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## New OT use questions on samples per pattern and previewing

Posted by AikiGhost - 2011/11/10 18:27

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I just got my Octatrack yesterday and Im loving it so far. Just a couple of questions though.

I know about the parameter locks and the sample locks. I was wondering if there was an easy way to have a bunch of different samples associated with each pattern though? Id like each pattern to be able to use totally different samples this doesn't seem easy?

Also how do I set up sample previewing so each sample I select sounds out as I select it rather than having to load it before I can play it?

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## Re:New OT use questions on samples per pattern and previewing

Posted by sleepassistant - 2011/11/10 19:00

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interested in this too... really liked the machinedrum's kits being tied to patterns approach. made the whole thing.

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## Re:New OT use questions on samples per pattern and previewing

Posted by smokyfrog - 2011/11/10 21:01

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I tend to do it in groups of 4 patterns per part, so patterns 1-4 are associated with part 1 and share the same base patterns (although sometimes overridden by param locks), patterns 5-, part 2 and so on.

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## Re:New OT use questions on samples per pattern and previewing

Posted by Nils - 2011/11/10 21:18

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AikiGhost wrote:

Id like each pattern to be able to use totally different samples this doesn't seem easy??

The only way to achieve this as of now is to limit yourself to 4 patterns pr bank.

8 tracks x 4 patterns x 16 banks = 512 samples

Which means that the real limit lies in the number of sample slots for the project:

128 Flex slots +128 Static slots =256 slots.

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## Re:New OT use questions on samples per pattern and previewing

Posted by AikiGhost - 2011/11/10 22:50

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I'm not sure I understand what the purpose of a part is? Is a part a set of 8 tracks with sample setups?

Why did they move away from the far simpler and more sensible way of doing things they had with the MD where a pattern keeps all data and setups associated directly with it? It seems like such a complete hassle for zero gain to do it this new way on the OT.

Am i going to have to create and load a separate project for every song I want to create and playback live? What a pain in the butt.

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## Re:New OT use questions on samples per pattern and previewing

Posted by phading - 2011/11/10 22:53

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this is, for me, the problem when having only 4 parts per bank. It's a bit hard to add some more new samples sometimes

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## Re:New OT use questions on samples per pattern and previewing

Posted by AikiGhost - 2011/11/10 23:21

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phading wrote:

this is, for me, the problem when having only 4 parts per bank. It's a bit hard to add some more new samples sometimes

It seems like a totally bizarre design decision to me. When would I ever NOT want my sample to track assignments associated with the patterns I set them up for? It makes no sense whatsoever as far as I can see.

Also the OT could really do with a "drum machine" machine with say 16 samples (one per trig) that cut each other off so basic drum beats could be put on a single track easily.

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## Re:New OT use questions on samples per pattern and previewing

Posted by Steril707 - 2011/11/10 23:23

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AikiGhost wrote:

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Am i going to have to create and load a separate project for every song I want to create and playback live? What a pain in the butt.

Welcome to the wonderful world of parts on the OT.

They make some sense if you want to switch patterns while a static track is playing.

But it doesn't make sense that

- 1) there is not one part per pattern (you could still switch parts on other patterns and do the abovementioned thing)
- 2) there are only 4 parts per bank.

Guess it was a RAM-issue when designing the part-mechanism.

Alongside the Recorders and the weird file-system-operation-namings ("sync to card" "new project" "change project" hÃ¢Ã¢Ã¢Ã¢?) one of the more curious things about the OT.

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## Re:New OT use questions on samples per pattern and previewing

Posted by AikiGhost - 2011/11/10 23:27

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Steril707 wrote:Guess it was a RAM-issue when designing the part-mechanism.

Em maybe they should just have allowed us to do the setup as we liked and simply gave us a "RAM full" message?

Certainly it relegates the OT from "core of my setup" territory to "I use this for glitches and FX" territory. I guess my ER1 will be coming to gigs with me for some time to come. :)

Steril707 wrote:They make some sense if you want to switch patterns while a static track is playing.

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I have to say I have zero interest in using static tracks and wish the OT would stop defaulting to them instead of flex machines. In fact if I could remove the static machines option from the machines type list I would do so.

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## Re:New OT use questions on samples per pattern and previewing

Posted by thanatos - 2011/11/11 05:29

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perhaps you don't but i do

for me sample not assigned to pattern is the biggest strenght of the octatrack as the static machine.  
i use this a lot to dj with the octatrack

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## Re:New OT use questions on samples per pattern and previewing

Posted by krafft - 2011/11/11 06:22

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AikiGhost wrote:

I have to say I have zero interest in using static tracks and wish the OT would stop defaulting to them instead of flex machines. In fact if I could remove the static machines option from the machines type list I would do so.

You have to think twice or maybe more about this sentence.

