

---

## Octatrack, Multiple samples on 1 track

Posted by Jarli - 2011/08/17 06:27

---

You can load many samples to OT, but can you put more than 1 sample /track?  
I mean: trig 1 (sample 1) trig 5 (sample 4)..

Or why you can load many samples to OT but just use 8 of them?

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by mcpepe - 2011/08/17 06:31

---

Of course you can.

You need to look at parameter locks. Hold down trig 5 and press the down arrow to select another sample for this trig.  
That's it!

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by vomitus - 2011/08/24 23:43

---

After you assign the samples to each trig can you play them afterwards using external midi controller (keyboard, cubase) and record the controls to internal octatrack sequencer, so it can be played afterwards without external sequencers. I mean, does this assignment of different samples to one tracks each trig works similar like drum/sample kits in synthesizers where you assign different sounds or a drum kit to a single part throughout the octave and the whole kit can be triggered only using one part thus saving other parts for different sounds and effects.

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by smkmchn - 2012/05/05 20:39

---

i've been able to get different samples on different trigs as you explained above.

i can't seem to fire them besides on the OT via the trig buttons.

what is the deal with triggering samples from that track on an external midi controller?

i'm using my MPC 3000 to sequence and it works great but it only trigs tracks or the sample of one track chromatically. i can't find any notes that will play the different trigs on the track trigs with sample parameter locks.

any advice? i love the OT but man the vocabulary they use (and the manual in general) is mad confusing for a new electron user. thanks for any help!

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by the dreammer - 2012/05/05 22:06

---

Just an educated guess.. but lets say you want to trigger the sample on track 1  
u use the midi channel for track 1.. for the sample on track 2 use the midi channel for track 2  
etc etc... the behaviour you are describing almost makes me think you send your midi  
to the autochannel (which routes the incoming midi to the selected track on the octatrack)

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by El Toro Blanco - 2012/05/06 04:23

---

---

@smkmchn

I haven't received my OT yet, but from what i've read, you can't trigger slices or other samples from the sample slot list from external controllers. You can only trigger them when in SLICE or SAMPLE trig mode from the OT itself.

I hope they allow this functionality in a future update.

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by El Toro Blanco - 2012/05/06 04:26

---

!

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by smkmchn - 2012/05/06 06:01

---

thanks Toro. i think you are right.

i'm really surprised something so simple is lacking from such an expensive and advanced machine.

i'll just use the MPC for drums and sample them into the OT.

as a stand alone instrument it's great but some serious holes to be filled. guess we'll just have to wait for 1.2 and hope for the best. :[

this is one trend in general that needs to stop. don't go to market with a beta device!

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by smkmchn - 2012/05/06 06:37

---

i really hope i'm missing something.

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by MrSysex - 2012/05/06 06:41

---

Each track has a 'default' sample slot assigned, but as said you can lock a different sample to each step. The concept of locks are internal, and cannot be sequenced from outside the OT. Maybe a CC could be mapped that allows for playing the different slots? Perhaps one CC for the flex machine slots, and 1 for static? This is another reason why 128 slots makes sense for these, but that's another discussion.

You can play different sample slots using the trig buttons also, if you go into that trig mode. I haven't tried, and without looking into it, I wonder if while you're in that mode, the midi input would work to trigger like that for the active channel?

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by smkmchn - 2012/05/06 07:14

---

Thanks for the info! Yeah, that seems like it might work but it's hurting my head haha (it's the weekend dammit!) ;)

It should be MUCH simpler and less hackish.

---

I sent an email to Elektron support so hopefully I can get a clear answer and I will share here when I do.

Thanks again guys for the posts. Great forum.

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by kraftr - 2012/05/06 09:07

---

Unfortunately there is no hacking in this issue. No hidden CC's or something. You just can't trig slices and slots by using midi. And yes I agree, this feature is fundamental and should have been there from the start.  
No 1 FR for me and probably it's not coming in with the next update

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by smkmchn - 2012/05/06 11:43

---

It's unfortunate because this sampler IS the future. I'm on board 100% and have dropped the cash to prove it.

