OT Pickup Machine
Posted by watson - 2012/05/22 02:11

_____

jesus christ, as if the octatrack didnt already have a learning curve.

http://www.youtube.com/watch?v=BtXyfHP7LW8&feature=uploademail

this looper is something i will not be using anytime soon

===

Re:OT Pickup Machine
Posted by maass - 2012/05/22 02:25

_____

I think the Looper could be cool for transition between Patterns.

And the Bomb is "Trigless locks"! So, you're able to p-lock parameter without triggering the LFO- or FX-envelopes.

===

Re:OT Pickup Machine
Posted by N_Rain - 2012/05/22 02:34

_____

umm.. of course this does mean that os 1.2 is now available for download!!! :woohoo:

===

Re:OT Pickup Machine
Posted by ark - 2012/05/22 02:36

_____

Why not? It's pretty quick to set up and very easy to use.

===

Re:OT Pickup Machine
Posted by watson - 2012/05/22 02:38

_____

ark wrote:
Why not? It's pretty quick to set up and very easy to use.

i see what you did there :whistle:

===

Re:OT Pickup Machine
Posted by tIB - 2012/05/22 02:43

_____

To be fair I tried it a while back and picked it up right away... wasnt half as complicated as it read.

===

Re:OT Pickup Machine
Posted by watson - 2012/05/22 02:49

_____

i was really hoping there would be one machine for recording you would not have to set up, you just load it and push the record button. then if you want power features you can menu dive and do that.

i just dont understand why by default you cannot do a realtime record by just holding down the track number and record

button without having to set it

i also dont understand why you cant just select a track hold the record button and then push a trig pad to start a trig recording that will stop when it reaches that trig again.

that being said, i use the octatrack all the time and love it, i just wish it were a sampler like the machinedrum is a drum machine and the monomachine is a monosynth. the beauty of the MD is that you can turn it on and show it to someone who has never used a drum machine before and they can make a beat in no time. the octatrack, not so much.

==

Re:OT Pickup Machine
Posted by tIB - 2012/05/22 02:55
_____

There's a lot I dont understand about the OT, though as far as Im aware the looper is as simple as pressing one button to overdub and another to record fresh. I could be wrong, I tried it when the beta dropped and havent since.

Ive been a little neglectful of mine, the track I did for the actuel comp was the first time in over a month I used it.

==

Re:OT Pickup Machine
Posted by watson - 2012/05/22 04:02
_____

we are working on our track this week, no OT involved though, my "band" doesnt like the idea of "those kinds of devices" :laugh:

==

Re:OT Pickup Machine
Posted by tIB - 2012/05/22 04:05
_____

^ better pack the xylophone instead... :lol:

==

Re:OT Pickup Machine
Posted by watson - 2012/05/22 04:39
_____

all i pack is HEAT, SON!

==

Re:OT Pickup Machine
Posted by Goggleboy - 2012/05/22 04:46
_____

From what i briefly read in the PDF it doesnt look complicated just has a lot of options just like the other machines do. salty right now that i have to wait until tomorrow to try it out due to work bs...

==

Re:OT Pickup Machine
Posted by Rusty - 2012/05/22 06:44
_____

watson wrote:
we are working on our track this week, no OT involved though, my "band" doesnt like the idea of "those kinds of devices" :laugh:

http://store.drumbum.com/media/triangle-6-inch-quality.jpg

===

Re:OT Pickup Machine
Posted by Amanita - 2012/05/22 15:08

_____

watson wrote:
jesus christ, as if the octatrack didnt already have a learning curve.

http://www.youtube.com/watch?v=BtXyfHP7LW8&feature=uploademail

this looper is something i will not be using anytime soon

Wow i agree - i'm sorry to say i was lost very quickly on this vid.

===

Re:OT Pickup Machine
Posted by Nein - 2012/05/22 16:37

_____

I am surprised that people are having trouble Picking it up.

===

Re:OT Pickup Machine
Posted by chapelier fou - 2012/05/22 17:02

_____

One thing i never managed to do with the pickup machine :
is it possible for a pickup machine to be slaved to the OT's tempo ? Not setting it, but adapting its length, start and end to
the sequencer ?
Also, where can i find the documentation about the midi controls to be sent by a foot controller ?
thanks !

