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## Machinedrum-UW chopping up samples?

Posted by picnic1 - 2011/02/01 23:46

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Hey fellow elektron-heads,

Quick question ; Can the the machinedrum take a drum loop wave form and automatically split and assign the seperate sounds (kicks, snares..etc) to the 16 pads?

Just about to part with my hard earned cash and really need an answer with this one.

Many thanks,

Picnic

x

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## Re:Machinedrum-UW chopping up samples?

Posted by Nils - 2011/02/01 23:56

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No. You will have to scroll manually.

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## Re:Machinedrum-UW chopping up samples?

Posted by Microscopial - 2011/02/02 00:03

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part with your money anyway youll have a blast

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## Re:Machinedrum-UW chopping up samples?

Posted by earsmack - 2011/02/02 00:34

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Automatically no. However, you can set it up to do this manually and save the config to be instantly recalled for that particular sample.

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## Re:Machinedrum-UW chopping up samples?

Posted by blackshark - 2011/02/02 00:41

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Microscopial wrote:

part with your money anyway youll have a blast

+1. if you get into the Elektron world, you should start saving money for the whole trinity as it's hard or maybe impossible to resist to the others once bought one of them :laugh:

the above-mentioned manual solutions could be automated with Ruin&Wesen's Minicommand i guess, but you'd have to program it.

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## Re:Machinedrum-UW chopping up samples?

Posted by blackshark - 2011/02/02 16:15

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sorry for double post, i couldn't stop thinking about that "strange" question. MD has only 2,5 MB RAM, that's not more than just some space for some one-shot samples and 1-2 loops

--> why don't you buy an Octatrack?! :blink:

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## Re:Machinedrum-UW chopping up samples?

Posted by Hertzian Cone - 2011/02/03 20:12

^I guess this is it really.

I have a UW and dont have an Octatrack, current finances make it difficult, but one day it will mine for sure.

I should imagine that this is like a realtime nondestructive recycle/wavelab type affair with a sequencer thats kick ass tight and parameter control that is second to none.

I would say you need an OT over the UW. perhaps OT and an old non UW if you wants them drum synthesis

win win win.

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## Re:Machinedrum-UW chopping up samples?

Posted by The Seadweller - 2011/02/03 21:08

You can play with "start end" encoders

But i WISH ELEKTRON gives some of the advanced sampling functionality to the UW... come on guys, we know you can!!!

This would be a dream for me... An new OS with advanced sampling capabilities

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## Re:Machinedrum-UW chopping up samples?

Posted by Nils - 2011/02/03 21:29

The Seadweller wrote:

This would be a dream for me... An new OS with advanced sampling capabilities

I don't think the MD's sampling capabilities is something Elektron will expand in the future. After all the MD is primarily a drum synthesizer/sequencer. If you want more advanced sampling, OT is the way to go.

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## Re:Machinedrum-UW chopping up samples?

Posted by The Seadweller - 2011/02/03 23:01

Nils wrote:

The Seadweller wrote:

This would be a dream for me... An new OS with advanced sampling capabilities

I don't think the MD's sampling capabilities is something Elektron will expand in the future. After all the MD is primarily a drum synthesizer/sequencer. If you want more advanced sampling, OT is the way to go.

Well, Elekton could give the UW some more functionality. No need for a big expansion. Something like easier cropping, trimming, they can offer that.

After all MD-UW has a sampler, should they stop developing it in order to force people buy the OT ?

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## Re:Machinedrum-UW chopping up samples?

Posted by brettweldele - 2011/02/04 01:28

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oh, if they could only sneak in the timestretch knob from the OT Flex machine into the UW, that would be swell.

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## Re:Machinedrum-UW chopping up samples?

Posted by Nils - 2011/02/04 04:02

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The Seadweller wrote:

Well, Elekton could give the UW some more functionality. No need for a big expansion. Something like easier cropping, trimming, they can offer that.

After all MD-UW has a sampler, should they stop developing it in order to force people buy the OT ?

You'll have to ask them about that ;) Don't get me wrong though; I agree with you there are basic functions that would make the UW functionality better. I just have a feeling that's not where they'll be putting their efforts.

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## Re:Machinedrum-UW chopping up samples?

Posted by Nils - 2011/02/04 04:05

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brettweldele wrote:

oh, if they could only sneak in the timestretch knob from the OT Flex machine into the UW, that would be swell.

I like the timestretch function in the MD, but it's definitely quite crude, far from the smoothness of the OT I guess?

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## Re:Machinedrum-UW chopping up samples?

