MOOER

GL200

GROOVE LOOP SERIES

PHRASE & DRUM STATION

Owner's Manual

CONTENTS

PRECAUTIONS

Please read carefully before use

Power Supply

Use the correct AC power outlet to connect the power adapter. Please use a 9V 500mA center-negative power adapter. Using an incorrect adapter may result in device damage, fire, or other issues. Unplug the power supply when not in use or during thunderstorms.

Connections

Always power off this device and any connected equipment before plugging in or unplugging cables, to prevent malfunction or damage. Also, disconnect all cables and power before moving the unit.

Placement

To avoid deformation, discoloration, or serious damage, do not place the unit in the following conditions:

- Direct sunlight
- Magnetic fields
- Dusty or dirty areas
- Areas with strong vibration or shaking
- Near heat sources
- High temperature or humidity
- Damp environments

Electromagnetic Interference

Keep the unit away from radios and televisions to avoid interference during use.

Cleaning

- Use a dry, soft cloth or a slightly damp cloth to clean the unit.
- Do not use abrasive cleaners, alcohol, paint thinner, wax, solvents, detergents, or chemical agents.

Operation

- Do not apply excessive force to switches or controls.
- Do not allow paper scraps, metal objects, or other foreign materials to fall inside the unit.
- Do not drop the unit or subject it to impact or excessive pressure.

FEATURES

- Stereo looper and drum machine pedal — the perfect tool for capturing musical inspiration.
- 100 storage slots with up to 800 minutes of total recording time, offering ample space for creativity.
- Dual TRS MIDI ports for seamless multi-device synchronization.
- Built-in Bluetooth audio for convenient playback of custom practice tracks.
- Versatile input options support instruments, line-level sources, and microphones.
- Import custom drum kits and MIDI rhythms to build your personalized groove library.
- Enhanced control layout for a smoother, performance-focused user experience.
- Drum Match intelligently analyzes your loop and matches the most suitable drum pattern.
- 1.28-inch circular touchscreen display for clear status monitoring and intuitive control.
- Time Stretch allows you to change playback speed without affecting pitch.
- Auto Rec detects input signal and starts recording automatically — no more timing anxiety.
- Headphone output supports silent practice.

PANEL DESCRIPTIONS

01 **DRUM Volume Knob**
Adjusts the drum machine volume.

02 **LOOPER Volume Knob**
Controls the playback volume of the looper. At the center position, the volume matches the dry signal; maximum adds up to +6dB; minimum mutes looper playback (negative infinity).

03 **SPEED Knob**
Adjusts the playback speed of both the looper and the drum machine.

04 **MENU Encoder**
Used for navigating the on-screen menu and adjusting values. Press and hold to save loops.

05 **1.28-Inch Circular Touchscreen**
Displays various status screens and allows for direct control of certain functions.

06 **AUTO REC Button with LED**
Toggles the Auto Rec (automatic input-detection recording) function. LED indicates on/off status. Press and hold the button while turning the MENU encoder to quickly adjust the trigger threshold.

07 **TAP Button with LED**
Tap repeatedly to set the tempo. LED flashes at the current BPM. Press and hold to enter the BPM adjustment screen, or hold the button while turning the MENU encoder to quickly fine-tune the BPM.

08 DRUM Button with LED

Short press: LED blinks, indicating the drum machine is in standby. Starting a loop recording will automatically start the drum machine.
During loop playback: short press to toggle drum machine on/off. LED stays lit when active.
Long press: opens the Drum Settings screen, where you can adjust drum style, rhythm pattern, speed, and volume.

09 Left Footswitch

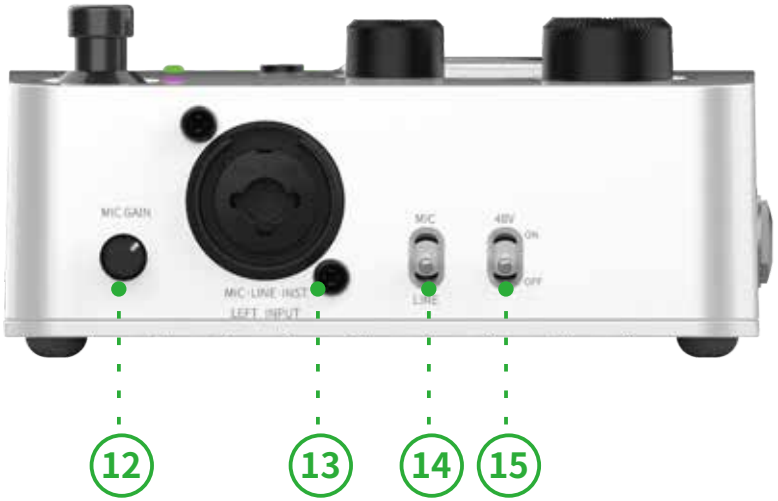
In Looper mode: short press to record, play, or overdub; long press to undo, redo, or cancel.
Simultaneously press the Left and Middle footswitches to move to the previous phrase location.

10 Middle Footswitch

When no loop is present: repeatedly press the Right footswitch to tap the tempo.
During playback: short press to stop playback.
When paused: long press to clear temporary loop data.
Long press + hold MENU encoder to delete all loop data.

11 Right Footswitch

Press to toggle drum machine on/off.
Simultaneously press the Middle and Right footswitches to move to the next phrase location.



12 **MIC GAIN Knob**
Adjusts the microphone preamp gain level.

13 **XLR & 1/4" Combo Input Jack**
Accepts either XLR (mic/line) or 1/4" TS instrument inputs.
Acts as the Left Input when using stereo connections.

14 **MIC/LINE Switch**
Selects the input mode for the XLR jack — Microphone or Line.
(Line mode bypasses the mic preamp gain control.)

15 **48V Switch**
Phantom power toggle.
Set to "ON" when using condenser microphones that require 48V phantom power.

16 **Input Jack**
1/4" TS input jack. Functions as the Right Input when used in a stereo setup.

17 **Output Jacks**
Two 1/4" TS output jacks. In stereo mode, each jack corresponds to the Left and Right input signals respectively.

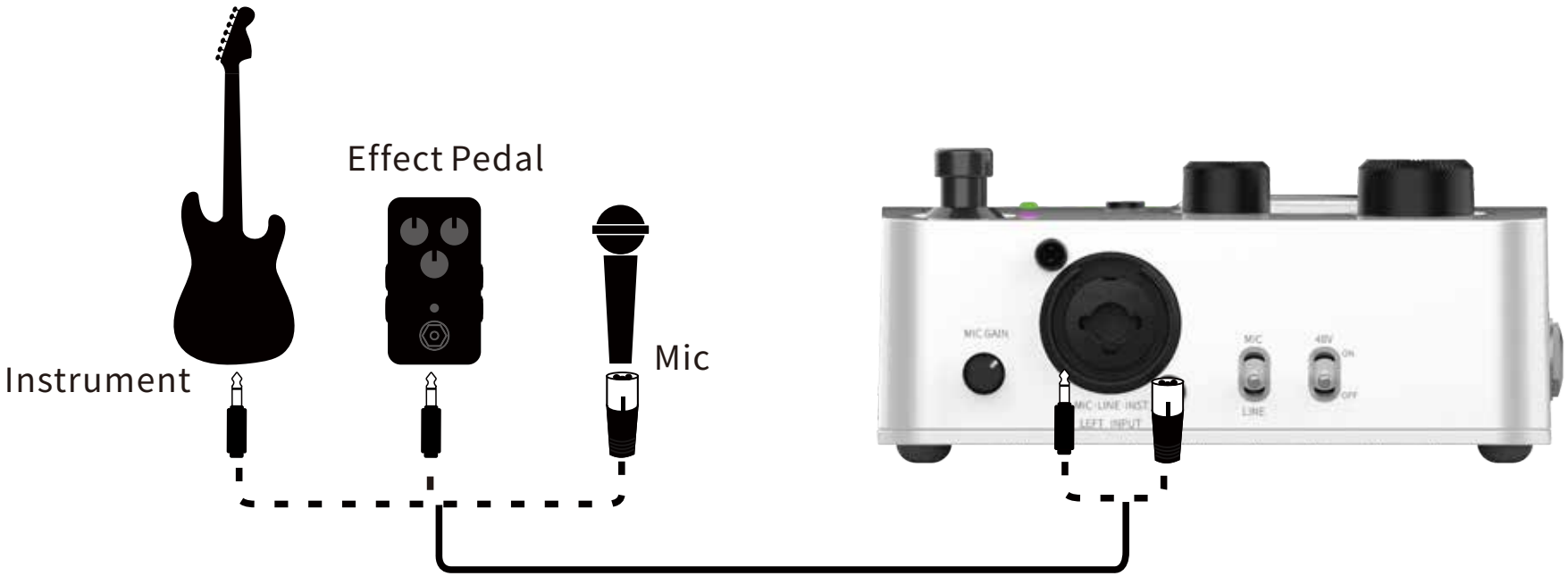
18 **Headphone Jack**
3.5mm TRS stereo headphone output jack.

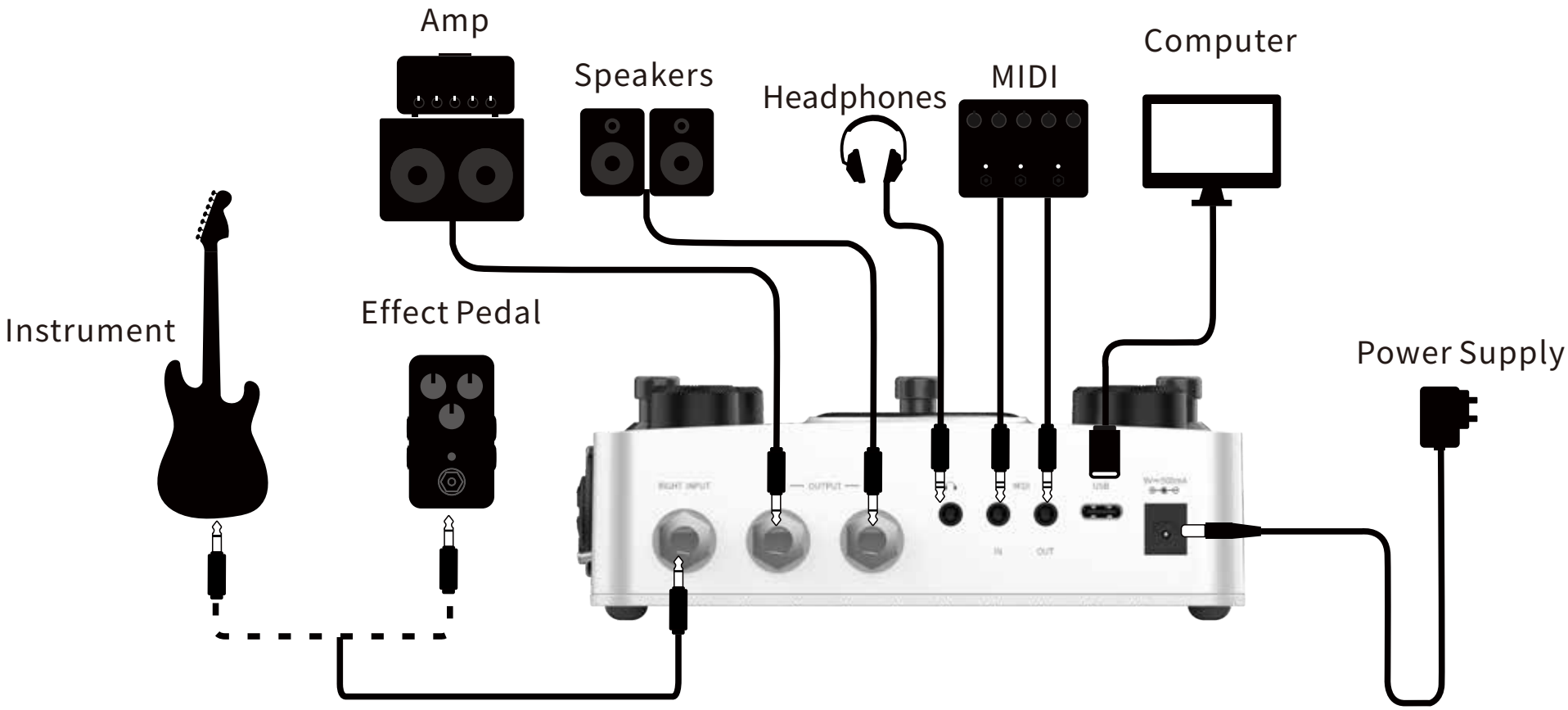
⑲ **MIDI Jacks**
Two 3.5mm TRS jacks for MIDI IN and MIDI OUT, used for syncing and controlling external MIDI devices.

⑳ **USB Port**
USB Type-C port for data import/export and firmware updates via computer connection.

㉑ **Power Input**
Connects to a 9V DC (center-negative) power adapter with at least 500mA output.
For optimal performance, we recommend using the original power adapter to avoid unwanted ground noise or interference.

CONNECTION SCENARIOS





Note: Depending on your connection setup, you can configure the INPUT SETTING in the MENU to either Stereo or Mixed (L+R) input mode.

