
Analog Four warm up time

Posted by MuzikB - 2013/01/05 09:01

I just go this bad boy a few days ago, wiped the memory and started making my own sounds. In doing so, the Kick drums that I create are from self oscillating the filter.

I find that after I have the unit off for some time and start it up again, my kick drums are not as loud. Given some time, just letting the unit sit and warm up, they then reach the level I set them at.

Has anyone else noticed this?

I haven't found a suggested warm up time in the manual.

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Re:Analog Four warm up time

Posted by Glitchedout - 2013/01/05 10:00

10/15 minutes is good for my analog stuff

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Re:Analog Four warm up time

Posted by MuzikB - 2013/01/05 10:39

Thanks. The SlimPhatty I used to own took 10-15 minutes as well but the Mopho Keyboard doesn't need any warm up time.

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Re:Analog Four warm up time

Posted by MuzikB - 2013/01/05 18:35

Ok, I actually timed it. It takes roughly 3 minutes for my Analog Four's filter to warm up.

Now that's definitely a VCF.

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Re:Analog Four warm up time

Posted by TrondC - 2013/01/05 18:47

definitely some warm-up time on mine too, did some filtering work with the MD going through the A4 yesterday, and noticed that things did sound a bit different when I came back from the store after the unit had ben switched off for half an hour or so.

Also noticed when using the A4 on my lap it got very hot, much more so than the MD

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Re:Analog Four warm up time

Posted by mistakem - 2013/01/05 19:19

Have also noticed this! Was wondering what was going on, would create a track with a filter kick drum, restart the unit and it as really quiet... This explains it.

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Re:Analog Four warm up time

Posted by vst - 2013/01/05 21:15

Noticed this too with the same type of kickdrum. I thought I fixed it by retweaking the envelope but now I'm thinking it must be the warm up. Thanks OP.

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Re:Analog Four warm up time

Posted by vst - 2013/01/07 09:19

Ok, so I've noticed that this is not a 'warm-up' issue per se, it's something else with the filter circuit.

Even if the box has been on for hours, if you mute the filter based kick for a short while, when you un-mute it the volume of the kick slowly comes back. It's as if the filter has to re-saturate for lack of a better term. Kind of unfortunate when trying to drop that big bass drum.

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Re:Analog Four warm up time

Posted by SeanPrice - 2013/01/07 09:44

I have been making kicks with the filter as well, but if I try to lock another sound on the same track, the kick is very unstable. Some times it works fine, but others the kick will drop in volume and then slowly swell back to its correct volume after a few trigs. Hope they are able to fix this bug. It means I have to dedicate a track to kick drum duty and nothing else. The kicks you can make with this thing are amazing tho.

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Re:Analog Four warm up time

Posted by mistakem - 2013/01/07 10:27

vst wrote:

Ok, so I've noticed that this is not a 'warm-up' issue per se, it's something else with the filter circuit.

Even if the box has been on for hours, if you mute the filter based kick for a short while, when you un-mute it the volume of the kick slowly comes back. It's as if the filter has to re-saturate for lack of a better term. Kind of unfortunate when trying to drop that big bass drum.

I think you are right... I'm just sampling kicks and dealing with them on the Octatrack now, problem solved :laugh:

A4 kicks are really nice...

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Re:Analog Four warm up time

Posted by newgreyarea - 2013/01/07 13:49

SeanPrice wrote:

I have been making kicks with the filter as well, but if I try to lock another sound on the same track, the kick is very unstable. Some times it works fine, but others the kick will drop in volume and then slowly swell back to its correct volume after a few trigs. Hope they are able to fix this bug. It means I have to dedicate a track to kick drum duty and nothing else. The kicks you can make with this thing are amazing tho.

Well at least it's not just mine doing this. Parameter Locks is useless for drum tracks on my. Not such a big deal but I was just trying to do a drum scratch track to play to until I got back to my Tempest. No bueno. Anything official on this?

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Re:Analog Four warm up time

Posted by anselmi - 2013/01/07 14:23

SeanPrice wrote:

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same experience here...a shame since it can make great drum sounds...I'd hope it has a sine wave in the oscillators too:dry:

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Re:Analog Four warm up time

Posted by jonah - 2013/01/08 02:08

mistakem wrote:

vst wrote:

Ok, so I've noticed that this is not a 'warm-up' issue per se, it's something else with the filter circuit.

