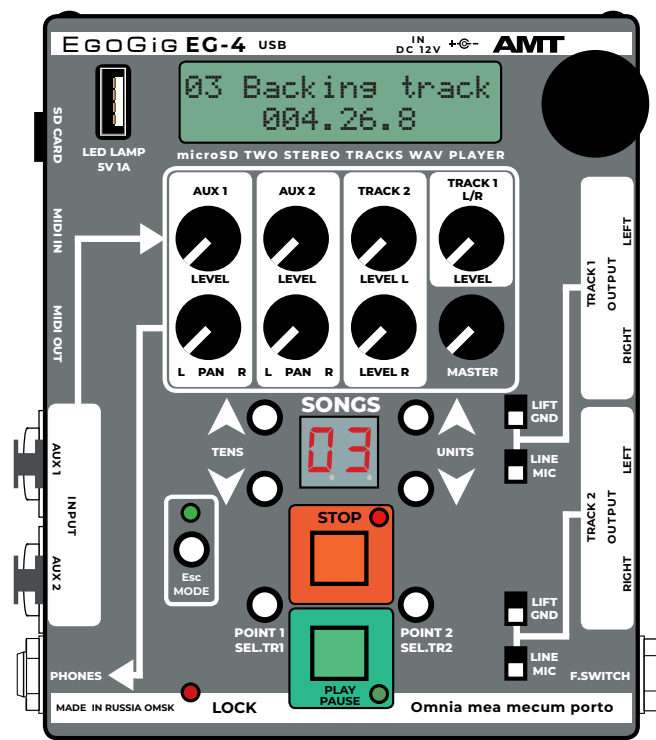


AMT

4-channel WAV &
MIDI Stereo Player &
personal monitor mixer

EGOGiG EG-4



Loop Mode Guide

ENG (Rev. A)

For use with FW Ver. 1.02.01 or later:

media.amt-sales.com/firmware-for-eg-4/

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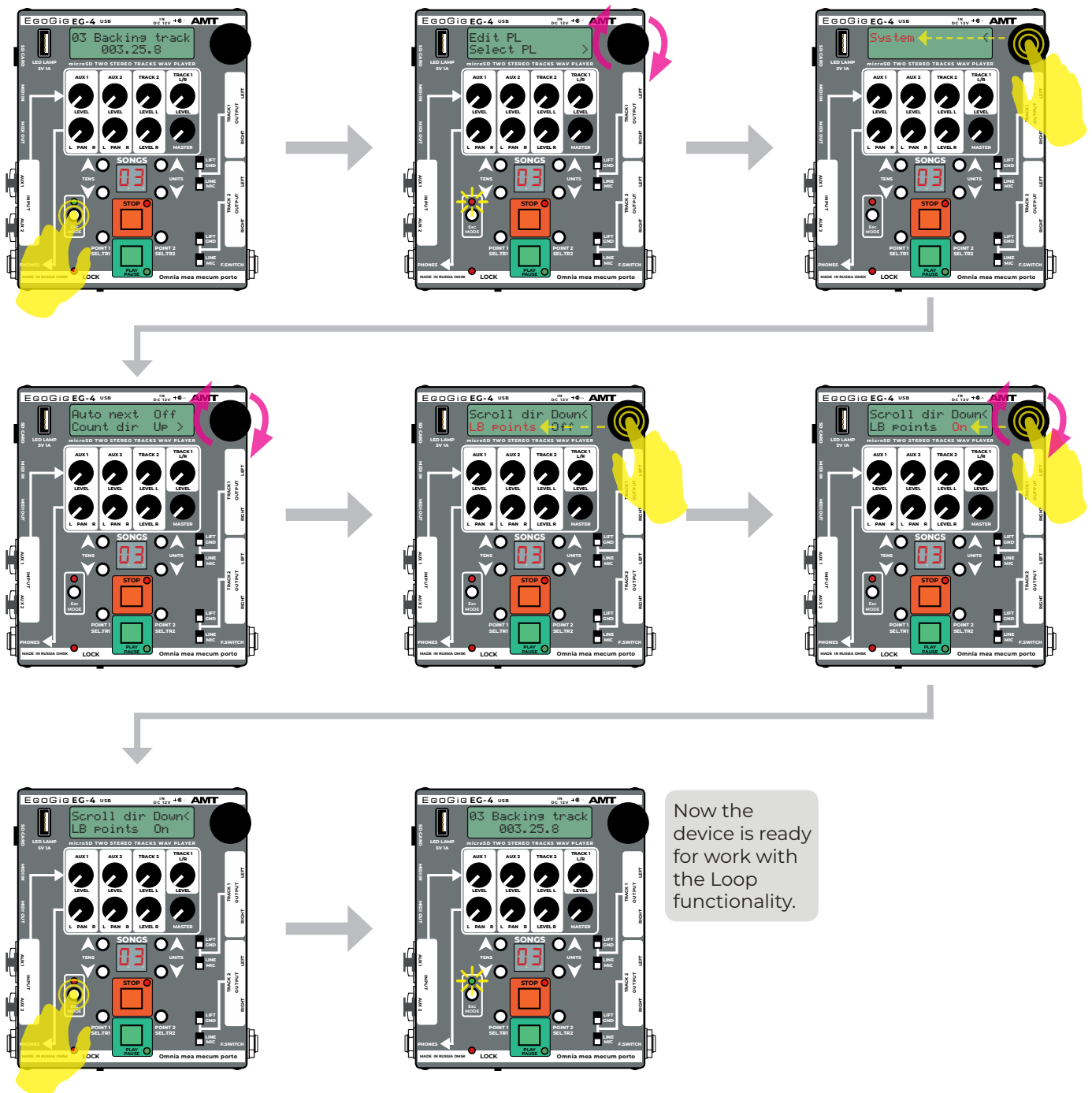
Enabling the Loopback points mode