===

Re:OT Pickup Machine
Posted by Indigo333 - 2012/05/22 17:24

_____

Looking forward to trying this out...have had the OT and haven't used it yet really. I have specific goals just to dump
sounds into it that I created from other machines...sometimes the simplest things are complex and the most complex
even more complex:huh: :laugh:

===

Re:OT Pickup Machine
Posted by LMLMLM - 2012/05/22 17:51

_____

RE: MIDI control, it's in the release notes PDF included in the firmware update zip file

===

Re:OT Pickup Machine
Posted by TrondC - 2012/05/22 18:13

_____

Nein wrote:
I am surprised that people are having trouble Picking it up.

:laugh: :laugh: :laugh: :drums:

==

Re:OT Pickup Machine
Posted by chapelier fou - 2012/05/22 22:04
_____

LMLMLM wrote:
RE: MIDI control, it's in the release notes PDF included in the firmware update zip file
how lazy i am. Thank you.

==

Re:OT Pickup Machine
Posted by Tarekith - 2012/05/22 23:12
_____

chapelier fou wrote:
One thing i never managed to do with the pickup machine :
is it possible for a pickup machine to be slaved to the OT's tempo ? Not setting it, but adapting its length, start and end to
the sequencer ?
Also, where can i find the documentation about the midi controls to be sent by a foot controller ?
thanks !

You could just use a regular recorder for that, set the personalize menu to trigger sampling with just one press of A/B (or
C/D). Set the Recorder parameters to the length you want, and for sampling to start at pattern length. Then when you
press AB, the recorder will wait until the pattern loops, start sample, and stop after the recording duration you set.

==

Re:OT Pickup Machine
Posted by AikiGhost - 2012/05/22 23:21
_____

About bloody time. Now can we have an actual honest to goodness "simple sampling" mode and a "drum machine"
mode?

==

Re:OT Pickup Machine
Posted by oldgearguy - 2012/05/23 00:31
_____

AikiGhost wrote:
About bloody time. Now can we have an actual honest to goodness "simple sampling" mode and a "drum machine"
mode?

Why drum machine mode? I have drum machines for drum machine mode. The OT is a sampler. I use it for lots of
things. I don't use it as a drum machine. Elektron makes a box that is permanently in drum machine mode...

==

Re:OT Pickup Machine
Posted by papertiger - 2012/05/23 01:52
_____

oldgearguy wrote:
AikiGhost wrote:
About bloody time. Now can we have an actual honest to goodness "simple sampling" mode and a "drum machine"
mode?

Why drum machine mode? I have drum machines for drum machine mode. The OT is a sampler. I use it for lots of
things. I don't use it as a drum machine. Elektron makes a box that is permanently in drum machine mode...

the best advice i ever received about the OT was to let it be what it is.

==

Re:OT Pickup Machine
Posted by AikiGhost - 2012/05/23 01:57
_____

oldgearguy wrote:
AikiGhost wrote:
About bloody time. Now can we have an actual honest to goodness "simple sampling" mode and a "drum machine" mode?

Why drum machine mode? I have drum machines for drum machine mode. The OT is a sampler. I use it for lots of things. I don't use it as a drum machine. Elektron makes a box that is permanently in drum machine mode...

Because I want to be able to have easy access to 128 drums with individual settings on a single track.

==

Re:OT Pickup Machine
Posted by Nein - 2012/05/23 02:03
_____

AikiGhost wrote:
oldgearguy wrote:
AikiGhost wrote:
About bloody time. Now can we have an actual honest to goodness "simple sampling" mode and a "drum machine" mode?

Why drum machine mode? I have drum machines for drum machine mode. The OT is a sampler. I use it for lots of things. I don't use it as a drum machine. Elektron makes a box that is permanently in drum machine mode...

Because I want to be able to have easy access to 128 drums with individual settings on a single track.

Thats just not what the OT is about. Enjoy it. Its fantastic.

==

Re:OT Pickup Machine
Posted by AikiGhost - 2012/05/23 02:38
_____

Nein wrote:Thats just not what the OT is about. Enjoy it. Its fantastic.

Each to their own, I still hands down prefer my ESX. But im not really into loops.

==

Re:OT Pickup Machine
Posted by oldgearguy - 2012/05/23 02:59
_____

AikiGhost wrote:
Nein wrote:Thats just not what the OT is about. Enjoy it. Its fantastic.

Each to their own, I still hands down prefer my ESX. But im not really into loops.