FEATURE OVERVIEW

BASIC OPERATION

1、Selecting a Storage Slot
There are two methods for selecting a storage slot.

a、Use the MENU encoder to scroll and select

b、Use the footswitches to select
Press Left + Middle footswitches simultaneously to move backward through storage slots (decrease).
Press Middle + Right footswitches simultaneously to move forward through storage slots (increase).

2、Basic Looper Operations

01、Record / Play / Overdub

In an empty storage slot, press the Left footswitch once to cycle through the following actions:
Record → Play → Overdub

02、Undo / Redo

While in playback mode, press and hold the Left footswitch to perform undo or redo operations.

03、Cancel

While recording or overdubbing, press and hold the Left footswitch to cancel the unwanted take and immediately restart the recording or overdubbing process.

04、Stop

While the loop is running, press the Middle footswitch once to stop playback.

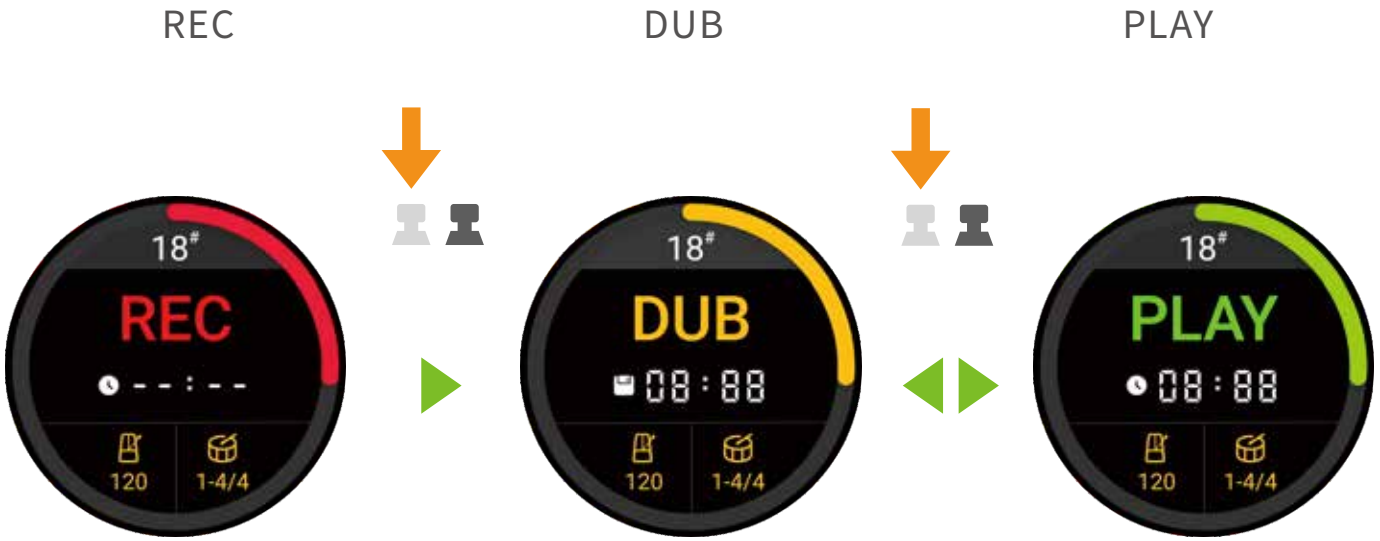
05、Clear/Delete

Press and hold the Middle footswitch to clear the temporary loop data.

Press and hold the Middle footswitch while also holding the MENU encoder to delete all stored data.

The default Record → Play → Overdub sequence can be changed to Record →Overdub → Play in the MENU settings.

Play Mode Selection



This mode allows you to start overdubbing immediately after finishing the first recording layer, without waiting for a full playback cycle to begin overdubbing.

3、Saving Loops

The GL200 stores recorded files in two ways: automatic temporary storage and manual saving.
When recording to any storage slot, there’ s no need to interrupt your performance to save — the GL200 automatically stores all recorded content as a temporary file to the current storage location. In other words, you won’ t lose your recordings even if you forget to save manually — everything is backed up in real time.
Manual saving, on the other hand, works more like finalizing your recording: it merges the loop layers into a single audio file and locks it in for added security.
Manual saving can be done as follows:

emporary Saving

Hold to Save

Manual Saving

After performing a manual save, the temporary storage icon will change to the save icon.

The following outlines the differences between manual saving and automatic temporary storage:

Key Differences	Automatic Temp Saving	Manual Saving
1	Press and hold the Right footswitch to clear.	Press and hold the Right footswitch together with the MENU encoder to Delete.
2	After overdubbing, two layers of audio are created. You can perform Undo and Redo actions to manage these layers.	Merging creates a new file, and the process is irreversible.
3	After using Time Stretch to change playback speed, overdubbing cannot be performed directly.	After using Time Stretch to change the playback speed, you can continue overdubbing after performing a manual save.
4	Automatically temporarily stored content cannot be previewed or exported via the computer software.	Content that has been manually saved can be previewed and exported using the computer software.
5	Automatically temporarily stored content with two layers will take up more storage space.	Manual saving merges the existing two layers into a single file, saving storage space.

4、Basic Drum Machine Operations

01、Drum Machine Interface

Entering the Drum Machine Menu

a. Tap the drum icon on the touchscreen;
b. Or press and hold the physical DRUM button.

The interface offers 11 drum machine styles, each with 20 selectable rhythm patterns. Volume and BPM speed adjustments are also available.
Select items by tapping on the touchscreen, and adjust values using the MENU encoder.

02、Drum Machine Play/Stop

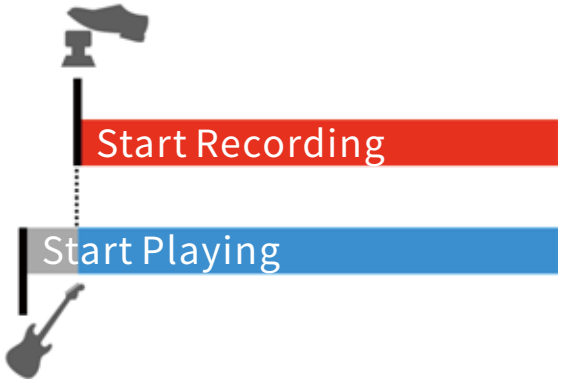
Toggle the drum machine on/off by pressing the Right footswitch once.

Note: During loop playback, you can toggle the drum machine on or off at any time using the DRUM footswitch. The drum machine will always stay synchronized with the loop.

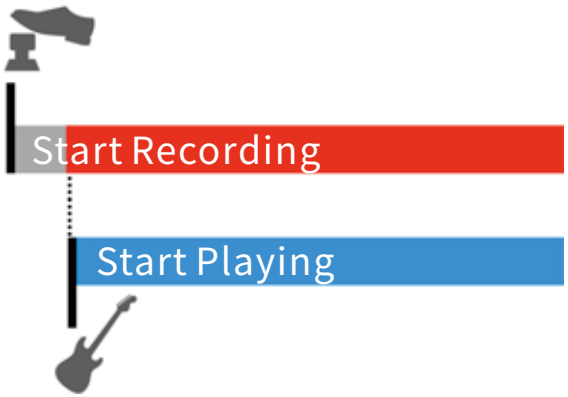
RECORDING THE PERFECT LOOP

Recording a perfect loop is not easy. There are three key factors:
a. A perfect start
b. Consistent performance throughout
c. A perfect ending
“Perfect” means that the timing of starting and stopping aligns flawlessly with your playing — in simple terms, whether your loop is on the beat. Let’ s explore what happens when the start isn’ t so perfect.

a. An imperfect start

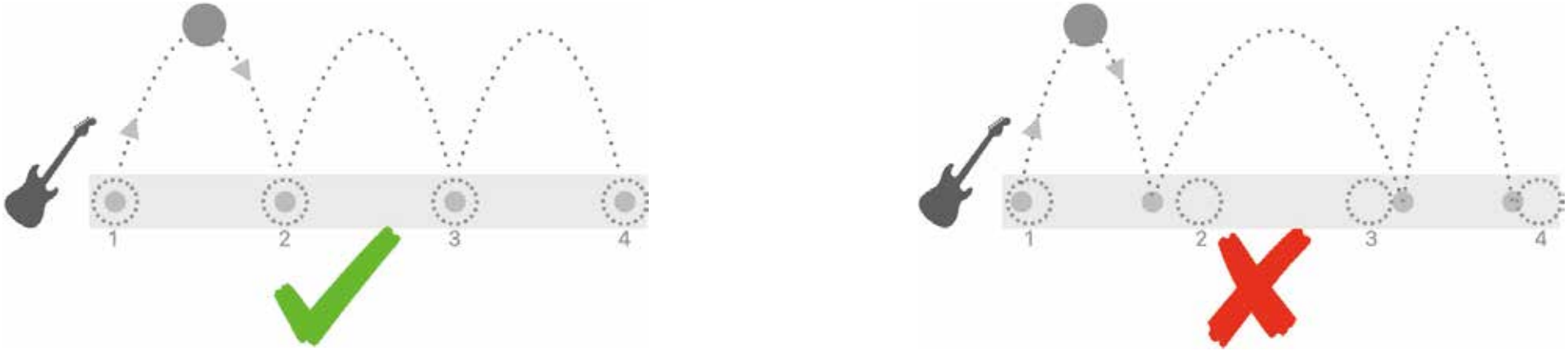


Scenario 1: Starting Recording Too Late, Causing Cut-Off Notes



Scenario 2: Starting Recording Too Early, Causing a “Lagging” Start Point

b、Unstable Performance



c、An Imperfect Ending

Scenario 1: Stopping
Recording Too Early, Causing “Early Cut-Off”

Scenario 2: Stopping
Recording Too Late, Causing a “Lagging” End Point

Are these common “mistakes” causing you frustration, trapping you in a vicious cycle of playing worse because you’ re afraid to make mistakes, and being afraid because you play worse?

We’ ve designed a series of features to help you overcome these challenges, so you can focus solely on playing steadily and create perfect loop recordings with ease.

1、Auto Rec – Start Recording Automatically When You Play

Auto Rec automatically starts recording by detecting the input signal, effectively eliminating the common issue of timing mismatch between manual recording and playing. Once enabled, recording begins precisely when you start playing, improving both efficiency and workflow smoothness.

01、How to Use Auto Rec

- Press the AUTO REC button on the panel; the indicator light will turn on, signaling that the function is enabled.
- Press the Left footswitch to put the device into recording standby mode.
- When the input signal is detected (e.g., guitar playing), recording will start automatically.

02、How to Cancel Auto Rec

While in standby mode, you can cancel recording by either:

- Pressing the Left footswitch again;
- Or pressing the AUTO REC button to disable the feature.

03、Auto Rec Trigger Threshold Settings

Since different instruments and devices produce varying signal strengths, the factory default Auto Rec trigger threshold may not suit all scenarios.

- If the threshold is set too low, recording may be accidentally triggered by noise or faint signals.
- If the threshold is set too high, the recording trigger may fail to activate properly.

04、Recommended Adjustment

Please adjust the trigger sensitivity according to your actual usage by trying the following methods repeatedly until you find the optimal setting:

- **Method 1: Standard Adjustment**

  Press and hold the AUTO REC button to enter the threshold setting screen.
  Rotate the MENU encoder to adjust the threshold.
  Manually exit the setting screen when done.

- **Method 2: Quick Adjustment**

  Press and hold the AUTO REC button, and simultaneously rotate the MENU encoder to quickly adjust the threshold.
  The current value will be displayed briefly during adjustment.

2、Count-In – Pre-Roll Recording for Better Timing

The GL200 does not include a separate switch for enabling count-in recording. Since a proper count-in requires both a set tempo (BPM) and time signature (such as 4/4 or 6/8), the GL200 instead provides a more intuitive solution:

Once a tempo has been assigned to an empty storage slot, initiating a recording will automatically trigger a count-in based on the currently selected drum groove. Recording begins immediately after the count-in, ensuring a well-timed, confident performance.

01、Pay special attention to the two settings that affect count-in behavior

- Time Signature: Determined by the selected drum groove style (e.g., 4/4, 6/8).
- Tempo (BPM): Must be manually or indirectly assigned before recording begins.

02、Ways to Set the Tempo

- Tap Tempo: Tap the TAP button repeatedly, or tap the center footswitch to set the BPM.
- Manual Adjustment: Turn the SPEED knob directly to set the desired tempo.
- Start Drum Machine: Activating the drum machine in an empty storage slot automatically assigns its BPM as the default tempo.

