
undocumented mute trick

Posted by eagleroad - 2008/04/30 09:50

just a little trick i discovered...

it says in manual that if you enter the mute screen and hold function you can cue up several mutes/unmutes that activate when you release the function button. what it doesn't say is that once you cue your mutes/unmutes you can then press the mute button again (while still holding function) to exit the mute screen, your cued mutes don't activate at this point, however when you return to the mute screen your cued mutes are still there and ready to go.

what i use this for is to cue up my mutes for the next part of a track, exit the screen, tweak parameters like crazy, then quickly press function + mute and all the cued mutes/unmutes kick in right away.

it's a really handy trick and i can't imagine why it wouldn't be documented in the manual.

=====

Re:undocumented mute trick

Posted by neonleg - 2008/04/30 10:55

worm! BIG ONE

=====

Re:undocumented mute trick

Posted by Rew - 2008/04/30 10:58

woah! NO WAY!!! :woohoo: didnt know about this!

=====

Re:undocumented mute trick

Posted by eagleroad - 2008/04/30 11:11

this works in a similar way with the pattern selection also.

if you hold down the bank button (A,B,C,D...) then press function, then release the bank button, then release function, the available patterns will remain selectable until you choose one (instead of just a couple of seconds) or press the exit button.

i always found it hard to change patterns if i was tweaking the knobs but not anymore!!

=====

Re:undocumented mute trick

Posted by vasculator - 2008/04/30 11:25

awesome. good find.

=====

Re:undocumented mute trick

Posted by tIB - 2008/04/30 11:45

Nice work, I didnt even know about the que ups, I think I need to RTFM yet again! :silly:

Cheers for sharing!

=====

Re:undocumented mute trick

Posted by actuel - 2008/04/30 11:58

this is hawt shit!

=====

Re:undocumented mute trick

Posted by anselmi - 2008/04/30 14:48

wow!
this works on the MnM in MUTE MODE too!!!

=====

Re:undocumented mute trick

Posted by futureimage - 2008/04/30 15:29

Whoa! Nice one!

=====

Re:undocumented mute trick

Posted by pelektor - 2008/04/30 16:04

Incredible! Great! How did you find that out??
:lvl:

=====

Re:undocumented mute trick

Posted by D07N01R - 2008/04/30 22:07

most tastey indeed!!!! rock on!

=====

Re:undocumented mute trick

Posted by eagleroad - 2008/05/01 00:19

pelektor wrote:
Incredible! Great! How did you find that out??
:lvl:

i use the hold function/mute thing all the time and then one time i accidentally pushed the mute button again and when i went back to the mute screen i noticed that all the mutes were still cued.:)

=====

Re:undocumented mute trick

Posted by texmex - 2008/05/01 05:33

Awesome! That's really excellent find! Gotta try itout after I setup my studio to new apartment...

=====

Re:undocumented mute trick

Posted by stylinghead - 2008/05/01 09:15

works on mnm too!

=====

Re:undocumented mute trick

Posted by stylinghead - 2008/05/01 09:17

ooohh...you knew dat aweready...

=====

Re:undocumented mute trick

Posted by Rew - 2008/05/01 12:05

I think its kinda strange / interesting that Elektron programed in all these flexible ways of controlling the interface of these machines but then didn't document them in the manuals!:huh:

I mean its not like this functionality is an accident! i guess they just wanted people to discover the sublties of the gear on their own....

Oh those cheeky Swedes!:laugh:

=====

Re:undocumented mute trick

Posted by eagleroad - 2008/05/01 12:58

Rew wrote:

I think its kinda strange / interesting that Elektron programed in all these flexible ways of controlling the interface of these machines but then didn't document them in the manuals!:huh:

I mean its not like this functionality is an accident! i guess they just wanted people to discover the sublties of the gear on their own....

Oh those cheeky Swedes!:laugh:

it's kinda funny that you say that because i sent an email to elektron and this is the response that i got:

We'll there you go! Nice - even I wasn't aware of that. Because of your findings you are now being dubbed "Elektron knight of the first order"!

Jon
Elektron

so i guess they didn't know.

=====

Re:undocumented mute trick

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

eagleroad wrote:

"Elektron knight of the first order"!

hahah!

