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Telephone/Fax/E-mail	Country
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+608-204-7703	for all other countries
1-608-250-1745 (Fax)	All countries
http://mediasoftware.sonypictures.com/custserv	

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Boring Stuff

If I were you, I'd skip to the next chapter, but if you have any problems with Super Duper Music Looper® software, show this chapter to an adult.



System requirements

We recommend the following system specifications to run Super Duper Music Looper software:

- Microsoft® Windows® 98SE, 2000, or XP
- 133 MHz processor
- 50 MB hard-disk space for program installation
- 32 MB RAM
- Windows-compatible sound card
- CD-ROM drive
- Internet Explorer 5.0 or later (included on CD-ROM)

Installing the application

Prior to installing Super Duper Music Looper software, we recommend that you exit all open applications and temporarily disable any virus protection.

1. Insert the Super Duper Music Looper CD-ROM.
 - The Super Duper Music Looper Installation screen is displayed if CD-ROM AutoPlay is enabled.
 - If CD-ROM AutoPlay is turned off, click  and choose Run. The Run dialog displays.
2. In the Run dialog, type the CD-ROM drive's letter and add `:setup.exe`.
3. Click .
4. Click Install to begin the installation process.
5. Follow the on-screen prompts and enter the necessary information when required.

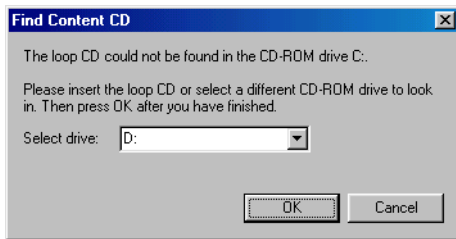
6. At the final screen prompt, click Finish.




If you're installing Super Duper Music Looper software with the Microsoft Windows 2000 or XP operating system, your user account needs to be a member of the Administrators group.

About the content CD

Super Duper Music Looper software requires that the CD-ROM be located in the computer's CD-ROM drive while the program is running. If the program is started without the CD-ROM inserted, you will see this window:



If this happens, follow these steps:

1. Insert the program's CD-ROM.
2. Choose the drive from the Select drive drop-down list.
3. Click .



Let's Get Loopy

Welcome to the exciting world of Super Duper Music Looper® software. This amazing program puts the power of music at your fingertips.

In no time, you'll be making music that will amaze your friends. Best of all, you don't need to know anything about music. All you need is Super Duper Music Looper software, your PC, and a little imagination.

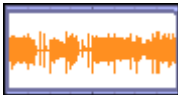
What's a loop?

Super Duper Music Looper software makes it easy, fast, and fun to make music by using loops. What do you think of when you hear the word *loop*? Probably something that looks like this:



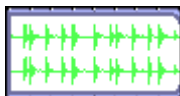
Musical loops are a lot like that. They are small pieces of music that are played over and over to make songs. Most loops are one sound or one instrument, maybe a drum roll or a guitar being strummed.

This is what a loop looks like in the program.



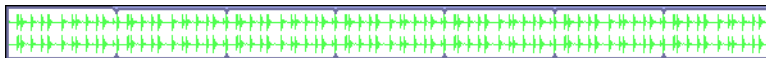
Think of loops as musical building blocks. A single block is pretty boring, but if you have 1,000 blocks, you can build almost anything.

Here is another loop. It is the sound of a drum.



A loop...

If you put a bunch of these loops end-to-end, you have a beat.



...becomes a beat...

And if you put a bunch of loops together, you suddenly have music.



...and finally a song.

Pretty cool. Are you ready to try?

Getting started

After an adult helps you install Super Duper Music Looper software, you will see this icon on your computer's desktop:



