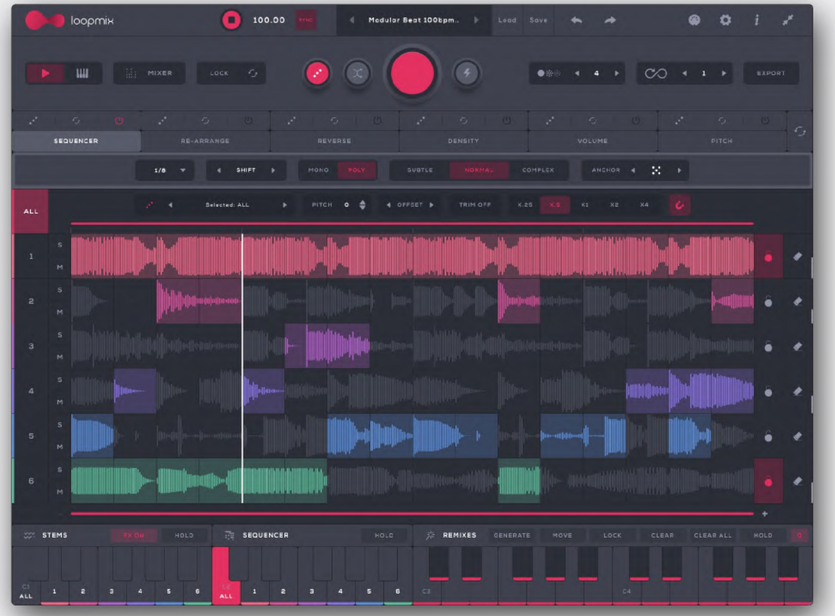
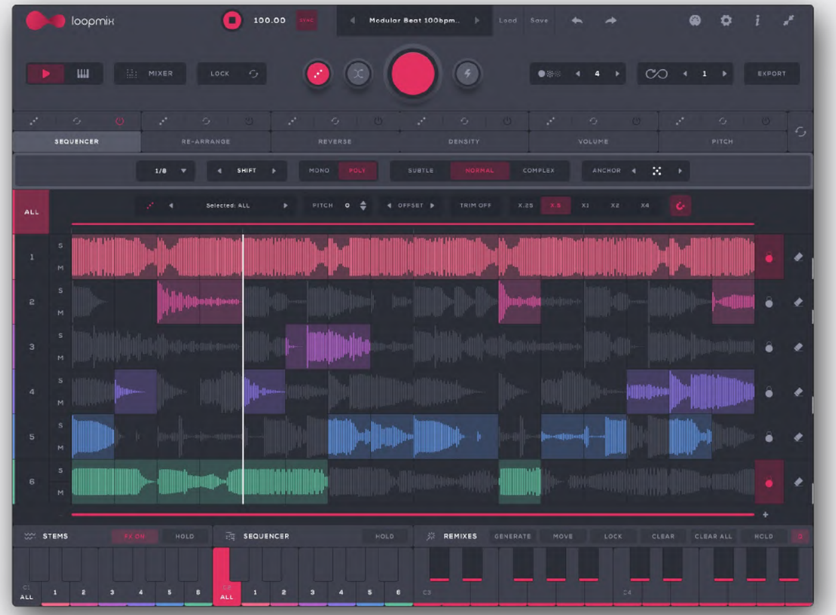
audiomodern™

Getting Started

Loopmix





Loopmix is a creative loop remixer plugin that instantly transforms your loops into a kaleidoscope of new sounds.

The app can host up to 6 audio files (loops) where each can have its own set of audio mangling effects. While its effects take place manually or via controlled randomization, the engine can automatically create an infinite amount of different ‘Remixes’.

Loopmix comes with 1.6 GB built-in sounds and presets.
Each single preset can populate an infinite amount of different remixes.

VST • VST3 • AU • AAX • AUv3 for Windows, MacOS and iPad.

Developed By:

Ievgen Ivanchenko, Maximos Maximilianos, Katerina Mantzari
and the Audiomodern team

Special Thanks to all Beta Testers!

Want to learn how to make the most our of our software?



Quick Start

Double-click the installer found inside the main folder and follow the instructions.

For Windows users: During the installation you may select the formats you want to be installed (VST2, VST3, AU, AAX or Standalone) and the installation path for the VST2 Version.

Once the installation is completed, you will be able to see Loopmix in your DAW's plugin list and your Plugins folder.

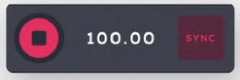
The first time you open Loopmix, you will be asked to authorize the plugin.
Enter your license key and your registration email to authorize Loopmix.

You may access your license key through your Audiomodern account >
My License Keys tab.

To import its Factory Soundset, please read the instructions on *page 18*.

Top bar controls

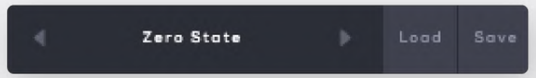
Sync



The top bar displays the current tempo in BPM.
Activate the "Sync" button (default) and Loopmix will always play synchronized to your DAW. Deactivate Sync and Loopmix will use its own clock. Adjust the BPM slider to set your preferred tempo.

Info tab 

Presets & Packs Manager

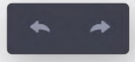


Loopmix has been build with an innovative Presets Manager which allows you to create your custom Presets & Packs, import or share them across devices with one click.

Click the "Load" button, or alternatively the currently loaded Preset name (Zero State in this example) to enter the Presets Manager. Use the Right and Left arrow buttons to easily navigate through Presets.

Click "Save" to enter a name for your Preset and save it for later use.

Undo & Redo



MIDI Learn tab



Allows you to remote control virtually any on-screen parameter with a MIDI controller.

Settings



This includes MIDI Mappings, performance keyboard settings and MIDI settings.

Resize



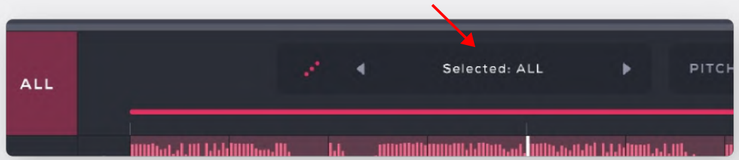
Brings Loopmix to its actual size.

