without changing the selected bank.

To Copy a preset from one bank to another simply initiate the save process as explained above on a bank that already contains audio. In order to copy a loop from one slot to another, you must make at least one change to the loop. This can be an audio or mode change. The decimal point will illuminate to indicate that audio is present in a Loop bank. When changes have been made but not saved, the decimal point will flash. If you want to keep your changes, simply follow the save process explained above without changing the selected bank.

In certain instances while saving, the Infinity Looper may need to copy data from one sector of the disk to another. When this happens, the numeric display will show a flashing "C" while the copy is in process.

The Stop footswitch also functions as an ESC key when you are in the process of saving or loading a loop and want to cancel that action.

The <u>Minimum length</u> of a Loop is 2.5 seconds

Loop 1 Maximum Recording Time (in seconds) with 8GB card

	Multiplier Value				
# of preset slots	x1	x2	x3	x4	x6
2	1662	1108	831	664	474
3	1107	738	553	442	316
4	830	553	415	332	237
5	664	442	332	265	189
6	552	368	276	221	157
7	473	315	236	189	135
8	414	276	207	165	118
9	368	245	184	147	105
10 (default)	331	220	165	132	94

(All above values are in seconds)

Loop 2 recording time = Loop 1 length x Multiplier Value

8GB card (included) Total Recording Time = Approx. 2 hours

For 16GB card, double all values.

For 32 GB card, quadruple all values.

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Infinity Anatomy:

Jacks:

DC POWER 18-VOLTS – Use *only* the 18-Volt, 300mA, negative tip power supply that came with your Pigtronix Infinity Looper**.**

Using the wrong power supply is likely to result in a damaged pedal.

IN 1 – Looper input, Plug in your instrument here.

IN 2 – Looper input, Plug in your instrument here. When nothing is connected to IN 2, the signal from IN 1 is automatically passed to IN 2.

OUT 1 – Effect output, ¼" TS cable. Amp, mixer, or DI goes here.

OUT 2 - Effect output, ¼" TS cable. Amp, mixer, or DI goes here.

AUX OUT – This output contains summed mono audio of all currently playing loops. This output is primarily intended for use as a "loop only" monitor send to a drummer, band mate for FOH mixer.

UNDO – Connect a momentary remote switch here using a ¼" TS cable to enable overdub undo / redo.

EXP - This is the TRS expression pedal input for controlling the audio output level of both loops simultaneously. Moving the expression pedal towards the heel will turn the loop audio down from the level set by the individual loop volume knobs. Use a Pigtronix (or equivalent) expression pedal with a TRS cable for best results.

MIDI IN - This provides a connection for MIDI beat clock sync (slave). Infinity Looper will sync to MIDI whenever a MIDI BEAT CLOCK signal is preset. The Infinity Looper can also be configured to obey MIDI START, STOP and Song Select commands. To enable this behavior, hold down the SYNC switch when powering up.

USB – This provides a connection to a PC or MAC computer for loading and offloading loop audio as well as preset management and firmware updates. The Infinity Looper is "plug and play" device.

When the USB port is connected, the Infinity boots into USB mode and will not function as a looper until the USB is disconnected and rebooted. Save any loop data you wish to keep before plugging the Infinity in via USB.

Footswitches:

LOOP 1 (ARM / PLAY / REC / DUB) – This footswitch controls the looping actions for Loop 1

LOOP 2 (ARM / PLAY / REC / DUB) – This footswitch controls the looping actions for Loop 2

STOP (HOLD = ERASE) – Pressing this footswitch causes looped audio to stop playing. Holding this footswitch down for 2 seconds causes loop audio to be erased.

LEDs:

The Loop 1 and Loop 2 Footswitch LEDs share the same color coding.

RED = Recording | GREEN = Playback | ORANGE = Overdub

Both Loop 1 and Loop 2 Footswitch LEDs are accompanied by a red square, "ARM" LED that indicates which loop is currently armed.

When MIDI Sync is enabled, the ARM LED for the currently selected Loop will blink at the top of each measure to indicate that MIDI sync is active.

STOP LED – The STOP LED will glow red when loop audio is stopped.

When a delayed command has been initiated, the relevant footswitch LED will blink to indicate a pending action and will turn solid in color once the action is taken.

