
OT: using scenes to alter parameters of p-locked trigs?

Posted by gliiitches - 2011/06/24 21:24

I don't think this is possible (yet!) but just wanted to check... as the thread title says, can you use scenes to alter parameters of p-locked trigs?

Example: I have a standard 4/4 kick drum pattern. Each trig has the pitch p-locked to vary the sound of each drum hit. Can I then use a scene to alter the p-locked pitch values of individual trigs?

It was Neil Baldwin's LFO / slice thread that got me thinking about this. Imagine - you could p-lock the start position of individual trigs and then alter the start position of those individual trigs with a scene, making the pattern trigger completely different samples.

I guess I could sort of do this by slicing a loop, and p-lock different slices to different trigs. Then using a scene to modify the overall start position by one slice. Would this shift all the slices up by one, triggering different sounds through the pattern?

Hmmm... something to try this weekend I think!

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Re:OT: using scenes to alter parameters of p-locked trigs?

Posted by scrag - 2011/06/24 21:32

The Good News Gorilla says this is probably do-able:

"When moving the crossfader, locked scene parameters have priority over parameter locks. This ensures smooth transitions between scene parameters without sudden changes."

from page 41 of the manual certainly suggests that what you're talking about should be possible. I haven't tried it myself, but I'm all curious now... :cheer:

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Re:OT: using scenes to alter parameters of p-locked trigs?

Posted by ipassenger - 2011/06/24 21:40

One way to do this would be with a really slow square wave lfo, set to trigger mode and set to the value you'd pattern locked (in your case pitch of the kick) but with the depth of the lfo kept at 0.

Now by assigning the depth of the LFO to a scene, you should be able to move the whole sequence of pattern locks in one direction or the other. In your example, move all of the drum locks up or down in pitch. What you couldn't do is change the pattern altogether, you could only shift one way or another, bit like what you said with the slices.

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Re:OT: using scenes to alter parameters of p-locked trigs?

Posted by SecretMusic - 2011/06/24 21:41

gliiitches wrote:

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pattern?

Hmmm... something to try this weekend I think!

scenes work with absolute values, not offsets, so no, what you describe in the last paragraph is not yet possible. I'm sure there would be a way to implement that in the future.
p-locked values do not get altered by scenes, as the manual says :)

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Re:OT: using scenes to alter parameters of p-locked trigs?

Posted by SecretMusic - 2011/06/24 21:43

ipassenger wrote:

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interesting :)

I like this kind of lateral thinking that Elektron instruments encourage!

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Re:OT: using scenes to alter parameters of p-locked trigs?

Posted by scrag - 2011/06/24 21:49

SecretMusic wrote:

...p-locked values do not get altered by scenes, as the manual says :)

Am I reading that "...locked scene parameters have priority over parameter locks..." wrong then? I interpreted that to mean that a parameter that's locked in a scene will override a parameter that's locked on a trig. :huh:

I guess I'm going to have to try this now.

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Re:OT: using scenes to alter parameters of p-locked trigs?

Posted by gliiitches - 2011/06/24 21:52

Cheers guys.

I've just thought of a practical reason why what I mean isn't possible right now.

When you hold down a scene button to start scene-locking parameters, the trig buttons switch so you can select a scene. To do what I'm talking about you would need to have access to the sequencer trigs as you are holding down the scene button.

I suppose I can do a complete shift in sounds by having two different loops on one sample file, and then scene-locking the 'start' parameter. But that trick is probably old news by now! :laugh:

EDIT: My understanding of that sentence in the manual is that scene-locks override p-locks.

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Re:OT: using scenes to alter parameters of p-locked trigs?

Posted by ipassenger - 2011/06/24 21:55

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I guess I'm going to have to try this now.

No, your right originally. Scenes overpower p-locks. :)

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Re:OT: using scenes to alter parameters of p-locked trigs?

Posted by scrag - 2011/06/24 21:55

Tested!

OK... so I have a track where different slices of a loop are p-locked to steps in a pattern. I created a scene in that pattern where the slice parameter is p-locked to "1".

Using the crossfader to switch to that scene makes every step of the pattern play slice 1. That's kind of what I expected from my reading of the manual.