And there's nothing wrong with that. You have a Tempest, which is an awesome drum machine. If you wanted 128 drums with individual settings on a track, then either a rack full of Akai S1000 samplers or a computer is going to give you the most capability and control.

One reason I sold my MonoMachine (and love the OT) is that to get the most out of the MnM (IMHO), you had to edit

pretty much every trigger to lock params and such, whereas on the OT I rarely do any locking and if I do it's minimal in selected spots. I let the (re)sampling and scenes and playing with the params in realtime do the heavy lifting.

As others have mentioned - use it for what it does best. You really do not want a room full of Swiss Army knives. You want a hammer, a screwdriver, pliers, saw, etc. Use each tool in your studio for it's strengths, explore their nooks and crannies, and in the end be more productive versus trying to use a hammer to cut a piece of wood.

===

Re:OT Pickup Machine
Posted by MrSysex - 2012/05/23 03:51
_____

oldgearguy wrote:

As others have mentioned - use it for what it does best. You really do not want a room full of Swiss Army knives. You want a hammer, a screwdriver, pliers, saw, etc. Use each tool in your studio for it's strengths, explore their nooks and crannies, and in the end be more productive versus trying to use a hammer to cut a piece of wood.

This is the best thing I've read here in a long time, aside from the actual OT update.

===

Re:OT Pickup Machine
Posted by nobl1v1on - 2012/05/23 05:36
_____

Actually REALLY digging the pickup machine concept ...

Like all Elektron stuff it is quirky but, wash rinse and repeat enough times and you got it ...

Been really liking using the Master as the input and getting some crazy Shizuo sounding beat action...

SOOO STOKED
:lars

===

Re:OT Pickup Machine
Posted by c0rpse - 2012/05/23 07:23
_____

papertiger wrote:
the best advice i ever received about the OT was to let it be what it is.

oldgearguy wrote:
As others have mentioned - use it for what it does best..

I have been playing the Octatrack, usually as my sole instrument for almost a year now, and I still don't know "what it is" or "what it does best". It does everything excellently, just not all at the same time.

I agree that waiting for track machines that will reproduce experiences of other equipment is probably a waste of time, but I don't see how you can expect someone to use it "the way its meant to be used" when standards of use and performance haven't been established yet. Its core may be based on the sampler and many people use it as a traditional sampler, but I believe that the OT is an entirely new type of instrument. I do not think that its "best purpose" has even been discovered yet.

===

Re:OT Pickup Machine
Posted by noha - 2012/05/23 07:43
_____

c0rpse wrote:
papertiger wrote:
the best advice i ever received about the OT was to let it be what it is.

oldgearguy wrote:
As others have mentioned - use it for what it does best..

I have been playing the Octatrack, usually as my sole instrument for almost a year now, and I still don't know "what it is" or "what it does best". It does everything excellently, just not all at the same time.

I agree that waiting for track machines that will reproduce experiences of other equipment is probably a waste of time, but I don't see how you can expect someone to use it "the way its meant to be used" when standards of use and performance haven't been established yet. Its core may be based on the sampler and many people use it as a traditional sampler, but I believe that the OT is an entirely new type of instrument. I do not think that its "best purpose" has even been discovered yet.

as you would append "in bed" to the end of a fortune cookie fortune, append "for you" to the end of the above quotes and, as is the case with your fortune, it will make more sense.

===

Re:OT Pickup Machine
Posted by tenchi - 2012/05/23 07:45
_____

I do not think that its "best purpose" has even been discovered yet.
^ what he said

===

Re:OT Pickup Machine
Posted by HighSage - 2012/05/23 07:59
_____

Duh, the best use of the new machines is for live Elektron artists to be able to more easily Pickup girls. (via seamless transitions, memorizing beats, and magic fingers)

===

Re:OT Pickup Machine
Posted by BlueWolfSe7en - 2012/05/23 08:30
_____

Its core may be based on the sampler and many people use it as a traditional sampler, but I believe that the OT is an entirely new type of instrument. I do not think that its "best purpose" has even been discovered yet.

I'm in total agreement. We're in unchartered waters here, & that's a good place to be!
The reason I religiously come back to this forum time & time again & the reason I chose Elektron machines in first place comes down to the open minded individuals involved & the open architecture of the machines themselves.

If you want a definitive way of working then look elsewhere. The OT is after all the direct result of imaginative musicians using the MD in ways Elektron never conceived!!!

