Lemur Machinedrum Template

Posted by MK7 - 2013/04/03 17:19

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Such a gorgeous app!! Skripting > all, other controller apps are too static for my taste/needs.

I'm currently working on a template for the MD, using the MDC template as a starting point. so far, it can already control all parameter knobs, even several selected tracks at once, like ctr-al just for selected tracks. The possibilities are insane, I've been jamming for two hours with just 2-3 kits and some patterns. save slots for track selections, mutes and, of course, knobs (as already available in the MDC template).

Anybody interested to participate?

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Re:Lemur Machinedrum Template

Posted by MK7 - 2013/04/03 17:30

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For some reasone, I can't edit my post to add an image. So here it comes in a separate post:
 http://www.elektron-users.com/images/fbfiles/images/IMG_0015.PNG

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Re:Lemur Machinedrum Template

Posted by REOvolt - 2013/04/03 17:41

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Interested? Yes. A lot of time? No....

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Re:Lemur Machinedrum Template

Posted by sicijk - 2013/04/03 18:06

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Do you mean you can use CTR-AL only on tracks you select ??

 :lvl:

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Re:Lemur Machinedrum Template

Posted by MK7 - 2013/04/03 18:25

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sicijk wrote:
Do you mean you can use CTR-AL only on tracks you select ??

 :lvl:

yes, with the blue buttons you select tracks that are affected by changes. and the ten buttons on the above-right side store "scenes" which are applied to the selected tracks. I'm also going to add some form of interpolation between those scenes to make changes smoother.

let's see how much MIDI traffic the MD can handle!

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Re:Lemur Machinedrum Template

Posted by sicijk - 2013/04/03 18:43

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that's great,,,,,,,,would you need some kind on contribution? I have a legacy Lemur but im not yet really good in programming it.....for lack of time and learning different machines i've got in the last year (Kyma included..ouch)

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But i'm in !

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Re:Lemur Machinedrum Template
Posted by MK7 - 2013/04/04 17:09

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Are iPad and legacy templates compatible?

Maybe I just get a first version up and running and post it here for testing and to let others participate in the joy of advanced control.

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Re:Lemur Machinedrum Template
Posted by sicijk - 2013/04/05 03:42

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They are "almost" compatibles.....i mean: in the new LemurEditor (the one devoloped by Liine) there is a resolution stretch function that allows to modify the frame form iPad Lemur to Jazzmutant Lemur and vicecersa.
But actually, sometimes, some objects don't get stretched properly so one should modify dimensions manually.

Anyway.....cant wait to try it !
Thanks a lot!!
GiGi

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Re:Lemur Machinedrum Template
Posted by MK7 - 2013/04/05 05:22

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I have a first version which I'm gonna post in this forum after some testing. What I can say so far is that it sounds awesome!! There's a slider continuously morphing between scenes!!

My machinedrum is creating tones that I didn't know that they would be possible, not glitch but smooth noise washes etc, then a dry clap and something else sweeping in and out just because rtrg, strt, end, rvb etc. were all morphed at once and mutes as well as the sound in focus of the morphing mechanism changed in between.

 http://www.elektron-users.com/images/fbfiles/images/IMG_0016b.png

the above set of 8 buttons controls parameter scenes. the slider morphs between the last selected and the currently selected parameter scene. the 24 button selects whether all 3 pages of parameters stored in the parameter scenes should be morphed or just the one which is currently displayed. the 16 button row with blue buttons selects the tracks to be tweaked. the row of red buttons contains mutes and the sliders below volumes of all 16 tracks. the second set of 8 buttons stores 8 sets of blue button combinations, mutes and volumes. there are options available (small buttons) to choose if all 3 sets or just a subgroup should be controlled by the 8 buttons.

to make this thing go (even more) crazy, just click on the 8 buttons at the right corner. these buttons store states of the other buttons.

and this thing can create far more traffic than MIDI is able to handle. not too many blue buttons should be active at once when the "24" light is active. the main thing I'm currently testing is how the MD reacts when it receives huge amounts of CC messages. so far it seems to be very stable and stay in sync no matter what I do. too many CCs seem to just introduce some lag in the processing of sound changes which again sounds musical and liquid.

great app!! :)

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Re:Lemur Machinedrum Template
Posted by dubathonic - 2013/04/05 05:38

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MK7 wrote:
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Awesome Moritz! Hope you'll post some sound examples. If this ever works on iPad I'll have the app in a heartbeat ;)

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Re:Lemur Machinedrum Template
Posted by ipassenger - 2013/04/05 05:52
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I'm interested and will have a look when i get a mo.

I think lemur is great but haven't really dug in as i couldn't work out how to transfer the patch data from the md into lemur, here's a patch i did for mine, no where near as fancy as yours mind.   More of a learning how to use lemur project than anything.

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Re:Lemur Machinedrum Template
Posted by MK7 - 2013/04/05 10:47
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dubathonic wrote:
MK7 wrote:
My machinedrum is creating tones that I didn't know that they would be possible, not glitch but smooth noise washes etc, then a dry clap and something else sweeping in and out just because rtrg, strt, end, rvb etc. were all morphed at once and mutes as well as the sound in focus of the morphing mechanism changed in between.