If this feature doesn't show up in the next OS version, I might get an SP-404FX for my drums, but honestly I need to be making records, not trying to figure out (and paying a lot more money) on something so fundamental.

If anyone from Elektron is reading this, I am the customer you want. I'm using an MPC 3000 (1996!) because it works and the workflow is amazing. I love your products. Keep me happy and you can count on me staying loyal for many years to come.

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by smkmchn - 2012/05/06 19:17

---

I'm also noticing this thing freezes A LOT too. Shit keeps playing but the screen fully locks and only rebooting it will "fix" it.

Getting closer and closer to kicking this thing to the curb.

I got this for the studio to handle samples for my old MPC, but also to use as a live instrument to replace Ableton for playing out (I stare at a computer all day at work).

Is there a box out there that can "warp" audio and keeps all MIDI / BPM jazz in sync?

Seems like it should be the most simple thing to do with media formats being massive and ram being dirt cheap.

I don't know. I feel like quitting music right now lol.

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by smkmchn - 2012/05/06 23:42

---

OT is going back to Sweetwater.

3 weeks of production time down the tubes.

Never buying a beta product like this again. It shouldn't have been released in this state. Going to have to suck it up and use the laptop for live. Can't waste any more time on convoluted boxes like this.

Hopefully soon someone will figure out how to make a stand alone backing track / sample box that can also be used in the studio.

---

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by the dreammer - 2012/05/07 01:33

---

That you dont like it.. thats one thing..  
but calling it still a "beta-product" goes 1 step to far... its well beyond that stage.  
i would keep it on "its not the device" for you... which unfortunatly can happen.  
i do not like every groovebox/sampler ever build.. just because its not my cup of tea.

doesnt make it a shitty product.. just makes it incompatible with me..  
or in this case.. with you..

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by Big Bang - 2012/05/07 02:28

---

krafft wrote:

Unfortunately there is no hacking in this issue. No hidden CC's or something. You just can't trig slices and slots by using midi. And yes I agree, this feature is fundamental and should have been there from the start.  
No 1 FR for me and probably it's not coming in with the next update

Here we have an example of someone who has no idea what they're talking about.

Not only does it mention that this can be done in the manual...-I just did it to confirm it.

To clarify...I just connected my MPC 5000 to my Octatrack, and played samples on the OT (samples assigned to trigs), from the MPC pads. I'm not sure if this is ignorance on your part, or that you think you're keeping a 'secret' hoping no one will find out, but it's easily done. So easy in fact that I didn't even touch MIDI settings on the Octatrack-it was already set-up to receive correctly.

You're welcome.

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by neilbaldwin - 2012/05/07 02:42

---

This thread needs less lose.

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by c0rpse - 2012/05/07 03:18

---

The OP was asking about being able to record multiple samples to the same track.

There is no external way of doing this over midi, but if you use the "Slots" mode you can realtime record multiple sample locks to the same track. There currently is no way to access this mode over midi.

The other option is to set it up the way BIG BANG mentioned and record the loop to a buffer and then lock that buffer to a flex track. This way you can design your drums and sounds using the 8 tracks, then record phrases using the record machines, and finally arrange them on your flex machine tracks using sample locks.

=====

## Re:Octatrack, Multiple samples on 1 track

---

Posted by MrSysex - 2012/05/07 04:00

---

Clearly the right thing to do is stop making music.  
The box that does it for you will never be out of beta.

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by rozzpourpre - 2012/05/07 04:35

---

external triggering of slice would be really cool :)

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by kÅ,ns - 2012/05/07 06:00

---

I like this thread!  
Why, you ask.  
It has so much 'lose' it must be a Liverpool fan, just like me and misery loves company

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by smkmchn - 2012/05/07 10:42

---

i was a bit harsh this morning.

it's a great machine and sounds amazing. maybe when my situation is different i'll get one.

not excited to send it back at all, but i was going to use it for drums, so the Machinedrum is on the list. i think they make great stuff. this just didn't work out for me unfortunately.