===

Re:OT Pickup Machine
Posted by oldgearguy - 2012/05/23 08:52
_____

A fun little trick -

set RLEN to 2 or something else real short, throw something into the audio in (I was using some drum hits...), now when the very short loop is in overdub mode, don't add audio at first - instead, adjust the gain down one notch or so - you can

get dub-like echoes fading out (or up if you increase the gain), add a filter into the mix, let something fade out then add more audio, loads of quick repeating fun.

==

Re:OT Pickup Machine
Posted by BirdsInBranches - 2012/05/23 10:42

_____

Tarekith wrote:
chapelier fou wrote:
One thing i never managed to do with the pickup machine :
is it possible for a pickup machine to be slaved to the OT's tempo ? Not setting it, but adapting its length, start and end to the sequencer ?
Also, where can i find the documentation about the midi controls to be sent by a foot controller ?
thanks !

You could just use a regular recorder for that, set the personalize menu to trigger sampling with just one press of A/B (or C/D). Set the Recorder parameters to the length you want, and for sampling to start at pattern length. Then when you press AB, the recorder will wait until the pattern loops, start sample, and stop after the recording duration you set.

Agreed with Tarekith, though you can also use the same method with a pickup machine to get overdubbing (still in sync with your beat), if that's what you like. Was jamming this last night with great joy - building up epic soundscapes with a synth on top of a beat and then pulling it all apart with synced lfos and effects in realtime as I'm still overdubbing. Literally amazing.

Press Function + CD - set QPL to PLEN.
Press Function + AB - check TRIG is set to ONE
Check DUB is on in the playback menu
Then loop away.

AB starts overdub recording, then CD and AB toggle whether you keep overdubbing or not. If you it to wait until the start of the next pattern to start overdubbing, you can also set QREC to PLEN, but I preferred without - just press the AB button and add a bit of overdub whenever you like - it all stays in sync anyway!

All this with just one pickup track, in it's most simple configuration. What an immense update this is.

==

Re:OT Pickup Machine
Posted by redrum - 2012/05/24 06:05

_____

I personally love the pick up machine. I agree that the video looks intimidating but it is reall y easy. I applaud elektron for giving us so many options. Once you set it up and save your done fire up the OT and you ready to loop. Prolly time to sell my rc50 now as it is redundent.

==

Re:OT Pickup Machine
Posted by Digital Aspergers - 2012/05/24 14:53

_____

Birdsinbranches - I'm doing what you suggested right now and it is incredible. :know: :lvl:

==

Re:OT Pickup Machine
Posted by Gadjo - 2012/05/24 20:17

_____

The video is intimidating mostly because of the narrators style

All props to Elektron, but i really think they should get somebody else, who is actually English (or American), (im

guessing the voiceover guy is Scandinavian, but i may be wrong),
to do the explanations,

they could also make the Knowhow vids a bit more fun, it is complicated stuff, but we have so much Fun with the machines, it would be good if the videos reflected this,

Or at least change the voice, i find him really difficult to listen to,

===

Re:OT Pickup Machine
Posted by Aphasia - 2012/05/24 21:29
_____

Gadjo wrote:
The video is intimidating mostly because of the narrators style

All props to Elektron, but i really think they should get somebody else, who is actually English (or American), (im guessing the voiceover guy is Scandinavian, but i may be wrong),
to do the explanations,

they could also make the Knowhow vids a bit more fun, it is complicated stuff, but we have so much Fun with the machines, it would be good if the videos reflected this,

Or at least change the voice, i find him really difficult to listen to,

I thought he sounded Scottish myself.

===

Re:OT Pickup Machine
Posted by the dreammer - 2012/05/24 21:49
_____

Hector was fun...

===

Re:OT Pickup Machine
Posted by Indigo333 - 2012/05/24 23:28
_____

Gadjo wrote:
The video is intimidating mostly because of the narrators style

All props to Elektron, but i really think they should get somebody else, who is actually English (or American), (im guessing the voiceover guy is Scandinavian, but i may be wrong),
to do the explanations,

they could also make the Knowhow vids a bit more fun, it is complicated stuff, but we have so much Fun with the machines, it would be good if the videos reflected this,

Or at least change the voice, i find him really difficult to listen to,

The narrator is not from this planet but does speak perfect english and his boots are on fire.:ohmy: Its all about the shoes, once you have them all will make more sense and fall into place:silly:
I feel the video is thorough for a very complex machine. Like their other vids, it's to the point but one can come from many angles in approach as well.