With the AMT EgoGig EG-4 you can easily practice as an individual as well as with the band.

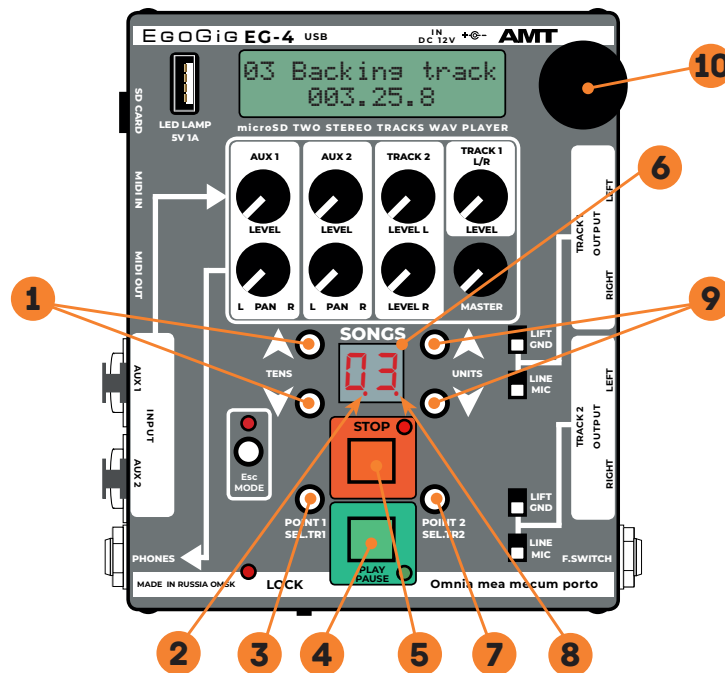
Often times the musician has to practice/learn a specific song's part like the solo part or difficult drum break. In this case, it's no need to play the entire backing track, but it could be more convenient to play just a strictly defined song's fragment.

The EgoGig's **Loopback mode** will help you with it perfectly.

First of all, you have **to enable** the Loopback mode **LB Points** globally in the EgoGig's menu. Here is an explanation of how to do that:



Setting up Loop markers



To set up Loop markers you have to find the right timing position for the beginning **(POINT 1)** and the end **(POINT 2)** of the song's fragment that has to be looped and set it up by **two special buttons**.

1) Start the song with the **«PLAY / PAUSE»** button [4]



2) When you will hear the beginning of the song's fragment which has to be looped press the same **«PLAY / PAUSE»** button.


3) Make a long-press the **«POINT 1»** button [3] to set up the first loop marker. It will be **the starting of the song's looped fragment**. As an indication, on the **left area** of the digital

display with a number of the current song [6], you will see a **first one-point symbol** [2] 

4) Press the **«PLAY / PAUSE»** button to continue hearing the song.

5) As soon as you will hear the end of the song's fragment which has to be looped press the **«PLAY / PAUSE»** button again.

