MD features I never use

Posted by AN1 - 2009/12/21 12:34

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The MD UW is probably my favorite piece of gear and I've become quite familiar with it. Now that I have a good overview of the features I noticed there are a few I never use:

- Amplitude modulation track FX. Never could make good use of this and wonder why they didn't use the DSP power and the two knobs for something else.

- Classic mode. Why disable plocks?

- Accent track - Plocking the volume seems so much easier

- GND-IM machine. The SN/NS ones are very useful, I even found a use for GND--- in triggering the LFO and modulating another track with it, but I never found a use for the IM one

- Swing tracks, except for enabling/disabling swing for an entire track.

- Scale setups besides 1,2 & 4 bar loops, never anything odd like a 17 step pattern etc.

I'd be very curious if other forum users here have found good use for these features, I hope I'm missing something ;-)

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Re:MD features I never use

Posted by Augment - 2009/12/21 13:09

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I've played around with loading kits with nothing but GND-IM, GND-SN, and GND-NS machines to do really minimalist clicky drum sounds. Ryoji Ikeda style.

Using Amplitude Modulation on a machine by machine basis doesn't really do much for me, but for some reason I ended up using it via a CTR-AL and liked the results.

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Re:MD features I never use

Posted by Nils - 2009/12/21 13:38

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Amp mod was discussed in a separate thread a few weeks ago. It's potentially tedious and difficult to set up, but definitely the most useable and flexible track effect after filtering imho.

I posted a couple of examples of AM in use in the files section, called "MD ... w AM". (I was going to upload syx files for these patterns this weekend, but didn't get around to it - sorry Najati!)

Isn't the GND-IM machine designed for (accurate, tuneable) triggers to external gear? It can do a couple of interesting sounds, especially with reverb and "flanged" echo.

As for MD features I never use; master EQ, accent track, song mode.

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Re:MD features I never use

Posted by orwell - 2009/12/21 15:50

_____

i don't use
Song mode
midi machines
crtp-8
PI machine
impulses
Srr
distortion

amp mod
compressor gets little use

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Re:MD features I never use

Posted by koshimazaki - 2009/12/21 18:04

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AN1 wrote:
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I'd be very curious if other forum users here have found good use for these features, I hope I'm missing something ;-)

Amplitude modulation is great on external sources I used it on trumpet as an fx sounds amazing. Very useful with combination of RAM/ROM machines as well.

Classic mode is fantastic for live play, try switching between modes it creates 2 patterns out of one and you just press one button. I use it in combination with 'reload kit'.

You don't have to waste plocks on volume, just use accent instead. Having said that I don't use it myself :)

As for IM i used it for minimal stuff as well. Tried to sequence Korg Monopoly but it didn't work for me...

Swing tracks are cool for adding a loose feel for a pattern, hi-hats, snares.

Recently I found that switching between scale setups is really cool :laugh: depends on the type of music you make I suppose. I like to change the amount of steps live as well.

I don't use CTRL machines besides CTRL-ALL
Song mode - hardly ever
MIDI machines since I have Monomachine and don't use other synths
Accents

It feels like its loads to explore in there though even if I have my MD for more then a year.

==

Re:MD features I never use

Posted by Toni - 2009/12/21 18:29

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I'm shocked that people don't use songmode! :ohmy: When I make a pattern, I'll always make a different version of it in the songmode. Here is a small tip how to get something good from songmode:

1. Make some sort of breatbeat with 32 steps (or take something you have created already).
2. When you're done and everything sounds cool go so songmode
3. slice the pattern in equal lenghts like this:

```
row  lenght  offset
01   04      00
02   04      04
03   04      08
04   04      12
05   04      16
06   04      20
07   04      24
08   04      28
goto row 01
```

With eight slice you now have your original pattern sounding as it should

4. Hit play and start trying out different offsets. You'll be playing parts of your pattern in different orders and getting new breaks you never thought of!
5. When you have mastered technique described here, try out different lengths. For example, instead of slicing you pattern into fours, try slicing it so that every row contains 6 steps and play with offsets again.

Believe me, you'll love it. B)

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Re:MD features I never use
Posted by LIVESEQ - 2009/12/21 19:02
_____

Thats some complex programming Toni. Do you use that as a nested loop within a longer song?

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Re:MD features I never use
Posted by Toni - 2009/12/21 19:10
_____

LIVESEQ wrote:
Thats some complex programming Toni. Do you use that as a nested loop within a longer song?
Not really, I tend to make loops and then I just record them to comp and arrange there (if I ever get to that point...) :)

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Re:MD features I never use
Posted by futureimage - 2009/12/21 19:21
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OH MAN! YOU DON'T USE GND-IMP?!?!

That's probably my fave machine - bung that through some heavy P-Locked filtering and you've got pure awesomeness.

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Re:MD features I never use
Posted by yourmama - 2009/12/21 21:39
_____

@KOSHIMAZAKI

triggering a mono/pol with GND_IMP Machine works nice here. I just assigned the output to F and plugged a cable from there into the arp triggerinput of the mono/poly.

ItÂ´s pure fun, donÂ´t miss it, cool part is that you can use this in polymode with the unison fx, just switch to unison fx and back to poly once.

i couldnÂ´t get the normal trigger input to work this way.

cheers,
yourmama

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Re:MD features I never use
Posted by xmit - 2009/12/21 21:49
_____

ok...so maybe this is just me...& maybe it's all just in my head about how I perceive it, but...

