OT feature requests

Posted by darenager - 2011/01/27 10:17

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I sent these in to support (along with some bug reports)

1. Simple sample mode, for taking lots of samples in succession. Hold mixer button, press REC (transport button) up pops a window, with all the inputs and sources, release REC, the six knobs set the levels as required, and a input meter flashes along the bottom of the screen (or use the step LEDs!) the OT is in sampling standby mode pre-sampling 500ms so that when you press REC sampling begins and if you were not quick enough with the button the OT has your back. To stop sampling press REC again, now the file is in memory and the OT plays it back and asks if ok, press yes to go to trim screen or no to retry. Or it could be set to ask if ok yes saves it with a default name and the OT is ready to take a new sample, or no to retry. The play and stop buttons can be used to start and stop the sequencer whilst sampling.

2. 128 Machine - Like the flex machine but instead of the rtrg and rtim, it has a knob to select one of 128 samples loaded into the track, a second knob allows interpolation (not sure if that is doable?)

3. Trig behaviour - What about an option like how slide is done, where you can go into a menu and select for each step whether it is played normal, played alternate half/every other time, or random chance.

4. Midi tracks could be set for each track whether to be Key (MnM style, arp, keyboard entry etc) or Drum (like the MD midi machines) I really like both types.

5. The option for tracks in the same pattern bank to have their own samples from the 128 loaded, rather than a default which is global to the bank/set.

6. Scale setup - If I select a 15 (or 12 or whatever) step length it would be nice to have the next 15 steps start on a new page rather than on step 16, it makes it difficult to keep track where you are on say a 4 bar pattern. The unused leds could simply be skipped and the buttons deactivated.

7. Make the filter envelope able to be trigged by trigless trigs.

8. Clearer indication of which page when editing in the sequencer, the LEDs are hard to distinguish which is current page sometimes - what about something on the LCD to show.

9. Mixer mode page - Can you make the encoders act as mutes when pressed for the inputs and main and cue, an indication could be to invert the knob. Would be very handy live and whilst sampling.

10. An option to use the cue outputs as alternate outputs (so in a global menu set whether the cue signal is removed from the main mix)

11. A mode (perhaps in early startup menu?) to allow the OT to send and recieve samples via turbo midi from and to the MDUW

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Re:OT feature requests

Posted by bsmith - 2011/01/27 11:03

_____

darenager wrote:
I sent these in to support (along with some bug reports)

6. Scale setup - If I select a 15 (or 12 or whatever) step length it would be nice to have the next 15 steps start on a new page rather than on step 16, it makes it difficult to keep track where you are on say a 4 bar pattern. The unused leds could simply be skipped and the buttons deactivated.

I don't have an octatrack yet (but will Friday woohoo!), but think those all sound like killer requests, except I'm not so sure on that scale setup. Just based on how things feel to me using the mnm and md (and thinking about how id love to have disparate step lengths within one pattern), and from previous other step sequencer use, I'd prefer everything stay consecutive. What if the division is 17/32? Or 7/16 for that matter - that would be a bunch of paging for a small number of steps to edit. I hear what you're saying, but this is the nature of the 16 step beast, and I've actually gotten to like viewing odd meters in multiple row sequencers based on groups of 8 or 16. Apples and oranges really, but I foresee being right at home with how I understand it is currently set up.
Edit: thinking that through further - not sure what is meant by 'next 15 steps'. I better shut up until I get mine.

==

Re:OT feature requests
Posted by blackshark - 2011/01/27 15:50
_____

Static recording would be nice (recording directly to the CF card without time limit) :)

==

Re:OT feature requests
Posted by Ekofisk - 2011/01/27 16:35
_____

blackshark wrote:
Static recording would be nice (recording directly to the CF card without time limit) :)

This is my number one wish. Something like master track recorder, or something along those lines. Where longer performances could be captured.
I emailed this to Elektron along with a few bugs a couple of days ago.

==

Re:OT feature requests
Posted by darenager - 2011/01/27 18:13
_____

bsmith wrote:

I don't have an octatrack yet (but will Friday woohoo!), but think those all sound like killer requests, except I'm not so sure on that scale setup. Just based on how things feel to me using the mnm and md (and thinking about how id love to have disparate step lengths within one pattern), and from previous other step sequencer use, I'd prefer everything stay consecutive. What if the division is 17/32? Or 7/16 for that matter - that would be a bunch of paging for a small number of steps to edit. I hear what you're saying, but this is the nature of the 16 step beast, and I've actually gotten to like viewing odd meters in multiple row sequencers based on groups of 8 or 16. Apples and oranges really, but I foresee being right at home with how I understand it is currently set up.
Edit: thinking that through further - not sure what is meant by 'next 15 steps'. I better shut up until I get mine.

What I mean is like if you have for example a 4 bar 15 step pattern, the option to set it as 15/60 rather than the current scheme, where steps 1-15 appear on bar 1, then step 16 (the first step of bar 2) appears on step 16 of bar 1, by the time you get to bars 3 and 4 it is very difficult (for me at least) to know where I am in the bar. So in the way I requested steps 1-15 of each bar appear on steps 1-15 of each bar in the sequencer, this is how it would work on say a TR-606 and it is very simple to use.

But I do see your point of being used to the Elektron way, I'm not asking for that to be dropped, but just for the option to change the right hand number (steps in pattern) if the division is 17/32 then it could be the same way as it is, same for 7/16. But years of being used to the way other gear works I find it awkward using the current scheme.

FWIW on the occassions that I do work in say 15/16 I just use 4x 1 bar patterns chained, but it is not ideal as it uses more patterns.

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Re:OT feature requests
Posted by darenager - 2011/01/27 18:15
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Yeah static recording would be awesome too.

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Re:OT feature requests
Posted by gurulogic - 2011/01/27 19:05
_____

Likewise, I do not even have an OT yet, but assuming I'm not missing that it already can be done, I would like to see "scenes" also be able to relate to step pattern data but instead of morphing the steps, the fader would just morph parameters between scenes as normal but when the fader reached either extreme direction it would load the pattern gdata associated with that scene. Get it? Instant accass to pattern variations as part of scenes! If someone tells me it already does this, I am going to crap myself!!

===

Re:OT feature requests
Posted by Steril707 - 2011/01/30 03:53
_____

I'd like to have more inbetween steppings when setting the original speed of a static track.

At the moment it's in .25 steps, which is a little bit too rough, if you do anything else than your own tracks which are on these perfect full BPMs..

I have a track which seems to be 129.978 (measured it in Cubase), and it runs out of sync after a few bars when I use 130 BPM as original tempo.

Without that feature using tracks recorded from old vinyl (usually without full number BPMs) for instance won't be doable running along the other tracks...

That's the biggest issue for me at the moment...

===

Re:OT feature requests
Posted by darenager - 2011/01/30 04:30
_____

^ Have you tried going to the bars field and changing that, it will adjust the tempo in finer increments.

===

Re:OT feature requests
Posted by Steril707 - 2011/01/30 05:05
_____

darenager wrote:
^ Have you tried going to the bars field and changing that, it will adjust the tempo in finer increments.

Do you mean the "len trim (bar)"-thing under the original tempo?

I guess that's a very useful thing if you have your track end exactly on a bar border...

But once more, I guess I need finer original tempo increments... :(

===

Re:OT feature requests
Posted by darenager - 2011/01/30 20:19
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Yes, you can change the number of bars and the tempo will change, then if you can get to the right tempo lock it by pressing enter.

===

Re:OT feature requests
Posted by Steril707 - 2011/01/30 20:39
_____

darenager wrote:
Yes, you can change the number of bars and the tempo will change, then if you can get to the right tempo lock it by pressing enter.

Then you need the trackend being exactly on a full bar.

If you want to play your recorded Vinyls you probably won't have that, unfortunately...

===

Re:OT feature requests
Posted by lameaim - 2011/01/31 04:45
_____

darenager wrote:
I sent these in to support (along with some bug reports)
2. 128 Machine - Like the flex machine but instead of the rtrg and
rtim, it has a knob to select one of 128 samples loaded into the
track, a second knob allows interpolation (not sure if that is
doable?)

Word, I think the OT definitely needs something like this for one shots, if it's not present already. Though personally I'd prefer to see something like the DigiPro BBox machine on the MnM, except you bring your own samples. Drool.

Also wondering if there's a mode that'll let you get your MLR on with the trigs on a loop loaded in a Flex machine slot. That would also be hot.

===

Re:OT feature requests
Posted by bsmith - 2011/01/31 05:10
_____

Would love to have different modes of step travel (Forward/Backwards/Pendulum/ Random/Odd/Even) on a per track basis.
(This goes for mnm and md too!)

===

Re:OT feature requests
Posted by darenager - 2011/01/31 06:45
_____

Steril707 wrote:
darenager wrote:
Yes, you can change the number of bars and the tempo will change, then if you can get to the right tempo lock it by pressing enter.

Then you need the trackend being exactly on a full bar.

If you want to play your recorded Vinyls you probably won't have that, unfortunately...

I found that the OT seems only to care about the tempo, so even if the bars is not exact it will play at the right tempo as long as you tell it the right tempo, my idea about adjusting the bars in attributes was to see if it could give you the correct tempo number.

I had mixed success with some long tracks, some seem to play perfect and others drift out after a while, I think it has to do with inaccurate tempo readouts of machines used, and also fluctuations in tempo - I hope the OT has some kind of way to compensate for this in a future update.

==

Re:OT feature requests
Posted by Steril707 - 2011/01/31 17:07

_____

darenager wrote:
Steril707 wrote:
darenager wrote:
Yes, you can change the number of bars and the tempo will change, then if you can get to the right tempo lock it by pressing enter.

Then you need the trackend being exactly on a full bar.

If you want to play your recorded Vinyls you probably won't have that, unfortunately...

I found that the OT seems only to care about the tempo, so even if the bars is not exact it will play at the right tempo as long as you tell it the right tempo, my idea about adjusting the bars in attributes was to see if it could give you the correct tempo number.

I had mixed success with some long tracks, some seem to play perfect and others drift out after a while, I think it has to do with inaccurate tempo readouts of machines used, and also fluctuations in tempo - I hope the OT has some kind of way to compensate for this in a future update.

Well, I found that if I use tracks that I sequences/arranged and then audio-exported in Cubase on a full BPM number it works perfectly, but for instance 5 minute tracks I recorded directly from other hardware units (like the MPC or Electribe esx) will go out of sync after a while, because the timing is not that perfect.

I really hope they find something solving that problem. Would be a major pain in the ass for me if I had to prepare and timestretch every track I recorded from vinyl or hardware units to a full BPM number in Cubase before I can use it to sync on the Octatrack..

And one more, I hope they work a little bit on the quality of the timestretch engine. I have had some tracks which sounded a little bit strange only after 3 BPMs difference. Doesn't occur on all tracks though.

Other than that it has been a fantastic journey, though...

Quite happy with the little fella...

==

Re:OT feature requests
Posted by rennweg - 2011/01/31 17:55

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I would also like to be able to shift/rotate/move the values for every step in a pattern one step to the left or right, like it is possible in most sequencers.

8. Clearer indication of which page when editing in the sequencer, the
LEDs are hard to distinguish which is current page sometimes - what
about something on the LCD to show.

+100

Looking forward to have some of the things in future updates that are requested here! :)

===

Re:OT feature requests
Posted by darenager - 2011/01/31 18:14
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^ You mean like move the trigs from say 1,5,9,13 to 2,6,10,14 in one go? If so you can do that already using function and cursor key left or right while in grid record. Same for MD and MnM.

===

Re:OT feature requests
Posted by rennweg - 2011/01/31 19:09
_____

darenager wrote:
^ You mean like move the trigs from say 1,5,9,13 to 2,6,10,14 in one go? If so you can do that already using function and cursor key left or right while in grid record. Same for MD and MnM.

:laugh: Very sorry, I guess I missed that in the manual. ThatÂ´s great!
Do we have a wiki already with tips and tricks that are not covered in the manual yet. That would be really nice to have.:)

===

Re:OT feature requests
Posted by ipassenger - 2011/01/31 20:43
_____

I'd quite like the option to have the LFOs reset at the start of the octatrack, so you could use them to create repeatable patterns without having to have the lfo in trig mode. You can get round it on the MD by using an LFO from another machine but that doesn't seem to be an option on the OCTA.   I know you can create a repeatable lfo pattern using the plocks but sometimes it would be easier to just use an lfo.

===

Re:OT feature requests
Posted by KryoShift - 2011/01/31 21:44
_____

I asked for a Granular Machine (at some point beyond 1.0) if the OT has the power :cheer:

===

Re:OT feature requests
Posted by Allerian - 2011/01/31 22:37
_____

KryoShift wrote:
I asked for a Granular Machine (at some point beyond 1.0) if the OT has the power :cheer:

Kind of does it already using Flex with very close start and end points.   However I agree that a dedicated machine would be great. The controls of the Granular Machine could be Start, Length, Sweep Amount, and Sweep Rate.

===

Re:OT feature requests
Posted by Big Bang - 2011/01/31 23:00
_____

-The ability to slice a sample, then edit each sample slice individually having full control over pitch and timestretch of

each slice-independent of the master tempo. At this point the user would be able to trigger each slice from an external midi controller. Now THAT would be dope!:)

==

Re:OT feature requests
Posted by Slack Babbath - 2011/01/31 23:10
_____

Side-chain on the compressor!

==

Re:OT feature requests
Posted by ipassenger - 2011/01/31 23:12
_____

Slack Babbath wrote:
Side-chain on the compressor!

Ah good call, side chain on anything. :)

==

Re:OT feature requests
Posted by babyjaws - 2011/01/31 23:21
_____

Slack Babbath wrote:
Side-chain on the compressor!

really want this, or if not the ability to use the cue out as seperate assignable outs, (am I right in thinking thats not the case right now?)

==

Re:OT feature requests
Posted by ipassenger - 2011/01/31 23:23
_____

babyjaws wrote:
Slack Babbath wrote:
Side-chain on the compressor!

really want this, or if not the ability to use the cue out as seperate assignable outs, (am I right in thinking thats not the case right now?)

You could approx side chain compression by having the standard compressor have an lfo or p-lock affect its ratio and or threshold. E.g. on your on beats for a side chain kick drum effect. :)

==

Re:OT feature requests
Posted by babyjaws - 2011/01/31 23:33
_____

ipassenger wrote:
babyjaws wrote:
Slack Babbath wrote:
Side-chain on the compressor!

really want this, or if not the ability to use the cue out as seperate assignable outs, (am I right in thinking thats not the case right now?)

You could approx side chain compression by having the standard compressor have an lfo or p-lock affect its ratio and or threshold. E.g. on your on beats for a side chain kick drum effect. :)

nice thinking! have you tried this yet? thought about the lfo, thats the way to do it on an esx1, but dont always want the ducking to be 4/4, so the p-lock way seems cool! excellent tip :)
but, not sure how you would adjust the release tail and attack etc, guess it would be for the whole step or? havent got my octatrack yet still waiting hence the confusion..they said 2 days 3 days ago for the manual sigh....when is it gonna arrive.........

==

Re:OT feature requests
Posted by ipassenger - 2011/01/31 23:58
_____

Not done it on the OT yet but done it on the MD.

With the OT you could use one of the LFOs in one of the one shot modes (makes an envelope effectively) routed to ratio and/or threshold depending on how you had it set up. Then just put the triggers on the step you want side chaining.. though that would mean triggering the sound as well.

If you use p-locks you could slide between values to smooth out any sudden changes.

==

Re:OT feature requests
Posted by Veqtor - 2011/01/31 23:59
_____

With a granular machine that has grain size and smooth amount I would really consider getting an OT, nice to see a lot of other people are interested in this, perhaps we can persuade elektron!

==

Re:OT feature requests
Posted by babyjaws - 2011/02/01 00:15
_____

ipassenger wrote:
Not done it on the OT yet but done it on the MD.

With the OT you could use one of the LFOs in one of the one shot modes (makes an envelope effectively) routed to ratio and/or threshold depending on how you had it set up. Then just put the triggers on the step you want side chaining.. though that would mean triggering the sound as well.

If you use p-locks you could slide between values to smooth out any sudden changes.

got it.. many thanks for sharing that one :)

==

Re:OT feature requests
Posted by goofypriest - 2011/02/01 15:30
_____

i'd like to request something very humble and simple, solo mode.

what do elektron have against soloing?

==

Re:OT feature requests
Posted by Steril707 - 2011/02/01 18:42

_____

goofypriest wrote:
i'd like to request something very humble and simple, solo mode.

what do elektron have against soloing?

You can do soloing in the Mixerpage. I'd also love to have soloing by some +Track keycombo.

==

Re:OT feature requests
Posted by Steril707 - 2011/02/01 21:03

_____

Steril707 wrote:
darenager wrote:
Steril707 wrote:
darenager wrote:

And one more, I hope they work a little bit on the quality of the timestretch engine. I have had some tracks which sounded a little bit strange only after 3 BPMs difference. Doesn't occur on all tracks though.

Okay, found out that this was my fault. I had a chorus fx in that track, which I had forgot (at the moment normally I just use the multifilter). So the wobbling audio was due to the chorus, not the timestretch algo.

Timestretch is rocksolid so far..

==

Re:OT feature requests
Posted by darenager - 2011/02/05 20:39

_____

Few more from me:

1. When a sample is sliced, the start parameter on the playback page changes to slice number - so 1 increment = 1 slice, the slice knob to be scaled so that no matter what division you use the knob will work 1-1, maybe don't replace the current way but have the option in playback setup, this would ensure backwards compatibility.

2. Given the above, it would be great to have the crossfader scene mappable to slice number, this way you can easily stutter the audio on a slices loop with precision. The current set up allows this to a fashion, by way of the start parameter, but the fractions in between each slice render it a tad unprecise.

3. Lockable/fixable loop window - Set the loop points to say 1 bar in an 8 bar sample, then lock down the points so that they may be shifted around the sample to pick an alternate bar, this would make chopping up long samples nice and quick, just move the loop and save the selection as a new sample. Also maybe this loop lock could be p-locked for off kilter shifting, and of couse setting a really small loop would be similar to grain shifting, especially when combined with the LFOs, crossfader etc.

4. Slice playback options - Select a slice in the editor and choose if it is played back forward, reverse, fixed - meaning it is immune to playback parameter locks aside from its address via the start parameter - this would be good for allowing some degree of normality on some steps, whilst the rest of the sample is subject to extreme realtime mangling by way of scenes etc.

Let me know what you think!

==

Re:OT feature requests

Posted by KryoShift - 2011/02/05 22:28
_____

Allerian wrote:
KryoShift wrote:
I asked for a Granular Machine (at some point beyond 1.0) if the OT has the power :cheer:

Kind of does it already using Flex with very close start and end points.   However I agree that a dedicated machine would be great. The controls of the Granular Machine could be Start, Length, Sweep Amount, and Sweep Rate.

I'd like to have control over time/ms length of each grain and number of grains, too. Unless Sweep Amount and Rate are just other names for that :laugh:

==

Re:OT feature requests
Posted by ark - 2011/02/05 22:53
_____

rennweg wrote:
I would also like to be able to shift/rotate/move the values for every step in a pattern one step to the left or right, like it is possible in most sequencers.

This feature is described in the online manual for 0.99D on page 48: Hold down and press or while in grid recording mode.

==

Re:OT feature requests
Posted by bsmith - 2011/02/05 22:59
_____

I would like to be able to recall scenes in A/B pairs. Maybe another tier of scene presets where you hold down both scene buttons to recall a scene set.

==

Re:OT feature requests
Posted by ark - 2011/02/05 23:10
_____

I've asked Elektron for a "Copy scene" function. It is important that the destination of the copy be capable of being a scene that is neither the current A nor the current B -- it is less important for the source.

Here's why I want it. I want to be able to select a scene and copy it to a scene I'm not currently using. Make the current scene A and the other one B. Now, I can tweak anything I want in the scene and use the crossfader to transition back to where things were before.

That's a nice thing to be able to do from a purely musical viewpoint, because it's a musical form that has been used for literally hundreds of years. The 18th-century French composers called it "Rondeau;" elsewhere, "Rondo" became more popular. In the 1960's, the Dave Brubeck Quartet recorded their famous "Blue Rondo Ã la Turk," which you can hear here.

In all cases, the form is the same: Play something, play something else, go back to the original music, play something else yet again, go back to the original, and so on. In other words, A,B,A,C,A,D,...A. Easy to do on MD with + to reload the pattern; easy to do on OT if you can copy scenes. I can't figure out how to do it without copying scenes.

==

Re:OT feature requests
Posted by darenager - 2011/02/05 23:23
_____

darenager wrote:

Few more from me:

1. When a sample is sliced, the start parameter on the playback page changes to slice number - so 1 increment = 1 slice, the slice knob to be scaled so that no matter what division you use the knob will work 1-1, maybe don't replace the current way but have the option in playback setup, this would ensure backwards compatibility.

2. Given the above, it would be great to have the crossfader scene mappable to slice number, this way you can easily stutter the audio on a slices loop with precision. The current set up allows this to a fashion, by way of the start parameter, but the fractions in between each slice render it a tad unprecise.

3. Lockable/fixable loop window - Set the loop points to say 1 bar in an 8 bar sample, then lock down the points so that they may be shifted around the sample to pick an alternate bar, this would make chopping up long samples nice and quick, just move the loop and save the selection as a new sample. Also maybe this loop lock could be p-locked for off kilter shifting, and of couse setting a really small loop would be similar to grain shifting, especially when combined with the LFOs, crossfader etc.

4. Slice playback options - Select a slice in the editor and choose if it is played back forward, reverse, fixed - meaning it is immune to playback parameter locks aside from its address via the start parameter - this would be good for allowing some degree of normality on some steps, whilst the rest of the sample is subject to extreme realtime mangling by way of scenes etc.

Let me know what you think!

For number 3, maybe the crossfader could be employed in the trim screen to move the loop points!

==

Re:OT feature requests
Posted by Allerian - 2011/02/05 23:26
_____

Ark - I don't completely follow how scene copying would do what you're saying. If you check my Spinning Wheel YouTube vid, I do what I think you're suggesting. A very complex scene that takes the sample into ethereal ambience and then snaps it right back to normal.

Also, you can use scene muting to more or less replicate func-classic. Then change scenes during the scene mute.

==

MIDI realtime sequencing
Posted by polyevolver - 2011/02/06 00:28
_____

"what you play is what you hear"

==

Re: top level overview off all 8 track names
Posted by polyevolver - 2011/02/06 04:58
_____

for live/performance situations it's important to see all track names (sample names) at once at the top level.

==

naming of banks, parts and tracks
Posted by polyevolver - 2011/02/06 05:18
_____

yes, I can't remember numbers

==

Re:OT feature requests
Posted by ark - 2011/02/06 09:28

_____

Allerian wrote:
Ark - I don't completely follow how scene copying would do what you're saying. If you check my Spinning Wheel YouTube vid, I do what I think you're suggesting. A very complex scene that takes the sample into ethereal ambience and then snaps it right back to normal.

OK, here's what I see as the problem.

At about 1:18 in the video, you start moving the crossfader and the sound gets stretched into oblivion. Very cool! But that worked only because you were able to prepare the B scene in advance.

Now let's assume that you've made a bunch of tweaks in scene A, which is currently in use, and you want to add some additional tweaks to that with the possibility of coming back to where you were. How do you do it? You can't just fade into scene B, because you don't know what is going to change when you go from A to B.

So what I would like to be able to do is this: Take the current scene A, whatever it might be, and copy it somewhere. Let's say I can copy it to whatever scene is currently assigned to B. That will let me start with whatever the current state of scene A is and tweak it, while playing, to my heart's content--and still return to whatever it was at the time I decided to copy it.

==

Re:OT feature requests
Posted by Allerian - 2011/02/06 09:56

_____

Yeah, I follow you. I was just using scenes a bunch and thought it through. Good idea.

==

Re:OT feature requests
Posted by jdigital - 2011/02/06 10:18

_____

some lights to show which trigs have scene info written to them and which are blank (only when holding either scene button), the same way it shows for banks/patterns would be nice.

==

Re:OT feature requests
Posted by previewlounge - 2011/02/06 11:02

_____

ark wrote:

...
So what I would like to be able to do is this: Take the current scene A, whatever it might be, and copy it somewhere. Let's say I can copy it to whatever scene is currently assigned to B. That will let me start with whatever the current state of scene A is and tweak it, while playing, to my heart's content--and still return to whatever it was at the time I decided to copy it.

super cool idea! :)

==

Re:OT feature requests
Posted by ark - 2011/02/07 07:00

_____

I think a tiny change in how trigs are set would make it possible to do some rather cool stuff that is not possible at the moment.

Specifically, I would like to suggest that when you set a trig in the sequencer, it does not actually get set until you release the button after pressing it.

Here's why. Suppose I have a trig at beat 1, and I want to introduce a brand new trig at beat 9 at which the machine plays a different sample. Right now, I think the only way to do this is to set a trig, and, while holding the trig button, press the up and down arrow keys to select the new sample. But while I'm doing this, the trig is already set; so until I have selected the sample I want, each time the sequencer comes through the trig, it will retrigger the default sample.

If, however, it didn't set the trig until I released the button, then I could hold the button, select the sample I want, and then release it to set the trig.

==

Re:OT feature requests
Posted by 8asz - 2011/02/07 09:26
_____

I would love to see if a track ha content before I unmute it ... I think all eketron machines suffer this issue.

==

Re:OT feature requests
Posted by ark - 2011/02/07 09:51
_____

8asz wrote:
I would love to see if a track ha content before I unmute it ... I think all eketron machines suffer this issue.
On OT you can send it to cue and turn its level all the way down, then unmute it.

==

Re:OT feature requests
Posted by ipassenger - 2011/02/07 17:34
_____

I'd love an lfo trigger mode which causes the lfo to restart when you press play on the sequencer.

That way the lfo's and lfo designers could be used to make repeatable patterns over the top of any sequence data.

==

Re:OT feature requests
Posted by rechner7 - 2011/02/08 02:02
_____

hey,

i just send some requests to elektron. i still miss some features, which could be very very useful... :woohoo: here we go:

=> Variable length of the LFO designer waveforms:
It would be very nice, if one could change the length of the customized LFO's of the LFO designer. Implementation would be easy: one could use two of the data entries pots in the bottom row. With the left encoder the start is set (1-16) and with the right one the end marker (1-16). Very handy for eg even measure with polyrhythmic modulations. Deactivated steps could be visualized by small single dots in the display.
(i posted this one already in a wrong thread - sorry..)

(=> Switchable linear interpolation in the LFO designer:)
edit: already implemented :blush:

=> Envelope follower deluxe in the LFO section:
Depth from -64..64 (polarized amplitude of the envelope)
Slew-time for rising edge
Slew time for falling edge

HP/LP filter (interesting for sidechaining, 2 encoder base frq and width)
Characteristic of slew from linear to exponential morphable

Probably some interesting (and important) effects:
=> Noise gate - it's a sampler, so it might be very interesting..
=> Transient Designer (compressor driven by the transients of the input, could be really nifty for percussions)
=> stereo Ringmodulator with frq, waveform (morphable from sine to triangle to square), phase between waveforms (0-180Â°)

==

Re:OT feature requests
Posted by ark - 2011/02/08 02:33
_____

Scene browser. In other words, some way of picking a scene and finding out all of the parameters that it controls.

==

Re:OT feature requests
Posted by prscrptn - 2011/02/08 02:35
_____

I would like to see real time recording of p-locks, a-la Machine Drum style...

==

Re:OT feature requests
Posted by prscrptn - 2011/02/08 02:39
_____

+ master volume controlled by the volume knob...

==

Re:OT feature requests
Posted by cabin vibe - 2011/02/08 02:45
_____

I would just like an Auto Normalise feature .

Also can you fade one sample into another using the crossfader ?
Can this be done already ?

If it cant then could somebody show me the secret .

Thats my second feature request - Sample-Merge , Sample-Blend , Sample-Blur with the crossfader .

==

Re:OT feature requests
Posted by Daim - 2011/02/08 02:49
_____

I'd like to see a better option to switch between patterns/parts. If I want to play a longer liveset constantly looking at the display to change samples or machines is not an option for me.

There should be an option to have samples from a previous part playing after you switched to a new part and then instantly (or quantized like in ableton live) change to the samples/machines of the new part individually for each machine.

I think some else asked for this before but can't find it.

==

Re:OT feature requests

Posted by poonti - 2011/02/08 02:53

_____

prscrptn wrote:
I would like to see real time recording of p-locks, a-la Machine Drum style...
really? do u mean this is not the case right now? surprised...

==

Re:OT feature requests

Posted by prscrptn - 2011/02/08 04:37

_____

poonti wrote:
prscrptn wrote:
I would like to see real time recording of p-locks, a-la Machine Drum style...
really? do u mean this is not the case right now? surprised...

It could be my ignorance, but it seems like the way you p-lock is to hold the step and set your locks for tat step. What I would like is to hit play+record and have the machine remember all of my moves...

==

Re:OT feature requests

Posted by Aviation Parkway - 2011/02/08 07:22

_____

poonti wrote:

prscrptn wrote:

I would like to see real time recording of p-locks, a-la Machine Drum style...

really? do u mean this is not the case right now? surprised...

It could be my ignorance, but it seems like the way you p-lock is to hold the step and set your locks for tat step. What I would like is to hit play+record and have the machine remember all of my moves.

I'd like to see this too

==

Re:OT feature requests

Posted by Aviation Parkway - 2011/02/08 07:22

_____

polyevolver wrote:
for live/performance situations it's important to see all track names (sample names) at once at the top level.

in a large legible FONT

==

Re:OT feature requests

Posted by ark - 2011/02/08 08:20

_____

prscrptn wrote:
+ master volume controlled by the volume knob...
Actually, I kind of like it the way it is, because changing the master volume is just a matter of pressing one button and turning a different knob. This way you can cue stuff on phones and adjust the phone volume without affecting the master volume.

==

Re:OT feature requests
Posted by goofypriest - 2011/02/08 09:02

_____

i'd like to see the name of the currently loaded project on the screen

==

Re:OT feature requests
Posted by gurulogic - 2011/02/08 10:08

_____

Gotta see a sample name when selecting a track!!!

==

Re:OT feature requests
Posted by prscrptn - 2011/02/08 10:19

_____

Sample preview would be nice too...

==

Re:OT feature requests
Posted by darenager - 2011/02/08 10:27

_____

^Already has preview, press function and yes or cue button on sample select.

==

Re:OT feature requests
Posted by poonti - 2011/02/08 11:13

_____

prscrptn wrote:
poonti wrote:
prscrptn wrote:
I would like to see real time recording of p-locks, a-la Machine Drum style...
really? do u mean this is not the case right now? surprised...

It could be my ignorance, but it seems like the way you p-lock is to hold the step and set your locks for tat step. What I would like is to hit play+record and have the machine remember all of my moves...
Wow, this could be the OT-killing omission for me, as I use real-time p-locking on both MnM and MD all the time, far more than step-wise p-locking. Hopefully this (what I consider a stadard elektron feature) will make it into the OT soon.

==

Re:OT feature requests
Posted by goofypriest - 2011/02/08 13:17

_____

the zero crossing function is ok. but it would be nice to have a more ways to smooth out loop transitions.

i've had a tough time getting rid of the pop.

==

Re:OT feature requests
Posted by kayplus - 2011/02/08 13:26

_____

darenager wrote:
^Already has preview, press function and yes or cue button on sample select.

Though it seems the cue wont update if you play with the the original bpm algorithm? Weird. Was hyped when I found it on the update.

==

Re:OT feature requests
Posted by Bathrobe - 2011/02/08 13:43
_____

goofypriest wrote:

i've had a tough time getting rid of the pop.
twice i had a pop at the end of a sample, no matter what. even after changing to a new sample.
was going crazy about it.
restarted the ot and the pop was gone. :ohmy:

==

Re:OT feature requests
Posted by gurulogic - 2011/02/08 15:44
_____

Some clever way of marking a sample that is in use by any project would be super usefull for future sample library housekeeping tasks!

==

Re:OT feature requests
Posted by goofypriest - 2011/02/08 15:54
_____

sample purge will help with housekeeping. but your right a way of indicating which samples are already being used would be helpful.

==

Re:OT feature requests
Posted by gurulogic - 2011/02/08 17:40
_____

Track patter trigging seems a little weak to me. Some suggestions are:
-light an LED to indicate that the track is playing
-function+trig key to stop the track from playing

-track selection allows further manipulation, ie:
-Monome "MLR" functionality to trigger the sequence in 16'ths, inner looping, realtime sequence direction change etc.
Jam stuff!! There is definately some potential here!

==

Re:OT feature requests
Posted by Bathrobe - 2011/02/08 17:58
_____

gurulogic wrote:

-function+trig key to stop the track from playing

pressing track + stop stops the track.
a function like so many others that are still undocumented (except on this forum ;-))

==

Re:OT feature requests
Posted by SeanPrice - 2011/02/08 19:32
_____

It would be awesome if the crossfader had a triggerable mode, acting like the hold function from the LFO. The value's would be held until the next step when it would update. this could either be done at the individual track level (as in paramaters for that track would respond only when the track had a trigger) or based on the master track trigs, or possibly a seperate menu accessed by the edit>track page where the slide track is.

==

Re:OT feature requests
Posted by prscrptn - 2011/02/08 19:48
_____

darenager wrote:
^Already has preview, press function and yes or cue button on sample select.

;) nice.

==

Re:OT feature requests
Posted by goofypriest - 2011/02/08 20:12
_____

if this hasn't been mentioned...

in the browser, when loading new samples into a slot, it can get confusing. sometimes i replace a sample that is being used by a track. there ought to be some indication that a sample is in use and by which track.

==

Re:OT feature requests
Posted by poonti - 2011/02/09 05:26
_____

poonti wrote:
prscrptn wrote:
poonti wrote:
prscrptn wrote:
I would like to see real time recording of p-locks, a-la Machine Drum style...
really? do u mean this is not the case right now? surprised...