CLIP LED – This red LED between the Loop Volume knobs will indicate when the input signal is reaching the maximum headroom of the Infinity's recording engine and begins to trigger the analog limiter stages. If the CLIP LED is lighting up solid red, reduce the output level of your instrument until the CLIP LED is just beginning to light up at the peaks in your audio signal.

MULTI-SEGMENT DIGIT – This numeric display tells the user which preset bank is currently selected and is also used to confirm firmware update "F" to indicate copy in progress "C" and USB active "U" states.

The decimal point located to the right of the digit lights up to indicate that audio has been recorded to a preset bank. When changes have been made to a preset but not saved, the decimal point will blink. Once the changes have been saved, the decimal point will return to solid.

When all audio is erased from a preset, the digit will blink to indicate a change. Once you save the preset in this state, the decimal point

will then disappear to indicate that the preset is now saved as empty.

Toggle Switches:

STOP MODE – Determines the behavior of the STOP footswitch.

Press quickly to choose between the ARM and ALL options.

Hold down the STOP MODE switch to toggle through the FULL, TRAIL and FADE options.

INPUT SPLIT – When INPUT SPLIT is selected, IN 1 is assigned to LOOP 1 only and IN 2 is assigned to LOOP 2 only. When INPUT SPLIT is turned off, audio from both channels is recorded on both loops.

SERIES LOOPS – When SERIES LOOPS is selected, Loop 1 and Loop 2 run in series. Series means that only one of the loops can playback at any given time. When SERIES LOOPS is turned off, Loop 1 and Loop 2 run in parallel. Parallel means that both loops can playback at the same time.

SYNC MULTI – Determines the length relationship between Loops 1 & 2. When a multiplier is selected, the length of LOOP 2 is synchronized to be the chosen length multiple of LOOP 1.

Press and Hold the SYNC MULTI switch to toggle between the currently selected SYNC MULTI value and non-SYNC. When none of the SYNC MULTI LEDs are lit, the two loops are NOT SYNCED.

Once SYNC MULTI is turned on, press the SYNC MULTI switch quickly to cycle through the different SYNC MULTI values.

If audio has already been recorded on Loop 2, you cannot change the SYNC MULTI value, but you can press and hold the SYNC MULTI switch to turn SYNC MULTI on and off.

Knobs:

MASTER VOLUME – This knob functions as a stereo output control, determining the output level of both loop audio and pass-through audio.

When turned fully clockwise, the MASTER VOLUME knob provides an overall boost of approximately 3db.

PRESET – This is a rotary push button encoder that is used to select what loop bank is in use and to store loop audio.

LOOP VOLUME 1 - Sets the Loop 1 output volume

LOOP VOLUME 2 - Sets the Loop 1 output volume

The Loop 1 and Loop 2 Volume knobs are calibrated so that 12:00 = Unity Gain for Loop audio. Turning either of the Loop Volume knobs above 12:00 will result in Loop Audio that is actually louder than the input signal.

Infinity Rules

Arm:

Arming a loop is done by pressing the footswitch that corresponds to the desired loop. The Arm light above the selected loop will glow red indicating its status as armed. A loop must be armed in order to accept further commands. When the Infinity powers up initially, LOOP 1 is armed by default. Loop 2 cannot be armed until material is recorded on Loop 1,

Record:

Once a loop is armed, pressing the footswitch for that loop will begin recording. The corresponding loop LED will glow red to indicate recording. ***You must record to Loop 1 first.*** You will be able to record on Loop 2 once there is audio recorded on Loop 1.

Once a loop is recording, pressing the corresponding footswitch again will close the loop and immediately begin playback. The loop LED will glow green to indicate playback.

Pressing the STOP footswitch while a loop is recording will stop the recording and close the loop without immediate playback. You will need to press the appropriate loop footswitch again to begin playback.

Jump Record:

When Loop 1 is recording, pressing the Loop 2 footswitch will cause Loop 1 to close and Loop 2 to begin recording.

In parallel mode, Loop 1 will immediately begin playback when Loop 2 starts recording.

In series mode, Loop 1 will simply close and be ready for playback the next time you hit the Loop 1 footswitch.

Play:

When a loop has been recorded but is stopped, pressing that loop's footswitch will begin playback. The corresponding LED will glow green to indicate playback.

The PLAY function is tied to the STOP MODE selection (ARM or ALL). When ARM is chosen, pressing the Loop footswitch that is armed will begin playback on the currently armed loop only. When ALL is chosen, pressing either Loop footswitch will begin playback of the audio on both loops.

