Monomachine Arpeggiator, Multi trig, and other questions

Posted by milkmansnd - 2005/06/29 19:18

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so, who here uses their arpeggiator often?

I have been playing around with mine and I notice that there is no real "Note Off" for the thing - when you enter in a little apreggio that is not intended to last the entire length of the sequence, the thing keeps chugging on. Is this just how it is? Do I need to just control it with parameter locks?

Also, do people use multitrig mode? I am still not entirely sure what that is - I am coming from the MD OS, and have just kinda been using my monomachine like I do the MD - but last night I was looking through the manual and I feel like there are secrets yet to be discovered on this thing.

Lastly, why does it require so much tinkering with the amp to get stacato notes out of the mono? Does anyone else find that they play one thing with the keyboard, and when the sequence plays back they need to tweak the hell out of the envelope in order to hear what they just played back the same way?

Somebody please enlighten me as to the quirkiness of this machine :-D

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Re: Monomachine Arpeggiator, Multi trig, and other questions

Posted by glaive - 2005/06/29 19:58

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For the arp, I've been programming a Note trig with Vol set to zero where I want the arp to stop sounding.

For multitrig mode, I use that primarily with the joystick, assigning parameters that make sense when they affect all tracks at the same time. For example, I might have tracks 1 - 3 get quiet and LPQish when the stick is up while tracks 4 - 6 get loud. Then reverse that for the stick in the down position. You can do similar things with left and right, then blend between them on the diagonals. I am going to get into Multimap soon, and map all my patterns to keyboard keys for on the fly arrangment and breakbeat madness.

I use staccato notes all the time on my SFX-6, but I do remember that playing notes into the SFX-60 from the trig keys sometimes didn't play back like I thought it would. Maybe you can play stuff in with an external keyboard and see it if makes a difference. I just set DEC really low, and the notes sound great.

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Re: Monomachine Arpeggiator, Multi trig, and other questions

Posted by milkmansnd - 2005/06/29 20:27

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ahhh, I see.

So, the multi-trig is not entirely unsimilar to holding function on the MD and tweaking a knob - but you can assign things to a CC - or certain things to several CC's?

Thats a good solution for the arp and staccato notes - but still, to me it seems weird. I mean, if you are playing along with the sequencer figuring out a part before you record it - and then finally print it - shouldn't the thing sound exactly like what you just played into the seq? And I still think there should be a note off for the arp - I mean, when you let go of the keys a note off message is sent - why not when using the arpeggio?

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Re: Monomachine Arpeggiator, Multi trig, and other questions

Posted by glaive - 2005/06/29 20:32

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I don't have an MD, so I'll take your word for it ;)

The nice thing about the 6 is that you can have the stick either affect all tracks at once (multitrig) or each track individually.

I agree that Note Off ought to stop the arpeggio from sounding. Maybe there is already a good way to do this that we are

overlooking.

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Re: Monomachine Arpeggiator, Multi trig, and other questions
Posted by milkmansnd - 2005/06/29 21:28
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well if there is, the manual mentions nothing. Is it a bug? I mean, any other sequencer I have used usually handles the arpeggiator as like a chord - and note off meand note off, not dangle on the last bit of input until the thing cycles through. Its really odd behaviour - however, its an elektron product so it may be just one of the things that they set out to make unique. I mean, sometimes its nice to have the arp tinkling along the entire time - but its nite to use it more as a spice than a meat if you follow.

I have the 60 - so I usually use a modwheel type keyboard as a controller - however, I have an oxy 8 and maybe I can make a template for it so do some overall filtering - that would be sweet. I have been digging the HPF lately, and I would like to make it more of a global thing as could be done with the MD. I mean, on the MD if you want to make everything go up in pitch for example - just hold function and turn the pitch up and it affects everything - its especially sweet when using retrig - cause just the RAM based machines you are using will retrig - nice to get those snare rolls or death metal kick drum effects. I really wish the mono had something like it - but perhaps it does.

You know, its friggin amazing how much depth these 2 machines have. Every day it seems like I find out something entirely new about them - its thrilling to be able to use them at all - and one day I hope to be the master rather than the servant :-P

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Re: Monomachine Arpeggiator, Multi trig, and other questions
Posted by playback of recorded notes - 2005/06/29 21:51
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I have noticed the same thing when playing back a sequence of notes. They always end up having a different lenght when played back.

It is very frustrating.

Any ideas how I can sidestep this irritating thing happening?

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Re: Monomachine Arpeggiator, Multi trig, and other questions
Posted by glaive - 2005/06/29 22:03
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Milk -> Maybe you could email Elektron support and see what they say about it. Curious minds want to know.

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Re: Monomachine Arpeggiator, Multi trig, and other questions
Posted by milkmansnd - 2005/06/29 22:10
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yeah, I suppose I could do that - maybe daniel can chime in on this if he is lurking????

If no one else gives any insight I will email the company

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Re: Monomachine Arpeggiator, Multi trig, and other questions
Posted by glaive - 2005/06/29 22:18
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Naah, email now so you get a reply in the near future ;) In the meantime, we can try and solve the problem here. IIRC, Erase gets the support mail.

