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360+
LOOPER
User Manual

Advanced Compact Looper

Welcome to the Electro-Harmonix Pico 360+ Looper.

The 360+ is a compact, easy to use looper with a total of 360 seconds of loop recording time, which can be divided between 11 different loop banks, allowing you to get the most out of the available memory. Additionally, the 360+ provides separate level controls for your dry and loop signals as well as an Overdub knob that transforms your 360+ into a long echo delay. With settable fadeout time and switchable play-overdub order, the 360+ packs a lot of power into an extremely pedalboard-friendly package.

Operating Instructions

Insert the output plug from the supplied 9VDC AC adapter into the power jack at the top of the Pico 360+ Looper. The unit must be powered to pass signal, even in bypass—the pedal features buffered analog bypass and analog dry through, even while looping. Connect an instrument cable from your instrument to the Input jack. Connect an instrument cable between the Output jack and a suitable amplifier. Turn the LOOP knob to find an empty loop bank, then press the footswitch to begin recording.
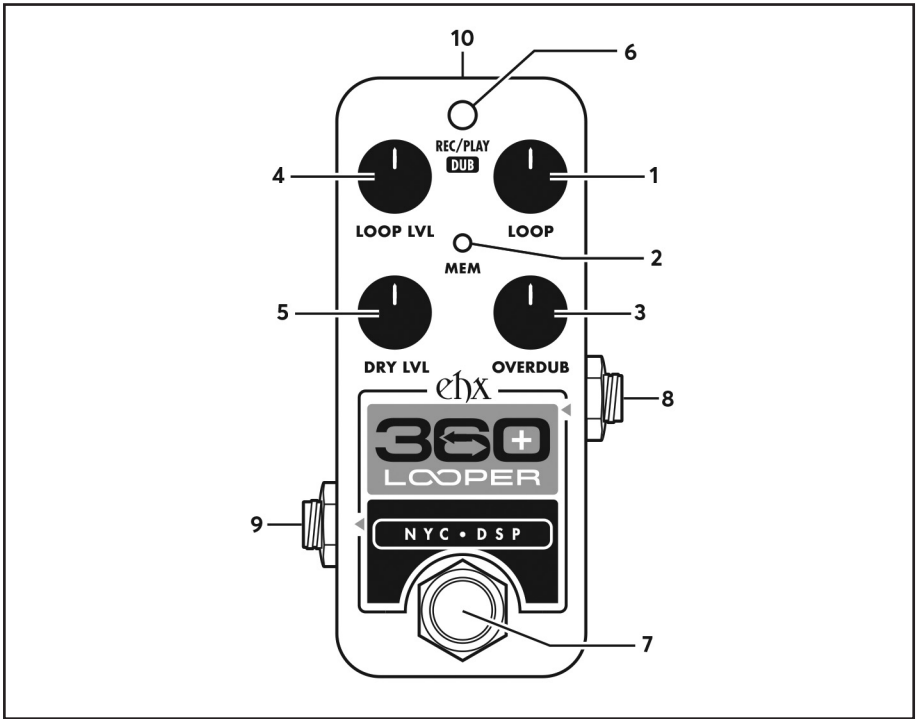
1. LOOP Indented knob selects loops 1-11.

2. MEM LED Lights solid orange when the currently selected bank contains audio; MEM does not light when the loop bank is empty. While turning the LOOP knob through the loop banks, MEM flashes quickly after transitioning from one loop to the next.

3. OVERDUB Only active in overdub mode, this knob adjusts volume of previously recorded loop audio while overdubbing. The OVERDUB knob progressively reduces the volume of older loop layers, much like a feedback control on a delay. At maximum, previous loop audio levels remain at full volume during overdub. At minimum, the loop audio plays once before it is erased. You can use the 360+ as a long echo delay while in overdub mode by setting OVERDUB to the middle of its range.

4. LOOP LVL Controls the loop output volume.

5. DRY LVL Controls output volume of the input signal, which remains analog from Input to Output.

6. REC/PLAY/DUB (RPD) LED
Red: Indicates either recording a new loop or overdubbing onto an established loop. If the MEM LED is off while RPD is red, the 360+ is recording a new loop. If MEM is lit, it is overdubbing.

Green: Indicates playback mode.