Stop:

Pressing stop will stop audio playback.

The STOP function is tied to the STOP MODE selection (ARM or ALL). When ARM is chosen, pressing the STOP switch will stop playback on the currently armed loop only. When ALL is chosen, pressing the STOP switch will stop playback of the audio on both loops.
Double pressing the STOP footswitch within 1 second will override the ARM setting and will stop all loop audio.

Stop Modes:

Pressing the STOP MODE switch quickly will select between these options:

ARM – The STOP, ERASE and PLAY commands act only on the currently armed loop

ALL – The STOP, ERASE and PLAY commands act only on both loops

Holding the STOP MODE switch down will select between these options

FULL – STOP footswitch will halt loop audio immediately when pressed

TRAILS – Pressing the STOP footswitch anytime within the loop cycle will halt loop audio when the end of the armed Loop is reached.

FADE – Pressing the STOP footswitch anytime within the loop cycle Fades loop audio from the time when the STOP footswitch is pressed until the end of the armed Loop is reached.

In the case where ALL stop is selected (and material is recorded on both loops), the TRAILS and FADE functions apply to **both** loops based upon the timing of Loop 2.

Erase:

To erase a loop, press and hold down the STOP footswitch.

When the erase command is triggered, the STOP LED the current ARM LED and the Multi-Segment Digit will flash once to indicate audio has just been erased.

The Erase function is tied to the STOP MODE selection (ARM or ALL). When ARM is chosen, holding down the STOP switch will erase the

currently armed loop. When ALL is chosen, holding down the STOP switch will erase the audio from both loops.

Overdub:

Overdub lets you add additional material to the original loop.

When a loop is playing back, pressing the corresponding loop footswitch will begin overdubbing. The corresponding LED will glow orange to indicate overdub. Pressing the loop footswitch again will close the current overdub. Pressing the same loop footswitch again, once an overdub has been closed, begins a new overdub ***and merges the previous overdub with the initial recording*** at the end of the current loop cycle.

Pressing STOP in the middle of an overdub will cancel that overdub and eliminate the dubbed audio.

Overdub Undo:

To undo an overdub, a "momentary" remote switch is required. This should be connected to the UNDO jack using a standard ¼" instrument cable.

When an overdub is in the process of being recorded (Loop LED is orange), pressing the UNDO switch will cause the Infinity to permanently erase that overdub at the end of the current loop cycle. Any material from previous overdubs that has already been merged with the initial recording will not be undone.

When an overdub has been recorded and closed (Loop LED is green), pressing the UNDO switch will remove that overdub instantly and retains the overdub for REDO if desired. Any material from previous overdubs that has already been merged with the initial recording will not be undone.

Once you open and then close a new overdub, the previous overdub layer will be merged with the base layer at the end of the current loop cycle and can no longer be undone.

Overdub Redo:

Once an overdub has been closed and then "undone," it can be put back instantly by pressing the UNDO remote switch once again. You can UNDO / REDO an overdub as many times as desired.

SYNC Multi:

Pressing the SYNC MULTI switch will cycle between the various sync options.

With none of the sync lights turned on, Loop 1 and Loop 2 run independently.

In "non-sync" mode, the length and start / stop points of Loop 1 and Loop 2 have no impact on one another. If Loop 2 is recorded in "non-sync" mode, the "sync" modes become unavailable.

x1 – When the x1 light is lit, the length of Loop 2 will be locked to the Length of Loop 1. In this setting, the length and start/stop points of both loops will be locked to each other.

x2 – When the x2 light is lit, the length of Loop 2 will be locked to 2 times the Length of Loop 1.

x3 – When the x3 light is lit, the length of Loop 2 will be locked to 3 times the Length of Loop 1.

x4 – When the x4 light is lit, the length of Loop 2 will be locked to 4 times the Length of Loop 1.

x6 – When the x6 light is lit, the length of Loop 2 will be locked to 6 times the Length of Loop 1.

When any of the MULTI SYNC settings are selected, recording on Loop 2 will automatically begin at the top of the next loop cycle after recording is initiated and will close at the appropriate length multiple, beginning playback in sync with Loop 1 once closed.

Pressing the Loop 2 footswitch while recording on Loop 2 before it has reached the full SYNC MULTI value will cause Loop 2 to close at the end of the current loop cycle.

