

PRISM

MULTI-FX LOOPER



User guide

Version 1.3.1 for macOS and Windows

RELOPED

Six effects and a looper in one plugin.

The effects work on anything you put through them: keys, loops, vocals, drums. Use one of them or all six at once.

The looper is always listening. Hit **LOOP** and it keeps the bar you just played. Pitch it, flip it, shape it and let it play on top of your track. It's a quick way to add a second layer that fits, because it comes from your own melody.

Both parts work on their own. Use the effects without ever touching the looper, or the other way around.

IN THIS GUIDE

Getting started	03
Setup, a first look, the five pages	
The looper	06
Catch, pick, slide, shape, layer, export	
The hardware	15
LOOP, the meter and the knobs	
The effects	16
The FX page, signal flow, all six effects	
LFOs	25
Three LFOs that move your knobs	
Presets	26
Find, randomize, save, expansion banks	
Good to know	28
Projects, tempo, window size, updates, help	

Before you start.

Three steps, then you're ready to play.

1 Install and activate

Run the installer, then activate PRISM with your serial number. The **Installation Guide** that came with PRISM shows every step for Mac and Windows.

2 Open your DAW

Rescan your plugins once. PRISM shows up with your other effects, made by Reloop.

3 Put it on a track

Load PRISM as an effect on any track, bus or instrument. Stereo in, stereo out, no MIDI needed.

MAC

macOS 10.15 or newer, Apple Silicon and Intel. AU, VST3 and a standalone app.

PRESETS

124 factory presets, installed with the plugin.

WINDOWS

Windows 10 or 11, 64-bit. VST3 and a standalone app.

TEMPO

PRISM follows your DAW's tempo, also while the DAW is stopped.



PRISM always opens on the **LOOPER** page. Play something and the display wakes up.

PRISM at a glance.

One screen with five pages, and the hardware around it. The hardware is always there, whatever page you're on.

- 1 PRESET BAR**
The loaded preset. < > steps through presets. Click the name to open the list.
- 2 SCREEN**
Shows one page at a time. PRISM always opens on the **LOOPER** page.
- 3 LOOP**
Catches the bar you just played. Red: no loop yet. Green: a loop is stored.
- 4 METER**
The level coming out of PRISM.
- 5 LOOP DRY/WET**
What your loop is made of: your clean sound, the effects, or both.
- 6 LOOP VOL, FILTER, MIX**
How loud the loop is, a high cut for everything, and dry/wet for the effects.
- 7 SIZE**
Drag the corner to make the window bigger or smaller.



Five pages, one screen.

You start on the **LOOPER** page. **GO BACK**, top left on every other page, takes you back.



LOOPER
Your loop and everything that changes it.



PRESETS
Load, find and save presets.



FX
All six effects and how they connect.



LFO
Three LFOs that move your knobs.



EFFECT
The settings of one effect.

Shortcut: on the **LOOPER** page, hold the mouse over an effect box for 3 seconds. A gear shows up. Click it to open that effect.

Catch your first loop.

Four steps. It takes about as long as one bar of music.



1

Play something

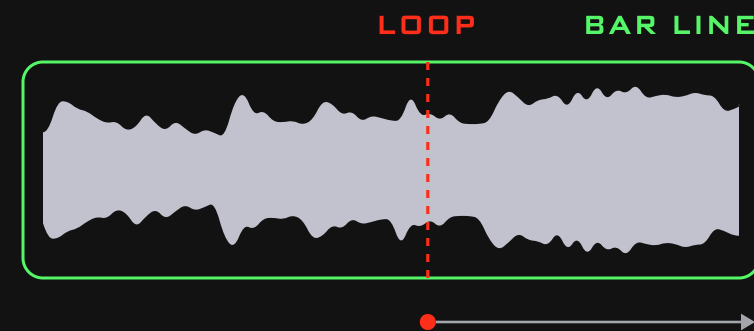
Start your DAW and let a melody, a sample or a loop play through PRISM. The display shows what comes in.



2

Hit LOOP

Do it while the part you like is playing. No need to be on time. PRISM does that for you.



3

It waits for the bar line

At the end of the bar it keeps the bar you just played. The arrow on the button turns while it waits.



4

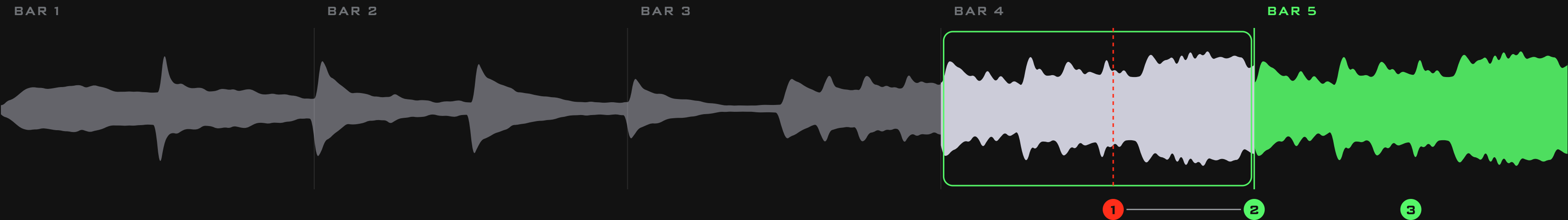
It loops

LOOP turns green and your bar plays over and over, in time with your track.

Hit **LOOP** again to delete the loop. PRISM is still listening, so you can catch a new one right away.

It's always listening.

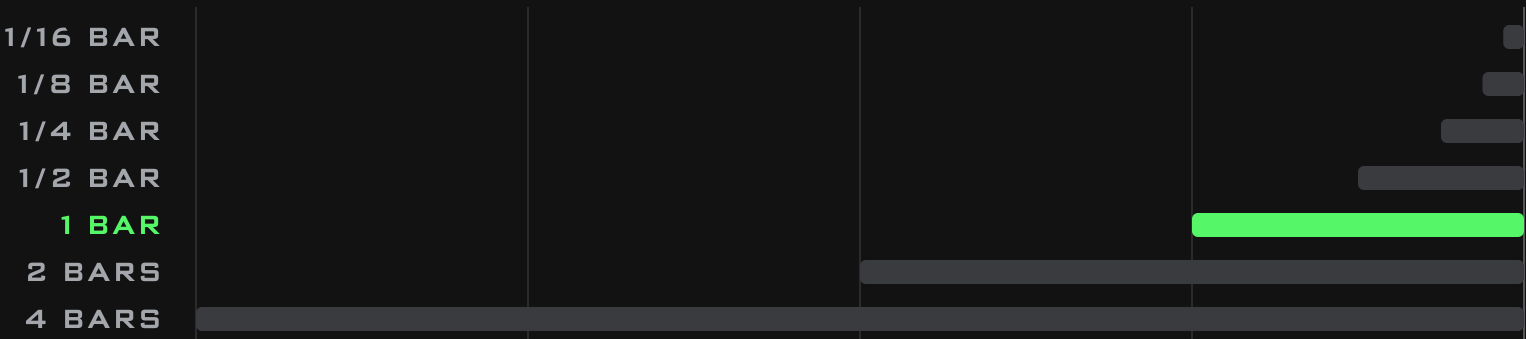
You never press record. PRISM keeps the last 4 bars of whatever plays through it, so you can decide after you played it.