=====

Re:undocumented mute trick

Posted by Rew - 2008/05/01 13:15

eagleroad wrote:

Rew wrote:

I think its kinda strange / interesting that Elektron programed in all these flexible ways of controlling the interface of these machines but then didn't document them in the manuals!:huh:

I mean its not like this functionality is an accident! i guess they just wanted people to discover the sublties of the gear on their own....

Oh those cheeky Swedes!:laugh:

it's kinda funny that you say that because i sent an email to elektron and this is the response that i got:

We'll there you go! Nice - even I wasn't aware of that. Because of your findings you are now being dubbed "Elektron knight of the first order"!

Jon
Elektron

so i guess they didn't know.

WHAT!? they didn't know!?:blink: huh. i mean someone must have intentionally programmed that functionality in there right!? CRAZY.

ha ha ha! you've been KNIGHTED!!!! :woohoo:

=====

Re:undocumented mute trick

Posted by eminor9 - 2008/05/06 16:57

For some obscure reason I just discovered this thread now.

Great find :woohoo:

=====

Re:undocumented mute trick

Posted by Nick the Zombie - 2008/05/07 08:07

That's a pretty sick find, man. Just gets me 10x more psyched to play live with this thing when I get one.

- Nick

=====

Re:undocumented mute trick

Posted by actarus - 2008/05/21 07:32

i also try this trick ("button" +"hold" , relase "button" relase "hold") on other ,like stop button i can retrig pattern to start on 1 bar, it's good for change patter on the fly ,select next patter and immediatly press play , the next pattern start without wait the last pattern is end

Re:undocumented mute trick

Posted by nljdj - 2008/05/21 08:10

I must try this. Playing live is my thang.. :D

=====

Re:undocumented mute trick

Posted by hageir - 2008/05/25 00:08

with some combination you can mute+unmute and do a function+tweak (all parameters) to create the craziest breaks in the world, then when you let the buttons go all the stuff is unmuted, then one single press of ye olde function+classic and *bam* back to normal!

awesome club breaks!

=====

Re:undocumented mute trick

Posted by Rew - 2008/06/12 11:41

hageir wrote:

with some combination you can mute+unmute and do a function+tweak (all parameters) to create the craziest breaks in the world, then when you let the buttons go all the stuff is unmuted, then one single press of ye olde function+classic and *bam* back to normal!

awesome club breaks!

High Fives and Beers all around for this!! :bonus: :beer:

=====

Re:undocumented mute trick

Posted by orwell - 2008/06/12 12:00

all great, thanks for the tips Md heads.

maybe this is in the manual and correct me if I'm wrong but - in classic mode you can also hold down function/mute then hold and the MD reloads your original kit seamlessly. It's nice to get out screaming ctr-al feedback holds quickly with this.

=====

Re:undocumented mute trick

Posted by hageir - 2008/06/12 19:35

Rew wrote:

hageir wrote:

with some combination you can mute+unmute and do a function+tweak (all parameters) to create the craziest breaks in the world, then when you let the buttons go all the stuff is unmuted, then one single press of ye olde function+classic and *bam* back to normal!

awesome club breaks!

High Fives and Beers all around for this!! :bonus: :beer:

I don't drink..

HIGH FIVES AND SODAS ALL AROUND THIS!!! :bonus: :bonus:

=====

Re:undocumented mute trick

Posted by Romram - 2008/07/12 09:39

Hi all,

I just discovered this by trial and error and its such a nice thing for playing live.

Also thnx hageir i was loading the kit again instead of pressing function+classic.
This is way more easy.

=====

Re:undocumented mute trick

Posted by hageir - 2008/07/13 00:48

Romram wrote:

Hi all,

I just discovered this by trial and error and its such a nice thing for playing live.

Also thnx hageir i was loading the kit again instead of pressing function+classic.
This is way more easy.

;)

=====

Re:undocumented mute trick

Posted by johnathon doe - 2008/12/10 11:37

just had to bump this post... I think you would ll deem it necessary.

jd continues to troll old posts

:D

=====

Re:undocumented mute trick

Posted by sicijk - 2009/05/23 15:49

eagleroad wrote:

this works in a similar way with the pattern selection also.

if you hold down the bank button (A,B,C,D...) then press function, then release the bank button, then release function, the available patterns will remain selectable until you choose one (instead of just a couple of seconds) or press the exit button.

i always found it hard to change patterns if i was tweaking the knobs but not anymore!!

is this actually true??.....i tried it but nothing different from what should happen

=====

Re:undocumented mute trick

Posted by jesQuick - 2009/06/02 18:03

I've played around with this trick and discovered a little quirk as well.