Loading your Sounds

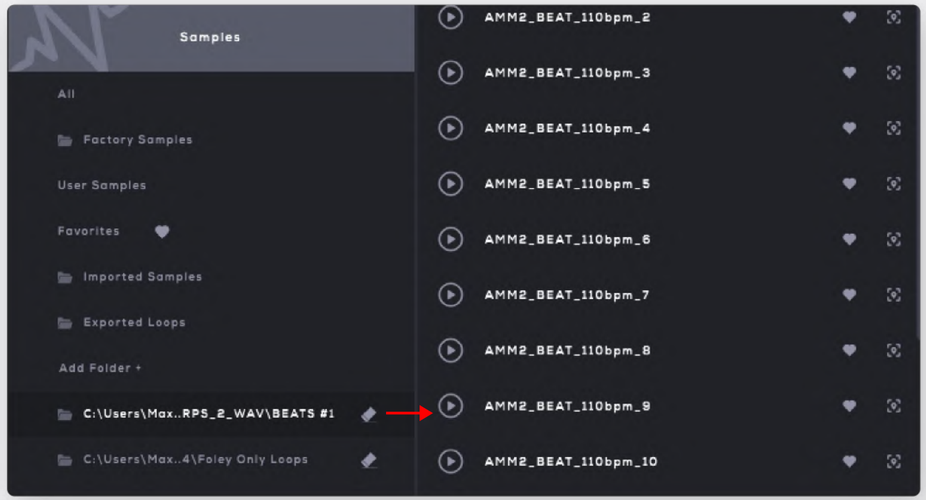
When you firstly open Loopmix in a MIDI track, Loopmix loads with no samples loaded by default. You can drag and drop a sample from your sample library directly to any of the Loopmix tracks. Another way to load sounds within Loopmix is using its Sample Manager.
Supported audio file formats: *WAV, MP3, AIFF, OGG, FLAC, BWF.*

Samples Manager

Click the Sample Selector button to access the Sample Manager:



All Samples are well organized in folders (left column).
The selected folder's content will be displayed in the middle column.



Scroll up or down or use its scroll bar on the right side of the middle column.
For iOS or track pad users: Use two fingers to scroll.

ALL: All imported by user or factory samples can be reached through this tab.

Factory Samples: Loopmix's factory samples folder.

User Samples: This folder contains all individual samples loaded by the user. This is a virtual directory for all samples that can't be located in sample manager via other categories or manual folders. Factory samples or imported samples, located in one of the left column's folders will not be added to the User Samples list.

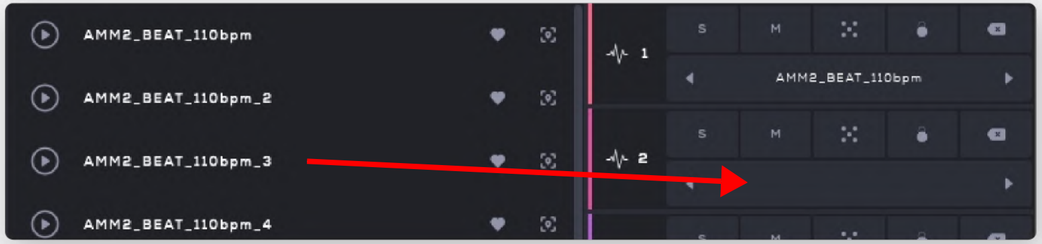
Favorites: Your "favorite" samples will be stored there.

Imported Samples: Through this folder you will be able to access all samples that have been imported, loading a Loopmix pack. You can use these sounds to create your own presets, or to load them to any Loopmix track.

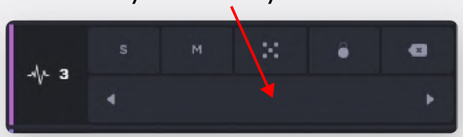
Exported Loops: All exported loops will be visible through this folder.

Add Folder: Click "Add Folder" to browse to the right location on your HD and select a folder to be imported. The paths to the selected folders will be displayed in the left column. This option is not currently available with the iOS version.

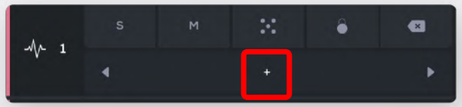
Drag and Drop any of the sounds from the middle column to any of the right column's Loopmix Tracks. For the Tracks that already have a sample loaded, the name of the loaded audio file will be displayed:



Alternatively, click the sample name area below to browse your preferred samples located anywhere on your HD:

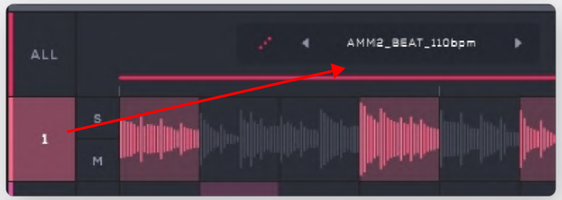


For iOS users: To load your own samples, click the '+' button in any track to browse your preferred samples located anywhere on your HD:

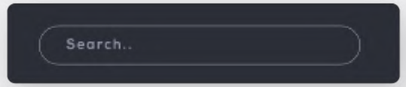


Click the left and right arrow buttons to easily change the loaded sample to the previous or next sample included in the same folder.

Once a sound has been loaded to a track, clicking the selector button for this track displays the sample name of the loaded sound. In the example below we have selected the track no.1:



Search bar



Type in your preferred sample's name to easily access it.

Preview



Click and hold the "Play" button in the middle column to preview a sample.

Favorite



Mark as favorite any of the middle column's samples to easily reach them later through the "Favorites" folder.

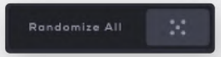
File location



This will open your system's folder which contains the selected sample.

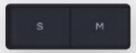
Additional features

Randomize All



This will select random samples to be loaded to all tracks at once.

Solo & Mute



Randomize Sample



This will select a random sample to be loaded to your track. Loopmix will load a sample contained in your already loaded/selected folder.

Lock



This will prevent the loaded sample from being randomized once you click the sample manager's "Randomize All" button.

Remove sample



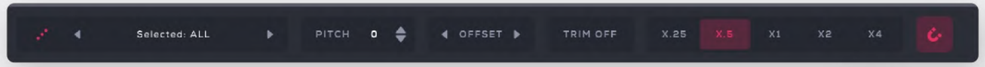
This will remove the loaded sample.

Once you load your sounds, their waveforms will be visible in the sequencer area:



Rhythmic Controls

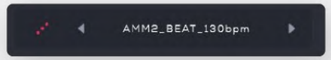
Each individual track within Loopmix has a variety of rhythmic controls:



If you click the 'ALL' button, these controls will affect all of its tracks: 

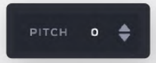
Click the number of a specific track to select it and see or edit its individual rhythmic controls. Let's select the track no.1:



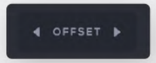


This area allows you to select which sample will be loaded to this track.

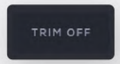
You can choose a different sample to be loaded using its left and right arrow buttons, or click the Random button to select a random sample from within the Sample library.



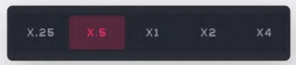
Pitch all, or a specific track up or down, up to 12 semitones.



This offsets the waveform of your selected track. Click the right and left arrow buttons to offset the waveforms to the right or left.



Loopmix is a four bar sequencer. Enable the Trim control to take any sample that is over four bars in length and trim it to those four bars.



Use the speed control to increase or decrease the speed of playback of that sample.



Use the +/- buttons under the sequencer area to zoom in or out. Drag this horizontal slider to to the right or left change the view.



Solo and mute

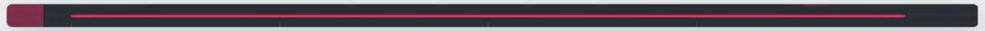


Lock a specific track to prevent it from being randomized



This removes the loaded sound for a specific track along with its effects.

