

# INFINITY 2

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## DOUBLE LOOPER



PIGTRONIX

User's Guide

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## Overview

Pigtronix Infinity 2 is a stereo looping pedal with two independent loops and a streamlined user interface that has been designed to provide an intuitive musical workflow, right out of the box. The Infinity 2 enables musicians to seamlessly switch between parts, even during initial recording or while overdubbing. This Verse/Chorus type of workflow is further expanded by the ability to delete the loop that is not currently playing—freeing up an open slot for a new loop to be created, without interrupting playback. Many actions taken by the Infinity 2 occur at the loop boundary. This allows the musician to cue an overdub, switch between loops or stop at the end of a loop, without having to worry about hitting the footswitch at precisely the correct time. Simply tell the machine what to do and the selected action will occur at the end of the current loop.

### **Credits:**

Infinity 2 was designed by Ben Artes, Ray Heasman, Steve Turnidge, David Buchter and David Koltai

## Loop 1 Footswitch

Press to record.

Press again to close the loop.

Press again to start overdub at the beginning of the next loop cycle.

Double-tap to stop.

Double-tap and Hold to erase.

Long-press on initial record sends Loop straight to overdub when closed.

When a loop has been recorded but is stopped, pressing the Loop 1 footswitch will resume playback from the beginning of the loop.

## Loop 2 Footswitch

The pair of loops in the Infinity 2 are set to play in series for Verse/Chorus type arrangements.

The Loop 2 footswitch controls the looping actions for Loop 2, and functions the same way as the Loop 1 footswitch (see above).

Pressing Loop 2 while Loop 1 is recording will cause Loop 1 to close and Loop 2 to begin recording or playback immediately.

Pressing Loop 2 while Loop 1 is playing back will cause Loop 2 to begin recording or playback at the end of Loop 1.

Pressing Loop 2 while Loop 1 is overdubbing will cause Loop 2 to begin recording or playback at the end of Loop 1.

Pressing and holding the Loop 2 footswitch during initial recording will send Loop 2 straight into overdub when the loop is closed.

All of these same rules apply to Loop 1.

It is possible to cancel a pending transition between loops by pressing the footswitch of the currently playing loop.

## LED colors

OFF = no audio recorded

RED = Recording

GREEN = Playback

ORANGE = Overdubbing

Blinking RED = Recording will start at loop boundary

Blinking GREEN = Playback will start at loop boundary

Blinking ORANGE = Overdub will start at loop boundary

Slow Blinking GREEN = Loop is stopped, audio is present

## Volume Knob

This knob controls the volume of loop audio only. Unity gain is located at 12:00.

## Decay Knob

For typical looper performance, keep the DECAY knob set fully clockwise.

This knob controls the rate of loop decay during overdub.

With the Decay knob set fully clockwise, overdubs pile up at full volume. With the Decay knob set fully counter-clockwise, each overdub lasts for only one loop cycle.

With the Decay knob set anywhere between those extremes, overdubbing on the Infinity 2 creates constantly evolving loop textures that can be instantly snapped back to a previous state using the Undo function.

## Recording

If there is no audio recorded on Loop 1, pressing the Loop 1 footswitch will begin recording immediately.

Once the loop is recording, pressing the Loop 1 footswitch again will close the loop and begin playback.

When recording on Loop 1, pressing the Loop 2 footswitch will close Loop 1, and will simultaneously begin recording or playback on Loop 2.

## Overdub

During playback, pressing the Loop 1 footswitch will open an overdub layer on Loop 1 starting at the beginning of the next loop cycle.

Once an overdub is recording, pressing the Loop 1 footswitch again will close that overdub layer immediately.

Closing an overdub with a long press will cause the overdub to close at the end of the current loop cycle.

Pressing and holding the Loop 1 footswitch during initial recording will send Loop 1 straight into overdub when the loop is closed.

Pressing and holding the Loop 1 footswitch during Loop 2 playback will send Loop 1 straight into overdub at the loop boundary.

When recording an overdub, the overdub will not save until it is closed and a loop boundary has been passed.

Pressing the loop footswitch during an overdub will close that overdub.

After closing an overdub you can choose to reopen it by pressing the loop footswitch as long as the loop cycle hasnt ended yet.

At the end of the loop cycle, all audio recorded during that cycle is merged and saved as a single overdub.



## Stop & Erase

Double-press Loop 1 to Stop playback.

Double-press and Hold Loop 1 to erase.

Double-press and Hold to erase works even when the other loop is playing back.

This allows you to clear the loop that is not in use, without disrupting playback.

Deleting the loop that is not in use while recording on the other loop will cause the recording to close.

## Soft-touch MODE Switch

The soft-touch MODE switch located above the Loop 2 footswitch allows the Loop 2 footswitch to be reassigned to perform alternate functions.

Pressing the MODE switch repeatedly will cycle through STOP, ONCE and OCTAVE functions before returning to Loop 2 control.

Pressing and holding the MODE switch will turn on the UNDO/REDO mode.

*Note: Turning UNDO/REDO mode on and off will clear all current loop audio.*

## STOP

Press to Stop at the end of the loop cycle.

Double-tap to Stop instantly.

Press and Hold to fade out.

Double-tap and Hold to Erase.

Press STOP during initial record to prevent playback when recording is closed.

## ONCE

Press to restart the current loop for single-shot playback.

Press repeatedly for stutter.

Press and Hold for continuous playback.

ONCE can be used to start initial recording on Loop 1

If ONCE has been used to start initial recording on Loop 1, closing the loop using the ONCE footswitch will cause one time playback.