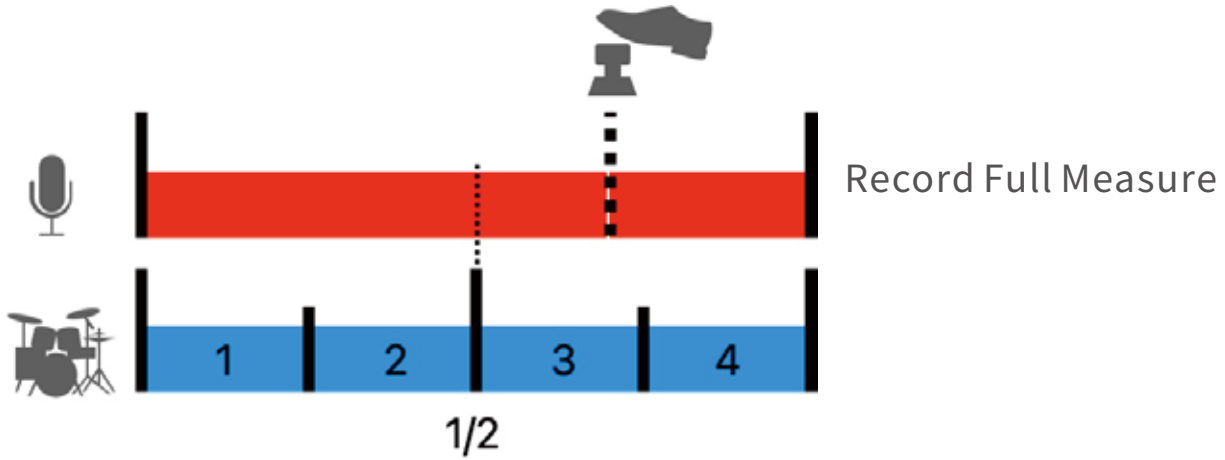
Note: If the drum machine is started before entering Record mode in an empty slot, a count-in will not occur in that scenario.

2、End Sync – Perfect Loop Endings with Drum Alignment

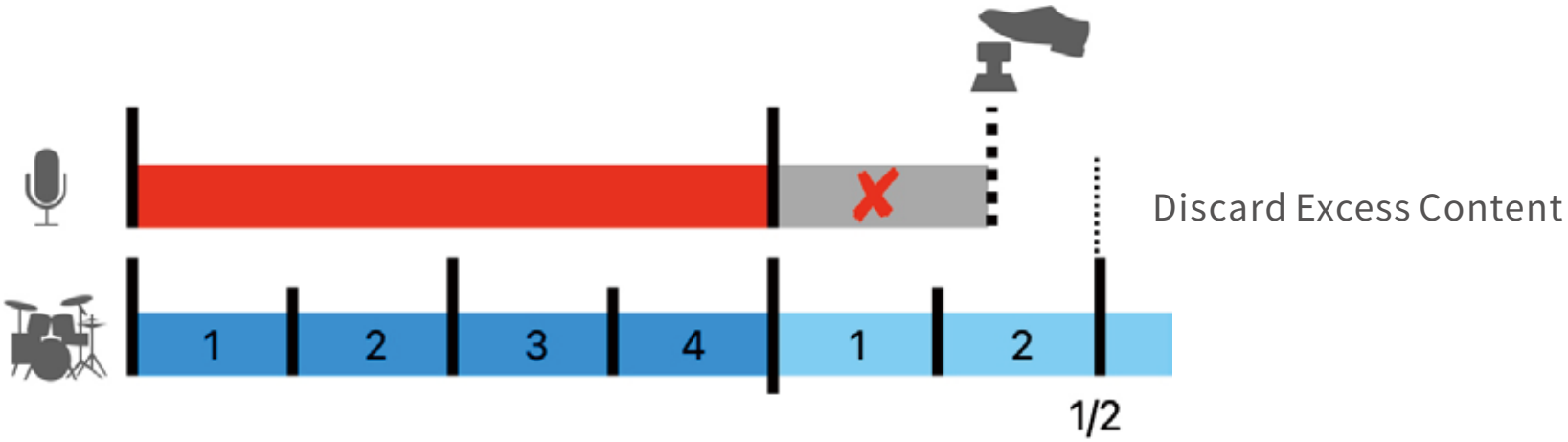
This feature does not have a dedicated on/off switch, but instead works automatically—similar to count-in recording.

When recording in a storage slot with an assigned tempo (including tempo set by tap or footswitch), the system aligns the end of your loop recording based on the currently selected drum groove’ s structure. The GL200 uses 1/2-bar resolution to trim or extend the loop as needed, creating musically clean and consistent phrase lengths.

For example, in a 4/4 time signature, if you press the footswitch during beat 3 of a bar, the looper will continue recording until the end of that bar. Playback will then begin from the top of the loop, keeping everything locked in time with the drum groove.



If the footswitch is pressed late but before reaching 1/2 of the next measure, the excess content will be discarded and the loop will immediately begin playback from the start.



With the above techniques at your disposal, all you need to focus on is maintaining a steady rhythm during your performance. That’ s all it takes to capture a flawless loop — one with no early triggers, no late cuts, and perfect sync between your playing and the groove. A world where your loops and the beat stay in perfect harmony.

DRUM MATCH

The GL200’s Drum Match feature intelligently analyzes your recorded phrase to automatically match a suitable drum groove and tempo. Once enabled, you can begin recording a loop in an empty storage slot without pre-setting a drum pattern. Simply complete your loop recording when prompted, and the system will align the playback with a matching drum beat in perfect sync.

01、How to Enable Drum Match

- From the main screen, press the MENU knob to enter the system menu.
- Rotate the MENU knob to locate the Drum Match setting, then switch it to On.

When Drum Match is active, the drum icon on any empty storage slot will display “Match,” indicating that the system is in Drum Match mode.

2、Using Drum Match

Before starting with Drum Match, long-press the DRUM button or tap the drum icon from the looper interface to enter the Drum interface.

Here, you can select the preferred drum style and time signature that best fits the loop you're about to record.

Once your selection is complete, return to the main screen and begin recording your loop.
As you play, the GL200 will analyze your performance in real time to determine the appropriate drum tempo and groove.
The matching progress will be displayed in the bottom-right corner of the looper interface.

The matching process takes approximately 8 seconds.
Please note that once the drum machine completes its analysis, loop recording will continue — you can keep playing, but any further input will not affect the rhythm matching results.

If no audio is detected during the matching period, or if recording is stopped before the minimum time requirement is met, the system will indicate a match failure.
In such cases, simply restart the process to try again.

Once the matching process is complete, the device will play back your loop synchronized with the recommended drum groove.

3、Restarting

If you’ re not satisfied with the recorded loop or the matched drum groove, you can easily choose to keep the drum groove and re-record the loop, or start completely over.

- **Keep Drum Groove, Re-record Loop**

  In the MENU under the Clear setting, set the Clear mode to “1. Temp Audio”.
  Then, press and hold the Right footswitch to clear only the temporarily stored loop audio while preserving the drum groove.
  You can now re-record your loop. After recording, press the DRUM button to start the original drum groove for synchronized playback.

- **Delete All**

  Selecting “DELETE All” will erase all data, including the previously matched drum groove, returning the device to the state before matching.

Note: The default Clear mode is “2. Temp & Drum”. Change it to mode 1 if you want to retain the drum groove. DrumMatch mode requires you to first record a loop, then match the drum groove based on the loop. You cannot select drum grooves or use tempo tap functions before a matching result is generated.

TIME STRETCH

Time Stretch allows you to adjust audio playback speed without changing its pitch, making it ideal for recorded or imported audio material. Whether you want to speed up or slow down a backing track to better match your loop’ s feel, or practice complex passages by slowing them down, this feature helps you achieve your goals efficiently—no need to re-record or re-import.
For example, import or record a piece you want to practice on the GL200, then slow it down to practice repeatedly until you can play it at the original tempo.

01、How to use

- Record or import an audio track.
- The device will automatically adapt the audio to the current BPM.
- Turn the SPEED knob to adjust playback speed and enable Time Stretch, hearing the pitch-preserving speed changes in real time.

Red：Tempo Up

Blue: Tempo Down

You can also change the speed by tapping the TAP button repeatedly, or press and hold the TAP button to enter the BPM adjustment screen and rotate the MENU knob to fine-tune the tempo.

These changes remain reversible until you perform a manual save.
To return to the original speed while in the BPM adjustment screen, simply press the MENU button.

Press Menu to restore the original tempo

Green：original tempo

Note:To continue overdubbing after using Time Stretch, you must perform a manual save before proceeding.

After time-stretching, attempting to overdub will trigger a prompt reminding you to save before continuing. Press the left footswitch to cancel saving and continue playback at the original speed, or press the right footswitch to save the loop as a new file and proceed with overdubbing.

PHRASE JUMPING DURING PLAYBACK

The GL200 supports real-time switching between storage slots during playback or overdubbing. While running, you can quickly jump to another slot using the footswitches. The system will automatically determine the playback state (playing or standby) based on whether the target slot contains content.

This feature allows you to pre-record or import different song sections into separate slots for flexible live performance, or create new parts on the fly during a set, supporting dynamic song construction.

Each slot can have its own drum groove, tempo (BPM), and compound time signatures, making the GL200 ideal for complex, multi-part compositions and performances. Coupled with its built-in temporary storage system, this ensures smooth, uninterrupted operation without manual saves—perfectly designed for real-time stage use.

1、How to operate

- Move forward (increment slot number): press middle + right footswitch simultaneously
- Move backward (decrement slot number): press left + middle footswitch simultaneously
- After releasing, the system automatically confirms the target slot after about 3 seconds

Once the current loop finishes playing, the GL200 will switch to the target slot and continue running.

Tip: During the transition period, press the left or middle footswitch to force immediate switch or cancel the operation.

Below are the conditions and status descriptions for slot switching during performance:

Scenario	Initial Slot Status	Target Slot Status	Action After Switching
1	Empty or Stopped	Empty or Stopped	Remains empty or stopped
2	Recording	Empty or Stopped	Discards initial slot data; target remains empty or stopped
3	Playing or Overdubbing	Empty	Automatically starts recording after switch
4	Playing or Overdubbing	Stopped	Automatically starts recording after switch

Note: The "Stopped" status indicates that the slot contains pre-existing data.

USING BLUETOOTH

The GL200 features built-in Bluetooth audio support, allowing you to input external audio wirelessly for playback or recording.
You can select the operating mode under MENU > BT Audio Settings:

1、Off
Disables Bluetooth audio functionality.

2、Playback
Enables Bluetooth reception for audio playback only. Ideal for practicing or jamming with backing tracks streamed from your phone, tablet, or other devices.

3、Recording Source
Enables Bluetooth audio as a recording input source. Please ensure you only record original content or audio you have legal rights to use.

⚠ Make sure your audio source complies with copyright regulations when using this mode.

3、Connection Instructions
After selecting either Playback or Recording Source mode, search for and connect to “GL200 Audio” in the Bluetooth settings of your smartphone, tablet, or smart device. Once connected, Bluetooth audio will be available for use.

MIDI FEATURES

The GL200 is equipped with two 3.5mm TRS MIDI ports that support both sending and receiving MIDI signals. These can be configured as MIDI transmitters (TX) or receivers (RX), enabling seamless synchronization or remote control with other MIDI-compatible gear.

1、MIDI Features Include

Function	RX (Receive)	TX (Transmit)
PC	Jump to the corresponding slot upon receiving PC messages	Not supported
CC	See CC function list below	Not supported
START/STOP	Supported	Supported
MIDI	Supported	Supported

2、CC Code Function List (RX Receive)

No.	CC	Value Range	Function
1	30	Any	Tap Tempo
2	31		Record/ Play/ Overdub
3	32		Cancel/ Undo/ Redo
4	33		Stop
5	34		Clear Temporary
6	35		Delete
7	36		Loop Playback Volume
8	37		Drum Volume

3、Setting MIDI Master/Slave Mode

Through the system settings, you can configure the device to operate in one of the following modes:

- **TX (Transmitter)**
  The device sends MIDI clock and control commands to control external devices, such as play/stop operations.
- **RX (Receiver)**
  The device receives external MIDI clock and commands, automatically synchronizing tempo and playback. Ideal for multi-device ensemble setups.

4、Setting MIDI Channel

This device supports custom MIDI channel settings for receiving MIDI control messages from specific channels, enabling more flexible multi-device setups.
You can configure this in the system menu under MENU > MIDI Channel, with the following options:

- **CH1–CH16**
  The device will only receive MIDI messages from the selected channel (1 to 16).
  It is recommended to match this with the sending channel of your MIDI controller or master device.

- **Omni (All Channels Mode)**
  The device will receive messages from all MIDI channels.
  This is useful for quick testing or when the sending channel is unknown.

⚠ Note: In complex MIDI networks or multi-device setups, it is recommended to disable Omni mode and assign each device a unique channel to avoid signal conflicts.

5、Setting MIDI Sync Function

This device supports standard MIDI SYNC functionality, including MIDI CLOCK and MIDI START/STOP commands, enabling synchronized tempo and playback control across multiple devices.

01、Components

- **MIDI CLOCK**
  Transmits tempo (BPM) information to ensure all devices stay in sync.
- **MIDI START / STOP**
  Controls the playback status (start or stop) across devices.

6、Mode Descriptions

01、Transmitter Mode (TX)

- The device continuously sends MIDI CLOCK signals based on its current BPM setting.
- When playback starts from a stopped state, a START command is sent automatically.
  When playback stops, a STOP command is sent automatically.
- This mode is suitable for synchronizing external sequencers, drum machines, or any MIDI-compatible systems.

02、Receiver Mode (RX)

- The device receives MIDI CLOCK signals from an external source and automatically adjusts its internal BPM accordingly.
- On receiving a START command, loop playback will begin; on receiving a STOP command, playback will stop.
- Best used when syncing with an external master device.