Holding down the SYNC MULTI switch will toggle the SYNC MULTI function on and off from the current setting without cycling through all of the SYNC MULTI values.

Once material is recorded on Loop 2 in one of the "sync" modes, the SYNC MULTI function can be toggled on and off, but the multiplier factor cannot be changed.

Series Loops:

When SERIES is selected, only one of the two loops can be played back at any given time.

In SERIES mode, enabling playback recording on a loop will immediately stop playback of the previously selected loop, closing any overdub that was in progress.

In SERIES mode, when recording on Loop 1, pressing the Loop 2 footswitch will close Loop 1, and will simultaneously arm and begin recording on Loop 2. Pressing the Loop 1 footswitch next will cause Loop 2 to close and will simultaneously arm and begin playback on Loop 1.

Input Split:

The Input Split function is intended for isolating Loop 1 to audio channel 1 and Loop 2 to audio channel 2. This is helpful if you want to loop multiple instruments on isolated, yet synchronized loops.

When nothing is plugged into IN 2, then the audio from IN 1 becomes the source for IN 2 and the Input Split function allows you to record separate loops for the left and right output channels.

Presets:

To Load a preset, turn the preset knob to select the desired bank, the digit will flash. When you have arrived at the desired destination, push down and HOLD the preset knob for 1 second to enable that bank. To cancel the load process at any time, hit the STOP footswitch.

To Save a preset you have created, push and HOLD the preset knob for 1 second, until the digit begins flashing. Turn the preset knob to select the bank you want to save the loops in and then push down and HOLD the preset knob for 1 second to finalize the save. To cancel the save process at any time, hit the STOP footswitch.

Preset "0" does not store any loops... it is the "blank canvas." If you try to save a loop to Preset 0, the digit will show you a "-" symbol, indicating

that you should save this audio somewhere else by turning the encoder to select a different preset slot.

The decimal point will illuminate to indicate that audio is present in a Loop bank. When changes have been made but not saved, the decimal point will flash. If you want to keep your changes, simply follow the save process explained above without changing the selected bank.

To Copy a preset from one bank to another simply initiate the save process as explained above on a bank that already contains audio.

In certain instances while saving, the Infinity Looper may need to quickly copy data from one sector of the disk to another. When this happens, the digit will show a flashing "C" while the copy is in process.

MIDI:

When a MIDI clock source is present, the Infinity Looper will synchronize its actions to the MIDI beat clock, acting as a SLAVE device.

The MIDI actions of the Infinity Looper are quantized to the measure (assuming 4/4 time) when MIDI is running. Any action that is meant to obey MIDI clock will occur at the *beginning of the next measure* after the command is initiated.

If MIDI clock signal is present and then the MIDI master is stopped, the looper will obey manual commands in the absence of a MIDI clock pulse.

Commands that sync to MIDI clock:

Rec / Play – Appropriate action is executed at the start of the next measure after the switch has been pressed.

Stop – Closes loop / stops loop audio at the start of the next measure after the switch has been pressed.

Start – Starts loop audio at the start of the next measure after the switch has been pressed. Switching between loops in Series mode will trigger which loop is playing back at the start of the next measure after the switch has been pressed.

Commands that ignore MIDI sync:

Erase, DUB, Global stop (via double tap), and all mode changes via the tactile switches, potentiometers or encoder are not quantized to MIDI beat clock.

MIDI Commands that trigger Infinity Looper Actions:

In order to enable the Infinity Looper to obey MIDI commands other than MIDI Beat clock, you must hold down the SYNC switch when powering up.

MIDI Stop - MIDI Stop command **stops all Loop Audio.** This is the equivalent of hitting the STOP footswitch on the Infinity Looper

MIDI Start - MIDI Start command begins loop playback. In ALL mode, both loops start. In ARM mode, only the armed loop starts.

MIDI Song Select – The MIDI Song Select command will cause the Looper to change preset banks so that you can move between different sets of loops during performance. Allow up to 4 seconds for Song Select Changes to take effect.

Infinity Looper Application

The Infinity Looper Application comes pre-installed on your Infinity Looper pedal. To run the application, plug in your Looper via USB and open the appropriate folder (PC or MAC) from the on-board drive and then click on the LooperApp.exe file. *If using Windows 7, please right-click and choose "run as administrator"*

To update the Infinity Looper application on your Infinity Looper, download the updated version at the following URL: **Pigtronix.com/SPLapplication** and replace the appropriate folder on the Infinity Looper with the new version of the application.