FWIW Most EU are from all over the world and if compared to amerikkka, we are but a small few. So in equal argument, maybe we should learn other languages and accents instead of suggesting "they" learn "our" language or get a narrator that is american...

===

Re:OT Pickup Machine

Posted by Nein - 2012/05/24 23:51

_____

Gadjo wrote:
The video is intimidating mostly because of the narrators style

All props to Elektron, but i really think they should get somebody else, who is actually English (or American), (im guessing the voiceover guy is Scandinavian, but i may be wrong),
to do the explanations,

they could also make the Knowhow vids a bit more fun, it is complicated stuff, but we have so much Fun with the machines, it would be good if the videos reflected this,

Or at least change the voice, i find him really difficult to listen to,

Do not agree with this I am afraid. The Videos are extremely clear and helpful.

As for saying an English or American person should do it is just not right. Take the Secret Music videos, he is French, the videos are excellent but where he comes from is actually irrelevant.

==

Re:OT Pickup Machine

Posted by oldgearguy - 2012/05/25 00:02

_____

not sure if this is important enough for its own thread or not, so I'm putting it here.

When you use ONE2 or HOLD to trigger and then overdub a pickup loop, you may notice that the number of steps and the tempo changes from the original if you start overdubbing before the end of the loop.

If you try to go back to the original tempo you'll see a message saying something like "DUB aborted". What has happened is that the tempo of the new loop no longer would match the global tempo (since you just changed it) and so you can't overdub.

The solution I found to be quickest is to go into Edit/Attr for the sample (double click the track, Function+Edit, Attr) and either adjust the tempo or the length (sometimes it's quicker to adjust length if you know it) so it matches the new tempo you want.

You can use this to do interesting things like shifting the tempo while the loop is playing and then going back into overdub or experiment with extreme stretching by radically changing the tempo while things are running.

Basically there's fun to be had, but the main point of the post is that if you see "DUB aborted" it's probably because the global tempo doesn't match the tempo of the loop anymore.

(This is also helpful when you use the pickup loop as the master tempo to sync the sequencer and want to change the tempo).

==

Re:OT Pickup Machine

Posted by mcniplz - 2012/05/25 00:12

_____

edited

==

Re:OT Pickup Machine

Posted by mcniplz - 2012/05/25 00:13

_____

I'd really like to see an undo/redo feature and possibly attach some midi to the clear slot feature which exists already for the PU machine.(being heavily requested over at muffs forum)

Edited: my forum messages are coming out all scrambled...weird:side:

==

Re:OT Pickup Machine
Posted by jessem - 2012/05/25 00:44
_____

Boots remind me of probably my favorite pair of boots in this world.

http://jonrwilson.com/blog/wp-content/uploads/2009/10/Earthkeepers-6-inch-zip-boot.jpg

==

Re:OT Pickup Machine
Posted by kln - 2012/05/25 02:46
_____

I'd really like to see an undo/redo feature and possibly attach some midi to the clear slot feature which exists already for the PU machine.(being heavily requested over at muffs forum)

+1

==

Re:OT Pickup Machine
Posted by coldfuture - 2012/05/25 05:35
_____

Posting so I can find this thread later because it's got some amazing shee-at in it!!!!!!!

==

Re:OT Pickup Machine
Posted by seaborg - 2012/05/25 11:17
_____

Is everyone finding that a midi pedal board is pretty well required, especially for the live recording of bass/guitar. Any advice on which boards to use? This update is quite immense, it's almost another machine (no pun intended)

==

Re:OT Pickup Machine
Posted by redrum - 2012/05/25 11:30
_____

Behringer make great midi pedals. They aren't too expensive either. I was playing round with my Alesis drum pad last night and found it to be a lot of fun.

==

Re:OT Pickup Machine
Posted by Rock - 2012/05/26 03:13
_____

I Have been trying to get a Behringer fcb1010 midi pedal to control the pickup engine. . I may be repeating previous comments but here's what I found:
I Cant clear loop via Midi
I cant switch direction of loop, or overdub/replace either (I prefer to use hold behaviour for now)

Is there a way of controlling the rotary dials per page via midi that I'm missing?

Undo would be handy.
Also it would be nice to have an option for Loop Autostart via input level (in conjuction with gate?)

Perhaps someone could point me in the right direction..