- On receiving a START command, loop playback will begin; on receiving a STOP command, playback will stop.
- Best used when syncing with an external master device.

7、Important Notes

- Before enabling MIDI SYNC, ensure the MIDI ports are correctly connected and the master/slave role is properly set.
- In multi-device systems, only one device should be set as the MIDI SYNC master to prevent synchronization conflicts.

MENU – SETTINGS & CUSTOMIZATION

Press the MENU knob on the main screen or the loop interface to enter the settings menu. Rotate the MENU knob to scroll through menu items, and press the knob to switch between first-level and second-level menus. On some menu pages, you can also directly select first- or second-level menu items by tapping the touchscreen.

1、Capacity

Displays the total duration of audio storage used by the device.

This duration is not a simple sum of all individual slot durations. For example, some slots may contain two layers of audio tracks (one of which may be temporarily stored and used for undo/redo). In such cases, the actual storage usage equals twice the length of a single track.

This submenu is for display only and contains no operational settings.

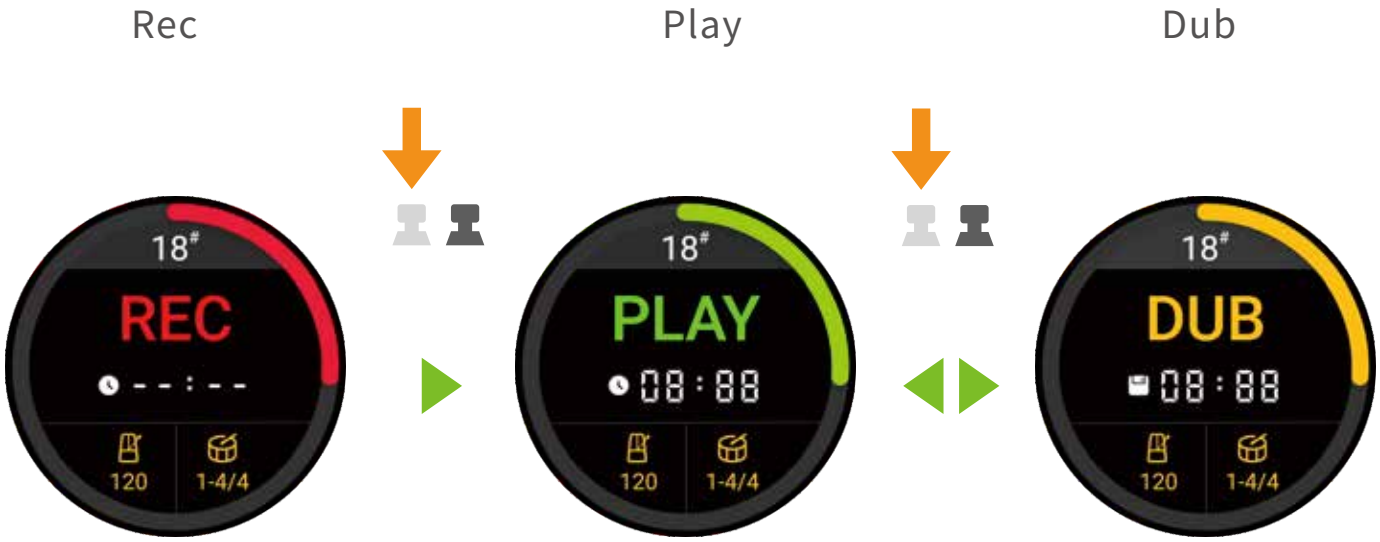
2、Play Mode

As described earlier, the GL200 offers two operation sequences:

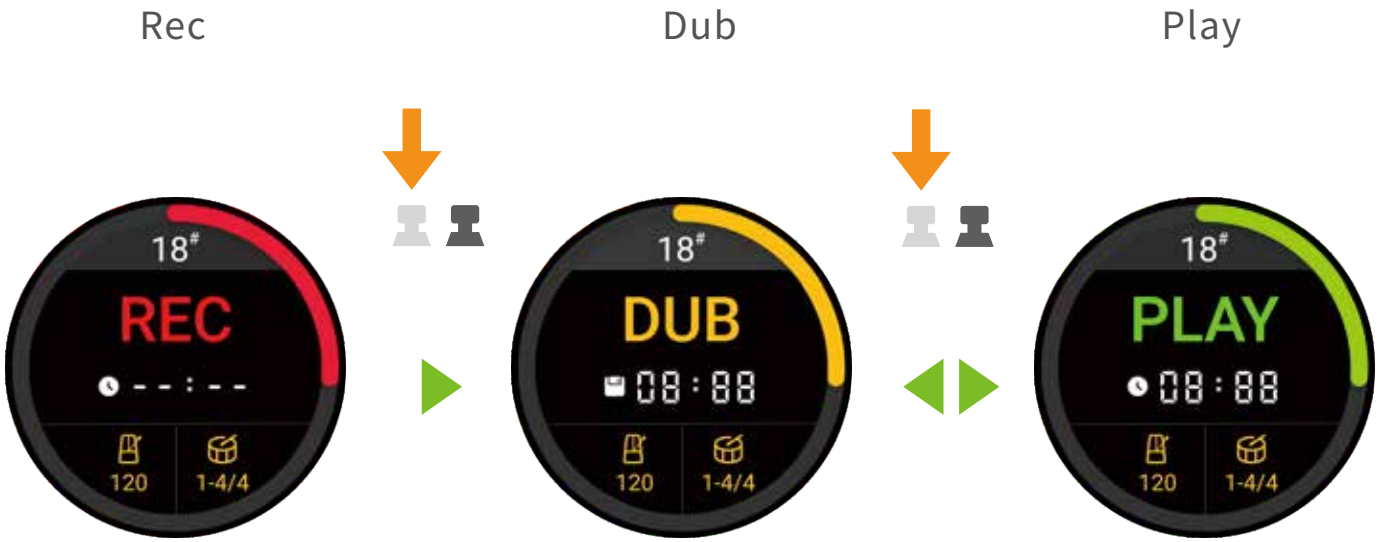
- **Rec → Play → Dub**
- **Rec → Dub → Play**

The second sequence allows you to start overdubbing immediately after finishing the first recording layer, without waiting for a full playback loop. In contrast, the first mode requires a full loop playback before overdubbing can begin.

01：Rec → Play → Dub



02、Rec → Dub → Play



3、Stop Mode

The GL200 provides four stop modes that define how the right footswitch behaves when stopping a loop during playback:

01、Immediately

Stops playback immediately. This is the default standard stop mode.

02、Oneshot

Pressing the right footswitch will let the loop continue playing until the end of the audio, then automatically stop. Pressing the right footswitch again during playback stops immediately.

03、FadeOut (short)

A 4-second volume fade-out before stopping. Pressing the right footswitch again during the fade-out will stop immediately.

04、FadeOut (long)

A 12-second volume fade-out before stopping. Pressing the right footswitch again during the fade-out will stop immediately

4、Input Setting

The GL200 supports dual-channel loop recording.
This setting determines whether the recorded audio and thru signal are handled as independent left/right channels or as a mixed signal. Choose the mode based on your input scenario:

01、Stereo：Use this mode when connecting stereo sources that require separation between left and right channels — such as stereo audio devices, keyboards, or stereo effects processors.

02、Mixed：In this mode, mono input signals are mixed and monitored in stereo. It’s ideal for scenarios where stereo monitoring or stereo audio export is desired from a mono source, such as when using headphones. Also suitable for setups involving multiple instruments (e.g., guitar + bass simultaneously).

5、Drum Out

GL200’ s drum machine is set to Mixed Output by default, meaning the drum machine, looper playback, and thru signal are all mixed and sent through both the left and right channels. When set to Split Output, these signals are routed separately based on their source: the left channel carries the thru and looper playback, while the right channel carries only the drum machine. This setup is designed for scenarios where different audio elements need to be sent to separate amplification systems.

6、Drum Match

Refer to the earlier section on Drum Match for related details.

7、Clear Setting

This option allows you to define what will be cleared when executing the "Clear" function. You can choose from the following modes:

01、Temp Audio

Clears only the temporary audio data, while retaining the current drum machine settings and tempo.

02、Temp & Drum

Clears both temporary audio and drum-related data, preserving manually saved content and any imported material.

03、All Content

Clears all data associated with the current storage slot, equivalent to the "DELETE" operation.

Tip: When the setting is "Temp Audio," performing the "Clear" operation twice in a row will also remove the drum machine data. Choose the clearing method that best suits your workflow.

8、Recording Cue

The GL200 supports precise quantized recording. When recording a phrase at a set BPM, the loop will automatically be quantized to the correct length according to the tempo and selected time signature. To help improve timing accuracy, especially when the drum machine is not active, this setting provides rhythm references during recording. You can choose between visual cues, audio cues, or both:

01、Off

No rhythm reference is provided. Recording begins after the count-in.

02、Visual Flash

A flashing rhythm guide appears on the screen to provide a visual reference during recording.

03、Click Sound

A metronome click offers an auditory tempo guide while recording.

04、Visual & Click

(Default) – Combines both visual flash and metronome sound for the most comprehensive rhythm guidance.

9、BT Audio

01、Off

Disables Bluetooth audio.

02、Playback

Enables Bluetooth audio playback for streaming external audio content to the device.

03、Recording Source

Uses Bluetooth audio as a recording input source. Only use this mode with original content or audio you have the legal right to record.

10、MIDI AS (Master/Slave Setting)

01、RX

Sets the device as a MIDI receiver.

02、TX

Sets the device as a MIDI sender.

11、MIDI CH (Channel Setting)

01、CH1–CH16

The device will only respond to MIDI messages received on the specified channel (1–16). It’s recommended to match this with your external MIDI controller or host.

02、Omni

The device receives MIDI messages on all channels. Useful for general testing or when the sending channel is unknown. In more complex MIDI setups, it's advised to disable Omni mode and assign a unique channel to each device to avoid conflicts.

12、MIDI SYNC

01、Off

Disables MIDI synchronization.

02、On

Enables MIDI synchronization with external devices for tempo and playback control.

13、Reset

This function clears all internal data and restores the device to its factory default state. This includes all recorded and imported audio, drum machine settings, and menu configurations. To perform a reset, scroll to this menu item and long-press the MENU knob for about 1 second. The system will reset and automatically return to storage slot "00".

USAGE SCENARIO

The GL200 can be used independently as either a looper or a drum machine, or both simultaneously with synchronized timing. The following scenarios illustrate the proper ways to use the product:

Scenario 1: Using the Looper Only
Simply avoid activating the drum machine before or after recording.

Scenario 2: Using the Drum Machine Only
Press the right footswitch to start the drum machine. Then, long-press the DRUM button to enter the drum pattern selection menu and choose your desired rhythm style.

Scenario 3: Using the Looper and Drum Machine Together

01、Record the loop first, then add the drum machine
a. Play and record your loop.
b. Once the loop is playing back, the system will automatically match the playback speed with the selected drum pattern.
c. In an empty slot, choose your desired drum pattern.
d. Press the drum footswitch to activate the drum machine, which will then sync with the looper.

Note:

01、Your performance must match the selected time signature of the drum pattern; otherwise, proper synchronization may not be guaranteed.

02、Drum tempo matching works best when your loop is a single or even number of bars; odd-numbered bars greater than one may cause tempo mismatches.

03、In rare cases, mismatched playback speeds (e.g., double or half-speed) may occur. If so, re-record your loop.

02、Recording with a Count-In

a. In an empty slot, set the desired tempo using the TAP button or BPM dial.
b. Start recording a loop; a count-in will play based on the selected drum pattern's time signature.
c. After the count-in, recording starts automatically.
d. Follow the flashing TAP tempo indicator to complete your first layer.
e. You can activate the drum machine at any time during loop playback to keep both parts in sync.

03、Recording a Loop While Following the Drum Machine

a. In an empty slot, press the right footswitch to start the drum machine.
b. Press the left footswitch to begin loop recording. The drum machine will restart from the beginning to ensure perfect alignment.
c. Play your performance in time with the drum pattern to complete the first layer.

Now that you're familiar with all the operational features of the GL200, you're ready to start your creative journey!

Note: When DrumMatch mode is enabled, you must record a loop before the system can generate a matched drum pattern.

MOOER STUDIO FOR GL200 - DESKTOP SOFTWARE

MOOER Studio for GL200 is the dedicated desktop software for this product, enabling functions such as audio import/export and firmware updates. You can download and install the software from the official website at www.mooeraudio.com under the designated download section.

1、System Requirements

Windows: Windows 10 or later
Mac: macOS 11.6 or later

2、Connection

- Use the included USB cable to connect the GL200 to your computer.
- Launch the MOOER Studio software and click the connection toggle at the top left.
- Select “GL200” from the device list and click “Connect.”
- When the status indicator at the top left shows “Connected,” the connection is successfully established.

