



MIDI CONFIGURATION

Bloopertm allows all of its parameters to be controlled via Control Change messages, as well as its loops to be saved and recalled with Program Change messages.

MIDI CONTROL CHANGE CHANNELS

Parameter	CC#	Description
RECORD	1	0, Any value >0 (0 is off, >0 is on)
PLAY	2	0, Any value >0 (0 is off, >0 is on)
OVERDUB	3	0, Any value >0 (0 is off, >0 is on)
STOP	4	0, Any value >0 (0 is off, >0 is on)
UNDO	5	0, Any value >0 (0 is off, >0 is on)
REDO	6	0, Any value >0 (0 is off, >0 is on)
ERASE	7	0, Any value >0 (0 is off, >0 is on)
HOLD SWITCH B	8	0, Any value >0 (0 is off, >0 is on)
MULTI-CONTROL	11	1: Record, 2:Play, 3:Overdub, 4:Stop, 5:Undo, 6:Redo, 7:Erase
VOLUME	14	Range: 0-127 (Full CCW is 0, Full CW is 127)
LAYERS	15	Range: 0-127 (Full CCW is 0, Full CW is 127)
REPEATS	16	Range: 0-127 (Full CCW is 0, Full CW is 127)
MOD A	17	Range: 0-127 (Full CCW is 0, Full CW is 127)
STABILITY	18	Range: 0-127 (Full CCW is 0, Full CW is 127)
MOD B	19	Range: 0-127 (Full CCW is 0, Full CW is 127)
RAMP	20	Range: 0-127 (Full CCW is 0, Full CW is 127)
MOD A	21	Range: 1:Left, 2:Center, 3:Right
LOOPER MODE	22	Range: 1:Left, 2:Center, 3:Right
MOD B	23	Range: 1:Left, 2:Center, 3:Right
PREVIEW/SAVE-LOAD	24	Range: 1:Left, 2:Center, 3:Right
MOD A	30	Range: 0=Off, Any Value >0=ON
MOD B	31	Range: 0=Off, Any Value >0=ON
MIDI CLOCK IGNORE	51	0, Any value >0 (0 is ignore clock, >0 is listen for clock)
RAMPING ON/OFF	52	0, Any value >0 (0 is ramping off, >0 is ramping on)
NOTE DIVISIONS	54	0:Whole Note, 1:Half Note, 2:Dotted Note, 3:Quarter Note, 4:Eighth Note, 5:Triplet Note, 6:Sixteenth Note, 7:Thirty-second Note
EXPRESSION	100	Range: 0-127 (Full CCW is 0, Full CW is 127)

You can save and recall up to 7 loops with our Favestm MIDI controller. To use a MIDI controller other than Favestm with your Bloopertm, you'll have to do the following:

1. Attach a Chase Bliss Audio MIDIBox "Ring Active" port using a standard 1/4" TRS patch cable to the TAP/MIDI jack on your Bloopertm. The Midibox is not included with the Bloopertm.
2. Bloopertm is set to MIDI channel 2 by default, but it is easy to change if you need to. If you want to change it, simply hold down both stomp switches when you provide power to the pedal (hold down both stomp switches simultaneously) and then you can let go. The pedal is now looking for the first "Program Change" message it sees, and it will set itself to whatever channel it gets that first message from, permanently (until you change it again, of course).

Zero-Based Program Changes

Bloopertm is a "zero-based" MIDI pedal. Loops 1-16 are saved and recalled using Program Changes 0-15. This allows for the use of Favestm for recalling loops and will also put presets in line with BOSS ES and MS series controllers. Other controllers have an option for "PC Offset" and will allow you to sequentially line up your PC numbers with your loop numbers.

Loop Banks and Slots

There are two banks of 8 slots for a total of 16 loop slots available. They are identified by blinking LED's on the modifier buttons. Bank 1 is blue and bank two is red. You can identify the loop number you are on by counting the blinking lights on the modifier LED's. For example, if a slot has blue LED's and blinks four times, that is "slot four." If a slot has red LED's and blinks three times, that is "slot 11."

Saving a Loop via MIDI

Bloopertm is a "zero-based" MIDI pedal. Presets 1-16 are saved and recalled using Program Changes 0-15. While in loop mode (center toggle position) you save a loop by sending a MIDI Program Change message while holding down the right stomp switch. For example, sending a Program Change message of "5" while holding down the right stomp switch will save your current loop to slot #6. A new feature on this Chase Bliss pedal, all 16 loop slots can be saved and recalled with just the pedal, alone.

Recalling a loop via MIDI

Bloopertm is a "zero-based" MIDI pedal. Presets 1-16 are saved and recalled using Program Changes 0-15. To use a MIDI controller to recall a loop while in loop mode, simply send the corresponding Program Change number. PC#0-PC#15. For example, sending a Program Change message of "0" loads loop 1.

With "one-based" controllers that do not allow for PC offset, you will need to subtract a value of one (1) to your desired Program Change number.

View the table on the left showing which MIDI control change channel controls each Bloopertm parameter.