7. Footswitch (FSW) Press for loop record, play, overdub. Hold for undo, redo, and erase.

8. Input Jack Impedance: 2.2MΩ, Max In: +1.5 dBu.

9. Output Jack Impedance: 680Ω, Max Out: +2.1 dBu.

10. Power Jack Current draw: 100mA at 9.0VDC.

Using the 360+

Operation	Footswitch (FSW)	LEDs	Notes
Record New Loop	Press to begin recording on an empty loop bank. Press again to close the loop and set loop length.	RPD: Red MEM: Off	Recording begins and ends on the FSW press.
Play	Press while recording, overdubbing, or idle to enter play.	RPD: Green, blinks when loop cycles MEM: On	From idle, playback begins upon release of FSW.
Overdub	Press during playback to overdub new audio onto loop.	RPD: Red, blinks when loop cycles MEM: On	Overdub begins upon release of the FSW.
Undo	Press and hold for 1 second while playing or overdubbing to initiate undo of the last overdub layer.	RPD: Green MEM: blinks twice to indicate undo	For any loop with overdubs, undo is available until the loop is erased.
Redo	Press and hold for 1 second, while playing, to redo the last overdub layer removed by undo.	RPD: Green MEM: blinks twice to indicate redo	You may undo/redo overdubs on a loop even after power cycling.
Stop	Double-click to stop a loop during playback, record, or overdub.	RPD: Off or blinks green during fade-out MEM: On	Stop occurs immediately on the second FSW press unless a fadeout time is set.
Erase	Press and hold for 2 seconds while idle to erase a loop.	RPD: Off MEM: 3 blinks	Erase is final and cannot be undone.

Loop Memory

1. Any recorded audio is stored automatically to the 360+ Looper's internal memory.

2. All recorded loops remain in memory until they are erased. Power cycling does not erase loops unless power is cut while recording or overdubbing the loop. Any loop or overdub that was recording at the time of power loss will not be saved.

3. After a loop is recorded, the length is subtracted from the total loop recording time. For example, if a 60 second loop is recorded on Loop 1, there are 300 seconds still available for Loops 2-11. Overdubbing on top of a loop does not subtract from total loop recording time.

4. When the full 360 seconds of loop recording time is depleted, recording a new loop is inhibited. If an empty Loop is selected and recording is attempted, the MEM LED will blink twice. To free-up recording memory, select a loop with loop audio and erase it.

Advanced Settings

Please note: the following advanced settings are global for all loops. The settings are stored in memory and remain until changed by the user.

Setting Fadeout Time

By default, the 360+ stops loop playback immediately. The 360+ can be set to fadeout the loop before stopping; fadeout times range from 1 to 10 seconds.

1. Remove power to the 360+.
2. Set the LOOP knob so that it is pointing vertically upward to Loop 6.
3. Apply power while holding down the FSW. Hold the FSW until both LEDs blink orange 5 times. The LEDs stay lit after the 5th blink. Release the FSW.
4. Turn the LOOP knob to set the fadeout time. The fully counterclockwise position, Loop 1, disables fadeout. Each incremental, clockwise LOOP selection adds 1 second to the fadeout time, with a maximum fadeout time of 10 seconds at Loop 11.
5. Press and release the FSW again to apply your chosen fadeout length. After a quick reboot, the RPD LED flashes orange repeatedly, with the number of flashes indicating the fadeout length in seconds. The RPD LED does not flash orange if fadeout is disabled.

Play/Overdub Order
Upon Closing New Loop

By default, the order of operation for a new loop is REC/PLAY/OVERDUB. Alternatively, the order of operation for a new loop can be changed to REC/OVERDUB/PLAY.

1. Remove power to the 360+.
2. Set the LOOP knob to the fully counter-clockwise position, Loop 1.
3. Apply power while holding down the FSW until the RPD LED begins to flash, this takes about 2 seconds. Once RPD begins blinking, release the FSW.
4. The RPD LED will flash red twice, and then green twice. This indicates that after closing a new loop, the 360+ goes straight to overdub mode.
5. Follow this procedure again to restore the order back to REC/PLAY/OVERDUB. The RPD LED flashes green twice, then red twice, to indicate the default order has been restored.

Dry Level Knob Behavior

By default, the DRY LVL knob is disabled when the 360+ is idle or recording a new loop (Mode 1). However, the DRY LVL knob can be enabled for a new recording (Mode 2), or enabled at all times, including while idle (Mode 3). When disabled, the dry volume is unity gain from input to output.

1. Remove power to the 360+.
2. Set the LOOP knob so that it is pointing horizontally to the left to Loop 3.
3. Apply power while holding down the FSW. The RPD LED blinks orange 5 times, and stays lit after the 5th blink.
4. Once RPD is lit solid orange, release the FSW.
5. Turn the LOOP knob to the position for the desired behavior: Mode 1: Loops 1 through 4. Mode 2: Loops 5 through 7. Mode 3: Loops 8 through 11.
6. Once the LOOP knob is in the correct position, press and release the FSW again to apply the DRY LVL setting. The 360+ reboots and then the RPD LED blinks 5 times. The blinking LED color indicates the selected mode: Green: Mode 1. Red: Mode 2. Orange: Mode 3.

Factory Restore

Factory Restore erases all loop audio and restores all settings to factory default.
Note: This process cannot be undone.

1. Remove power to the 360+.
2. Set the LOOP knob to the maximum clockwise position, Loop 11.
3. Apply power while holding down the FSW until both LEDs begin to flash, with the RPD LED alternating between green and red. This takes about 4 seconds. Factory restore will not begin until both LEDs are blinking. If you change your mind, you must release the FSW before the LEDs start to blink.
4. Once the LEDs begin blinking, release the FSW. Both LEDs will continue to flash until the Factory Restore process is complete (~4 seconds). After the process is complete, the MEM LED flashes rapidly and Loop 11 is selected.