What i do like is that the loop can be really short if using hold mode with a short tap, like the digitech DL Delay Looper. Nice!

Finally, What does COMBO signify. I cant see any explanation in the manual. It seems to duplicate A/B on the Behringer

==

Re:OT Pickup Machine
Posted by oldgearguy - 2012/05/26 04:20
_____

To control the params (like direction), check out page 39 of the OS1.2 readme file (the actual full mapping is in Appendix C of the OT 1.00 manual, but this chart works for the main page). You need to send MIDI CC #17 (playback param #2) with different values to change the direction.

I haven't figured out a way to clear a loop yet either. Replace isn't exactly the best since you're hearing the leftover audio while you record silence.

idle thought - I wonder if you can mute the track and record into it while it's muted. If you have the DIR AB set to 127 (or whatever), you might still hear what you're playing.

Overdub with trig=Hold should be able to be accomplished by setting a pedal to send out MIDI note 61 (C#). You should set it to send note ON when you press and note OFF when you release the pedal. So you press and hold to record and release the pedal to go into Play mode. To overdub, theoretically you just do that again and while you hold down the pedal, it should overdub. According to the release notes Replace is not possible (they suggest dropping the gain to -INF, basically recording a loop of silence). To mess with gain, send MIDI CC #20 (playback param #5).

No idea about Combo - I keep meaning to ask. **I think** it means record from all sources set up in the first Rec page (versus only AB, only CD, only SRC3), but I'm not sure.

==

Re:OT Pickup Machine
Posted by Rock - 2012/05/26 04:45
_____

Thats great info OGG.Thanks!

==

Re:OT Pickup Machine
Posted by sonyeon - 2012/05/26 13:54
_____

the dreammer wrote:
Hector was fun...

we need hector again :kiss:

==

Re:OT Pickup Machine
Posted by S_K_ - 2012/05/26 14:06
_____

I suspect we'll get some additional Pickup features (undo, clear, feedback) in 1.21.

===

Re:OT Pickup Machine

───────────────────────────────────────

S_K_ wrote:
I suspect we'll get some additional Pickup features (undo, clear, feedback) in 1.21.

doesn't the gain parameter act as feedback?

===

Re:OT Pickup Machine

───────────────────────────────────────

Ok, some more data for you all. I've been using a MIDI keyboard (no pedals here) and all discussions of commands pertain to MIDI commands, not the front panel buttons REC AB, REC CD, Start, Stop. Most of this matches the manual. I'll tend to use C# (note #61) which corresponds to the REC AB button. Adjust to your specific input(s) accordingly.

So, as discussed above, if Trig=HOLD, you can send a C# (note 61) and hold it down to record, release it to change to play, hold it down again to overdub, etc.

Note - if you rapidly press, hold for a second or so and release and keep doing that, some nice stuttering, glitching effects can be obtained since you keep transitioning between overdub and play.

Next, if Trig=ONE a press and release of MIDI note C# will start the recording of a pickup machine. Another Press and release of C# will restart recording.

If Trig=ONE2, a press and release of C# will start recording and pressing and releasing C# a second time will go into overdub mode (and change your number of steps and tempo if you transition before the end of the original loop).

For both ONE and ONE2, if you are in Play and send a C#, the pickup machine will transition to overdub. At that point (with either triger mode), sending a C# again switches from overdub to replace (and replace to overdub if you send yet another C#).

If your direction is set to PingPong, one complete pass is still considered as counting from step 1 to step n (and not 1 to n plus n to 1).

More fun things - you can change the TRIG mode while you are recording/overdubbing/playing. This means you can use ONE or ONE2 to get a precise loop, change to HOLD and then overdub bits and pieces to your heart's content and not worry about messing with the tempo or length or anything.

As I guessed above, if you have direct monitoring of AB (or CD) set to a non-zero value, you can mute the track and still hear your source. So, while there's no quick way to clear a loop, you can mute the track, replace the loop and then unmute it. It takes a bit more planning, but if you have pedals or another decent MIDI controller, you can program multiple note/CC commands to be sent on a single press/release of a pedal or button.

So, you'd need to look up the command to mute the particular track (MIDI CC 49, 0 = Unmute, 1->127 = Mute I think), send a Play command note E (MIDI 64), send two C#'s in a row (go into overdub then into replace) and then after replacing, either let the loop switch to overdub or jump to play mode. (or maybe it would be easier to send 2 Play/Stop commands (E MIDI #64) in a row to stop the pickup machine and then a single AB (C# number 61) so that you'd guarantee starting at the beginning).

