Creating Loops

If you're editing music or other rhythmically-based material, it is generally a good idea to test a selection to make sure it contains an even number of beats before you cut, copy or paste it. A good way to do this is to loop the selection and listen to the loop as it plays. (As described in the next section, Peak also includes Loop Surfer, which can automate the process of finding a rhythmically "correct" length of audio to loop, assuming you know the tempo and the number of beats you wish to loop.)

Loops are also useful in material that you plan to transfer to a sampler. Loop markers created with Peak are recognized by samplers as sustain loops. Peak allows you to create one loop per document.

To create a loop from a selection:
1. Click the cursor at the desired location in the track and drag to select the range you desire.
2. Choose Loop This Selection from the Actions menu. Loop markers appear at the beginning and end of the loop.
3. To listen to the loop, choose Use Loop in Playback from the Preferences menu and start playback by pressing Option-Space bar on your keyboard.
4. You can interactively fine tune a loop by dragging the loop start or end markers while loop playback is engaged. As you drag a loop marker to a new location Peak will adjust the playback loop to reflect the changes you make.
We call any process which involves adjusting a loop during playback Loop Surfing. (The Loop Surfer feature, as described in Chapter 5 of the User's Guide, can automate many steps of Loop Surfing.)

To change regular markers into loop markers:
1. Create markers in a track as explained previously.
2. Double-click on the triangular base of the marker that you wish to define as the loop start point. The Edit Marker dialog appears.
3. Click the Loop Start button and click OK. The marker becomes a Loop Start marker.
4. Double-click on the triangular base of the marker that you wish to define as the loop end point. The Edit Marker dialog appears.
5. Click the Loop End button and click OK. The marker becomes a Loop End marker.
You have now defined a loop in your audio document. If you wish to play the loop, select Use Loop in Playback command (Command-L) or click the loop button on the Transport, begin playback, and when Peak reaches the loop, it will continue to repeat until you stop playback.

To move a pair of loop markers together:
1. Hold down the Option key and drag one of the loop markers to the desired location. Both markers move in tandem as you drag.