Use the horizontal slider on top of the sequencer area to adjust the starting and ending points of your loop:



Drag its left and right edges to change the size of the loop, or drag the slider to the right or left to move it around. Double-click to reset to default.



This magnet button allows you to stop the snapping of the bars.
Deactivate the magnet and drag the horizontal slider to change the size of your loop. Here is an example:

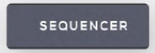


Loopmix effects and sequencer

Let's take a look at the various tabs within Loopmix:
We have the Sequencer, Re-Arrange, Reverse, Density, Volume and Pitch.

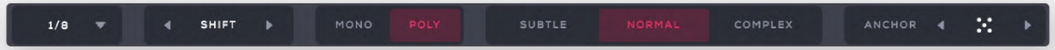
In each of these tabs, we are able to manipulate the loops included in the sequencer and the various randomization controls.

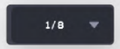
Sequencer

Click 

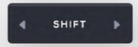
to view the sequencer.

You can see the Sequencer's settings here:

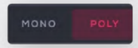




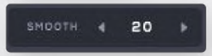
This adjusts the measure to be played.



Click the right and left arrow buttons, or drag up or down the Shift slider to circularly shift the sequencer's steps.

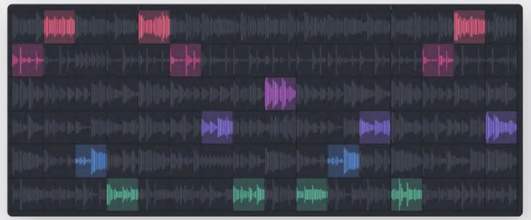


Switch between monophonic and polyphonic mode.

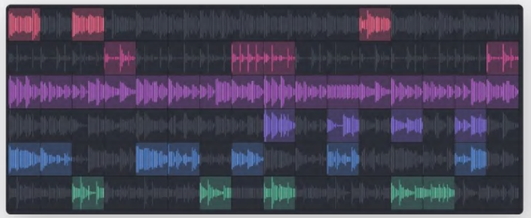


Crossfades to eliminate sharp transients.

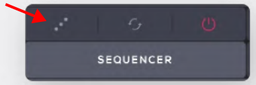
In monophonic mode, only one active step will play at the same time:



Oppositely, by switching to the polyphonic mode, you are able to enable more than one steps playing at the same time:



Randomization



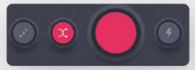
Click the Randomization (dice) button to randomize just the sequencer. None of the other tabs will be affected.



Reset the sequencer

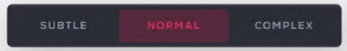


Deactivate this button to prevent the sequencer's steps from being randomized using the central randomization options:

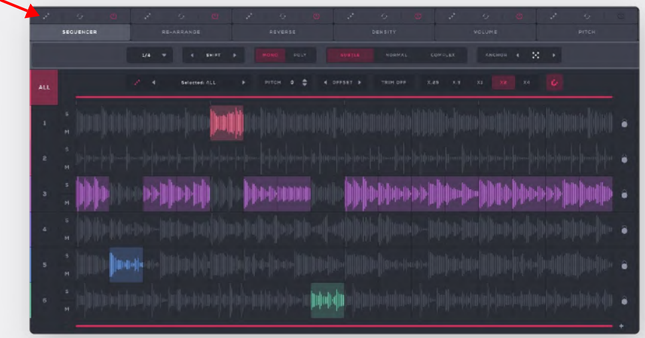


Subtle - Normal - Complex

This provides three different types of randomization: Subtle, Normal and Complex:



Set it to **Subtle** and hit the Randomization button:



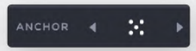
In this Subtle setting, it is taking one individual track, having most of slices come from that track, but then also introducing just a few slices from other tracks. In the example above, it has randomly selected the track no.3.

Set it to **Normal** and hit the Randomization button. Loopmix will select a track to be its primary and will introduce more slices from other tracks:

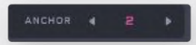


Set it to **Complex** and hit the Randomization button. Loopmix will select a track to be its primary and will introduce even more slices from other tracks.

The sequencer also allows you to select a specific track to be its primary track (anchor track). This is useful to generate variations, based on the track of your choice:



Set the anchor to random  to allow the sequencer randomly select a track to be its primary.

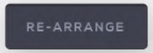


Click the left and right arrow buttons, or drag up or down the slider to select a specific track to be the primary.

Here is an example with Subtle randomization with the 2nd track to be its anchor:



Re-arrange

This feature allows you to transform your loops rearranging their steps.
Click  to view the Re-arrange tab:



The sequencer's active steps are still visible (highlighted), but can not be edited in this tab.

The re-arranged steps are indicated with a bar on top of each step, showing the number of the initial step that this piece of the audio file was copied from.



For example, this step was copied from step no.15.

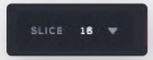


This is a step that was copied from step no. 14 and is also active (highlighted).

To re-arrange a specific slice, drag and drop it to the step of your choice.
In the example below, we are copying a slice from step 9 to step 10:

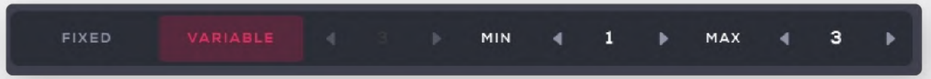


You can also select the number of slices that your selected track(s) will have, using the Slice drop-down menu:



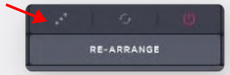
The number of slices can be different for each of the tracks. Select a track or ALL, from the left of the waveforms view to apply changes. Slice is set to 16 by default and can be adjusted from 1 to 64 slices.

Randomization



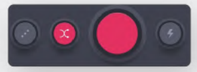
Set it to Variable to adjust the minimum and maximum volume of generated steps that will be re-arranged. Enable the Fixed option to select a specific number of slices to be re-arranged upon randomization.

Click the Randomization (dice) button to randomize the Re-arrange tab:



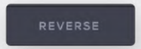
 Reset the re-arrange tab.

 Deactivate this button to prevent its steps from being randomized using the central randomization options:



See shortcuts on page 12 >>

Reverse

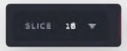
This feature allows you to reverse slices of your loops.
Click 

to enter the Reverse tab.

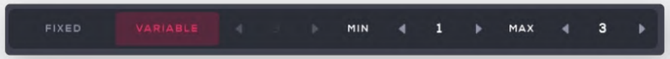
The sequencer's active steps are still visible (highlighted), but can not be edited in this tab.

The reversed steps are indicated with a bar on top of each step: 

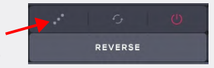
Click a slice to reverse it.

You can also select the number of slices that your selected track(s) will have, using the Slice drop-down menu: 

Randomization

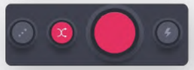


Set it to Variable to adjust the minimum and maximum number of steps that will be reversed upon randomization. Enable the Fixed option to select a specific number of slices to be reversed.

Click the Randomization (dice) button to randomize Reverse. 

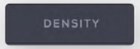
 Reset Reverse.

