

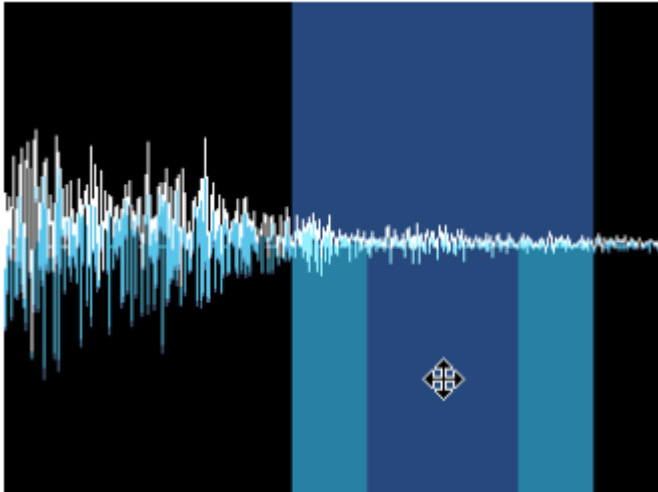
Loop Page – How do I set a sustain Loop?

A sustain loop determines which range within a sample should be looped when you hold down a key. To set a sustain loop, proceed as follows:

1. Make sure that the Loop button is activated.

If it isn't, click on it.

2. Click in the waveform and keep the mouse button pressed. The pointer takes on the shape of a double arrow indicating that you can drag in both directions to create a loop area. If the sample already has a set sustain loop you cannot create a new loop as described above, but you can move the loop or change the loop start and end points.



- The loop range edges have a light blue background, and the area in the middle is dark blue. If you click in the middle of the selected range, you can move the loop to the left or right in the waveform. If you click the edges you can change the corresponding loop start and end points.

Moving the looped area.

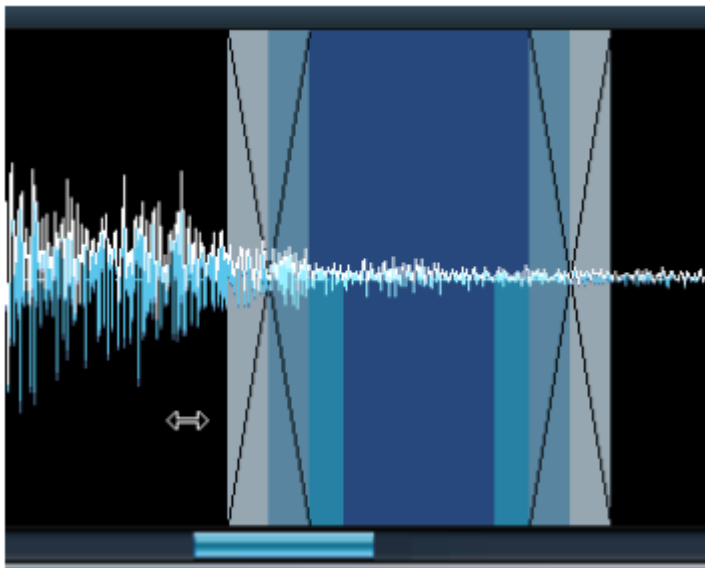
- You can also set a loop range by using the numerical value fields below the waveform display. The functionality is the same as for setting the sample start and end.

3. Select an appropriate loop range in the waveform. The selected loop area is indicated by a light blue background.
4. To audition the loop, click the Play button, under the Loop button. The loop will repeat until you click the Play button again.

The Loop start and end points can automatically snap to zero crossings, if the waveform button at the top right of the page view is activated. A zero crossing is where the wave crosses the zero level axis. This helps to avoid clicks and pops when setting loops. If you don't want the loop to begin and end at zero crossings you can disable this function by deactivating the waveform button.

Crossfading the loop (Smooth)

If you press [Alt] while clicking in the loop and moving the mouse pointer out of the loop range at either edge, you will add crossfades at both ends of the loop. This makes the loop seamless and “smooth” which is also the name of the function. To remove crossfades, [Alt]-click inside the loop, in an area that is not part of the crossfade.



Setting loop playback mode

When you are happy with your loop, you can set how it should play back by clicking the Mode field in the section to the right of the Loop and Play buttons. This opens a pop-up menu with the following items:

- Loop Until Release – this will play the loop for as long as you hold down a key.
- Loop Once – this will repeat the loop once and then play to the set end point.
- Play Until End – this will simply play the whole sample until the set end point.
- Play Reverse – this will play the whole sample reversed.