It could be my ignorance, but it seems like the way you p-lock is to hold the step and set your locks for tat step. What I would like is to hit play+record and have the machine remember all of my moves...
Wow, this could be the OT-killing omission for me, as I use real-time p-locking on both MnM and MD all the time, far more than step-wise p-locking. Hopefully this (what I consider a stadard elektron feature) will make it into the OT soon. Just read up on this. I think real-time p-locking has been sort of replaced by scenes and the cross-fader? Well, maybe not replaced, but very similar functionality in terms of real-time changes. Actually, it's more powerful since you can move an entire set of parameters from one set of values to another....maybe this is why not many of you have yet complained about lack of real-time p-locks? Anyway, no longer an OT-killing omission for me :cheer:

==

Re:OT feature requests
Posted by gurulogic - 2011/02/09 17:09
_____

mp3 support?

if I can buy a little black box for 49.99 that can decode almost any format known to man and display it on my TV/speakers without a hiccup, I would assume the Octatrack should be able to decode most major audio formats..

p.s. is it almost time to sticky this thread?

==

Re:OT feature requests
Posted by babyjaws - 2011/02/09 17:46

_____

ark wrote:
Specifically, I would like to suggest that when you set a trig in the sequencer, it does not actually get set until you release the button after pressing it.
.

good point here,
maybe while editing you can preview through headphones, and perhaps edit many trigs and get a new thing going, then a button to introduce these change to the whole mix when happy.
at the moment, its not really on the fly composition without making a cacophony to the audience :0 or am i missing something?

==

Re:OT feature requests
Posted by babyjaws - 2011/02/09 17:52

_____

gurulogic wrote:
Likewise, I do not even have an OT yet, but assuming I'm not missing that it already can be done, I would like to see "scenes" also be able to relate to step pattern data but instead of morphing the steps, the fader would just morph parameters between scenes as normal but when the fader reached either extreme direction it would load the pattern gdata associated with that scene. Get it? Instant accass to pattern variations as part of scenes! If someone tells me it already does this, I am going to crap myself!!

when I first studied the spec and hype online, i mistakenly worked out that this was the case,
that the scenes would interpolate between 2 whole rows of P-locks, so if you had many pitch p-locks to give a unique melody, you could fade into another melody with all the strangeness inbetween!. i would love to see this implemented......major feature request for me.

==

Re:OT feature requests
Posted by gurulogic - 2011/02/09 18:16

_____

now that I have the OT, I see this can be done be switching patterns as you morph a scene with the fader. Regardless, it would be a cool "option" to include patterns with "scenes".

==

Re:OT feature requests
Posted by Daim - 2011/02/10 04:44

_____

Another one: I'd like to be able to set loops independently of the sample playback start point. So you can loop a synth line with lots of delay or reverb and have it start dry when the loop starts playing.

edit: oh that's possible already

==

Re:OT feature requests
Posted by gurulogic - 2011/02/10 04:48
_____

Function + parameter while in record mode (or similar) to set a default p-locked value to all steps in the current pattern. This would help reduce the tediousness of manually p-locking new values step by step when copying a pattern to a new slot. Or maybe a lock values to pattern option?
Something like that..

==

Re:OT feature requests
Posted by goofypriest - 2011/02/10 06:47
_____

a suggestion for the mixer.

when in mixer mode it would be nice to have control over all track levels.

one way. when holding down a TRACK button the master LEVEL knob controls the level of that track. the other PARAMETER knobs could also be assigned other mixing functions like panning etc.

==

Re:OT feature requests
Posted by gurulogic - 2011/02/10 06:51
_____

I just sent this piggy backed with a bug report to elektron:

I have a thought for sample management.Say I load a folder (or 20GB) of samples onto the CF card for intent of use in a project, and of these samples I only use half initially, and then some other samples get replaced by interal mix downs, I now have a folder full of samples that I only need a third of, but which ones are in use and which can be deleted?
One solution that I think would make a lot of sense would be a "collect samples" function that would move or copy all samples used in a project to a new folder created specificly for that project so that then the root "pool" could be edited as desired with no fear of screwing something up.
This would also facilitate easier sharing of projects across machines, as well as make it easier to consolodate specific projects to different CF cards when working from larger audio pools.
Of course, I am sure you guys will think of an even better way!

==

Re:OT feature requests
Posted by goofypriest - 2011/02/10 07:09
_____

isn't this what the purge function can do?

==

Re:OT feature requests
Posted by Nicolai - 2011/02/10 08:03
_____

I definitely would love to see Ark's suggestion implemented: trigs taking effect only when releasing them (or some button combo, kind of like holding down function while muting/unmuting on the MD).

Associating a pattern with a scene would also be killer, as mentioned above.

I would very much like for the slice-grid to auto-snap to zero crossings. Whenever I make a slice grid and the set the trigs to auto-linear, there is always a lot of audible clicking when triggering the slices. Am I perhaps doing it wrong? It would be nice to play a sliced loop in its original sequence without clicking at every slice point.

==

Re:OT feature requests
Posted by gurulogic - 2011/02/10 13:25
_____

goofypriest wrote:
isn't this what the purge function can do?

No. "purge" clears sample slots that are not being used to free up memory. I am talking about an suggestion for efficient file management on the CF card.

==

Re:OT feature requests
Posted by kayplus - 2011/02/10 15:51
_____

Function + Track Trig = taken to Track Page.

I keep pressing it a-la MD and nothing happens.

Bah!

Also - when pressing Cue to trial a sample, having it play as it sits on the card (pre beat-mapped) makes little sense?

==

Re:OT feature requests
Posted by daandaan - 2011/02/10 21:21
_____

First of all let me say to everyone here on the forum.
I always enjoy reading these forums :)

I must say it seems a bit strange, a feature request thread for a product that's not even running a finished OS.

Nonetheless i would like a compressor with side chain functionality :woohoo:

==

Re:OT feature requests
Posted by gurulogic - 2011/02/11 00:51
_____

daandaan wrote:

I must say it seems a bit strange, a feature request thread for a product that's not even running a finished OS.

What, you think the guys at Elektron can think of everything? Why else send out the OT with an incomplete OS? They ran out of ideas and we are their think tank! :laugh:

==

A new record mode would make looping easier
Posted by ark - 2011/02/11 01:36
_____

If I understand things correctly, there are currently three ways to record:

1) ONE: When you start recording, it keeps going for the given length, and restarts if you press and a source.

2) ONE-2: When you start recording, it keeps going for the given length, but stops if you press and a source.

3) GATE: Recording happens only while and a source are pressed together.

All of these methods have a problem for loopers: If you set a trig in a track, it starts recording again each time you encounter the trig. This means that if you want to record something once and loop it, you have to set a trig, wait until it comes around, then reset it before it comes around again. Alternatively, you can record manually, but then it's not synchronized.

So I have a suggestion for a fourth mode:

4) 1SHOT: Wait until you press and a source, then start recording at the next trig. Subsequent trigs have no effect until you press and a source again; recording stops when you reach RLEN.

With this mode, it would even be possible to set a record trig at every beat; then pressing and a source would start recording in sync with the next beat and stop after the appropriate amount of time.

I've sent this as a suggestion to Elektron.

==

Re:OT feature requests
Posted by ark - 2011/02/11 01:41
_____

kayplus wrote:
Also - when pressing Cue to trial a sample, having it play as it sits on the card (pre beat-mapped) makes little sense?
I disagree. I'd rather hear the sample as it is than as the OT decides to mangle it.

==

Re:OT feature requests
Posted by ark - 2011/02/11 01:42
_____

daandaan wrote:
I must say it seems a bit strange, a feature request thread for a product that's not even running a finished OS.

If the OS were finished, what would be the point of feature requests?

==

Re:OT feature requests
Posted by ark - 2011/02/11 01:48
_____

gurulogic wrote:
Track patter trigging seems a little weak to me. Some suggestions are:
-light an LED to indicate that the track is playing

The LCD indicates which tracks are playing with a tiny triangle next to the track button. That triangle changes to a square when the track is not playing, and to a + when the track is recording.

==

Re:OT feature requests
Posted by ark - 2011/02/11 02:49
_____

Bathrobe wrote:
pressing track + stop stops the track.
a function like so many others that are still undocumented (except on this forum ;-))
Unfortunately, it doesn't work reliably--at least not for me. Sometimes it stops the track; sometimes it doesn't. When it does stop it, I can't figure out how to start it again.

==

Re:OT feature requests
Posted by Bathrobe - 2011/02/11 03:21

_____

ark wrote:
Bathrobe wrote:
pressing track + stop stops the track.
a function like so many others that are still undocumented (except on this forum ;-))
Unfortunately, it doesn't work reliably--at least not for me. Sometimes it stops the track; sometimes it doesn't. When it
does stop it, I can't figure out how to start it again.

hm, maybe thatÂ´s why it is still undocumented.
last night i was previewing samples in the audio pool and couldnÂ´t remove some trigs in rec mode.
i could only add new trigs. loading up a new sample did help until i layed down trigs again.
can you narrow it down to some situations?

==

Re:A new record mode would make looping easier
Posted by Bergdahl - 2011/02/11 03:32

_____

ark wrote:

So I have a suggestion for a fourth mode:

4) 1SHOT: Wait until you press and a source, then start recording at the next trig. Subsequent trigs have no effect until
you press and a source again; recording stops when you reach RLEN.

With this mode, it would even be possible to set a record trig at every beat; then pressing and a source would start
recording in sync with the next beat and stop after the appropriate amount of time.

I've sent this as a suggestion to Elektron.
GREAT idea!! a overdub mode would be great as well, soound on sound.. when will we see the LOOPMACHINE.
:woohoo:

==

Re:OT feature requests
Posted by brettweldele - 2011/02/11 04:07

_____

plus 1000 on the Granular machine. i'd rather it be an effect then a sample engine. something along the lines of
Audiomulch's DL Granulator would make me pleased as punch.

one of my wishes is being able to dynamically switch the Flex Rec's from pre to post and back and forth. it's a really neat
feature of the line6 m13.

==

Re:A new record mode would make looping easier
Posted by MK7 - 2011/02/11 16:29

_____

Bergdahl wrote:
ark wrote:

So I have a suggestion for a fourth mode:

4) 1SHOT: Wait until you press and a source, then start recording at the next trig. Subsequent trigs have no effect until
you press and a source again; recording stops when you reach RLEN.

With this mode, it would even be possible to set a record trig at every beat; then pressing and a source would start

recording in sync with the next beat and stop after the appropriate amount of time.

I've sent this as a suggestion to Elektron.
GREAT idea!! a overdub mode would be great as well, soound on sound.. when will we see the LOOPMACHINE.
:woohoo:

+1 hopefully, Elektron reads/implements this 1SHOT idea!

these recording shortcuts (pressing two buttons) are great, but in the current setup/OS i only rarely use them, because it's more important to have the recordings completely in sync. with that 1SHOT idea you can start recording very spontaneously and it's still in sync, great idea!! ;)

==

Re:A new record mode would make looping easier
Posted by rechner7 - 2011/02/12 02:38
_____

what about random trigs?? would be very nice to set a likelihood for every trigger!

==

Re:A new record mode would make looping easier
Posted by sovietpop - 2011/02/12 03:05
_____

MK7 wrote:
Bergdahl wrote:
ark wrote:

So I have a suggestion for a fourth mode:

4) 1SHOT: Wait until you press and a source, then start recording at the next trig. Subsequent trigs have no effect until you press and a source again; recording stops when you reach RLEN.

With this mode, it would even be possible to set a record trig at every beat; then pressing and a source would start recording in sync with the next beat and stop after the appropriate amount of time.

I've sent this as a suggestion to Elektron.
GREAT idea!! a overdub mode would be great as well, soound on sound.. when will we see the LOOPMACHINE.
:woohoo:

+1 hopefully, Elektron reads/implements this 1SHOT idea!

these recording shortcuts (pressing two buttons) are great, but in the current setup/OS i only rarely use them, because it's more important to have the recordings completely in sync. with that 1SHOT idea you can start recording very spontaneously and it's still in sync, great idea!! ;)
+1 Yes please !!! I was thinking about the same thing, a one shot record mode.

==

Re:OT feature requests
Posted by Jim Pong - 2011/02/12 05:31
_____

Hi, I have a Tenori-On I and want to know if OTTO could assign a different note number and midi channel to a sample, so you can play 16 samples per midi channel, in different mute groups.

And is it possible to play a sample in a chromatic scale with 4 note polyphony just like a microsampler can, but then 16 note samples on 16 midi channels?

Or a combination of the above (4 "note sample channels" / 12 "16 sample channels")?

==

Re:OT feature requests
Posted by daandaan - 2011/02/12 05:55

_____

ark wrote:
daandaan wrote:
I must say it seems a bit strange, a feature request thread for a product that's not even running a finished OS.

If the OS were finished, what would be the point of feature requests?

I know a guy how mixes up feature with future, what an ass ;)

==

Re:A new record mode would make looping easier
Posted by battery collection - 2011/02/12 06:24

_____

just scrolled through these so, sorry if my requests are duplicated.

1 - realtime record of parameter locks and sample trigs. i am stunned that this isn't implemented already, given that the md and mnm have it. almost not worth mentioning as i imagine they plan on this anyway (otherwise, what is this, a freakin' jomox box?!? :D)

2 - option to trigger sliced loops by slice using the trig keys. i.e. slice it however you like (16, 32, 48, etc) then enter a mode where the trig keys trigger these intervals. so, trig key 1 is slice 1, trig key 2 is slice 2, etc. if you have it sliced by 16, you only need one page to trigger any slice; sliced by 32, you only need two (in scale setup) but need to scroll through them, etc.

3 - wish that delay and reverb could be on effect 1 but i'm guessing this is a dsp limitation? if so, could we at least be able to choose which of the two we use it on (if its on 1, it disappears from 2's menu until we clear it from 1).

==

Re:A new record mode would make looping easier
Posted by electrolegs - 2011/02/12 11:20

_____

Here are my main requests after using this machine for a little bit.

1) Real time sampling needs to be far easier!! I think that by pushing track + AB for example could automatically assign a flex slot and your ready to go. Simply pushing the record button again samples either by holding it down or once for start / once for stop. Sampling AB+CD could be done in the same fashion by pushing both down etc... Quite often I have to play myself so using combo fingers to record is just a pain. I want external sampling to be dead easy on this thing, can't afford to miss out on sweet sounds just cos I have to menu dive!!!

2) Sampling needs to be longer - far longer. I want to sample entire songs and use this as a replacement for my computer.. my next request is real time recording to the compact flash card!

3) Need a way to identify tracks by a name in LCD.. live this is highly important

That's all from me really - that's my priorities

==

Re:A new record mode would make looping easier
Posted by MK7 - 2011/02/12 20:00

_____

one section of the OT needs some improvement, if compared to DAWs: file saving

the OT records easily and quickly huge amounts of audio, but if you don't save in between, what takes long due to naming of samples the audio files are lost

just some DAW standard functionality where you name a track, e.g. Track 1 "MnM-Bass", resulting in autosaving of what is recorded to that track as "MnM-Bass_1.wav", "MnM-Bass_2.wav" etc. the recording workflow is very quick and powerful, but the saving still needs too much time in my opinion.

i guess, what makes an autosaving solution difficult on the OT is how to avoid that the CF card is not flooded by thousands of loops you don't even need. but maybe that could be solved with making autosaving optional per track.

==

Re:A new record mode would make looping easier
Posted by electrolegs - 2011/02/13 18:39
_____

Or you could just purge unused samples.

==

Re:A new record mode would make looping easier
Posted by gurulogic - 2011/02/13 18:59
_____

Purge unused samples does not clear "excess" files from the disk, only clears them from being loaded into memory for the current project. Or am I missing something?

I think a consolodate project function similar to how Ableton Live does it would be a godsend for OT sample management.

==

Re:A new record mode would make looping easier
Posted by gurulogic - 2011/02/13 19:02
_____

A mute mode so we don't always have to hold the function button to mute and unmute tracks, but make it so that it doesn't hide anything on the display!

==

Re:A new record mode would make looping easier
Posted by RobbieNerve - 2011/02/13 19:11
_____

gurulogic wrote:
A mute mode so we don't always have to hold the function button to mute and unmute tracks, but make it so that it doesn't hide anything on the display!

You've got the mixer button for that ;) but agreed it does hide the other stuff on the screen.

.R

==

Re:OT feature requests
Posted by RobbieNerve - 2011/02/13 19:18
_____

My list of preferred features so far:

1. Accept external midi clock
2. Ability to freely assign outputs to track, like on the monomachine (AB/CD for stereo or A/B/C/D mono)
3. Midi implementation chart published so I know which midi cc number belongs to which parameter
4. seq transpose the way it is implemented on the monomachine (with the FIX option to exclude tracks from transposing)
I'd love to be able to make samples pitch through midi.

Without doubt there will be more I'd be wanting ;)

oh yes and 5. password / pincode protection to prevent my girlfriend from sneaking away with the octatrack ;)

.R

==

Re:OT feature requests
Posted by gurulogic - 2011/02/13 21:08
_____

RobbieNerve wrote:

oh yes and 5. password / pincode protection to prevent my girlfriend from sneaking away with the octatrack ;)

.R

oooh, yea that would be a burn!

==

Re:OT feature requests
Posted by Daim - 2011/02/16 02:25
_____

My new no1 request: a way to lower the volume for all OT channels with one knob movement.. I can mix with MD and OT and fade the MD out by using its main volume knob or the OT mixer section. But when I want to switch to a MD pattern completely I have to lower the volume of each OT channel individually which is really annoying. Of course I could create a scene but I'd have to do this for every part on every bank...

==

Re:OT feature requests
Posted by lostinmanuals - 2011/02/16 03:08
_____

1. The allready mentioned Oneshot Rectrigger
2. Sequential switched Oneshot Rectrigger/Looprecording

= looprecording, each loop is recording to a new Track
gives 8 takes, each on a own Track.
Not only useful for manual playing and recording, also very cool for recording a modularsynth while jamming

==

Re:OT feature requests
Posted by Daim - 2011/02/16 04:22
_____

Fader curve settings.. that would be so cool :cheer:

==

Re:OT feature requests
Posted by wurl - 2011/02/16 07:31
_____

I would love to have autostart after tap tempo, like you just have to tap tempo four times and it starts on next beat...
(maybe it's already possible but I didn't find how)

==

Re:OT feature requests
Posted by gurulogic - 2011/02/16 07:37

_____

reload or load part as a per row setting in arrangement mode. Also, can parts even be used in arrangements? Unclear..

===

Re:OT feature requests
Posted by heckadecimal - 2011/02/16 09:24

_____

gurulogic wrote:
 Also, can parts even be used in arrangements? Unclear..

The part you set for a pattern is then saved with it; change a pattern, and the part changes with it (if you save the part with it).
The way I see it, if spread evenly across a bank you have 4 patterns to a part.

===

Re:OT feature requests
Posted by 8asz - 2011/02/16 13:50

_____

I'd like more than 4 parts per bank... I'd slice to have the option to have unique prt per pattern for very diverse patterns ... Or at least 8 parts per bank ...

Or 64 or 128 parts per project, allowing parts to be used with any pattern in any bank instead of tying parts to one particular bank ...

===

Re:OT feature requests
Posted by lymtronics - 2011/02/16 15:16

_____

Daim wrote:
My new no1 request: a way to lower the volume for all OT channels with one knob movement.. I can mix with MD and OT and fade the MD out by using its main volume knob or the OT mixer section. But when I want to switch to a MD pattern completely I have to lower the volume of each OT channel individually which is really annoying. Of course I could create a scene but I'd have to do this for every part on every bank...

There are Main and Cue volume controls in the mixer section. Should do what you want.

===

Re:OT feature requests
Posted by Steril707 - 2011/02/17 00:02

_____

8asz wrote:
I'd like more than 4 parts per bank... I'd slice to have the option to have unique prt per pattern for very diverse patterns ... Or at least 8 parts per bank ...

Or 64 or 128 parts per project, allowing parts to be used with any pattern in any bank instead of tying parts to one particular bank ...

This.

Would love to have an autoassigned part per pattern (so thats 16 parts per bank).

_____

If I want one part stretched among a few patterns, I can still do that then.

It's just bad, I have to switch Banks if I want every played pattern to be unique soundwise...

===

Re:OT feature requests
Posted by Daim - 2011/02/17 00:07
_____

lymtronics wrote:
Daim wrote:
My new no1 request: a way to lower the volume for all OT channels with one knob movement.. I can mix with MD and OT and fade the MD out by using its main volume knob or the OT mixer section. But when I want to switch to a MD pattern completely I have to lower the volume of each OT channel individually which is really annoying. Of course I could create a scene but I'd have to do this for every part on every bank...

There are Main and Cue volume controls in the mixer section. Should do what you want.

No, because the main output volume also affects the incoming signals. I cannot lower the volume of an OT pattern without lowering the volume of the incoming MD pattern as well.

===

Re:OT feature requests
Posted by Aviation Parkway - 2011/02/17 03:04
_____

8asz wrote:
I'd like more than 4 parts per bank... I'd slice to have the option to have unique prt per pattern for very diverse patterns ... Or at least 8 parts per bank ...

Or 64 or 128 parts per project, allowing parts to be used with any pattern in any bank instead of tying parts to one particular bank ...

yep totally agree here

===

Re:OT feature requests
Posted by Daim - 2011/02/17 03:10
_____

Aviation Parkway wrote:
8asz wrote:
I'd like more than 4 parts per bank... I'd slice to have the option to have unique prt per pattern for very diverse patterns ... Or at least 8 parts per bank ...

Or 64 or 128 parts per project, allowing parts to be used with any pattern in any bank instead of tying parts to one particular bank ...

yep totally agree here

+1

===

Re:OT feature requests
Posted by brettweldele - 2011/02/17 03:20
_____

yep 4 parts per project is pretty small.

===

Re:OT feature requests
Posted by Daim - 2011/02/17 03:31
_____

it's per bank, so it's actually 1 part per 4 patterns.

==

Re:OT feature requests
Posted by Daim - 2011/02/17 04:24
_____

Another thing: Some kind of send/return fx group like on the MD would be very helpful for for muting single tracks. For example adding some delay to a track before muting it to make it fade out a bit more smoothly. That's not possible with the track effects because the delay is killed as soon as you mute a track. (Also not quite possible with track 8 as master because you cannot send just a single track to the delay.)

edit: Oh wait, If you could stop single tracks (which will obviously be implemented) it would be possible too. An option for quantizing the start and stop of a track like when changing patterns would be great.

Go elektron go :cheer:

==

Re:OT feature requests
Posted by battery collection - 2011/02/17 08:23
_____

1 - finish the sequencer. even just the core md/mnm stuff for now. like if i change a pattern length from 16->32 or 32->64, it should double the current one, just like the md/mnm do.

2 - i should be able to demo samples while i'm scrolling through a folder and pressing the machine's trig key. i dove down that deep, don't make me select each one, press the trig key a few times, decide i don't like it, dive back in, select another one (blindly), decide i don't like that, dive back in, etc...

==

Re:OT feature requests
Posted by gurulogic - 2011/02/17 08:56
_____

battery collection wrote:

2 - i should be able to demo samples while i'm scrolling through a folder and pressing the machine's trig key. i dove down that deep, don't make me select each one, press the trig key a few times, decide i don't like it, dive back in, select another one (blindly), decide i don't like that, dive back in, etc...

try the cue button?

==

Re:OT feature requests
Posted by gurulogic - 2011/02/18 09:48
_____

OK, here's a biggy. I keep wishing I could apply affects to a group of tracks but not the master. I think a great way to accomplish this would be if the neighbor machine playback seetup could be used to select up to 6 track sources via the A-F value knobs.I see this as being more versatile if the current neighbor machine behavior were bypassable and all inputs could be manually selected. The playback section for the neighbor machine would set the input levels for each of the 6 inputs.

==

Re:OT feature requests

Posted by glaive - 2011/02/18 10:23

_____

I'd like to be able to mute crossfader moves for certain tracks and not others -- that is, the crossfader isn't necessarily global.

==

Re:OT feature requests

Posted by lostinmanuals - 2011/02/18 10:23

_____

battery collection wrote:
1 - finish the sequencer. even just the core md/mnm stuff for now. like if i change a pattern length from 16->32 or 32->64, it should double the current one, just like the md/mnm do.

yeah, i wish that hardly too

==

Re:OT feature requests

Posted by bsmith - 2011/02/20 06:44

_____

It would be neat to have some way for us to build some kind of lfo designer library so folks could swap them around - rhythm patterns, quantized scales, etc... So some way to make designed lfo's portable, please.

==

Re:OT feature requests

Posted by Paranoiak - 2011/02/20 08:45

_____

+1

==

Re:OT feature requests

Posted by lostinmanuals - 2011/02/20 19:29

_____

hardly missed,

 Pattern remove

pleeeease

==

Re:OT feature requests

Posted by Bathrobe - 2011/02/20 21:54

_____

pattern remove? you donÂ´t mean pattern clear, do you? because that already is possible.
iÂ´d like very much to be able to copy a full pattern from one bank to another, including all maschine assignments.
so if i have a bank full of patterns i can carry them over to the next bank and quickly continue working with them.
right now if i switch banks i start with 8 tracks of static machines.

==

Re:OT feature requests

Posted by Jims computer beats - 2011/02/21 00:24
_____

lostinmanuals wrote:
hardly missed,

 Pattern remove

pleeeease

If you want to delete a pattern, you can press function+play (clear) while NOT in record mode (otherwise it will only delete the track you're currently on).

I don't know if it's implemented yet though (but I would think so). Never had to delete a pattern yet!

==

Re:OT feature requests
Posted by Bathrobe - 2011/02/21 00:50
_____

it is. tried it this morning. even the green light from the pattern selector goes dark. nice!

i wish i knew how to make a variation from a pattern.
letÂ´s say i have a pattern and i want some machines to have some different values in another pattern.
if i just copy a pattern then every change i make affects the original pattern also.
i know i could p-lock everything but i feel i loose some freedoms if i do that.
now how about parts. pattern 1 is assigned to part 1. i copy the pattern to pattern 2 and that also automatically is assigned to part 1. how can i carry the settings from part 1 to part 2?
for loveÂ´s sake i cannot do that.
maybe itÂ´s just one of those days...
can anyone follow what i want to do and maybe show me a way how to do that?
thank you

==

Re:OT feature requests
Posted by lostinmanuals - 2011/02/21 04:37
_____

thanks, i know pattern clear.
I need also pattern remove.
when i clear a pattern the light on the pattern grid for that pattern is still on.
I need a complete removement.
Thats very important when arranging/placing the patterns to their final trig/space

Pattern clear just clears up the events, not the pattern itself,
or have i overlooked something ?

==

Re:OT feature requests
Posted by Bathrobe - 2011/02/21 04:49
_____

octausers should be able to setup an initpattern of their own.
why is it that every new pattern starts with 8 static machines?
i guess itÂ´s because we have 0.99e still.

==

Re:OT feature requests
Posted by Paranoiak - 2011/02/21 06:38

_____

Bathrobe wrote:
it is. tried it this morning. even the green light from the pattern selector goes dark. nice!

i wish i knew how to make a variation from a pattern.
letÂ´s say i have a pattern and i want some machines to have some different values in another pattern.
if i just copy a pattern then every change i make affects the original pattern also.
i know i could p-lock everything but i feel i loose some freedoms if i do that.
now how about parts. pattern 1 is assigned to part 1. i copy the pattern to pattern 2 and that also automatically is
assigned to part 1. how can i carry the settings from part 1 to part 2?
for loveÂ´s sake i cannot do that.
maybe itÂ´s just one of those days...
can anyone follow what i want to do and maybe show me a way how to do that?
thank you

Extended mode (like Machinedrum) wanted !

You can copy "track" parameters, check the manual but you can't copy "scene" parameters... snif...

==

Re:OT feature requests
Posted by gurulogic - 2011/02/21 07:25
_____

Bathrobe wrote:
octausers should be able to setup an initpattern of their own.
why is it that every new pattern starts with 8 static machines?
i guess itÂ´s because we have 0.99e still.

Start a new project, set it up how you like and "save to new project" and leave the original as your template for each
project.

==

Re:OT feature requests
Posted by lostinmanuals - 2011/02/21 08:59
_____

wish (allready mentioned from other users in other threads)

Mixer settings (tracklevel, trackmute) independent for each Pattern
---------> new page in system menu to toggle between mix-global and mix-perPattern.

ofcourse as is now can have advantages in some situations,
as wished can have advantages in other situations,
both is needed, hardly !

==

Re:OT feature requests
Posted by lostinmanuals - 2011/02/21 09:01
_____

wish:

Loopmode to audition only selected Bars.
hardly missed !!!
or do i miss something ?

==

Re:OT feature requests
Posted by Bathrobe - 2011/02/21 19:11

_____

Bathrobe wrote:

i wish i knew how to make a variation from a pattern.
letÂ´s say i have a pattern and i want some machines to have some different values in another pattern.
if i just copy a pattern then every change i make affects the original pattern also.
i know i could p-lock everything but i feel i loose some freedoms if i do that.
now how about parts. pattern 1 is assigned to part 1. i copy the pattern to pattern 2 and that also automatically is
assigned to part 1. how can i carry the settings from part 1 to part 2?

found it :cheer: on page 29 of the manual it says:
Copy/paste/clear commands are available in the EDIT PARTS menu.

So with that i can finally make variations of a pattern and carry them over to another bank.
When pasting a part onto a new pattern it sounds weird but change to an old pattern and get back to the new one, the
copy then sounds as expected.

Regarding the template. What if i start a new set? Would i have to make my templates all over again?

==

Re:OT feature requests
Posted by Veets - 2011/02/22 02:58

_____

"DUAL MODE"

In Dual Mode, specially-prepared samples where each side is monophonic can be re-panned and re-muted
independently. For example, if there is a synth lead on the hard left and a bassline on the hard right, Dual Mode allows
independent processing and re-panning of the two.

This essentially gives you a Sixteen-Trak.

Could also be fun with true stereo samples, allowing you to mess with the stereo image.

==

Re:OT feature requests
Posted by gurulogic - 2011/02/23 18:17

_____

function + xfader should switch interface view to the other 8 tracks! :laugh:

==

Re:OT feature requests
Posted by dylannau - 2011/02/24 03:53

_____

Paranoiak wrote:
Bathrobe wrote:

You can copy "track" parameters, check the manual but you can't copy "scene" parameters... snif...
Yes, this bums me out. Just spent half hour building a very cool scene, but now I can only use it on that one track
forever! This makes me sad, I would like to have this scene available at any time for any track. Maybe I am missing
something here?

Scene COPY and PASTE sure would be nice.

==

Re:OT feature requests
Posted by gurulogic - 2011/02/24 04:02
_____

+1 for scene copy!

===

Re:OT feature requests
Posted by lostinmanuals - 2011/02/24 05:15
_____

+1

next:
need a mixerpage with Track 1-7 visible and on the Knobs.

===

Re:OT feature requests
Posted by howdragonsdisappear - 2011/02/24 05:55
_____

new fx :
stereo imager
 (or even more 3D spacer, programmable Leslie ...)

position (x y z parameters)
like if we move our head
maybe add some high shelf or double notch filters to create some rear effect, sound coming from behind !

Symmetry :
-63: left phase +90°
0 : no disphase
+63 : right phase +90°
no attenuation

width
mono to wide and even wider

===

Re:OT feature requests
Posted by RubixGroove - 2011/02/24 06:13
_____

^^^^^ Bad ass effect idea there, Dragons!

===

Re:OT feature requests
Posted by Paranoiak - 2011/02/24 06:47
_____

dylannau wrote:
Paranoiak wrote:
Bathrobe wrote:

You can copy "track" parameters, check the manual but you can't copy "scene" parameters... snif...
Yes, this bums me out. Just spent half hour building a very cool scene, but now I can only use it on that one track forever! This makes me sad, I would like to have this scene available at any time for any track. Maybe I am missing something here?

Scene COPY and PASTE sure would be nice.
I had a reply from Elektron support and it seems to be planned ! :D

==

Re:OT feature requests
Posted by howdragonsdisappear - 2011/02/24 06:52
_____

great news !

==

Re:OT feature requests
Posted by heckadecimal - 2011/02/24 07:47
_____

Here's a different idea, that might prove hard to implement.

1 (or more) EFX block that can be a 'focus' effect.
So whichever track is currently selected, the effect applies to it.
Maybe the current effect blocks could be made to select sources other than the track they're on, a bit like MD's LFOs. So sources would be track 1-8 or focus track.

Hmmmm...

==

Re:OT feature requests
Posted by gurulogic - 2011/02/24 11:02
_____

Lock p-locks so that if you disable a step and enable it again the locks are still on the step. Good for live jamming sequence steps.

==

Re:OT feature requests
Posted by Paranoiak - 2011/02/24 11:23
_____

gurulogic wrote:
Lock p-locks so that if you disable a step and enable it again the locks are still on the step. Good for live jamming sequence steps.
+1

Because it's annoying to loose a plock when disabling a trigger... :-(

==

Re:OT feature requests
Posted by Aviation Parkway - 2011/02/24 12:18
_____

agreed

its nice to clear the p-lock though if its lame

perhaps a modifier key when added to the disable would clear the trig of its p-lock

===

Re:OT feature requests
Posted by SeanPrice - 2011/02/24 15:33
_____

I would really love it if the neighbor machine became more like a Bus machine where you would have a number of options on the playback page for how it functions. it would be nice to be able to switch it from an "insert" type processor or a "send" type processor.

===

Re:OT feature requests
Posted by SeanPrice - 2011/02/24 15:35
_____

it would also be great to use the amp page on the master track

===

Re:OT feature requests
Posted by lostinmanuals - 2011/02/25 02:15
_____

wish to have a shortcut that i can see all Plocks of a Step withiin one View.

===

Re:OT feature requests
Posted by gurulogic - 2011/02/25 04:34
_____

+ 1 for amp settings on master track and +1 for neighbor machine improvements. I already shot Elektron a suggestion outlining an alternative use for the neighbor track as a bus track that could receive audio from up to six other tracks. As it stands I only use the neighbor machine temporarily until I bounce the audio to free up the track.

===

Re:OT feature requests
Posted by scrag - 2011/02/25 05:32
_____

I'd like to see a bypass that can be toggled on the effects.