- 1 You hit **LOOP** while bar 4 is playing.
- 2 PRISM waits for the bar line and keeps bar 4.
- 3 Bar 4 plays over and over, in time with your track.

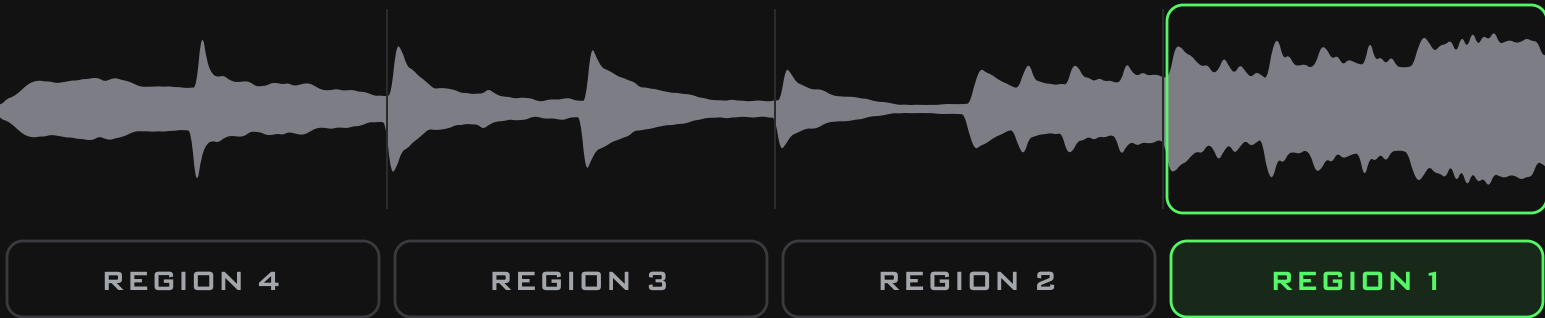
BARS sets how long the loop is.

From 1/16 BAR up to 4 BARS. Click 1 BAR in the row under the display to step through. It works after the catch, on the same recording.



The other 3 bars are still there.

Missed the good one? **REGION** picks an earlier bar (**page 09**), and you can slide the loop by hand (**page 10**).



The LOOPER page.

This is where your loop lives. The top row runs the loop, the display shows it.

- 1 PLAY / PAUSE**
Starts and stops the loop. It says **PAUSE** while the loop plays.
- 2 AUTOPLAY**
ON: the loop starts and stops with your DAW. **OFF**: you start it with **PLAY**.
- 3 SHAPE**
One of 8 volume shapes for the loop (**page 11**).
- 4 REGION**
Picks an earlier part of the recording (**page 09**).
- 5 LOW CUT**
ON takes everything below 350 Hz out of the loop, so it stays clear of your bass.
- 6 REC**
Shows that PRISM is always recording. It's not a button.
- 7 LOOP DISPLAY**
Your loop. The line moving across it is the playhead. Grab the wave to slide it (**page 10**).
- 8 HANDLES**
Drag the four dots to shape the volume yourself.



SHAPE, **REGION** and **LOW CUT** show up once a loop is stored. **REGION** needs more than one part to pick from.

Go back in time.

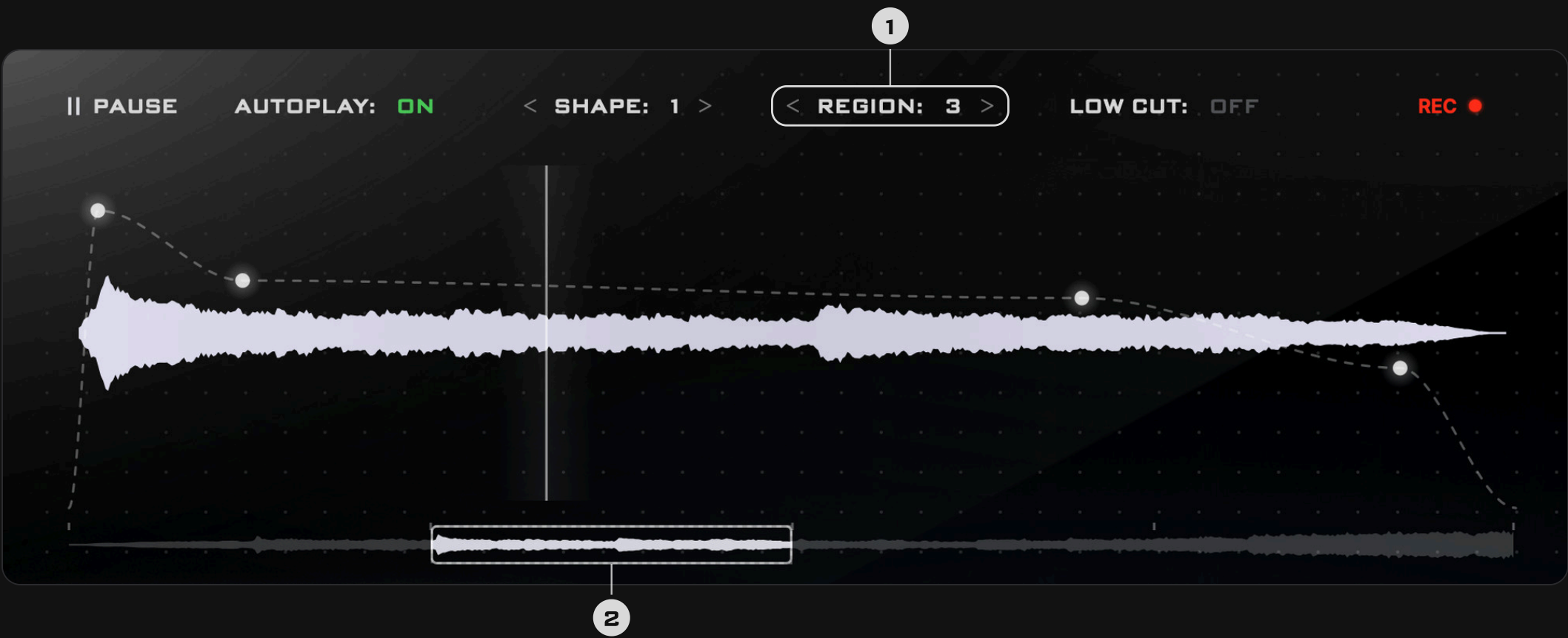
PRISM keeps the last 4 bars, not just the one you caught. **REGION** picks which part of them you loop.

