
SAMPLE LOOP POINTS

Posted by Anselmi - 2008/01/12 13:54

Ok, i just read the whole manual so no RTFM apply here:P

Did the MDUW classic support sample loop points?...or maybe i have to reformulate the answer...can the MDUW classic play looped samples???

I just trying to make my own wavetable single-cycle oscillators but if you cant loop the cycle then you can't get sustained sounds focused on a cycle of the wavetable...

I think i can try the retrigger option to keep the cycles sounding, but it's a very primitive way to achieve a looping oscillator...

i'll try it anyway...maybe ending with some interesting results

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Re:SAMPLE LOOP POINTS

Posted by actuel - 2008/01/12 14:21

in your audio editor you should be able to set the waveform or sample to 'Loop'. it's a apart of the meta data. then in C6 you set that looped file to 'Loop On'. hope that helps!

here's a snap of what you should see in C6:

<http://elektron-users.com/dmdocuments/loopfeil.gif>

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Re:SAMPLE LOOP POINTS

Posted by hageir - 2008/01/12 14:33

actuel wrote:

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cool, what exactly is it for?
perfect loops?

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Re:SAMPLE LOOP POINTS

Posted by actuel - 2008/01/12 14:39

well kinda. can be used for perfect loops, irregular loops, single cycle waveforms, etc. essentially, you're just setting your file to repeat to infinitely...until adjusted in the UW.

i do most of my none percussive one hits as loops. why? well you can get some great results, even do or emulate synthesis, have repeating loops. then inside of the UW you can turned the end of the full 127 or change the hold or decay to control the loops playback.

so for a organ sample, i'll chop it up in my editor, then set it to loop, set it to 'Loop On' in the UW and then you've just opened up crazy possibilities. this works with really anything.

i have been playing with this function a lot lately with great results. making offbeat and irregular loops can be dope as well. experiment i say!

Re: SAMPLE LOOP POINTS

Posted by Anselmi - 2008/01/12 15:07

hageir wrote:

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hey, cool!!!

thanks ACTUEL!

i already set the loop metadata in sound forge but i missed the C6 part...

Sh*t!...i don't have a MIDI interface here so i can't chek it until tomorrow...

anyway just 5 minutes ago my girlfriend said she was awaked by a kind of subsonic bump that periodically hit the window and make it rattle...:woohoo:

i have the MD firing a 4x4 TRX BD1 with a really low volume so i didn't noticed the long tail of the BD entering the sub range and travelling thru walls and floor until it reach the window in a room several feets away!...scary! :evil:

save that kit right now!!!...mwahahahaha!!!

cool, what exactly is it for?

perfect loops?

well, that could be an aplication...but in a loop sequencer is far better to have a step that retriggers the loop when it ends instead of make it loop without retrigger it, because even the smaller tempo error could make it out of sync after a while

my idea is to use the rom slots as a wavetable oscillator in the waldorf/ensoniq/malmstrom fashion, that means to make a sample with several cycles of a wave, one before the other, with small variations between them...could be PWM, FM sweeps, drastic complex timbre changes, whatever...

then you play just the firs cycle LOOPED (so that the use for the looping function), and then move the start and end points TOGETHER, keeping the loop size intact but sweeping the wavetable thru the differents cycles...

you have to calibrate the number of cycles to be a multiple of the sample start/end steps in order to get a full and complete cycle no matter where are you in the wavetable

did any of you try to do this?

Re: SAMPLE LOOP POINTS

Posted by actuel - 2008/01/12 15:18

did any of you try to do this?

i haven't yet but this is definitely something i'm wanting to do. i'm a big waveform fan. the waldorf and access Ti spoiled me on waveforms.

i've never created any but have been looking into with the advent of the monomachine mkII eventually being able to have waveforms.

maybe you can help or share some of you single cycle waveforms. tutorial? i imagine it's similar to looping as i am now but on a much smaller scale.

Re: SAMPLE LOOP POINTS

Posted by Anselmi - 2008/01/12 15:42

actuel wrote: maybe you can help or share some of you single cycle waveforms. tutorial? i imagine it's similar to looping as i am now but on a much smaller scale.

yeah, of course...

after trying to do some "transwaves" in an ensoniq sampler (that's the name of wavetables in ensoniq's jargon) and some experiments with softsynths i realized that the key factor is to calibrate the wavetable for smooths sweeps (of course if you want smooth ones)

just another question...in your example of the organ sound you said that you

"set it to 'Loop On' in the UW" (the loop)

so can you turn it on just from the UW itself?...even if you didn't it before in the audio editor and C6?

Re: SAMPLE LOOP POINTS

Posted by actuel - 2008/01/12 15:49

so can you turn it on just from the UW itself?...even if you didn't it before in the audio editor and C6?

kinda. what i mean is that after you've set the wave to loop, and in C6 set it to loop, you can adjust start and end points in the UW. additionally, in the UW if the end point isn't set to 127 it stops continuous playback. so if the end point is set at 126, it will only play through the sample once.

hope that helps.

Re: SAMPLE LOOP POINTS

Posted by Anselmi - 2008/01/12 16:05

actuel wrote:

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hope that helps.

mmm...that's bad news

you can't make a wavetable oscillator if the MD behave that way...

that because the start and end points actually are PLAYBACK points instead of LOOP points

my idea was to built the wavetable with 32, 64 or 128 different cycles (frames)

then set the loop point to just one of those in order to get just one of those cycles sounding...so for a 32 frames wavetable each cycle (the loop lenght) goes from, said, 0 to 4 in the machinedrum settings...that's (as you said) make the waveform play once, not looped....huh:

i'll try it tomorrow....:S

Re:SAMPLE LOOP POINTS

Posted by actuel - 2008/01/12 16:14

hmm i see. you can still adjust the start point, and you set the LFO to the start point. but yeah, i see what you mean. once the end point leaves 127, looping stops. i just tested it again.

well i'm looking forward to your findings.