===

Re:OT feature requests
Posted by Paranoiak - 2011/02/25 11:18
_____

scrag wrote:
I'd like to see a bypass that can be toggled on the effects.
+1

===

Re:OT feature requests
Posted by Aviation Parkway - 2011/02/25 13:34
_____

3rd Effect bank

if you hold down both FX buttons ?

:woohoo:

==

Re:OT feature requests
Posted by Quarta330 - 2011/02/26 12:52
_____

greetings,

It is going to be great if it had function that sync to selected external audio signal input like Soundbite.

==

Re:OT feature requests
Posted by username - 2011/02/26 21:18
_____

Something to indicate when you are actually recording - like a readout in the lcd.

==

Re:OT feature requests
Posted by 8asz - 2011/02/26 21:56
_____

^^^ I recommended to elektron that they make the track button blink when sampling :)

==

Re:OT feature requests
Posted by lostinmanuals - 2011/02/27 03:42
_____

username wrote:
Something to indicate when you are actually recording - like a readout in the lcd.
on the very left and right are some small signs in the display assigned to tracks.
 this ----> +

==

Re:OT feature requests
Posted by Jim Pong - 2011/02/27 05:59
_____

Will the midi sequencer be able to send program changes on every step? Although the midi functionality is not working on the OT yet, maybe someone knows if a monomachine or a machinedrum can do this already, so it will be likely to see this functionality on the OT midi sequencer as well.

==

Re:OT feature requests
Posted by gurulogic - 2011/02/27 06:49
_____

More sample slots and waaay more ram please!!(96 MB only goes so far) I'm guessing there will be a 1GB upgrade someday, sure wish it was user upgradable! I'm not complaining and I love my OT to bits but it's 2011 and memory is dirt cheap so it should be able to load and play way more samples without having to press stop!

==

Re:OT feature requests
Posted by darenager - 2011/02/27 08:25
_____

Multi machine - a machine which has 8 samples assigned to it, the sample 1-8 can be selected to play using p-lock, would be good for chords and drums. Yeah you can do similar with sample locks, but plocking would be faster and more experimental (assign an LFO etc)

==

Re:OT feature requests
Posted by electrolegs - 2011/02/27 08:32
_____

8asz wrote:
^^^ I recommended to elektron that they make the track button blink when sampling :)

I suggested the rec lights stay red while recording. And I would like to see a visual input level on screen. Green LEDs don't cut it.

==

Re:OT feature requests
Posted by electrolegs - 2011/02/27 08:34
_____

gurulogic wrote:
More sample slots and waaay more ram please!!(96 MB only goes so far) I'm guessing there will be a 1GB upgrade someday, sure wish it was user upgradable! I'm not complaining and I love my OT to bits but it's 2011 and memory is dirt cheap so it should be able to load and play way more samples without having to press stop!

Completely agree. My guess is the are other limitations.

==

Re:OT feature requests
Posted by Aviation Parkway - 2011/02/27 11:49
_____

darenager wrote:
Multi machine - a machine which has 8 samples assigned to it, the sample 1-8 can be selected to play using p-lock, would be good for chords and drums. Yeah you can do similar with sample locks, but plocking would be faster and more experimental (assign an LFO etc)

absolutely +11111111 million !

polyphony on this thing would be deadly!

==

Re:OT feature requests
Posted by 8asz - 2011/02/28 05:00
_____

Is there any way to load entire folder into a part's machine (static or flex), without doing it one sample at a time)? Don't have my octatrack near me at this moment. the manual doesn't say.

==

Re:OT feature requests
Posted by gurulogic - 2011/02/28 08:51
_____

FXsuggestion- Transient shaper/designer similar in concept to something like Voxengo TransGainer or Schaak Transient Shaper. This would be very usefull IMO

==

Re:OT feature requests
Posted by Big Bang - 2011/02/28 21:27
_____

Backspace function when naming/renaming recorded and sliced samples. It will make this task much faster.

==

Re:OT feature requests
Posted by Jims computer beats - 2011/02/28 22:38
_____

I've seen a couple of people requesting changes with the way you enter names for samples/projects/etc.

Maybe those people already know this, but I'll throw it anyway because I'm not sure it's documented : while entering letters, you can hold function to see all letters at once and use the arrows to navigate to the letter you want. It's much faster that way!

Also, I can't wait for the static machines to have slice points. It's not really a feature request because it already says "coming soon" in the slice page of the static machine... I just wish it was there already!

==

Re:OT feature requests
Posted by data-line - 2011/02/28 23:08
_____

^^While on static slice page press YES and see what happens :D

==

Re:OT feature requests
Posted by Jims computer beats - 2011/02/28 23:22
_____

Wait, what?

==

Re:OT feature requests
Posted by yourmama - 2011/03/01 07:47
_____

i think a slice-to-transients option should be implemented.

==

Re:OT feature requests
Posted by darenager - 2011/03/01 08:13
_____

Midi machines independantly saved, so have a midi folder on the card, where you can save setups for various devices - channel, type, cc assignments etc, so each external device can have its own settings that can be freely loaded into the midi tracks.

==

Re:OT feature requests

darenager wrote:
Multi machine - a machine which has 8 samples assigned to it, the sample 1-8 can be selected to play using p-lock, would be good for chords and drums. Yeah you can do similar with sample locks, but plocking would be faster and more experimental (assign an LFO etc)

You can kind of do this already by putting your samples back to back in one longer sample and then selecting the appropriate slice, no?

==

Re:OT feature requests
Posted by darenager - 2011/03/01 08:44
_____

True, but it would be nice to be able to pick the samples from a list, and a bit more convenient;)

==

Re:OT feature requests
Posted by Amanita - 2011/03/01 21:59
_____

Anyone else prefer the mixer LEDs to be green instead of red so that its less easy to wipe out trigs by mistake (thinking you are in the mixer page and going for MUTEs)? I know it could still be confusing with trigless trigs but.......

Matthew

==

Re:OT feature requests
Posted by neilbaldwin - 2011/03/01 22:06
_____

yourmama wrote:
i think a slice-to-transients option should be implemented.

This would be a very welcome feature. If this happens, watch the classifieds for my copy of Ableton Live :laugh:

Slicing into equal divisions is only OK for some material. If you throw a sample in that has more 'fluid' timing, the slices end up in the 'wrong' places.

==

Re:OT feature requests
Posted by ark - 2011/03/01 22:12
_____

darenager wrote:
True, but it would be nice to be able to pick the samples from a list, and a bit more convenient;)
Especially as it would permit you to change one sample without changing the others.

==

Re:OT feature requests
Posted by ark - 2011/03/01 22:14
_____

When OT gets its MIDI sequencer, I would love to see a MIDI Learn facility as part of it.

In the MD and MnM sequencers, you can send a particular CC value on a particular MIDI channel, but you have to know what CC and channel to use. I'd like to be able to set it to "Learn" and then move the control on the other device that I

want to affect.

Think how useful that would be in using an OT to control an MD or MnM.

==

Re:OT feature requests
Posted by electrolegs - 2011/03/01 22:34

_____

+1 :cheer:

==

Re:OT feature requests
Posted by Jim Pong - 2011/03/02 01:07

_____

Being able to select patterns with external midi notes?

==

Re:OT feature requests
Posted by rivas3 - 2011/03/02 01:20

_____

hello friends. been a while since i have posted. i have read through the features request and their is lots of good things on here. one that i did not notice and which is crucial for me when playing live, which is possible on the MD, is to have the patterns of a specific bank contstantly up. this eliminates a multi button push to change the pattern and can be crucial when playing live and having multiple sequencers running in sync. which leads me to the next feature that im sure will be implemented, but i really need midi sync in enabled so i can finally run this with my live rig, which has an MPC as the master time code.
  another is when in the Mixer page, if a track has sequence data (playing) the correcsponding trig button could bling letting you quickly know which to mute. i know the screen shows you the triangle but the image is rather small and once again the quick visual feedback is a must for me.
  the realtime recording of plocks has already been mentioned and i feel is should be there as well. also realtime recording of trigs for tapping in a pattern.
  a "create a copy" of a sample from the system or load menu. i have loaded a sample into a seperate machine and once i made changes it effected the other track. this is something i havent had much time to test out, so i could be missing something on this. regardless, creating a new copy would be nice without having to load it into a machine and create new sample. not sure if ive made much sense out of this last one as im not totally sure about it myself :) .
cheers and i will be making an effort to post more as the OT has me wildly excited.
-Andy

==

Re:OT feature requests
Posted by darenager - 2011/03/02 07:25

_____

Indepandant levels in mixer for a,b,c,d inputs, rather than just 2 stereo.

==

Re:OT feature requests
Posted by Big Bang - 2011/03/02 11:51

_____

Individual slice processing. After slicing a sample it would be great to highlight a slice by either using one of the rotary encoders, the fader or the cursor keys to move to it, then when you'd push enter it would open the slice in a new window for dedicated processing (pitch shift, time stretch).

==

Re:OT feature requests
Posted by RobbieNerve - 2011/03/03 20:36

─────────────────────────────────────

Something for the feature requests.

Assign scenes to A/B with midi cc#

I have a midi controller hooked up to the octatrack.
In the octatrack Scene A accepts controller 101 and scene B accepts controller 102.

If I configure my controller to have several buttons send values 1,2,3 on cc# 101 then each button would respectively select scene 1,2,3 for scene A.
Another button sending values on cc# 102 would set the scene for scene B.

Maybe this is possible already but there is no midi implementation chart in the manual regrettably.

===

Re:OT feature requests
Posted by Bencodec - 2011/03/05 01:49

─────────────────────────────────────

Hey it seems to me that MLR has some sequencer features that would be REALLY nice on the OT. It's got an interesting workflow for manipulating the playback of audio loops.

I think i'd like to see a a loop legato mode, where loops playback and trigs mute or unmute sections. Much faster then having to create trigless trigs with volume locked to zero.
some of this can be done with slicing and consecutive trigs. however when i remove a trig to mute a slice i'd like it to be easier to add the trig back in and have to same slice still plocked to it.

I think it could be a different playback mode, similar to turning looping on and off.

Hmm, perhaps i can do this already be switching a trig to a trigless trig, rather then removing it. I'll try it tonight.

===

Re:OT feature requests
Posted by heckadecimal - 2011/03/08 23:42

─────────────────────────────────────

1) Copy/paste a bank from one project to another.

2) Modulate LFO designer start point.
I got this idea when somebody said they wanted to be able to randomly modulate the playback rate to either +/-63. You could design a squarewave-ish lfo, and use another LFO to jump around randomly choosing the 2 extremes. It wouldn't have to be a squarewave, you could put in a bunch more +63 steps if you wanted it to mostly play forward.

===

Re:OT feature requests
Posted by heckadecimal - 2011/03/09 06:25

─────────────────────────────────────

That 2nd idea would be good for setting a random amount for any event on a given step too...
That could give some serious (added) power to things.

I've always missed having a definable random amount that a step will trigger, like on the P3. But you could set the volume to this type of random to pull it off.

===

Re:OT feature requests
Posted by battery collection - 2011/03/13 08:56

_____

not sure if this has been mentioned (wish we had a per-thread search feature) but it really sucks that there's no external tempo sync or options to receive transport clock. is it just assumed that the OT should always be the master? 'cuz if so, that's weak.

==

Re:OT feature requests
Posted by ark - 2011/03/13 09:03
_____

battery collection wrote:
not sure if this has been mentioned (wish we had a per-thread search feature) but it really sucks that there's no external tempo sync or options to receive transport clock. is it just assumed that the OT should always be the master? 'cuz if so, that's weak.
I'm guessing that this will show up along with the rest of the MIDI control that's been promised in time for Musikmesse.

==

Re:OT feature requests
Posted by gurulogic - 2011/03/13 09:04
_____

keep in mind that the OS is very unfinished. I am sure you can expect to see FULL midi implementation and probably some other cool things too..

==

Re:OT feature requests
Posted by battery collection - 2011/03/13 10:52
_____

i know it's unfinished. i had an mnm when it could barely make noise. i'm just surprised that standard features in both the other boxes aren't in this one. especially when they even implemented sending midi sync options, just not receiving them.

==

Re:OT feature requests
Posted by Daim - 2011/03/13 20:45
_____

A fast way to select the next empty slot in the machine select menu.. it takes long when you have many machines in your project.

When leaving a folder by pressing left in the file browser the cursor should sit on that folder in the above folder and not at the first entry on the top... very annoying when browsing through samples

==

Re:OT feature requests
Posted by Daim - 2011/03/13 20:51
_____

And of course make more different wave formats and file names possible.. wherever I take samples from.. samples libraries, remix competitions.. I can only play like 20% of all my samples.......

I have to digg minutes through my sample library to find a sample that actually loads.. the most annoying thing is that I can preview them and not load them.

==

Re:OT feature requests
Posted by heckadecimal - 2011/03/14 03:12

_____

battery collection wrote:
i know it's unfinished. i had an mnm when it could barely make noise. i'm just surprised that standard features in both the other boxes aren't in this one. especially when they even implemented sending midi sync options, just not receiving them.

They've been very clear that it's coming.
Elektron are probably the most well MIDI-implemented machines around. Sending and receiving MIDI are not the same thing. From an OS development standpoint, receiving is much more complex.

==

Re:OT feature requests
Posted by Daim - 2011/03/14 03:56

_____

Another one: Holding down track button of a track which is currently not selected + turning knob changes parameter on that track without leaving the currently selected track.

==

Re:OT feature requests
Posted by gurulogic - 2011/03/16 15:41

_____

can we pretty please have an option to save track mutes as part of a pattern or at least stored as part of a scene? It would make things a lot easier.

==

Re:OT feature requests
Posted by Filemono11 - 2011/03/16 16:42

_____

gurulogic wrote:
can we pretty please have an option to save track mutes as part of a pattern or at least stored as part of a scene? It would make things a lot easier.

Yes! Yes! Yes! Please!

==

Re:OT feature requests
Posted by gurulogic - 2011/03/18 06:39

_____

I'm sure someone has already mentioned this, but the fact that the mixer mode is a far superior mode for live muting and soloing of tracks but then we can't access track parameters while in mixer mode sucks!

I propose one tap on the mixer button to switch to mute/solo mode with the track parameters exposed, a double tap takes you to the current mixer layout..Pleeeease? :)

==

Re:OT feature requests
Posted by gurulogic - 2011/03/18 15:41

_____

Really need something like the MD's ctrl-8p but wouldn't want to sacrifice a track to use it!
Might have to resort to external midi control..? (yea, yeah, I know "scenes" but I still like grabbing a knob for some things B))

===

Re:OT feature requests
Posted by Steril707 - 2011/03/18 16:44
_____

gurulogic wrote:
can we pretty please have an option to save track mutes as part of a pattern or at least stored as part of a scene? It would make things a lot easier.

YES!

Also the Mixerpage plus parameter change thing. Awesome idea..

===

Re:OT feature requests
Posted by darenager - 2011/03/19 01:43
_____

Slice - I'd really like the option to kill (mute) and reverse individual slices, so say you had a breakbeat, set up your slices, there might be a sound in there on slice 6 you don't want, mute it without changing the length of the sample.

Trim - Cut/paste - It would be nice if you could set the start and end points to a section of the waveform and cut it out, it would be good to have the option for the gap to remain or for the data each side to butt up (oi! no laughing in the back!) depending on what type of cut operation. Also the cut data could be pasted into a new sample for further edits.

===

Re:OT feature requests
Posted by ark - 2011/03/19 11:30
_____

I really, really want a way to record into a flex machine's record buffer in sync without having to set a record trig and then turn it off immediately to keep from overwriting the recording.

===

Re:OT feature requests
Posted by heckadecimal - 2011/03/19 11:42
_____

gurulogic wrote:
can we pretty please have an option to save track mutes as part of a pattern or at least stored as part of a scene? It would make things a lot easier.

That can be done either in the arranger or simply saving the level at zero. It would be inversely annoying to switch to a pattern and have the mutes change...
Same could be said for scenesâ€"set them to volume. I'm not sure I follow how you'd picture them storing mute settings.

===

Re:OT feature requests
Posted by gurulogic - 2011/03/19 12:01
_____

My counter argument to that would be that using the arranger can take away from realtime spontenaity. I suggest to have the fixed mutes per pattern as an option, not a fixed thing. Ultimately the option could be set per pattern but I doubt that would happen.
 I tend to like to switch to specific patterns with some tracks not yet activated. Using scenes with volume locked is a good workaround but it doesn't fully account for bobbing your head and deciding on the fly for when to drop a track back in. It's not always easy (for me) to remember which track contains what, so when I see a bunch of unmuted tracks and the volume is down on some of them it can be risky to hit a mute button.

The Function + mute in mixer mode could also be an option but as it stands you cannot do this at the same time as changing a pattern.

===

Re:OT feature requests
Posted by lostinmanuals - 2011/03/19 17:53
_____

gurulogic wrote:
My counter argument to that would be that using the arranger can take away from realtime spontenaity. I suggest to have the fixed mutes per pattern as an option, not a fixed thing. Ultimately the option could be set per pattern but I doubt that would happen.
 I tend to like to switch to specific patterns with some tracks not yet activated..
to have mutes assigned to patterns is a absolutely must for me.
Without this i can't work with the OT

That having mutes independent of patterns is a must for other people respectivly another way of working is clear enough too.
best solution is a choosable setting per project or maybe even per pattern.

===

Re:OT feature requests
Posted by data-line - 2011/03/19 18:23
_____

gurulogic wrote:
I'm sure someone has already mentioned this, but the fact that the mixer mode is a far superior mode for live muting and soloing of tracks but then we can't access track parameters while in mixer mode sucks!

I propose one tap on the mixer button to switch to mute/solo mode with the track parameters exposed, a double tap takes you to the current mixer layout..Pleeeease? :)

I remember mentioning this to elektron, maybe it will happen :)

===

Re:OT feature requests
Posted by darenager - 2011/03/19 18:35
_____

Slice - extract current slice as new sample.

Mixer - pushing encoder mutes input

Trim - transpose selection, a permanent transpose operation.

===

Re:OT feature requests
Posted by audible - 2011/03/19 19:21
_____

An option that allows to mute a track before fx are applied. Sometimes you want those delays and reverbs to outlast the muted audio. That would spare the need of a master track.

===

Re:OT feature requests
Posted by BobTheDog - 2011/03/19 22:00
_____

darenager wrote:
Slice - extract current slice as new sample.

Trim - transpose selection, a permanent transpose operation.

Would love these two,as well as copy and paste that worked and more improvements on the recording latency.

==

Re:OT feature requests
Posted by gurulogic - 2011/03/20 03:44
_____

audible wrote:
An option that allows to mute a track before fx are applied. Sometimes you want those delays and reverbs to outlast the muted audio. That would spare the need of a master track.

+1

==

Re:OT feature requests
Posted by dogoftears - 2011/03/20 04:09
_____

audible wrote:
An option that allows to mute a track before fx are applied. Sometimes you want those delays and reverbs to outlast the muted audio. That would spare the need of a master track.

silly, just lock amp-volume!

u can also function-swipe the amp volume knob to essentially get a little trig switch for bursting inputs/loops thru delays and schtuff.

==

Re:OT feature requests
Posted by audible - 2011/03/20 04:15
_____

dogoftears wrote:

silly, just lock amp-volume!

Yeah, I know... but muting/unmuting is a more immediate way to improvise.

==

Re:OT feature requests
Posted by dogoftears - 2011/03/20 06:04
_____

audible wrote:
dogoftears wrote:

silly, just lock amp-volume!

Yeah, I know... but muting/unmuting is a more immediate way to improvise.

so is the x-fader... design a scene for doing this kind of dub effect on a couple channels at once and you've got a dynamic improv element.

in general i've found that expertise w/ the OT comes with learning strings of button pushes in perfect sequence. so for example you have Mixer mode up, and a crazy scene loaded. u jam the scene as your heading towards the fourth bar, then on the fourth bar switch the active scene to something like a delay freeze effect or the above describe amp fades with wet fx fade out-- during that window of delay freeze/fx fade, let go of the scene button, hit a couple mute/unmute buttons (remember yr in mixer mode) and then swing the x-fader back to dry before 1. then you get a pretty slick transition. takes practice but i think that's what this box is all about. whereas other "deep" or complex devices don't offer performance value, if you can get used to the common button combos needed on the Octa, you get very dynamic results.

i second the feature request to have one push on mixer bring up the trigs with continued access to track parameters, and a double click bring up the actual mixer pane. i love the new function-mutes in Mixer mode btw.

===

Re:OT feature requests
Posted by gurulogic - 2011/03/20 06:47
_____

A "tag" for LFO's that have parameters locked to any scene.

I find it a little too easy to forget I have an LFO that is only active for specific scenes so I reassign it to something else.. oops!:blush:

===

Re:OT feature requests
Posted by N.Rain - 2011/03/20 08:23
_____

Just because I love asking for endless amounts of things that I will never get..:laugh:

..an option to reload current part on change, meaning that if this option were assigned per part, whenever a new part were loaded the last part used would be reloadedt. This would be especially usefull in regard to scenes as I tend to use a specific scene when first switching to a pattern/part and a different scene for the transition out of a pattern.
When changing patterns there is no way to assign the "intro" scene or reload the part for when I next use the pattern, instead I am stuck with the "exit" scene. Kinda awkward!

Oh, and more parts pleeease! :)

===

Re:OT feature requests
Posted by darenager - 2011/03/20 17:15
_____

Sampling mode - Threshold, turn encoder in rec setup to THOL, push encoder to make level window pop up, set level. Now sampling starts when input source hits level set. Probably only useful for ext input sampling, but I wished for it yesterday when trying to play something in manually, also make it so that if the trig is not removed it won't overwrite if you are not fast enough.

===

Re:OT feature requests
Posted by RubixGroove - 2011/03/20 17:20
_____

^ That'd be a great idea. I still haven't figured out how to sample using the inputs, but this feature would make sampling my drum set very, very painless! Great idea, D.

===

Re:OT feature requests
Posted by data-line - 2011/03/20 18:12
_____

darenager wrote:
Sampling mode - Threshold, turn encoder in rec setup to THOL, push encoder to make level window pop up, set level. Now sampling starts when input source hits level set. Probably only useful for ext input sampling, but I wished for it yesterday when trying to play something in manually, also make it so that if the trig is not removed it won't overwrite if you are not fast enough.

Yeap threshold setting and overwrite mode is what it needs !!!

===

Re:OT feature requests
Posted by neilbaldwin - 2011/03/20 18:26
_____

data-line wrote:
darenager wrote:
Sampling mode - Threshold, turn encoder in rec setup to THOL, push encoder to make level window pop up, set level. Now sampling starts when input source hits level set. Probably only useful for ext input sampling, but I wished for it yesterday when trying to play something in manually, also make it so that if the trig is not removed it won't overwrite if you are not fast enough.

Yeap threshold setting and overwrite mode is what it needs !!!

I was thinking of another way to implement Trig recording the other day: make it so that using the ONE2 mode toggles sampling on/off. So, say you had a Recording Trig on step 1 of a Pattern, the first time playback hits the Rec Trig, sampling starts, the second time (essentially once the Pattern has looped) sampling should stop. This would make playing live into the OT a fair bit easier - at least you'd have a Pattern's length in which to clear the Rec Trig.

===

Re:OT feature requests
Posted by data-line - 2011/03/20 18:57
_____

^^ that is another good idea, i am sure* those elfs at sweden will be coming with a way for this function :)

===

Re:OT feature requests
Posted by Rusty - 2011/03/20 19:11
_____

Midi file import.

(already requested this to Elektron)

===

Re:OT feature requests
Posted by electrolegs - 2011/03/20 19:17
_____

neilbaldwin wrote:
data-line wrote:
darenager wrote:
Sampling mode - Threshold, turn encoder in rec setup to THOL, push encoder to make level window pop up, set level. Now sampling starts when input source hits level set. Probably only useful for ext input sampling, but I wished for it yesterday when trying to play something in manually, also make it so that if the trig is not removed it won't overwrite if you are not fast enough.

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This is golden!! nice one. Please suggest that to them.

===

Re:OT feature requests
Posted by gliiitches - 2011/03/20 19:47
_____

neilbaldwin wrote:
data-line wrote:
darenager wrote:
Sampling mode - Threshold, turn encoder in rec setup to THOL, push encoder to make level window pop up, set level. Now sampling starts when input source hits level set. Probably only useful for ext input sampling, but I wished for it yesterday when trying to play something in manually, also make it so that if the trig is not removed it won't overwrite if you are not fast enough.

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+1

This is how I thought record trigs would work, to be honest. Kind of a 'one shot' recording mode.

===

Re:OT feature requests
Posted by neilbaldwin - 2011/03/20 20:08
_____

Rusty wrote:
Midi file import.

(already requested this to Elektron)

Say what!?

===

Re:OT feature requests
Posted by neilbaldwin - 2011/03/20 20:12
_____

gliiitches wrote:

This is how I thought record trigs would work, to be honest. Kind of a 'one shot' recording mode.

Me too, to be honest.

I suspect this is probably how the dedicated Looper machines will work but (speaking as a coder myself) I'd imagine this behaviour would take about 5 minutes to implement into the 'normal' recorders.

Don't make me say the "L" word*, Elektron.

*lawsuit

===

Re:OT feature requests

Posted by darenager - 2011/03/20 21:02

_____

New machine - input pitchshift, realtime input signal can be shifted in pitch, a few taps would be nice so you could make chords from a mono source etc, maybe +|- 1 octave, and a mix amount for the signal input and the shifted.

===

Re:OT feature requests

Posted by N.Rain - 2011/03/21 01:08

_____

-scene lock mode
Pressing Function + double tapping Scene would enter "Scene Lock" mode, removing the need to press the Scene button to change scenes.While in this mode, scenes 1-8 would only be assingable to Scene A and scenes 9-16 would only be assignable to Scene B. Also while in this mode, track select buttons would function as instant mte/unmute wiithout use of the Function key. Pattern selection would of course continue to function normally.

-studio mode?
I am thinking that once midi is implemented, having full midi control of pattern, scene and fader from your DAW would allow for really tight studio integration. Send midi CC's to control pattern selection (unquantized), scene selection for both Scene A and Scene B and a crossfader disconnect mode to use remote midi CC's to control the scene fades/transitions. This would allow your hands to be freed for realtime tweaking while DAW synced transitions occured. (if not realtime tweaking, then use your DAW to draw full midi curves for all controls. This would would allow 100% studio integration!)

===

Re:OT feature requests

Posted by Thomas - 2011/03/21 02:29

_____

darenager wrote:
New machine - input pitchshift, realtime input signal can be shifted in pitch, a few taps would be nice so you could make chords from a mono source etc, maybe +|- 1 octave, and a mix amount for the signal input and the shifted.

Cant you just use the recorders for that? Set up three tracks recording the same source, and plock the pitch to different settings.

===

Re:OT feature requests

Posted by electrolegs - 2011/03/21 10:17

_____

auto-save and auto-load recorder option - I suggest this should be auto assigned to a free static slot and the corresponding track slot changed to a static automatically. Or at least the option to do it automatically. It's still a lil tedious finding an empty static slot and loading in.

===

Re:OT feature requests

Posted by Steril707 - 2011/03/21 14:56

_____

gliiitches wrote:
neilbaldwin wrote:
data-line wrote:
darenager wrote:
Sampling mode - Threshold, turn encoder in rec setup to THOL, push encoder to make level window pop up, set level.

Now sampling starts when input source hits level set. Probably only useful for ext input sampling, but I wished for it yesterday when trying to play something in manually, also make it so that if the trig is not removed it won't overwrite if you are not fast enough.

Yeap threshold setting and overwrite mode is what it needs !!!

I was thinking of another way to implement Trig recording the other day: make it so that using the ONE2 mode toggles sampling on/off. So, say you had a Recording Trig on step 1 of a Pattern, the first time playback hits the Rec Trig, sampling starts, the second time (essentially once the Pattern has looped) sampling should stop. This would make playing live into the OT a fair bit easier - at least you'd have a Pattern's length in which to clear the Rec Trig.

+1

This is how I thought record trigs would work, to be honest. Kind of a 'one shot' recording mode.

One more +1.
Would be really helpful if trig recording worked that way.

ps: btw, I really love the new auto naming feature.

===

Re:OT feature requests
Posted by gliiitches - 2011/03/21 15:40
———————————————————————————

Master track to be modified so that up to five effects can be used.

The Playback, Amp, and LFO pages are empty currently so why not use these for more FX assignments? Then I could have an EQ, compressor, and reverb on the master track!

Oh and while we're on FX, could the delay and reverb be made available on both FX1 & FX2?

===

Re:OT feature requests
Posted by lostinmanuals - 2011/03/21 15:44
———————————————————————————

Scene A/B mode.
i like to change scenes in paires.
press one trig button to change both scenes

===

Re:OT feature requests
Posted by darenager - 2011/03/21 19:31
———————————————————————————

Thomas wrote:
darenager wrote:
New machine - input pitchshift, realtime input signal can be shifted in pitch, a few taps would be nice so you could make chords from a mono source etc, maybe +|- 1 octave, and a mix amount for the signal input and the shifted.

Cant you just use the recorders for that? Set up three tracks recording the same source, and plock the pitch to different settings.

Yeah, but 3 tracks dude!

===

Re:OT feature requests
Posted by mikikiki - 2011/03/21 20:14
———————————————————————————

wet/dry on lo-fi effect

===

Re:OT feature requests
Posted by Bathrobe - 2011/03/21 20:55

_____

1. especially with bigger cf-cards one tends to have more folders on them.
going one up, the selector jumps to the first folder.
wished it would stay on the one i just left.

2. being able to rename files with a usb keyboard and deleting files.

3. if i use a project with samples from different folders, i would like to save all files used in that project to the same folder.
of course i could resample but then some flexibilty of the song structure would get lost.

4. recording real-time of parameter changes with knobs,fader and mutes. guess it will come with midi implementation. did anyone ask elektron about this already?

===

Re:OT feature requests
Posted by electrolegs - 2011/03/21 22:07

_____

Bathrobe wrote:
1. especially with bigger cf-cards one tends to have more folders on them.
going one up, the selector jumps to the first folder.
wished it would stay on the one i just left.

2. being able to rename files with a usb keyboard and deleting files.

3. if i use a project with samples from different folders, i would like to save all files used in that project to the same folder.
of course i could resample but then some flexibilty of the song structure would get lost.

4. recording real-time of parameter changes with knobs,fader and mutes. guess it will come with midi implementation. did anyone ask elektron about this already?

Please make sure you mention number 1 to elektron. That is a really good point and one I always get frustrated with!

===

Re:OT feature requests
Posted by howrya - 2011/03/21 22:34

_____

A static midi machine (more than 4 bars midi) ?
hi , really i just want it doing what it was advertised as doing but seeing as everyone is asking i thought i should stick my oar in . i know nothing about the architecture of this machine but i thought it would be great if u could stream midi off the card the way the static machines do, as in longer than 4 bars to outside midi gear and if possible to its own sequencer too . Would this be feasible cause it would result in a seriously less restricted the machine and its probably not that far off technically what is possible / easy ? The static machine go past 4 bars why not a static midi machine Akai been doing this for a long time now not to talk about computers , etc , etc . Maybe a (simple even) Octatrack native midi editor tacked onto C6 ?
And roll on OS V1 ASAP please ! I knew it'd be not finished but half built is a bit mad(from my perspective) . I'm trusting Elektron on the pretext that they are instrument builders not a consumer technology company . i hope I'm right . Its a very interesting / cool piece of kit by the way . I'm down with working with restriction , you get more out of less that way but don't over limit it tho , the music tech bar is set very high these days !

===

Re:OT feature requests

Posted by Rusty - 2011/03/22 05:00
_____

neilbaldwin wrote:
Rusty wrote:
Midi file import.

(already requested this to Elektron)

Say what!?

Hey, not all of us are going to / want to use the OT as the heart of our setup.

I got the OT to be my main sequencer / sampler to drive my live rig, and to use as an additional tool in the studio. It's not the centrepiece, and it's not the be all and end all.

I don't think I have much interest in diligently reprogramming all my synth parts onto the OT's midi tracks when they become available.

Importing/Exporting of midi files is basic sequencer functionality, so why not?

==

Re:OT feature requests
Posted by RobbieNerve - 2011/03/25 21:22
_____

I think I posted it already somewhere, but I have my concerns about the octatrack.

When you see the pictures in the manual showing how to hook the OT up, its either as the centerpiece / audio hub, an FX box or a DJ tool.

I miss having the ability to route the tracks to the outputs. When I ordered the octatrack the site told me it had 4 outputs (2 stereo).
No real info about two outputs being wasted (in my opinion) as CUE outs, without the option to freely assign tracks them to either the normal or the CUE outs.
Also it would be neat if you can decide where the CUE audio signal is routed to.
I'd prefer to have the CUE routed to the headphone output for example, thus freeing the four outputs to use them on the mixer.

just my two eurocents ;-)

.R

==

Re:OT feature requests
Posted by papertiger - 2011/03/25 21:43
_____

RobbieNerve wrote:
I think I posted it already somewhere, but I have my concerns about the octatrack.

When you see the pictures in the manual showing how to hook the OT up, its either as the centerpiece / audio hub, an FX box or a DJ tool.

I miss having the ability to route the tracks to the outputs. When I ordered the octatrack the site told me it had 4 outputs (2 stereo).
No real info about two outputs being wasted (in my opinion) as CUE outs, without the option to freely assign tracks them to either the normal or the CUE outs.
Also it would be neat if you can decide where the CUE audio signal is routed to.
I'd prefer to have the CUE routed to the headphone output for example, thus freeing the four outputs to use them on the mixer.

just my two eurocents ;-)

.R

i feel really strongly about the output handling of the Octatrack and sent Elektron an email. I hope they change things. I'd encourage you to write an email explaining how you would like to use the OT and why the current routing options don't work.

M

==

Re:OT feature requests
Posted by RobbieNerve - 2011/03/25 21:51
_____

Hi PT :-)

already did that and I personally would like to have the same flexibility the monomachine has :-), got a reply they understood what I meant.

It's just crazy such a flexible machine is totally inflexible concerning assigning tracks to outputs.
It's like buying a new car, and the heating can only be off or on, nothing in between.;).