- **REGION: 1** is the newest part, the bar **LOOP** just caught.
- Click › to step one loop length back in time, ‹ to step forward again. A click on the word **REGION** also steps back.
- Each time you switch, the strip under the wave shows all 4 bars for a moment. The bright box is what you hear.
- A new catch or a new **BARS** length goes back to **REGION: 1**.

Missed the good bar? Don't play it again. Step back with › and it's there.

SHORTER LOOPS, MORE REGIONS

BARS	1/16	1/8	1/4	1/2	1	2	4
REGIONS	64	32	16	8	4	2	1



1 The picker in the top row, here on **REGION: 3**.

2 The bright box: the part you loop, inside the 4 recorded bars.

THE SAME 4 BARS, 1 BAR LOOP

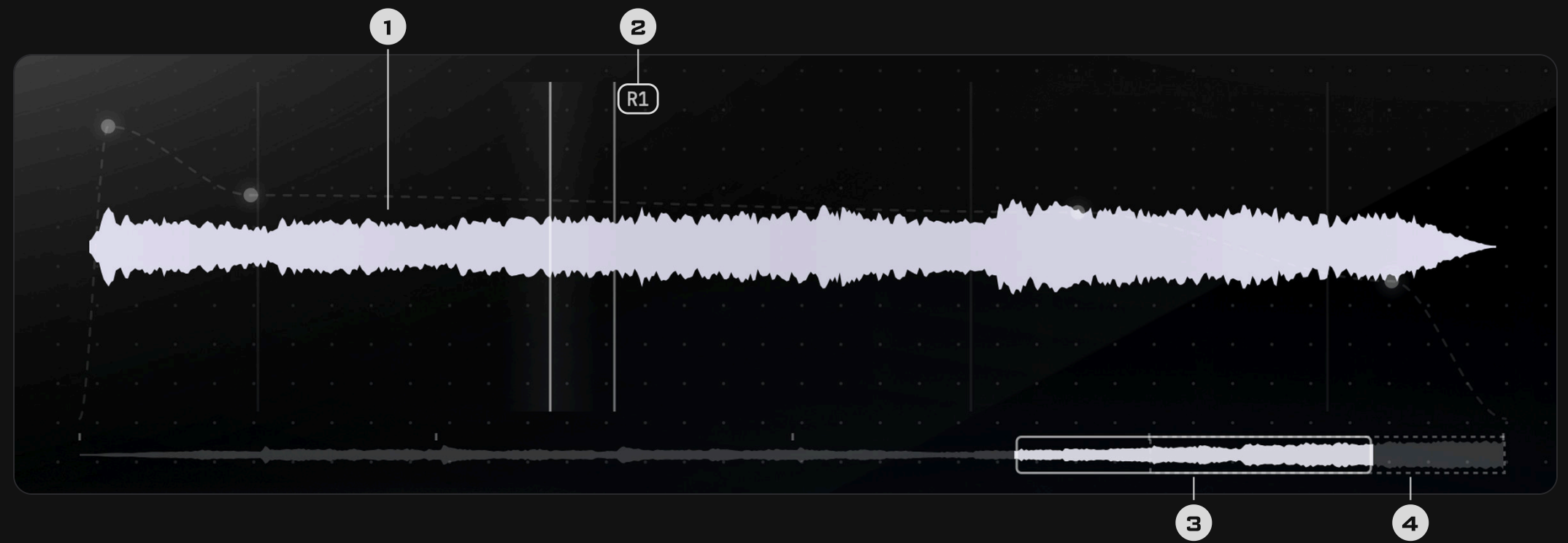


Real screens from PRISM, one for each click on ›. With **1 BAR** the 4 bars give you 4 regions, shorter loops cut them into more.

Slide it into place.

REGION jumps in whole loop lengths. To move the loop by any amount, grab the wave and drag it.

- 1 Move the mouse onto the wave. The pointer turns into a hand.
 - 2 Hold and drag. Drag right for older audio, left for newer. It stops at the start and the end of the recording.
 - 3 Let go. The loop plays from there, in time with your track. It doesn't click, even while it plays.
- Double-click the wave to snap back onto the **REGION** grid. **< >** on **REGION** does the same.
 - Not with **4 BARS**: then the loop is the whole recording, there is nothing to slide.



1 THE WAVE

Grab it wherever you see it. The four shape dots still come first.

2 GRID

A line on every beat. **R1** marks where region 1 starts.

3 BRIGHT BOX

What you hear now.

4 DASHED BOX

The region you picked, where a double-click takes you.

WHEN TO USE IT

The phrase starts a little after the bar line, or you want the loop to start in the middle of a bar. Slide until it sounds right, the loop stays in time.

Shape the volume.

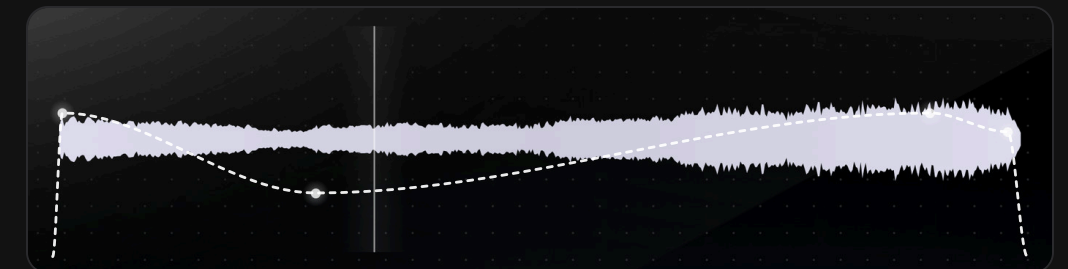
SHAPE gives your loop a volume curve. Pick one of eight, then drag the four dots to make it your own.

- Click ◀ ▶ next to **SHAPE** to go through all eight. The curve glides from one shape to the next, so you can switch while the loop plays.
- Higher on the screen means louder. The dashed line is exactly what you hear.
- Every pass starts and ends in silence, so the loop never clicks where it repeats.
- The shape goes with the loop when you drag it out as a WAV.

