Using the RP500’s Looper

The RP500 now includes a dedicated Looper phrase sampler that lets you record up to 20 seconds of your guitar playing and play it back as an endless loop so you can solo over it. Once a loop is recorded, you can also add more guitar parts to the recorded loop (overdub). What’s great about the RP500’s Looper is that even while the Looper is playing back and/or recording you can still select different presets or turn on and off effects to add different sounds to your loop or overdubs. When the Looper is turned on, the Up/Down footswitches will not select preset banks (Preset Mode) or select presets (Pedalboard Mode). You can use the 1-5 footswitches to do this.

There are two ways to use the Looper: with a “quiet start” or “on the fly.” “Quiet start” means you “Arm” the Looper’s record feature when you’re not playing your guitar, and then it automatically starts recording when you start playing. “On the fly” means you arm the record feature while you’re playing, and the Looper starts recording as soon as you step on the Down footswitch.

To use the Looper with a quiet start, follow these steps:

1. Press and hold the **Up Footswitch** for 2 seconds until **LOOPER** appears in the display indicating the Looper is now active.
2. To begin looping, press the **Down Footswitch**. The Display will show **ARMED** indicating the Looper is armed and ready to record but not actually recording yet.
3. Begin playing a phrase on the guitar. The Display will show **RECORDING** and the Looper will begin recording anything that is played.
4. Once you are ready to set the loop point, press **Down Footswitch** again. The Display will read **PLAYING** and the recorded phrase will now begin playing back.
5. To add an overdub to the looped phrase, press the **Down Footswitch** again. The display will read **OVERDUB** and anything that is played at this time will be added to the loop. When you are finished with the overdub, press the **Down Footswitch** again. The display will read **PLAYING** and the looped phrase will continue with the newly added overdub phrase added.
6. To stop the Phrase Looper, press the **Up Footswitch** and the display will read **STOPPED**. You can resume playback by pressing the **Down Footswitch** again.
7. To clear a recorded loop, stop the loop playback first as outlined in step 6 and then press and hold the **Up Footswitch** for 2 seconds until the display read **LOOPCLR**.
To use the Looper on the fly, follow these steps:

1. Press and hold the **Up Footswitch** for 3 seconds until \textit{LOOPER} appears in the display indicating the Looper is now active.

2. Start playing your guitar.

3. To begin looping, press the **Down Footswitch**. The Display will show \textit{RECRING} and the Looper will begin recording anything that is played.

4. Once you are ready to set the loop point, press **Down Footswitch** again. The Display will read \textit{PLAYING} and the recorded phrase will now begin playing back.

5. To add an overdub to the looped phrase, press the **Down Footswitch** again. The display will read \textit{OVERDUB} and anything that is played at this time will be added to the loop. When you are finished with the overdub, press the **Down Footswitch** again. The display will read \textit{PLAYING} and the looped phrase will continue with the newly added overdub phrase added.

6. To stop the Phrase Looper, press the **Up Footswitch** and the display will read \textit{STOPPED}. You can resume playback by pressing the **Down Footswitch** again.

7. To clear a recorded loop, stop the loop playback first as outlined in step 6 and then press and hold the **Up Footswitch** for 2 seconds until the display reads \textit{LOOPCLR}.

To exit the Phrase Looper mode, press and hold the **Up Footswitch** for 4 seconds until the display reads \textit{LOOPEXIT}. Exiting the Looper clears the recorded loop.