Ah well, I have faith in elektron and I guess it will be changed in a newer OS sometime.

and I'm a bit impatient for the midi machines / midi slave abilities. For me this would be the moment I am in business with the OT, and I can slave it to my MPC2500 :).

.R

==

Re:OT feature requests
Posted by dogoftears - 2011/03/26 02:59
_____

i'm confused, i hold cue+track button and it assigns that track to cue out. pretty straight forward. i do wish the cue out would run thru some "copy" of the master-out channel (track 8).... can u guys talk more about what's wrong w/ the cue out functionality?

i believe if you bring up the mixer pane you can choose whether the headphones listens to cue or master or a mix of both.... will turn on octa later to confirm that.

==

Re:OT feature requests
Posted by darenager - 2011/03/26 05:23
_____

Yeah, you can kinda use the cue as an alt stereo out as it is, but I admit before I found out I was like WTF? But a proper option would be nice. Then with panning you could have 4 mono.

==

Re:OT feature requests
Posted by RobbieNerve - 2011/03/26 19:19
_____

@daren and @dog

I know the cue trick but you cant mute a track that's routed to CUE like you mute normal tracks.
I'm hoping for a solution not a ducktape-paperclip-chewinggum workaround :)

.R

==

Re:OT feature requests
Posted by Psykisk - 2011/03/27 03:35
_____

Not sure if it has been posted yet or if it's possible but it would be cool to make groove templates from analyzing audio like you can do in DAWs. I'd imagine it would be a matter of applying the slicing of a sample, saved as a midi pattern, to the swing of a track, or something along those lines. You can do a lot with the micro-timing but I'm a drummer and would love to add my own feel (or perhaps some other drummer's) to the patterns I make with the OT.

==

Re:OT feature requests
Posted by Robbert - 2011/03/29 21:15
_____

The OT NEEDS "Per-Track-Accent-Tracks", urgently! Right now there isn't any accent functionality as it seems :(

==

Re:OT feature requests
Posted by neilbaldwin - 2011/03/29 21:17
_____

Robbert wrote:
The OT NEEDS "Per-Track-Accent-Tracks", urgently! Right now there isn't any accent functionality as it seems :(

P-Lock the VOL setting on the AMP page?

==

Re:OT feature requests
Posted by Robbert - 2011/03/29 21:20
_____

honestly, for me that's not the same as accent. I'd really like to have it as it is on the MD

==

Re:OT feature requests
Posted by neilbaldwin - 2011/03/29 21:27
_____

Robbert wrote:
honestly, for me that's not the same as accent. I'd really like to have it as it is on the MD

You can P-Lock (pretty much) anything, on any Pattern step. I'm not sure how much more you'd want out of a dedicated accent?

Sounds like I'm being pissy but I'm not. Just wondering how it's implemented on MD (I don't have one :( )

==

Re:OT feature requests
Posted by gliiitches - 2011/03/30 20:40
_____

Call me mad, but I've been through all 27 pages of this thread and tried to group the requests together on a Word document under headings like 'Machines', 'Sampling', 'Global settings' etc. There is a fair bit of duplication on this thread (to be expected) so I wondered if it's worth adding a feature requests section to the OT WIKI, so that people can look

under a section and see if something has already been suggested?

My work isn't perfect I'm sure - I've done it fairly quickly so might have missed a couple of things, or misunderstood what people meant and put an idea under a wrong heading. But I think it's a fair attempt to try and organise the OT feature requests.

I can tell you that so far there are over 100 different ideas on this thread. The most popular seem to be (in no particular order):

Add a sidechain to the compressor
Better file/folder organisation and navigation
More track mute options
Real-time p-lock recording
Improve output routing flexibility
Better handling of one-shot samples
A granular machine
More than 4 parts per bank
Improved sample managament
One-shot recording mode or a looper machine
Able to record direct to CF card, and record a 'performance' to the card
Lots of ideas for scenes - particularly linking/changing patterns with scenes; and copy/paste scene options
Control over indivdual slices of a loop

Most of these have 4 - 8 people supporting the idea. About 11 people want to see one-shot recording/ a looper machine.

==

Re:OT feature requests
Posted by neilbaldwin - 2011/03/30 22:09
_____

Sterling work! :D

To save me going over the 20-odd pages and because it should be fresh in your memory, what is the 'control over individual slices' category? Is this above and beyond what can already be done?

==

Re:OT feature requests
Posted by gliiitches - 2011/03/30 22:28
_____

 Arrangements
Reload or load part as a per row setting in arrangement mode. Also, can parts even be used in arrangements?

Extended mode like on MD.

Effects
Sidechain on compressor. (4)

Add a noise gate.

Add a ring mod.

Add a transient designer. (2)

Add delay/reverb to FX slot 1. (2)

Add stereo imager â€“ xyz parameters; like if we move our head maybe add some high shelf or double notch filters to create some rear effect, sound coming from behind. (2)

Add a rotary/Leslie effect. (2)

EFX block that can be a 'focus' effect. So whichever track is currently selected, the effect applies to it. Maybe the current

effect blocks could be made to select sources other than the track they're on, a bit like MD's LFOs. So sources would be track 1-8 or focus track.

A bypass that can be toggled on the effects. (2)

3rd FX bank â€" accessed by pressing both FX buttons together.

Wet/dry on lo-fi effect.

Global options / improvements
Accents â€" per-track accent tracks (more flexible than p-locking volume), like it is on the MD.

Fader curve settings.

File/folder navigation â€" make general workflow improvements / A fast way to select the next empty slot in the machine select menu.. it takes long when you have many machines in your project / File/folder navigation â€" When leaving a folder by pressing left in the file browser the cursor should sit on that folder in the above folder and not at the first entry on the top... very annoying when browsing through samples / Being able to rename files with a usb keyboard and deleting files. (4)

Function + Track Trig = taken to Track Page like on the MD.

LEDs â€" mixer LEDs to be green instead of red so that its less easy to wipe out trigs by mistake.

Master track â€" more options; able to use Amp settings on master track / use unused pages for more FX. (3)

Mixer â€" encoders act as mutes when pressed for the inputs / main / cue. (2)

Other mute options â€" not everyone happy with current methods to mute / option to save track mutes as part of a pattern or at least stored as part of a scene / An option that allows to mute a track before fx are applied. (7)

Mixer â€" able to access track parameters while in mixer mode. (3)

Mixer â€" control over all track levels in mixer mode. One way â€" when holding down a TRACK button the master LEVEL knob controls the level of that track. the other PARAMETER knobs could also be assigned other mixing functions like panning etc. (2)

Mixer â€" a way to lower the volume for all OT channels with one knob movement.

Mixer â€" option to have mixer settings on a per pattern basis.

Mixer â€" If a track has sequence data (playing) the correcsponding trig button could bling letting you quickly know which to mute.

Memory â€" More sample slots and waaay more ram please. (2)

P-Locks - Function + parameter while in record mode (or similar) to set a default p-locked value to all steps in the current pattern.

P-Locks â€" realtime recording. (6)

P-Locks â€" option to lock p-locks so that if you disable a step and enable it again the locks are still on the step. Good for live jamming sequence steps / Perhaps a modifier key when added to the disable would clear the trig of its p-lock. (3)

P-Locks â€" wish to have a shortcut to see all Plocks of a Step within one View.

P-Locks â€" holding down track button of a track which is currently not selected + turning knob changes parameter on that track without leaving the currently selected track.

Routing â€" option to use the cue outputs as alternate outputs / send cue to headphones only / have a mono mode to use A/B/C/D outs as 4 mono outs. (5)

Routing â€" Independent levels in mixer for a,b,c,d inputs, rather than just 2 stereo.

Routing â€" master volume to be controlled by volume knob

Routing – some kind of send/return fx group like on the MD would be very helpful for for muting single tracks.

Routing – something like the MD's ctrl-8p but wouldn't want to sacrifice a track to use it!

Scale setup – on step lengths less than 16, the next 15 steps start on a new page.

Swing – allow 'groove templates' to be extracted from audio files.

Tempo – more inbetween steppings when setting the original speed of a static track.

Tempo – autostart after tap tempo, like you just have to tap tempo four times and it starts on next beat.

Track names (sample names) – visible all at once at the top level / in large fonts. (3)

LFOs
Envelope follower – add EF deluxe in the LFO section

LFO designer – allow variable length of the waveforms.

LFO designer – some way of sharing custome LFOs with other OT users. (2)

LFO designer – Modulate LFO designer start point. (2)

LFO reset – at the start of the pattern / restart when you press play. (2)

A "tag" for LFO's that have parameters locked to any scene.

Machines
New machine for one-shot samples – a '128 Machine'; like flex machine but a knob to select one of 128 samples loade
something like the DigiPro BBox machine on the MnM, except you bring your own samples / option for tracks in the same
pattern bank to have their own samples from the 128 loaded / Multi machine - a machine which has 8 samples assigned
to it, the sample 1-8 can be selected to play using p-lock, would be good for chords and drums. Yeah you can do similar
with sample locks, but plocking would be faster and more experimental (assign an LFO etc) (4)

New Machine – 'Granular' machine; possible controls of the Granular Machine could be Start, Length, Sweep Amount,
Sweep Rate, Grain Size, Smooth Amount, grain Time/Length, Number of grains / possibly make this a granuar effect
rather than a machine. (5)

New machine – input pitchshift, realtime input signal can be shifted in pitch, a few taps would be nice so you could make
chords from a mono source etc, maybe +|- 1 octave, and a mix amount for the signal input and the shifted.

Neighbor machine – playback seetup could be used to select up to 6 track sources via the A-F value knobs.I see this as
being more versatile if the current neighbor machine behavior were bypassable and all inputs could be manually
selected. The playback section for the neighbor machine would set the input levels for each of the 6 inputs. (3)

Midi machines independantly saved, so have a midi folder on the card, where you can save setups for various devices -
channel, type, cc assignments etc, so each external device can have its own settings that can be freely loaded into the
midi tracks.

MIDI
MIDI tracks – could be set for each track whether to be Key or Drum.

Able to assign a different note number and midi channel to a sample, so you can play 16 samples per midi channel, in
different mute groups.

Accept external midi clock / tempo sync. (2)

Midi implementation chart published so we know which midi cc number belongs to which parameter

Seq transpose the way it is implemented on the monomachine (with the FIX option to exclude tracks from transposing)
I'd love to be able to make samples pitch through midi.

MIDI sequencer to be able to send program changes on every step.

When OT gets its MIDI sequencer, I would love to see a MIDI Learn facility as part of it. (2)

Select patterns via MIDI. / Assign scenes via MIDI / full midi control of pattern, scene and fader from your DAW would allow for really tight studio integration. Send midi CC's to control pattern selection (unquantized), scene selection for both Scene A and Scene B and a crossfader disconnect mode to use remote midi CC's to control the scene fades/transitions. (3)

MIDI file import.

Patterns / Parts
Switching patterns/parts â€" option to have samples from a previous part playing after you switched to a new part and then instantly change to the samples/machines of the new part individually for each machine.

More than 4 parts per bank. (6)

Patterns of a specific bank contstantly available. This eliminates a multi button push to change the pattern and can be crucial when playing live.

Pption to reload current part on change, meaning that if this option were assigned per part, whenever a new part were loaded the last part used would be reloadedt. This would be especially usefull in regard to scenes as I tend to use a specific scene when first switching to a pattern/part and a different scene for the transition out of a pattern.

Projects
Display name of currently loaded project on LCD.

Copy/paste a bank from one project to another.

Samples
Sample format â€" support for more file formats (e.g. MP3) (2)

Sample management â€" way of marking a sample that is in use by any project, part, tracks / more sample management options / per track auto-save option / â€˜consolidateâ€™ project samples / learn some lessons from DAWs / more file name option. (7)

Sample manipulation â€" ability to fade one sample into another using the cross fader.

Sample preview â€" option to preview in time with track (i.e. not as it is on the CF card.)

Sample transfer â€" allow OT to send/recieve samples via turbo midi to/from the MDUW.

Sample copy option â€" for making non-destructive changes to original sample.

Chromatic sample playback.

Dual Mode â€" specially-prepared samples where each side is monophonic can be re-panned and re-muted independently. For example, if there is a synth lead on the hard left and a bassline on the hard right, Dual Mode allows independent processing and re-panning of the two / function + xfader should switch interface view to the other 8 tracks. (2)

Sampling / Recording
Simple sample mode â€" for taking lots of samples in succession.

â€˜One touchâ€™ recording / sampling.

Sampling â€" auto-normalise feature.

Sampling â€" â€˜one shotâ€™ recording mode, or make it so that using the ONE2 mode toggles sampling on/off. / Or a looper machine. Add a dedicated looper machine / Allow different â€˜passesâ€™ of a loop to be recorded to different track so you can have up to 8 layers on the 8 OT tracks. (11)

Static recording â€" recording directly to the CF card without time limit / some kind of â€˜masterâ€™ track recorder to capture a performance. (4)

Flex Rec's â€" be able to dynamically switch the from pre to post and back and forth.

Syncing â€" It is going to be great if it had function that sync to selected external audio signal input like Soundbite.

Something to indicate when you are actually recording - like a readout in the lcd / make the track button blink when sampling. (3)

Backspace function when naming/renaming recorded and sliced samples. It will make this task much faster.

Sampling Threshold â€" turn encoder in rec setup to THOL, push encoder to make level window pop up, set level. Now sampling starts when input source hits level set. (3)

Auto-save and auto-load recorder option - I suggest this should be auto assigned to a free static slot and the corresponding track slot changed to a static automatically. Or at least the option to do it automatically. It's still a lil tedious finding an empty static slot and loading in.

Scenes
Scenes linked to patterns â€" be able to switch patterns with scenes, while morphing parameters as normal / â€˜Crossfader triggerable modeâ€™, acting like the hold function from the LFO. The value's would be held until the next step when it would update. (4)

Scenes linked to slicing â€" loop slices mappable to scenes; can kind of be done with the start parameter, but not as accurately.

Scene management â€" recall in A/B pairs.

Scene management â€" "Copy/paste scene" functions. Take the current scene A, whatever it might be, and copy it somewhere. Let's say I can copy it to whatever scene is currently assigned to B. That will let me start with whatever the current state of scene A is and tweak it, while playing, to my heart's content â€" and still return to whatever it was at the time I decided to copy it. (6)

Scene management â€" some lights to show which trigs have scene info written to them and which are blank (only when holding either scene button).

Scene management â€" scene browser; some way of picking a scene and finding out all of the parameters that it controls.

Mute crossfader moves for certain tracks and not others - that is, the crossfader isn't necessarily global.

Scene lock mode â€" pressing Function + double tapping Scene would enter "Scene Lock" mode, removing the need to press the Scene button to change scenes. While in this mode, scenes 1-8 would only be assingable to Scene A and scenes 9-16 would only be assignable to Scene B. Also while in this mode, track select buttons would function as instant mte/unmute wiithout use of the Function key. Pattern selection would of course continue to function normally.

Sequencer
Clearer indication of which page when editing in the sequencer (e.g. on LCD.) (2)

Different modes of step travel (Forward/Backwards/Pendulum/ Random/Odd/Even) on a per track basis.

Quantized start/stopping of tracks.

Finish the sequencer. even just the core md/mnm stuff for now. like if i change a pattern length from 16->32 or 32->64, it should double the current one, just like the md/mnm do. (2)

Slicing / Trimming
Slices â€" control over parameters of each indidual slice (e.g. pitch) separate to master tempo / trigger slices from external controller / control over slice payback options, and make it possible to make some slices immune to p-locks. (4)

Slices â€" start parameter on the playback page changes to slice number - so 1 increment = 1 slice, the slice knob to be scaled so that no matter what division you use the knob will work 1-1.

More/better ways of smoothing out clicks & pops automatically. (3)

Lockable/fixable loop window â€" set the loop points to say 1 bar in an 8 bar sample ; lock down the points so they may be shifted around the sample to pick an alternate bar. Allow loop lock to be p-locked.

Slice-to-transients option should be implemented. (2)

Loop legato mode, where loops playback and trigs mute or unmute sections. Much faster then having to create trigless trigs with volume locked to zero.

Cut/paste â€" It would be nice if you could set the start and end points to a section of the waveform and cut it out, it would be good to have the option for the gap to remain or for the data each side to butt up (oi! no laughing in the back!) depending on what type of cut operation. Also the cut data could be pasted into a new sample for further edits.

Extract current slice as new sample. (2)

Trim - transpose selection, a permanent transpose operation. (2)

Track options
Content â€" see if a track has content before I unmute it. I think all eketron machines suffer this issue.

Trig behaviour
An option like how slide is done.

When you set a trig in the sequencer, it does not actually get set until you release the button after pressing it / maybe preview through headphones, but doesnâ€™t sound in the master output until you release. (3)

Filter envelope â€" able to be triggered by trigless trigs.

Options to randomise placement of trigs / randomise trig settings.

Trigger slices using trig buttons.

==

Re:OT feature requests
Posted by neilbaldwin - 2011/03/30 22:48
_____

faints

==

Re:OT feature requests
Posted by gliiitches - 2011/03/30 22:52
_____

neilbaldwin wrote:
faints

Ha ha ha! I hope in a good way?! :laugh:

Apologies if I missed anything out from the list. And I know I've grouped some feature requests together, which is me interpreting things as I see them, so if I've put stuff together that doesn't belong (or under a wrong heading) then apologies also!

It was a few hours work, but hopefully useful in terms of seeing if stuff has been requested before.

==

Re:OT feature requests
Posted by Bathrobe - 2011/03/31 03:18
_____

+1 to move that to an editable wiki.
I guess (hope) it saves someone at elektron hq some time, which in turn can then be used for something else.

==

Re:OT feature requests
Posted by N_Rain - 2011/03/31 18:01

_____

I'll add another one to the growing list.. A way to assign per trig (not global) parameter locks to scenes.

===

Re:OT feature requests

_____

Has the list been sent to elektron?
Amazing suggestions in there.

===

Re:OT feature requests

_____

neilbaldwin wrote:
Robbert wrote:
The OT NEEDS "Per-Track-Accent-Tracks", urgently! Right now there isn't any accent functionality as it seems :(

P-Lock the VOL setting on the AMP page?

+1 for accents!!
P-locking is an option, but not as immediate and user friendly as accents, especially on long patterns!

While we're on the subject on long patterns, is it just me of the OT doesn't duplicate the first 16 steps when extending a sequence??

===

Re:OT feature requests

_____

neilbaldwin wrote:

Sounds like I'm being pissy but I'm not. Just wondering how it's implemented on MD (I don't have one :( )

not pissy no :)

on the MD, you hit function + accent, are taken to the accent page, where you can select which tracks you want to apply the accents to (you can for example select "all") and the "velocity" of the accent from 1 to 15.

you then place accents with the trigs.

it's painless and great fun. the main difference with p-locking volumes is that you can instantly apply the accents to all tracks. Something that could take a while if you have 8 tracks of 64 steps each:blink:

===

Re:OT feature requests

_____

a couple more ideas that i haven't seen in my quick browse of all those pages

---

- make it easier to see what step you're on when filling the sequence with trigless trigs.
as it stands, if I fill the whole 16 steps with trigless trigs, I have a really hard time distinguishing which step i'm currently on while the sequence runs.

- a way for us to see the level of resampling without having to get into record mode. Right now, if I want to resample and get optimal levels, i get into recording mode, pick internal, then the LED flashes to show "incoming" signal. Oh, it's too loud. Get out of record, into the mixer page, turn the main down a bit. Back into record mode...oh, still too loud...mm, back to mixer page, turn down..back to record..now it's too low..you get the idea :)

a wild suggestion:

how about a "scene sequencer" ?
enter scene sequencer mode.
place triggers. For each trigger, you can lock a value for scene A from 1 to 16, a value for scene B from 1 to 16, and a value for the crossfader placement, from 1 to 127.

I keep dreaming about that idea. what great fun it would be!!

==

Re:OT feature requests
Posted by Jims computer beats - 2011/04/05 22:17
_____

SecretMusic wrote:
neilbaldwin wrote:
Robbert wrote:
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P-Lock the VOL setting on the AMP page?

+1 for accents!!
P-locking is an option, but not as immediate and user friendly as accents, especially on long patterns!

While we're on the subject on long patterns, is it just me of the OT doesn't duplicate the first 16 steps when extending a sequence??

You can copy a 16 steps "page". While in record mode, go to the page you want to copy using the scale button, then hold SCALE and press RECORD (copy). Then go to the page you want to paste it using the scale button, hold SCALE and press STOP (paste).

==

Re:OT feature requests
Posted by SecretMusic - 2011/04/05 23:43
_____

Jims computer beats wrote:
SecretMusic wrote:
neilbaldwin wrote:
Robbert wrote:
The OT NEEDS "Per-Track-Accent-Tracks", urgently! Right now there isn't any accent functionality as it seems :(

P-Lock the VOL setting on the AMP page?

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You can copy a 16 steps "page". While in record mode, go to the page you want to copy using the scale button, then hold SCALE and press RECORD (copy). Then go to the page you want to paste it using the scale button, hold SCALE and press STOP (paste).

cool, and thx for that :)
while I'm aware of this, I would like it to be just like it says in the manual, and like it does on the MD and MnM, and copy steps automatically. I know it will come, and it's certainly not a big deal, just a remark!

==

Re:OT feature requests
Posted by speak_onion - 2011/04/06 01:01
_____

Hi, I'm new, but would like to chime in some feature requests for this OT I just bought and really am liking.

I"d like the AMP envelope parameters to be sync'd to tempo and displayed in note increments (e.g., 1/16, 1/8, 1/4 1/2, 1, 2, 4, etc.) so that you could use it to play specific rhythms with the samples, and it would be maintained over tempo changes.

I don't think mixer settings should be saved with parts, especially cue volume. If I'm using the cue output as an external FX send, I don't want the send to be reset to zero when I change to a pattern with a different part. Even the track volumes, when I'm tweaking them, I don't want them to automatically reset on me. Besides, there's always the AMP volume parameter for that.

+1 to being able to copy banks between projects. I need that.

And +1 to wet/dry or bypass for the FX.

This is kind of pie-in-the sky, but I'd love to see some gain expansion on the LOFI effect so that it wouldn't add so much volume when things get very distorted. A master volume would also be nice for that effect.

Sorry to be so picky on my first day. I really do like the OT a lot!

==

Re:OT feature requests
Posted by N_Rain - 2011/04/06 04:37
_____

SecretMusic wrote:

a wild suggestion:

how about a "scene sequencer" ?
enter scene sequencer mode.
place triggers. For each trigger, you can lock a value for scene A from 1 to 16, a value for scene B from 1 to 16, and a value for the crossfader placement, from 1 to 127.

I keep dreaming about that idea. what great fun it would be!!

That sounds like an awesome idea. In my head it would be the perfect OT equivelent of "Ctr-All"
How about pressing Scene A or Scene B would override with the currently selected scene?

==

Re:OT feature requests
Posted by SecretMusic - 2011/04/06 05:25
_____

N_Rain wrote:
SecretMusic wrote:

a wild suggestion:

how about a "scene sequencer" ?
enter scene sequencer mode.
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I keep dreaming about that idea. what great fun it would be!!

That sounds like an awesome idea. In my head it would be the perfect OT equivelent of "Ctr-All"
How about pressing Scene A or Scene B would override with the currently selected scene?

mm..tasty :P

===

Re:OT feature requests
Posted by sovietpop - 2011/04/06 12:07
_____

The "End" parameter so we can modulate loop lenght.

===

Re:OT feature requests
Posted by SecretMusic - 2011/04/06 16:13
_____

sovietpop wrote:
The "End" parameter so we can modulate loop lenght.

Yes!
+10 to that

===

Re:OT feature requests
Posted by Thomas - 2011/04/06 17:11
_____

The picture up at elektron.se shows a flex machine with start and end parameters.

What id like, is an length parameter instead of the end parameter. So if you loop something and hits a perfect pitch, you can change only the start parameter to keep the pitch of the loop. Instead of having to p-lock / modulate both start and end parameter.

===

Re:OT feature requests
Posted by N_Rain - 2011/04/07 01:25
_____

hmm.. they've move all the parameters except pitch around on the pic at elektron.se. Also the loaded part appears to have a name. Interesting indeed..

===

Re:OT feature requests
Posted by SecretMusic - 2011/04/07 03:27
_____

N_Rain wrote:

hmm.. they've move all the parameters except pitch around on the pic at elektron.se. Also the loaded part appears to have a name. Interesting indeed..

uh oh..more naming? :dry:

==

Re:OT feature requests
Posted by N_Rain - 2011/04/10 18:03
_____

Sure wish there were three fx blocks per track.. or at least a fixed filter per track and then two additional fx blocks. I find I use the filter a LOT so that means I only get one more effect without sacrificing a virgin to a neighbor track. 3 fx per track please!

==

Re:OT feature requests
Posted by Robbert - 2011/04/10 19:00
_____

A fast EnvelopeGenerator per Track. The AmpPage is not doing the job (as I like it to be done) to form a sample within the OT. A "decay" parameter would be appreciated. Workarounds with LFOs is not so nice...

In gerneral it would be very nice to have some soundforming parameters (like form the MD) within the OT, maybe the ramp and tick from the trx-machines, the rdec from the efm-machine. I don't think this would render the md useless next to the ot. But at this point the OT simply lacks some basic soundforming-tools, so at least a decay and a ramp parameter are basic.

==

Re:OT feature requests
Posted by audible - 2011/04/11 04:30
_____

edit double post

==

Re:OT feature requests
Posted by audible - 2011/04/11 04:31
_____

sovietpop wrote:
The "End" parameter so we can modulate loop lenght.

Amen.

==

Re:OT feature requests
Posted by N_Rain - 2011/04/11 04:35
_____

audible wrote:
sovietpop wrote:
The "End" parameter so we can modulate loop lenght.

Amen.

look at the big picture..
http://www.elektron.se/

==

Re:OT feature requests
Posted by Mosquera - 2011/04/12 01:03
_____

This is my feature requests OT :

-   In the Mixer able to access all track volume parameters while in mixer mode.

-    Track Parameter reset (No part) : How can I reset all knobs to "original settings of an untouched" Track, Â´cause if I overtweak an track and I only want to go back to normal settings. ItÂ´s definitive   not cool to move all knobs back to original settings.

-    If you press a button to lock (parameter locks) the setting I set it up and press it again I would have the same configuration of this parameter

-   Midi sequencer accepts several notes at once in one step

-    New Machine for polyphony on a single track.

-   Sync External

-   Fader curve settings

-   Real time Rec (MD style)

==

Re:OT feature requests
Posted by autogen - 2011/04/14 09:53
_____

Can we have some better routing functionality for those of us who are using the cue outputs as alternative effects outputs please.

Ideally: cue+function and track would switch between outputs (mute one and un-mute the other) for that track so we can creatively switch routing during a performance more easily.

Also: make the level knob scale the level of both the main and cue outputs simultaneously so that after changing the level of a track there won't be a significant change in level when switching between outputs. Holding cue will still let you change the cue output independently though. Or perhaps a 'link' option for the main and cue levels in the system menu for those of us who need it?

Or at least,: cue+function and level knob would scale the level of both the main and cue outputs simultaneously.

Cheers.

==

Re:OT feature requests
Posted by assun - 2011/04/14 10:19
_____

Pressing buttons: Scene A (B) + Part -> copy current part into current Scene.
Ofcourse, if scene not empty, maybe need window "Scene not empty. Are You shure?" or/and undo function
This feature need for crossfading beetwen pars, eg... and for easy/fast Scene filling
tsanx

==

Re:OT feature requests
Posted by Aviation Parkway - 2011/04/15 02:23
_____

Double Click the knobs to return to neutral/starting value

ie; Low Freq EQ Knob set at 64,
turned down to 1, cutting the bass,
double press, jumps back to 64

Fader Curves
hold down A+B Scene buttons (maybe +Function key)
display fader curves between A+B
linear, curved, and sloped
X........ (__)......... "\"__/

==

Re:OT feature requests
Posted by lostinmanuals - 2011/04/15 05:14
_____

Need:
Parameter Value for the 7 Knobs allways visible in teh display.

I don't need animated Knobs in the diplay !
I don't need space to grab those virtual Knobs in the display !
But i allways need to see the Value that is adjusted !
is that not one of the senses of the display ? can't understand

==

Re:OT feature requests
Posted by Daim - 2011/04/15 05:38
_____

I like it because I think live it's better to have a visual representation of the absolute value of the current position of the knob than just a number.

When you want to see the number u can also just push the knob.

==

Re:OT feature requests
Posted by Bridge - 2011/04/15 06:12
_____

Transient detection for slicing. Equal divisions just doesn't cut it.

==

Re:OT feature requests
Posted by lostinmanuals - 2011/04/15 19:06
_____

Daim wrote:
I like it because I think live it's better to have a visual representation of the absolute value of the current position of the knob than just a number.

When you want to see the number u can also just push the knob.

when they move the virtual Knobs in the display a bit upwards,
why should that change anything on the visual representation of that Knob ?
me too, i like to see the position of the virtual knob
but on retrigger,(short) Delay Values, cranked up feedback values, the knobposition itself is not enough.
I don't see any logic in your answer

===

Re:OT feature requests
Posted by Daim - 2011/04/16 00:25

_____

well.. you said you don't need animated knobs and i answered why i like the animation. didn't know you were talking about the grabbing animation only

===

Re:OT feature requests
Posted by MK7 - 2011/04/16 00:35

_____

The pitch p-locking via MIDI keyboard starting from OS 0.998 is just great. Even greater would be a generalized kind of that feature in a way similar to the MnM's key tracking settings, so you could select which parameter to be locked via keyboard, e.g. sample selection, slice number or even FX parameter values..

===

Re:OT feature requests
Posted by Jims computer beats - 2011/04/17 00:43

_____

I'd like to see an ADSR designer just below the LFO designer, where you could design an envelope which you could then select as the shape of an LFO (with one shot mode as an option) and route to whatever parameter you want. I like the AHR in the amp page, but the lack of a decay stage makes shaping percussion sounds harder; same with the filter. I know the OT is not really a synthesizer, but with the looping of single cycle waveform it can still be pretty awesome... It just lacks a full featured envelope!

===

Re:OT feature requests
Posted by Mosquera - 2011/04/18 19:58

_____

OT My feature requests:

- ADSR: volume envelope Attack / Decay / Sustain / Release in samples

- Reset the DATA ENTRY KNOBS: pressing FUNCTION + TRIG KNOBS

- Realtime Rec Fader function

- Reset Track

===

Re:OT feature requests
Posted by Robbert - 2011/04/18 21:22

_____

Jims computer beats wrote:
I'd like to see an ADSR designer just below the LFO designer, where you could design an envelope which you could then select as the shape of an LFO (with one shot mode as an option) and route to whatever parameter you want. I like the AHR in the amp page, but the lack of a decay stage makes shaping percussion sounds harder; same with the filter. I know the OT is not really a synthesizer, but with the looping of single cycle waveform it can still be pretty awesome... It

just lacks a full featured envelope!

an envelope was what I requsted, at least a decay - unfortunately elektron answerd, that at the moment a decay parameter is not planned for the ot. For me that's a real weakness of the ot since I am - other than you - not happy with the AHR amp. No good (but this might be me not knowing better ...) is that the retrigger depends on HOLD an RELEASE, so if you shape a sample to a more percussive sound, retrigger renders useless :(resamplng is no option when the "decay" is supposed to be modulated live ...

===

Re:OT feature requests
Posted by tIB - 2011/04/18 21:30
_____

Robbert wrote:

an envelope was what I requsted, at least a decay - unfortunately elektron answerd, that at the moment a decay parameter is not planned for the ot. For me that's a real weakness of the ot since I am - other than you - not happy with the AHR amp. No good (but this might be me not knowing better ...) is that the retrigger depends on HOLD an RELEASE, so if you shape a sample to a more percussive sound, retrigger renders useless :(resamplng is no option when the "decay" is supposed to be modulated live ...

Im not at all agianst the idea of more env settings but what about using the LFO designer to make your env? Seems pretty much what it was desinged for.

To retrigger your shaped percussive sound you can just resample that sound, open the envs wide and trigger away.

===

Re:OT feature requests
Posted by Robbert - 2011/04/18 21:38
_____

to use the lfo for an envelope curve is first of all not a really comfortable way of working it and moreover it uses up a lfo slot... why I am asking. there's an empty slot in the amp page that could be used for decay as the x-thingy only pops up with scenes, or funktion+something turns hold into decay... or ... or .... ;) actually I don't see that much of a use in HOLD anyway, just put an end parameter in the playback page.

and resampling is - as I wrote - no option when the "decay-length" is to be modulated, I would have to paste an infinite amount of snippets in a sample to work it.

===

Re:OT feature requests
Posted by Steril707 - 2011/04/18 23:43
_____

Only one thing, 16 parts for 1 bank, so each pattern may have its own part if needed.

(see the dedicated thread about the topic.. ;))

===

Re:OT feature requests
Posted by tIB - 2011/04/19 01:29
_____

Robbert wrote:
to use the lfo for an envelope curve is first of all not a really comfortable way of working it and moreover it uses up a lfo slot... why I am asking.

That may be the case, but it does solve your problem. There are also different ways to get your retrigger going- freeze delay will do the retrig thing without having to worry about the envelope, but then you lose an FX block... solves the problem of the modulated decay sound though.

===

Re:OT feature requests
Posted by Robbert - 2011/04/19 02:06
_____

tIB wrote:
Robbert wrote:
to use the lfo for an envelope curve is first of all not a really comfortable way of working it and moreover it uses up a lfo slot... why I am asking.

That may be the case, but it does solve your problem. There are also different ways to get your retrigger going- freeze delay will do the retrig thing without having to worry about the envelope, but then you lose an FX block... solves the problem of the modulated decay sound though.

yes, there are workarounds (and sometimes workarounds let you discover new, creative things) but we are talking about a decay parameter in the amp section, which obviously holds one free slot... a decay parameter, c'mon, it's not even funny to have to talk about a decay parameter in a "feature request thread", is it?

===

Re:OT feature requests
Posted by tIB - 2011/04/19 02:35
_____

Must admit Im not finding it fun to talk about the decay. Think Ill go back to avoiding OT threads, my new found enthusiasm for making helpful suggestions in them lasted all of 7 hours.