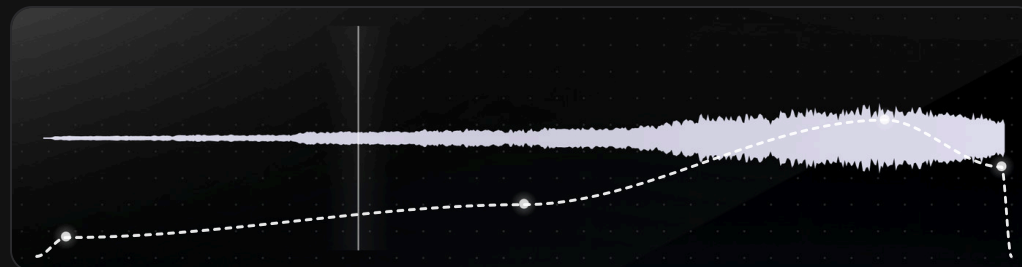
Made your own curve? The next click on ◀ ▶ replaces it with a shape from the list.



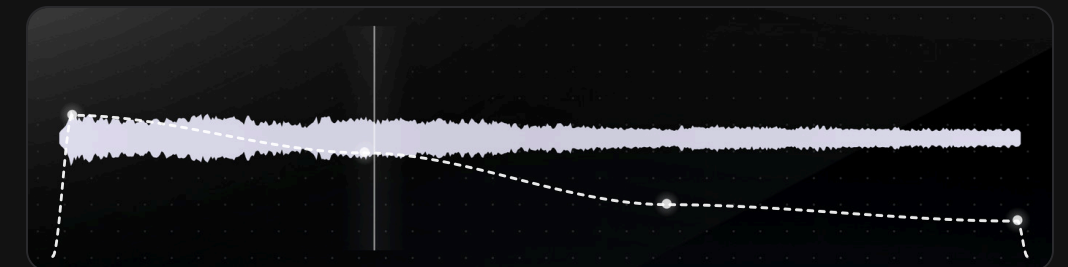
SHAPE 1 Punchy start



SHAPE 2 Dips, then comes back



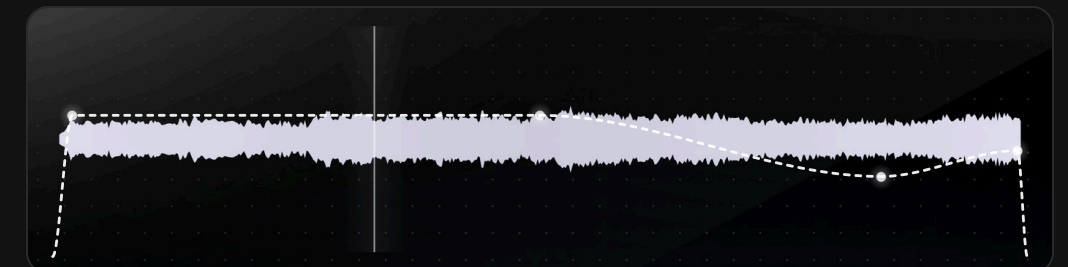
SHAPE 3 Slow swell



SHAPE 4 Fades out



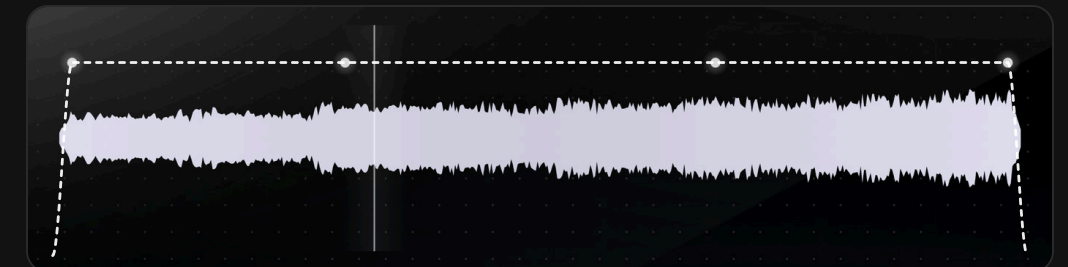
SHAPE 5 Swell in the middle



SHAPE 6 Steady, then dips



SHAPE 7 Punch and hold



SHAPE 8 Flat

Change the loop.

The row under the display only changes the loop, never your track. It stays grey until you catch something.

- 1 PITCH**
Drag up or down, up to 12 semitones either way. +12 is an octave up.
- 2 BARS**
The loop's length, 1/16 **BAR** to **4 BARS**. Click to step through.
- 3 REV**
Plays the loop backwards.
- 4 FX**
Sends the loop through the six effects. Off by default.
- 5 MUTE**
Silences the loop. It keeps running, so it comes back in time.
- 6 EXPORT**
Drag it into your DAW to get the loop as a WAV file ([page 14](#)).
- 7 EFFECT BOXES**
Click a box to turn that effect on or off. Hold the mouse on it for 3 seconds to open its settings.
- 8 OPEN FX ENGINE**
Opens the FX page with all six effects.



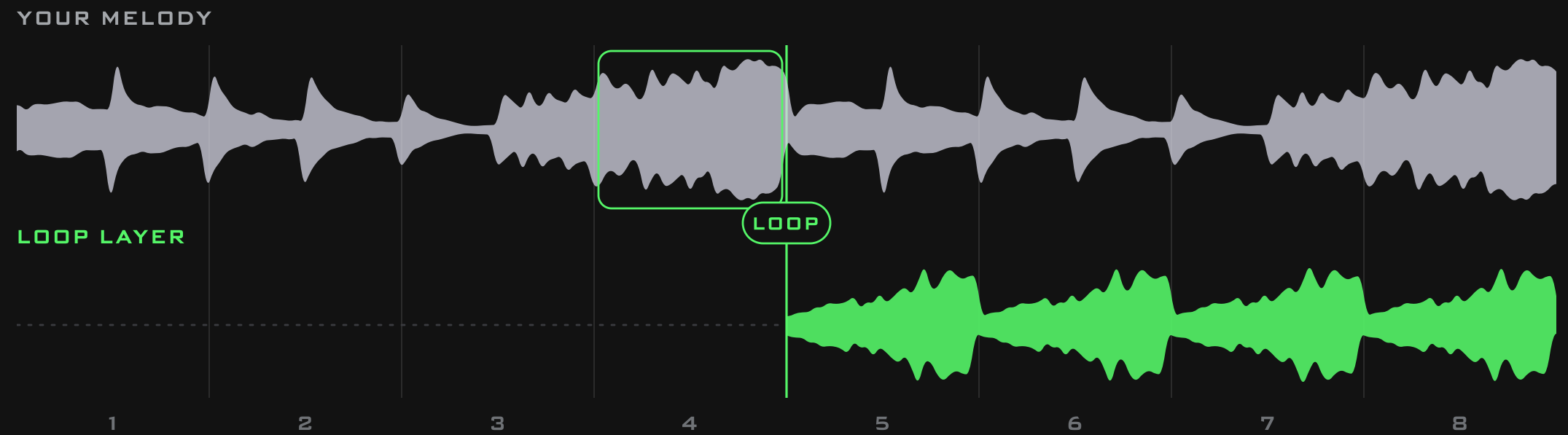
Deleting the loop with **LOOP** puts **PITCH** back to 0. Everything else stays as you set it for the next catch.