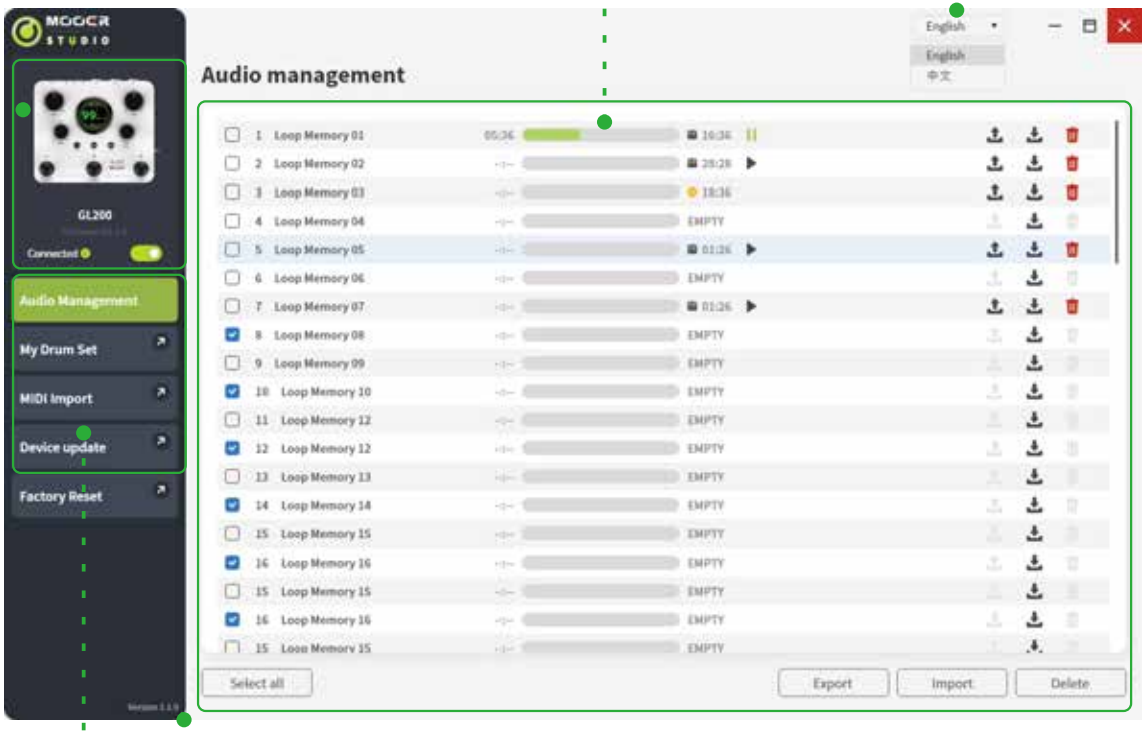
Note: Once successfully connected to the computer, the GL200 device will temporarily suspend local operation. The screen will display the current connection status until the computer connection is terminated.

3、Software Interface

Device Model & Connection Switch
Displays the connected device model and current firmware version. Use the connection switch here to link or disconnect the GL200 from the

Operation Area
The corresponding operation area for the selected item in the left-hand function list.

Language Settings
Click the dropdown menu to select your preferred language.



Function List
Includes:

- Audio data management
- Drum kit sample import/export
- MIDI rhythm import/export
- Device firmware update
- Data reset

Software Version Display
Shows the current software version information

4、Feature Description

01、Audio Management

- **Audio Preview**
  When connected to the computer software, the device enters a linked mode. During this time, local device operations and audio output are temporarily disabled. You can use the software’ s play button to directly preview the audio content stored on the device, allowing you to confirm the material or intended operation.

- **Importing and Exporting Audio**
  Audio data transfer between the GL200 device and computer includes exporting saved audio files for backup or sharing, as well as importing local audio files into the device for performance or creation.

You can import audio files into the device using the following methods:

- **Method 1: Single Import via Import Icon**
  Click the“Import” icon next to the target storage slot in the software interface to import a single audio file.

- **Method 2: Single or Batch Import via Selection**
  Select one or multiple target slots in the file management area, then click the import button to perform single or batch import.

Export functionality allows copying saved audio data from the device to the computer:

- **Method 1: Single Export via Export Icon**
  Click the“Export” icon for the desired storage slot to export the audio data from that slot.

- **Method 2: Single or Batch Export via Selectio**
  Select one or more storage slots and batch export the chosen audio files to the computer.

Note: MOOER Studio only supports exporting and previewing manually saved audio data. Temporary cached content cannot be exported or previewed.

Supported Formats

The GL200 supports importing common universal audio formats, and can even automatically extract audio from video files. Supported formats include but are not limited to:

Audio Import Formats	Video Import Formats	Export Formats	Maximum Length per Single Slot Import	Import Sample Rate
wav,flac,ape, mp3 m4a,aac,ogg...	mp4,mov,wma avi, mpeg	wav stereo	30 minutes	Unlimited sample rate

Audio Deletion

You can delete audio content from the device in the following ways:

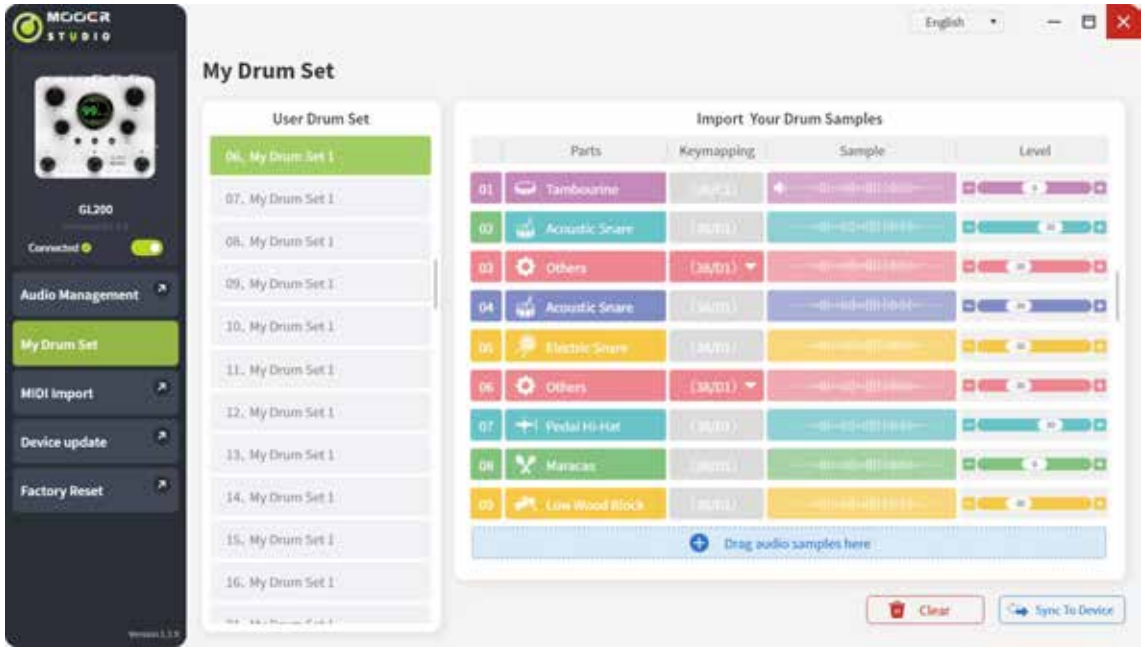
- **Method 1: Click the delete icon to delete individual files**
  Click the "Delete" icon corresponding to each storage slot to remove the audio data at that location.

- **Method 2: Select one or multiple target slots to delete individually or in batches**
  By selecting one or more storage slots, you can perform batch deletions to clean up audio content you no longer need.

02、My Drum Set – Custom Drum Kit Management

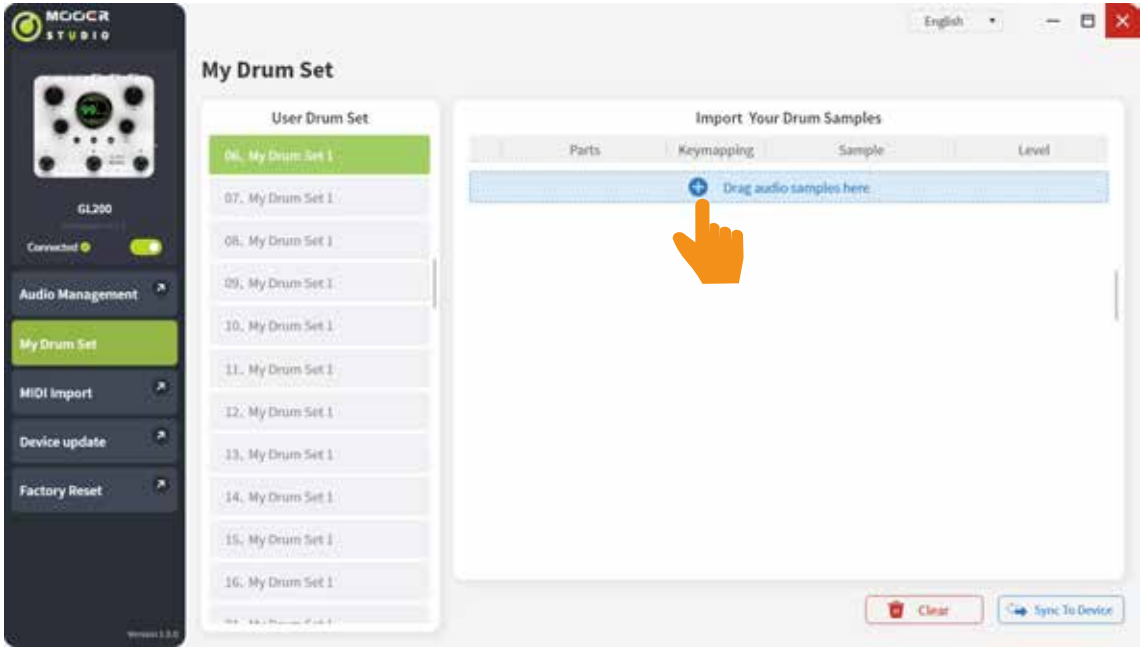
The GL200 supports importing custom drum kit sounds, which can be obtained by sampling or downloading free or paid sound libraries.

Select "My Drum Set" from the left-side function list to enter the drum kit editing page. This page allows users to load external drum sound files into the device to replace the default drum kit, enabling you to create a personalized drum sound that better fits your playing style or music genre.

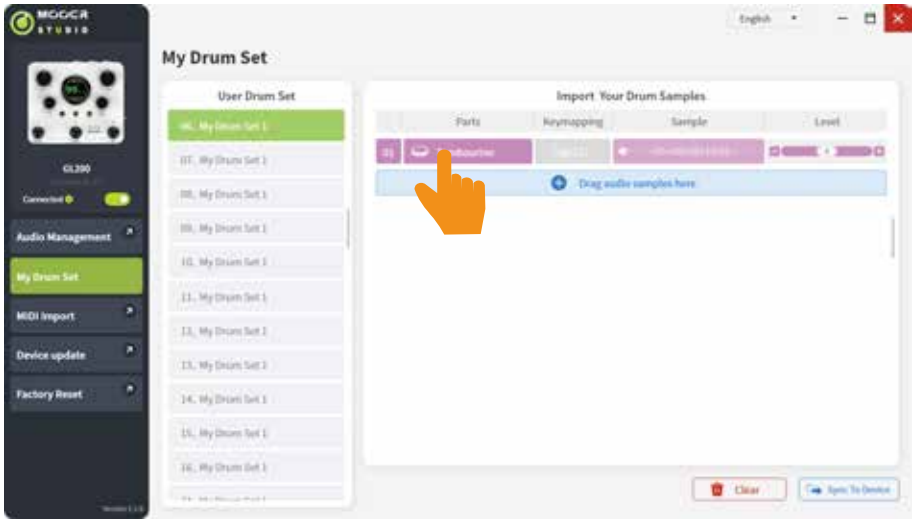


- **Sample Import**
  Import Requirements

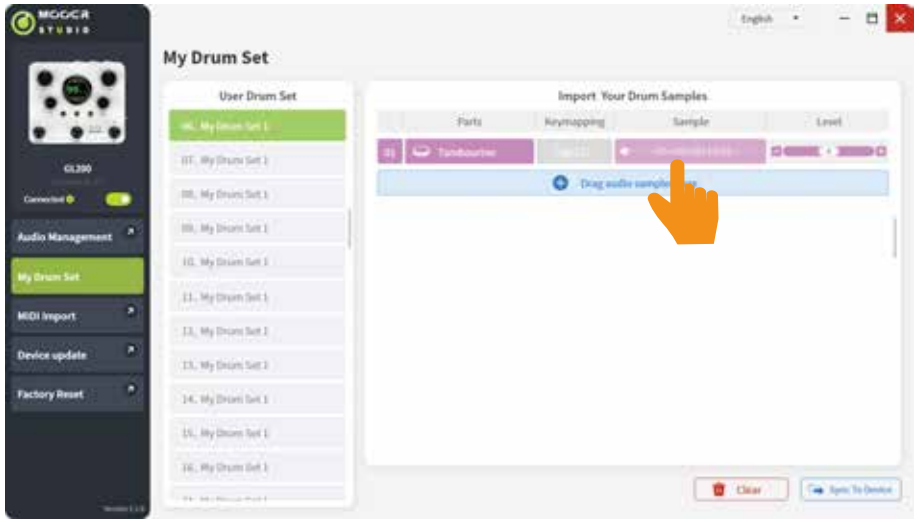
Sample Format	Length	Number of Components per Drum Kit	Number of Custom Drum Kits
wav/mp3	Maximum import length: 10 seconds	No more than 30 samples	20 Sets

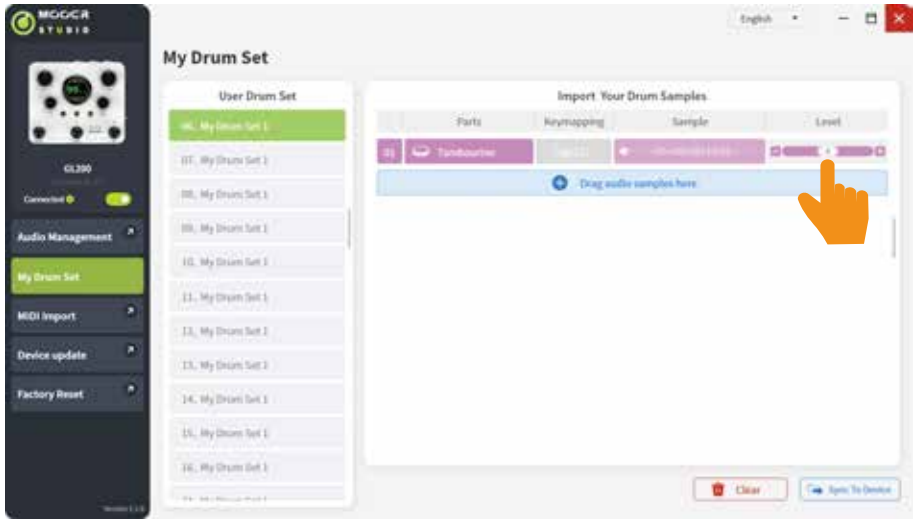


Click the sample import area on the right to open the file path and select the desired sample.