===

Re:OT feature requests
Posted by BobTheDog - 2011/04/19 06:01
_____

To be quite honest it is impressive you even get to 7 hours!

===

Re:OT feature requests
Posted by Bridge - 2011/04/19 09:35
_____

Bridge wrote:
Transient detection for slicing. Equal divisions just doesn't cut it.

Anybody else think this is a must have feature? It's the only thing that has me on the fence about the Octatrack. Oh by the way pun intended if that will help some people chat with me on the issue.

===

Re:OT feature requests
Posted by mbillings - 2011/04/21 03:40
_____

If you hold function when you move the start & stop times of a slice, it snaps to transients.

===

Re:OT feature requests
Posted by Jims computer beats - 2011/04/21 04:03
_____

mbillings wrote:
If you hold function when you move the start & stop times of a slice, it snaps to transients.

In fact it snaps to zero-crossing points, which is very handy...

===

Re:OT feature requests
Posted by speak_onion - 2011/04/21 04:06
_____

mbillings wrote:
If you hold function when you move the start & stop times of a slice, it snaps to transients.

I think it actually snaps to zero-crossings when holding , which is helpful, but not the same as transient detection.

Transient detection would be nice, but not easy to implement. I'd at least like to be able to snap to 1/16th notes or something, though.

edit: I'm too slow.

===

Re:OT feature requests
Posted by Jims computer beats - 2011/04/21 04:25
_____

You can create a 16th (or 4, 8, 24, 32, 48, 64th) slice grid in the slice menu, and it will cut your sample into 16 slices of the same length.

===

Re:OT feature requests
Posted by speak_onion - 2011/04/21 06:02
_____

Jims computer beats wrote:
You can create a 16th (or 4, 8, 24, 32, 48, 64th) slice grid in the slice menu, and it will cut your sample into 16 slices of the same length.

Yeah, but I want to do a 3/2 note slice followed by a 1/4 note slice followed by a 1/16 note slice, followed by a 1/8 note slice, etc. I tried just cutting it into 1/16ths and then deleting the slices I didn't want, but you can't snap the end of a slice to the start of the next slice. I can get what I want, but it just takes a long time.

===

Re:OT feature requests
Posted by jonajona - 2011/04/21 23:26
_____

i think it would be cool to have the option to define loop startpoint and looplength per track by pressing two triggerbuttons at the same time.
for example pressing function + triggerbutton 2 + triggerbutton 7, means loop this track from step 2 - 7.....

===

Re:OT feature requests
Posted by Bencodec - 2011/04/21 23:31
_____

this would be cool and very similar to using a monome with MLR

===

Re:OT feature requests
Posted by jonajona - 2011/04/21 23:44

_____

track play options like forward, backward, random etc... would be cool to have..

==

Re:OT feature requests
Posted by rennweg - 2011/04/22 00:31

_____

Bencodec wrote:
this would be cool and very similar to using a monome with MLR

MLR like functionality, maybe also as in Molar vst similar like using a monome, blablablabla..., would be a MILLION DOLLAR :bonus:!

==

Re:OT feature requests
Posted by mbillings - 2011/04/22 01:31

_____

speak_onion wrote:
mbillings wrote:
If you hold function when you move the start & stop times of a slice, it snaps to transients.

I think it actually snaps to zero-crossings when holding , which is helpful, but not the same as transient detection.

Transient detection would be nice, but not easy to implement. I'd at least like to be able to snap to 1/16th notes or something, though.

edit: I'm too slow.

ah i see.

==

Re:OT feature requests
Posted by Daim - 2011/04/23 04:50

_____

I really wish there was an adjustable crossfader curve like most dj mixers have it nowadays.

Because when using the crossfader to mix the volumes of MD and Mono or MD and OT for example the overall output volume is lowered way too much when the fader is in the center position.

==

Re:OT feature requests
Posted by Veets - 2011/04/23 05:06

_____

Daim wrote:
I really wish there was an adjustable crossfader curve like most dj mixers have it nowadays.

Because when using the crossfader to mix the volumes of MD and Mono or MD and OT for example the overall output volume is lowered way too much when the fader is in the center position.

Did you try the XVOL and the other options?

==

Re:OT feature requests
Posted by Daim - 2011/04/23 05:24

_____

Yes, it works as it's supposed to I think. I got a combination of XVOL and XDIR to fade between OT and MD.

But the crossfader curve is linear (I guess) and that's why the volume is being lowered already on the way to the center position.

Usually you can adjust that, so for example it starts being lowered as soon as the fader arrives in the second half.

==

Re:OT feature requests
Posted by Daim - 2011/04/23 05:32

_____

Oh I just read sth in the manual that it should be possible to avoid the volume dip. :blush:

I need to try around a bit more tomorrow and will report if and how I got it working.

==

Re:OT feature requests
Posted by Daim - 2011/04/23 06:16

_____

Hm there's definitely a noticeable volume fade on the way from max to the center position with XVOL. But it's smaller as when you assign the VOL parameter.

==

Re:OT feature requests
Posted by Steril707 - 2011/04/23 15:13

_____

Really?

Found it quite okay to work with.

==

Re:OT feature requests
Posted by Daim - 2011/04/23 18:33

_____

I can't work with it like it's now because it's way too quiet in the center position and gets noticeable louder as soon as I pull the fader over.

I'm on OS 0.99e still but didn't read anything about changes in the XDIR/XVOL fader curve in the change history.

When I have the OT playing and want to bring in just the HH of the MD for example and pull the fader to the center position the overall output gets a lot lower....

==

Re:OT feature requests
Posted by Quarta330 - 2011/04/23 18:52

_____

showing VU meter on mastertrack.
i could not find proper volume when i perform.

==

Re:OT feature requests
Posted by Daim - 2011/04/23 19:23

_____

Adding XVOL parameter to the master track would also be sweet.

==

Re:OT feature requests
Posted by Rusty - 2011/04/24 12:10

_____

Scenes

Would be nice if there was an indication as to which of the 16 scenes have been used in a pattern or not, rather then just active scene (and opposite scene)

(Sorry, not sure if already mentioned)

==

Re:OT feature requests
Posted by N_Rain - 2011/04/27 06:50

_____

I wish that I could choose the quantization for pattern switching regardless of the master scale setup.

==

Re:OT feature requests
Posted by BobTheDog - 2011/04/27 07:24

_____

N_Rain wrote:
I wish that I could choose the quantization for pattern switching regardless of the master scale setup.

Yep this is needed really

==

Re:OT feature requests
Posted by DONAU - 2011/04/27 08:53

_____

N_Rain wrote:
I wish that I could choose the quantization for pattern switching regardless of the master scale setup.

+1!

==

Re:OT feature requests
Posted by Rusty - 2011/04/27 09:55

_____

N_Rain wrote:
I wish that I could choose the quantization for pattern switching regardless of the master scale setup.

+2

==

Re:OT feature requests
_____

N_Rain wrote:
I wish that I could choose the quantization for pattern switching regardless of the master scale setup.

+3

I was wondering how to word this request, so thanks N_Rain :laugh:

==

Re:OT feature requests
_____

N_Rain wrote:
I wish that I could choose the quantization for pattern switching regardless of the master scale setup.

+ yes also would

==

Re:OT feature requests
_____

Don't know if this has been mentioned here before but... I would love to be able to duplicate the pattern that is playing onto another pattern without having to switch over to that pattern first. If you want to play live and build further on the pattern you're playing and want to make variations on that. It's tricky since you first have to switch over to another pattern AND THEN paste it in. If the next pattern in the bank is blank, then there will be a small gap in the music before you perform the "paste-command". Guess what I am saying is that I want to be able to copy the current pattern and paste it into the pattern that is waiting to be played next in the pattern chain BEFORE it switches over. Or is this already possible somehow? :huh:

==

Re:OT feature requests
_____

I would like to be able to use the function button and the crossfader to use like a turntable pitch fader, with adjustable minimum and maximum tempo.
Would be neat during a liveset to speed up stuff a little.

.R

==

Re:OT feature requests
_____

and what do you do after the tempo pitch ? imean whats about the current crossfader position ?
i think its bether with the tempo button+scene a-b button do generate a master tempotrig.

for example: program the scenebutton A to 140bpm, button B to 70bpm.
              turn the current tempo up to 200bpm - push the tempotrig B for four beats and
              back to originaltempo 140 with the scane A button in combination with the tempo.

what you think about this idea ?

==

Re:OT feature requests
Posted by RobbieNerve - 2011/05/13 05:23

_____

you could set the fader to ' hook' when it passes the value currently set.
Motorized fader would be nice, jumping back into position ;)

I dont really get your idea, sorry :) could you explain abit more

==

Re:OT feature requests
Posted by microcosmos - 2011/05/13 06:11

_____

i think the tempo down to 30 bpm is a great break style (with other effects).
and if you change the tempo quick, it's really hard to go to the exact normal tempo.
so i think that two tempotrigs are very helpfull.
and the crossfader is always free for other stuff.
or if you mix two tracks with the crossfader in the same time you can pitch down the speed,
and then from one second to the other normal tempo with tempotrig button.

on a backbag-livegig i put only the laptop,OT,soundcard,akai mpd 32,headphones and cables into it. there is too less
place for a plasticbomber like BCF200 in my backbag. ;)

==

Re:OT feature requests
Posted by neilbaldwin - 2011/05/13 06:29

_____

DONAU wrote:
Don't know if this has been mentioned here before but... I would love to be able to duplicate the pattern that is playing
onto another pattern without having to switch over to that pattern first. If you want to play live and build further on the
pattern you're playing and want to make variations on that. It's tricky since you first have to switch over to another pattern
AND THEN paste it in. If the next pattern in the bank is blank, then there will be a small gap in the music before you
perform the "paste-command". Guess what I am saying is that I want to be able to copy the current pattern and paste it
into the pattern that is waiting to be played next in the pattern chain BEFORE it switches over. Or is this already possible
somehow? :huh:

Yes, please make this happen. PLEASE!

:)

==

Re:OT feature requests
Posted by DONAU - 2011/05/13 21:20

_____

neilbaldwin wrote:
DONAU wrote:
Don't know if this has been mentioned here before but... I would love to be able to duplicate the pattern that is playing
onto another pattern without having to switch over to that pattern first. If you want to play live and build further on the
pattern you're playing and want to make variations on that. It's tricky since you first have to switch over to another pattern
AND THEN paste it in. If the next pattern in the bank is blank, then there will be a small gap in the music before you
perform the "paste-command". Guess what I am saying is that I want to be able to copy the current pattern and paste it
into the pattern that is waiting to be played next in the pattern chain BEFORE it switches over. Or is this already possible
somehow? :huh:

Yes, please make this happen. PLEASE!

:)

I have some suggestions how to make this work. If you for example would press the paste pattern command when there's a pattern next in the pattern-chain you would paste straight into the upcoming pattern. Example: if pattern A01 is started (and copied) and A02 is cued to play after pattern A01, pressing would paste A01 into A02 before the pattern switches over to A02.

Also, somehow, wouldn't it be logical to Copy, Clear and Paste patterns by holding down the Pattern button instead of the Function button? I.e. for copy and to paste a pattern.

Yet another solution for an even more flexible way to copy and paste patterns would be to be able to copy and paste a pattern in the "background" regardless of what pattern is currently playing. Example: Holding buttons and then pressing the button would paste whatever pattern that is currently copied into the pattern whose button is being held. I.E. - start by copying A01, then hold + A02 and press the button would copy A01 into A02 while A01 is still playing. Likewise this could also work for copying a pattern that is not currently playing by holding down and pressing at the same time. This way you could move around patterns in the banks without having to switch over to them first. Although I'm sure a lot of people would find this to be too many buttons at once. Try it, it's not too tricky!

How would you find copying patterns with the Pattern button instead of the Function button?

===

Re:OT feature requests
Posted by Steril707 - 2011/05/18 00:51
_____

Very small but important thing for me:

It would be awesome to be able to SWAP positions of tracks.
When I am building patterns, the tracks are usually not in the position I'd like them to be finally.

I know I can copy & paste, but that usually needs another empty Track to use, which I usually don't have with only 7 tracks (track 8 is used up by the mastertrack usually here) to use.

So, for a final setup of tracks, SWAP TRACKS would be incredible.

And I guess, it would not be that much work to implement it.

===

Re:OT feature requests
Posted by N_Rain - 2011/05/18 03:21
_____

Steril707 wrote:
So, for a final setup of tracks, SWAP TRACKS would be incredible.
.

I agree this could be usefull, but as a fairly easy workaround it is possible to first copy and paste to another bank and then copy paste each tracks from the "temp bank" to where you want them is it not?

===

Re:OT feature requests
Posted by GeneralBigBag - 2011/05/18 03:35
_____

Midi recorder: You sacrifice either a track or a midi track to the midi recorder, and when it is activated, it writes every button press or knob movement to a midi file on the CF card. Then (here's the tricky part), the performance can be (offline) processed by the arranger, and you get an arrangement of the performance, with all mutes and pattern changes, but without the knob movements. The original file can be used to recreate the exact performance, and the arranger file can be used to build a song.

===

Re:OT feature requests
Posted by Oliver808 - 2011/05/18 06:00
_____

1.Flex Machine to have RTRG parameter RTIM shown as a step resolution
rather than "tempo relative time between retrigs"
for example: from 256 to 1. 256 would mean RETRIG will be played when 256/1 of a single step
has passed from the 1st TRIG. 1/1 would mean that RETRIG will be played when a single step forward has passed from
the 1st trig, essentially this would mean that you can time your RETRIGS very accurately instead of... well... this system
(as of now) doesn't work for me at all!

2.Time-stretch for SLICES!
3.step-grid (essentially one part of the grid would represent one step in the sequencer - this would be relative to the set
tempo) in audio-editor with on/off toggle.
4.Option to save slices as separate samples.
5. Granular-synthesis machine. ability to layer and process very small fragments of samples
and use that as a basis for certain type of synthesis.
6. step length parameter. 1/128, 1/64, 1/32, 1/16, 1/8, 1/4, 1/2, 3/4, 1, 5/4, 1.5, 1.75...
7. Microtiming to have a RTIM parameter as described above (and maybe even a visualization!)
8. ability to time stretch very short samples (doesn't work at the moment! sets the tempo to 300 and hits the roof
immediately)
9. support for and recognization of musical notation "root notes" (for short samples)
and the ability to pitch shift them accurately to a certain note. use: for example - play a chord with modulated snare hit.
E7 snare chord - E (original), G# (edited), B (edited), D (edited)
with the ability to easily toggle and use this kind of short-sample polyphony and use separate machines to do so.

===

Re:OT feature requests
Posted by Fieldy - 2011/05/18 20:34
_____

the sexy look of a monomachine :)

===

Re:OT feature requests
Posted by Thimk - 2011/05/19 19:21
_____

===

Re:OT feature requests
Posted by Robbert - 2011/05/19 19:37
_____

Thimk wrote:
1. Trigging of slices.
Instead of chromatic trigging where the pitch is locked accordingly, the STRT parameter is locked.

2. A better way to search this forum.

HÃ¤h?:blink:

===

Re:OT feature requests

────────────────────────────────

1. Double tap the track button to solo that track (samples can be loaded in playback menu, is there really any sense in making sampleloading possible in two ways??? - imho NO)

2. Similar with the setup buttons, why accessing the same function with doubletapping and function+button? Either one is ok. Double tapping could therefor open one more setup-page layer. One parameter for the amp-setup-page2 could be toggleswitch to link rtrig to amp or not (now it's permanently linked) - not really thought to the end here...

3. New effects processor: (no I can't stopp demanding it :)): DADSR Envelope Generator (DelayAttackDecaySustainRelease).

4. On Track Trig Edit window add a track accent trig possibility.

==

Re:OT feature requests
────────────────────────────────

N_Rain wrote:
Steril707 wrote:
So, for a final setup of tracks, SWAP TRACKS would be incredible.
.

I agree this could be usefull, but as a fairly easy workaround it is possible to first copy and paste to another bank and then copy paste each tracks from the "temp bank" to where you want them is it not?

Have you tried that yourself?

Did exactly what you proposed yesterday, and I can affirm that doing this like that way is a major pain in the ass and takes forever.

So, I still want my easy peasy "SWAP TRACKS" function. ;)

==

Re:OT feature requests
────────────────────────────────

Oliver808 wrote:
1.Flex Machine to have RTRG parameter RTIM shown as a step resolution
rather than "tempo relative time between retrigs"
for example: from 256 to 1. 256 would mean RETRIG will be played when 256/1 of a single step
has passed from the 1st TRIG. 1/1 would mean that RETRIG will be played when a single step forward has passed from the 1st trig, essentially this would mean that you can time your RETRIGS very accurately instead of... well... this system (as of now) doesn't work for me at all!

2.Time-stretch for SLICES!
3.step-grid (essentially one part of the grid would represent one step in the sequencer - this would be relative to the set tempo) in audio-editor with on/off toggle.
4.Option to save slices as separate samples.
5. Granular-synthesis machine. ability to layer and process very small fragments of samples
and use that as a basis for certain type of synthesis.
6. step length parameter. 1/128, 1/64, 1/32, 1/16, 1/8, 1/4, 1/2, 3/4, 1, 5/4, 1.5, 1.75...
7. Microtiming to have a RTIM parameter as described above (and maybe even a visualization!)
8. ability to time stretch very short samples (doesn't work at the moment! sets the tempo to 300 and hits the roof immediately)
9. support for and recognization of musical notation "root notes" (for short samples)
and the ability to pitch shift them accurately to a certain note. use: for example - play a chord with modulated snare hit.
E7 snare chord - E (original), G# (edited), B (edited), D (edited)
with the ability to easily toggle and use this kind of short-sample polyphony and use separate machines to do so.

although i don't yet own an Octatrak (still amazed that the device is available), i will say these requests sound pretty cool!

also, any feature that allows easier use by Dj's would be enjoyable for live performance:

something like 'nudge time' of individual tracks playing songs .. (even if that is by lowering the pitch for a second) to adjust the groove during playback.

edit: as regards Oliver808's request #9.. i wonder if some kind of micro-tuning could be available - for the user to set the 'root note' to be as they hear it being 'in tune' ... and from there, offering the User the option to play a modulated chord with the snare sample slice... similar perhaps to a DigiPro ensemble machine on the Monomachine.

the reason i mention this, is due to the noise-element factor, and double-frequency factor of some types of percussion sounds, making it perhaps better to leave the original note tuning choice to be made by the user.

==

Re:OT feature requests
Posted by Daim - 2011/07/18 05:33
_____

Saving a project should also save all parts. I save my work pretty often and 11 to 15 button presses while starring at the screen just to save a part and a project seperately are way too many imho.

==

Re:OT feature requests
Posted by Psykisk - 2011/07/19 07:44
_____

Not sure if it has been mentioned but a sidechain input for the compressor would be nice... you could select the source from the secondary effects page.

I'd also like for the lfo's to have the option to be routed to other tracks since I sometimes need to apply more than three lfo's to a sound... though probably entirely unnecessary for practical purposes, I like the insane results you get from lfo's modulating lfo's modulating x parameters.

==

Re:OT feature requests
Posted by sinknoodles - 2011/07/19 09:16
_____

When in live recording mode, notes get quantized to the 16 step grid.
It would be ideal if the live record mode could use the high rez microtiming this machine boasts for those of us wanting to achieve a more loose feel captured from a played performance.
Pretty please.

==

Re:OT feature requests
Posted by Jims computer beats - 2011/07/19 11:33
_____

sinknoodles wrote:
When in live recording mode, notes get quantized to the 16 step grid.
It would be ideal if the live record mode could use the high rez microtiming this machine boasts for those of us wanting to achieve a more loose feel captured from a played performance.
Pretty please.

Did you send that to Elektron HQ?

I agree 1000% that it should be there. But they should keep a quantize feature for those who want it too.

==

Re:OT feature requests

_____

:laugh: In LFO setup menu >>trig modes>>
FREE
TRIG
HOLD
ONE
HALF
and...... SCENe
like TRIG but here the LFO cycle starts when the crossfader reaches scene one or two, or the crossfader is at scene one or two and another scene is selected. Just like the delay lock only locks when SEND is at zer0.

Maybe a double tap on a scene button to latch it, make the scene led rapidly blink to indicate it is latched. Only one scene button can be latched at a time. Now you have 16 scene fx available at the touch of a button. Or 15 scene fx and one clear scene without any p-locks.

And to be able to use the trig buttons as a keyboard when in midi mode would be nice. Double tap the track button to turn the trig keys into a mini keyboard. Up and down buttons set the octa-ve. Maybe even the option to set the scale and key.

==

Re:OT feature requests

_____

Auto Normalise .. User could turn the feature on or off in the 'Personalise' System Setup.

==

Re:OT feature requests

_____

cabin vibe wrote:
Auto Normalise .. User could turn the feature on or off in the 'Personalise' System Setup.

Good call! More stuff like this in the personal setup!!

==

Re:OT feature requests

_____

Scenes to be able to send Midi CC's

At present, you cannot assign CC's to a scene.

Would be awesome to assign CC's to scenes so you could do things like volume, pitch, filter sweeps etc to external hardware/synths.

Sent to Elektron, was told "no plans, but maybe in the future"

==

Re:OT feature requests

_____

Not sure if this has been mentioned (didn't read all 36 pages ...)

But is it possible to add the ability to load entire folders of samples into flex and static machines? Basically I'd like to select a folder in the file browser and have all its samples be automatically added. I have my drum samples already organized into folders (eg 'snares', 'kicks', etc) and I'd like to add them all at once.

I'm pretty sure it's not possible to add folders, but if it is can someone tell me how? (I'm still new to OT).

Cheers.

==

Re:OT feature requests
Posted by electrolegs - 2011/07/20 12:33
_____

bloodsample wrote:
Not sure if this has been mentioned (didn't read all 36 pages ...)

But is it possible to add the ability to load entire folders of samples into flex and static machines? Basically I'd like to select a folder in the file browser and have all its samples be automatically added. I have my drum samples already organized into folders (eg 'snares', 'kicks', etc) and I'd like to add them all at once.

I'm pretty sure it's not possible to add folders, but if it is can someone tell me how? (I'm still new to OT).

Cheers.

this would be a welcome addition

==

Re:OT feature requests
Posted by lostinthemanual - 2011/07/20 17:26
_____

Midi:

"all notes off command" when stopping the running sequenzer.
I don't think it's allready there as i have Note hungups on external Midigear when stopping the sequenzer.

sent to elektron, no answer

==

Re:OT feature requests
Posted by Daim - 2011/07/23 17:40
_____

Beeing able to lock the "use track 8 as master option" to parts.

==

Re:OT feature requests
Posted by RobbieNerve - 2011/07/25 07:25
_____

What I would like is crossfader control per track.
Under personalize another option: 'Crossfader control'.

How it should work:

set crossfader control to global or enable 'single track mode' under personalize.
In global mode we have the crossfader mode we all know: crossfader controls all tracks.
In single track mode, you can hold a track button and wiggle the crossfader to crossfade between the scene settings for the track whose button is pressed.

When you release the track button and you wiggle the crossfader, it would behave as usual, with exception of the track you just held. The track is in 'hook mode' and reacts to the crossfader when it passes the value the track is currently at.

Next to that, single track mode would give the ability to control scenes PER TRACK over midi cc# 48. So when I have, say, a novation zero SL hooked up and I have 8 faders set up on track 1 through 8, controlling parameter cc# 48, I can manipulate the crossfader settings for each of the eigth tracks individually, at the same time.
You can look at this as having a dedicated crossfader for each track.

Personally I would use this a lot. Imagine sending an LFO from your monomachine's midi track to an octatrack track and control the crossfader with an LFO for each track!

(you can do already but it affects all the tracks)

.R

===

Re:OT feature requests
Posted by Daim - 2011/08/27 03:15
_____

I wish flex recording machines could act as through machines as long as nothing has been recorded. would safe me a track.

in ableton live you can do this :silly:

===

Re:OT feature requests
Posted by Daim - 2011/08/27 04:45
_____

Scene beahaviour:

When changing from a scene with an assigned parameter to another scene where that parameter is not assigned it would be cool if that parameter would retain its value instead of jumping to the parts default position. maybe that would actually suck but it's worth thinking about it..

===

Re:OT feature requests
Posted by darenager - 2011/08/27 05:21
_____

I'd quite like the 128 samples each to have their own midi note, but don't see how it could easily be done unless another midi channel was used.

===

Re:OT feature requests
Posted by Psykisk - 2011/08/27 05:43
_____

I would like the option to use track 7 as the master track, with track 8 as a neighbor track for additional effects.

I use the comp in the first effects slot and an eq in the second on my master... I would love to be able to also use a filter and delay as well.

===

Re:OT feature requests
Posted by paalaala - 2011/08/27 06:25
_____

don't know if that has been mentioned before...

 i'd love to see an INSERT Fx as ... well an additional Fx. with wet / dry control.
just to be able to use outboard fx for several tracks on the octa or on the master track...

o.k. you can use cue out and bring it back in C/D but that is not the same, ... oh have to try that :)

 :beer:

==

Re:OT feature requests
Posted by digital_steve - 2011/08/27 09:56
_____

... Why isn't this a sticky?

==

Re:OT feature requests
Posted by corneliusw - 2011/08/27 21:08
_____

Scene Assigning in Midi Mode:
How good would it be to assign ARP speeds to the scene Crossfader? Or velocity? Pitch? It would be a hardware dream come true!

Patterns triggered by Midi:
For integration into a live set run by a computer... it would be great to have patterns triggered by Midi notes or CCs.

==

Re:OT feature requests
Posted by Dalski - 2011/08/29 20:18
_____

I'd like an LED indication of a neighbour machine and / or it's preceding tracks (alternating LED maybe?). Lost count how many times i've gone to do a mute and not muted the neighbour. Or the neighbour and preceding tracks LED's tied together so they both change to the desired colour no matter what one you push / mute etc

==

Re:OT feature requests
Posted by Mr Modulator - 2011/09/14 01:07
_____

Hi Elektron guys, hope you are all well and happy! I am hoping you will read this.

Just a quick one to ask if you can implement a feature in a future OS update for Octatrack.

Would it be possible to add a switch so that rather than MIDI notes 72-96 triggering the track chromatically, they trigger different slices instead. I appreciate this may be difficult to implement as there can be up to 64 slices but if there is anything you can do that would be amazing.

I am loving sequencing the OT from my DAW but am finding that trying to control slices with CC17 is a bit glitchy and quite fiddly. This would make it really fast and easy to get some hectic chops!!

If there is anything you can do I would be really grateful! If I am missing something and there is a better way to do this please let me know.

Thanks too for making life more fun with this magic little box!

Mr Modulator :side:

==

Re:OT feature requests
Posted by tianSOLO - 2011/09/14 15:27
_____

Great machine - almost finished ! .. except:

playback pattern from current page... editing on the fourth page then having to hear the first 3 pages first is pita for workflow...

improved midi mapping for the autochannel to focus more on playing midi/samples chromatically as well as individual slices at the same time. track/midi trigs on a keyboard seem useless when it can be done on the OT

export audio or mixdown/bounce AND ability to record performances into an audio file. (i assume this is also requesting recording directly and the CF card.)

 I have a feeling they haven't used all of the OT's DSP potential and that they're saving that for more effects... I don't think the OT needs it!
BUT the DSP can be used to have the current effects improved in sound quality and more flexible (i'm sure some of the unused knobs on some of the effects can be filled with something useful!:))

software editor via usb.

this thread needs to be sticky.

coffee machine and ash tray kit expansion option.

:D

==

Re:OT feature requests
Posted by actuel - 2011/09/17 05:35
_____

stickied!

==

Re:OT feature requests
Posted by earsmack - 2011/09/17 05:40
_____

Thanks @actuel!

My OT requests (currently):

1) Allow a personalization option to let the Volume knob control the main outs and/or headphone outs - the function-level trick is great but takes too many hands sometimes.

2) When automatically slicing a sample the options are (not surprisingly) 2,4,8...64. This is great and all but I had a sample of drum hits that I spaced all the same distance apart to facilitate slicing, however, there were 29 of them so all my slices got progressively more OFF after the auto-slice. I was able to manually adjust them all but it can be easier. My suggestions:

   a) allow any number to be entered and slice evenly into that (i.e.: 29)
   b) allow the ability to adjust the specific length of each slice after slicing, this way I could have tweaked them all "down to 29" basically.
   c) implement a "smart-slice" that looks for transients and does the hard work for me regardless of how my sample is - this might be the COOLEST option!

Yes I could have added 3 "empty" drum hits at the end of my sample to compensate but that ship has sailed at this point

:-)

Loving the OT!

==

Re:OT feature requests
Posted by lovinghand - 2011/09/17 16:53
_____

ditto on the slicing Earsmack!

==

Re:OT feature requests
Posted by maass - 2011/09/17 20:25
_____

Mixer/Mute Menu:

Please make the Parameter Lockable, like Function+hit the Button makes it locked!

I often run into the Problem of: Tweaking for Example the Filter on Track 5 and at the same Time i like to mute/unmute some other Tracks. If i go into the Mute Menu i have to stop tweaking but i often keep on tweaking the Knob so i change the Mixer settings...

The same goes for Function+Level, if i fade out a Loop on one Track and like to mute/unmute some other Tracks with Function+Level i often affect the Mixer Level...

And the Big and really nice looking Volume Knob dont have any Function for me, so it could be a great Volume Knob for the Main Level:P

IÂ´m the only one struggling with it?

==

Re:OT feature requests
Posted by mcpepe - 2011/09/18 07:58
_____

Yes. The Volume knob for the Main Level, thanks.

==

Re:OT feature requests
Posted by kraftf - 2011/09/18 20:10
_____

Since this has thread has become sticky i am resubmiting my already placed in other threads FRs

1) Add shortcut for track soloing without getting in the mixer(eg function+cue+track)

2) When changing scale mode from normal to per track maintain each tracks settings and
not revert to 16 steps for all tracks but set instead the master length according to the current settings or according to the settings of the longest track that has been pasted.

3) Add the option when saving as new to copy all samples to the project folder or to a
folder in the audio folder which has the same name as the project folder.

4) Enhance the audio editor with the following (basic) functions
i) change sample gain(+- 3 db)
ii) change sample pitch (-12 to +12 semitones maintaing samples length or not)
iii) Ability to concatenate audio files to make longer recordings more possible without
using a copmuter

5) Ability to save/load track/fx settings.

6) Ability to loop directly segments of the arrangement without having to go to edit mode
to achieve that.
7) Copy a bank to another bank(you can do that from computer!!)
8) Option to Copy pattern along with part settings.
9) One click to save all recorder buffesr as new files and asign them even with automatic names.
10) Ability to play all loaded samples of a machine from midi and at the same time parameter lock them in the
sequence.(no brainer for me!!!). This also aplies for sliced samples.
11)Perform slicing without using slices.
To be more specific. Lets assume that we have a one bar loop. I would like to have a function that places sample trigs
equally spaced from each other. The number of the trigs would also also determine their sample start value.
If I choose 4 trigs the result would be a trig in step 1 with smpstr 0, a trig in step 5 with smpstart 32, a trig on step 9 with
smpstr 64 and a trig on step 13 with smpstr 96.
If the loop was 2 bars the trigs would be on 1,9,17 and 25 with smpstr values 0,32,64 and 96 accordingly again. i think
this is a very easy algorithm to implement but again I might be wrong. This way we could have equally spaced slices
placed on the sequence without getting into the audio editor. That would be so charming.

12)Perform certain operation to specific parameter locks of all trigs. For example raise the pitch for all trigs +3 relatively.
Or lower the volume, the filter cutoff, etc.... by a relative value.

13)Randomise the position of the all existing trigs of a track.

14)Reapeat a chosen sequence of exising trigs throughout the length if the pattern.(this could be done from the pattern
page auto copy when you extend the patten when this finally gets implemented).

15)Maintain the original position of the trigs when you change the speed of a track. I find myself placing trigs on a track
and i want to go from a 16 step track to a more detailed 32 step track. I can do that easily by setting the speed to 2x but
my trigs now get double speed. Or the other way around when you want to make your already captured pattern longer
from 4 bars to 8 bars by setting the speed to 1/2X, again the trigs get half speed. The coolest thing would to have an
option about maintaing the actual position of the already placed trigs.

==

Re:OT feature requests
Posted by N_Rain - 2011/09/19 03:11
_____

Refined (expanded) list of my suggestions in no particular order:

1-p-lock or otherwise save mutes / solo / cue with pattern

2-start LFO's with sequencer

3-Swapping banks between projects, including all sample slots which would auto populate empty slots in the project (I'm
gonna go nuts if I cant mix and match my projects!)

4-collect or copy all samples used in a project to a specific folder (essential!)

5-quantize pattern change independant of master scale (yep, waiting for 256 steps for a pattern to change when playing
live can be a real bitch!)

6-pattern chains saved with project (would be "nice")

7-midi recallable scenes and scene selection sends midi(every realtime playable aspect of the OT should be recordable
and sequencable/MIDI mappable from a DAW for ultimate studio integration! So close but so far.)

8a-"bounce in place" to automatically convert a Flex track to a Static track, pre or post FX (lazy man luxury feature)

8b- bounce all selected tracks to one static or flex track without setting up a record track + initialize source tracks

9-FX bus functionality to process multiple tracks with the Neighbor Machine (would make the Neighbor Machine so much
more!)

10-LFO to sample slot (could use the LFO designer to for example trigger 8 four bar loops sequentially on just one track while maintaining 64 step trig resolution for each 4 bar sample)

11- filter on every track PLUS two FX (pressing FX1 + FX2 opens the filter editor)

12- able to scene lock at least some midi parameters even if it is a limited number of parameters or requires stealing from some midi LFO's

13a- poly mode where additional incoming midi voices are automagicly sent to the next track

13b- sample triggering via external midi uses the AMP Hold and release to determine the decay characteristics of longer samples when the midi off is received

14- transient shaper FX (ie: Schaack Transient Shaper or similar concept)

16- fixed filter bank FX (yum!)

15- Abilty to pause and start sequencer quantized to absolute bar postion of incoming midi clock (ie: can load a project and start perfectly on beat to incoming clock!)

16- master track Playback and Amp pages just like every other track! (hello master pitch!? etc) (perhaps the master tack would have a fixed transient shaper instead of AMP?)