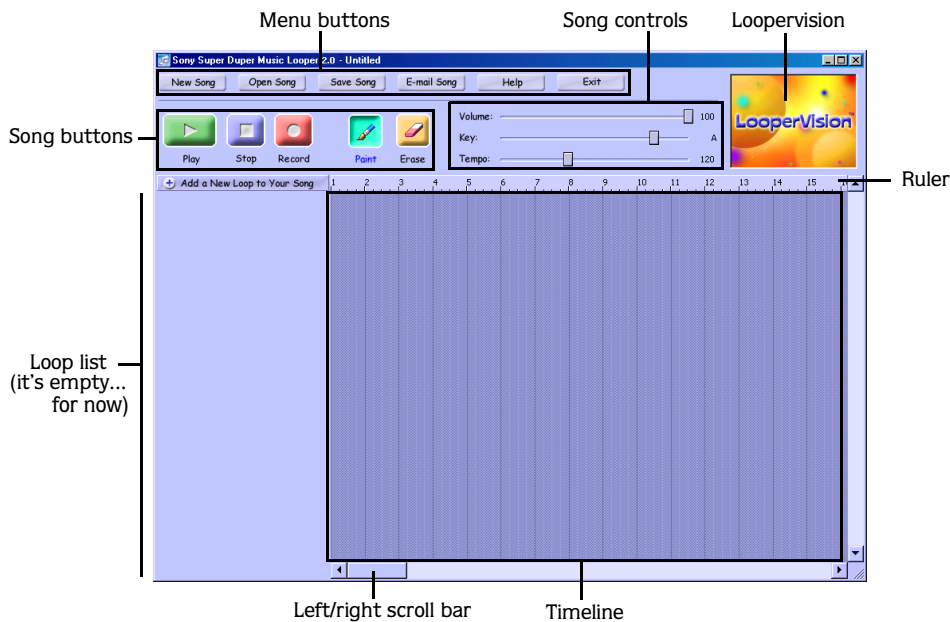
To start the program, double-click this icon.



If you just installed the program from its installation menu screen, you can start it from that screen.

What do you see?




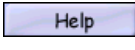
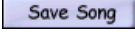
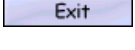
The Super Duper Music Looper window looks like this:



Don't worry if it seems confusing. You will learn all about it in the next few pages.






Menu buttons

These are the buttons at the top of the screen.

Button	What does it do?	Button	What does it do?
	Closes the song you are playing so you can start a new song.		E-mails the current song to a friend.
	Looks for songs on your computer or on the CD-ROM.		Helps you use the program if you get stuck.
	Saves a song.		Closes the program.


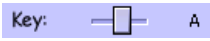

Song buttons

These are the buttons you will use to make and play music.

Button	What does it do?	Button	What does it do?
	Plays a song from the start.		Picks up the paintbrush so you can paint loops.
	Stops the song that is playing.		Picks up the eraser so you can erase loops.
	Lets you record your own loops.		


Other screen items


These are some of the other things you see on the screen. It may help you to look at the picture on page 7 while reading about what each thing does.


Item	What does it do?
	Changes how loud a song is.
	Changes the key of a song.
	Changes how fast a song plays.
Loopervision	Plays cool special effects with your songs.
Loop list	Lists all of the loops in your song.
Timeline	Where you paint and erase loops in the song.
Ruler	Shows you how long the song is in measures and beats. There are four beats in every measure.
Left/right scroll bar	Moves the timeline to the left and right so you can see and paint loops in all parts of a song.
Up/down scroll bar	Moves up and down in the loop list so you can see all of the loops in a song.

Mousing around

Move the mouse around the screen. Do you see how it changes?

If you put the mouse in the timeline, it looks like this . This is the paintbrush. You can use it to paint loops.

If you put the mouse in the ruler, it looks like this . This is the play pointer. You can use it to play songs from places other than the start.

If you put the mouse on buttons or controls, it looks like this . This is the pointer. You can use it to click buttons and move controls.

Now, let's hear what Super Duper Music Looper software can do.


Let's listen to some music

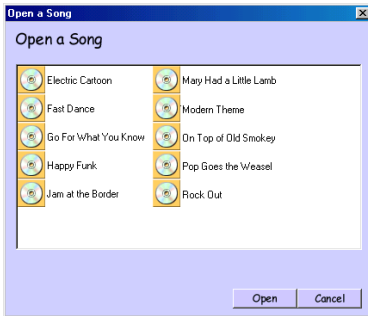
When you start Super Duper Music Looper software, a song is opened so you can start listening to music right away. If you want, you can open a different song. Let's start by finding a different song to play.

Where are the songs?


The Super Duper Music Looper CD-ROM contains songs for you to listen to and change. Opening, listening to, and changing these songs will help you learn to use the program.

Opening a song

1. Click the  button. You will see this window and a list of songs.



Use this window to find and open songs.