Since you can still hear the source, you don't have dead air or glitches happening, and if you're extremely clever, you can send the loop out Cue so you can hear the loop in the headphones before unmuting the track.

Direction control via MIDI - MIDI CC#17 controls the direction parameter. Value 0 = reverse, Value 1 = PingPong, Value 2 = Forward. Values 3->127 also = Forward.

I think that should be enough MIDI info to keep you busy this weekend.

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Re:OT Pickup Machine
Posted by Aviation Parkway - 2012/05/27 05:10

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oldgearguy wrote:
Ok, some more data for you all. I've been using a MIDI keyboard (no pedals here) and all discussions of commands pertain to MIDI commands, not the front panel buttons REC AB, REC CD, Start, Stop. Most of this matches the manual. I'll tend to use C# (note #61) which corresponds to the REC AB button. Adjust to your specific input(s) accordingly.

So, as discussed above, if Trig=HOLD, you can send a C# (note 61) and hold it down to record, release it to change to play, hold it down again to overdub, etc.

Note - if you rapidly press, hold for a second or so and release and keep doing that, some nice stuttering, glitching effects can be obtained since you keep transitioning between overdub and play.

Next, if Trig=ONE a press and release of MIDI note C# will start the recording of a pickup machine. Another Press and release of C# will restart recording.

If Trig=ONE2, a press and release of C# will start recording and pressing and releasing C# a second time will go into overdub mode (and change your number of steps and tempo if you transition before the end of the original loop).

For both ONE and ONE2, if you are in Play and send a C#, the pickup machine will transition to overdub. At that point (with either triger mode), sending a C# again switches from overdub to replace (and replace to overdub if you send yet another C#).

If your direction is set to PingPong, one complete pass is still considered as counting from step 1 to step n (and not 1 to n plus n to 1).

More fun things - you can change the TRIG mode while you are recording/overdubbing/playing. This means you can use ONE or ONE2 to get a precise loop, change to HOLD and then overdub bits and pieces to your heart's content and not worry about messing with the tempo or length or anything.

As I guessed above, if you have direct monitoring of AB (or CD) set to a non-zero value, you can mute the track and still hear your source. So, while there's no quick way to clear a loop, you can mute the track, replace the loop and then unmute it. It takes a bit more planning, but if you have pedals or another decent MIDI controller, you can program multiple note/CC commands to be sent on a single press/release of a pedal or button.

So, you'd need to look up the command to mute the particular track (MIDI CC 49, 0 = Unmute, 1->127 = Mute I think), send a Play command note E (MIDI 64), send two C#'s in a row (go into overdub then into replace) and then after replacing, either let the loop switch to overdub or jump to play mode. (or maybe it would be easier to send 2 Play/Stop commands (E MIDI #64) in a row to stop the pickup machine and then a single AB (C# number 61) so that you'd guarantee starting at the beginning).

Since you can still hear the source, you don't have dead air or glitches happening, and if you're extremely clever, you can send the loop out Cue so you can hear the loop in the headphones before unmuting the track.

Direction control via MIDI - MIDI CC#17 controls the direction parameter. Value 0 = reverse, Value 1 = PingPong, Value 2 = Forward. Values 3->127 also = Forward.

I think that should be enough MIDI info to keep you busy this weekend.

deadly skillz! ^^^^^^^^^^ :woohoo: thanks!

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Re:OT Pickup Machine
Posted by Gadjo - 2012/05/27 19:13

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sonyeon wrote:

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the dreammer wrote:
Hector was fun...

we need hector again :kiss:

Hector's the man!

"hmm kinda ordinary sounding"

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Re:OT Pickup Machine
Posted by Gadjo - 2012/05/27 19:17
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Having no Midi Pedal, ive thus abandoned my guitar,

However having great fun sampling My Mpc playing and keyboard,
And since the machines are either side of the OT im just directly pressing the buttons on the OT and playing at the same time,
Works for me