Layer your own melody.

This is what the looper is made for. Let your melody play, catch a bar of it, change it, and let it run on top.

- 1 Let your melody, sample or MIDI part play through PRISM.
- 2 Hit **LOOP** on a bar you like. Wrong bar? Step back with **REGION**.
- 3 Change it: **PITCH** +12 for an octave up, **REV** to play it backwards, **SHAPE** for a swell, **LOW CUT** to keep it out of the bass.
- 4 Let the loop play over your melody. **LOOP VOL** sets how loud it sits.

It comes from your own melody, so it's in time and it fits. An octave up or down always stays in key.



One bar of keys, **PITCH** +12 and **REV** on.

Take it to your DAW.

Drag the wave icon at the end of the loop row onto a track in your DAW. You get the loop as an audio file, ready to cut, arrange and resample.

IN THE FILE	PITCH, REV, SHAPE, LOW CUT, LOOP DRY/WET, LOOP VOL, the FILTER knob and the part you picked with REGION or by sliding. Also PITCH from the FX page, and 1/2 when FX is on.
NOT IN IT	The six effects running on the loop, MUTE and MIX. Want effect sound in the file? Turn LOOP DRY/WET up: that part was recorded with the effects.
FORMAT	WAV, 32-bit float, stereo, at your project's sample rate. It loops without a gap.
SAVED IN	Music › Relooped › PRISM Exports, named PRISM Loop plus date and time. Your project never loses the file.



One bar, shaped and pitched as you hear it. Place it again and again: it loops without a gap.

The hardware.

Everything around the screen is there on every page.

- 1 **LOOP**
Catches the bar you just played. Hit it again to delete the loop.
- 2 **METER**
The level coming out of PRISM, after everything else.
- 3 **LOOP DRY/WET**
What the loop is made of. Left: your clean sound. Right: only the sound of the effects. PRISM records both, so you can change it after the catch. The wave's color shows where you are.
- 4 **LOOP VOL**
How loud the loop is in your mix.
- 5 **FILTER**
A high cut on everything PRISM puts out. 0 is off, 100 is very dark.
- 6 **MIX**
Dry and wet for the effects. The same **MIX** as on the FX and PRESETS pages.
- 7 **PRESET BAR**
< > steps through presets. Click the name for the list.



Turn a knob and its value shows in the top row of the **LOOPER** page.

The FX page.

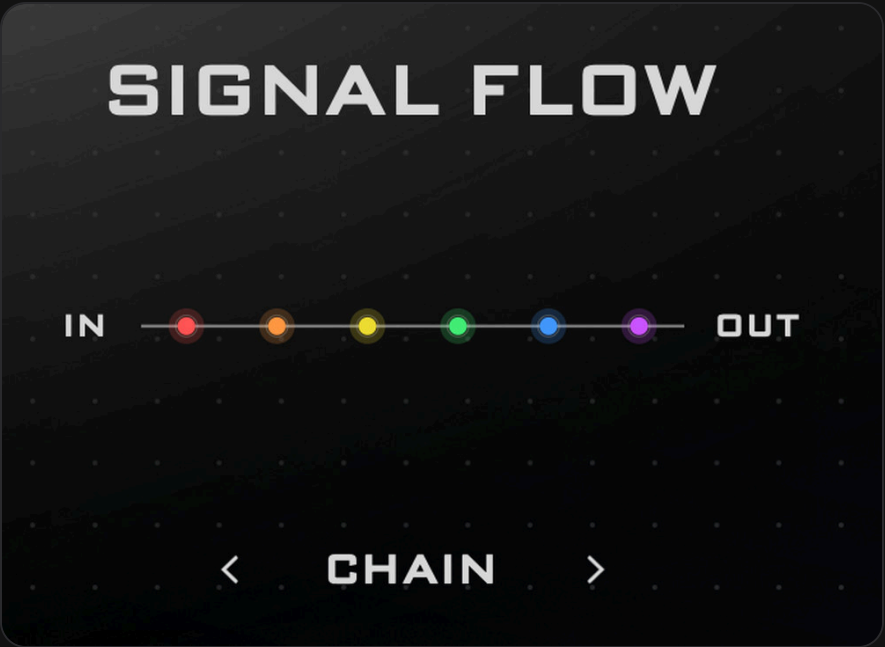
All six effects in one place. They work on everything that comes in, and on your loop while FX is on.

- 1 **GO BACK**
Back to the **LOOPER** page.
- 2 **SIGNAL FLOW**
How the effects connect. < > switches it ([page 17](#)).
- 3 **ON / OFF**
Turns an effect on or off.
- 4 **CARD**
The effect's own mix. Click it to open the settings.
- 5 **GRIP**
Drag the colored bar to change the order.
- 6 **LFO**
Opens the LFOs. Green while one is moving something.
- 7 **1/2**
Half speed: half tempo, an octave down, back in step on every bar line.
- 8 **PITCH**
Shifts everything PRISM puts out, up to 12 semitones up or down.
- 9 **MIX**
Dry and wet for all effects. The same as the **MIX** knob.



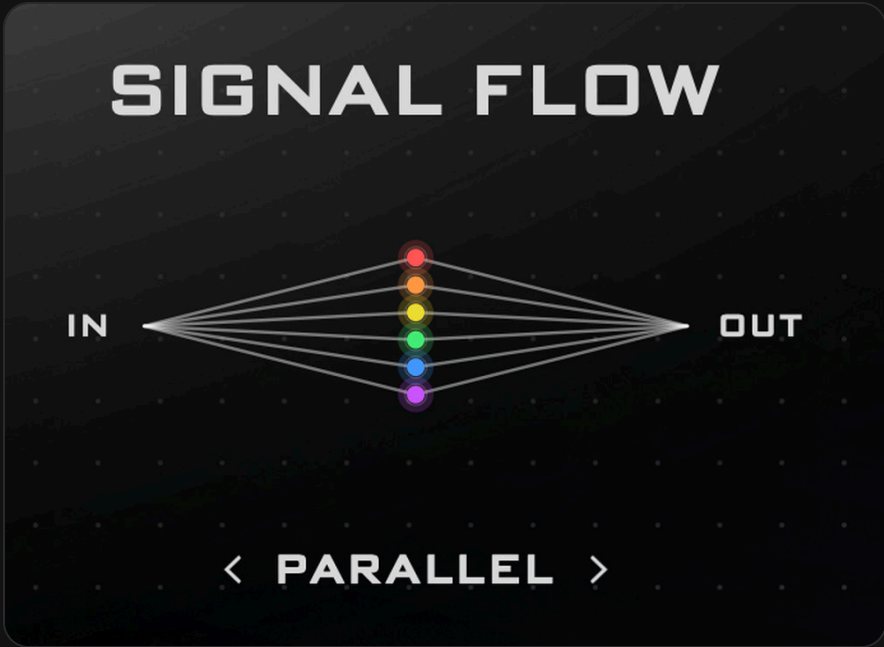
Three ways to connect the effects.