2. Click the song you want to hear.
3. Click . The program opens the song. You're looking at music!



When you start making your own music, your songs will have different icons next to them so they will be easier to find.

Playing the song

To play the song from the start, click the Play button. It looks like this:



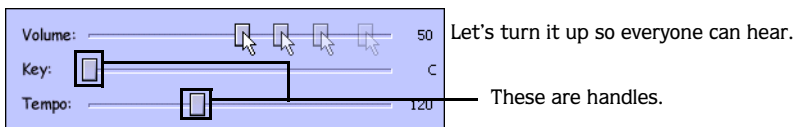
Watch the long black line slide across the screen while the song plays. This line shows you what part of the song you are hearing. When the song gets to the end, it starts over.

Turn it up! (or down)

The Volume control plays the song louder or quieter.

1. Put the pointer on the Volume control's handle.
2. Click the left mouse button and hold it down.
3. Drag the handle to the left to make the song quieter or to the right to make it louder.

The number you see next to the control tells you how loud the song is: 0 is silent, and 100 is the loudest setting.



4. Let go of the mouse button.



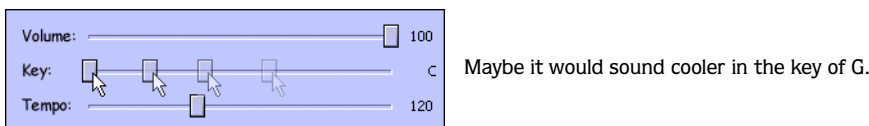
Move the Volume control while the song is playing to find the volume you want.

Key changes

The Key control changes how a song sounds by changing the pitch of the song's loops.

1. Put the pointer on the Key control's handle.
2. Click the left mouse button and hold it down.
3. Drag the handle to the left or the right.

The letter next to this control tells you what key the song is in.



4. Let go of the mouse button.

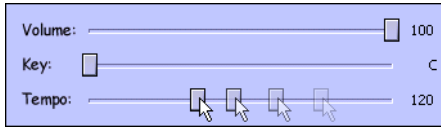


Move the Key control while the song is playing to find just the right key.

Speed it up or slow it down

The Tempo control changes how fast a song plays.

1. Put the pointer on the Tempo control's handle.
2. Click the left mouse button and hold it down.
3. Drag the handle to the left to make the song slower or to the right to make it faster.



Faster! Faster! Faster!

4. Let go of the mouse button.



Move this control while the song is playing to find the tempo you want.



The number you see next to this control tells you the speed of the song, measured in beats per minute.

Stopping the song

To stop the song, click the Stop button. It looks like this:



When you click this button, the music stops and the black line disappears.

Playing a part of a song

What if you don't want to play a song from the start? Good question.

Remember when we put the mouse on the ruler and it turned into the play pointer (👉)? This tool lets you start playing a song from any place in the song. Try it. Put the play pointer (👉) in the ruler and click the mouse. The black line appears and the song plays from the measure you clicked on.

Listening to a loop

Super Duper Music Looper software makes it easy to listen to any loop in a song. If you put the pointer (☞) on the loop's icon, the loop will play. Try it.



Let's hear what that guitar sounds like.

Putting the pointer (☞) on a loop's icon and clicking will let you change that loop. That's a great way to start making your own music. *To learn more about this, find [Changing loops to make a new song](#) on page 14.*

Changing the volume of a loop

Super Duper Music Looper software also lets you change how loud a loop is played.

1. Put the pointer (☞) on the handle of the loop's Volume control.
2. Click the left mouse button and hold it down.
3. Drag the handle to the left to make the loop quieter or the right to make the loop louder.



Everybody loves more bass!

4. Let go of the mouse button.



One of the last steps in making a song is to change the volume of each loop to make them sound good together. Professionals call this *mixing*.

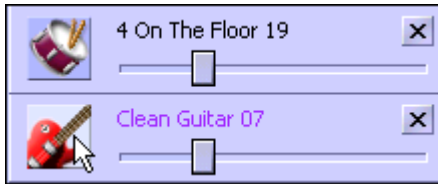
Making an old song new

The easiest way to make music with Super Duper Music Looper software is to change a song from the CD-ROM. The easiest way to change a song is to change its loops.