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by kraftf - 2012/05/07 16:58

---

Big Bang wrote:

kraftf wrote:

Unfortunately there is no hacking in this issue. No hidden CC's or something. You just can't trig slices and slots by using midi. And yes I agree, this feature is fundamental and should have been there from the start.  
No 1 FR for me and probably it's not coming in with the next update

Here we have an example of someone who has no idea what they're talking about.

Not only does it mention that this can be done in the manual...-I just did it to confirm it.

To clarify...I just connected my MPC 5000 to my Octatrack, and played samples on the OT (samples assigned to trigs), from the MPC pads. I'm not sure if this is ignorance on your part, or that you think you're keeping a 'secret' hoping no one will find out, but it's easily done. So easy in fact that I didn't even touch MIDI settings on the Octatrack-it was already set-up to receive correctly.

You're welcome.

You should try to focus more on what is being delivered through this thread.

For start you should know that samples are not assigned to trigs.They can be locked to trigs. Samples are assigned to slots. Slots are being accessed from tracks.

---

The question is if its possible to play via midi all slots(flex or static) in a track which is clearly not possible. It can be done from OT itself only.

Now its only possible to trig via midi only samples assigned to the slot that is loaded in a track in the current part and tracks that are disconnected from the sequencer.

Now tell me who has no idea about what they are talking about. Me or you?

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by LMLMLM - 2012/05/07 18:35

---

If you want a drum machine, try a Machinedrum UW+. It has loads of tracks, excellent sequencing, synthesis and sample twisting capabilities. I think too many people bought a Octatrack because it was the latest hot thing when they should have got a Machinedrum instead.

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by krafft - 2012/05/07 18:54

---

No personally I don't need a machinedrum. I already got my drums sorted out.

I need to be able to access all the samples/slices loaded inside OT from different midi sources(pads, keyboards,sequencers etc..) and also record in the sequencer the external performance.

I love OT very much but this limitation is just getting on my nerves.However I believe it will be implemented finally. I just don't see it coming in this update.

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by Big Bang - 2012/05/07 23:57

---

krafft wrote:

Big Bang wrote:

krafft wrote:

Unfortunately there is no hacking in this issue. No hidden CC's or something. You just can't trig slices and slots by using midi. And yes I agree, this feature is fundamental and should have been there from the start.

No 1 FR for me and probably it's not coming in with the next update

Here we have an example of someone who has no idea what they're talking about.

Not only does it mention that this can be done in the manual...-I just did it to confirm it.

To clarify...I just connected my MPC 5000 to my Octatrack, and played samples on the OT (samples assigned to trigs), from the MPC pads. I'm not sure if this is ignorance on your part, or that you think you're keeping a 'secret' hoping no one will find out, but it's easily done. So easy in fact that I didn't even touch MIDI settings on the Octatrack-it was already set-up to receive correctly.

You're welcome.

You should try to focus more on what is being delivered through this thread.

For start you should know that samples are not assigned to trigs.They can be locked to trigs. Samples are assigned to slots. Slots are being accessed from tracks.

The question is if its possible to play via midi all slots(flex or static) in a track which is clearly not possible. It can be done from OT itself only.

Now its only possible to trig via midi only samples assigned to the slot that is loaded in a track in the current part and tracks that are disconnected from the sequencer.

Now tell me who has no idea about what they are talking about. Me or you?

However you describe it, you are triggering audio samples. Of course you have to fill the slots with samples to trigger

---

them-we all know this. You made it sound like there is currently no way to trigger samples in the OT from an external controller. Currently, samples on tracks can be triggered externally. You can also switch between tracks and tracks can be muted-all from an external controller. I'm confident that Elektron will add deeper external MIDI control options in the future, but at least we have some external control right now.

