
Raming in odd time signature\'s

Posted by Lampeo - 2010/12/12 11:23

Is it possible to get a Ram Machine to do odd time sigs..... Like how would I do a measure of 5 with a ram machine?

=====

Re:Raming in odd time signature\'s

Posted by tIB - 2010/12/12 20:53

some info in here you might find useful: http://elektron-users.com/index.php?option=com_fireboard&func=view&Itemid=28&catid=9&id=94419#94419

Presuming you have both, the best way I have found for triggering polyrhythmic stuff on the MD is using the monomachine midi tracks with arps on them, an example here:

<http://soundcloud.com/t18/bicycle>

You need to have mono as the master clock and set the MD's global menu up to stop it from triggering the patterns.

EDIT: That example is 2 MDs BTW, lots of other sequencing going on too but you get the idea.

Oh, and more info here:

http://elektron-users.com/index.php?option=com_fireboard&Itemid=28&func=view&catid=9&id=104199

=====

Re:Raming in odd time signature\'s

Posted by Lampeo - 2010/12/12 21:47

What I mean to say is... My piece that I made for the Dj Project is in 5 (hijackd beets) and I would like to be able to use the R1 & P1 for a transition like I do with the regular 4 on the floor stuff, but I cant seem to get the right settings for the length of R1.

On a different tip Tib This piece I did is all MnM arp drumming----->

<http://www.youtube.com/watch?v=nqxqFcbvEC8>

=====

Re:Raming in odd time signature\'s

Posted by tIB - 2010/12/13 00:22

Ah I remeber that one, crazy scary owl eyes jazz freakout!

If I understand you right you need to do some maths: divide 128 by 5 and multiply it by the section you want to loop... it doesnt divide equally though so thats probably why its sounding wonky.

=====

Re:Raming in odd time signature\'s

Posted by dubathonic - 2010/12/13 00:54

I'm betting you can solve this by working with 1) P1 start/end times, and 2) creating a transitional pattern of five beats that has multiple P1 trigs.

Even if you RAM-record more beats than you need of your original five-beat pattern, you can set the P1 machine's start/end points so that only five beats of it play. tIB's comment about 128 divided by 5 could be an issue of course, though I don't know -- $64 + 16$ is 80, so isn't a P1 length of 80 equivalent to 5 beats??? haven't actually tried this.

Anyway, you could sidestep the problem by having the P1 trigs play only a certain number of beats of your recorded loop. Set trigs with P-locked lengths so it plays back two beats the first time, then three beats the next, etc.

You might also assign your P1 loop to more than one track and trigger it at different times, with different lengths for each trig. Might create some interesting overlap effects.

=====

Re:Raming in odd time signature\'s

Posted by Lampeo - 2010/12/13 07:01

Think I might just go with bunches of delay into the next groove ;-)

=====