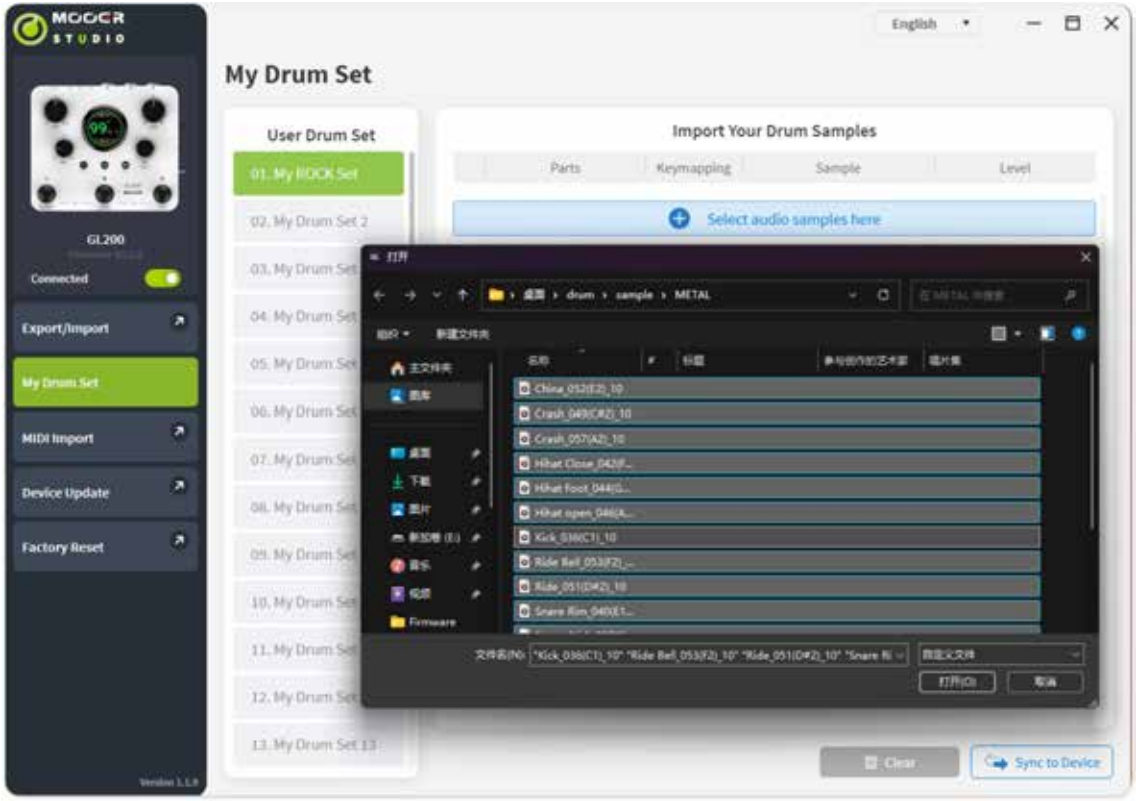


Click this area to view and confirm the key mapping for the selected sample
(the list is based on the GM standard drum mapping).
This step directly affects whether the subsequently imported MIDI files can correctly trigger the corresponding sounds and play back properly.



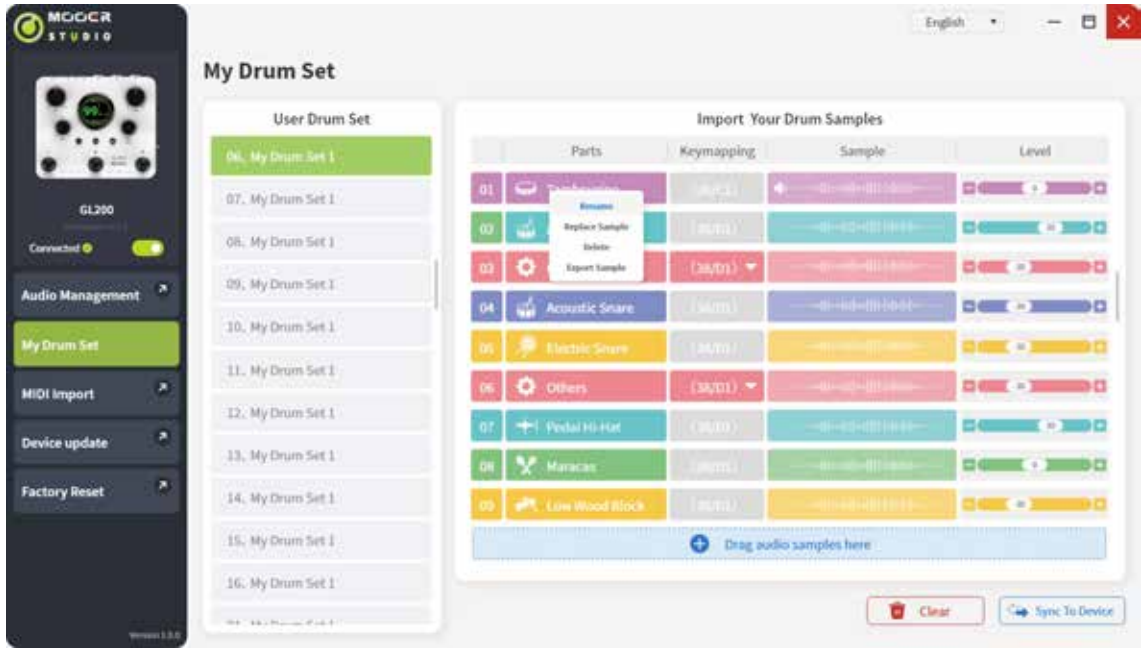


Click the waveform area of the SAMPLE to preview the sample. Use the volume slider on the right to adjust the volume level and balance between different samples.

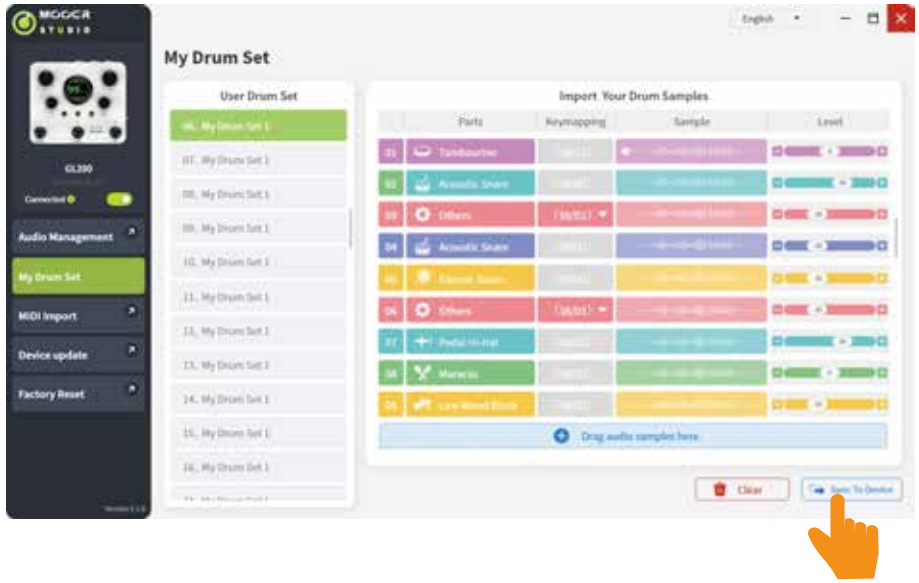


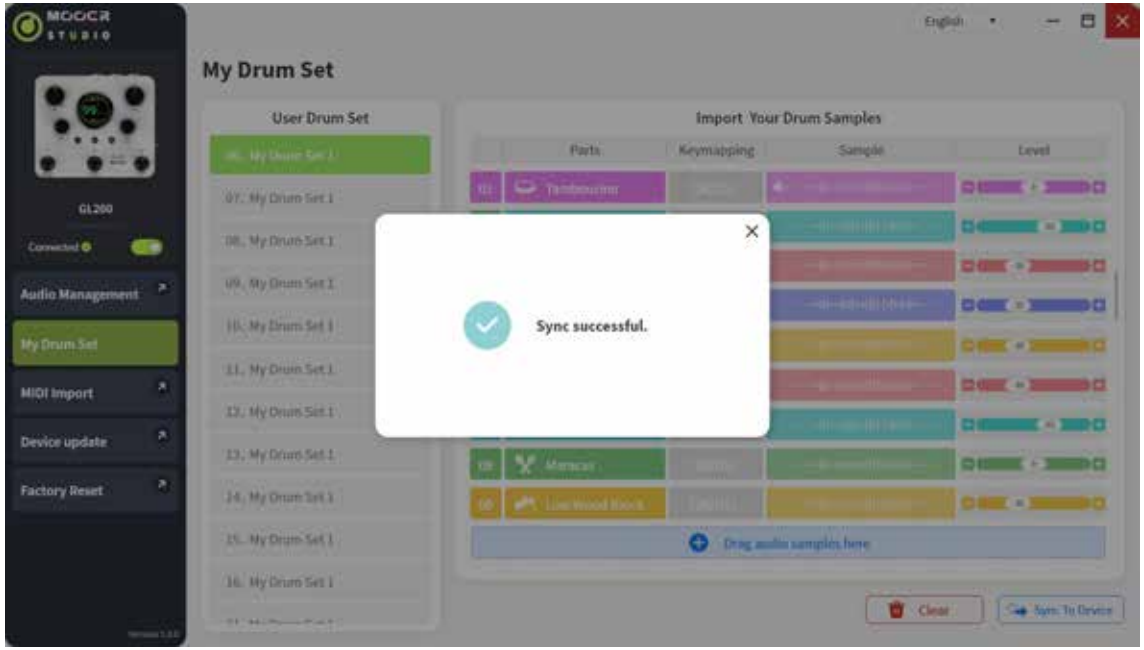
You can repeat the steps to import additional drum kit components, or select multiple audio files at once for batch import.

Note: Each newly imported sample must be correctly assigned to a trigger key according to the key mapping chart, to ensure that the sounds are accurately triggered during MIDI playback.



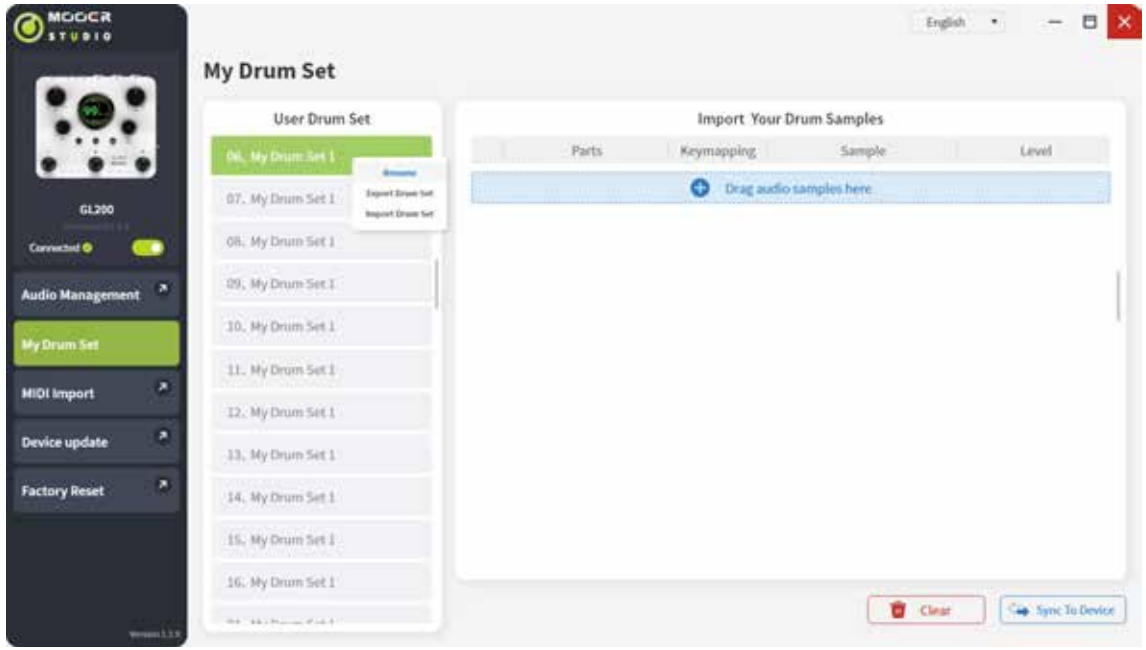
Right-click on any item in the drum kit list to rename the component, replace the sample, delete the sample, or export the sample.