Switch with < > under the picture on the FX page. The colored dots are your effects, in their order.



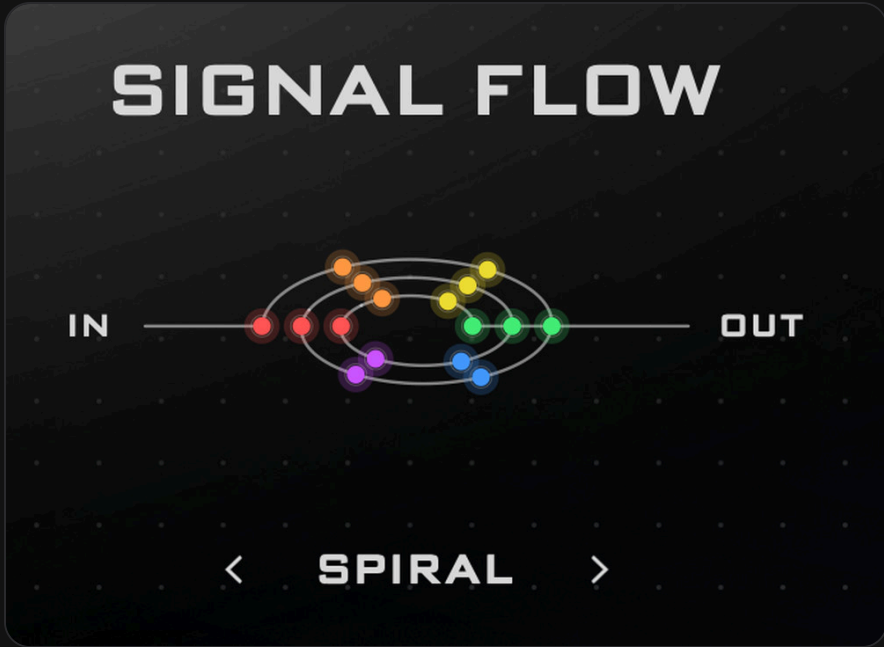
CHAIN

One effect into the next, in the order of the cards. Each effect hears what the one before it did, so the order changes the sound.



PARALLEL

GRAIN, **ECHO**, **SPACE** and **REVERSE** each get your clean sound, side by side. **VINYL** and **DRIVE** then color the result.



SPIRAL

Like parallel, but part of the sound goes around again, a little darker each time. Good for textures that keep growing.

ORDER

Drag a card by its colored bar on the FX page. The dots follow.

EFFECT MIX

GRAIN, **ECHO**, **SPACE** and **REVERSE** add their sound on top of yours. Up to 50 % your sound stays at full level, above 50 % it fades out. **VINYL** and **DRIVE** blend from clean to fully colored.

Inside an effect.

Click a card on the FX page to open an effect. All six pages work the same way.

- 1 GO BACK**
Back to where you came from.
- 2 NAME AND ON / OFF**
Turns this effect on or off.
- 3 MODE**
Every effect has a second mode. Click it to switch between **DEFAULT** and that mode.
- 4 MAIN KNOBS**
The sound of the effect. Drag up or down. They read 0 to 100, **TIME** and **LENGTH** show note values.
- 5 MODE CONTROLS**
Only work while the mode is on. A small dot next to them shows it.
- 6 MIX**
How much of this effect you hear. The same value as the % on its card.



GRAIN

Cuts your sound into tiny grains and plays them back, from a stutter to a floating pad.

SHAPE	The envelope of each grain, short and punchy to long and smeared
POSITION	How far back the grains read, up to 1.5 seconds
SIZE	How long a grain is, in time with your track, up to two beats
DENSITY	How many grains, from a few to a wall
SPRAY	Makes every grain a little different in time, pitch and level
REGEN	Feeds the grains back into a blooming wash

MODE: PITCH

More than half of the grains come back at **INTERVAL**: an octave down, an octave up or two octaves up.



Shown: the factory preset **BLOOPS**. More presets with only **GRAIN** on: **SWARM**, **HAILSTORM**, **RIPPLE**, **SCRUBBER**.

ECHO

Repeats locked to your tempo, straight or dotted, with a bit of tape wobble if you want it.

TIME	1/16 up to a whole bar. A dot means dotted: 1/4.
FEEDBACK	How many repeats
tone	Darker below 50, brighter above
FLUTTER	Tape wobble on the repeats

MODE: PITCH

Every repeat comes back at the interval set with **PITCH**: an octave down, a fifth, an octave, an octave and a fifth, two octaves, or a fifth and an octave at once. **WARM** makes them softer.



Shown: the factory preset **PITCH DELAY**. More presets with only **ECHO** on: **PING TAPE**, **SLAPBACK**, **CIRCLE OF FIFTHS**, **ELASTIC**.

SPACE

A reverb, from a small room to a huge 20 second hall.

SIZE	Small room to big hall
DECAY	How long it rings, 0.3 to 20 seconds
LOW CUT	Keeps the low end out of the reverb
COLOR	Dark to bright
PREDELAY	A short gap before the reverb, up to 200 ms

MODE: CHARACTER

AGE moves the reverb through the years, from 1972 to 1998: dark and gritty, through 1985 (the same as **DEFAULT**), to clean and tight.



Shown: the factory preset **VELVET PLATE**. More presets with only **SPACE** on: **CATHEDRAL**, **PERFECT VERB**, **ROOM TONE**, **GATED VERB**.

VINYL

Record and tape character: a doubled voice, chorus, lo-fi and saturation.

DETUNE	A doubled, thicker sound, without wobble
CHORUS	A wide, moving ensemble
DEGRADE	Lower sample rate and bits
TAPE	Saturation, glue and softer highs

MODE: DUST

Adds record dust that follows your playing and goes quiet when you stop. **AMOUNT** sets how much.



Shown: the factory preset **DUSTBIN**. More presets with only **VINY**L on: **WOBBLE**, **TWO OF ME**, **STATION HOP**, **SIGNAL LOSS**.

REVERSE

Plays your sound backwards in pieces, locked to your grid.