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by kraftf - 2012/05/08 09:48

---

Believe me I know the midi side of OT inside out and although English is not native for me I was accurate in my wording. I said:

"You just can't trig slices and slots by using midi."

I didn't say you can't trig samples via midi.

Read more carefully before deciding to blame someone for ignorance or else it becomes a boomerang.

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by Big Bang - 2012/05/09 11:40

---

kraftf wrote:

Believe me I know the midi side of OT inside out

Do you?

smkmchn asked:

what is the deal with triggering samples from that track on an external midi controller?

you replied:

Unfortunately there is no hacking in this issue. No hidden CC's or something. You just can't trig slices and slots by using midi.

He wasn't even asking if you could trigger slices or slots externally. He was asking if you could trigger SAMPLES (those pieces of audio that go into the slots) from the TRACKS externally- which have the samples, that can be accessed by pressing trig keys AND external controllers.

You made it sound like there was no way to trigger 'sounds' in general externally and that's why I jumped in and corrected you.

Definitely a boomerang. Here it comes.

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by kraftf - 2012/05/09 21:43

---

Big Bang wrote:

kraftf wrote:

Believe me I know the midi side of OT inside out

Do you?

smkmchn asked:

what is the deal with triggering samples from that track on an external midi controller?

you replied:

Unfortunately there is no hacking in this issue. No hidden CC's or something. You just can't trig slices and slots by using midi.

---

He wasn't even asking if you could trigger slices or slots externally. He was asking if you could trigger SAMPLES (those pieces of audio that go into the slots) from the TRACKS externally- which have the samples, that can be accessed by pressing trig keys AND external controllers.

You made it sound like there was no way to trigger 'sounds' in general externally and that's why I jumped in and corrected you.

Definitely a boomerang. Here it comes.

Hahaha.. That was a good one!!

If SMKMCN is reading this post I bet he's having a great time. Maybe you should drop him a PM and ask him what he meant by his post.

Anyway where did you find this phrase:

"what is the deal with triggering samples from that track on an external midi controller?"

And you still think you corrected me. Hilarious!!!!

Hahahaha.....

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by Big Bang - 2012/05/10 03:02

---

kraftf wrote:

Big Bang wrote:

kraftf wrote:

Believe me I know the midi side of OT inside out

Do you?

smkmchn asked:

what is the deal with triggering samples from that track on an external midi controller?

you replied:

Unfortunately there is no hacking in this issue. No hidden CC's or something. You just can't trig slices and slots by using midi.

He wasn't even asking if you could trigger slices or slots externally. He was asking if you could trigger SAMPLES (those pieces of audio that go into the slots) from the TRACKS externally- which have the samples, that can be accessed by pressing trig keys AND external controllers.

You made it sound like there was no way to trigger 'sounds' in general externally and that's why I jumped in and corrected you.

Definitely a boomerang. Here it comes.

Hahaha.. That was a good one!!

If SMKMCN is reading this post I bet he's having a great time. Maybe you should drop him a PM and ask him what he meant by his post.

Anyway where did you find this phrase:

"what is the deal with triggering samples from that track on an external midi controller?"

And you still think you corrected me. Hilarious!!!!

Hahahaha.....

4th post.

Re:Octatrack, Multiple samples on 1 track 4 Days, 6 Hours ago

i've been able to get different samples on different trigs as you explained above.

i can't seem to fire them besides on the OT via the trig buttons.





---

Well you are right, this is not a place to hold personal disputes.

However I cannot stand people that intervene in a thread without having anything substantial to say and even more they distort the topic.

The guy as you said maybe a million miles away from understanding OT but he spotted a missing feature which for me is crucial and I would like to see it implemented. What I really don't need is pointless attacks and advice about elementary features of OT which are completely irrelevant to the specific topic.

