MnM Poly Mode

Posted by purveyor2 - 2005/02/18 17:45

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I just installed 1.05 from 1.02 and am wondering what implications the dynamic allocation really has. I tried entering poly mode with a single track playing and it did what it always has - muted everything except the track active in poly mode. Anyone willing to give a brief tutorial?

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Re: MnM Poly Mode

Posted by egonx - 2005/02/18 23:48

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Where did you hear about Dynamic Allocation? The readme was a bit sparse. I'd love to know what the rest of the "healthy set of other features and updates" is comprised of.

Thanks...
iTrope

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Re: MnM Poly Mode

Posted by purveyor2 - 2005/02/19 00:22

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Clarification - read me file says "Proper poly mode channel allocation with last note priority"

Not really sure what that means. Mono tracks shouldn't require last note priority, eh?

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Re: MnM Poly Mode

Posted by jotsif - 2005/02/20 12:18

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purveyor2 wrote:
Clarification - read me file says "Proper poly mode channel allocation with last note priority"

Not really sure what that means. Mono tracks shouldn't require last note priority, eh?

If you have a 3 voice polyphonic synth like the sid for example last note priority means that if already 3 keys are down and you press a fourth, some of the older notes stop play and the fourth gets played instead...
without the last note priority the forth note wouldn't get played at all until the first three are released...

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Re: MnM Poly Mode

Posted by purveyor2 - 2005/02/20 17:42

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So you can set the desired polyphony per track?
If so that we be rad, but whenever I hit poly mode, everything is off except the active track.

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Re: MnM Poly Mode

Posted by mrruby - 2005/02/21 06:50

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I downloaded Mono_105_syx_mid.zip from the support area on the Elektron website. There's no readme inside. Just a sysex file, a midi file, and a txt file with instructions on how to update, but no details as to what the update covers.

Where did everyone even find out about Dynamic Allocation?

-- iTrope

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Re: MnM Poly Mode
Posted by crmckim - 2005/02/21 06:52
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I downloaded Mono_105_syx_mid.zip from the support area on the Elektron website. There's no readme inside. Just a sysex file, a midi file, and a txt file with instructions on how to update, but no details as to what the update covers.

Where did everyone even find the readme?

-- iTrope

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Re: MnM Poly Mode
Posted by purveyor2 - 2005/02/23 17:55
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It's in the TXT file. Scroll down below the installation instructions and you'll see it. It's a fairly cryptic list of the new o.s. features.

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Re: MD vs MnM interface
Posted by daniel - 2005/06/01 21:49
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The drums are completely different in the BeatBox and the E12. No sample is reused from the E12 to the BeatBox at all. Also, the E12 is much more complex, interleaving several samples based on parameter settings etc, whereas the Beatbox is just short full-on samples.

Especially the BeatBox drums need some work with the track effects to make them sound unique.

I guess it doesn't matter that I say I love short snappy samples like those in the Mono BeatBox, since I designed it. :) I guess I've just had enough of giga-multi-samples...

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Re: MD vs MnM interface
Posted by cchocjr - 2005/06/01 21:57
_____

In terms of the MD's E12 machine and the MNM's Digipro Beatbox, there is some overlap, but significant difference. You get a lot more parameters in the MD to tweak. In the MNM, there are many more sounds, at least many more variations and a few more sounds that aren't in the MD (finger snaps, etc.).

I feel the same way about the MNM, but that's because I started out with the MD. Interesting.

For hi hats, I use either the EFM or E12 (usually EFM HH) hi-hats, with DEC down a good bit, DIST up, and the 1-band EQ emphasizing a higher frequency. I like very 'clicky' hi-hats ala industrial music.

cchocjr

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Re: MD vs MnM interface
Posted by Mesak - 2005/06/01 22:10
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daniel wrote:
The drums are completely different in the BeatBox and the E12. No sample is reused from the E12 to the BeatBox at all. Also, the E12 is much more complex, interleaving several samples based on parameter settings etc, whereas the Beatbox is just short full-on samples.

Especially the BeatBox drums need some work with the track effects to make them sound unique.