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Re:OT Pickup Machine
Posted by HighSage - 2012/06/01 15:06
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earlier there was minor debate on whether the OT makes for a great drum machine or not.
I will happily volunteer my own experience: It is on par with, and in many areas even surpasses, the MD. And no I'm not talking about beat loops (those this is pure awesomeness as well for integrating sampled slices into your beat). I'm talking about trigged hits, as an 8 part drum machine. The microtiming alone will get you up to 1/768th note resolution if desired. The Fader alone for scene manipulation of your beat, FX and filter movements, etc. it also superior to any other drum machine ergo/workflow I've ever used. The type and sheer number of FX available for your parts is perfectly suited for drum machine duties, and the workflow/structure of the entire octatrack is also perfectly suited. I'm currently using my for tons of drum machine duties, and have sampled my 909 and modded 606 into the OT if only to get even more technical functionality out of those hits. Heck just the fact that the patt lengths can all be different alone is superior to most drum machines. OK, I'll stop here, but seriously, the OT makes for the most bad ass drum machine I've personally ever used, and I think I've used quite a few as most of you know already. :-)

May I ask...since tonight is the first night since getting back from Movement that I've loaded up 1.2 and am checking into using the pickup machines as transition tools for my OT + MD liveset... any one have any lessons learned here or suggestions / approaches? I've read the entire 1.2 pdf a few times over now and my OT is currently copying my existing Project over to a new Set (badass new feature) so that I can play with this new (hopefully) workflow free of guilt or worry.

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Re:OT Pickup Machine
Posted by MK7 - 2012/06/02 00:51
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Interesting statement

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Re:OT Pickup Machine
Posted by electrolegs - 2012/06/02 06:16
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Quick question: Anyone know if it's possible to use the Metronome click as a count in for the Pick up track? I can't move my hands fast enough to start it hit the first note correctly.

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Re:OT Pickup Machine
Posted by Gadjo - 2012/06/02 20:48
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electrolegs wrote:
Quick question: Anyone know if it's possible to use the Metronome click as a count in for the Pick up track? I can't move my hands fast enough to start it hit the first note correctly.

Not sure, but you can program a very simple beat,
then set up the pick up track to start at the start of the loop instead of instantly
so if you start the loop, you then have time to be ready to play
which will be recorded the next time the loop restarts

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Re:OT Pickup Machine
Posted by brettweldele - 2012/06/03 02:36
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Finally got around to updating the OT.

While i don't love the Pickup machine, I LOVE all the things that came with it. Elektron pretty much solved all of my quibbles i've had with the OT since day 1. Being able to track up/down, mute and cue tracks hands free is excellent and Quantized recording is what i've wanted from day one. this is now the greatest guitar mangler ever.

I tend to like very abused and time stretched sampling so the Pickup machine doesn't really do it for me...i'd rather use the Flex for this. both are cool though.

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Re:OT Pickup Machine
Posted by Indigo333 - 2012/07/13 18:21
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While Elektron makes AMAZING MACHINES the manuals need some serious help. Laymans terms would not only help with the OT but sell more quality machines... And yes the vids are stepping stones but if you advertise as a sampler, do we need lessons in how to operate a spaceship before we can sample? :laugh:ohmy: :youmad::angry: :blush: :P

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Re:OT Pickup Machine
Posted by tofu - 2012/07/13 23:18
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Gadjo wrote:
electrolegs wrote:
Quick question: Anyone know if it's possible to use the Metronome click as a count in for the Pick up track? I can't move my hands fast enough to start it hit the first note correctly.

Not sure, but you can program a very simple beat,
then set up the pick up track to start at the start of the loop instead of instantly
so if you start the loop, you then have time to be ready to play
which will be recorded the next time the loop restarts

Can you please clarify?

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Re:OT Pickup Machine
Posted by RonF - 2012/07/14 03:32
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tofu wrote:

Can you please clarify?

There are a few ways to do this.   No the OT does not have a metronome pre-roll function. But if you are using a midi pedal (even if you're not) its an easy thing to create.   You will use a sampled loop rather than using the system metronome.

Set track 1 of the OT to a static machine, and load in any beat sample that will serve as your metronome/pre-roll.   This track should be a 16/16 length.   This will give you a 16 step pre-roll.

Set track 2 of the OT to a pickup machine, settings as you desire.

Start the OT main sequencer playing, and obviously the track 1 sample will begin to play. At any time you like, in time with the beat (a good time might be on the downbeat of the 17th step, as the track one sample loops around), hit rec 1/2 on your track 2 PU machine.   Now the PU machine will record until you either hit stop, or for the duration of the length that you pre-set for that machine.

Now if you like, mute track one.

Done.

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