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by kÄns - 2012/05/10 21:26

---

Well I think 'bigbang' was saying the the same, but just didn't qualify his response thoroughly enough. ANYWAY.

It would be great to be able to fire off slices from external midi. But? How would this be organized? If one could assign midinotevelocity, for example, to slice#. Or would you sacrifice 'chromatic' and have midi note #'s fire different slice#'s (or for that matter different sample slots)-which would be okay for drums I guess. An option to choose which functionality?

Maybe the OT does this?(I don't actually as of yet use any external midi device with the OT): With the OT internal seq running and triggerless trigs running with a Plock to different samples/slices, will an external midi note fire off the currently (at that point in the seq) selected slot/slice #... This wold be a neat feature... One could tap on a keyboard and have the sample that is fired off, automatically change from note to note.

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by kraftr - 2012/05/10 21:47

---

Now we are back in our issue.

I don't know which technical solution would be more suitable. Personally I don't care if its going to be a note on or a cc number that is going to handle the triggering of slices.(Or even sysex messages) I just need a solid midi solution.

Now one can trigger slices by using the corresponding midi note for a track and mess around with the start value. The problem lies in the fact that the response is not fast when sending CC no 17 responsible for the start parameter. It has already been discussed in another thread. Slots cannot be handled via midi at all.

NRPN implementation would come in handy as well I suppose. Or maybe the option of new three new dedicated midi channels along with the autochannel. One would be responsible for the slice triggering, one for the flex slots and one for the slice slots. There could also be a user option to turn them on or off. Using dedicated channels would be the most simple solution.

=====

## Re:Octatrack, Multiple samples on 1 track

Posted by kÄns - 2012/05/11 01:38

---

NRPN would be IMHO a minefield... and CC messages are not 'note-on' messages so by midi serial processing nature there is no guarantee that the OT will respond to a CC message designating slice# before responding to a note-on message... (I can't find the thread where this was discussed?)... meaning that the note-on may be processed before the message telling it which slice to play...

On reflection the simplest would be, to be able to set each of the 8 tracks as either 'chromatic', 'slice' or 'slot' and then any external midi input will act accordingly. This could be done in the midi menu where each tracks midi channel is set...

Can anyone confirm how the OT reacts in this situation:

-----?(I don't actually as of yet use any external midi device with the OT): With the OT internal seq running and triggerless trigs running with a Plock to different samples/slices, will an external midi note fire off the currently (at that point in the seq) selected slot/slice #... This wold be a neat feature... One could tap on a keyboard and have the sample that is fired off, automatically change from note to note.-----

---

## Re:Octatrack, Multiple samples on 1 track

Posted by kraftf - 2012/05/11 07:18

---

kÃ¶ns wrote:

NRPN would be IMHO a minefield... and CC messages are not 'note-on' messages so by midi serial processing nature there is no guarantee that the OT will respond to a CC message designating slice# before responding to a note-on message... (I can't find the thread where this was discussed?)... meaning that the note-on may be processed before the message telling it which slice to play...

On reflection the simplest would be, to be able to set each of the 8 tracks as either 'chromatic', 'slice' or 'slot' and then any external midi input will act accordingly. This could be done in the midi menu where each tracks midi channel is set...

Can anyone confirm how the OT reacts in this situation:

-----?(I don't actually as of yet use any external midi device with the OT): With the OT internal seq running and triggerless trigs running with a Plock to different samples/slices, will an external midi note fire off the currently (at that point in the seq) selected slot/slice #... This wold be a neat feature... One could tap on a keyboard and have the sample that is fired off, automatically change from note to note.-----

The technical difficulties are only known by the Elektron team. Here we just speculate on what a solution would be. What you are describing when plockin a sample to a trigless trig is not working and would not either be a solution. It involves programming not pure live playing. We only need what is already implemented in OT hardware to be able to handle it outside OT with a midi controller. Simple as that.

Also in terms of live playing a velocity to definable volume p-locking would be also welcomed.

=====