I didnt use the MD Accent track at all when I first got it....P-locking vol, all good...

But then, one day I did...on a TRX BD I think...& wow ! I'm prepared to admit that this is just some sort of psychoacoustic thing & I'm talking bull...but to me the Accent is doing something other than just a volume change....:unsure: I use it all the time now, particularly for kicks, snares & hats....
The original Roland accents were just same on their analog machines - an accented 808 kick is not just 'louder'... & I think that the clever chaps at Elektron have done the same...somehow....& the effect varies from machine to machine....

Or am I just either (a) deaf or (b)mental or (c) both.....??

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Re:MD features I never use
Posted by AN1 - 2009/12/21 22:08
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Thanks for all the good ideas!

Making a kit just with GND-IM/SN/NS sounds like a fun idea, at least starting your drums that way. Maybe I'll get some use out of the IM machine that way. I don't really have any synth with CV inputs, can't use it for that.

When talking about swing tracks I meant specifically setting triggers to only have certain drum triggers have swing.

I love the idea of using song mode to reorder a pattern! I've been having fun with the 32-48 loop ROM machines recently, re-arranging my loops there. Doing this with an entire MD pattern must give great results.

Maybe the accent track on the MD can also make hits louder than 100%? I always preferred how volume was a -64/+63 thing on the MnM vs the 127 default on the MD.

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Re:MD features I never use
Posted by najati - 2009/12/22 21:11
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For anyone out there with one of Moog's MuRF pedals (or anything else with an analog "step" input, if there is anything else that has one of those beside the MuRFs) and a MachineDrum, the impulse machine is invaluable. The MuRFs are great, but using them for rhythmic effects in sync with other gear can be a chore ... unless you have a MachineDrum heading things up.

e.g. http://virb.com/najati/audio/459720

Here the LittlePhatty is just blaring out loud nasal long notes, it doesn't rest or have an envelop, just on. The MuRF is creating the pulses and it's all in sync thanks to the MD's GND-IM.

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Re:MD features I never use
Posted by yourmama - 2009/12/22 21:15
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The IMP should be fine for a sherman filterbank too, i got the most use out of it with trigger env imput, should be fine for

the imp machine.

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Re:MD features I never use
Posted by Tarekith - 2009/12/22 23:26
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One of the first things i do in a new pattern is set up my swing and accent tracks (global), I use them in every single pattern. Things I don't use:

- Master EQ and Compression. Easier for me to just EQ the individual sounds. Turning off the compressor is also something I do right away when I start a new pattern, don't forget it's on all the way by default, and not with ideal settings.

- Classic Mode, I use P-Locks too much.

- Input machines. I should, I just haven't got around to it yet.

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Re:MD features I never use
Posted by AN1 - 2009/12/23 00:10
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I also instantly turn off the compressor, I think it's a bad choice to have it on by default. I had a hard time with the compressor in general. I sometimes used it for good effect, but I guess using Ableton etc. is just easier & better if you have that option.

Could you tell me what you do with the swing tracks? I just either leave them or clear them completely, like an on/off for swing for that track.

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Re:MD features I never use
Posted by LIVESEQ - 2009/12/23 00:52
_____

AN1 wrote:
I also instantly turn off the compressor, I think it's a bad choice to have it on by default. I had a hard time with the compressor in general. I sometimes used it for good effect, but I guess using Ableton etc. is just easier & better if you have that option.

Could you tell me what you do with the swing tracks? I just either leave them or clear them completely, like an on/off for swing for that track.

I always thought the compressor was off by default. Its such a wierd compressor that its difficult to actually judge what it does.

Is there a link to an old thread detailing what the controls and algorithm actually do? Searching now.

EDIT Ah there it is. http://elektron-users.com/index.php?option=com_fireboard&Itemid=28&func=view&id=63091&catid=9&limit=10&limitstart=0

I usually do the turning down of volumes until things sound like they have enough space. I'm not sure if I could get more signal to noise by turning comp to dry. What do you guys think?

Also has anyone ever examined waveforms to see what the comp really does?

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Re:MD features I never use
Posted by darenager - 2009/12/23 01:06
_____

Rarely use the compressor (or indeed any compressor!)

Haven't fiddled with any CTRL machines - do it all with Remote Zero

Have not used song mode yet (have on my Mono though) but I will do so extensively once I get my studio sorted and start writing proper tracks again.

I use the GND machines and AM ALOT!

Have not really experimented as much with the P-I machines as I should have

I don't make as extensive use of p-locks as I do on my Mono, I like my drums to be pretty solid and stable, I do use them to add expression and dynamics but generally not for wibwobbling allover the place LOL

Bit one thing is for sure, the MD is a very well conceived product, to some its a kickass IDM tweakbox, to others its an all out glitch box, to others its a rhythmic core of their studio, to others its a vintage drum machine emulator, , and for others its all of the above and more etc.

But it is cool to sometimes step out of your comfort zone, and pick up some tips from fellow users and possibly go off in a new dawn - er I mean direction:P

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Re:MD features I never use
Posted by darenager - 2009/12/23 01:17
_____

As for IM i used it for minimal stuff as well. Tried to sequence Korg Monopoly but it didn't work for me...

Did you try the switch on the back of the mo-po? You can set the gate input to + or s-trig, try setting it to +, then on the impulse machine send it to its own output, with the UP at 64, UVAL 127, DOWN and DVAL at zero.

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