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Re:SAMPLE LOOP POINTS

Posted by Tarekith - 2008/01/13 01:12

As mentioned in the UW MnM thread, would be great if users could upload their own looped samples to get a collection going. Since both the MnM and MD UW will be able to use very short looped samples as an 'osc'. If we can't host them here, I can likely host them on my site.

Ideas?

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Re:SAMPLE LOOP POINTS

Posted by actuel - 2008/01/13 01:19

Tarekith wrote:

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Ideas?

Of course we can host them here. :) Maybe we should consider a new category under 'Files' specific for this purpose. Maybe a Samples category with individual subcategories of Monomachine, UW, and Misc (not machine specific).

What do you guys think?

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Re:SAMPLE LOOP POINTS

Posted by hageir - 2008/01/13 03:11

actuel wrote:

Tarekith wrote:

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Ideas?

Of course we can host them here. :) Maybe we should consider a new category under 'Files' specific for this purpose. Maybe a Samples category with individual subcategories of Monomachine, UW, and Misc (not machine specific).

What do you guys think?

pretty good idea, but one thing:

you should have it limited only to registered users, if it's out in the open:

A) a ton of people are going to download it = bandwidth

B) might have some copyright problems? (if using famous synth waves)

so it's sort of a "secret" :silly:

Re:SAMPLE LOOP POINTS

Posted by actuel - 2008/01/13 05:00

btw ANSELMi, i emailed Elektron and put in t request for them to move the loop on/off to the 'Hold' and not the End point.

it makes more sense to me that it would be on the Hold parameter anyway. leave Start and End fully able to move throughout the sample or waveform. thus, we can start talking about true wavetables.

the Hold could work in the same way. at full '127' it plays continuous loop, less than that you'd be in single shot land.

Re:SAMPLE LOOP POINTS

Posted by actuel - 2008/01/13 05:46

New Waveforms/Samples section is up in 'Files' and only accessible to registered users.

Re:SAMPLE LOOP POINTS

Posted by hageir - 2008/01/13 07:01

actuel wrote:

New Waveforms/Samples section is up in 'Files' and only accessible to registered users.

cool, I'll upload my Prophet VS waves ;)
(they're the same as the evolver's, right?)

Re:SAMPLE LOOP POINTS

Posted by anselmi - 2008/01/13 17:19

actuel wrote:

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the Hold could work in the same way. at full '127' it plays continuous loop, less than that you'd be in single shot land.

hey, thanks for all the feedback!...great forum!

wavetables are a big synthesis resource and one that could be worked out by the user in really creative ways...

ACTUEL, about to move the LOOP ON to the HOLD parameter is an excellent move to get a proper wavetable oscillator

i think other features have to be implemented...let's see:

first: as the elektron user interface is restricted to 8 parameter per page you have a limited amount of changes....maybe at the code level you have even more limitations, but i couldn't know that, so i stay with the user interface

second: in a good implemented wavetable oscillator you have both START + END PLAYBACK points and START + END LOOP points...what that 4 parameters you could navigate the sample in any way you want

a simplification of this implementation is to have LOOP START POINT and LOOP LENGHT, that way you only have to modulate the start point to make the wavetable sweep

if you have just 2 parameter to control the wavetable (as in the UW) then you could take them in different ways depending of the LOOP status...if it OFF then START and END reffers to PLAYBACK and if the loop is ON they reffers to LOOP...

if this could be in the UW then we have a very capable wavetable synth...hope elektron make it in the next OS...

about the wavetable bank i think it's a great idea
instead of give you the gold eggs i'll give you the chicken...

with this really little application you could make 2 single cycle waves using nodes and then the program export a wav with the morphing wavetable between both waves...

<http://www.xs4all.nl/~avg/tranzilon/info.html>

and for a simple tutorial of what a wavetable is I made this simple graphic of an 8-frame wavetable that could help to undersand them

<http://img151.imageshack.us/img151/4117/wavetable2qu2.jpg>

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Re: SAMPLE LOOP POINTS

Posted by Alex Hasten - 2008/03/24 09:22

very good ideas indeed. but elektron first has to implement it for mnM ^^ i think we have to wait a lot

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Re: SAMPLE LOOP POINTS

Posted by anselmi - 2008/03/24 13:27

well, I think it isn't a total software revision...
the MnM UW capability is kinda different affair, I think

by keeping the loop engaged while you change the sample start and end points the wavetable issues could be easily achieved

but maybe a new machine more dedicated to that would be better...a thing with a loop lenght and loop position instead of sample start and sample end parameters...so you can sweep the wavetable keeping loop lenght intact with a single parameter change

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Re: SAMPLE LOOP POINTS

Posted by hageir - 2008/03/24 23:52

hah, funny that this thread popped up!
I was just doing that last night with the MD (having two LFO's alter the sample start+end points at different speeds) and with the start+end points only one "number" a apart..

gives a very nice "weird" but rhythmy effect (if you're using "on-time/in-sync" LFO speeds

Re: SAMPLE LOOP POINTS

Posted by anselmi - 2008/03/25 00:43

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gives a very nice "weird" but rhythmy effect (if you're using "on-time/in-sync" LFO speeds

yeah, I was doing this kind of things

but for now the SAMPLE start and end point doesn't match the LOOP start and end points so the LFO changes are just at the triggers, not in the middle....(

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