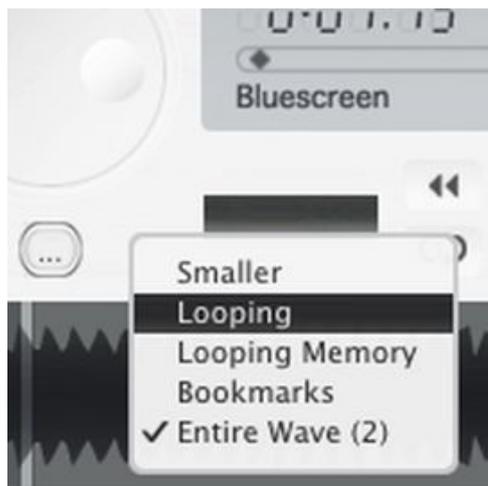


# Looping

Decks A and B: if looping controls are not visible, right-click background of player and select 'Looping' and possibly 'Looping Memory'.



'In' sets start of the loop, this can be clicked when song is playing or when song is paused.  
'Out' sets length/duration of loop, press this button shortly after clicking 'In'.

Optionally, when 'In' is right-clicked, a menu with loop length choices is available (according to BPM) and then there is no need to click 'Out'.



When loop is active, 'Out' exits the loop and resumes normal playback.



Left from 'In' button is a clickable display that sets loop length BPM sync mode. This makes setting loop easier as the loop length is synced to the song BPM value, so the timing of clicking 'Out' button needs to be less exact.

When set to F (free) BPM syncing of loop length is disabled.



Start of loop is shown as seconds and 1/100 seconds.  
 The display can be clicked and dragged to adjust the value.  
 Hold shift while dragging to adjust less accurately (faster).



Next, a clickable display and < > shift buttons.



Selection D: Direct: shift buttons adjust loop start back/forward by current loop length and it is audible without having to select 'Go'.

Selection 'this' uses the current loop length as a step size for going back/forward in the song.  
 Other selections adjust the loop start in the song back/forward by the song BPM value and the selected step size such as 1/4.

Click 'Go' button to make the new position audible.  
 Multiple < > clicks can be made before clicking 'Go'.

Duration of loop is shown on the right.  
 The duration value can be adjusted.

Right-click 'Duration' digit display for a menu:  
 Loop length can be halved/doubled.

Sync: Re-sync the length to the deck BPM.

or sync to BPM of the other decks (A,B,C,D,E,F)

or sync to loop lengths of other decks (takes loop length, tempo and rate of selected deck and matches this loop length to the target).



'Go' applies modified loop start/length to become audible. After clicking go, the loop becomes audible only after the current loop has been played through (when the loop would start again from the start).

Right click 'Go' button to reset start/length values to the values that are currently audible (unmodified).  
 Usually not needed, could be useful for such as modifying loop length but then you would need to instead reset back to the previous length.

- + buttons to modify the length of loop, and on the left side another clickable display for step size.



When step size has been set to 'this': clicking (-) button halves the loop length and clicking (+) button doubles the loop length.

When step size has been set to 'D' (Direct): clicking (-) button halves the loop length and clicking (+) button

doubles the loop length as well but there is no need to click 'Go' afterwards to make it audible.

The other step sizes adjust the loop length according to the song BPM.

Loop start < > and loop length – + buttons can be right-clicked to use a different step without having to first select it from the display on the left side (a shortcut).



On the right side, knob to adjust crossfade amount of loop. With rhythmic loops, the crossfade should be set to a small value such as 1/5 or lower, with more ambient material, the loop crossfade may be increased.



Decks show a non-moving modified loop in the waveform display when mouse is over the loop modify controls, this is to help adjusting loop start/length during playback. The normal waveform view is restored after a few seconds.

### Looping Memory

Multiple loops may be stored and accessed. Looping memory is available for each song separately. Stored loops are available after closing and relaunching Disco XT. For a more visual and advanced looping (such as layered loops) see 'Compile Layers' feature.



– Removes currently selected loop from the loop memory (selected with < > buttons).

+ Adds a new loop as a last loop to the loop memory.

< > Navigates the loops in the loop memory.

Cue: pause playback and set player to the beginning of the selected loop.

Right-click 'Cue' button for a menu:

Copy: Select a loop memory with the < > buttons and click 'Copy', then select another loop memory position and select 'Paste' to paste the loop there. This can be used to change the order of loops in the loop memory or to duplicate a loop memory to make a modified version of it.

'Set' copies the active loop from the deck looping controls: this is usually not needed as loops are stored automatically.

Play: set deck to beginning of loop and start playback, if already playing a loop, it waits for current loop to finish.

Double click "loop 1/1" to set a name for the loop (optional).



Loop sync

Right-click deck 'M' button (AB) or click 'sync' button (CDE) to sync loop length of one deck to another using rate / tempo slider (alternative to previously described that changed length of loop).