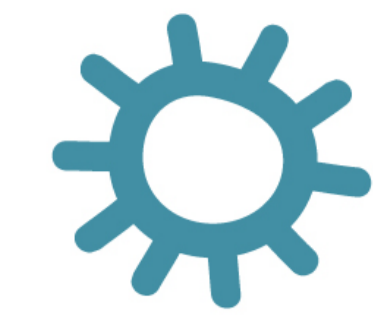




midi quick start:



MIDI is only as deep as you make it.

It's a very flexible way to get different devices working together, but it can be quick and intuitive to get started if you know a few basic things. So that's what we're here to do.

the stuff of MIDI:

cc message

CC = Control Change. This is how you control blooper's parameters, like the knobs and switches. Each parameter gets its own CC# - for example, Layers is controlled by CC#15.

pc message

PC = Program Change. This is how you recall saved loops.

midi clock

Sends the tempo (BPM).

channel

This is where the MIDI messages are sent. Channels are useful because you can send different messages to different devices. You can send blooper tempo on Channel 2, while sequencing a synth on Channel 3.

channel selection

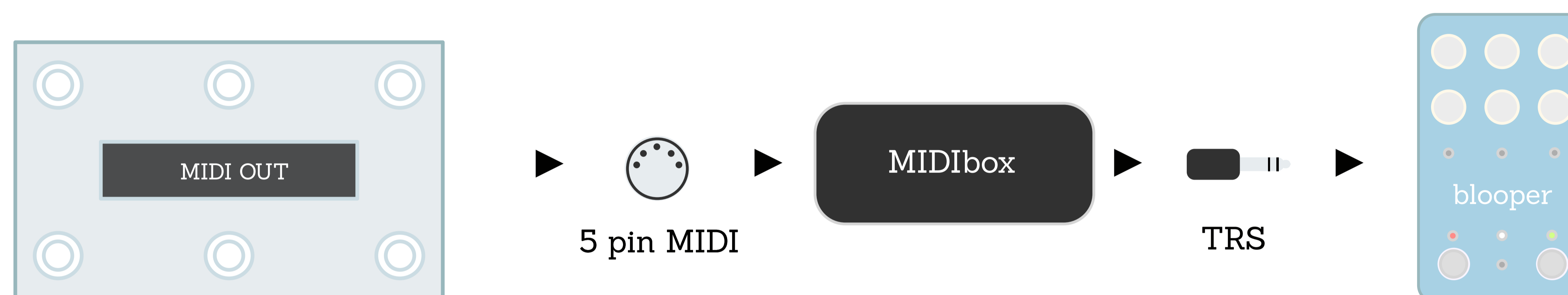
blooper is set to MIDI channel 2 by default, but it can also be set to auto-detect incoming MIDI on any channel. To do this, simply hold both footswitches down as you power up the pedal. If blooper detects incoming MIDI, it will automatically change to that channel (and stay that way even after being turned off).

synced blooping

When blooper is following an external tempo (MIDI or CV), it waits until the next pulse to start recording. You can think of it like arming: pressing record gets blooper ready, but it won't begin until the next beat to make sure everything is tightly synced. This means you have to press the foot switch just before you intend to start (and stop) recording. You can configure what note division blooper uses with CC#54 to set the timing to your liking.



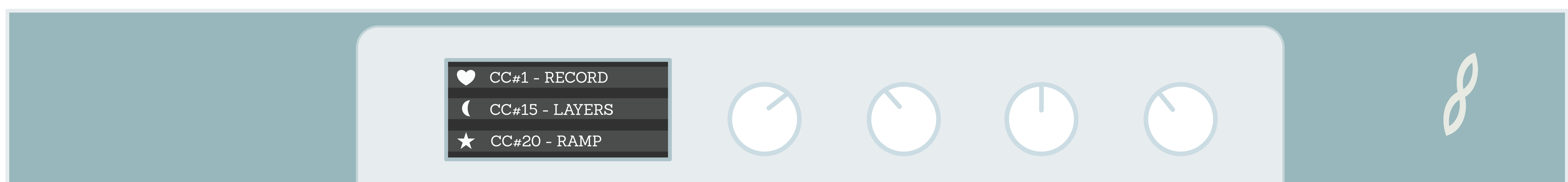
connecting:



MIDI generally uses a unique 5-pin cable, but it can also be converted to TRS. That's what we need to do here. Chase Bliss makes a MIDIBox for this purpose. Ensure the MIDIBox is powered, connect the output from your controller to the MIDIBox's input, and connect a TRS cable from any of the MIDIBox's 1/4" outputs to Blooper's MIDI input.

That's it! blooper is ready for instructions. Now it's time to set up your MIDI controller.

setting up your controller:



This is really the meat of MIDI. Getting blooper setup and ready is easy, but this part can take a bit of time. Each knob and switch on your controller is a blank slate, and you need to assign them CC or PC messages to set what they control.

[Check here for an overview of different controller types and ideas of what's possible with MIDI blooping.](#)

[And here for the MIDI manual to see the specific CC and PC assignments.](#)

things to watch for:

The cables are connected but nothing is happening. No problem. There are a few simple things to check:

power: The MIDIbox requires power. Easy to forget.

channel: If MIDI is being sent to the wrong channel, blooper won't see it. See the "Channel selection" box above to make sure blooper is receiving commands.

controller settings: This is often where the problem sits. As long as you're on the right channel, blooper is always looking for MIDI signals. Once you plug in the cable it's basically ready to go. But control sources often require at least a bit of setup - for example, turning on MIDI clock output. Take a quick scan through the MIDI configuration of your controller if things aren't moving.