 Deactivate this to prevent its steps from being randomized using the central randomization options:



See shortcuts on page 12 >>

Density

Click 

to view the Density tab.

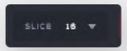
The amount of Density for each slice is visible in this tab.
Drag up or down a slice to increase or decrease its density.



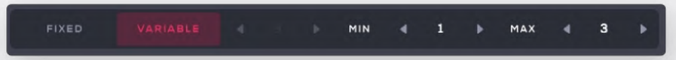
Unaffected slices have their Density set to 1.
This means that the sound of this slice will not be affect by density.



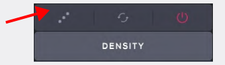
Setting Density to 2, Density divides the slice to 2 equal parts, playing its first half twice. Set Density to 3 to divide the slice to 3 equal parts and so on…

Adjust the number of slices to apply Density using the Slice drop-down menu:


Randomization

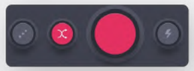


Set it to Variable to adjust the minimum and maximum number of steps that Density will apply to, randomizing the track. Enable the Fixed option to select a specific number of slices.

Click the Randomization (dice) button to randomize Density. 

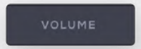
 Reset Density.

 Deactivate this to prevent its steps from being randomized using the central randomization options:



See shortcuts on page 12 >>

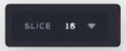
Volume

This feature allows you to apply different volume for each slice of your tracks
Click 

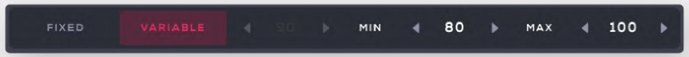
to enter the Volume tab.

Each step's volume is indicated with a bar on top of each step: 

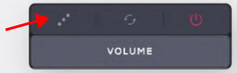
Drag up or down a slice to increase or decrease its volume.
Volume can go up to 100.

You can also select the number of slices to apply different volume using the Slice drop-down menu: 

Randomization

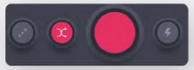


Set it to Variable to adjust the minimum and maximum number of steps that will be randomized. Enable the Fixed option to select a specific number of slices to be randomized.

Click the Randomization (dice) button to randomize Volume. 

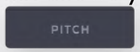
 Reset Volume.

 Deactivate this to prevent its steps from being randomized using the central randomization options:



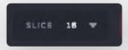
See shortcuts on page 12 >>

Pitch

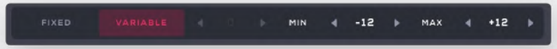
Loopmix allows you to apply different pitch for each slice.
Click 

to enter the Pitch tab.

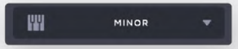
The Pitch values for each slice are visible in this tab.
Drag up or down a slice to transpose it up or down 12 semitones.
Double-click a slice to reset it.

Select the number of slices for Volume with the Slice drop-down menu: 

Randomization

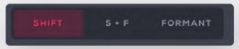


Set it to Variable to adjust its range. Enable the Fixed option a specific value will apply.



Scale selector drop-down menu.

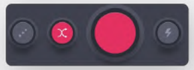
Loopmix comes with various scales to be used for the Pitch randomization.
Click the keyboard icon to transport your pattern to the selected scale.



Click the Randomization (dice) button to randomize Pitch. 

 Reset Pitch.

 Deactivate this to prevent its steps from being randomized using the central randomization options:



See shortcuts on page 12 >>

Shortcuts

Ctrl/Cmd+Click a slice: Activate a slice from other tabs.
Useful to activate a slice from another tab, for example: Re-arrange, without entering the Sequencer tab.

Alt+Click & Drag in Re-arrange tab to swap 2 slices.

Shift+Click & Drag up/down in Density/Volume/Pitch to change all slices at once.

Double-Click or Right-Click in Density/Volume/Pitch to reset slice value to default.

Shift+Double-click or Shift+Right-Click are quick ways to reset all slices at once on current track in Density/Volume/Pitch.

Double-Click a Track button (number) to randomize its effects.

Mixer

Click 

to enter the Mixer tab:



This allows you to mix the various different tracks within your projects, completely independent of the settings within the Volume tab.

You are able to adjust the volume and pan of each individual track and also includes a control over the master volume.

Click Reset to reset the volume of all tracks to default settings.
Double-click a volume slider to reset it.

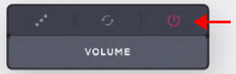
You can also solo or mute any of the tracks within the sequencer.

Randomization

Loopmix comes with various randomization settings and algorithms.



To start, use its central randomization button to randomize the sequencer with all its effects at once.



To allow randomization affect the sequencer and the effects, enable the  button for each of the effects.

Oppositely, deactivate it to prevent an effect from being randomized. This option is enabled by default for the sequencer and all the effects.



This resets the sequencer and all the effects.



Enable this option and click the central randomization button to allow it use the classic randomization algorithm, creating semi-random results, unrelated to its sequencer or effects before the applied randomization.

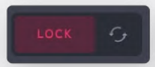


Enable this option and click the central randomization button. Loopmix will start randomizing only a few steps of the sequencer and a few slices of the effects. This algorithm is very useful to generate interesting results easily.



This is a temporary randomization. While clicking this button, Loopmix will be randomized. Releasing it, Loopmix will return to its previous state.

The randomization buttons work in accordance with the sequencer's or the effects' randomization settings. For example: Set the sequencer's complexity to Subtle and the central randomization option will randomize the sequencer slightly.



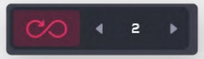
This locks specific steps within the sequencer and the randomization does not have any control over them. Enable this option and click your preferred steps in the sequencer.

The locked steps will have a lock icon: 

Click the reset  button to unlock all steps.

Infinity mode

While enabled, the infinity mode takes full control of the sequencer or the effects and generates a completely new pattern each time one or more new patterns (loops) start. Enter the Sequencer tab and activate the Infinity mode:

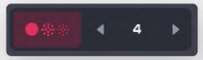


You can select how many times the pattern shall remain the same until Loopmix generates a new sequence. In this example X 2 is set. Each pattern shall play two (2) times, until the mode generates a new sequence. Drag up or down the slider, or use the right and left arrow buttons to adjust this number.

By enabling the Infinity through the Sequencer tab, only the sequencer will be randomized and the effects will remain unaffected.

Enter any of the effects tabs (Reverse, Rearrange, Density, Volume, Pitch) and activate the Infinity mode. The infinity will randomize all the effects at once and the sequencer will remain unaffected.
To prevent an effect from being randomized, deactivate the  button for this effect.

Disintegration mode



By enabling it and setting its number to e.g. 4, every single time the sequencer's cursor goes around, it will start disintegrating the sequence and within 4 playthroughs it will have disintegrated the pattern to an empty sequence.

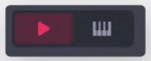
Drag up or down the slider, or use the right and left arrow buttons to adjust this number.

Keyboard

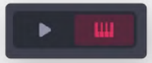
This brand new keyboard can be used in many ways:
You can trigger the Stems and each of the sequencer tracks.
Along with this, you can use this keyboard to store your own collection of Quick presets, or automatically generate new presets mapped across the keyboard.