17- better timestrech sound for LF content (meh!)

18- auto slice to transient and/or microfades. (clicks are no fun!)

19-lock patterns to scenes (why not?)

20-some way to realtime beatmatch and dj mix two crappy mp3's together on one OT.. (for boring uninspired rainy days)

Also a +1 to a lot of the other suggestions here..

that should kep me dreaming for a while ;)

==

Re:OT feature requests
Posted by kraftf - 2011/09/19 09:26
_____

N_Rain wrote:
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1-p-lock or otherwise save mutes / solo / cue with pattern

2-start LFO's with sequencer

3-Swapping banks between projects, including all sample slots which would auto populate empty slots in the project (I'm gonna go nuts if I cant mix and match my projects!)

4-collect or copy all samples used in a project to a specific folder (essential!)

5-quantize pattern change independant of master scale (yep, waiting for 256 steps for a pattern to change when playing live can be a real bitch!)

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7-midi recallable scenes and scene selection sends midi(every realtime playable aspect of the OT should be recordable and sequencable/MIDI mappable from a DAW for ultimate studio integration! So close but so far.)

8a-"bounce in place" to automatically convert a Flex track to a Static track, pre or post FX (lazy man luxury feature)

8b- bounce all selected tracks to one static or flex track without setting up a record track + initialize source tracks

9-FX bus functionality to process multiple tracks with the Neighbor Machine (would make the Neighbor Machine so much more!)

10-TBA :laugh:

11- filter on every track PLUS two FX (pressing FX1 + FX2 opens the filter editor)

12- able to scene lock at least some midi parameters even if it is a limited number of parameters or requires stealing from some midi LFO's

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19-lock patterns to scenes (why not?)

20-some way to realtime beatmatch and dj mix two crappy mp3's together on one OT.. (for boring uninspired rainy days)

Also a +1 to a lot of the other suggestions here..

that should kep me dreaming for a while ;)

+1000 for the No brainer FRs numbered:

1,2(wtf, where is my synced lfo???),7,8,9,13b and 19.
Regarding 13b they should add the option of translating velocity to VOL plocks.
Min and max values of the VOL parameter should be determined before midi recording.

===

Re:OT feature requests
Posted by earsmack - 2011/09/21 08:39
_____

Maybe I'm not getting it yet (very possible since this machine is so deep) but an auto-normalize feature would be great when trying to use the OT in a live-looping situation. I still can't get the levels correct all the way through for some reason and it seems to change drastically depending on the source I'm using.

I think some more live-looping mojo is forthcoming unless I read into things wrong but here's hoping for it - less configuration and more simple push a button and begin recording, change tracks, push a button and begin recording another loop. Would love more instantaneous capabilities for this while playing another instrument.

Thanks!

===

Re:OT feature requests
Posted by Dalski - 2011/09/27 04:45
_____

When holding a scene button down I really like the way the LED's light up so you can see what parameter pages have locks on them.

Would be great to have the same thing on the 5 track parameter LED's for trig p-locks.

===

Re:OT feature requests
Posted by kraftf - 2011/09/28 07:31

_____

Yep I agree this has been left out without a real cause I suppose since its the same feature as scenes.
They should definately do this.
Wow there really is a lot to happen to refine the machine.
Personally I wouldnt be interested in new features. I just want the machine to work with the current set of features but much more improved according to the already expressed public's will through the FRs.

===

Re:OT feature requests
Posted by Spleef - 2011/10/02 23:54

_____

Hi all !

Tons of really cool suggestions here, that I'd like very much to see implemented.

One thing I'd really like to see is a wider range to the pitch control. I really don't understand why we are only able to pitch one up/down octave ?

I'd prefer it like this...
The Pitch parameters range is , without the 0.2 steps in between. When pressing function the PTCH knob changes to CENT which would be a completely different parameter. This would give several octaves of pitch + the ability to fine tune to a much greater extent. Backward compatibility could be achieved thru a version check that would autoset both params (PTCH,CENT) based on the old value (i.e. if it was saved with a PTCH value of 1.4 it would be converted to PTCH:1, CENT:40) -another not as cool way, would be another parameter in the personalize menu.

Scale per track should work different too I think. The reset param should also be on a pr. track basis, and it should allow INF as a possible value. Where the Master Reset parameter is currently found I'd like another value defining at what points a pattern change is performed, if INF it will only happen when all the pattern startpoints collide. The main problem is that if you need polyrhytm the Master Reset needs to be high, but when it's set to something like 512 you need to wait really long before the patternchange is performed -which is a real drag !

Before theese my first wishes are:
1. Consolidate project to folder !! (essential, and not that hard to implement) It sould have an option to include/exclude the recorder-buffers.
2. Static recording !!!
3. Algorithmic techniques: random order trigs, a param for probability for random step selection, stutter prob, reverse prob.
4. Ability to audition a single trig. If you hold down a trig to set a parameter lock it would be cool it you could audition that particular trig by pressing a button, it could be since it's are doing the same thing as currently, and it's easy to find.
5. Finish the LOOPER Machine... can't wait for some better looping - obviously with overdubbing possibilities.
6. A way to Audition audiofiles without going thru track effects would be nice. &

+ 1 For all of the most popular in the recent lists!

Best, Hjalte

===

Re:OT feature requests
Posted by electrolegs - 2011/10/03 06:29

_____

1. Static recording
2. Better sampling workflow that auto saves without menu diving
3. Bank copy .. Incl to another project
4. Live arranger record incl changes in parts/scenes
5. Solo/cue/mutes per pattern
6. Looper machine
7. Polyphonic mode
8. Better file management
9. Personalization of the volume knob to switch to main out
10. Amp settings viewable in the audio editor for a better visual without the guess work!

That's my top 10 in no particular order

===

Re:OT feature requests
Posted by Robbert - 2011/10/04 00:08
_____

If track 8 is set as Master:

On the first (now unused) encoder-/editpage (playback) assigning any of the encoders to any parameter of tracks 1 to 7, like in midimode the two midicontroll pages for external midigear. It will be lots of parameter scrolling but ...

===

Re:OT feature requests
Posted by speak_onion - 2011/10/04 04:28
_____

Spleef wrote:
4. Ability to audition a single trig. If you hold down a trig to set a parameter lock it would be cool it you could audition that particular trig by pressing a button, it could be since it's are doing the same thing as currently, and it's easy to find.

Oh wow, I love this idea. +1 with a vengeance. I would use the hell out of this.

===

Re:OT feature requests
Posted by DONAU - 2011/10/04 20:25
_____

If track 8 is set as Master:

Use either the unused page or the page as a volume mixer view for tracks 1-7. The "LEVEL" - encoder would control the volume for track 1. encoder A,B & C would control tracks 2,3 & 4. and the bottom row of encoders D, E, F would control the volume for channels 5, 6 & 7. By holding down Cue and tapping/clicking the different encoders you could route them to the cue output as well. Just a different take on mixing and cueing in the same page. Would make it easier to control the volumes of several different channels simultaneously.

===

Re:OT feature requests
Posted by MK7 - 2011/10/04 21:16
_____

Robbert wrote:
If track 8 is set as Master:

On the first (now unused) encoder-/editpage (playback) assigning any of the encoders to any parameter of tracks 1 to 7, like in midimode the two midicontroll pages for external midigear. It will be lots of parameter scrolling but ...

.. in other words, CTR-ALL for the OT. It could be implemented this way or alternatively enhance the mixer screen.

+1!

There are some pretty nice ideas in this thread, e.g. regarding sampling workflow. I hope that Elektron reads and considers them in discussions about further implementations!

===

Re:OT feature requests
Posted by Robbert - 2011/10/04 21:54
_____

Yes, basically a controllall function but further more with the option to individually choose which parameter on which track it controlls.

===

Re:OT feature requests
Posted by MK7 - 2011/10/05 19:05
_____

Robbert wrote:
Yes, basically a controllall function but further more with the option to individually choose which parameter on which track it controlls.

Sorry, of course I meant CTR-8P ;)

===

Re:OT feature requests
Posted by Robbert - 2011/10/05 19:34
_____

MK7 wrote:
Robbert wrote:
Yes, basically a controllall function but further more with the option to individually choose which parameter on which track it controlls.

Sorry, of course I meant CTR-8P ;)

yes, that would have bee the simple way to say it :blush: :laugh:

===

Re:OT feature requests
Posted by elemental - 2011/10/06 07:29
_____

Independant loop lengths, not reset by master loop length. Please!

Then I will def buy an OT ;)

===

Re:OT feature requests
Posted by MK7 - 2011/10/06 18:46
_____

elemental wrote:
Independant loop lengths, not reset by master loop length. Please!

Then I will def buy an OT ;)

if you mean poly-rhythms, then it's already possible ;)

==

Re:OT feature requests
Posted by elemental - 2011/10/06 19:02

_____

I do, and apologise, as it seems that it is already possible by setting the master track length to a multiple that fits all the track lengths?

Well looks like I'm getting one... :)

==

Re:OT feature requests
Posted by FXS - 2011/10/06 19:47

_____

mentioned a million times already but here goes again.... microfades and independent slice saving.

==

Re:OT feature requests
Posted by LMLMLM - 2011/10/06 20:28

_____

Better sampling workflow to avoid unnecessary internal recording:

1. A static machine option 'trim to flex', which replaces the static machine with a flex machine, loaded with a trimmed copy of what is selected in the static machine.
2. A static machine option 'copy to flex slot' which copies the selected audio in a static machine to a new flex machine sample slot.

==

Re:OT feature requests
Posted by infection - 2011/10/06 20:45

_____

Morphing Multimode filter ala the one in Abletons sampler. Infact, excactly as the one in Abletons sampler:)

That would be crazy good with scenes and P-locks.

Plus we would have a notch filter which i am currently missing sorely.

==

Re:OT feature requests
Posted by BirdsUseStars - 2011/10/07 02:21

_____

How about a way to assign a probability value to each sequencer step?

==

Re:OT feature requests
Posted by Robbert - 2011/10/07 06:39

_____

a metronome click which does not use up a track and is automatically ignored by any sampling, effects etc.

that's for nonquantizes realtime recording obviously...

==

Re:OT feature requests
Posted by BirdsUseStars - 2011/10/07 12:55
_____

Additionally, if probability could be P-Locked you could make one step change the probability of of another, and get a self mutating sequence!

==

Re:OT feature requests
Posted by mcpepe - 2011/10/07 16:47
_____

Robbert wrote:
a metronome click which does not use up a track and is automatically ignored by any sampling, effects etc.

that's for nonquantizes realtime recording obviously...
+1 for the metronome.

==

Re:OT feature requests
Posted by MK7 - 2011/10/07 16:52
_____

infection wrote:
Morphing Multimode filter ala the one in Abletons sampler. Infact, excactly as the one in Abletons sampler:)

That would be crazy good with scenes and P-locks.

Plus we would have a notch filter which i am currently missing sorely.

the eq fx can be used as a notch filter

==

Re:OT feature requests
Posted by Robbert - 2011/10/07 17:04
_____

another one:

per track playdirection forward, back, forward/back.

==

Re:OT feature requests
Posted by MK7 - 2011/10/07 23:51
_____

quantized manual sampling! :cheer:

==

Re:OT feature requests
Posted by elemental - 2011/10/08 22:51
_____

Z-Plane filters like the Emu !!!

Would be amazing.

But i dont count on it....!

==

Re:OT feature requests
Posted by tjebbe - 2011/10/08 23:46

_____

probably its been said but
i would love to have a control-all like option on track 8
where i could place reallive seq cuts and filter changes instantly for all audio tracks so if i mute track 8 they play normal
and if I unmute it it will flip all tracks in one go

vb: say i want to pitch all tracks at the same time creatin a pitched sweep
just like the control all from the MD B)

==

Re:OT feature requests
Posted by DONAU - 2011/10/10 08:00

_____

Thought about this several times when processing vinyls live through the octatrack that it would be really great with a pitch effect - transposing live. Dunno if it's been requested before or if it's even possible to implement without creating any latency? Anyhow, if possible I'd want it! Also great for transposing records or other soundsources of different pitch so that you'd be able to mix them harmonically. :)

==

Re:OT feature requests
Posted by kraftf - 2011/10/11 21:45

_____

Some midi requests

1) affect midi parameters with scenes

2) naming of midi tracks

3) Transpose a group of trigs at the same time

4) Transmit program change messages from the sequencer as midi cc

5) option to turn off midi echo when data is sent from the auto channel to a midi track

6) export midi file from the audio tracks trigs or ability to copy paste to the midi tracks. The automated cc values should be autopopulated in the midi tracks without having to set them up.

7) Internal midi routing from midi tracks to audio tracks and vice versa. Then we would be able to record crossfader movements,mute-solo-cue recording and playback, parameter knob tweaking and if and when implemented scene selection. This would a complete state for the OT as production tool wothout the need to use external sequencers.

8) Scene selection midi transmit/recieve.

forwarding the above to electron.

EDIT:
Forgot to add midi cotrol for the setup parameters of the playback pages(sysex or standard cc, dont mind)

==

Re:OT feature requests
Posted by Bencodec - 2011/10/12 00:06

_____

I'd like to have a command to resample an audiofile and replace the playing file. Similar to the command to save the audio in a record buffer and automatically assign the newly saved file, however i'd like to be able to render the effects on a track to the audiofile without having to bounce to another track.

The effects on the OT are more for live fun then for sound sculpting. I'd love to get the sounds where I want them, then apply the effects so that i can free my 2 effect blocks up for live fun again.

===

Re:OT feature requests
Posted by LMLMLM - 2011/10/12 00:50
_____

Yes!

===

Re:OT feature requests
Posted by mcpepe - 2011/10/12 06:34
_____

Track and pattern naming would be great!

===

Re:OT feature requests
Posted by Spleef - 2011/10/12 21:48
_____

===

Re:A new record mode would make looping easier
Posted by Filemono11 - 2011/10/17 18:25
_____

I have an idea for five "muting scenes" saved with pattern. Simply press and hold + one of five page buttons (PLAY, AMP, LFO, FX1, FX2) to store current state of muting/unmuting tracks. Recalling scenes would be by holding + one of five page buttons.

===

Re:OT feature request - More static Slots needed!
Posted by Ozone - 2011/10/19 13:14
_____

I got out the dusty calculator a few nights ago to work out how many slots I would need per track if I broke down some of my older computer built tracks into 7 or 8 stems of 32-64 bars.

The first obvious thought was that the flex machines would be innapropriate due to the 80mb total limitation and the large file sizes.

The second thought (after some maths) was that 128 static slots would not be enough.
Say 1 track used 1 bank & 4 parts.... this adds up to a total of 32 sample slots (8 per part).
This means that my static sample bank that has a total of 128 sample slots would be full after using only 4 banks (ie. 4 songs).
This leaves 12 unusable banks. (unless I used flex sample slots which isn't the ideal option in this case).

I understand the limitation on flex, but I propose that the 'Static Sample Bank' be enlarged to allow for 512 or 256 sample slots. . This seems like it should be achievable considering that the static sample slots only point to files already stored on the CF card, not in memory.

Along with 'crossfader scenes for the midi tracks' this is my biggest request.

ps. another less idea I had was allowing a midi foot pedal when pressed down to be the 'function key' as when using more than one elektron machine at the same time one is limited to two hands when muting etc.

===

Re:OT feature requests
Posted by Steril707 - 2011/10/19 17:08

_____

Something simple:

I'd like to have a smaller toggle-track-only mixerpage. If I remember correctly, the MD has it, and it's been requested a couple of times here already.

Shouldn't be too much of an issue, and would make stuff playing live a lot more comfortable.

===

Re:OT feature request - More static Slots needed!
Posted by kraftf - 2011/10/19 19:10

_____

Ozone wrote:
I got out the dusty calculator a few nights ago to work out how many slots I would need per track if I broke down some of my older computer built tracks into 7 or 8 stems of 32-64 bars.

The first obvious thought was that the flex machines would be innapropriate due to the 80mb total limitation and the large file sizes.

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Along with 'crossfader scenes for the midi tracks' this is my biggest request.

ps. another less idea I had was allowing a midi foot pedal when pressed down to be the 'function key' as when using more than one elektron machine at the same time one is limited to two hands when muting etc.

You have to think out of the box to achieve what you want.
The staic sample slots are more than enough. There is no limit in the size of the audio files loaded in the static slots.
Theoretically in one static sample slot you can fit a whole song. And I mean the whole track broken down in its building parts, not mixed.
In one file you can have for eg 4 drum parts, 4 base lines, 4 synths etc.....What you need is good organisation and a structure.
and when you have imported your one mega file then you go to the slice screen and retrieve your song parts.
i usually break down my tracks to drums, basses, synths, fx, other so i use 5 to to 6 files per song. sometimes I add shorter stuff from the flex slots.
Cheers

===

Re:OT feature request - More static Slots needed!
Posted by Ozone - 2011/10/19 20:32

_____

Kraftf, thanks for your suggestion. I will definitely use this workaround. I think instead of breaking the stems up into 32 or

64 bar loops I will use the entire song stems each as one slot. I hopefully won't need to join separate stems into one file too often though, except maybe a collection of kicks or perc hits.

I still would prefer to have the option of more slots, as a 64gb card with only 256 audio slots total still seems a little limiting.

Great thing about the elektron machines is there is so often a workaround available and someone to share the knowledge... Cheers!

===

Re:OT feature request - More static Slots needed!
Posted by kraftf - 2011/10/20 03:05

———————————————————————

no worries mate!
We are here to help each other and shed some light to how we want electron products to evolve.

My grip to stuff mentioned before is that you can't achieve the above method inside OT. You have to use a computer to merge files into single ones.
This is one major FRs to the guys at electron and i am surprised that no one else needs that feature.:ohmy:
The ability to merge files into longer ones and automaticaly assign them to static slots is a no brainer in order to achieve longer recordings from the audio buffers or to organise your track inside OT.
I hope more people ask for this in the future.

===

Re:OT feature requests
Posted by webber - 2011/10/21 07:13

———————————————————————

i'm not sure if anyone had mentioned that, but the sample pitch fine tune would be a great option. thank you ;).

===

Re:OT feature requests
Posted by kraftf - 2011/10/21 09:33

———————————————————————

what do you mean by fine tune?
We already have decimals between the semitones.
Regarding pitch matters I would like an option to set a sample's pitch or transpose a sample to certain value. Lets say you have prgrammed a sequence of trigs with an f3 one shot bass sample and you want to change it with another one that is c3 in root pitch. What you have to do now is reprogram the whole series of trigs wi th the right transpose value. Instead a more sensible solution would be to transpose the actual sample to c3 or set its root note like all samplers i know of can.
Another basic thing that's missing!!!C'mon guys deal wih issues like these, they are just ridiculus.

And another thing is the pitch limitation for +-1 octaves which is understandable for timestreched samples but completely unapropriate for normal samples. I dont care about aliasing issues there definately has to be more pitching range for non timestreched samples. This problem also hinders OT from becoming a powerful drum synthesizer which leads me to think that they might have left out on purpose because of the existence of their MD. Just speculating here.

===

Re:OT feature requests
Posted by neonleg - 2011/10/27 21:26

———————————————————————

not sure if its been mentioned, i would like to be able to shift all trigs on a track together using microtiming resolution.
to push all the hats for example, against the other drums
it would help alot, rather than having to painfully workaround for this result.

wotsayu?

==

Re:OT feature requests
Posted by dataline - 2011/10/27 21:37
_____

hmm, good idea, you can shift the whole sequence with function + right-left. But micro timing shift could come in handy!

==

Re:OT feature requests
Posted by elemental - 2011/10/31 19:37
_____

Another related to Neonleg's last post,
I would love to be able to adjust a parameter in a pattern with p-locks, and have them move relative - e.g. if I am adjusting filter cutoff and I have filter cutoff on a few p-locks, that they all move together. (Or am I missing something?)

Another feature from the Genoqs sequencers which is great is the ability to select a few notes and adjust parameters together - so you can transpose of adjust volume or filter etc of just a few notes in your sequence. Very handy!!

==

Re:OT feature requests
Posted by AikiGhost - 2011/11/10 18:56
_____

Personally Id like to see the following

16-128 sample slots per pattern (Not per project)
8 tracks of samples selected from above available per pattern
16 scenes per pattern

Im all about the patterns with my MD and MNM and dont understand how Im going to jam out a live set on the OT without auto recall of all samples per pattern. Essentially I d like to be able to switch into a pattern focussed mode and away from the project focussed mode that the OT seems to have been set up for by default.

==

Re:OT feature requests
Posted by Rusty - 2011/11/11 06:45
_____

Scenes to be able to lock/send Midi CC data is my big thing at the moment...

Iwant to be able to fuck up external gear along with internal audio at the same time.

==

Re:OT feature requests
Posted by Kit Philips - 2011/11/11 16:51
_____

elemental wrote:
Another related to Neonleg's last post,
I would love to be able to adjust a parameter in a pattern with p-locks, and have them move relative - e.g. if I am adjusting filter cutoff and I have filter cutoff on a few p-locks, that they all move together. (Or am I missing something?)

Another feature from the Genoqs sequencers which is great is the ability to select a few notes and adjust parameters together - so you can transpose of adjust volume or filter etc of just a few notes in your sequence. Very handy!!

oooh!!! Such a great idea there... Perhaps you could do something similar with modulations though? So set up a modulator so that its static (if its possible) then modulate the modulator? Your idea would be so much more efficient

though...

==

Re:OT feature requests
Posted by thanatos - 2011/11/12 07:08

_____

a feature that would be cool would be when you assign a sample to a trig with up/down arrow to have some nu options like track default +1 +2 -1 -2. that would open lot of possibilities

==

Re:OT feature requests
Posted by SecretMusic - 2011/11/12 11:22

_____

Kit Philips wrote:
elemental wrote:
Another related to Neonleg's last post,
I would love to be able to adjust a parameter in a pattern with p-locks, and have them move relative - e.g. if I am adjusting filter cutoff and I have filter cutoff on a few p-locks, that they all move together. (Or am I missing something?)

Another feature from the Genoqs sequencers which is great is the ability to select a few notes and adjust parameters together - so you can transpose of adjust volume or filter etc of just a few notes in your sequence. Very handy!!

oooh!!! Such a great idea there... Perhaps you could do something similar with modulations though? So set up a modulator so that its static (if its possible) then modulate the modulator? Your idea would be so much more efficient though...

yes, you could definitely achieve this with a square lfo. give it a try. it's actually quite "efficient" and could also lead to happy discoveries in the process.

==

Re:OT feature requests
Posted by AikiGhost - 2011/11/14 19:15

_____

Never going to happen but on a version 2 octatrack it would be cool to have 8 pushable volume pots replacing the track select buttons, that way you could not only select the tracks but also easily mix them in and out and not just turn them on/off :)

One other thing would be to not have muting a track cut the audio entirely but instead let any reverb trails etc play but stop new sample playback occurring on that track. At the moment if you mute a reverbed or delayed track the cut out is far too abrupt.

==

Re:OT feature requests
Posted by kraftf - 2011/11/14 22:50

_____

AikiGhost wrote:
Never going to happen but on a version 2 octatrack it would be cool to have 8 pushable volume pots replacing the track select buttons, that way you could not only select the tracks but also easily mix them in and out and not just turn them on/off :)

One other thing would be to not have muting a track cut the audio entirely but instead let any reverb trails etc play but stop new sample playback occurring on that track. At the moment if you mute a reverbed or delayed track the cut out is far too abrupt.

You can mute the sample volume instead of the track volume.

==

Re:OT feature requests
Posted by AikiGhost - 2011/11/14 23:26
_____

kraftf wrote:
AikiGhost wrote:
Never going to happen but on a version 2 octatrack it would be cool to have 8 pushable volume pots replacing the track select buttons, that way you could not only select the tracks but also easily mix them in and out and not just turn them on/off :)

One other thing would be to not have muting a track cut the audio entirely but instead let any reverb trails etc play but stop new sample playback occurring on that track. At the moment if you mute a reverbed or delayed track the cut out is far too abrupt.

You can mute the sample volume instead of the track volume.

Ok cool. How?

==

Re:OT feature requests
Posted by kraftf - 2011/11/15 05:49
_____

Either by PLO king the sample vol value or by using scenes.

==

Re:OT feature requests
Posted by Paiheu - 2011/11/15 11:31
_____

A bit too complicated in a live situation...

The MD and many other machines works like that (but their effects are global and not pertrack), it makes a more natural sound.

Or can can we have the mute function to affect volume instead of the current mute?

==

Re:OT feature requests
Posted by kraftf - 2011/11/15 12:44
_____

Paiheu wrote:
A bit too complicated in a live situation...

The MD and many other machines works like that (but their effects are global and not pertrack), it makes a more natural sound.

Or can can we have the mute function to affect volume instead of the current mute?

I guess there could be a global option to mute the triggers instead of the tracks like rs7000 has the option to mute midi or audio.

==

Re:OT feature requests
Posted by kraftf - 2011/11/15 12:55

_____

Some more feature requests:

- Ability to lock slice parameter when in realtime record either as a global option or by holding a button (e.g. FUNCTION) along with the sample trigger. When I am dealing with sliced kits i find myself using three or more sounds in one track so every time i need to record trigs of a new slice i have to go into into the sequence and plock the start value for the exisitng trigs. Would be very useful. This should be implemented for sample selecting and plocking. It would be grat to be able to playback all the samples in the flex static machine with the realtime buttons and record them as sample trigs with the sample value plocked. This should also work through midi. Being able to play the whole sample set through midi i think is again something that should have been implemented from the start.

- Ability to copy parameterlocks from scenes to specific trigs.

==

Re:OT feature requests
Posted by pulsn - 2011/11/16 22:22

_____

I want EASY sampling! Especially when there will be a looper machine with the next OS update. Sampling/Looping MUST be done MUCH easier!

To start sampling, i just want to press RECORD. For saving the sample then to disk, i want a key combo.

Same with loops. I just want to press RECORD for starting a looper, and when i press RECORD again, the loop is done and loops. With a key combo i can save the loop, while the loop is running. Looping time should be at least 30s or longer. Anything else is useless. I wouldnÂ´t mind if i could have only max. 4 Looper machines at once. Note, that modern Looper devices like the Boss RC-30 are offering 3 hours of looping time on 2 Stereo Tracks.

==

Re:OT feature requests
Posted by N_Rain - 2011/11/18 13:36

_____

Not a new request, just a reiteration of how much I am going to lose my sh*t if I can't move banks between projects sometime soon! How the hell else am I supposed to collaborate different material into a new (live) set without redoing it from scratch? Load set A copy pattern, Load set B paste pattern, Load set A copy part 1, load set B paste part 1, load set A copy sample slot 97, Load set B paste sample slot 97 etc...?
No way Jose!!! This is the one and only thing that actually turns me off about the OT and kills my motivation to work with it. Grrr.. :angry:

==

Re:OT feature requests
Posted by speak_onion - 2011/11/18 23:05

_____

N_Rain wrote:
Not a new request, just a reiteration of how much I am going to lose my sh*t if I can't move banks between projects sometime soon! How the hell else am I supposed to collaborate different material into a new (live) set without redoing it from scratch? Load set A copy pattern, Load set B paste pattern, Load set A copy part 1, load set B paste part 1, load set A copy sample slot 97, Load set B paste sample slot 97 etc...?
No way Jose!!! This is the one and only thing that actually turns me off about the OT and kills my motivation to work with it. Grrr.. :angry:

Strong agree.

==

Re:OT feature requests

_____

Was just jamming with the OT as an effects processor and realized it would be useful if you can somehow bypass an effect quickly. The only way to "bypass" an effect now is to remove it. But this takes time and causes you to lose the settings when you put it back.

Not a major issue, but a "would be cool" kind of thing.

Or maybe there's a way to do this already that I missed?

Cheers.

===

Re:OT feature requests
Posted by bloodsample - 2011/11/19 01:46
_____

===

Re:OT feature requests
Posted by pulsn - 2011/11/19 01:59
_____

A nicetohave feature would be to be able to assign Arpeggiator parameter to the crossfader, as well as other MIDI parameter.

===

Re:OT feature requests
Posted by redrum - 2011/11/20 06:57
_____

I'm not sure if this is possible. Wouldn't it be nice if you could program your LFO shapes on the OT and transfer them to the MNM?

===

Re:OT feature requests
Posted by AikiGhost - 2011/11/21 19:51
_____

New idea for scenes and plock interaction...

Personally the one thing Id like to see woukd be the ability to set each step to be affected by the fader or not.

So for example If I have a drum loop and its sliced I'd like to be able to set just the snares trigs to be affected by the fader scenes so I could effect the snares with bitcrushing and reverb but leave the rest of the loop clean all controlled in real time by my action on the fader.

Or another example would be to have only certain trigged notes of a looping synth baseline affected by an lfo on the note value and a filter. You can see how this would be quite cool

===

Re:OT feature requests
Posted by N_Rain - 2011/11/22 02:35
_____

AikiGhost wrote:
New idea for scenes and plock interaction...

Personally the one thing Id like to see woukd be the ability to set each step to be affected by the fader or not.

+1 for scene locking individual steps! Lots of possibilities there!

Also would love to be able to lock patterns within the same part to scenes. Would be wicked to flip through patterns with the crossfader..!

===

Re:OT feature requests
Posted by exuviae - 2011/11/22 06:11
_____

bloodsample wrote:
Was just jamming with the OT as an effects processor and realized it would be useful if you can somehow bypass an effect quickly. The only way to "bypass" an effect now is to remove it. But this takes time and causes you to lose the settings when you put it back.

Not a major issue, but a "would be cool" kind of thing.

Or maybe there's a way to do this already that I missed?

Cheers.

You could set the Mix levels to zero in a scene and just hit that scene or slam the fader to "mute" effects.

===

Re:OT feature requests
Posted by kraftf - 2011/11/22 07:31
_____

AikiGhost wrote:
New idea for scenes and plock interaction...

Personally the one thing Id like to see woukd be the ability to set each step to be affected by the fader or not.

So for example If I have a drum loop and its sliced I'd like to be able to set just the snares trigs to be affected by the fader scenes so I could effect the snares with bitcrushing and reverb but leave the rest of the loop clean all controlled in real time by my action on the fader.

Or another example would be to have only certain trigged notes of a looping synth baseline affected by an lfo on the note value and a filter. You can see how this would be quite cool

You can also use one shot trigs for this kind of operation and press "yes" when you want it to happen.

===

Re:OT feature requests
Posted by bloodsample - 2011/11/23 10:48
_____

exuviae wrote:
bloodsample wrote:
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Not a major issue, but a "would be cool" kind of thing.

Or maybe there's a way to do this already that I missed?

Cheers.

You could set the Mix levels to zero in a scene and just hit that scene or slam the fader to "mute" effects.

Yeah that's a good idea. But I think not all effects have a mix parameter (like the filter for example). But I guess I can have one scene hold the `default` effect values and then store all my tweaks in another scene so I can switch between `dry` and `wet` like that.

==

Re:OT feature requests
Posted by pulsn - 2011/11/25 16:09
_____

When you press a key combo to change the OT mode...it would be great to get a visual feedback by a short, maybe 1 second long popup window in the display, showing the name of the new modus.

==

Re:OT feature requests
Posted by AikiGhost - 2011/11/25 19:23
_____

kraftf wrote:
AikiGhost wrote:
New idea for scenes and plock interaction...

Personally the one thing Id like to see woukd be the ability to set each step to be affected by the fader or not.

So for example If I have a drum loop and its sliced I'd like to be able to set just the snares trigs to be affected by the fader scenes so I could effect the snares with bitcrushing and reverb but leave the rest of the loop clean all controlled in real time by my action on the fader.

Or another example would be to have only certain trigged notes of a looping synth baseline affected by an lfo on the note value and a filter. You can see how this would be quite cool

You can also use one shot trigs for this kind of operation and press "yes" when you want it to happen.

Ah yes great idea. I've not got into 1 shot trigs yet.

==

Re:OT feature requests
Posted by pulsn - 2011/11/25 19:24
_____

A granular machine, where the crossfader lets you simply wander through the whole sample.

==

Re:OT feature requests
Posted by pulsn - 2011/11/25 20:26
_____

A 2-track recorder function, that lets you record directly endlessly to disk and records in realtime all what you do on the OT.

==

Re:OT feature requests
Posted by Ozone - 2011/11/29 06:55
_____

The option to apply lfos to micro-timing would be sweet.
Could simply be an 'extra option' in the lfo destination parameter list.

I used to own an old Roland R8 where you could set up a random generator to change timing/nuance etc, just like a real (bad) drummer.

To give the OT this ability would be ace.

==

Re:OT feature requests
Posted by echopraxia - 2011/12/01 02:40
_____

Would like to have note trigs retain their p-lock settings, while in grid recording mode, after I have turned a note trig off.

Currently when you press the note trig again to turn it off you also lose the p-locks that go with it when you try to put the trig back in. I feel changing this would save a lot of time crafting a song because at the moment I find myself using the method of "copy note trig then paste" way too much.

I would suggest to hold the note trig and hit the "clear" key to remove p-locks for the trig.

It would be best to have a check box setting in the project menu to change this behaviour or leave it like it is.

Anyone with me on this?

==

Re:OT feature requests
Posted by olafp - 2011/12/01 02:54
_____

echopraxia wrote:

Anyone with me on this?

yepp,

 definitely a nice to have feature I miss something like this too

==

Re:OT feature requests
Posted by kraftf - 2011/12/01 05:18
_____

Yeah why not, as long as it is an option.

==

Re:OT feature requests
Posted by echopraxia - 2011/12/01 06:44
_____

Would it be possible (processor wise) to always have thru machines available for all the tracks even if they are using a flex or static? Meaning you would not lose an audio track to a thru machine. Meaning you could still have an audio track playing and also have the inputs of the OT feeding into the same track. Even though the inputs and audio track would share the same FX chain and p-locks, it would be a great feature instead of giving up a track to put effects on it and it seems possible because it would really just be a "send" scheme. I know the DIR does monitor the live input. It would just be nice to always be able to use all 8 tracks for samples plus have audio input sends available for them as well.

Maybe using parts is a compromise? I have to check that out when I get a chance. It would still be switching off the audio track for the input audio though but I think that would work instead of dedicating a track to being a thru machine all the

time when DIR would suffice.