Am I missing a point here...? :S

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Re:OT: using scenes to alter parameters of p-locked trigs?

Posted by ipassenger - 2011/06/24 21:57

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Oh so you want to use a scene to effectively cross fade to a different pattern within a track. Yeah it can't do that at all. Maybe if one day we get ghost tracks, track patterns that are hidden, you could then cross fade between the live one and one of the ghost track patterns. Wouldn't put money on that happening though. :)

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Re:OT: using scenes to alter parameters of p-locked trigs?

Posted by neilbaldwin - 2011/06/24 21:59

I'm not 100% sure what you're trying to do but you can certainly lock values to scenes. It's a massively powerful aspect of the OT.

I've done some stuff like this:

Slice a drum loop and map it to 16 trigs.
Set RTRG to a value other than 0, say 64.
Switch scene A to scene 1 by holding down button and then tapping T(rig)1
Keep held and then set RTIM to 127. It's now locked at that value to Scene 1
While still holding, tap T2, then set RTIM to, say, 64
Repeat with Scene 3 (T3) and set RTIM to 80
Then T4 and RTIM to 96 (i'm just making these numbers up)

Right, switch back to Scene 1 and press play. You have the drum loop playing normally.

Now, switch scenes 2 - 4 by holding down and tapping T2, T3 or T4. Give you various speeds of retriggering while the loop is still playing.

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Re:OT: using scenes to alter parameters of p-locked trigs?

Posted by gliiitches - 2011/06/24 21:59

ipassenger wrote:

gliiitches wrote:

Cheers guys.

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That's exactly what I mean - thank you for summing it up much more concisely than I did! :laugh:

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Re:OT: using scenes to alter parameters of p-locked trigs?

Posted by scrag - 2011/06/24 22:03

Related: I've thought a couple of times that I'd really like to be able to assign sample locks to the crossfader.

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Re:OT: using scenes to alter parameters of p-locked trigs?

Posted by gliiitches - 2011/06/24 22:05

Cheers NB - yeah, I understand that you can lock values to scenes. But the parameters you can lock are (for want of a better term) 'global' - i.e. they affect the whole track.

What I was wondering is whether you can scene-lock the values of individual trigs.

For example, on scene 1 the pitch value of trig 1 is set to -6. On scene 2 the pitch value of trig 1 (and only trig one, not the track's pitch setting) is +6.

Re:OT: using scenes to alter parameters of p-locked trigs?

Posted by ipassenger - 2011/06/24 22:11

gliiitches wrote:

For example, on scene 1 the pitch value of trig 1 is set to -6. On scene 2 the pitch value of trig 1 (and only trig one, not the track's pitch setting) is +6.

Yeah that would also be quite cool.

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Re:OT: using scenes to alter parameters of p-locked trigs?

Posted by SecretMusic - 2011/06/27 18:15

scrag wrote:
Tested!

OK... so I have a track where different slices of a loop are p-locked to steps in a pattern. I created a scene in that pattern where the slice parameter is p-locked to "1".

Using the crossfader to switch to that scene makes every step of the pattern play slice 1. That's kind of what I expected from my reading of the manual.

Am I missing a point here...? :S

I think I understood what you said as the opposite...and I probably worded what I said wrong as well..hehe either way, the best way to find this stuff out is to try it out yourself methodically.

I still have lots of things to explore on the OT, and it's not even OS 1!

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Re:OT: using scenes to alter parameters of p-locked trigs?

Posted by SecretMusic - 2011/06/27 18:16

also, kind of related, I'd love to have access to some "setup" parameters so I could p-lock them....Elektron, why put the "dist" parameter of the filter out of reach of your scenes and p-locking??

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Re:OT: using scenes to alter parameters of p-locked trigs?

Posted by Electrum - 2011/06/29 00:13

I was pretty much trying the same thing: Thought it would be interesting to morph / interpolate between e.g. a straight drumloop and something programmed by p-locked slices. (to get a "smooth" transition)

But I guess there is no way to do that using scenes (other than using two tracks and crossfading the volume for both). Hmm, I wonder if slide trigs could help..

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