
Octatrack TIPS thread (placed in WIKI section of this site)

Posted by Roonan - 2012/07/16 16:50

I have been looking for a tips thread for the OT but I can't seem to find it. Wouldn't it be easy to have all tips in one sticky thread? I know a lot of us are struggling to get this machine under control and all the help we can get is welcome.

I'll be starting with a first tip. I'm sure it has been mentioned (severall times) before, but it's a very important one imo:

Having hundreds of samples in one project.

When I discovered that you can only have 128 samples in a flex machine and 128 samples in a static machine I thought that would be more than enough, for one pattern or even for one bank. But for all banks in a project it seemed a bit limited to say the least. I recently bought the Goldbaby samplepacks 808 and 909. I really wanted to be able to listen and walk through the different kicks, snares, hats, so on while playing on the Octatrack.. But with this limitation of 2 x 128 you'll soon be out of slots.

Most of you know slicing is the answer and for those who don't know I'll explain:

I took Ableton (but every DAW will do) and started with the basskicks of the 909. I placed a kick on every quarter measure: 1.1 - 1.2 - 1.3 - 1.4 - 2.1 - 2.2 - 2.3 - 2.4 and so on. You can slice up to 64 slices so you can repeat this until you have placed exactly 64 kicks. (you can have less samples, but keep in mind you use the exact same number of samples as you slice like 2-4-8-16-32-64 and keep in mind to have them evenly spaced, for instance for longer samples you can place them on every measure instead). Then I exported the 16 measures containing 64 kicks. I copied this exported wave to my audio pool on the OT. I then loaded this sample in a static slot. I edited this sample with the slice function making a 64 slices grid. I now can cycle through the 64 kicks by dialing the slice number. How cool is that! In theory you can have $2 \times 128 \times 64 = 16.384$ samples in one project!

I now have dedicated slots for all my favorite drum sounds. And I still have plenty of room left for other stuff. It takes a little time to set up, but you can re-use it with all your projects afterwards.

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Re:Octatrack TIPS thread (should be sticky)

Posted by previewlounge - 2012/07/16 16:55

awesome. :)

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Re:Octatrack TIPS thread (should be sticky)

Posted by Veets - 2012/07/16 23:57

Definitely feel free to edit the FAQ/Wiki and add your tips. It's located here

http://elektron-users.com/index.php?option=com_openwiki&Itemid=43&id=octatrack

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Re:Octatrack TIPS thread (should be sticky)

Posted by Roonan - 2012/07/17 03:12

Oops, I wasn't aware of the WIKI.

I posted the same story in the WIKI now.

Thanks!

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Re:Octatrack TIPS thread (should be sticky)

Posted by Veets - 2012/07/17 11:34

Thank *you* - it's all the interesting tips and user contributions to the wiki etc. that help make this forum what it is :beer:
:beer: Keep 'em coming!

Re:Octatrack TIPS thread (placed in WIKI section of this site)

Posted by MAZ - 2013/02/04 16:46

Roonan wrote:

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Yes is true, you can bypass this big limitation, BUT, you simply don't have the same degree of control over the slice, as you should over "one shot" sample type, doesn't it? ...Not to mention that cycling through slices is kind of boring thing...c'mon Elektron, we use machines because computers are boring in making music, please do something :) Then I can't get the concept behind this: why every pattern can't have it's own sample flex and static slots since the audiopool is loaded WITHIN every project...Every pattern should have access to all sample loaded in the audiopool. Now I hope for futute updates: (1 pattern = 1 flex + 1 static)

Re:Octatrack TIPS thread (placed in WIKI section of this site)

Posted by REOvolt - 2013/02/04 17:21

That would be a better solution. I was very dissapointed when I found out the system was limited to to way it is now. I also hate the 4 part system. There should be a part per pattern option.

Re:Octatrack TIPS thread (placed in WIKI section of this site)

Posted by dS8Y2jXutOCurZ - 2013/02/04 17:35

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Re:Octatrack TIPS thread (placed in WIKI section of this site)

Posted by maass - 2013/02/04 22:37

mc202.com wrote:

REOvolt wrote:

I also hate the 4 part system. There should be a part per pattern option.

+1

+1

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Re:Octatrack TIPS thread (placed in WIKI section of this site)

Posted by zeropoint - 2013/02/05 00:19

maass wrote:

mc202.com wrote:

REOvolt wrote:

I also hate the 4 part system. There should be a part per pattern option.

+1

+1

+ 1

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Re:Octatrack TIPS thread (placed in WIKI section of this site)

Posted by sk1e - 2013/02/05 01:18

zeropoint wrote:

maass wrote:

mc202.com wrote:

REOvolt wrote:

I also hate the 4 part system. There should be a part per pattern option.

+1

+1

+ 1

+2

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Re:Octatrack TIPS thread (placed in WIKI section of this site)

Posted by sovietpop - 2013/02/05 01:44

zeropoint wrote:

maass wrote:

mc202.com wrote:

REOvolt wrote:

I also hate the 4 part system. There should be a part per pattern option.

+1

+1

+ 1

I must say +1

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Re:Octatrack TIPS thread (placed in WIKI section of this site)

Posted by sicijk - 2013/02/05 03:30

sovietpop wrote:

zeropoint wrote:

maass wrote:

mc202.com wrote:

REOvolt wrote:

I also hate the 4 part system. There should be a part per pattern option.

+1

+1

+ 1

I must say +1

Im definetely in...

.+1.

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Re:Octatrack TIPS thread (placed in WIKI section of this site)

Posted by REOvolt - 2013/02/05 03:36

Please sign the petition thread from now on if you want a part per pattern option on the Octatrack. I will make a list of all entries.

You can find the petition here: http://elektron-users.com/index.php?option=com_fireboard&Itemid=28&func=view&id=210966&catid=9

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Re:Octatrack TIPS thread (placed in WIKI section of this site)

Posted by Machew - 2013/02/06 03:31

I'm not sure if this tip has been posted anywhere yet..
(sorry new to the forum and haven't done too much digging)

Using the OT with External FX.

I have enjoyed many hours of noodling using my OT and various external FX's.
Mainly the Sherman FB2.

One trick I have found I enjoy is using P locks to Pan signals placing left as "Dry" and right channel as "Wet"

If you want to bring in the Scene fader you can have a lot of fun with Panned scenes or even using Cue outs if you desire to do mixing in the OT

I also enjoy using various scenes with divided LFO's for Panning"sending" to external FX.

I'm sure someone else has discovered this, but I thought I'd add my 2 cents.

-M

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Re:Octatrack TIPS thread (placed in WIKI section of this site)

Posted by psicolor - 2013/02/08 02:25

This tip is so obvious, that i needed a long time, to find it: If you want to loop for example steps 33-64 of a pattern, just use the arranger.

BTW: as i mentioned in the petition thread, i really like the 4 parts system. Use part 1 for pattern 1-4, part 2 for pattern 5-8 and so on. Then you have pattern 2-4 as three possible variations of pattern 1, where pattern 6-8 are variations of pattern 5 and so on. If you keep this organisation consistent, i bet you'll also start liking the parts system.

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Re:Octatrack TIPS thread (placed in WIKI section of this site)

Posted by REOvolt - 2013/02/08 02:29

I did and it still doesn't agree with me. And 35 others so far...

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