If ONCE has been used to start initial recording on Loop 1, closing the loop using the Loop 1 footswitch will close the loop, but will not play back. This lets you record a loop, and save it for later.

## OCTAVE

Press to immediately switch sample rate to 24kHz.

Press again to immediately switch it back to 48kHz.

Press and Hold to change sample rate at the end of the loop cycle.

*Note: - Default Sample rate is 48kHz.*

*Note: - The small red Octave LED will blink when the sample rate is switched to 24kHz*

*Note: - Sample rate can be changed during initial recording or overdub.*

*Note: - STOP, ONCE and OCTAVE functions can still be selected when UNDO / REDO mode has been turned on.*

Audio recorded at the default sample rate of 48kHz will play back one octave down when the sample rate is changed to 24kHz.

Audio recorded at 24kHz will play back one octave up when the sample rate is changed to 48kHz.

## UNDO/REDO

Press to UNDO an overdub at the end of the loop cycle.

Press again to REDO the overdub at the end of the loop cycle.

Pressing UNDO when an overdub is in progress (LED is orange) will cancel the overdub at the end of the loop cycle and all overdub material will be permanently deleted.

Any material from previous overdubs that have already been merged with the initial recording will not be undone.

When an overdub is playing back (Loop LED is green), pressing the Undo switch will remove that overdub instantly, and the overdub is retained for Redo if desired.

You can only undo your most recent overdub; once you open and then close a new overdub, the previous overdub layer will be merged with the base layer at the end of the current loop cycle and can no longer be undone.

Once an overdub has been closed and then it can be put back instantly by pressing the Undo remote switch once again to perform a REDO.

You can Undo and Redo an overdub as many times as desired.

## Remote Switch

A TRS (tip/ring/sleeve) cable can be used to connect the optional remote switch to trigger the STOP, ONCE and OCTAVE functions.

Shorting the TIP to SLEEVE will trigger the OCTAVE function.

Shorting the RING to SLEEVE will trigger the ONCE function.

Shorting both the TIP and the RING to the SLEEVE simultaneously will trigger the STOP function.

## Wet/Dry Routing

The dual outputs of the Infinity 2 can be routed for stereo output with clean pass-through and loop audio mixed together, or they can be configured for discrete Wet/Dry operation - where the loop audio is summed to Out 2, and clean pass-through audio is summed to Out 1.

To turn on the WET/DRY routing mode, press and hold the MODE switch until the LOOP 1 and LOOP 2 LEDs turn green during power up. Once this operation has been performed, a sticky flag is set to allow the Infinity 2 to remain in WET/DRY routing mode, even when the power is turned off.

The STOP LED will illuminate during boot up to indicate WET/DRY routing mode has been turned on

To turn off the WET/DRY routing mode, press and hold the MODE switch during power up.

# Secret Mode

Secret mode allows you to use the soft touch switch to change between VERSE / CHORUS and UNDO / REDO workflows, without deleting the current loop audio.

If audio has been recorded on both LOOP 1 and LOOP 2, the last audio that was played back before switching to UNDO / REDO mode will become LOOP 1

To turn on the SECRET mode, press and hold the LOOP 2 switch until the LOOP 1 and LOOP 2 LEDs turn green during power up. Once this operation has been performed, a sticky flag is set to allow the Infinity 2 to remain in SECRET mode, even when the power is turned off.

The OCTAVE LED will illuminate during boot up to indicate SECRET mode has been turned on

To turn off the SECRET mode, press and hold the LOOP 2 switch during power up.

*Note: - Things can get a bit weird in Secret mode. Enjoy!*



## Power

Infinity 2 runs on a standard 9VDC 2.1mm Negative Tip power supply.

Current Draw is under 100mA.

## USB firmware update

A micro USB port is provided for future firmware updates.

Check for firmware updates and the Infinity 2 Updater for PC here: [www.pigtronix.com/Infinity2](http://www.pigtronix.com/Infinity2)

In order to update the firmware on the SPL2, simply connect the unit to a PC with the proper micro USB connector cable. Right-click and choose Run as Administrator to launch the application. Click "Refresh List" then select Infinity 2 from the "Hardware List" drop down menu. Select the firmware to upload and then click the Update Firmware button. The unit will then automatically reboot with the new firmware loaded. DO NOT disconnect the power to the Infinity 2 during the firmware update process.

# Pigtronix Limited Warranty

Your Pigtronix effect pedal comes with a 1-year limited warranty on parts and workmanship. During the warranty period we will repair or replace, at our option, defective parts or pedals free of charge, and return them to the owner. Warranty service does not include damaged, modified, or misused pedals and such pedals will be subject to a standard repair charge.

**What you must do:** First, contact us directly via email and describe the problem to us. If the problem cannot be resolved we will have you send the pedal directly to us for servicing.

**How to contact us for warranty service:**

Email: [support@pigtronix.com](mailto:support@pigtronix.com)

Phone: 631-331-PIGS (7447)

**Warranty Limitations:** This warranty does not cover defects resulting from improper or unreasonable use, accident, unauthorized tampering or modifications; and, warranty shall be considered void if Infinity 2 chassis has been opened. Please consult the instructions and warnings in this manual for proper use. Warranty is only valid if your Infinity 2 has been properly registered within 30 days of original purchase date, and upon warranty registration, will be valid for 12 months from original purchase.

To validate your 1-year, limited warranty, please register your Infinity 2, **within 30 days of purchase**, on the web at:

[www.pigtronix.com/warranty](http://www.pigtronix.com/warranty)