Think of a static sample as a slot that can hold 64 samples of equal but unlimited length(only limitation is the size of your compact flash card).

To get my self more clear:

You can merge 64 samples in a file and then slice them directly using the create slice grid option. If the samples are equal length they get sliced perfectly.

Then using the start parameter you can p-lock which sample you want OT to playback.

Its just perfect.

So from the static slots you can have  $128 \times 64 = 8192$  samples in the form of 128 audio files(if they can fit your CF card)

So, do you still want to remove your static slots?????:blink:

Of course not, you wouldn't dare to!!

This is one of the coolest features of OT and God bless them.

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## Re:New OT use questions on samples per pattern and previewing

Posted by AikiGhost - 2011/11/11 08:20

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krafft wrote:

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But cant you just do this with flex machines too? Also has anyone got any of these 64 sample long files available to play with?

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## Re:New OT use questions on samples per pattern and previewing

Posted by Rusty - 2011/11/11 08:57

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AikiGhost wrote:

But cant you just do this with flex machines too? Also has anyone got any of these 64 sample long files available to play with?

Grab 64 random/different drum hits in your DAW, put one on each quarter note, and bounce the whole thing down as one 16 bar long wav.

Voila, a 64 long sample file.

Then chuck it in the OctaTrack and split the file by 64 divisions, you can now trigger the different samples based on sample slice.

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## Re:New OT use questions on samples per pattern and previewing

Posted by krafft - 2011/11/11 09:52

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AikiGhost wrote:

But cant you just do this with flex machines too? Also has anyone got any of these 64 sample long files available to play with?

Yeah you can but flex is ram based and you are limited in size.

In static machines you can load whole tracks and split them in their building parts too.

If you don't use the slice parameter and use instead just the normal start parameter you have 128 samples per file.Huge amount.

But again remember that your samples/loops have to have equal length in order that they are divided linearly.

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## Re:New OT use questions on samples per pattern and previewing

Posted by heckadecimal - 2011/11/11 10:13

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Flex samples are limited by RAM.

You don't need to do every song on a new project, but banks are a decent way to split things up. 4 parts per bank, assigned dynamically, give you plenty of space to get weird.

Really children, it just takes a little time playing with it. It's pretty fucking smart how it's set up. Can we get past this yet?

(I don't mean to really hurt anybody's feelings, I'm only being playful. It's just that I don't do emoticons.)

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## Re:New OT use questions on samples per pattern and previewing

Posted by SecretMusic - 2011/11/11 10:17

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krafft wrote:

AikiGhost wrote:

I have to say I have zero interest in using static tracks and wish the OT would stop defaulting to them instead of flex machines. In fact if I could remove the static machines option from the machines type list I would do so.

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Its just perfect.  
So from the static slots you can have  $128 \times 64 = 8192$  samples in the form of 128 audio files(if they can fit your CF card)  
So, do you still want to remove your static slots?????:blink:  
Of course not, you wouldn't dare to!!  
This is one of the coolest features of OT and God bless them.

uh oh, looks like I have some competition :)

once you start using sample chains, it's pretty much impossible to go back to single samples per slot :P

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## Re:New OT use questions on samples per pattern and previewing

Posted by SecretMusic - 2011/11/11 10:26

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AikiGhost wrote:

But cant you just do this with flex machines too? Also has anyone got any of these 64 sample long files available to play with?

The main difference is that Flex machines use Ram, and you are therefore limited in the amount of audio you can load at once. Static samples stream from the card, and are therefore more suited to being long.

Also, 64 is just a number imposed by the maximum amount of slices the OT can create in 1 sample.  
Your chains don't have to contain 64 "bits", you could, for example, have 8 drum bounces from 8 different songs. Chain them together, load in the OT, slice into 8 slices.

You can then select which drum performance plays by adjusting the start parameter. Add One Shot trigs, and you've got a full set of stems on 8 tracks, all neatly available and remixable on the spot :)

What I've been doing with chains recently, is stacking them. I'll chain 64 drum samples on 1 track in Pro Tools, and on a second track, chain 64 "ambience hits", and maybe a third track with 64 little vocal hits. Load the chain in a static, and go to town with slices :)

the uses are limitless!

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## Re:New OT use questions on samples per pattern and previewing

Posted by poonti - 2011/11/11 10:45

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Nice tips! I haven't done much with OT slices, and kind of lazy to dig up the info right now, but is there any auto-transient slicing (like the Korg ESX has)? This way you wouldn't be limited to equally sized samples in your static track (to be sliced).

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## Re:New OT use questions on samples per pattern and previewing

Posted by SecretMusic - 2011/11/11 11:02

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poonti wrote:

Nice tips! I haven't done much with OT slices, and kind of lazy to dig up the info right now, but is there any auto-transient slicing (like the Korg ESX has)? This way you wouldn't be limited to equally sized samples in your static track (to be sliced).

not yet, unfortunately.

the automatic method works like a charm when stuff is lined up precisely in a DAW.

you can also create manual slices, if you want precise control over their position. Or you can alter a slice's start and end points.