Firmware Updates:

Automatic Firmware Update Using the Looper Application:

In order to launch the Infinity Looper Application, you must plug the looper into a PC using the supplied USB-A to microUSB cable. The Infinity is not a bus powered device and must be plugged into the wall using the supplied adapter in order to run the Infinity Looper Application.

Once the Infinity has been connected to a computer, it will appear as a USB mass storage device.

Open the drive that appears and double click on the appropriate (MAC or PC) folder then double click the Space Pig icon to launch the Infinity Looper Application.

Make sure your computer has an active internet connection.

Choose the firmware update option from the TOOLS menu within the Infinity Looper Application. Choose the "automatic" option.

Close the Infinity Looper Application.

Power down the Infinity Looper (eject first on MAC) and then disconnect the USB cable from the Infinity Looper.

WHILE HOLDING DOWN the INPUT SPLIT switch, reconnect the power supply. The digit will display an "F" to indicate the firmware update process has been initiated. When finished, the Infinity will re-boot automatically and your firmware will be updated.
If you followed the above instructions correctly and the "F" does not appear, then the firmware you are trying to install is the same as what is currently running on your device.

Manual Firmware update:

To update your Infinity Looper with the latest firmware, power up the Infinity Looper and plug it into a PC with the supplied USB-A to microUSB cable. The Infinity is not a bus powered device and must be plugged into the wall using the supplied adapter in order to connect via USB. Once the Infinity has been connected to a

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computer, it will appear as a USB mass storage device.

Download the latest Firmware update (fwupdate.dat) from the following URL: **Pigtronix.com/SPLfirmware**

Open the drive that appears and double click on the LOOPERFW directory. Copy the fwupdate.dat file into the LOOPERFW directory, replacing the current file of the same name.

Power down the Infinity Looper (eject first on MAC) and then disconnect the USB cable from the Infinity Looper.

WHILE HOLDING DOWN the INPUT SPLIT switch, reconnect the power supply to the Infinity Looper, the digit will display an "F" to indicate the firmware update process has been initiated. When finished, the Infinity will re-boot automatically and your firmware will be updated.

If the "F" does not appear, then the firmware you are trying to install is the same as what is currently running on your device.

Years of work went into creating the Infinity Looper pedal. We would like to thank the following people for their help along the way:

Ray Heasman, Howard Davis, Ben Artes, Steve Turnidge, Lisa Rickmers, Megan Leary, the Bethke and Koltai families, Jer Coons, Aaron Reed, Dan Pavone, Kevin Griffin, Sean Fitzsimons, Brett Perdie and B-Dawg.

Ray Heasman, Ben Artes, Howard "Mick" Davis, Jer Coons, Steve Turnidge and David Koltai designed the Pigtronix Infinity Looper during 2010 – 2012 in Port Jefferson, NY and Seattle, WA.

It is inevitable that there will be software updates to the Infinity Looper over time that will expand the pedal's functionality. Please run the firmware update function on the included application or simply check the Infinity Looper product page on the Pigtronix website for downloadable firmware updates.

We hope you enjoy your new Infinity Looper pedal! As always, we welcome your input, and value customer feedback. Since this device is firmware updateable, we may be able to implement changes that address concerns or new features you may have in mind.

Contact us at (631) 331-PIGS (7447) or email:
Pigtronix@gmail.com

Please check our website, www.pigtronix.com for the latest information on new Pigtronix gear.

Dave Koltai & Brian Bethke
Pigtronix

Pigtronix Limited Warranty:

Your Pigtronix effect pedal comes with a 1 year limited warranty on parts and workmanship. During the warranty period we will repair or replace, at our option, defective parts or pedals free of charge, and return them to the owner. Warranty service does not include damaged, modified, or misused pedals and such pedals will be subject to a standard repair charge.

What you must do: First, contact us directly via email and describe the problem to us. If the problem cannot be resolved we will have you send the pedal directly to us for servicing.

How to contact us for warranty service:
Email: tech@pigtronix.com
Phone: 631-331-PIGS (7447)

Warranty Limitations: This warranty does not cover defects resulting from improper or unreasonable use, accident, unauthorized tampering or modifications.

To validate your 1-year, limited warranty, please register your Infinity Looper, **within 30 days of purchase**, on the web at: www.pigtronix.com/warranty