Changing loops to make a new song

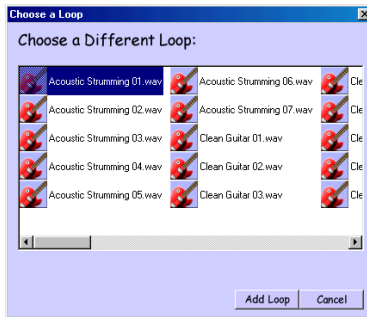
Let's mess with a song from the CD-ROM.

1. Open and play any song. To learn more about this, find *Where are the songs?* on page 9.
2. Decide which loop you want to change and click its icon.



This guitar could be better.

You will see this window.



So many choices!

This window lets you pick which loop will be switched with the one you clicked in the song.

3. Click the loop you want to put in the song. You can hear what the loop sounds like!
4. Click loops and listen until you find one you really like.
5. When you find the loop you want, click **Add Loop**. The new loop is switched with the old loop, but the timeline still has loops painted on it.
6. Play the song. You're surprised, I bet. That's right: all the loops painted with the old loop now sound like the new loop.
7. Keep changing loops and playing the song.



Did you notice that loops can only be switched with loop styles of the same type? For example, you can only change drums with other drums or a guitar with a different guitar. We don't want you getting *too nutty*.

More changes



Change the song's tempo and key. You'll be amazed at how easy it is to make an old song your own.

If I could do it all over again...

You can! When you are done changing a song from the CD, you can open the original again and start fresh. Now, where did I put those loops?...



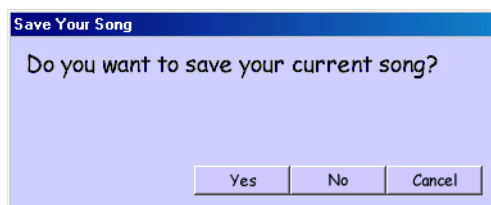
Let's Make Our Own Music

You can also use Super Duper Music Looper® software to make your own songs from start to finish.

Starting a new song

First, let's tell the program that you want to start a new song. Do this by clicking .

If you are playing with a song when you click , the program will ask you if you want to save any changes to that song.



Do you want to save the song you are playing with?

When you see this window, you have three choices:

- If you don't want to save your changes, click .
- If you want to save your changes, click and turn to page 25.
- If you want to keep playing with the song, click .

Take my loops...please

When you start a new song, the loop list and timeline are empty. Now that we have a clean screen, let's pick some loops.

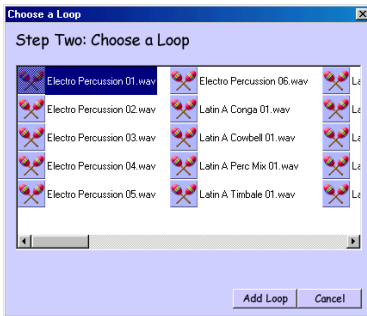
Picking loops for your song

1. Click . You will see this window.




Now...what instrument to add?

2. Click the loop style you want to add. You will then see the Choose a Loop window for that style.




So many choices...

3. Click the loop you want to add. Aha! So that's what it sounds like.
4. Click . Super Duper Music Looper software adds the loop to your song.
5. Repeat this until you have a bunch of new loops to play with.

Throwing out a loop

Getting rid of loops in a song is easy.

1. Click the  next to the loop's name.

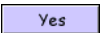


I knew that saxophone solo was a bad idea.


The program asks you if you really want to do this.






Are you sure? Are you super-sure?

2. Click . The loop is deleted.
 3. Repeat these steps until all the loops you don't want are gone.
- Are you ready to get messy?

Painting the town

Now that we have some loops to play with, let's pick up that paintbrush () and get crazy.

The paintbrush () is what you use to paint loops.

1. Click  to pick up the paintbrush.
2. Put the paintbrush () in the timeline.
3. Click and hold the left mouse button.
4. Drag the mouse to the right to paint a loop.



Let's paint some guitar.


5. Let go of the mouse button to stop painting.



You will hear the loop while you are painting it.

Making your loops longer

After you paint a loop, it is easy to make it longer.

1. Put the paintbrush () on the loop.
2. Click and hold the left mouse button.
3. Drag the mouse to the left or right until the loop is as long as you want.