==

Re:OT feature requests
Posted by earsmack - 2011/12/03 23:32
_____

This just hit me as I was debating if I want to restart my computer to get my stupid audio interface to connect properly...if the OT could record to CF my performance as a simple stereo file that would be INSANE! Basically anything that would come out the main outputs could be sent to a file on the CF to be later copied to computer, etc.

Now that I think about it - can this be done by routing everything to Cue and then routing Cue to a machine a separate track to record?

Hmmm...

==

Re:OT feature requests
Posted by jonah - 2011/12/04 12:14
_____

I'm saving to buy an octatrack, but it doesn't appear to have "Skip Back Sampling"? Basically, audio is monitored with a delay or buffer and when you hear something you like you hit sample and it goes back in time and grabs it. You can keep doing this for as long as you want/until you have all the samples you want. http://www.sweetwater.com/expert-center/glossary/t--SkipBackSampling

Should I register with elektron to make a feature request even though I'm not yet a customer or should I send it to their general email?

==

Re:OT feature requests
Posted by neonleg - 2011/12/04 13:27
_____

jonah wrote:
I'm saving to buy an octatrack, but it doesn't appear to have "Skip Back Sampling"? Basically, audio is monitored with a delay or buffer and when you hear something you like you hit sample and it goes back in time and grabs it. You can keep doing this for as long as you want/until you have all the samples you want. http://www.sweetwater.com/expert-center/glossary/t--SkipBackSampling

Should I register with elektron to make a feature request even though I'm not yet a customer or should I send it to their general email?

maybe buy one first and see if you still need that feature?

==

Re:OT feature requests
Posted by Veets - 2011/12/04 14:30
_____

jonah wrote:
I'm saving to buy an octatrack, but it doesn't appear to have "Skip Back Sampling"?
As far as I know, only the Roland Fantom line has this. It's a very very cool feature to be sure and there are a number of times it has saved me something interesting from sonic oblivion. It's worth mentioning to Elektron but I wouldn't hold my breath. You can mimic this with any DAW by just recoding your outputs at all times. Then, keep what you need and delete the rest. Requires a little discipline though whereas Skip back doesn't.

==

Re:OT feature requests
Posted by Kero - 2011/12/08 02:35

_____

a random sample select button, so when u fire up the octatrack u can press the button and it randomly selects 8 samples and makes them flex machines. would save me about 30 minutes everytime i decide to make music with octa.

==

Re:OT feature requests
Posted by sven karma - 2011/12/08 07:21

_____

dunno if it's been suggested, but a frequency shifter in the fx would be cool

==

Re:OT feature requests
Posted by DONAU - 2011/12/09 18:21

_____

I would love to have a second alternative to assigning LFO's:

Press and hold down the parameter encoder you want to assign to an LFO, then as you hold down the encoder press and hold down the LFO button - A popup menu (like the mixer menu) will appear. As long as the encoder is being pushed down you could twist it to scroll the alternatives in the menu. The menu has 4 rows - LFO 1,2,3 and CANCEL when you release the encoder or the LFO button with any of the LFO's highlighted in the popup menu, the encoder will be assigned to that LFO.

This would be a really quick and much more effective way to setup LFO's live.

(Please note that the encoder would of course stop sending data to it's default parameter when being held down in conjuction with the LFO button).

==

Re:OT feature requests
Posted by subbz2k - 2011/12/09 22:04

_____

they should get the Scale Copy (existing pattern is copied to the new step pages automatically) to work !!! its already documented but its NOT WORKING :(and this is absolutely annoying :S

==

Re:OT feature requests
Posted by DONAU - 2011/12/09 23:11

_____

subbz2k wrote:
they should get the Scale Copy (existing pattern is copied to the new step pages automatically) to work !!! its already documented but its NOT WORKING :(and this is absolutely annoying :S

Coming very soon :)

==

Re:OT feature requests
Posted by Tyrone - 2011/12/12 15:46

_____

Apologies if any or all of these have been suggested but some features I'd be keen to see are:

- ability to map 16 consecutive flex/ static samples / slices / param settings (similar to MPC 16 levs mode) to the trig keys

for real time recording

- ability to "link" a MD or MNM to the OT pattern sequencer or arranger. I.e. For an OT pattern you would have the ability to specify a corresponding MD / MNM pattern. Likewise for the arranger but you would link song rows instead of patterns. The OT becomes like a "master" sequencer for the MD /MNM and I'd be able to avoid my hi tech "piece of paper" method of trying to remember which patterns need to be played together :)

==

Re:OT feature requests
Posted by MrSysex - 2011/12/13 14:12

_____

1) kit machine that takes all the samples in a folder (limit the size and number of files?) and sets it up similar to a multisample / sample chain, only instead of slices and SL1, SL2, etc it'l be truncated file names. Then you don't have to spend time setting up the multisamples, plus you'll have some reference as to what each slice actually is.

2) If not the above, ability to name each slice...? Even if only 3 chars. This would be useful even if it's not a "multisample."

3) Master length in scale setup - the ability to double/halve it using function+encoder, since often you're just going to do multiples of x number of steps anyway.

==

Re:OT feature requests
Posted by 5id - 2011/12/14 18:41

_____

Using the OT as a DJ tool with the master going to one channel on the DB4 and the cue out going to another.

Would love the option to have TRACK 4 a master for the cue out and TRACK 8 master for main out. :kiss: :kiss:

==

Re:OT feature requests
Posted by vasculator - 2011/12/15 00:53

_____

i would really like to see the impulse machines from the MD make it over to the OT. of course you can still load a single cycle square wave but the impulse machines are very flexible.

==

Re:OT feature requests
Posted by Petur - 2011/12/16 18:09

_____

Inspired by the new trig modes in OS 1.1

It would be nice to have an "Arm Track Trig Mode" where trig 1-8 would arm one shot trigs on track 1-8. And trig 9-16 would arm one shot recorder trigs on track 1-8.

==

Re:OT feature requests
Posted by kraftf - 2011/12/16 21:04

_____

Petur wrote:
Inspired by the new trig modes in OS 1.1

It would be nice to have an "Arm Track Trig Mode" where trig 1-8 would arm one shot trigs on track 1-8. And trig 9-16 would arm one shot recorder trigs on track 1-8.

Yeah would be nice but now there is midi for these function so its not a priority.

==

Re:OT feature requests
Posted by FXS - 2011/12/17 21:37
_____

Two very simple requests:

1. an option to save samples/convert samples as MONO.

2. an option to change channel(s) A/B/C/D as MONO channels, instead of left/right panned stereo tracks. For example. i'm sending a mono channel to input A on OT, but instead of just using MIXER to hear the input (DIR) i have to use a THRU channel with just A as a source, because otherwise it will be panned on either left (input A) or right (input B) because the channel is set as stereo as default.

:huh:

==

Re:OT feature requests
Posted by Tyrone - 2011/12/19 06:47
_____

FXS wrote:
Two very simple requests:

1. an option to save samples/convert samples as MONO.

2. an option to change channel(s) A/B/C/D as MONO channels, instead of left/right panned stereo tracks. For example. i'm sending a mono channel to input A on OT, but instead of just using MIXER to hear the input (DIR) i have to use a THRU channel with just A as a source, because otherwise it will be panned on either left (input A) or right (input B) because the channel is set as stereo as default.

:huh:

Also, some features i'd love to see :)

3. Ability to merge two L/R mono samples to a single stereo one. more of a "nice to have"...

4. In the sample editor - the ability to halve or double the selection / loop points, maybe via + UP / DOWN / L / R. Also the ability to move the loop selection forward or backward by the selected amount. e.g. if the first quarter of the sample selected for looping, then moving forward would select the 2nd quarter.

5. Improvements for naming of recorded samples when saving. Either the abiilty to scroll backwards through the most recently used sample names, or the ability to "name" a sample recorder or track and then have the default sample name inherit from this instead of R123456_1234 etc.

6. Change to the sample naming page - ability to use the UP / DOWN arrow keys to INSERT or REMOVE characters instread of incrementing up/down from the current value. Or possibly introduce an additional set of naming related functions through the use of the + UP / DOWN / L / R buttons?

==

Re:OT feature requests
Posted by RobbieNerve - 2011/12/19 16:18
_____

Yeah lets Raid the stages with out octatracks.
We dont need gold to get that 'WOW' out of the crowds...

.R

==

Re:OT feature requests
Posted by BirdsUseStars - 2011/12/20 00:02
_____

I'd a little "Are you sure Y/N?" stopper when I delete patterns. Last night I thought I was in rec mode and tried to delete a track, but deleted the whole pattern instead.

99% of the time those warning messages are annoying, but 1% of the time they save you from yourself.

==

Re:OT feature requests
Posted by RobbieNerve - 2011/12/20 04:10
_____

cant you undo that?

.R

==

Re:OT feature requests
Posted by BirdsUseStars - 2011/12/20 12:37
_____

Nope. FUNC+NO only seems to work with track deleting. Also, even if you can/could undo that is still a pretty bad mistake to make in the middle of a live set or some such thing. A little failsafe couldn't hurt.

==

Re:OT feature requests
Posted by Petur - 2011/12/20 17:36
_____

Petur wrote:
Inspired by the new trig modes in OS 1.1

It would be nice to have an "Arm Track Trig Mode" where trig 1-8 would arm one shot trigs on track 1-8. And trig 9-16 would arm one shot recorder trigs on track 1-8.

I expanded the idea a bit... i really think a simple trig mode like this would add a lot to the playability of the octatrack.

So, basically the trig mode would be called something like "Arm/Mute Mode"... and would work like this:

- Trig 1-8 : Arm track 1 to 8. Would function as standard arm function but on a per track basis (same as when in rec mode for a specific track). Pressing a trig will arm the track until the next one shot trig is played. Hold will will keep the track armed for as long as the trig key is pressed.

- Function + Trig 1-8: Same as above but it would instead arm the one shot trigs in the track recorders for the coresponding track.

- Trig 9-16 : Would convert all normal trigs on track 1 to 8 into triggless trigs for as long as the trig keys are pressed. You kinda get this already in the standard "tracks" mode when pressing trig 9-16 (which triggers the sample on track 1 to 8). If you keep the trig key pressed it wont trigger the trigs from the sequencer. So the funtion would be kinda the same thing but without initially trigging the sample when the trig button is pressed.

- Function + Trig 9-16 : Up for debate? =)

Personally i think this would be a really neat and simple way to "play" or improvise variations into your patterns by either injecting or removing trigs from your patterns. Would be really great for live situations i think.

What do you think? Any thoughts?

===

Re:OT feature requests
Posted by darenager - 2011/12/21 03:32

_____

Realtime arranger recording, so that you can jam out yo shizzle and record all yo frizzle. Then go in and make any fine edits if made a mistake-izzle:laugh: :gangsta:

oh and a double press on pattern select to change instantly - handy for patterns set to inf loop. Maybe have it quantised to the next beat so no glitch occurs.

===

Re:OT feature requests
Posted by babyjaws - 2011/12/21 04:20

_____

darenager wrote:
Realtime arranger recording, so that you can jam out yo shizzle and record all yo frizzle. Then go in and make any fine edits if made a mistake-izzle:laugh: :gangsta:

oh and a double press on pattern select to change instantly - handy for patterns set to inf loop. Maybe have it quantised to the next beat so no glitch occurs.

Fully agree for both those requests!

+1 for sure   B)

===

Re:OT feature requests
Posted by TrondC - 2011/12/21 13:40

_____

darenager wrote:
Realtime arranger recording, so that you can jam out yo shizzle and record all yo frizzle. Then go in and make any fine edits if made a mistake-izzle:laugh: :gangsta:

If they implement this to the MD and OT I'll never ask for anything more for the rest of my life. It's been my biggest wish since the day I got my MnM 3 years ago...

===

Re:OT feature requests
Posted by N_Rain - 2011/12/21 15:31

_____

darenager wrote:
Realtime arranger recording, so that you can jam out yo shizzle and record all yo frizzle. Then go in and make any fine edits if made a mistake-izzle:laugh: :gangsta:

Not exactly the same but as the OT sends MIDI for scene selection,crossfader position, pattern and bank change and track parameters it should be possible with the right computer sequencer soft to record the midi of your performance, edit it and play it back, so long as you don't venture into any of the setup pages or start messing with sequence lengths/trigs etc while playing.
I'll definately be doing it this way when I finally get around to "producing" some of my tracks.

Would be cool to be able to do this in the arranger too but even so it would be way more editable in software.

===

Re:OT feature requests
Posted by darenager - 2011/12/21 18:05
_____

^ Yeah good call, but no computer in my studio - I'm a card carrying luddite :laugh:

===

Re:OT feature requests
Posted by Rusty - 2011/12/21 20:46
_____

N_Rain wrote:
Not exactly the same but as the OT sends MIDI for scene selection,crossfader position, pattern

So... I haven't had my OT connected to my computer for a while... so does the OT actually send midi to represent the crossfader position?

Fingers crossed that scene position to midi CC's is not too far away

===

Re:OT feature requests
Posted by dataline - 2011/12/21 21:16
_____

Yea could be nice to record midi parameters while jamming!

But I would swap this for Audio recording, like Static recording machine which records the whole output for as long as your card allows...So if you feed MD and MNM into OT, there you go, I will never turn on my computer for music :)

Just like OP1's Album recorder!

===

Re:OT feature requests
Posted by speak_onion - 2011/12/21 23:53
_____

N_Rain wrote:
 OT sends MIDI for scene selection,crossfader position, pattern and bank change and track parameters it should be possible with the right computer sequencer soft to record the midi of your performance, edit it and play it back

Only semi-related, but I didn't realize that OT patterns could be selected by a MIDI input message. I looked in the manual but didn't find any documentation of this functionality. Is it from a newer update? Could you point me to where I can figure out how to do this? I'd love to have the option of changing patterns via MIDI.

===

Re:OT feature requests
Posted by boboter - 2011/12/22 01:14
_____

dataline wrote:
Yea could be nice to record midi parameters while jamming!

But I would swap this for Audio recording, like Static recording machine which records the whole output for as long as your card allows...So if you feed MD and MNM into OT, there you go, I will never turn on my computer for music :)

Just like OP1's Album recorder!

Same here. Longer recording time is the only feature I'm really missing at this point. At least 16 bars would be great. It's the only reason to turn on my computer for music these days. Do you think there is a chance this will be implemented? I think HQ never mentioned it...

===

Re:OT feature requests
Posted by N_Rain - 2011/12/22 03:07
_____

@ speak_onion

If you enable receive program change in the sync setup page the OT will repond to external program change and bank change messages as there is 256 patterns on the OT (bank change numbers 0-1 I believe)

Ok, back on topic.. ;)

===

Re:OT feature requests
Posted by darenager - 2011/12/22 04:55
_____

dataline wrote:
Yea could be nice to record midi parameters while jamming!

But I would swap this for Audio recording, like Static recording machine which records the whole output for as long as your card allows...So if you feed MD and MNM into OT, there you go, I will never turn on my computer for music :)

Just like OP1's Album recorder!

Haha, yeah but why swap - lets have both:cheer: Then we can jam out a song into arranger, edit to taste, then go to audio recording and hands are free for tweaking while the arranger takes care of the pattern and scene automations whilst the OT CF card captures all the lovely audio :lvl::laugh:

===

Re:OT feature requests
Posted by vasculator - 2011/12/22 05:03
_____

it was late last night when i tried this but i noticed when on a MIDI track in Chromatic trig mode the OT won't record the length of the triggers as they are held and instead default to the length setting for that MIDI track. it would be great if the lengths of the notes were kept as played. maybe i'm doing it incorrectly however...

===

Re:OT feature requests
Posted by Rusty - 2011/12/22 15:31
_____

dataline wrote:
Yea could be nice to record midi parameters while jamming!

But I would swap this for Audio recording, like Static recording machine which records the whole output for as long as your card allows...So if you feed MD and MNM into OT, there you go, I will never turn on my computer for music :)

I'd prefer scenes to send midi CC's so I could actually play live properly with external synths.

===

Re:OT feature requests
Posted by CloakvsDagger - 2011/12/22 16:03

That is the way it works, day tiime och night, early or late. I usally run through the notes two times. First for the pitch then for changing note lengths.

vasculator wrote:
it was late last night when i tried this but i noticed when on a MIDI track in Chromatic trig mode the OT won't record the length of the triggers as they are held and instead default to the length setting for that MIDI track. it would be great if the lengths of the notes were kept as played. maybe i'm doing it incorrectly however...

==

Re:OT feature requests
Posted by Lindsay - 2011/12/22 21:04
_____

Frequency Shifter.

==

Re:OT feature requests
Posted by ipassenger - 2011/12/22 21:11
_____

darenager wrote:
dataline wrote:
Yea could be nice to record midi parameters while jamming!

But I would swap this for Audio recording, like Static recording machine which records the whole output for as long as your card allows...So if you feed MD and MNM into OT, there you go, I will never turn on my computer for music :)

Just like OP1's Album recorder!

Haha, yeah but why swap - lets have both:cheer: Then we can jam out a song into arranger, edit to taste, then go to audio recording and hands are free for tweaking while the arranger takes care of the pattern and scene automations whilst the OT CF card captures all the lovely audio :lvl::laugh:

Re: audio record.

I put it to Elektron (Daniel) that maybe the way to do this is to only have it available when your using track 8 as master track.. In this situation your not using track 8 for static playback (or flex playback), presumably that frees up some card access resources for recording.... Over simplifying but I thought it might be a way forward. I just want to be able to take much longer samples of my Nord Modular noodling away so i can then use them as static one trigger samples in a set.

==

Re:OT feature requests
Posted by djd_oz - 2011/12/23 14:34
_____

CTR-6P on master track for OT and something to control the sample width plz.

Hint: There is a spare knob on the Amp page ;)

==

Re:OT feature requests
Posted by djd_oz - 2011/12/24 07:00
_____

Func + Yes when selecting new machine to clear all amp, lof and effects on that track B)

==

Re:OT feature requests
Posted by djd_oz - 2011/12/25 14:15

_____

Sidechain for the compressor, in the setup page to be able to select the source track and amount.

==

Re:OT feature requests
Posted by BirdsUseStars - 2011/12/25 14:42

_____

Yeah, but do you really need sidechaining when you have P-locks? If you want a sound to duck you can just lock it's level with trigless trigs. Hell, you can even live record the changes on the fly if you want.

==

Re:OT feature requests
Posted by BirdsUseStars - 2011/12/25 14:46

_____

In fact, if you want the levels pumping, you can set the amp envelope to retrigger on trigless trigs.

trig.

==

Re:OT feature requests
Posted by djd_oz - 2011/12/25 14:51

_____

It's just easier with sidechanning, no? :dry:

==

Re:OT feature requests
Posted by kraftf - 2011/12/26 10:18

_____

djd_oz wrote:
It's just easier with sidechanning, no? :dry:

Totally agree! It's not only easier but you could sidechain a bunch of tracks without messing with the trigs. You could also change settings of the sidechaining by just adjusting 2 or 3 knobs and not 20 or more trigs or lfo settings.

==

Re:OT feature requests
Posted by AikiGhost - 2011/12/26 19:18

_____

BirdsUseStars wrote:
Yeah, but do you really need sidechaining when you have P-locks?

Because

1. It doesnt sound the same
2. Sidechain gives more interesting tonal results than just volume ducking

Essentially if you used sidechain creatively you wouldn't be asking that question.

==

Re:OT feature requests
Posted by BirdsUseStars - 2011/12/27 01:49

_____

Okay well, you're right, I don't sidechain creatively because I use an Octatrack. I certainly couldn't tell you if it sounds the same, as I've never done a side by side. That said, I do think that modulating the volume with the Octatrack provides a lot of flexibility, much of which would make elements of an added sidechaining capability somewhat redundant.

To illustrate, I made a quick example. One synth pad sample looping over, modulated by it's lfos.

BirdsUseLFOs

first you hear the loop, then the first LFO, which is a ramp up. Shortly thereafter LFO2 is introduced, ramping down the volume in contrast to the first, and at a much faster "percussive" rate. Then LFO3 is raised, serving to modulate the speed of the first LFO.

Then some filter stuff for a little flava.

I'm not saying that you shouldn't want sidechaining, that is up to you. I just don't think we should sell the OT short on it's volume modulation.

==

Re:OT feature requests
Posted by JES - 2011/12/31 06:50

_____

I'd like to see the OT keep its trigs and plocks on long sequences when you switch settings in the project. Example:

I was working on a project with a 64-step loop. I wanted to make one track shorter. I realized I hadn't set it up right. Went to project settings, changed sequence length to per-track, saved, and suddenly everything was 16 steps and when I made it longer again, the programming I'd done was lost. And of course, there's no "undo" on the OT.

Newbie mistake, but still, the more basic settings you can change without resetting parts of your project, the better.

--JES

==

Re:OT feature requests
Posted by djd_oz - 2011/12/31 12:52

_____

Some sort of gating effect would be nice Mr. Elektron.

==

Re:OT feature requests
Posted by prscrptn - 2011/12/31 20:23

_____

Auto Save; Enable/Disable.

==

Re:OT feature requests
Posted by Lindsay - 2012/01/04 14:57

_____

More fx please.

A frequency shifter would be great as would another reverb a la Valhalla's Shimmer or a modeled unit like Room.

Also looking forward to the looper.

==

Re:OT feature requests
Posted by 3001 - 2012/01/04 21:21
_____

a way to save all the buffers at the same time with a press of a button....

==

Re:OT feature requests
Posted by Petur - 2012/01/05 01:11
_____

A Sample & Hold mode for the scene fader would be nice (I guess this could be a setting per track). Instead of a smooth interpolation between the scenes it would sample the scene parameters (based on the fader position) when a trig is hit in the sequencer.

==

Re:OT feature requests
Posted by DONAU - 2012/01/05 03:14
_____

Petur wrote:
A Sample & Hold mode for the scene fader would be nice (I guess this could be a setting per track). Instead of a smooth interpolation between the scenes it would sample the scene parameters (based on the fader position) when a trig is hit in the sequencer.

Not sure, but perhaps this is already possible if you'd use a midi cable to route out of the OT and back into itself. Assign a MIDI LFO one of the midi CC's in ctrl 1 or 2 which in turn would be connected to the cc of the Crossfader. Did anyone try if this works?

==

Re:OT feature requests
Posted by Tarekith - 2012/01/05 03:27
_____

- Bugs me that when you use Neighbor machines, you have to mute those and not the previous track to silence it. Wish this was user defineable.

- Wish there was a way to mute a track pre-effects too, so things like delays would not get cut off.

==

Re:OT feature requests
Posted by dubathonic - 2012/01/05 04:09
_____

Tarekith wrote:
 Wish there was a way to mute a track pre-effects too, so things like delays would not get cut off.

A perhaps useful workaround: While in the AMP menu, if you hold FUNCTION while twisting the VOL knob, you can toggle between three settings: -64, 0 and +64. Toggling between 0 and -64 cuts off the sample but *not* the effects, so your echoes/reverb tails/etc. will not be lost, as they are when muted.

(To be precise/complicate things, I *think* if you set the VOL at some other level than 0, that specific setting becomes a fourth toggle position. So if for example you set it at something greater than 0, you'll have to do two quick twists instead of one to cut the track...my solution is to make sure the track is at the level I want it to be by adjusting its LVL and keeping VOL at 0.)

==

Re:OT feature requests
Posted by Petur - 2012/01/05 04:24

_____

DONAU wrote:
Petur wrote:
A Sample & Hold mode for the scene fader would be nice (I guess this could be a setting per track). Instead of a smooth interpolation between the scenes it would sample the scene parameters (based on the fader position) when a trig is hit in the sequencer.

Not sure, but perhaps this is already possible if you'd use a midi cable to route out of the OT and back into itself. Assign a MIDI LFO one of the midi CC's in ctrl 1 or 2 which in turn would be connected to the cc of the Crossfader. Did anyone try if this works?

The idea is not to control the scene fader with an LFO. Or maybe i am misunderstanding your reply?.

What i am thinking is that when you move the scene fader no parameters (mapped to the currently active scenes) are changed until a trig is played. And when a trig is played the scene fader is sampled (parameters are updated according to the fader position) and held until the next trig is played… so instead of smooth interpolation of scene mapped parameters they will only be updated on trigs.

… and yes, having this setting per track would be nice. So that you could have some tracks interpolating as normal. And other tracks scene parameters sampled on trigs.

===

Re:OT feature requests
Posted by Tarekith - 2012/01/05 04:47

_____

Thanks Dub!

===

Re:OT feature requests
Posted by MrSysex - 2012/01/05 08:22

_____

Tarekith wrote:

- Wish there was a way to mute a track pre-effects too, so things like delays would not get cut off.

I just requested to have an option per track to have the track mute either:
1) Work as it does now, where it mutes the audio from that track, and cuts off any sound a playing, or
2) mutes the sequencer triggers, so the samples play through their envelopes. From the start I was wanting for something like this.

Jon from Elektron thanked me for the suggestion, so we'll see if it gets included.

===

Re:OT feature requests
Posted by bauer - 2012/01/08 00:06

_____

an option or button-combo to make START, END and LOOP markers snap to the slice markers, so that we can easily set up a sample that will play from the start, and then loop indefinitely after it reaches a given point. currently way too fiddly!

===

Re:OT feature requests
Posted by DONAU - 2012/01/08 06:35

_____

Petur wrote:
DONAU wrote:
Petur wrote:
A Sample & Hold mode for the scene fader would be nice (I guess this could be a setting per track). Instead of a smooth interpolation between the scenes it would sample the scene parameters (based on the fader position) when a trig is hit in the sequencer.

Not sure, but perhaps this is already possible if you'd use a midi cable to route out of the OT and back into itself. Assign a MIDI LFO one of the midi CC's in ctrl 1 or 2 which in turn would be connected to the cc of the Crossfader. Did anyone try if this works?

The idea is not to control the scene fader with an LFO. Or maybe i am misunderstanding your reply?.

What i am thinking is that when you move the scene fader no parameters (mapped to the currently active scenes) are changed until a trig is played. And when a trig is played the scene fader is sampled (parameters are updated according to the fader position) and held until the next trig is played… so instead of smooth interpolation of scene mapped parameters they will only be updated on trigs.

… and yes, having this setting per track would be nice. So that you could have some tracks interpolating as normal. And other tracks scene parameters sampled on trigs.

Sorry, my bad, now I understand what you meant!

==

Re:OT feature requests
Posted by SecretMusic - 2012/01/08 06:41
_____

No swing for the arpeggiators makes me really really sad..

I am aware that there are certain "workarounds" for this issue, but they are not ideal, to say the least, and not flexible.

I'm not sure why we cannot swing the arps, but we can swing the audio tracks and MIDI tracks?

Is there a rational explanation for this? would it be bad or take anything away from the OT if this was implemented? Is there a technical problem that keeps Elektron from implementing something that seems absolutely vital to me?

I write stuff at 63 swing very often, and every time I do, i simply cannot use the arps...I don't get it :(

Please, please, let us swing the arps!!

Cheers

Secret Music

==

Re:OT feature requests
Posted by goodfellow - 2012/01/11 15:26
_____

Apologies if this was already posted, but I'm new to the forum. Two features that I'd like to see on the OT are

1. VERY IMPORTANT: Increased polyphony per track. As far as I'm concerned, 8 tracks really is limited if they're monophonic (sampler).
     - If it is implemented, an improved interface for utilizing more than one sample per track

2. Variable time signatures

==

Re:OT feature requests
Posted by D.M.M. - 2012/01/11 19:19

_____

..more Samples per Track and the ability to use the Encoder not only to scroll through a Samplebank,but also to enter via a pushfunction..

===

Re:OT feature requests
Posted by kraftf - 2012/01/12 05:29

_____

D.M.M. wrote:
..more Samples per Track and the ability to use the Encoder not only to scroll through a Samplebank,but also to enter via a pushfunction..

What do you mean more samples per track?More polyphony?
More samples per track can achieved through sample plocking or with the use of parts.

Not also sure what you mean by the second section of your request.
We can already scroll through a sample bank with the Level encoder and load via the yes pushbutton.

===

Re:OT feature requests
Posted by kraftf - 2012/01/12 05:33

_____

Total remote MIDI control is what I think is missing.
I wouldn't mind using sysex for that.
When I say total control I mean forall parameters, button presses and shortcut keys.
One thing that is pretty lame with the current midi implementation is the fact that you can't program midi mutes for audio tracks in one midi channel. Awkwardly you can do this for the midi tracks!

===

Re:OT feature requests
Posted by Noisebuddy - 2012/01/13 00:13

_____

1.) for FX 1 a waveform generator (SAW & PULSE), three oscillators - each with a waveshaper, triggerable of course - and finally mangled with the multimode-filter (which sounds quite nice)

a simple mono-synth

of course a waveform-sample will do it, but this would be a nice addition

2.) a reverb, other than the gated reverb - since more DSP-Power is used on such effects, a single effect will do it

3.) Midi-Tracks: Length as steps

the tracks are enough, eight are plenty

===

Re:OT feature requests
Posted by goodfellow - 2012/01/13 03:49

_____

Noisebuddy wrote:

the tracks are enough, eight are plenty

I agree. The 8 tracks are just peachy, but even 4 note sampler polyphony would allow the machine's capabilities to be HUGE.

ALSO

* Reiterate: POLYPHONY

* It would be nice for each of the 4 parts per track to have independent patterns, not just sounds.

* It would be great to have an UNDO (like on an MPC for live triggering)

* And un-quantized tracks would be great as well.

Anybody hear about the next OS update?

===

Re:OT feature requests
Posted by goodfellow - 2012/01/13 03:52
_____

In fact, a specific quantization menu, where you could chose 1/8th, 1/16th, 1/32nd, etc. would be awesome!

OH, and I forgot, time signatures! 3/4 and 5/4 would be AWESOME!

===

Re:OT feature requests
Posted by xfive - 2012/01/13 07:54
_____

Not sure if anyone has mentioned anything similar, as I don't want to go thru 30+ pages:

Hold down two track buttons then hit copy and paste at the same time - swap tracks.

Often when experimenting I end up with unintended and cool results that I'd like to swap around into more preferable tracks/slots (from a performance perspective).

This would eliminate needing a 3rd track as a temporary copy location.

===

Re:OT feature requests
Posted by xfive - 2012/01/13 07:55
_____

Whoops I guess that's really 50+ pages isn't it?

===

Re:OT feature requests
Posted by SecretMusic - 2012/01/13 11:53
_____

goodfellow wrote:

OH, and I forgot, time signatures! 3/4 and 5/4 would be AWESOME!

you can do any time signature you wish on the OT already :) and have different time signatures per track !

===

Re:OT feature requests
Posted by N_Rain - 2012/01/13 12:48

_____

xfive wrote:

Hold down two track buttons then hit copy and paste at the same time - swap tracks.

I second this! To work 100% it would also need to swap scene lock assignments for each track.

===

Re:OT feature requests
Posted by xfive - 2012/01/13 15:08

_____

N_Rain wrote:
xfive wrote:

Hold down two track buttons then hit copy and paste at the same time - swap tracks.

I second this! To work 100% it would also need to swap scene lock assignments for each track.
Yeah, everything. A total swap.

===

Re:OT feature requests
Posted by Indigo333 - 2012/01/13 15:18

_____

OK, I have had my OT for sometime but kept it at bay b/c it was a whole other story then + other gear and...
All I want is a slave that takes itself out of the closet and makes me some food, works for me, pays my rent and then
mortgage on my other joints in Oregon and Hawaii. This will in turn fund a space for all levels of heads to come over and
bulid modular shizzzzznit wit tons of boxes, pedals and tons of effects because... I pimp my slave out to do my work!
NOW, i just need to sit down with the OT that has been haunting me in too many ways becase I am an old skool freak.
:laugh:
Sorry but, i want a magic box that does it all and sorry x 3 but why doesn't elektron fix this? Is this just a projection of my
own imagination or am I dreaming?

===

Re:OT feature requests
Posted by N_Rain - 2012/01/13 16:27

_____

Indigo333 wrote:

Sorry but, i want a magic box that does it all and sorry x 3 but why doesn't elektron fix this? Is this just a projection of my
own imagination or am I dreaming?

hmm.. for me the OT is the magic box that does it all. Are you sure you read the manual backwards three times while
counting to infinity like it says in chapter 7, section 3.1?
The bold fine print on the box clearly states "We make magical music instruments" Would you expect any less? Now to
patiently wait for my other reoccurring dream to arive..

===

Re:OT feature requests
Posted by D.M.M. - 2012/01/13 16:44
_____

i have meant...different Samples on different Patterns and Enter a Sample via pushing the Level-Encoder instead of pushing Enter/Yes-Button.(It would make the Workflow a little faster).

==

Re:OT feature requests
Posted by Daim - 2012/01/15 06:28
_____

I wish that my patterns sound the same after I update.

Seriously.. I did 4 updates since I bought the machine and everytime I had to start allover again because my patterns sounded different. Next time I won't start from scratch again but sell the machine instead.

==

Re:OT feature requests
Posted by MrSysex - 2012/01/15 12:12
_____

Maybe a longshot (and possibly not feasible to perfectly execute), but...

Automatically double the pattern length, but keep the notes playing (as close as possible to) as they were.
I don't just mean switching the scale, but going from (say) 1x to 1/2x AND moving all the notes so that they play the same as they did before, AND having a second half of the pattern that is now blank (or auto-copied from the first half, whichever).
Obviously, some notes will go into in-between steps, but we do have microtiming now. And if there were to many notes, they'll have to be rounded out to fite one per step in the new pattern.
Does that make sense?

It's easy to double the length of a pattern from 2 bars to 4 by using all 4 bars in a pattern.
But often I find that I want something to be 8 bars then, so I halve the speed and move all the notes around manually. I get a lot of distance out of this, and it would be great if it were automatable. I don't know how possible it would be, but it's one of those things I've always wished for.

Example pattern:

x---|x-x-|x---|--x- (running at 1x speed)
becomes
x-xx|x--x|----|---- (running at 1/2x speed)

If you have some 16th notes in the first pattern, some of them would heave to be 'rounded out' of the resultant pattern.
But if there's a note on an up-beat with no neighboring downbeat note, then microtime it in the middle.