The performance keyboard allows you to mix and match your sounds and sequences, creating endless combinations.

Keyboard and Playback modes



With Play mode, Loopmix plays in accordance with the playback of your DAW (normal transport).



Enter the Keyboard mode to trigger the different tracks using your MIDI keyboard or MIDI notes.

Stems

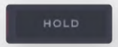
The Stems octave, triggers each of the stems separately.
Stems start from C1 by default. You can change this from the Settings.



Each key color corresponds to each track of the same color.
C1 triggers all Stems at onve, D1 triggers the first track and so on...
The octave's number can change through the Settings.

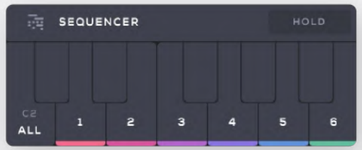


Enable this button to trigger the Stems with their effects. Deactivating this, all Stems will be triggered with their effects deactivated.



Enable Hold to continue playing any of the Stems after a key is released.

Sequencer



Use this octave to triggers the sequencer.
When you hit any of these keys, it will playback the sequencer.

Enable Hold to continue playing any of the Sequencer after a key is released.

Remixes



On the C3-C4 octaves of your keyboard, you have Remixes.
These are almost like Quick presets that you can play instantly.

Click any of the empty (grey) keys to store a sequence. The key will be highlighted with yellow color:



You can save up to 24 different remixes for later use.

You can load any of these remixes in real time by pressing any of the keys in the Remixes octaves.

Saving a preset, will save its remixes as well.

The Remixes octaves also have the "Generate" button here: GENERATE

which can automatically generate up to 24 different remixes of the current sequence that you have.

These automatically generated remixes will have red color:



Same with your own saved remixes, they can be easily loaded pressing any of the Remixes octaves' keys.

Edit your remixes: To edit any of your remixes (red or yellow), click and hold the key that corresponds to your remix and make your changes. By releasing the key, these changes will be automatically saved. Alternatively, clear your remix and save another remix in this key.

MOVE

This allows you to move any of the remixes to another key.
Click 'Move' and drag and drop a remix to another key.

CLEAR

Use Clear button to delete any of the saved remixes.
Click Clear to activate it and then click any of the keys to be cleared.
Click Clear again to deactivate it and exit the Clear mode.

CLEAR ALL

Click 'Clear All' to clear all the remixes at once.

HOLD

Same with the other octaves, click Hold to allow your Remixes continue playing after a key is released.

The Lock button here LOCK allows you to lock any of the keys, so each time you click 'Generate', the locked keys will not be affected.

Click Lock to enable it and then, click any of the keys to be locked. The locked keys will have a lock icon as shown below:



To unlock a key, enable the Lock button and click any of the locked keys.

Quantization

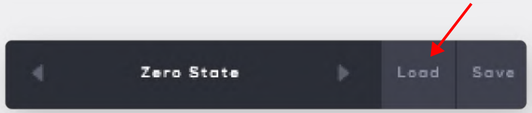


Hitting any of the keys on your keyboard will play any of the Stems, Sequences or Remixes quantized.

Tip: If the Quantization button is enabled in Play mode, you may need to press (or tap) the keys in the Remixes octaves on tempo (rhythmically) to load your remixes. In this case, deactivate Quantization to easily load them.

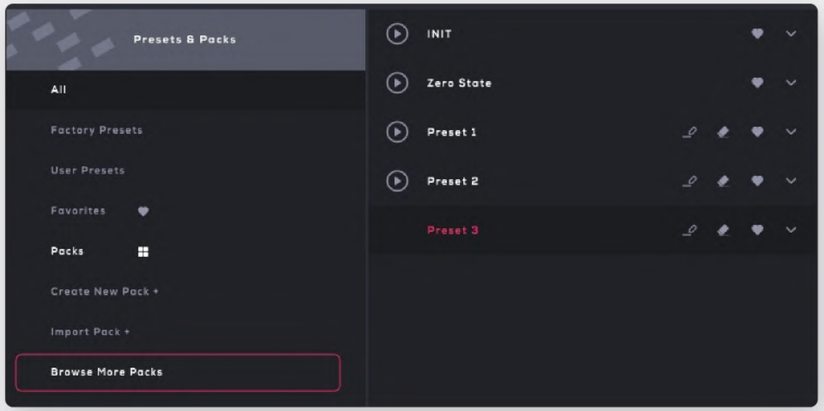
Presets & Packs

Click the "Load" button, or the currently loaded Preset name (Zero State in this example) to enter the Presets Manager:



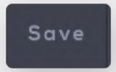
Presets

All Presets are well organized in folders (left column). The selected folder's content will be displayed in the middle column.



ALL: Includes all Presets
Factory Presets: Loopmix comes with a wide collection of built in Presets. All factory presets will be stored in this folder.
User Presets: All user presets will be stored in this folder.
Favorites: Your "favorite" Presets will be stored there.

Saving a preset

Click the "Save" button to save your preset: 

Enter a name for your preset and click Save:



You can also use Loopmix's tagging system to give one or more music genres to your preset.
Loopmix provides the option to use up to three tags for each Preset.
Click the drop-down menus under the preset's name field to select your tags. Tags can also be edited later.

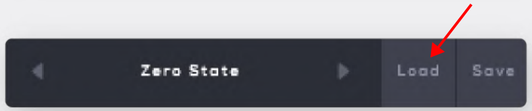
Saving your preset, your Quick presets will also be saved along with your main preset.

To change your library folder location, see instructions on page 22 >>

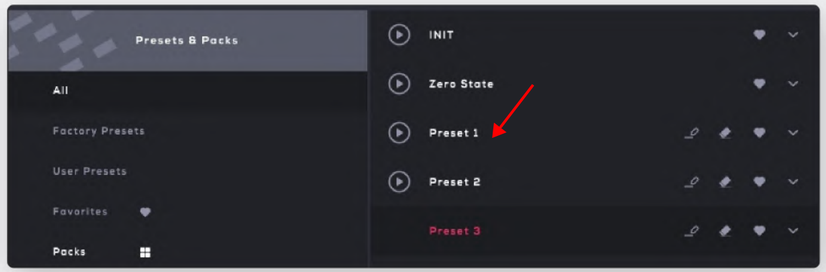
Loading a preset

The Preset manager provides multiple options to load, edit, or preview your saved presets.

To load a preset, click the "Load" button to enter the presets manager.



Double-click your preferred preset from the middle column to load it.



The currently loaded preset will be highlighted (red).

Preview: Click the "Play" button to preview your preset, or each of its sounds separately.

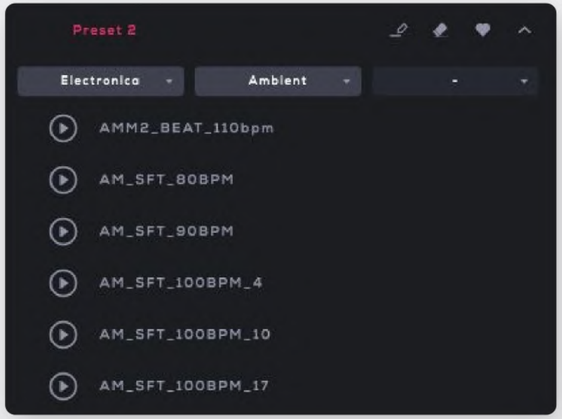
Rename you Preset.