I have no real doubt that transient slicing will be implemented at some point :)

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## Re:New OT use questions on samples per pattern and previewing

Posted by AikiGhost - 2011/11/11 16:41

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heckadecimal wrote:

Really children, it just takes a little time playing with it. It's pretty fucking smart how it's set up. Can we get past this yet?

MAYbe if the manula was a bit better written? :)

I mean seriously I've had it for 3 days now and I still cant figure out how to create a new bank. The manual says how to select a bank (which will let me select already created banks) but not how to create a fresh one.

And until I came into this thread I had no idea what parts were meant to be for. I also still think having only 4 parts per bank is a bit odd.

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## Re:New OT use questions on samples per pattern and previewing

Posted by Steril707 - 2011/11/11 17:18

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AikiGhost wrote:

heckadecimal wrote:

Really children, it just takes a little time playing with it. It's pretty fucking smart how it's set up. Can we get past this yet?

I also still think having only 4 parts per bank is a bit odd.

Well, it is ODD. Regardless of what some people here say. :D

16 Parts per bank (Each pattern having it's own flexible part) would kick 4 parts per bank in the nuts.

Even people who are content with 4 parts per bank couldn't complain if they got 16 parts instead.

btw:

You don't need to create a new bank, just switch to it, and create a pattern in it.

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## Re:New OT use questions on samples per pattern and previewing

Posted by Nils - 2011/11/11 17:34

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SecretMusic wrote:

What I've been doing with chains recently, is stacking them. I'll chain 64 drum samples on 1 track in Pro Tools, and on a second track, chain 64 "ambience hits", and maybe a third track with 64 little vocal hits. Load the chain in a static, and go to town with slices :)

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Now add LFO to slice :ohmy:

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## Re:New OT use questions on samples per pattern and previewing

Posted by Nils - 2011/11/11 17:35

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AikiGhost wrote:

I mean seriously I've had it for 3 days now and I still cant figure out how to create a new bank. The manual says how to select a bank (which will let me select already created banks) but not how to create a fresh one.

Tame your frustration, there's A LOT to learn :)

You don't create banks, there are 16 of them built in and you just have to select.

=====

## Re:New OT use questions on samples per pattern and previewing

Posted by krafth - 2011/11/11 18:07

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Nils wrote:

SecretMusic wrote:

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Now add LFO to slice :ohmy:

And use the hold trig method to get usable results.

I just learned that from the lfo video tutorial and I am thrilled. I think I can get by without lfo starting with the sequencer.

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## Re:New OT use questions on samples per pattern and previewing

Posted by redrum - 2011/11/11 18:27

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I had the same problem when I got the mono. I thought it was the manual or the machine maybe the bugs. In the end these machines will do exactly as you ask. Whether you know what you want or not. The whole hierarchy method (I admit) was frustrating. But I trust the Elektron team. They will make these machines do the things I never knew I wanted. I don't even notice the order of sets, patterns, etc anymore I just make music. I still have some issues with the OT, but they are my issues. Like I said my Mono was a problem when I first got it.

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## Re:New OT use questions on samples per pattern and previewing

Posted by AikiGhost - 2011/11/11 18:31

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Nils wrote:

AikiGhost wrote:

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You don't create banks, there are 16 of them built in and you just have to select.

Ok then I think I have an issue with my Octatrack because what is written in the manual simply doesn't work on my machine, I'm on OS version 1.03

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## Re:New OT use questions on samples per pattern and previewing

Posted by krafft - 2011/11/11 18:34

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AikiGhost wrote:

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Check your manual version. Download the latest version from their site.  
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## Re:New OT use questions on samples per pattern and previewing

Posted by AikiGhost - 2011/11/11 18:54

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krafft wrote:

AikiGhost wrote:

Nils wrote:

AikiGhost wrote:

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From latest manual:

"As soon as is pressed a prompt saying "CHOOSE BANK" will appear. Available banks are indicated by green LEDs. A red LED indicates the currently active bank. As soon as a bank is selected the prompt will change to "CHOOSE PATTERN". Pressing a key now will select a pattern located in the selected bank. Available patterns are indicated by green LEDs. A red LED indicates the currently active pattern. This method of pattern selection allows for quick changes of the active bank and pattern. If you don't wish to select a pattern, just release the button combination after the "CHOOSE PATTERN" prompt appears."

I note that the manual says Available banks are indicated by green LEDs. and when I press the bank button only the bank A trig is lit green. Am I missing something obvious?