Even if the box has been on for hours, if you mute the filter based kick for a short while, when you un-mute it the volume of the kick slowly comes back. It's as if the filter has to re-saturate for lack of a better term. Kind of unfortunate when trying to drop that big bass drum.

I think you are right... I'm just sampling kicks and dealing with them on the Octatrack now, problem solved :laugh:

A4 kicks are really nice... Yeah, I'm sampling too. Doing the sample chain thing.

Are you all using the neighbor oscillator option for your kicks? You can get some really incredible stuff that way.

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Re:Analog Four warm up time

Posted by Bath House - 2013/01/08 02:52

SeanPrice wrote:

I have been making kicks with the filter as well, but if I try to lock another sound on the same track, the kick is very unstable. Some times it works fine, but others the kick will drop in volume and then slowly swell back to its correct volume after a few trigs. Hope they are able to fix this bug. It means I have to dedicate a track to kick drum duty and nothing else. The kicks you can make with this thing are amazing tho.

This is something I've noticed as well - I assumed there was something about the machine I didn't quite understand yet, as it's my first Elektron box. I was sound-locking a different sound for the snare on a track that I had already sequenced a kick on, and finding that it made my kick "muted" - but if I stopped the track and played the mini keyboard I could hear the kick "fade back in" over the course of about 10-15 re-triggers. What's weird is that it doesn't sound like the self-oscillation of the filter needing to "catch up," as I can hear the full normal kick at the right pitch and character...just very quietly as it fades in. Hmm...

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Re:Analog Four warm up time

Posted by skylab001 - 2013/01/08 02:58

I've been having this exact same issue with kick sounds too. They are very unstable, they don't trig reliably, and it seems when I stop/start playback they fade in over time. Lets hope this is a software bug that can be sorted out and not a hardware problem.

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Re:Analog Four warm up time

Posted by Opuswerk - 2013/01/08 03:25

Same issue, or let down here. Was kind of surprising, but i guess it takes some time before the filter self oscillates? What makes it do so?

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Re:Analog Four warm up time

Posted by udenjoe - 2013/01/08 03:54

I wonder if they are controlling the resonance volume when switching? Hopefully they can fix this is software. You can calibrate in one of the menus so I'm assuming they are tuning in software. Maybe it retunes/partially recalibrates between sounds?

How do you load a different sound on a trig again?

My 9090 clone kick changes character over time as well.

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Re:Analog Four warm up time

Posted by Bath House - 2013/01/08 04:27

udenjoe wrote:

IHow do you load a different sound on a trig again?

Hold step button and turn "part level" knob to bring up a list of the patches.

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Re:Analog Four warm up time

Posted by Implied - 2013/08/20 06:21

MuzikB wrote:

Ok, I actually timed it. It takes roughly 3 minutes for my Analog Four's filter to warm up.

Now that's definitely a VCF.

Same. But the strange part is that sometimes when I save a sound (that doesn't use effects) and load it into a different track it ends up sounding different. It puzzles me big time.... Not a worry if I resample in Octatrack, but for live performance it's a worry.

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Re:Analog Four warm up time

Posted by Bath House - 2013/08/20 07:36

Known issue since day one. VCF's don't really "warm up" like VCO's and that's not what's going on here.

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Re:Analog Four warm up time

Posted by daffydub - 2013/08/20 07:58

I think this is because it's the filter feedback that adds the fatness - and feedback obviously needs to build up?

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Re:Analog Four warm up time

Posted by Nystagmus - 2013/08/23 04:23

Shouldn't need any time to "warm up." The A4 has DCO's not VCO's.

The reason your drums take time to "kick in" is because you have "created" them using filter-feedback. It takes time for the "feedback" to build (loop) to an audible level.

If you want to avoid this, use a dedicated waveform (transistor, Triangle, Saw etc) to create your drums.

This is the VERY reason I was hoping "they" (Elektron) would add a dedicated sine-wave waveform to one of the oscillators, so we wouldn't have to depend on filter-feedback to create a sine-wave for drums.

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Re:Analog Four warm up time

Posted by Bath House - 2013/08/23 05:00

But that is strange, and uncommon - I've never encountered another VCF that works this way. Any simple monosynth filter, standalone modular VCF, etc. - nothing else needs to "build up." I wonder if it's something to do with the way the A4 allocates parameters or something.