Delete preset.

Mark as "Favorite".

This expands your preset to reveal its content.

Expanding a preset, you will be able to see its tagged music genres and preview each of its sounds.



Drag any of the sounds included and drop it to any the right column's tracks. This is useful to easily load a sound included in a preset to any of your tracks and create infinite combinations.

In this example we are loading a sound to Track 3 (highlighted).

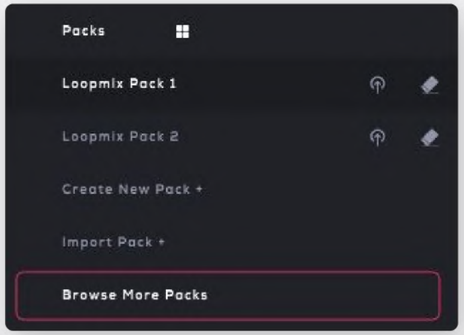


Loopmix Packs

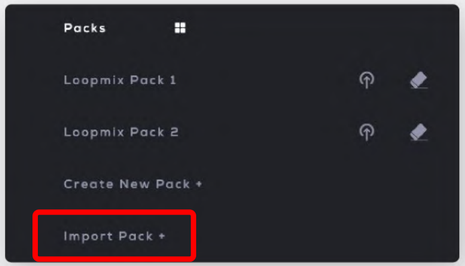
You can create your own pack, using your Author name, description and custom Artwork. Packs can be easily exported to be used by any device: Mac, PC or iPad.

The Loopmix Packs can also be used for the preset's neat categorization.

The names of your Packs will be visible under the "Packs" area in the Presets & Packs Manager:



Loopmix comes with various Packs as its built-in content. To import a Pack, click the 'Import Pack +' below:

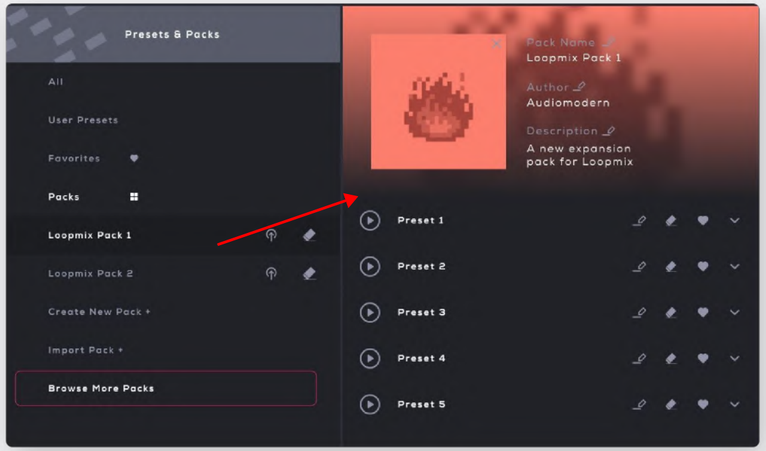


Locate and select the Loopmix Pack (.lmpack) you want to import from your Computer Folder and click Open/Import:



Done!
Now you are able to see the Imported Pack along with all of its content (Presets & Samples) in the Presets & Packs tab.

The Pack name is visible in the left column and its content is visible in the middle column:

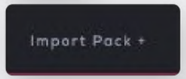




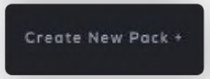
Export pack: Export your pack to share them across devices. Packs created with desktop version can be used on iPad and vise versa.



Delete pack.



Import Pack: Browse the correct path on your HD to import your Playbeat Pack.



Click this to start creating your own pack.

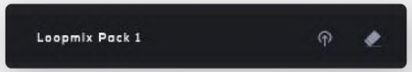
Creating a custom Pack



Click the pencil  buttons to set your preferred name to name your Pack, your Author name and your own Pack description.

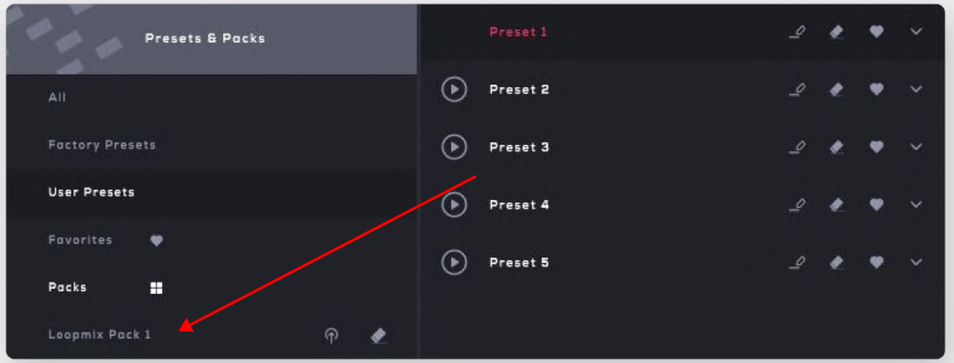
Click  to add your own Artwork.

The name of your new pack will be visible in the left column's Packs area:

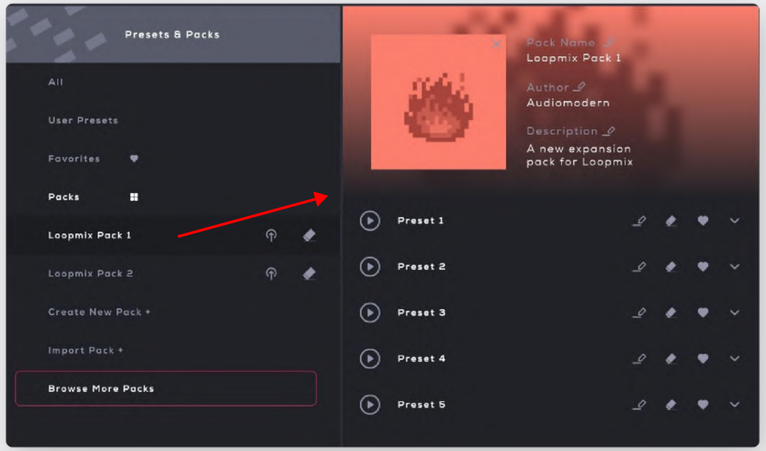


Adding Presets to your Packs

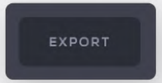
All your custom Presets are visible through the "User Presets" folder.
To add your Presets to your Pack, simply Drag your Presets from the middle column and drop them to your Pack's name (left column).
Click and hold "Shift" to select multiple Presets to be imported to your Pack.



Click the name of your Pack to view its presets:



Export Audio & MIDI

Click the Export button to enter the "Export" tab: 

You can export the Audio or MIDI from each track individually, or from all tracks at once. Drag the Stems and drop them to your DAW or to any other location.