I guess it doesn't matter that I say I love short snappy samples like those in the Mono BeatBox, since I designed it. :) I guess I've just had enough of giga-multi-samples...

ok, need to explore it more anyway...

i love shor snappy samples too, wouldn't expect too hifi thing, actually i'd like the sound selection VERY ghetto and beatbox is not quite naughty.. ;)
but hey, there is the user wave now! ;)

cheers

==

Re: MD vs MnM interface
Posted by Mesak - 2005/06/01 22:12
_____

cchocjr wrote:
I feel the same way about the MNM, but that's because I started out with the MD. Interesting.

cchocjr

i think it is mostly due that accessing KIT editing is totally on the other side of the machines, and the value editing also happens on different sides of the LCD screen.

cheers

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Re: MD vs MnM interface
Posted by Tobi - 2005/06/01 23:30
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Hehe, I've got the same problems but I bought the Machinedrum first. I own the MnM since yesterday evening and I already love it, just have to get accustomed to the interface.

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Re: MD vs MnM interface
Posted by Mesak - 2005/06/01 23:47
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yes, i think i'm starting to love MD too :)

(why on earth the pattern scale doesn't exceed to 64 steps?!?! big miss! :evil:)

==

Re: MD vs MnM interface
Posted by divi - 2005/06/01 23:48
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Tobi wrote:
Hehe, I've got the same problems but I bought the Machinedrum first. I own the MnM since yesterday evening and I

already love it, just have to get accustomed to the interface.
snappy hats? try filter (Q), EQ boosting, SRR & distortion !

i also love the noise machine (GND-NS) for making really dirty, noisy hats

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Re: MD vs MnM interface
Posted by milkmansnd - 2005/06/02 00:37
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Mesak wrote:
yes, i think i'm starting to love MD too :)

(why on earth the pattern scale doesn't exceed to 64 steps?!?! big miss! :evil:)

just make a song consisting of 2 patterns, and have it switch back and forth.

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Re: MD vs MnM interface
Posted by - 2005/06/02 01:27
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or in patt mode hold func and pres two pattern buttons

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Re: MD vs MnM interface
Posted by cchocjr - 2005/06/02 05:12
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I agree that there are workarounds, but 64 note resolution would be nice--that, and/or the ability to string 4 patterns
together. This is a pointless comment, however, as the user interface pretty much has things locked as they are. Then
again, 32 note resolution adheres to the ethos of the machine as a whole--old school funcionality (i.e. ease of use, not
too many needless feature that only get in the way of creativity, etc.) and powerful synthesis capabilities. At least that's
my take on it without putting too much thought into it.

cchocjr

P.S. I'm going to play with the PI machine for the first time. Pathetic, isn't it? I've really only used the E12, and TRX kits in
the year and a half I've had the MD. I've only just started using EFM for it's HH. Oh well, I guess that's a testament to the
MD's depth.

==

Re: MD vs MnM interface
Posted by chiasticon - 2005/06/02 06:11
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cchocjr wrote: I've only just started using EFM for it's HH. Oh well, I guess that's a testament to the MD's
depth.heh....yeah, I don't think I ever use the EFM HH's for hat sounds. that's usually my go-to machine for synthesis
sounds.

I don't know what magic they pulled out of their hats for the EFM machines, but they are pure fucking genius! I hope that
if there's an SPS-2 in the future, we see more EFM machines....

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Re: MD vs MnM interface
Posted by - 2005/06/02 08:47
_____

cchocjr wrote:
... Then again, 32 note resolution adheres to the ethos of the machine as a whole--old school funcionality (i.e. ease of use, not too many needless feature that only get in the way of creativity, etc.)...

well well, the good old 808 i capable of 64 sixteenths per pattern... ;)

ok, but that's all about it! :)

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Re: MD vs MnM interface
Posted by Tobi - 2005/06/02 10:35
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btw: after two days of MnM "training" I must carefully admit that I like the MnM-Ui a bit more. It feels even more comfortable.