I don't know about you, but I can't get enough bass.

4. Let go of the mouse button to stop painting.

Painting tricks




Instead of dragging the mouse to paint whole loops, click the left mouse button to paint small pieces of a loop.



What a cool trick!






Hold the left mouse button and drag the paintbrush () all over the screen to make crazy-sounding music.

Using the eraser

Nobody is perfect. What if you paint a loop by mistake or paint a loop and don't like the way it sounds? Never fear; Super Duper Music Looper software has an eraser.

Picking up the eraser

To pick up the eraser, click . Now move the pointer () into the timeline and you will see the eraser ().

Erasing whole loops

After you pick up the eraser (🖌️), erasing loops is as easy as painting.

1. Put the eraser (🖌️) on the loop you want to erase.
2. Click and hold the left mouse button.
3. Drag the mouse to the right or left and the loop will disappear.



That rap is whack!

4. Let go of the mouse button to stop erasing.

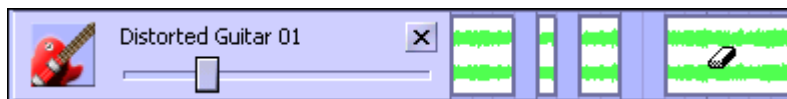
Erasing tricks



For an erasing shortcut, click the right mouse button while using the paintbrush.



Instead of dragging the mouse to erase whole loops, click the left mouse button to erase small pieces of a loop.



Erase a little here and there.

Recording


What makes hit songs really catchy? Singing! Super Duper Music Looper software lets you record voices and noises from a microphone connected to your computer so you can add sing-alongs and raps to your songs.



Ask an adult to help you connect the microphone to the computer.



Rolling

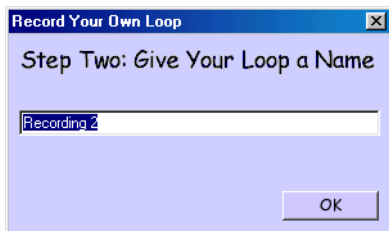
After the microphone is connected to the computer, you are ready to start recording.

1. Click the Record button. It looks like this . You will see this window:




Are you ready to do some singing?

2. Talk into the microphone. Do you see the levels move up and down?
3. Ask the people around you to be quiet. You're trying to record.
4. When you are ready, click . You will hear your song while you are recording.
5. After you finish your singing or rap (or whatever), click . You will see this window.



What should I call that one?

6. Type a name for your new recording.
7. Click . Super Duper Music Looper software saves it as a loop and puts it in your song.



Another phat track, Jack!

8. Paint your loop in the song like you would any other loop.



Who says you have to record singing? Have your friends make weird noises into the microphone and see what kind of loops they become in your songs. The weirder, the better!

Are you ready to save this hit?




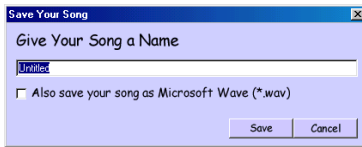
Saving and Sharing

It's time to save your song and share it.


Saving a song you are working on

What if you are still working on a song when it's time to put Super Duper Music Looper® software away? Songs that are not finished can be saved.

1. Click . You will see this window:



What will you call it?

2. Type the name of your song in the box.
3. Click . Your song is saved.




When a song is finished, you can also save it so it can be shared with your friends. *To learn more about this, find [Saving a finished song so anyone can play it](#) on page 26.*




Your songs are always saved in the application's My Songs folder.

Finding a song again



1. Click . You will see this window:



Now what did I name that song?

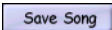
2. Click your song.
3. Click . The program opens your song and you can play again.

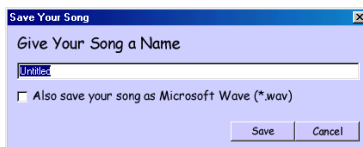


You can always find your songs because they have this icon: . Songs that came on the CD-ROM have this icon: .

