# Introduction

Thank you very much for being a beta tester for LoopToGo.

LoopToGo is intended to be a fast and intuitive software for scripted (or programmed) live looping. All features are added with this mindset.

The plan is to release version 1.0 somewhere in fall 2021. There's a lot to do to get there (debugging, adding some features, website, etc.).

For now, there is no installation package nor user manual. This Readme file should be enough for you to get you going but don't hesitate if you have any questions. For now, this document does not address all the advance features. I will improve it later but you might be able to discover these features along the trial.

The software does not need (and won't) mess with your registry or ENV variables. It will not create or copy any files to your Windows repositories or other repositories (other that the directory wher you will install the software). To uninstall, simply delete all files.

# Requirement

* Windows 10 - 64 bits
* SSD drive is recommended for your VST3 and song files
* Intel I3 or better
* 8G of RAM or more recommended

# Installation

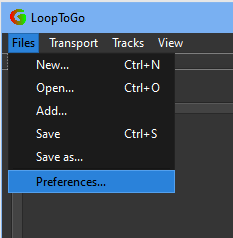
Copy all the files, repository and sub-repository to a repository (example : LoopToGo) on a local disk (ssd is recommanded).

I suggest to create a desktop shorcut pointing to LoopToGo.exe

# Getting Started

Double click on LoopToGo.exe (or on the desktop shortcut you created).

The first time you run LoopToGo, you must configure the midi devices, the audio interface and the VST3 repository. You do so in the Preferences dialog (Files->Preferences...)



### VST3 Plugins :

Une image contenant texte, capture d’écran, écran, différent

Description générée automatiquement

### Audio devices

You have to select 1 Asio driver. It is recommended to use name mapping for your audio channel. By doing so, you can change your hardware configuration without having to change all your song configurations.

For live performance, a smaller buffer is needed. 512 is usually the maximum recommended but 256 and less are better (this depends on your computer performance).

Une image contenant texte, capture d’écran, moniteur, intérieur

Description générée automatiquement

### Midi devices

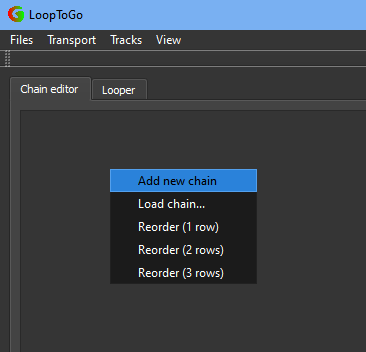
The software will automatically recognize all your midi devices. This could be enough to use them later but it is highly recommended that you use name mapping in order to filter midi channel and to avoid problems when using different hardware configuration (home studio vs live gig with different keyboards for example). Furthermore, you can assign more that one mapping to a device with different midi channel (right click on a mapping name to add other mappings). It is useful when using pads, control, pedals, etc.

Une image contenant texte, noir, capture d’écran, ordinateur

Description générée automatiquement

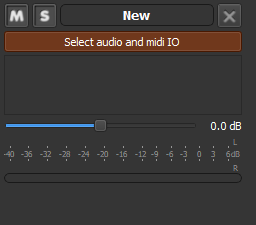
### Fx chains and tracks

In LoopToGo fx chains and tracks are linked (i.e to create a track, you create a Fx chain). To create a Fx chain, right click anywhere in the Chain editor tab and select Add new chain.



This will create a new chain. Then, you can rename the chain and select audio input (or midi) and audio output. Note that a chain always need an audio output to be processed. Note also that LoopToGo do not requires that the user specify if a track is for audio, midi or automation. This is done auto-magically.

Une image contenant texte, moniteur, capture d’écran, écran

Description générée automatiquement

### Scripted looping

Scripted looping is very intuitive in LoopToGo. In the Looper tab, simply use a Orange (reddish) rectangle to record a loop and a Green rectangle to play the loop. Use the Transport buttons to rewind, rewind to last selection, play and record. Click on the metronome logo to change the song signature.