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Re: MD vs MnM interface
Posted by Toni - 2005/06/02 14:36
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cchocjr wrote:
I agree that there are workarounds, but 64 note resolution would be nice--that, and/or the ability to string 4 patterns together. This is a pointless comment, however, as the user interface pretty much has things locked as they are.

Yes the UI is locked to 2 bars patterns. However we can chain patterns, like 2 bars patterns to make one 64 note pattern. I would love to use this, IF the pattern in records mode woudn't change _all the time_ while it's playing. It would be superdupercool if we could somehow decide to edit for example chains second pattern _and stay there_ while the MD plays. The we could release the locking and switch to another pattern. This way the UI would stay same, but we could do 64 note patterns and stuff. It would be perfect.

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Re: MD vs MnM interface
Posted by Toni - 2005/06/02 14:40
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Tobi wrote:
btw: after two days of MnM "training" I must carefully admit that I like the MnM-Ui a bit more. It feels even more comfortable.

I'm leaning towards MD. One thing what I miss in MnM is the big rotary knob. Using level knob for the same thing in song edit just isn't the same.

In MD I would like the kit/song button to work same way as in MnM; when you are editing the song it brings song-menu. When editing the kit, it brings kit-menu. I always mix this up while doing the edits on both machine.

==

Re: MD vs MnM interface
Posted by chiasticon - 2005/06/02 15:27
_____

I prefer the way the kit menu works in the MD. when I write songs (in song mode) in the MnM, I'll play them several times over as I edit them. while they're playing, I'll tweak the machines and work on how I want realtime parameter development to work as I'm deciding on the next song mode edit to make. well then after the song's done playing, I'm left in song mode with a tweaked-to-hell kit. so I have to back out of the song menu in order to reload the kit (where it should start when the song starts). in other words, the MD allows you to reload the kit from song mode (or mid-song if

you want to); the MnM does not.

==

Re: MD vs MnM interface
Posted by Mesak - 2005/06/02 23:52
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further comparison (man i love this :-)):

1) what i really find useful in MNM is that you can mute tracks not only in the mute mode but by pressing the track button while holding function - in MD this selects the pressed drumtrack (which is a very useful funtion too!). but if you're not performing live or just jamming, it could be nice to be able to mute a drum without going to a mute mode, just as in MNM... (in both synths the text box is positioned reallly stupid ocer the parameters... :-?)

2) in MD when you press a pattern select the selectable patterns stay lit for a sec or two so that you can change from pattern to an other with just one hand - i wonder why this can't be done with MNM... or am i wrong with this?

cheers

==

Re: MD vs MnM interface
Posted by Tobi - 2005/06/03 07:37
_____

right - the pattern-switching-timeout is missing in the MnM, I found it really useful in the MD too. A faster switch to Midi-tracks would have been nice too but I can't imagine any way this could be done, beneath function + part but thats used by the (very useful) mute feature...

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Re: MD vs MnM interface
Posted by Mesak - 2005/06/05 11:19
_____

MD keeps surprising me - i didn't know that you're able to use the inputs to trig drums with normal pads/piezotriggers. nice! big up elektron :-)

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Re: MD vs MnM interface
Posted by milkmansnd - 2005/06/05 19:20
_____

can you use those trigger inputs to send midi out as well? Anyone tried this?

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Re: MD vs MnM interface
Posted by Mesak - 2005/06/05 20:27
_____

i suppose it could work, need to try that!

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Re: MD vs MnM interface
Posted by Mesak - 2005/06/07 17:19
_____

...and it DOES work! a trigger-to-midi converter in other words.

adjusting the trigger correctly is just a bit tricky.

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Re: MD vs MnM interface

Posted by milkmansnd - 2005/06/07 17:24

_____

cool - time for me to get a dual zone trigger - or build one. Thanks for testing that out!

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Re: MD vs MnM interface

Posted by Mesak - 2005/06/08 08:19

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once more...

is it just me or have you (who can compare the two) noticed that MNM would be more instant - in a way that when you add or remove trigs from a track (while in playback) MNM has no latency but with MD the sequencer might act late to the changes you made... got it?

maybe i'm just flippin but please try testing it if you have spare time! :)

not sure if this goes for the actions in mute window aswell.

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