Wrapping my head around the OT

Posted by r05c03 - 2011/09/20 00:08
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Okay, okay, this thing is way more complext than the MD or MM....I am trying to figure out how some parts fit together. I understand that Set can contain Projects and that Projects contain Banks, and each each Bank contains Patterns (16 of them). Now, In know what to do with Patterns, You can link them together to make songs, or to play patterns that are the same but with slight alterations in sounds because of P-Locks and all. However, I am fuzzy on Parts and Scenes.

Do I understand corrrectly that I can have 16 different Scenes of same Pattern in Part 1, and another 16 Scenes of the that same Pattern in Part 2?

How do I use all this optimally?

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Re:Wrapping my head around the OT

Posted by dataline - 2011/09/20 00:43
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I would see the Parts as Kits as in MD and MNM :)

A Part contains the settings(parameters and effects) and the samples assigned to each track + 16 scenes configuration. There are 4 Parts in each bank. So you need to spread out the usage of parts within a bank.

When I first started, I used first part for the first 4 patterns, second part for the second 4 patterns and so on. After some practice I realized that you can achieve a lot of things with parameter locks and this greatly enhances how to make the most out of parts :)

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Re:Wrapping my head around the OT

Posted by poonti - 2011/09/20 01:03
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Hi Dataline, are your parts slight variations of each other, just like patterns are slight variations of each other? Or do you basically have part 1 (for pattern 1,2,3,4) followed by a completely different part 2 (pattern 5,6,7,8)? I'm trying to get an arrangement workflow for the OT, and as r05c03 noted in his post, it's quite a complex machine. I've mostly been jamming on it with the cross-fader, but now it's time to get more complex with it.

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Re:Wrapping my head around the OT

Posted by dataline - 2011/09/20 01:12
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The way I see it is that each bank on the OT is a tune(track). A tune will have 16 patterns, very similar to scenes on ableton. So pattern A1 will be the intro, A2 will be varied version of A1 with a beat on top and so on. While I am building the track in this method, I will come to a point where I have used all 7 tracks (8 is master always for me). This means that I need to move on to another part with another element thrown in. So I would copy the part into the next part and make alteration to it. This section will be like a drop in a tune. Then build on it again with different part settings.

Hope this makes sense :)

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Re:Wrapping my head around the OT

Posted by poonti - 2011/09/20 02:02
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Yup, this sounds like a good way to build up a tune. Thanks for the info Dataline!

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Re:Wrapping my head around the OT

Posted by r05c03 - 2011/09/20 03:39
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Hmm, maybe I should have gone for a MD UW...I get synthesis...not sure I "get" sampling.

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Re:Wrapping my head around the OT
Posted by binaural - 2011/09/20 03:48
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@dataline: thanks for your very clear insight! This was exactly the thing I've been struggling with!

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Re:Wrapping my head around the OT
Posted by tenchi - 2011/09/20 04:48
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Hi guys n gals
I thought I understood the Parts until I've been trying to put a live set together. Frustrated I got in touch with Dataline and he told me what he has said above (thanks Jake)
BUT I would like to know if anyone else has found a work around

Here's my problem : I've got 4 drum loops (sliced), so I want to put Loop1 on track1 A1, Loop2 on track1 A2 etc. When saving to Part1 A1 will play the last loop loaded

Isn't it possible to have all drum loops on one track on one bank (song)?

Does that mean that I'm only restricted to 4 loops (ie saving each loop in each part)?

I suppose I could alternate between 2 tracks but I would prefer to have each track to have a set instrument so I know whats what in a live situation

Any Ideas?

Thanks

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Re:Wrapping my head around the OT
Posted by dataline - 2011/09/20 04:51
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Hey Tenchi!

You can trigger different loops on any step by locking different sample to that step...

Does this help??

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Re:Wrapping my head around the OT
Posted by tenchi - 2011/09/20 04:59
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Hey Jake

Even if the loop is sliced?

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Re:Wrapping my head around the OT
Posted by dataline - 2011/09/20 07:06

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Yes thats right, you can change the sample by locking the a different sample and then change which slice you are going to play for that step, it is totally possible!

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Re:Wrapping my head around the OT
Posted by tenchi - 2011/09/20 07:21
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But won't that play the slice and not the loop?

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Re:Wrapping my head around the OT
Posted by dataline - 2011/09/20 07:33
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Yes it will only the play the slice if the SLIC is ON under the playback settings

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Re:Wrapping my head around the OT
Posted by kraftf - 2011/09/20 08:14
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This is my method:

i would join all 4 drumloops in one file and then p-lock the start value to 0,32,64 and 96 to play each loop.
This why I want guys from electron to implement the ability in the audio editor to join audio files to avoid using my computer.
This way you also save sample slots.
You can achieve the same result by slicing your joined sample into four slices(or more) and use them accordingly.

Cheers

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Re:Wrapping my head around the OT
Posted by N_Rain - 2011/09/20 09:55
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nice workaround kraftf . I have had the thought that if the LFO with a designer LFO could be used to modulate the sample slot for a track then we could play up to 16 consecutive loops and still have up to 64 step resolution per loop for p-locks etc. would be nice if there were an easy way to play loops in series..

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Re:Wrapping my head around the OT
Posted by tenchi - 2011/09/22 07:39
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Thanks for the replies guys, I'll keep them in mind for the future but your solutions won't really help for this track as the loops are sliced (64 slices). I'll just have to use more than one track

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