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Re: Monomachine Arpeggiator, Multi trig, and other questions

Posted by - 2005/06/29 23:40

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I assume you understand that note off-trigs are set with function+trig button? And that they are yellow?

And that the sequencer does not record note-off real time? (The grid edit does not allow for enough resolution for recording note off and making any use off them).

That's why you have the Hold parameter. That one together with Decay makes sense in a sequencer where Note off's aren't programmed.

The arpeggiator have many different modes, some which turn off after note-off and others that don't. Make sure understanding the concepts (and read the manual) before defining bugs... Not that there is impossible there could be one, the Monomachine has almost infinite layers of pitches and sequencers on sequencers on sequencers (arp, seq, multi trig, joy, detune etc). It's all quite ambitios I'd say!

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Re: Monomachine Arpeggiator, Multi trig, and other questions

Posted by daniel - 2005/06/29 23:41

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...and so I should learn the peculiarities of this bbs and remember logging in when posting!

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Re: Monomachine Arpeggiator, Multi trig, and other questions

Posted by glaive - 2005/06/29 23:51

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Dang, fast reply!

When it comes to note off, I think we're talking about manually programming a yellow note off trig. Interesting that some arp settings respond and some don't -- I'll review the manual.

Daniel -> how do you envision detune being part of the sequencer? That's something I don't tweak much.

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Re: Monomachine Arpeggiator, Multi trig, and other questions

Posted by milkmansnd - 2005/06/30 00:18

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hahaha! I knew Daniel would come through!

No, I did not know that the yellow LED's were note off - sweet!

I dont know what you mean by the sequencer having to little resolution, I have mine set so the Leds light up like the night rider car - they shoot by giving me plenty of resolution (you know, as the sequence progresses 1 led at a time lights...)

I see - now the decay makes perfect sense to me - and also the hold.

However, I still wish note off would automatically be inserted in after I take my finger off of the midi controller keys. Usually sequencers respond to this - are there any plans to add this capability? It would be nice to enable something like this - I mean, I am a keyboard player and would like to use the monomachine for improvisations at some point - its really difficult to do this when you have to manually program note off data over a 64 step sequence, you know?

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Re: Monomachine Arpeggiator, Multi trig, and other questions
Posted by chiasticon - 2005/06/30 05:28
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as Daniel mentioned, the three Arp modes do different things. the one you guys seems to be referring to is SID mode.
in the Sidstation, it holds your arpeggiated chord forever; i.e. after it's received the note off message and until it receives
a new note it will continue to arpeggiate. so that mode ignores note off messages (signified by a yellow LED in the
sequencer). the other two, Key and Add, do not. when you program a note off message in the sequencer, they shut off
when they hit it.

Milkman, regarding your "is it like the MD" question... it's different! :-) the MD has the Function+tweak option where if
you hold function and change any parameter, the parameter will be changed to that value on all tracks. the MnM doesn't
have this at all (for better or worse is open for interpretation). what it does have is a joystick. on each track, you can
assign whatever you want to the joystick's up/down/left/right movements as you likely already know. what the Multi-Trig
mode does effects this. there are a few different variations of multi-trig. one is "all trk" where if you play a note, it will
play that note on all six tracks regardless of which track is active. and if you move the joystick up, it moves the joystick
up (effectively) for all tracks. so the tracks don't do the *same* thing, per se. they do whatever their joystick up
movement has been assigned to. this is the mode glaive was referring to. the other modes are "split key" which allows
you to split the keyboard between two tracks and then it and the joystick only affects those two tracks, regardless of
which track is active. the other modes are "seq start" and "seq transp" which allow you effectively gate and transpose
your patterns, respectively.

hope that helps! :-D

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Re: Monomachine Arpeggiator, Multi trig, and other questions
Posted by milkmansnd - 2005/06/30 14:44
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that does help - thanks. I need to build a standalone joystick I think :-D

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Re: Monomachine Arpeggiator, Multi trig, and other questions
Posted by daniel - 2005/07/04 12:42
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However, I still wish note off would automatically be inserted in after I take my finger off of the midi controller keys.
Usually sequencers respond to this - are there any plans to add this capability? It would be nice to enable something like
this - I mean, I am a keyboard player and would like to use the monomachine for improvisations at some point - its really
difficult to do this when you have to manually program note off data over a 64 step sequence, you know?

As I said, the resolution is too low. The low resolution is what allows you to have such a great control over the individual
steps with locks etc, but it is not suited for traditional realtime recording with note-off. We tried it while developing, and it
wasn't good at all.

It might be hard to understand without first hand experience, but note-off aligned to 16:th notes is not very desirable. It
would for example make staccato notes impossible to program (as they are shorter than 1/16 note). So, the grid
sequencer is great for some things, but should stay out of trying to do all that a standard sequencer does!

Daniel

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Re: Monomachine Arpeggiator, Multi trig, and other questions
Posted by actuel - 2005/07/04 13:16
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milkmansnd wrote:
that does help - thanks. I need to build a standalone joystick I think :-D

build me one why you're at it. :-D

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