Let's say you have muted some tracks (not all) this way and are now playing around with the filter on the CTR-AL machine. Then you flip back to the mute section, un-mute the tracks and does fuction+classic (to reset). Now, if you un-mute some more tracks, they will still be affected by the CTR-AL machine and you have to press function+classic again to reset.

Maybe it's useful to some and I hope my description makes sense...?!

-j

=====

Re:undocumented mute trick

Posted by sicijk - 2009/06/02 21:18

yes it work fine and could be useful.....to double the reload situation in a way u can use to bring folks nuts =)

anyway i think the fact that you would press funct+class twice is not due to the cued mute/unmute trick...when u unmute tracks they have parameters modified by CTRL-AL so, if u funct+class it goes back to the saved kits.....BUT not the "not-yet-triggered" tracks ...i mean: CTRL AL has a sort of 'memory' for the tracks muted.....if u have, say:

- track from 1>5 playing
- 6>13 muted (14 is for CTRL AL; 15 and 16 empty)
- now u tweak a recognizable parameter with CTRL AL
- then u bring back (unmute) tracks 11>13 ---- these tracks have been modified by that parameter and u can now hear it
- press funct+class and u get ALL the playing tracks restored to the original kit
- now u unmute tracks 6>10they still have a modified sound EVEN if their parameters have been restored to the originale value (and you can see it from their own LCD pages)
- so...u press the second time funct+class and ALL the machines now will play as they began..

i call this CTRL-AL's memory - and i found it does this when machines are muted / not-triggered

=====

Re:undocumented mute trick

Posted by eagleroad - 2009/06/03 11:47

sicijk wrote:

eagleroad wrote:

this works in a similar way with the pattern selection also.

if you hold down the bank button (A,B,C,D...) then press function, then release the bank button, then release function, the available patterns will remain selectable until you choose one (instead of just a couple of seconds) or press the exit button.

i always found it hard to change patterns if i was tweaking the knobs but not anymore!!

is this actually true??.....i tried it but nothing different from what should happen

this was "fixed" about 3 or 4 updates ago. it was always kinda buggie when it did work, and i don't think it was ever intentional.

=====

Re:undocumented mute trick

Posted by Veets - 2009/06/08 22:57

Another usage for this is the following. Sometimes I will record with a click intro (my sampler will auto-truncate anything before the audio). Cueing up the mutes is a much more reliable way of muting the click for me as there is less button pushing. Makes a difference for me with one bar at 130-140 bpm.

=====

Re:undocumented mute trick

Posted by goomba - 2009/06/18 20:24

i have had my machinedrum for 2 weeks now and i came across the mute trick by mistake .. but i never knew function and classic mode reloads your kits thanks! great thread just makes you love the machine a whole lot more

=====

Re:undocumented mute trick

Posted by republik - 2009/09/22 09:42

Is there a reload kit state technique for the monomachine as well?

=====

Re:undocumented mute trick

Posted by tIB - 2009/09/22 09:45

^ No you have to go into the menu and reload kit

=====

Re:undocumented mute trick

Posted by brucewayne - 2009/12/03 17:54

hageir wrote:

with some combination you can mute+unmute and do a function+tweak (all parameters) to create the craziest breaks in the world, then when you let the buttons go all the stuff is unmuted, then one single press of ye olde function+classic and *bam* back to normal!

awesome club breaks!

heya, im new to the forums, a lot of helpful stuff and friendly peeps around! got my md just about 1 week and discovered this great trick. now ive got this "undocumented unmute trick" thing working: after pressing function+mute, un/muting some tracks, still holding function and pressing mute a second time, the md remembers the un/muted tracks when i return to the mute section next time-everything works fine. but when i function+tweak while the md remembers the un/muted tracks, the tweak-all-tracks thing with function+params doesnt work anymore. the params work only for the selected track, even though im pressing function+param. it seems that function is busy remembering the un/mutes or so.

in the post above, it sounds like this should work, so someone please enlighten me!

=====

Re:undocumented mute trick

Posted by goomba - 2009/12/03 18:11

no once you close the mute screen and do a function+tweak it wont work

=====