For MIDI files, you can choose the root note of the scale that the MIDI file will be exported.

Click the "Export as audio file" and "Export as MIDI file" buttons to select your preferred location to save the files.

Click  to exit the Export tab.

Automation

MIDI Learn allows you to remote control virtually any on-screen parameter with a MIDI controller. You can use Loopmix's "MIDI Learn" system, or the MIDI CC Mappings through the Settings tab.

MIDI Learn

The basic process of pairing a physical control to a Loopmix parameter using MIDI Learn is extremely simple.
Click the 'MIDI' button: 

The controls that can be automated are highlighted.

Click a parameter to activate it for the MIDI Learn mode: 

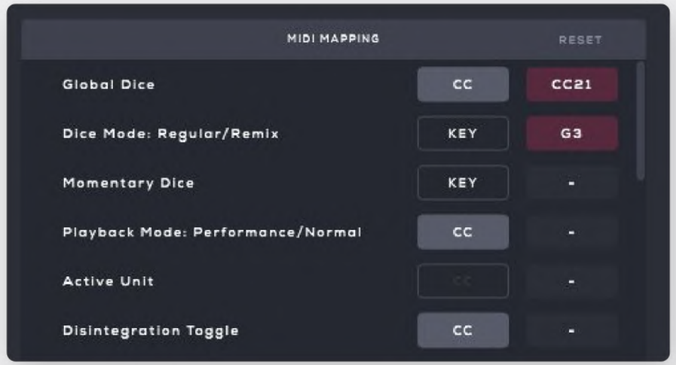
Move a slider or knob on your MIDI Controller to associate it.
The MIDI CC number of the associated control will be visible: 

Double-click a parameter to remove MIDI Automation.

MIDI CC Mappings

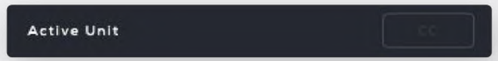
The second option is to automate the parameters using the Settings > MIDI CC Mappings menu. Click the Top-right Settings (Gear) buttonto access to the MIDI Mappings list.

The MIDI Mappings list includes all parameters that can be automated and provides the option to associate a parameter to your MIDI Controller or a key on your keyboard.



Click CC to switch between CC and KEY.

This option is greyed out for the parameters that can be automated only with MIDI CC and not a key:



Click - to select the MIDI CC or the Key that will be associated.

***Note:** You may need to select your controller through the MIDI Inputs area in the Settings tab to make it work.*

Settings

Click the "Settings" (gear) icon to enter the Settings tab.
This area allows you to select its Audio Device for the Stand Alone version, its MIDI Mappings, MIDI Inputs and set up its performance keyboard.

Performance Keyboard settings

In this area, you can adjust each of the keyboard's four octaves. It allows you to select your preferred MIDI Channel that each of the four octaves will be associated to and select the Root Note of each of the four octaves.



MIDI Inputs

This area allows you to select Loopmix's MIDI Input devices. Select your MIDI controller to associate it with Loopmix:



Sample Library Location

The sample library includes all audio files included in the Loopmix presets and packs and the audio files exported by the user.

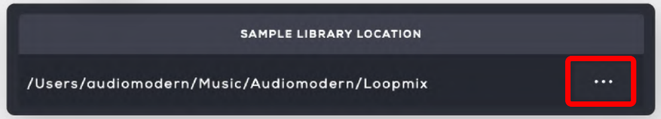
Its default location is:

On MacOS:
MacOS/Users/User/Music/Audiomodern

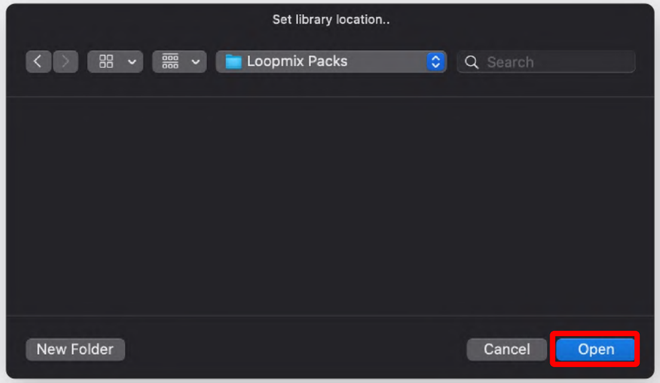
On Windows:
C:\Users\User\Documents\Audiomodern\Loopmix

The sample library's location can change through the Settings tab.
This feature is not currently available on ipadOS.

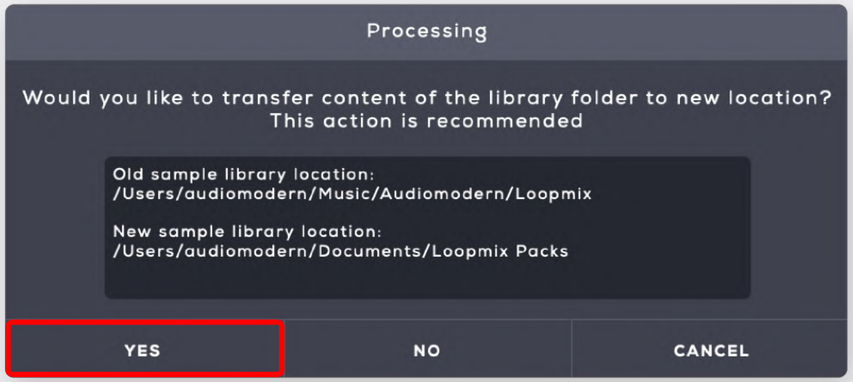
Click ··· select a new folder:



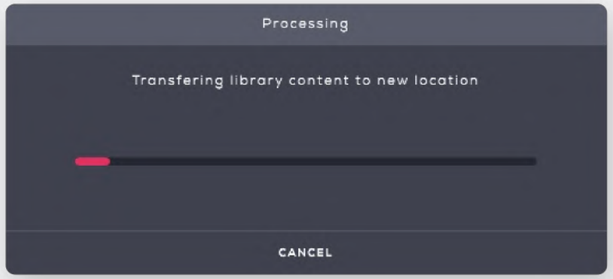
Select the folder where the library will be installed and click "Open" on MacOS, or "Select folder" on Windows:



To allow Loopmix keep loading your already existing presets, it is recommended to transfer the content of the already existing library folder to the new location.
Click "Yes":



Loopmix will move the files to the new location:

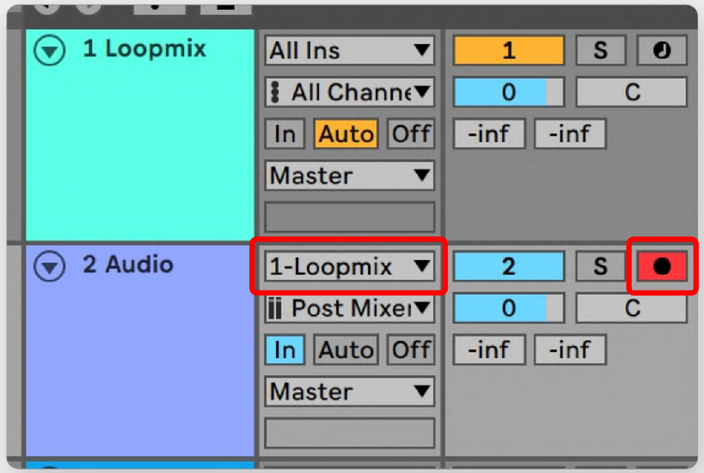


You can also manually transfer the library folder to another location.
To do this, click "No". Once the new library location is selected, transfer the content of the current library folder to the new location. It should include the "Exported Loops" and "Imported Samples" folders.