After making all adjustments, click the “Sync” button at the bottom right. Once the prompt displays “Sync Successful,” the entire drum kit sample set will be imported to the device.

03、Drum Kit List Management



In the software interface, right-clicking on the drum kit list area allows you to perform the following operations on existing kits:

Rename Drum Kit

Select a drum kit and click "Rename" to change its name for easier categorization or to match specific usage scenarios

Export Drum Kit
Export the currently selected drum kit to a local file for backup, sharing, or loading on another device.

Import Drum Kit
Import a previously saved drum kit file from your local storage to quickly restore a configuration or load shared kits from others.

⚠ Note
1.Importing a drum kit will overwrite the contents of the currently selected kit slot. Please ensure you back up any important data before proceeding.
2.After importing, click the “Sync” button to write the changes to the device. Any changes made without syncing will remain only within the software and will not be reflected on the device.

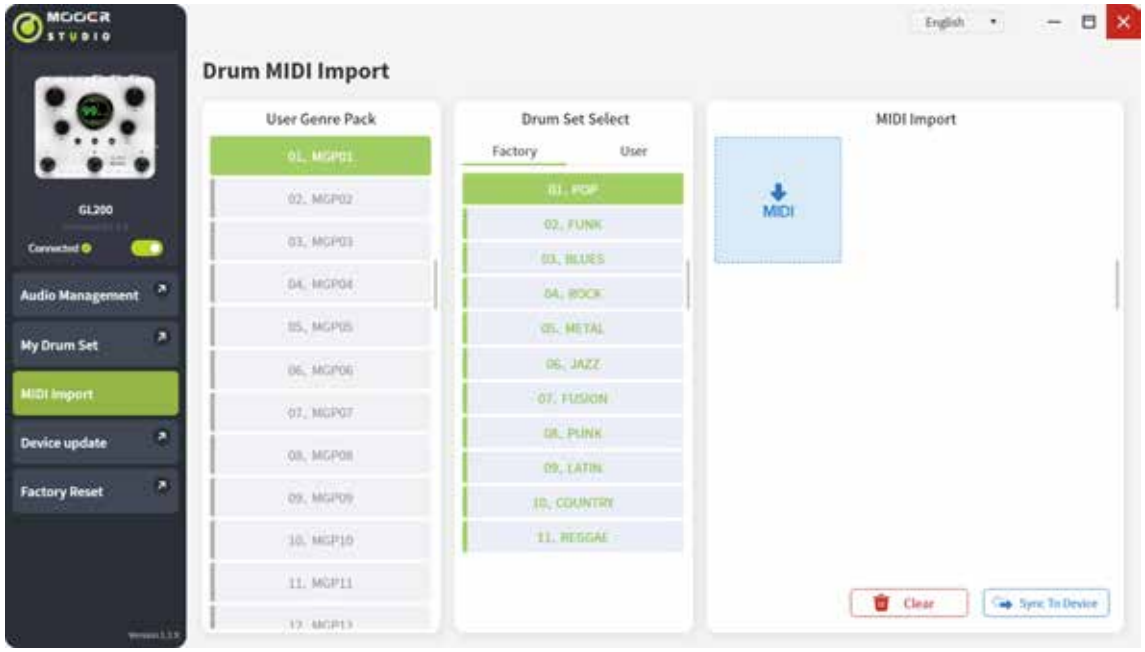
04、MIDI Import / MIDI Rhythm Management

The GL200 supports importing third-party MIDI files, allowing users to load externally created or downloaded rhythms directly into the device. These rhythms can be used in combination with the built-in factory drum kits or custom-imported drum sounds.

Import Requirements

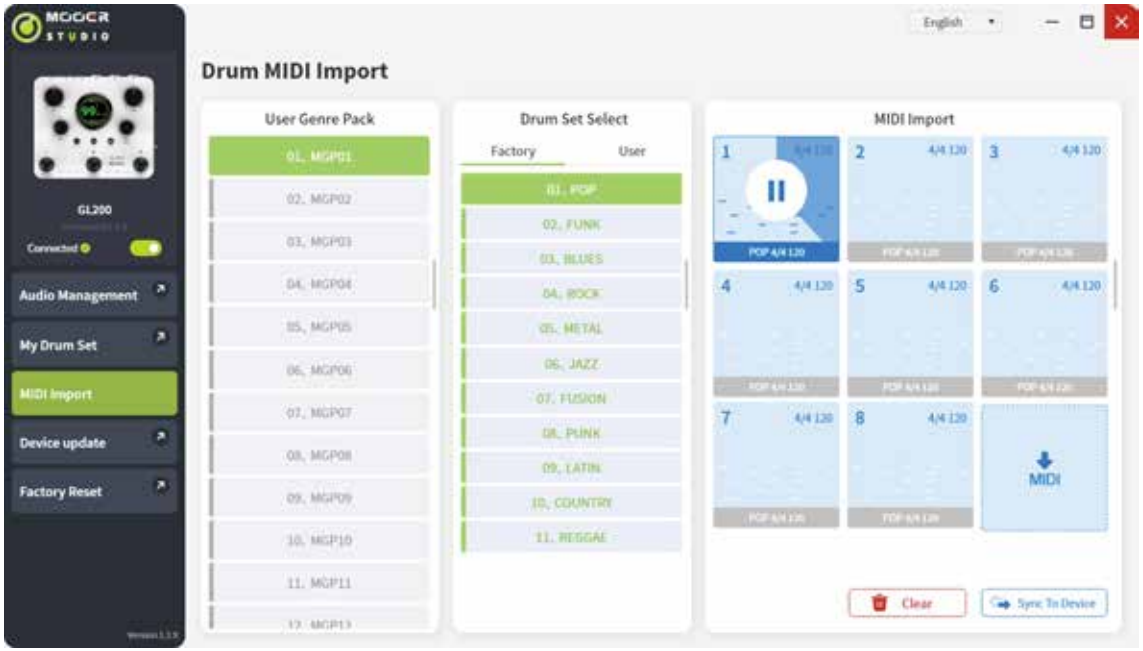
File Format	Number of MIDI Tracks per Rhythm Pack	Maximum Notes per Rhythm Pack	Number of User Rhythm Packs
mid	Up to 50 tracks	No more than 8,000 notes	20 packs

MIDI File Import



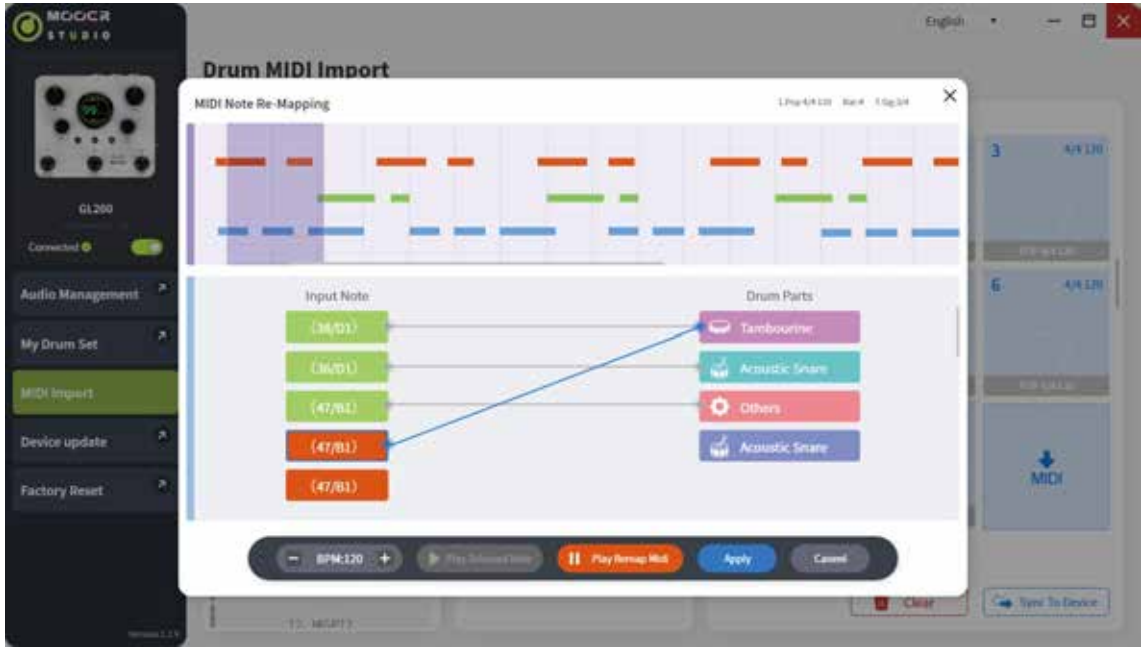
01、In the left function menu, click on “MIDI Import”;
02、In the “User Genre Pack” section, select the target rhythm pack slot;
03、In the “Drum Set” list, choose either “Factory” or “User”;
04、In the right-side MIDI import area, click to open the file browser and select the MIDI file(s);
05、Supports single file import or multi-select batch import.

MIDI Rhythm Preview



Imported rhythms can be directly played and previewed within the software.

Remap MIDI NOTES to corresponding drum kit components:



You can customize the mapping between imported MIDI rhythms and drum kit components via the “Re-Map” function in the right-click menu.

Mapping operation steps

- **Start Remapping**
  Right-click the rhythm area and select “Re-Map” to enter mapping mode.

- **Preview Drum Sounds**
  Click any component in the list on the right to preview its current sound, helping you choose the appropriate tone.

- **Create Mapping Relationships**
  First click a note on the left, then click the target component on the right. The system will establish a trigger link between the two.

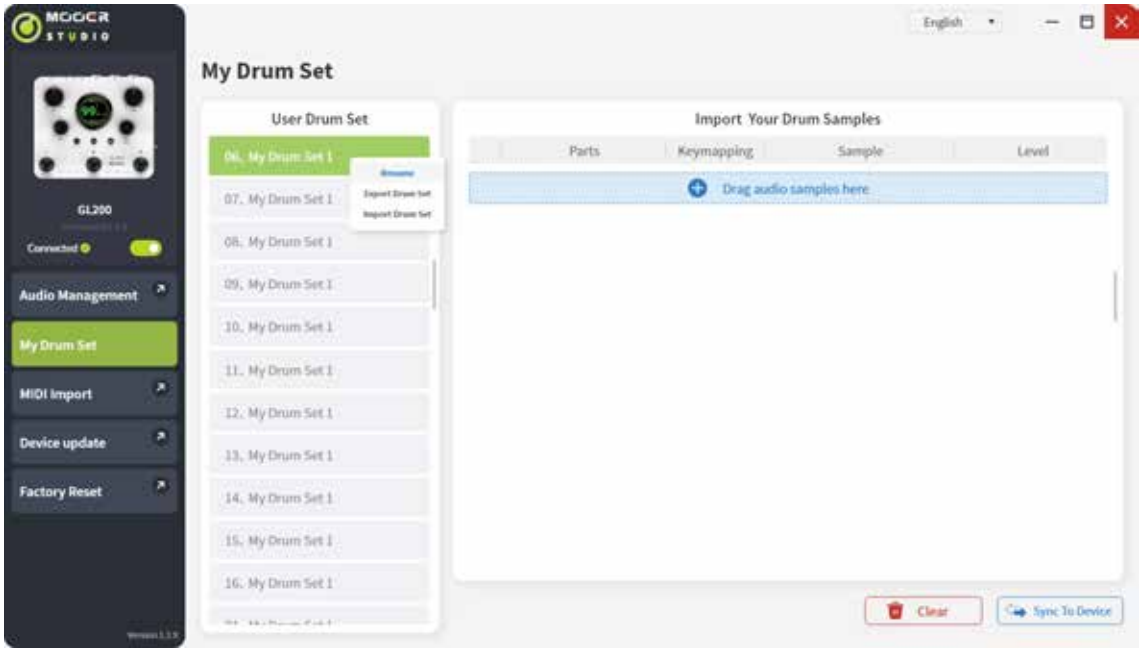
- **Preview Mapping Results**
  Click “Play Current Note” to hear the trigger effect of the selected note and component.
  Click “Play Remapped MIDI” to preview the overall adjusted rhythm performance.