6) Make a long-press the **«POINT 2»** button [7] to set up the second loop marker. It will be **the end of the song's looped fragment**. As an indication, on the **right area** of the digital

display with a number of the current song [6], you will see a **second one-point symbol** [8] 

7) Both loop markers **(POINT 1)** in the beginning & **POINT 2** at the end) are set up.

Now the playback will take place in a Loop mode between these two points.



If you know in advance the exact timing for the POINT 1 & POINT 2 as Loop markers you can use an **ENCODER** [10] to move around through the song timing fastly.

Temporary disable / enable of Loop markers

To **disable temporarily** Loop markers for the current song make a long-press the **«STOP»** button [5].

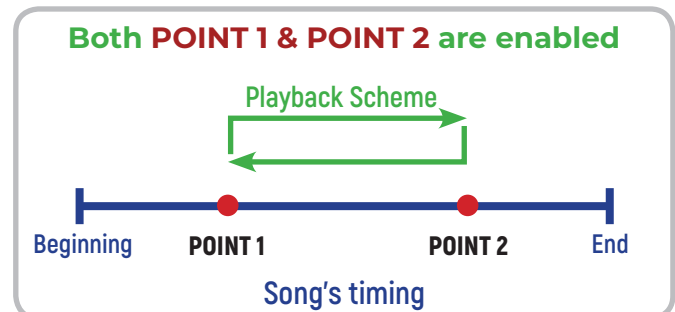
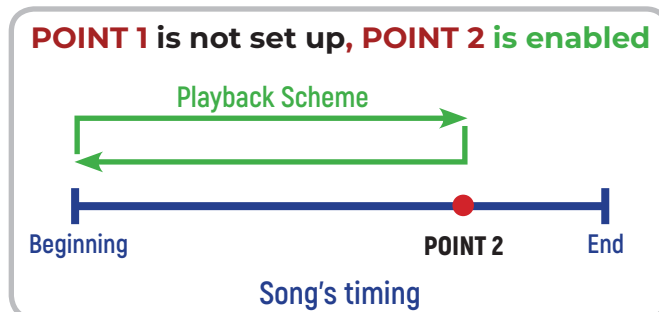
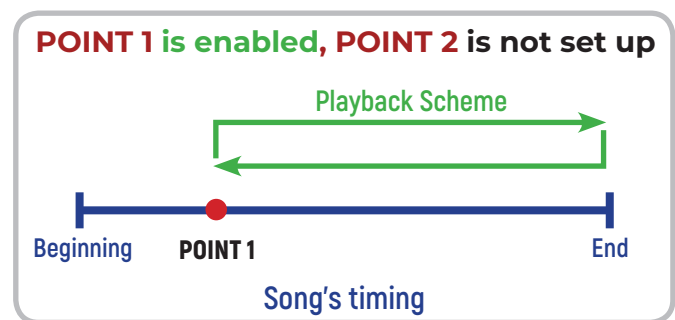
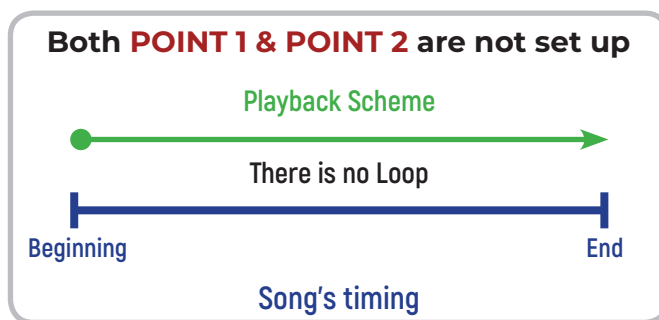
The long-pressing the same **«STOP»** button again Loop markers will be activated again.

Reset of Loop markers (points)

Both markers **POINT 1** & **POINT 2** will be reset as soon as the number of the current song will be changed by **«TENS»** [1] or **«UNITS»** [9] buttons.

How the Loop points are working

To understand the main idea of what happens with the Loop points (markers) structure in one or another case, please take a look at the graphic explanations below.



Extra features of POINT 1 & POINT 2 buttons

When the Loop markers POINT 1 and/or POINT 2 are set up and enabled, you can momentarily go to a specific time marker of the current song just by pressing on the **«POINT 1»** [3] / **«POINT 2»** [7] buttons.