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Re:Analog Four warm up time

Posted by void - 2013/08/23 05:36

Nystagmus wrote:

Shouldn't need any time to "warm up." The A4 has DCO's not VCO's.

yea i think it doesn't. when i hit play after a cold start, everything sounds like it should - and the thing with the 'weak' filter oscillation can also happen when you switch patches, i personally don't think this is related to operating temperature.

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Re:Analog Four warm up time

Posted by heckadecimal - 2013/08/23 14:18

That's right, it sounds as it should right away.

You can still use a self-oscillating filter to make drum sounds, just add a touch of audio to feed the beginning of it and the filter will have something to work with. It can be just a tiny snippet of noise burst or one of the analog oscillators, but if you have that the filter will have some juice to kick itself in.

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Re:Analog Four warm up time

Posted by snowcrash - 2013/08/23 18:09

heckadecimal wrote:

just add a touch of audio to feed the beginning of it and the filter will have something to work with. It can be just a tiny snippet of noise burst or one of the analog oscillators, but if you have that the filter will have some juice to kick itself in.

In theory, yes, still that doesn't fix the volume build up on the filter resonance on the A4

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Re:Analog Four warm up time

Posted by void - 2013/08/23 19:13

so basically there are 2 undesired effects with using F2 with a high resonance setting as a kick drum..

effect one is a missing self-oscillation which slowly builds up. you switch to a pattern which uses your kick patch, and the kick takes a couple seconds to fade in while the resonance builds up.

effect two are occasional 'duds' with kick patches. the kick plays fine, but occasionally you get a single weak-sauce kick, feels like unexpectedly stepping into a hole while dancing. or like a sudden involuntary loss of erection, or something. anyway, unacceptable!

probably both problems have the same cause, namely the filter's self oscillation being somewhat 'fragile' in the lower bass frequencies.

in my experience (the way i've been making kick patches) a little noise burst or a quick zapping ramp with the filter envelope wasn't enough to reliably work around this..
i always saturate the filter with a triangle wave now.

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Re:Analog Four warm up time

Posted by heckadecimal - 2013/08/24 05:34

snowcrash wrote:

heckadecimal wrote:

just add a touch of audio to feed the beginning of it and the filter will have something to work with. It can be just a tiny snippet of noise burst or one of the analog oscillators, but if you have that the filter will have some juice to kick itself in.

In theory, yes, still that doesn't fix the volume build up on the filter resonance on the A4

It works for me.

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Re:Analog Four warm up time

Posted by darenager - 2013/08/24 06:10

Bath House wrote:

But that is strange, and uncommon - I've never encountered another VCF that works this way. Any simple monosynth filter, standalone modular VCF, etc. - nothing else needs to "build up." I wonder if it's something to do with the way the A4 allocates parameters or something.

^ I agree with this the behaviour is somewhat puzzling in the A4.

Certainly the effect can be lessened with using the noise/vco to feed the filter, but it is still not ideal.

I think that a future OS update should allow a small amount of the filter envelope to be fed into the audio input to provide a sharp transient at sufficient amplitude to ring the filter, this works great on modular filters so in theory should work on the A4.

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Re:Analog Four warm up time

Posted by jonesonyou - 2013/08/25 04:47

I posted about this issue 2 weeks ago in another thread. was not sure what the issue was as i have only had my A4 about 3 weeks now. I figured it was some lfo routing from my experience with the machinedrum.

I was also surprised there was no sine wave for any of the oscillators.

while this is not a huge issue i guess. for anyone using the a4 with no other dedicated hardware for drums as is the case for me right now. the idea would be using 1 track of the a4 for drums while using the other 3 for the rest of your song ideas.

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Re:Analog Four warm up time

Posted by snowcrash - 2013/08/26 02:19

heckadecimal wrote:

It works for me.

Honestly? Would you mind to share a patch so we could A/B this?

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Re:Analog Four warm up time

Posted by vst - 2013/08/26 23:24

I posted this on Gearslutz but since I want everyone to make the best music possible I'll post it here too :)

The best bass I've been able to get out of the A4 without dealing with the resonance issue is...

Oscillator 1 filter feedback type, loud . filter 1 @ 40-45 and filter 2 (lopass 2) at 20-30 or so.(gotta find the sweet spot)
The strange thing is not having any resonance on either filter and overdrive needs to be at 0 too. Filter 1 EG depth and EG shape to taste.

This way you don't need to wait for the filter resonance to saturate.

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