LENGTH	How long each piece is, 1/16 up to a bar
FEEL	Choppy to smooth
tone	Dark to open
FEEDBACK	Backwards tails that keep repeating

MODE: PITCH

Adds an octave to the reverse: -OCT, +OCT or +2 OCT.
SHIMMER blends it in. With FEEDBACK it keeps climbing.



Shown: the factory preset **NO SCOPE**. More presets with only REVERSE on: **BACKWARDS**, **FLIP SIDE**, **TRAPDOOR**, **RATTLE**.

DRIVE

Warm saturation, from tube to iron. More drive adds grit, not volume.

DRIVE	How hard it pushes
CHARACTER	Tube to iron
tone	Dark to bright
BOOST	Clean volume, up to +12 dB

MODE: FOCUS

Moves where the drive bites. Turn **FOCUS** left for the lows, right for the highs.

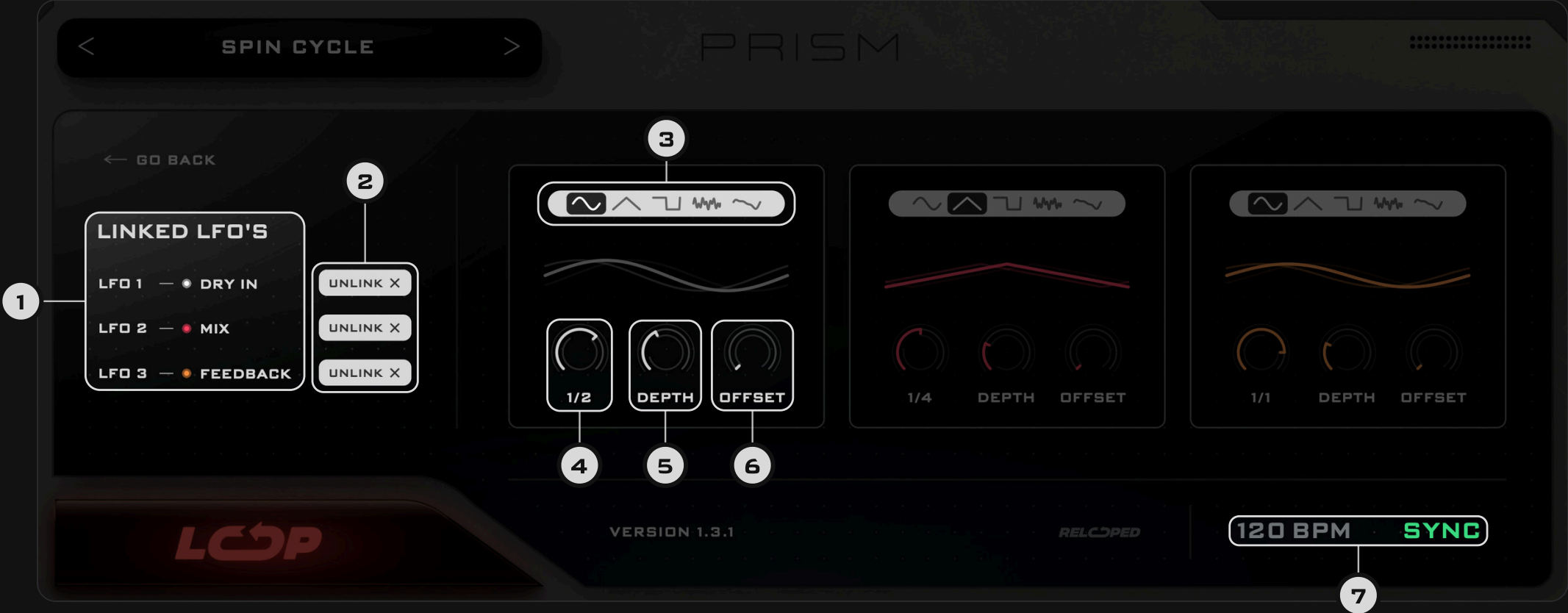


Shown: the factory preset **GROWL**. More presets with only **DRIVE** on: **BRICK**, **GLUE**, **LOW RIDER**, **BUZZ CUT**.

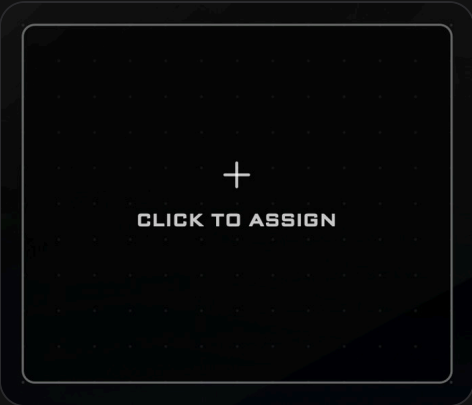
Make it move.

Three LFOs turn your effect knobs for you, in time with your track. Open them with **LFO** on the FX page.

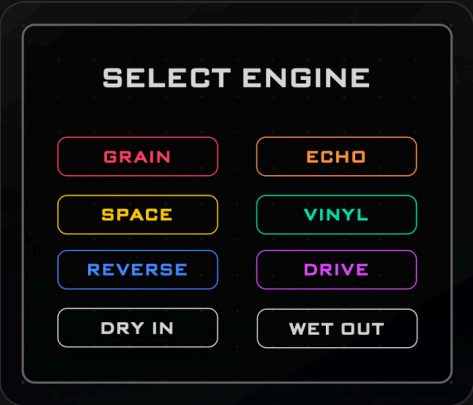
- 1 LINKED LFO'S**
What each LFO is moving. The dot has the effect's color.
- 2 UNLINK**
Frees the LFO again.
- 3 SHAPE**
Sine, triangle, square, random or organic. The display shows one cycle at the LFO's speed.
- 4 RATE**
From 1/32 up to 2/1, one cycle in two bars.
- 5 DEPTH**
How far it moves the knob.
- 6 OFFSET**
Shifts where in the cycle it starts.
- 7 TEMPO**
Your DAW's tempo. The LFOs always follow it.



Link an LFO in three clicks.