Posted by picnic1 - 2011/02/18 04:34

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by scroll manually does this mean shortening the length of the sample to get the part of the sample i want?? because i have loads of samples i want to sort out and would be cool if i can put them on machinedrum and shorten them?? i was also looking at the mpc 1000 for chopping up samples and then putting a beat together but trying to work out which would be better???

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## Re:Machinedrum-UW chopping up samples?

Posted by johnathon doe - 2011/02/18 06:43

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to picnic1,

yes...with the MD you can take a longer sample and pick out which parts you want to sound on particular trigs. but, you would need to assign a TRACK for each one-hit sound.

you would assign the sample to EACH of the separate sounds you would like, e.g. kick, snare, hat, would be 3 separate MD tracks.

then you would play with the STRT and END parameters on each track to find the specific area of the overall sample.

peace

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## Re:Machinedrum-UW chopping up samples?

Posted by brettweldele - 2011/02/18 10:59

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Nils wrote:

brettweldele wrote:

oh, if they could only sneak in the timestretch knob from the OT Flex machine into the UW, that would be swell.

I like the timestretch function in the MD, but it's definitely quite crude, far from the smoothness of the OT I guess?

Unless i missed something, the UW still only does old school sampler pitch stretching. no time stretch.

I like some artifacts with my stretching. :)

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## Re:Machinedrum-UW chopping up samples?

Posted by Nils - 2011/02/18 13:43

brettweldele wrote:

Unless i missed something, the UW still only does old school sampler pitch stretching. no time stretch.

I like some artifacts with my stretching. :)

But then you missed something :)

Albeit crude, here's one technique that does:  
pitch shifting without affecting sample length and  
time stretching without affecting pitch.

I'm not in front of my MD atm, so please excuse any errors in the following description:

1. Choose a track loaded with a sample and set RETRIG to 127, retrigger SPEED to roughly 20-30 (?).
2. In the LFO menu, assign a rising linear ramp to START. Set trig mode to TRIG. Set SPEED to a fairly low value, and depth to 127.

The sample will now retrigger at a fairly high speed, but the LFO will make the retrigger point move throughout the sample, while playing. You will need to adjust LFO speed, LFO depth and retrigger time to get a useable result.

- Retrig speed governs the "size" of the chunk to be played before the next retrigger, ie the coarseness of stretch.
- LFO speed governs the speed of time stretch - the lower the speed, the longer the sample, and vice versa.
- LFO depth governs the size of the jump from one retrigger point to the next. At lower values, it will only play through parts of your sample.

So in effect, you can do pitch shifting with fixed length by adjusting the pitch parameter. Since the retrigger and LFO settings govern the length of the played sample, the pitch parameter won't affect length.

You can also do time stretching by adjusting the LFO speed. This parameter alone will determine the length of the sample.

Using other LFO waveforms you can do non-linear stretching:

- An exponential ramp will eg let you play a loop with falling or rising speed. Start off with 300bpm and end up with 20bpm.
- A combination of different LFOs (eg LFO mix parameter to 64, combine waveforms) will give quite unpredictable sample playback, falling and rising speeds
- The random waveform will play back your sample at randomly selected points in the sample.

And... it's a good thing you like artifacts ;)

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## Re:Machinedrum-UW chopping up samples?

Posted by Tyrone - 2011/02/18 13:47

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blackshark wrote:  
Microscopial wrote:  
part with your money anyway youll have a blast

the above-mentioned manual solutions could be automated with Ruin&Wesen's Minicommand i guess, but you'd have to program it.

hey all, long time listener, first time caller... :)

Here's a link to a Minicommand firmware that I wrote which does exactly this and a few things more - like reordering / randomizing the step orders and slice directions..

[http://forum.ruinwesen.com/comments.php?DiscussionID=94&page=1#Item\\_0](http://forum.ruinwesen.com/comments.php?DiscussionID=94&page=1#Item_0)

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## Re:Machinedrum-UW chopping up samples?

Posted by actual - 2011/02/18 14:10

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:welcome:

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## Re:Machinedrum-UW chopping up samples?

Posted by Duncan - 2011/02/21 22:28

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Non linear Twin LFO Start point with Retrig adjusts and pitch sweep example - a :huh: bit long and wankery.

<http://soundcloud.com/discombob/machinedrum-uw-lfo-to-strt>

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## Re:Machinedrum-UW chopping up samples?

Posted by brettwedele - 2011/02/22 00:49

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okay, that's an interesting time stretch work around.

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