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## Re:New OT use questions on samples per pattern and previewing

Posted by Steril707 - 2011/11/11 20:48

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AikiGhost wrote:

kraftf wrote:

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Nils wrote:

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I note that the manual says Available banks are indicated by green LEDs. and when I press the bank button only the bank A trig is lit green. Am I missing something obvious?

AVAILABLE is kind of a bad wording. It just means, that patterns were already created in those banks, so they are not empty.

It's kind of an indicator when you are playing live for instance, where your stuff is lying around, so you don't have to search around. Same with patterns. It just shows you patterns where you have changed something as existing (green light on LED).

That doesn't mean that those patterns and banks don't exist where you don't get a green light from the Octatrack.

They are all there, already existing.

They are just empty.

=====

## Re:New OT use questions on samples per pattern and previewing

Posted by AikiGhost - 2011/11/11 21:07

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Steril707 wrote:

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Ok so that's really weird then because my OCTA will not let me select anything outside bank A. Maybe its and issue with my CF card or the project file?

I think I'll try starting a completely new project and see if that makes any difference.

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Posted by Nils - 2011/11/11 21:22

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I think you have to select both bank and pattern? Bank first, then while you're holding the Bank button choose eg the first pattern on that bank? Not in front of my OT atm, so I might be wrong.

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Yes that's what you're supposed to do. But it quite simply doesn't work on my octa.

Basically I hold bank press B and then press A to select pattern 1 in bank B and after i let go of the keys I end up exactly where i was in one of the bank A patterns. The octa doesn't seem to be reacting as its supposed to.

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## Re:New OT use questions on samples per pattern and previewing

Posted by poonti - 2011/11/11 21:58

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Nils wrote:

AikiGhost wrote:

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I think you have to select both bank and pattern? Bank first, then while you're holding the Bank button choose eg the first pattern on that bank? Not in front of my OT atm, so I might be wrong.

^ Yup, it's bank first ("CHOOSE BANK"), then pattern ("CHOOSE PATTERN") - all while you're holding down the bank key.

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## Re:New OT use questions on samples per pattern and previewing

Posted by krafft - 2011/11/12 05:08

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AikiGhost wrote:

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No you are not right again. You select a new bank then a new pattern and then press play and you are inside your empty pattern.

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## Re:New OT use questions on samples per pattern and previewing

Posted by kraftf - 2011/11/12 05:14

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kraftf wrote:

Nils wrote:

SecretMusic wrote:

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Now add LFO to slice :ohmy:

And use the hold trig method to get usable results.

I just learned that from the lfo video tutorial and I am thrilled. I think I can get by without lfo starting with the sequencer.

:angry:

unfortunately hold option doesn't work for me either.

Still the lfo runs free in free run mode without taking into account sequencer start so its still random and not usable for accurate results.

synchronized start of the lfo's still remains in my top feature requests. Very disappointing...

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## Re:New OT use questions on samples per pattern and previewing

Posted by AikiGhost - 2011/11/12 07:37

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No you are not right again. You select a new bank then a new pattern and then press play and you are inside your empty pattern.

Well shows what you know then doesn't it.

As I said I was going to earlier in this thread I started a completely new project from scratch and now I can change banks properly so it turns out it was a glitch in the project file that was causing the issue. IE: A genuine issue with the octatrack and NOT just me being an idiot.

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## Re:New OT use questions on samples per pattern and previewing

Posted by kraftf - 2011/11/14 03:36

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Sorry if I didn't get that right. I am you worked it out.

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## Re:New OT use questions on samples per pattern and previewing

Posted by AikiGhost - 2011/11/14 19:11

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Sorry if I didn't get that right. I am you worked it out.

Hey no problem man I'm just glad I figured out what the hell was wrong.

I'm a lot happier with my OCTA now :)

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## Re:New OT use questions on samples per pattern and previewing

Posted by pulsn - 2011/11/17 03:59

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That sounds absolutely awesome. But...how do you remember which sample slice is what sound? For random glitchy stuff, when an LFO is randomly changing the slices this must be cool though. I gotta try that...

=====

## Re:New OT use questions on samples per pattern and previewing

Posted by heckadecimal - 2011/11/17 04:43

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4 pages to select a new bank + pattern.

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## Re:New OT use questions on samples per pattern and previewing

Posted by SecretMusic - 2011/11/17 05:20

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pulsn wrote:

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stuff, when an LFO is randomly changing the slices this must be cool though. I gotta try that...

to be honest, with sample chains of 64 drums for example, i really do not remember which slice is which, nor do I really want to. I tend to rely on experimentation more than anything else, so I'll just lock random values to some trigs, and see what happens. Or assign LFO's to start and resample when I get something I like.

On the other hand, let's say you have 16 drum grooves sliced into 16 slices, it would be easy enough to remember which is where, since, well, you're the one who ordered them in the first place. Hope this helps :)

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