1 Click **CLICK TO ASSIGN**.



2 Pick an effect. **DRY IN** or **WET OUT** pulse the input or the output.

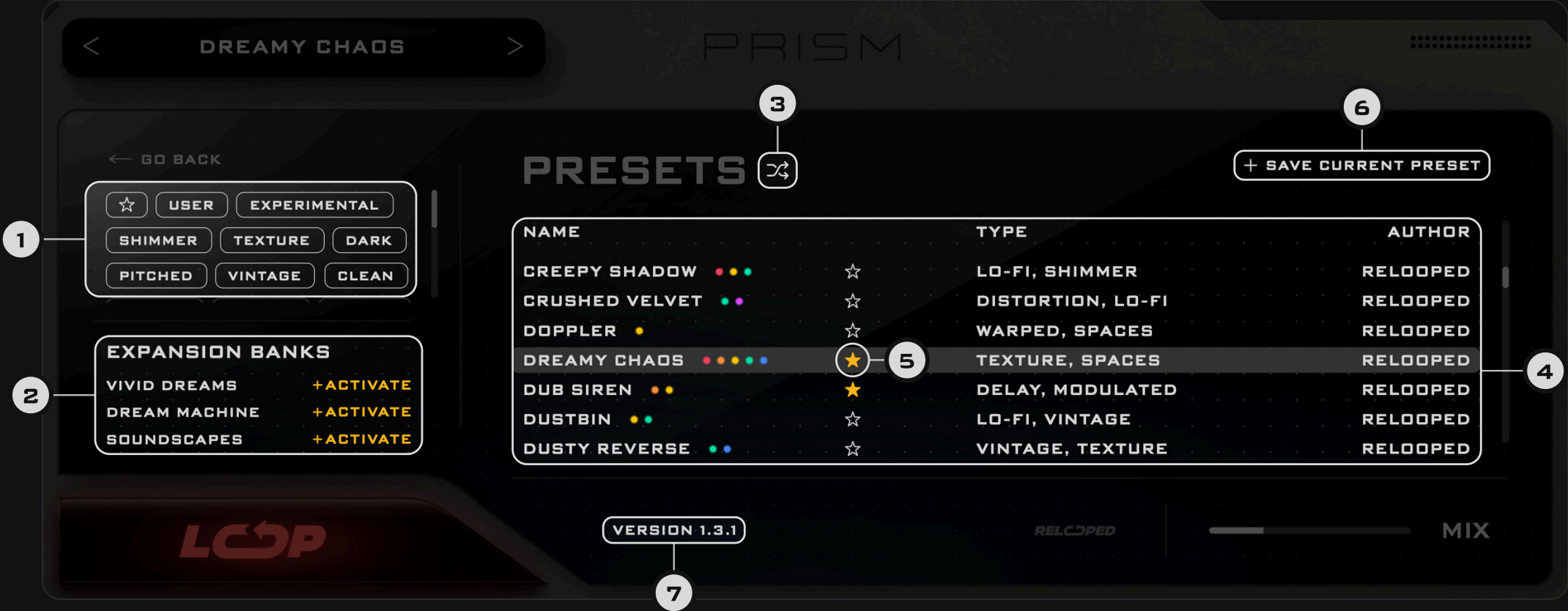


3 Pick the knob. Done.

Presets.

Click the preset name at the top to open the list. **< >** next to the name steps through presets without opening it.

- 1 CATEGORIES**
Show one kind of sound. The star shows your favorites, **USER** your own presets. Click again to show all.
- 2 EXPANSION BANKS**
More presets from Relooped (**page 27**).
- 3 RANDOMIZE**
Shuffles the list and loads a random preset from what you see. Click **NAME** to sort A to Z again.
- 4 PRESET LIST**
Click a row to load it, even while audio plays. The dots show which effects it uses.
- 5 STAR**
Marks a favorite. Your stars show up in every project.
- 6 SAVE CURRENT PRESET**
Saves your own (**page 27**).
- 7 VERSION**
Your PRISM version. When an update is out, a green note shows up next to it.



WHAT A PRESET HOLDS

The six effects with their settings and order, the signal flow, **MIX** and the LFOs. Your loop, **LOOP VOL**, **LOOP DRY/WET** and **FILTER** stay as they are when you load one.

THE ARROWS AT THE TOP

< > next to the preset name step through all presets, A to Z. After **RANDOMIZE** they follow the shuffled order, so you can try presets one after another.

Make it yours.

SAVE PRESET

CANCEL

NAME

MY VIBE

AUTHOR

USER

SAVE

ADD TO CATEGORY

PICK UP TO 2

DELAY

REVERB

SPACES

AMBIENCE

CLEAN

TEXTURE

DISTORTION

VINTAGE

EXPERIMENTAL

MODULATED

LONG TAIL

GRANULAR

REVERSE

LO-FI

GLITCH

PITCHED

SHIMMER

WARPED

FROZEN

PUNCHY

DARK

WIDE

Save your own.

- 1 Click + **SAVE CURRENT PRESET** and type a **NAME**. **AUTHOR** says **USER**, change it if you like.
- 2 Pick up to 2 categories and click **SAVE**. Your preset shows up under **USER**.

Same name as one of your presets? The button says **OVERWRITE**. To delete one of yours, select it and click **DELETE** in its row, then **YES**. It goes to the Trash (the Recycle Bin on Windows).

EXPANSION BANKS

VIVID DREAMS

+ACTIVATE

DREAM MACHINE

+ACTIVATE

SOUNDSCAPES

+ACTIVATE

Expansion banks.

- 1 Click a bank's name to find it on relooped.de.
- 2 Got one? Click + **ACTIVATE**. It opens the **Expansions** folder. Unzip the bank and drag the whole folder in.
- 3 A few seconds later it says **ACTIVE**. Click its name to see only its presets.

Any folder of PRISM presets you drop into **Expansions** becomes its own bank. Delete the folder to remove it.

YOUR PRESETS LIVE
HERE

~/Library/Reloopd/PRISM/Presets/User on a Mac, %APPDATA%\Reloopd\PRISM\Presets\User on Windows. To back them up, copy this folder.
Your stars are in **favorites.txt**, one folder up.

Good to know.

Your loop is saved with your project.

PRISM saves the whole recording, so **REGION** and sliding still work when you open the project again. Press **PLAY** or start your DAW to hear it.

Change the tempo any time.

The loop follows your DAW's new tempo and keeps its pitch.

DAW stopped?

LOOP catches right away. Press **PLAY** on the **LOOPER** page and the loop runs on PRISM's own clock.

Just the effects?

Don't hit **LOOP**, and PRISM is an effects plugin. Nothing gets in the way.

Latency.

PRISM adds none, with two exceptions it reports to your DAW, so everything stays in time: **PITCH** on the FX page (when it isn't 0) and **VINYL** (5 ms).

A bigger window.

Drag the lines in the bottom right corner, from 75 to 150 %. Double-click them for 100 %. PRISM remembers the size.

VERSION 1.3.1

UPDATE 1.4.0 AVAILABLE

Updates.

When a new version is out, a green note shows on the PRESETS and LFO pages. Click it to get the download, then install it over the old one. Your presets and your activation stay.

HELP Questions, or moving PRISM to a new computer? Write to info@relooped.de. Downloads: relooped.de/pages/prism-multi-fx-looper-download

PRISM

MULTI-FX LOOPER BY

RELOOPE

relooped.de