- **Cancel Mapping**
  Right-click a connection line to remove an established mapping.

- **Confirm and Apply**
  Click “Apply” to save the current mapping settings.

  ⚠ Note
  After completing mapping adjustments, please click “Sync to Device” to save changes to the device. Failure to sync will result in losing your settings upon disconnecting or switching views.

User Rhythm Pack List Management



In the software interface, right-clicking the rhythm pack list area allows you to perform the following operations on user rhythm packs:

- **Rename**
  Select a rhythm pack and click “Rename” to modify its name, making it easier to organize or name according to your usage scenarios.

- **Export**
  Export the currently selected rhythm pack as a local .mmp file for backup, sharing, or loading on other devices.

- **Import**
  Import previously exported .mmp files from local storage to quickly restore MIDI rhythms within the rhythm pack.

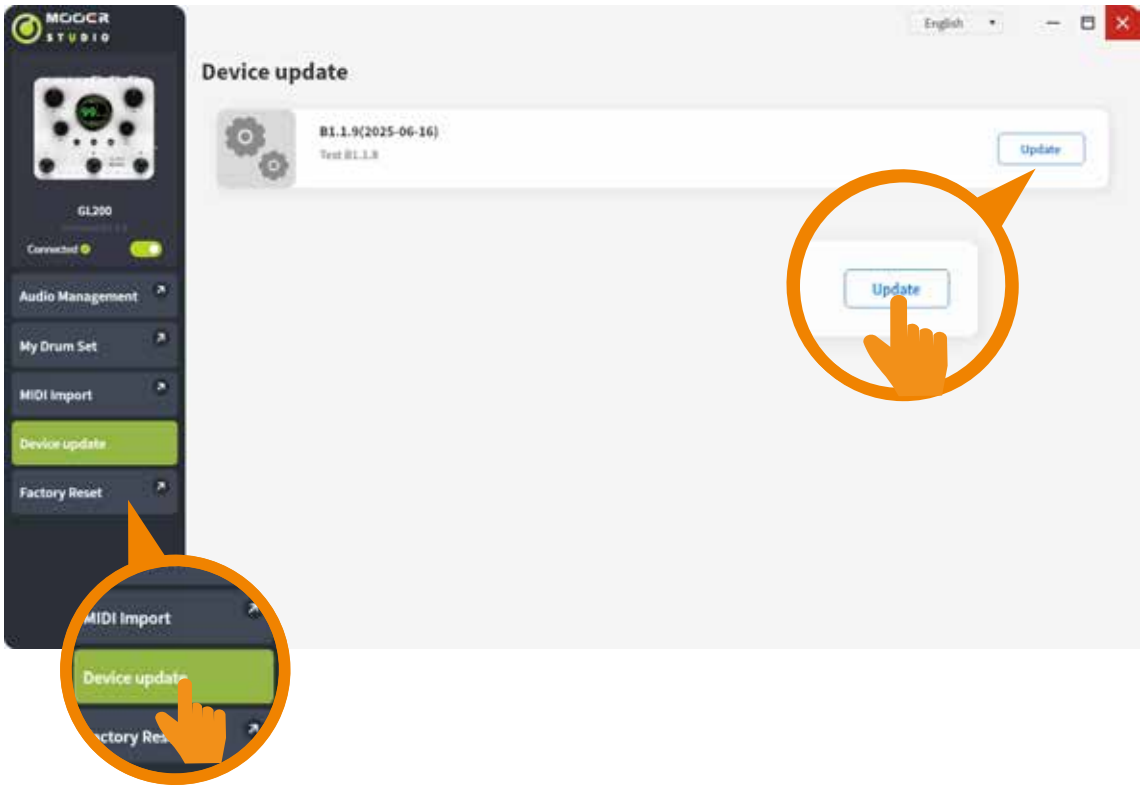
⚠ Notes

1.Rhythm pack exports include only MIDI files. If third-party drum set sounds are used, they must be imported along with the drum set sounds.

2.After importing a rhythm pack, please click the “Sync” button to write the changes to the device. Without syncing, changes will only be saved in the software and will not update the device.

04、Device Firmware Update

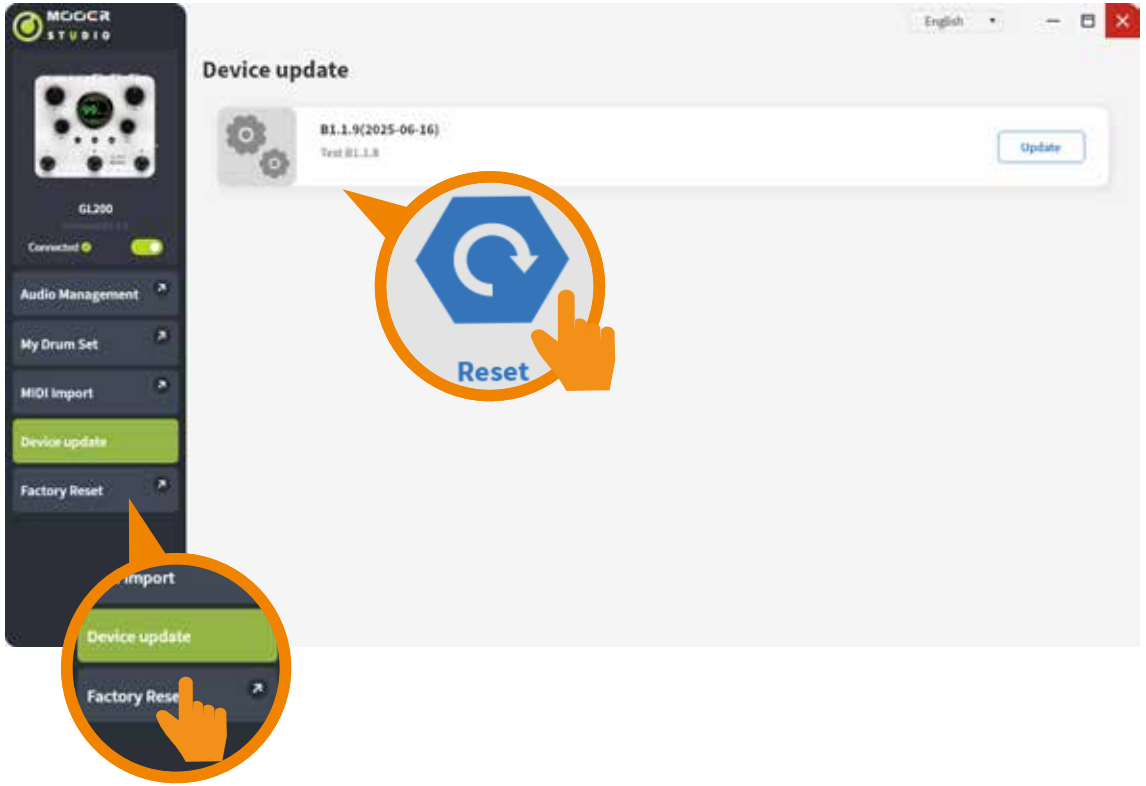
When official firmware updates are released, you can download the latest software to update your device’ s firmware. Ensure your device is connected, then follow the steps below to proceed:



After clicking “Update,” the device will restart and enter update mode. Once the display shows “Update Successful,” the device will automatically reboot.

Note: Please ensure that the power and data cables remain securely connected during the update process to avoid any unforeseen issues.

05、Data Reset



This operation is the same as the “RESET” function on the device. After resetting, all data inside the device will be erased and restored to factory settings, including recorded and imported audio data, drum machine settings, and menu configuration items.

DRUM PATTERN LIST

GENRE	PATTERN	TIME SIG	PATTERN	TIME SIG
1、POP	1	4/4	11	4/4
	2	4/4	12	4/4
	3	4/4	13	4/4
	4	4/4	14	4/4
	5	4/4	15	4/4
	6	4/4	16	3/4
	7	4/4	17	3/4
	8	4/4	18	3/4
	9	4/4	19	6/8
	10	4/4	20	6/8

GENRE	PATTERN	TIME SIG	PATTERN	TIME SIG
2、FUNK	1	4/4	11	4/4
	2	4/4	12	4/4
	3	4/4	13	4/4
	4	4/4	14	4/4
	5	4/4	15	4/4
	6	4/4	16	4/4
	7	4/4	17	4/4
	8	4/4	18	4/4
	9	4/4	19	3/4
	10	4/4	20	6/8

GENRE	PATTERN	TIME SIG	PATTERN	TIME SIG
3、BLUES	1	4/4	11	4/4
	2	4/4	12	4/4
	3	4/4	13	4/4
	4	4/4	14	4/4
	5	4/4	15	4/4
	6	4/4	16	4/4
	7	4/4	17	6/8
	8	4/4	18	6/8
	9	4/4	19	6/8
	10	4/4	20	6/8

GENRE	PATTERN	TIME SIG	PATTERN	TIME SIG
4、ROCK	1	4/4	11	4/4
	2	4/4	12	4/4
	3	4/4	13	4/4
	4	4/4	14	4/4
	5	4/4	15	4/4
	6	4/4	16	4/4
	7	4/4	17	4/4
	8	4/4	18	3/4
	9	4/4	19	6/8
	10	4/4	20	6/8

GENRE	PATTERN	TIME SIG	PATTERN	TIME SIG
5、METAL	1	4/4	11	4/4
	2	4/4	12	4/4
	3	4/4	13	4/4
	4	4/4	14	4/4
	5	4/4	15	4/4
	6	4/4	16	4/4
	7	4/4	17	3/4
	8	4/4	18	3/4
	9	4/4	19	6/8
	10	4/4	20	6/8

GENRE	PATTERN	TIME SIG	PATTERN	TIME SIG
6、JAZZ	1	4/4	11	4/4
	2	4/4	12	4/4
	3	4/4	13	4/4
	4	4/4	14	4/4
	5	4/4	15	4/4
	6	4/4	16	4/4
	7	4/4	17	4/4
	8	4/4	18	4/4
	9	4/4	19	4/4
	10	4/4	20	2/4

GENRE	PATTERN	TIME SIG	PATTERN	TIME SIG
7、FUSION	1	4/4	11	4/4
	2	4/4	12	4/4
	3	4/4	13	4/4
	4	4/4	14	4/4
	5	4/4	15	4/4
	6	4/4	16	4/4
	7	4/4	17	3/4
	8	4/4	18	5/4
	9	4/4	19	7/8
	10	4/4	20	7/8

GENRE	PATTERN	TIME SIG	PATTERN	TIME SIG
8、PUNK	1	4/4	11	4/4
	2	4/4	12	4/4
	3	4/4	13	4/4
	4	4/4	14	4/4
	5	4/4	15	4/4
	6	4/4	16	4/4
	7	4/4	17	4/4
	8	4/4	18	4/4
	9	4/4	19	3/4
	10	4/4	20	3/4

GENRE	PATTERN	TIME SIG	PATTERN	TIME SIG
9、LATIN	1	4/4	11	4/4
	2	4/4	12	4/4
	3	4/4	13	4/4
	4	4/4	14	4/4
	5	4/4	15	4/4
	6	4/4	16	4/4
	7	4/4	17	4/4
	8	4/4	18	3/4
	9	4/4	19	6/8
	10	4/4	20	6/8

GENRE	PATTERN	TIME SIG	PATTERN	TIME SIG
10、COUNTRY	1	4/4	11	4/4
	2	4/4	12	4/4
	3	4/4	13	4/4
	4	4/4	14	4/4
	5	4/4	15	4/4
	6	4/4	16	3/4
	7	4/4	17	3/4
	8	4/4	18	6/8
	9	4/4	19	6/8
	10	4/4	20	6/8

GENRE	PATTERN	TIME SIG	PATTERN	TIME SIG
11、REGGAE	1	4/4	11	4/4
	2	4/4	12	4/4
	3	4/4	13	4/4
	4	4/4	14	4/4
	5	4/4	15	4/4
	6	4/4	16	4/4
	7	4/4	17	4/4
	8	4/4	18	4/4
	9	4/4	19	4/4
	10	4/4	20	2/4

TECHNICAL SPECIFICATIONS

Input:	2 x 1/4” mono input jacks (impedance 2.2 MΩ)
Output:	2 x 1/4” mono output jacks (impedance 120 Ω)
Headphone Jack:	1 x 1/8” stereo output (impedance 32 Ω)
Storage Slots:	100
Total Recording Time:	800 minutes (stereo)
Sample Rate / Bit Depth:	44.1 kHz / 24-bit
Supported Import File Formats (including but not limited to):	wav, flac, ape, mp3, m4a, aac, ogg, mp4, mov, wma, avi, mpeg
Export File Format:	wav
Power Supply:	9V DC center-negative, 500mA (use original power adapter recommended to avoid unwanted interference noise)
Dimensions:	146mm (L) x 115.6mm (W) x 53.2mm (H)
Weight:	364.8 g
Accessories:	Power adapter, USB-C to USB-A data cable, 3.5mm TRS to 5-pin MIDI (female) adapter cable, quick start guide

MOOER
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