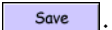
Saving a finished song so anyone can play it

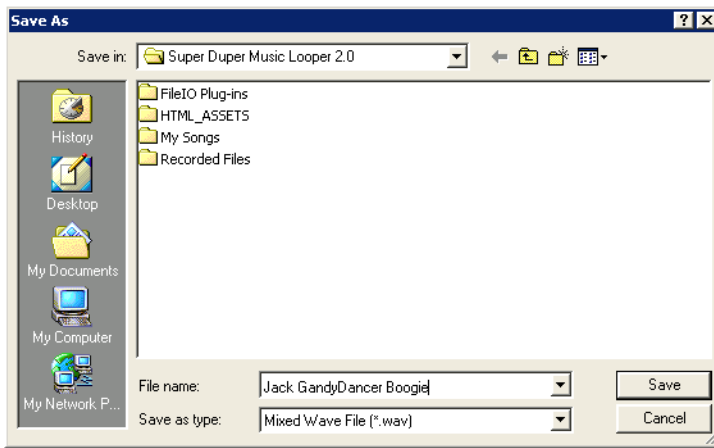
When you finish a song, you will want to save it so anyone can listen to it, even if they aren't lucky enough to have Super Duper Music Looper software.


1. Click . You will see this window:



Won't your friends be amazed when they hear this song?

2. Type the name of your song in the box.
3. Put a check in the Also save your song as Microsoft Wave (*.wav) check box.
4. Click . You will see this window:



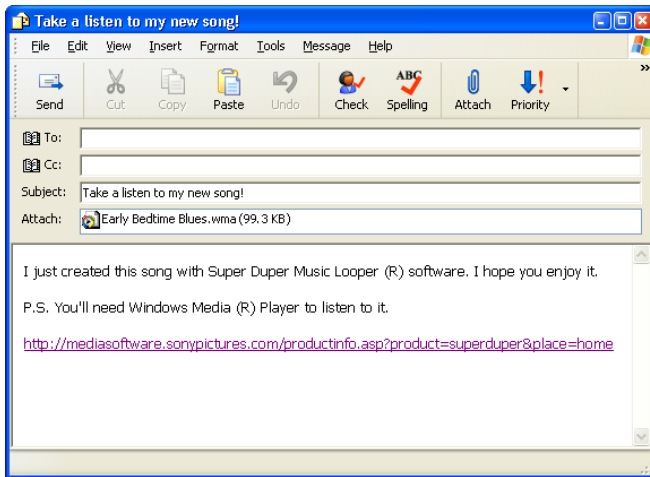
5. Type the name of your song in the File name box.
6. Have an adult show you where to save the song.
7. Click . Super Duper Music Looper software saves your song as a file that can be played on any PC.

E-mailing a song

Now let's share this song with the world. Super Duper Music Looper software lets you e-mail songs to your friends. This can be tricky at first, so don't be afraid to ask an adult for help.

1. Click **E-mail Song**. Super Duper Music Looper software automatically changes your song to a smaller file.

This may take a few minutes, so be patient. When it's done, the program will start your computer's default e-mail program and create a message with your song attached. You'll see a window that looks like this:



2. Type your friend's e-mail address in the To box.
3. If you want to, edit the e-mail text.
4. Click Send. Super Duper Music Looper software connects to the Internet if necessary and sends your song. All you have to do now is sit back and wait for them to ask how you did it.



Before sending your message, Super Duper Music Looper will connect to the Internet if necessary.

Super Duper Music Looper software is not compatible with all e-mail programs. If it cannot start your e-mail program, Super Duper Music Looper software will show you a message to tell you that it was unsuccessful.

If you need help, please ask an adult.

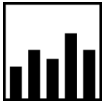
Glossary of Musical Terms

Here are some words you may find in the Super Duper Music Looper® manual.



Beat

The musical rhythm. The beat of a song is usually determined by the sound of the drums.



Level

The volume or loudness of a loop or song. Levels are adjusted using the Volume controls.



Loop

A small piece of sound or music that is played over and over to make a longer sound or song. Super Duper Music Looper software lets you use loops to make your own music.



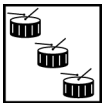
Mix

To change the loudness of different loops to make them sound good together.



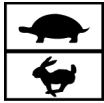
Music

Melodic sounds that are pleasing to the ear.



Rhythm

Repeating pattern of beats.

**Tempo**

How fast or slow a song is played. Tempo is measured in Beats per Minute (bpm). You can change a tempo using the Tempo control.

**Volume**

The loudness of a loop or song. You can change the volume using the Volume control.