Awesome Moritz! Hope you'll post some sound examples. If this ever works on iPad I'll have the app in a heartbeat ;)

good news: I'm working on an iPad :)

looking forward to listening to the sounds you achieve with my template ;)

@iPassenger: thx for sharing, gonna have a look at your template!

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Re:Lemur Machinedrum Template
Posted by MK7 - 2013/04/05 12:13
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sound demo:

Lemur + Machinedrum = gorgeous!

This template is similarly complex as scenes on the OT, because it's based on experience with scenes on the OT. The possibilities are endless. The slider has a similar function than the OT's crossfader but it can move by itself.

I still have to wrap my head around my own creation! :D

EDIT: btw, I used classic mode and only rom/MIDI machines as a starting point (the latter to control the MBase). the results can get a lot more weird when adding internal synth machines and p-locks!

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Re:Lemur Machinedrum Template
Posted by dubathonic - 2013/04/05 12:37
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:lvl:

 :watch:

Not getting much sleep tonight, are ya? ;)

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Re:Lemur Machinedrum Template
Posted by MK7 - 2013/04/05 12:39
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no, how could I with such a great new toy :D

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Re:Lemur Machinedrum Template
Posted by sicijk - 2013/04/05 16:43
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heard the your xample...... A M A Z I N G

 :backslap:

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Free DL // Re:Lemur Machinedrum Template
Posted by MK7 - 2013/04/05 21:02
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I just uploaded the file including a short documentation. In my music-making "career", this interface is really a milestone which opens up a gate to a new sonic world.

Have fun!

I'm also going to open a science lab to hear what you guys are doing with the "Machinedrum Morphor"! :)

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Re:Lemur Machinedrum Template
Posted by tmt - 2013/04/05 22:52
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thanks a lot for this
very good coverage of many things missing from the MD

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Re:Lemur Machinedrum Template

Posted by sicijk - 2013/04/06 00:38

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Thanks a lot Moritz...unfortunately i have to change manually dimensions in order to fit legacy Lemur's resolution...the automatic one seems to doesn't work...

Big up to you !!!

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Re:Lemur Machinedrum Template

Posted by MK7 - 2013/04/06 02:21

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thx!

I could hardly wait to hear some creative ideas how to use this thing and sound demos from your side! :)

I think it makes sense to just morph some tracks that are of minor relevance for the main rhythm, have some crazy master morphs on some buttons and other buttons prepared so that you can quickly return to a straight rhythm.

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Re:Lemur Machinedrum Template

Posted by REOvolt - 2013/04/06 04:06

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First of all, thanks a lot for this excellent template. I can see now it's very easy to get lost jamming with this power under your fingers.

Maybe some feature requests and comments so far:
-I work normally with an other midi base channel. Could you make it selectable?
-I would like to control for instance the slider from a real piece of hardware. I do like the functionality of Lemur, but I prefer real knobs and sliders when jamming so I don't have to look at the screen and can concentrate on the performance. Does it respond to midi input CC's?
-It's great that you can control all three pages on the MD, but if I switch to another page the settings are immediately executed. Getting back to the former setting isn't possible then, or I misunderstand the workflow. Maybe an idea to create a lemur layer for every MD settings page?

Just been playing for 15 minutes, so I'll stop commenting now and do some more testing.
keep up the good work, much appreciated! :cheer:

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Re:Lemur Machinedrum Template

Posted by MK7 - 2013/04/06 06:21

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thx for the ideas!

@1: there's a global variable MDbasechannel where you can type in a different base channel.
@2: not yet, but this would really be a cool feature.
@3: you're right, this abrupt change contradicts my aim of smooth changes. I would prefer to stick to one page though to keep this program spot on. I have to think about if it might be possible to find a smoother backend solution. I think it's similar to the case when a new scene is selected while the slider is somewhere in between. in this case, the last slot of the slider does not store the last scene but the interpolated last values.

:)

EDIT: @3: maybe the slider should simultanously tweak several pages even in 8 mode to finish jobs on other pages.. let's see :)

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Re:Lemur Machinedrum Template

Posted by biologik - 2013/04/06 07:32

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MK7 - This certainly deserves a cross post to the main forum! I'll be giving this a shot soon! :D

EDIT: Also, where's the MDbasechan you speak of? I also use a different base (13-16)

EDIT 2: Found it. It's set at 1. I set it to 13 :) Thanks!

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Re:Lemur Machinedrum Template

Posted by brucewayne - 2013/04/08 01:03

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hell, this is so sick! just been jamming around all sunday and really understand your excitement. i very much lovethat i can select now the tracks to be affected by CTR-AL.

i also tried the MDC template, of which i very much like the reverb and SRR controll-thing (think its called multislider, don't know - i am all new to lemur). would it be possible to add perhaps a second page with some more controls over the effects section?

keep up the good work and thanks a lot for sharing!

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Re:Lemur Machinedrum Template

Posted by MK7 - 2013/04/08 02:55

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brucewayne wrote:
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keep up the good work and thanks a lot for sharing!

glad you like it :)

you can merge the two templates via copy&paste of container objects, but I would copy MDC stuff into my template not vice versa, because I refer to global scripts/variables. I had the two templates merged together before posting so I know that it works, but wanted to keep them separate when posting officially.

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