Recording Loopmix in real-time

Ableton Live

1. Create a Midi track and load Loopmix
2. Create an Audio track, set the 'input' to 'Loopmix' and click Record:



Cubase

1. Create a VST/Instrument track with Loopmix.
2. Create a Group Track (Right-Click - ''Add Group Track'')
3. Create an Audio Track that will capture and record Loopmix.

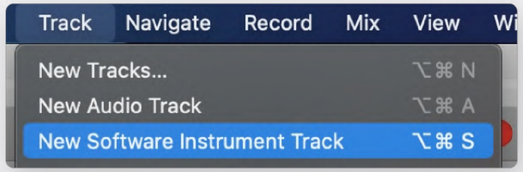


Open the MIXER tab (F3)
In the Routing Section set the Input of the Audio track
to be the Output of the VST Group Track as shown in the picture.



Logic

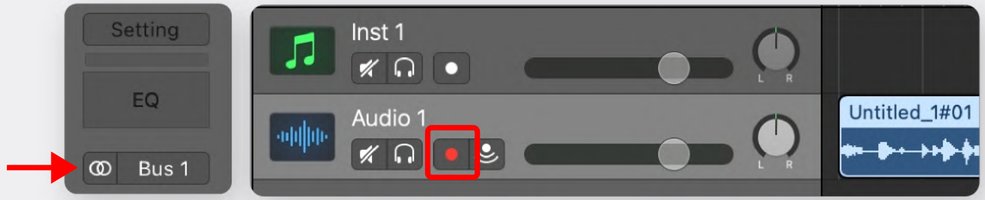
1. Create a New Software Instrument Track and select Loopmix to be loaded.



2. On the Loopmix Instrument track set 'SEND' to 'Bus 1' and set the volume to be '0'.



3. Create a new Audio track and set the Input to be the selected 'Bus 1'. Make sure it is set to stereo mode.



Pro Tools

1. Create an Instrument Track and load Loopmix.

2. Set its main outputs (normally "Analog 1-2") to "Bus 1-2" (or any available Bass pair). In the picture below the pair 7-8 is used.



3. Create one new stereo audio track (Playbeat Audio).
Make the INPUT of this new track "Bus 7-8" (or match it to the bus output of the Instrument track).

4. Click the Record button on the audio track and engage record on the Pro Tools transport.

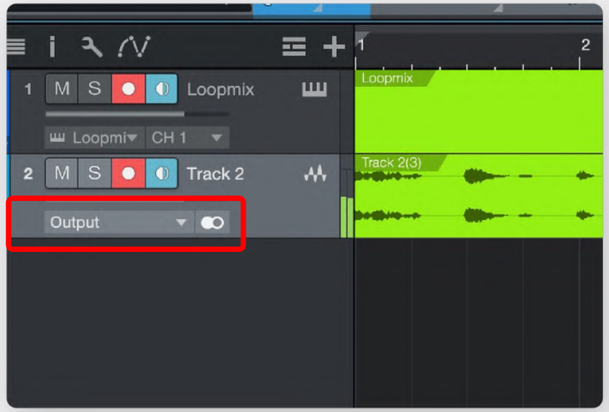
Bitwig

1. Create a New Software Instrument Track with Loopmix and a new Audio track.
2. Set the Audio Tracks Audio Input to Loopmix and enable "Record":



Studio One

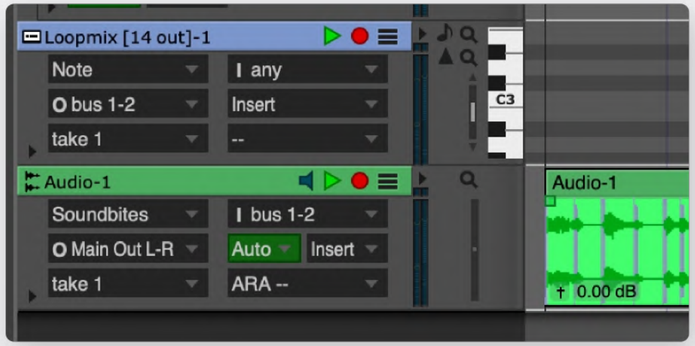
1. Load Loopmix to an Instrument Track (Track 1)
2. Create a stereo audio track (Track 2) and on the Input section and select Instruments/Loopmix/Output as an Audio Input for that Track.



3. Arm and record.

Digital Performer

1. Load Loopmix to an Instrument Track (1st Track)
2. Create a stereo audio track (2nd Track) and on the Input section and select Loopmix Output as an Audio Input for that Track.
3. Arm and record.



Reason

1. Load Loopmix to an Instrument Track (Loopmix 1)
2. Create a stereo audio track (Audio Track 1)
3. Select/Activate 'REC SOURCE' button on the Loopmix Device.

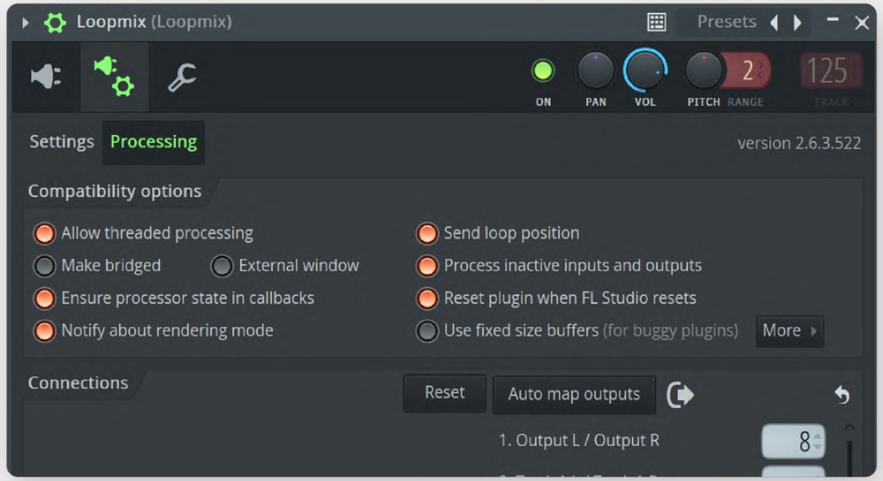


4. Select 'Loopmix' as Input source on the Audio Track. Arm and Record.



FL Studio

1. Load Loopmix and click on the Settings icon.
2. Click on the "Processing" tab and set an Audio Output for Loopmix.
*In the example below we send the Output to track '8'.



3. Arm the selected track and Record.


audiomodern