==

Re:OT feature requests
Posted by jonah - 2012/01/16 00:16
_____

RE: Sidechaining
BirdsUseStars wrote:
In fact, if you want the levels pumping, you can set the amp envelope to retrigger on trigless trigs.

trig.

What about trig chaining? :cheer: Link either the playback, trigless or recorder trigs from another track to a parameter and allow the user to set up a command, like every time the rec trig on track one trigs, reduce volume on track 3 by 10 or turn filter depth up, etc.

Then allow the user to plock, lfo modulate etc the trig chain parameters.

This kind of ridiculousness (in a good way) seems more up elektron's alley. ;)

===

Re:OT feature requests
Posted by RobbieNerve - 2012/01/16 18:35

_____

Mailed elektron I'd like to have two master tracks when in studio mode. :-)
Votes please ;)

I was thinking, You can use track 8 as master track, but it would be
nice to have two master tracks. one for the regular output and one for
the CUE output in studio mode.
Okay you sacrifice two tracks that way but I can still live with it
being a Hexatrack ;-).

Keep up the good work!

Robin

===

Re:OT feature requests
Posted by ntothe - 2012/01/20 01:23

_____

it's probably been said already, but I'd LOVE to see features such as:

- polyphonic tracks (think drums taking up just one channel and/or polyphonic synths and pads)
- multrtrack bounce arrangment to card - pretty self explanatory i guess
- pattern chaining using external gear
- metronome and count-in to record
- mono sampling
- ability to choose sound quality (32khz/12 is very welcome) thus extending the record buffer.

if i get this, i'm selling all my other equipment and quitting my dayjob ;)

===

Re:OT feature requests
Posted by ntothe - 2012/01/20 03:54

_____

forgot to mention.

- MIDI over USB

Elektrons, if you're reading this - thanks in advance ;)

===

Re:OT feature requests
Posted by vasculator - 2012/01/20 08:46

_____

micro-timing of a track as an lfo destination might be fun.

===

Re:OT feature requests
Posted by N_Rain - 2012/01/20 14:29

_____

Midi CC's for Function+Cue and Track Selection please..

===

Re:OT feature requests
Posted by Rusty - 2012/01/20 15:44

_____

1: Scenes/Crossfader able to lock/send Midi CC's (just like audio track functionality)

2: Polyphony per track

===

Re:OT feature requests
Posted by ntothe - 2012/01/20 15:50

_____

micro-timing of a track as an lfo destination might be fun.

+1

sounds great for humanizing or making the rhythm reeeeeeally wonky.

===

Re:OT feature requests
Posted by jonah - 2012/01/22 04:05

_____

sound on sound recording AKA overdub

===

Re:OT feature requests
Posted by 5id - 2012/01/22 04:41

_____

RobbieNerve wrote:
Mailed elektron I'd like to have two master tracks when in studio mode. :-)
Votes please ;)

I was thinking, You can use track 8 as master track, but it would be
nice to have two master tracks. one for the regular output and one for
the CUE output in studio mode.
Okay you sacrifice two tracks that way but I can still live with it
being a Hexatrack ;-).

Keep up the good work!

Robin

+ a big 1

===

Re:OT feature requests
Posted by Rusty - 2012/01/22 06:49

_____

5id wrote:
RobbieNerve wrote:
Mailed elektron I'd like to have two master tracks when in studio mode. :-)
Votes please ;)

I was thinking, You can use track 8 as master track, but it would be
nice to have two master tracks. one for the regular output and one for
the CUE output in studio mode.
Okay you sacrifice two tracks that way but I can still live with it
being a Hexatrack ;-).

Keep up the good work!

Robin

+ a big 1

+2

==

Re:OT feature requests
Posted by Daim - 2012/01/22 23:12
_____

Sidechain for Compressor. Filter etc.

==

Re:OT feature requests
Posted by enomis - 2012/01/24 11:26
_____

Hello all... new here... loving the OT but I'd still like to add a couple feature requests to the list: Forgive me if they've
already been suggested:

- scene assignments to MIDI tracks - mainly to control LFO parameters and the MIDI CC controls

- slide trigs for MIDI trigs (if they can create LFOs to contol MIDI CCs why not allow for slide trigs on the CC parameters)

==

Re:OT feature requests
Posted by Noisebuddy - 2012/01/24 17:14
_____

enomis wrote:
- slide trigs for MIDI trigs (if they can create LFOs to contol MIDI CCs why not allow for slide trigs on the CC parameters)

that's a big point

==

Re:OT feature requests
Posted by enomis - 2012/01/24 23:20
_____

Wrote to Elektron support. It seems that scenes for MIDI parameters is an unlikely future feature add. Apparently the
amount of data that could potentially be assigned and sent from the OT would cause a MIDI signal lag.

I asked about slide trigs and am waiting to hear what they have to say on that.

===

Re:OT feature requests
Posted by TelePet - 2012/01/25 02:19

_____

Here's to hope-- I'd love to have the slide function on MIDI CCs.

===

Re:OT feature requests
Posted by RobbieNerve - 2012/01/25 02:25

_____

Ooh yeah! A filterbank!

If you know the nord modulars you know what I am talking about.

I'd like an effect with fixed-frequency bandfilters.
In the setup menu you can set the frequency for each band, and in the regular effect control screen you can use the knobs to boost / cut those bands with a certain amount of dB.

This would be nice to make a sound alive. imagine parameter locking 2 bands (for example) to scene A/B and put on two others an LFO each with different speeds.

That's what I would like Ãˌnd use :).

.R

===

Re:OT feature requests
Posted by enomis - 2012/01/25 02:42

_____

TelePet wrote:
Here's to hope-- I'd love to have the slide function on MIDI CCs.

hmmm... got a response back from Elektron. Seems that slide trigs for MIDI would also be a potential source of MIDI signal lag.

I'm in denial.

===

Re:OT feature requests
Posted by markboombastik - 2012/01/25 20:30

_____

- the possibility of setting sceneparameters and locks on the subpages of the effects. (eg distortion of the filter)

- more different effects... i dont make a list here its toooo long..

- pitch for thru and neighbour machines. (for the incoming signal)

- sidechaining would be nice
- 3 band eq

- exact feedback of parameters in eq and compressor. (13000 hz btw 2:1 and so on)

- forward/backward play option for each track/pattern - but samples are forward playback.

- autosave enable/disable

- an easier loop machine (i know its planned.. and i want it - even its allready possible to use the ot as a looper... but: no beer when playing then otherwise it can end in silence on stage ;))
of course if possible the looper needs to have the same freedom of a flex or static machine... fx,trigless trigs and so on)

- non bpm synced triglesstrigs (tapped in) for parameter locks. (for kind of random parameter locks)

- the possibility of copy and paste whole machines and effects,amp,lfo... parameters. (if its not allready possible)

if something is possible allready tell me....

thats all after one week for now... and i have to say it is the most amazing live machine ever for me and my way of making music!!! it allready kicked out 2 other machines in my setup i dont need them anymore... and at the same time it raised the potential of it a lot!

==

Re:OT feature requests
Posted by markboombastik - 2012/01/25 21:03
_____

and a way of clearing all flex recordersamples at the same time would be great for livelooper action!

==

Re:OT feature requests
Posted by TelePet - 2012/01/26 00:31
_____

enomis wrote:
TelePet wrote:
Here's to hope-- I'd love to have the slide function on MIDI CCs.

hmmm... got a response back from Elektron. Seems that slide trigs for MIDI would also be a potential source of MIDI signal lag.

I'm in denial.

Ah-- too bad. Guess I'm keeping the Eventide Space on the MnM sequencer.

==

Re:OT feature requests
Posted by naster - 2012/01/26 12:32
_____

Its nice that you can play a sample with the buttons acting as a keyboard but it would be nice if in record mode I could play it like a keyboard and record the notes I play. insted of having to pitch each sample hit up or down with a knob I should be able to just play it and it record the pitch info and the sequence played.

==

Re:OT feature requests
Posted by N_Rain - 2012/01/26 15:13
_____

naster wrote:
Its nice that you can play a sample with the buttons acting as a keyboard but it would be nice if in record mode I could play it like a keyboard and record the notes I play. insted of having to pitch each sample hit up or down with a knob I should be able to just play it and it record the pitch info and the sequence played.

Chromatic trig mode doesn't do this? I haven't tried but I assume it would..

===

Re:OT feature requests
Posted by markboombastik - 2012/01/26 20:39
_____

N_Rain wrote:
naster wrote:
Its nice that you can play a sample with the buttons acting as a keyboard but it would be nice if in record mode I could play it like a keyboard and record the notes I play. insted of having to pitch each sample hit up or down with a knob I should be able to just play it and it record the pitch info and the sequence played.

Chromatic trig mode doesn't do this? I haven't tried but I assume it would..

Chromatic trig mode does exactly this.

===

Re:OT feature requests
Posted by markboombastik - 2012/01/26 20:58
_____

djd_oz wrote:
Sidechain for the compressor, in the setup page to be able to select the source track and amount.

plus the possibility of deleting the sidechainreaction on singel trigs... :)

===

Re:OT feature requests
Posted by markboombastik - 2012/01/26 21:05
_____

when i sample and i set trigs (not recorder trigs) before i hear both signals sometimes.
the incoming and the playing signal.
it would be very great if the a/b or c/d input mutes as soon its recording - or the other way arround - the trigs are not playing as long i work with the record button combinations... at least for hold modus or as a global personalize option.

the first option would be better because then you can allready have effects assigned and here them while recording...

important for live.. because doubled signal sounds sh...

or is this allready possible?

===

Re:OT feature requests
Posted by electrolegs - 2012/01/26 22:21
_____

Please take this as another vote for interchangable banks!

===

Re:OT feature requests
Posted by the dreammer - 2012/01/26 22:51
_____

Markboombastic ->

could be me, but if you do not record the incoming signal.. but record the track itself..
if you record incomming signal = without processing
if you record track = signal of track (what you hear)

like on a traditional sampler... incomming sound = sample... internal sound (with effects) is called resampling..

editted.. quoting went horribly wrong :)

==

Re:OT feature requests
Posted by kÃ¸ns - 2012/01/29 03:47
_____

First Post.
Still getting to grips with OT.
Maybe this has been requested before or there is some workaround:
After also seeing the posts about tempo http://elektron-users.com/index.php?option=com_fireboard&Itemid=28&func=view&id=165538&catid=9&limit=10&limitstart=10 detection problems and slicing, and playing around with slicing myself:

REX file support? It's a svensk technology for helvete, is pre-sliced and contains bpm info, with lossless compression etc.. If necessary it could just be an additional machine ie 'the REX machine'?

It seems so obvious I feel almost sure I have missed it somewhere???

If Elektron are not interested in supporting other file types on-board the OT, maybe they could work up a small mac/pc script app that converts .rx2 to a .wav and .ot pair. and while at it Able-live .asd files to .ot files? Would certainly speed up the process of migrating my library from Able-live to OT.

But in general...

::::OT is the most game-changing piece of equipment I have ever encountered::::

==

Re:OT feature requests
Posted by markboombastik - 2012/01/30 02:00
_____

the dreammer wrote:
Markboombastic ->

could be me, but if you do not record the incoming signal.. but record the track itself..
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like on a traditional sampler... incomming sound = sample... internal sound (with effects) is called resampling..

editted.. quoting went horribly wrong :)

if i get you right you want to resample... what i would like to see is that flexmachines would behave like thru machines - so you can allready process the incoming sound and sample it on a state you like it (but its recorded dry in the recorder) and go on after sampling with mangeling... ;)

or i can live with the possibility i wrote before... that i can set my playtrigs before and record without having a doubled signal..but with the possibility of hearing what comes in on the main out...
it is important for me because i work live with an empty octatrack as a sampler/looper/mangeler for processibg my human beatbox and make songs from zero...

this machine a bomb! (never say this on an airport!)

==

Re:OT feature requests
Posted by markboombastik - 2012/01/30 02:00
_____

the dreammer wrote:
Markboombastic ->

could be me, but if you do not record the incoming signal.. but record the track itself..
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beatbox and make songs from zero...

this machine a bomb! (never say this on an airport!)

==

Re:OT feature requests
Posted by markboombastik - 2012/01/30 02:08
_____

and... trig grouping would be cool!

(all triglesstrigs for example on an pattern... so you can mangle at the same time.... without touching the playtrigs...)

i ment "this machine is a bomb - never say this on an airport!"

==

Re:OT feature requests
Posted by N_Rain - 2012/01/30 03:31
_____

Sure this has been mentioned before.. a per track setting to retain parameter locks when disabling a trig would be an
excellent addition for live jamming of sequencer steps. Right now I don't even bother cause as soon as a trig is disabled,
all the parameter locks are lost.. IMO this one feature could unlock (no pun) a lot of live playability of the OT.

Some usage examples would be:
-specific trigs with mad modulations for transition sounds etc.
-trigs locked to specific samples to bring in and out on the fly
-quickly bring in and out sections of sliced loops
-lots of finger ninja oportunites ..
-less staring at the OT waiting for the right time to move the crossfader ;)

==

Re:OT feature requests
Posted by Syl KougaÃ¯ - 2012/01/30 07:20
_____

More LFOs
Why not as an assignable effect = 3 or 6 more LFOs per tracks !

==

Re:OT feature requests
Posted by kraftf - 2012/01/31 00:32
_____

N_Rain wrote:
Sure this has been mentioned before.. a per track setting to retain parameter locks when disabling a trig would be an excellent addition for live jamming of sequencer steps. Right now I don't even bother cause as soon as a trig is disabled, all the parameter locks are lost.. IMO this one feature could unlock (no pun) a lot of live playability of the OT.

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-trigs locked to specific samples to bring in and out on the fly
-quickly bring in and out sections of sliced loops
-lots of finger ninja oportunites ..
-less staring at the OT waiting for the right time to move the crossfader ;)

What about one shot trigs?
Don't they fit for the above tricks.
I think they do with the exception for the:
"specific trigs with mad modulations for transition sounds etc.".
It can be done but you have to ensure that the sample that has been triggered for the specific track will continue to play seamleasly when you activate the oneshots. This can happen if you have a sliced sample trigged throughout the track and the length set to max. Perform any crazy manipulations to certain trigs and turn them off by making them oneshots. by using the arm buttom from OT or via midi you can do the trick.

==

Re:OT feature requests
Posted by Knights Who Say Neve - 2012/01/31 03:32
_____

This has probably been mentioned somewhere in this 58 (and counting!) page thread- I didn't look through them all, but...

it would be REALLY nice to have play directions other than forward for the tracks. Reverse (DOWN), back and forth (CYCLE), shuffle, and random at least. It's in the arpeggiator, so why not for track playback?

==

Re:OT feature requests
Posted by kraftf - 2012/01/31 08:24
_____

Knights Who Say Neve wrote:
This has probably been mentioned somewhere in this 58 (and counting!) page thread- I didn't look through them all, but...

it would be REALLY nice to have play directions other than forward for the tracks. Reverse (DOWN), back and forth (CYCLE), shuffle, and random at least. It's in the arpeggiator, so why not for track playback?

+1
Independant looping of pages(bars) and customizable Loop start point of the sequence(Not only Loop end).

Also page copy is not wrking as someone would expect if there are arbitrary number of steps.
For EG if you have 14 steps then if you extend the pattern to 4 bars then steps should repeat every 14 steps and not every 16. Its a major drag to copy all the trigs every N number of steps. Definately needs to be implemented.

==

Re:OT feature requests

Posted by vasculator - 2012/01/31 23:28
_____

a "Persistent Thru" track type. this would simply be a Thru track that always retains it's settings when you are switching between patterns/parts. it would always place itself within the thru track on the next pattern and you would "lose" it if you switched to a pattern that had no thru track.

this would be nice for the live set i am working on. i have two dedicated tracks (7 and 8) set as thru tracks for the shruthi-1 and airbase99 on all patterns. not a huge deal as is and can be worked around but it would be very nice.

==

Re:OT feature requests
Posted by Mr. J - 2012/02/01 04:31
_____

Full DAW/VST integration / OctaDAW

I'd love the OT to be able to run as a hardware controller / VST in a major DAW while maintaining its own hardware processing, or to have its own DAW environment on Mac/PC. Not only for project bouncing but for complex arrangements as well. The OT works very rapidly for quickly laying out a basic project but to arrange full projects is another cup of tea.

The advantages of the OT as compared to regular DAWs are well-known in this community, but a DAW's arrangement view greatly outperforms the OT's. Minimal / acid / gabber projects for example don't alternate a lot, but in electro / progressive projects a lot of twists and turns are going on that are (at least for me at this point) very hard to achieve using the current OT arranger.

An Access Virus TI-2 for example runs in the same way: as a hardware synth while at the same time being able to run as a VST (hardware controller) with audio bouncing.

==

Re:OT feature requests
Posted by DOSputin - 2012/02/02 11:39
_____

I am always bitching over this one.
Octatrack needs more LOOP options, ie ping pong, reverse, x-fade!

Octatrack needs to have Core MIDI support.   I was amazed to see a friend recently plug his Teenage Engineering OP-1 directly via usb cables and a camera adapter to his I-pad and instant MIDI communication was established from the OP-1's onboard sequencer to his KORD iMS-20 synth app. Soon he was triggering the amazing sounds from the iPad Korg app, and sampling them back into the OP-1, creating a Tungt-beats n bass track.

Come on Elektron!! :woohoo:

==

Re:OT feature requests
Posted by kraftf - 2012/02/03 05:05
_____

DOSputin wrote:
I am always bitching over this one.
Octatrack needs more LOOP options, ie ping pong, reverse, x-fade!

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Come on Elektron!! :woohoo:

+1 for the loop options.
CORE MIDI could be a nice addition but would not offer much since you can already control via normal midi your ipad.Connect a coremidi interface via usb and then connect your OT via normal midi to the coremidi interface and you have the same effect.

==

Re:OT feature requests
Posted by the dreammer - 2012/02/03 06:54

_____

DOSputin wrote:
Octatrack needs to have Core MIDI support.
Come on Elektron!! :woohoo:

hmm good chance that the usb-chippies on the machine arent that programmable.
so I guess that the usb feature on the octatrack as its build now, is only to "read the octatracks" memorycard.. or bluntly said.. it will never do more then turn your octatrack in a cardreader :)

shame though, even though i think i would "never ever" use a vst-interface, an editor or all that blahbah.. and i am scared that, if the elektron-engineres could actually make it, that you get all kinds of neat tricks, you cant access without intergrating your daw..
heh, i bought the octatrack to keep away from daws while i jam out my stuff..

==

Re:OT feature requests
Posted by jonah - 2012/02/03 07:35

_____

kraftf wrote:
DOSputin wrote:
I am always bitching over this one.
Octatrack needs more LOOP options, ie ping pong, reverse, x-fade!

Octatrack needs to have Core MIDI support.   I was amazed to see a friend recently plug his Teenage Engineering OP-1 directly via usb cables and a camera adapter to his I-pad and instant MIDI communication was established from the OP-1's onboard sequencer to his KORD iMS-20 synth app. Soon he was triggering the amazing sounds from the iPad Korg app, and sampling them back into the OP-1, creating a Tungt-beats n bass track.

Come on Elektron!! :woohoo:

+1 for the loop options.
CORE MIDI could be a nice addition but would not offer much since you can already control via normal midi your ipad.Connect a coremidi interface via usb and then connect your OT via normal midi to the coremidi interface and you have the same effect. Not that I would mind the ability to send MIDI over the usb cable, but I use one of those $2 usb MIDI cables from ebay along with the camera connection kit and it works fine. On the other hand, I wish apple would let us get at the file system so we could load and transfer files to and from from the ipad. :silly:

==

Re:OT feature requests
Posted by jonah - 2012/02/03 08:08

_____

How about triggering (multiple) slices via MIDI note in flex machines?

==

Re:OT feature requests
Posted by kraftf - 2012/02/04 01:39

_____

 Not that I would mind the ability to send MIDI over the usb cable, but I use one of those $2 usb MIDI cables from ebay

along with the camera connection kit and it works fine. On the other hand, I wish apple would let us get at the file system so we could load and transfer files to and from from the ipad. :silly:

You can always jailbreak it and enjoy freedom in file operations. And its absolutely legal.

==

Re:OT feature requests
Posted by Daim - 2012/02/04 02:03
_____

I would love to be able to prelisten samples by being triggered by the playing pattern of the selected track.. that would make choosing the right sounds sooooo much faster..

at the moment you have to assign a sample to your slot to hear what it sounds like in the pattern.. really annoying

==

Re:OT feature requests
Posted by N_Rain - 2012/02/04 03:26
_____

Daim wrote:
I would love to be able to prelisten samples by being triggered by the playing pattern of the selected track.. that would make choosing the right sounds sooooo much faster..

+1!!!

==

Re:OT feature requests
Posted by kraftf - 2012/02/04 21:36
_____

Direct audio edit of a p-locked slots by holding the trig button and pressing bank, instead of getting into the machine slots and scroll to find the locked slot and then pressing FUNCTION+BANK. Would be much more fast.

==

Re:OT feature requests
Posted by manuelcicca - 2012/02/04 23:48
_____

NOt sure this has been asked before however in my opinion it would be cool to have an advanced transient detection algorhythm. Basically it would detect transients of the loaded audio and then would assign automatically (microtimed) trigs in a track with all AMP volume settings assigned to preserve dynamics.

Cheers

==

Re:OT feature requests
Posted by vasculator - 2012/02/05 00:24
_____

manuelcicca wrote:
NOt sure this has been asked before however in my opinion it would be cool to have an advanced transient detection algorhythm. Basically it would detect transients of the loaded audio and then would assign automatically (microtimed) trigs in a track with all AMP volume settings assigned to preserve dynamics.

Cheers

Totally agree. By far my number 1 desired feature is recycle-style detection and chopping. Destructive or non-destructive.

==

Re:OT feature requests
Posted by cgb - 2012/02/06 03:20
_____

for all 3 elektrons the frequency dependable delays like on the allen & heat mixers.

dry signal is split before delay/echo so only certain frequencies are affected.

great for non muddy mids or highs delays/echoes and really crazy

check them here

http://www.youtube.com/watch?v=dr6G5J8rC_c

==

Re:OT feature requests
Posted by 5id - 2012/02/06 08:41
_____

RobbieNerve wrote:
Mailed elektron I'd like to have two master tracks when in studio mode. :-)
Votes please ;)

Did Elektron get back to you on this ?

I hope you got some good news, this would make my day :P

==

Re:OT feature requests
Posted by gwpt - 2012/02/07 08:06
_____

Hardware mod to give more (2 or 4) audio outs.

==

Re:OT feature requests
Posted by gaoxingru - 2012/02/07 17:14
_____

SPAM

==

Re:OT feature requests
Posted by Syl KougaÃ¯ - 2012/02/07 20:13
_____

A longchamp travel bag for the octatrack ? Not enough discreet I guess ;)

==

Re:OT feature requests
Posted by Hekojin - 2012/02/09 18:45
_____

Don't know if it had been asked before (didn't read the whole list) and/or if it is simply possible :

- Modulating tempo with LFOs

- Including tempo as a scene parameter (didn't see anything in the manual - did I miss something here ?)

==

Re:OT feature requests
Posted by electrolegs - 2012/02/09 18:55
_____

Here's my latest feature request. Less features.

==

Re:OT feature requests
Posted by pixlfiend - 2012/02/09 23:34
_____

They should make effect settings unique for each pattern. i'd love to see this in the future.. so i can tweak every track's effects, volume, etc. to meet its needs.

==

Re:OT feature requests
Posted by Tarekith - 2012/02/09 23:36
_____

pixlfiend wrote:
They should make effect settings unique for each pattern. i'd love to see this in the future.. so i can tweak every track's effects, volume, etc. to meet its needs.

That's what parameter locks are for.

==

Re:OT feature requests
Posted by neonleg - 2012/02/09 23:44
_____

nudge all trigs/locks with microtiming resolution B)

==

Re:OT feature requests
Posted by neonleg - 2012/02/09 23:44
_____

nudge all trigs/locks with microtiming resolution B)

==

Re:OT feature requests
Posted by 486 - 2012/02/11 12:33
_____

Scene control over midi parameters.

==

Re:OT feature requests
Posted by 486 - 2012/02/11 12:35

_____

Polyphonic Flex Machines!!!!!!! B)

===

Re:OT feature requests
Posted by enomis - 2012/02/13 04:08
_____

A couple more feature requests hopefully not redundant to what's already been stated:

1) Some how extending the functionality of the Track Trig Edit menu to assign trigs to either Scene A or B. Not sure how feasible this would be or how it would work when the fader is between the two scenes. Maybe the volume of the trig could be tied to the fader.

2) Extending the functionality of the USB connection so that it could function to connect to an external break-out box with more audio outputs/inputs. Or maybe just outputs ;)

===

Re:OT feature requests
Posted by Daim - 2012/02/13 04:40
_____

I would like to be able to reload a pattern from card, I mean the trigs and parameter locks how they are currently saved on the card. There should be a key combination for this like for reloading a part.

This obviously must be possible because you have to save your patterns by syncing them to the card. Otherwise when you change banks and reboot the machine they are lost.

Wouldn't it be cool to go wild with a pattern by adding trigs wherever you like and just reload it after you're done B)

===

Re:OT feature requests
Posted by skab - 2012/02/17 14:20
_____

A quick way to turn off quantize in live rec mode.

===

Re:OT feature requests
Posted by kraftf - 2012/02/17 17:33
_____

skab wrote:
A quick way to turn off quantize in live rec mode.

+a trilliion!!
Its very far from ergonomic the way quantise mode is implemented.

===

Re:OT feature requests
Posted by Kit Philips - 2012/02/19 17:27
_____

I think it has everything I need now almost... Just independent nudge buttons for each track and granular machines and it'll be perfect...

===

Re:OT feature requests
Posted by Rusty - 2012/02/19 21:45

_____

Scene control over midi parameters. (I ask again :laugh:)

===

Re:OT feature requests
Posted by enomis - 2012/02/20 05:41

_____

Another feature request just for the fun of it:

The ability to control track parameters from the amplitude of the audio coming in at the inputs. Maybe as an extension of the setup menu for the THRU machine (the menu that comes up when you hit playback twice). There are some empty slots that could be used to route the signal to specific parameters.

or

This could be a separate Effect that could be used on any track and used control parameters within the track or other tracks.

===

Re:OT feature requests
Posted by Tarekith - 2012/02/20 08:53

_____

I'd love to see a better way of organizing and moving parts, banks, patterns internally. I expect it to be a little long-winded on hardware, but at least the MD has the ability send one pattern, or a range of patterns/kits via sysex. Makes it easy to reorder tracks one the computer, then dump it back to the MD.

With the OT it's more or less and all or nothing backup. Easy, but not always what you want.

===

Re:OT feature requests
Posted by tjebbe - 2012/02/20 19:10

_____

Tarekith wrote:
I'd love to see a better way of organizing and moving parts, banks, patterns internally. I expect it to be a little long-winded on hardware, but at least the MD has the ability send one pattern, or a range of patterns/kits via sysex. Makes it easy to reorder tracks one the computer, then dump it back to the MD.

With the OT it's more or less and all or nothing backup. Easy, but not always what you want.

Hail yeah :laugh:

===

Re:OT feature requests
Posted by markboombastik - 2012/02/20 21:36

_____

pixlfiend wrote:
They should make effect settings unique for each pattern. i'd love to see this in the future.. so i can tweak every track's effects, volume, etc. to meet its needs.

good idea but just if its via buttoncombination otherwise we have to change for every pattern if we need global changing...

 and: it is allready possible via parts or via locked parameters... but it takes a little time to set it..

_____

i would like to see that even the subpages are possible to change via scenes and locked parameters... for example the distortion of the filter sounds good... but its not useable via scenes or parameterlocks...

==

Re:OT feature requests
Posted by Peza - 2012/02/20 21:59
_____

Ability to recognise Song Pointer Position..

(been told by this will hopefully be implemented in the next update!)

:)

==

Re:OT feature requests
Posted by markboombastik - 2012/02/21 07:56
_____

for djing FF and REW?

would be superb!

==

Re:OT feature requests
Posted by earsmack - 2012/02/21 09:26
_____

LFO able to oscillate at 128x and 256x (maybe higher if possible) to help facilitate using it to provide "FM" capabilities. I think this could make it super powerful and potentially like a 32 operator FM synthesizer where each track could have a carrier (the sample) and 3 modulators (the LFOs) - that could be insane!

==

Re:OT feature requests
Posted by Eatbrian - 2012/02/21 10:09
_____

Earsmack. Yes !

==

Re:OT feature requests
Posted by Tyrone - 2012/02/21 10:38
_____

- NRPN (or other extended midi implementation) to allow control of OT internal and Midi sequencer parameters when there is overlap between the midi channels on OT and Midi Seq tracks

- an option to overwrite the existing sample when saving after normalizing? could also have a "customize" option to create a .bak of the existing file first. I know there is the option to save trim as new and auto assign but most of my samples have long names and i find that the OT generates these really cryptic abbreviated names

- haven't really thought this one totally through yet but would be awesome to be able to use a Record Buffer on a master track, without having to sacrifice a seperate OT track

- more FX algorithms. some that utilise the record buffers could be good, beat repeat / beat mashers etc

==

Re:OT feature requests
Posted by Tyrone - 2012/02/21 10:40

_____

Tarekith wrote:
I'd love to see a better way of organizing and moving parts, banks, patterns internally. I expect it to be a little long-winded on hardware, but at least the MD has the ability send one pattern, or a range of patterns/kits via sysex. Makes it easy to reorder tracks one the computer, then dump it back to the MD.

With the OT it's more or less and all or nothing backup. Easy, but not always what you want.

+1

==

Re:OT feature requests
Posted by N_Rain - 2012/02/21 18:18

_____

After programming a parameter lock(s) to a trig, while still holding the trig that was programmed, any additional trigs pressed would inherit the same parameter lock(s). This would seriously speed up batch editing parameter locks. A function to copy the new parameter lock(s) to all trigs at once would be great too.

==

Re:OT feature requests
Posted by ntothe - 2012/02/21 19:08

_____

N_Rain wrote:
After programming a parameter lock(s) to a trig, while still holding the trig that was programmed, any additional trigs pressed would inherit the same parameter lock(s). This would seriously speed up batch editing parameter locks. A function to copy the new parameter lock(s) to all trigs at once would be great too.
+1 !

==

Re:OT feature requests
Posted by Nick - 2012/02/22 00:58

_____

N_Rain wrote:
After programming a parameter lock(s) to a trig, while still holding the trig that was programmed, any additional trigs pressed would inherit the same parameter lock(s). This would seriously speed up batch editing parameter locks. A function to copy the new parameter lock(s) to all trigs at once would be great too.

I was just thinking the same thing this morning. I've had the OT for only a few days now, and this is consistently the biggest thing missing from my workflow along with being able to tweak the same parameter on multiple tracks simultaneously. Big +1 here.

==

Re:OT feature requests
Posted by markboombastik - 2012/02/24 22:42

_____

earsmack wrote:
LFO able to oscillate at 128x and 256x (maybe higher if possible) to help facilitate using it to provide "FM" capabilities. I think this could make it super powerful and potentially like a 32 operator FM synthesizer where each track could have a carrier (the sample) and 3 modulators (the LFOs) - that could be insane!

yes!

==

Re:OT feature requests
Posted by markboombastik - 2012/02/24 22:43

_____

N_Rain wrote:
After programming a parameter lock(s) to a trig, while still holding the trig that was programmed, any additional trigs pressed would inherit the same parameter lock(s). This would seriously speed up batch editing parameter locks. A function to copy the new parameter lock(s) to all trigs at once would be great too.

yes again.

==

Re:OT feature requests
Posted by Vader77 - 2012/02/25 18:58

_____

oops wrong thread

==

Re:OT feature requests
Posted by enomis - 2012/02/26 03:09

_____

another one for the list:

Routing of LFO to track micro timing such that only trigs that have micro timing activated are affected.

==

Re:OT feature requests
Posted by jonah - 2012/02/29 13:35

_____

Does anyone else really want audio input volume based record trigs and envelope followers?

==

Re:OT feature requests
Posted by neonleg - 2012/02/29 22:10

_____

simple one, for midi tracks

i would like the FUNC + CLEAR to clear the TRACK instead of the PATTERN - when in real time record mode

this means i would not have to take it out of realtime record mode in order to clear the midi track in order to play another phrase into the ot.

as it is, when doing multiple takes it gets very tedious

(sent request)

==

Re:OT feature requests
Posted by skab - 2012/03/04 01:00

_____

A way to save slot sample maps. So that when I load in 128 sounds for one project I can just save a master meta file to

the audio pool and load the same 128 sounds with slice points and bpm data into another project.

==

Re:OT feature requests
Posted by S_K_ - 2012/03/04 01:05
————————————————————————

I wonder if there's a file in the hierarchy that can be copied to accomplish this.

==

Re:OT feature requests
Posted by skab - 2012/03/04 01:45
————————————————————————

Good idea. I'll have a look.

==

Re:OT feature requests
Posted by Laughing Animal - 2012/03/04 02:55
————————————————————————

jonah wrote:
Does anyone else really want audio input volume based record trigs and envelope followers?
Yes.

I would like an option in the personalize menu to set track mutes to be either pre or post-effects. Using the amp page's volume parameter doesn't work if you're setting p-locks. I would like this not only so delays and reverbs could trail off when muting a track, but also so my track isn't already drenched in delay before I unmute it (since the track's audio is feeding the effects, muted or not).

==

Re:OT feature requests
Posted by kÃ¸ns - 2012/03/04 06:49
————————————————————————

 I would like an option in the personalize menu to set track mutes to be either pre or post-effects. Using the amp page's volume parameter doesn't work if you're setting p-locks. I would like this not only so delays and reverbs could trail off when muting a track, but also so my track isn't already drenched in delay before I unmute it (since the track's audio is feeding the effects, muted or not).

I second this motion!

==

Re:OT feature requests
Posted by Umazeki - 2012/03/04 07:03
————————————————————————

ntothe wrote:
N_Rain wrote:
After programming a parameter lock(s) to a trig, while still holding the trig that was programmed, any additional trigs pressed would inherit the same parameter lock(s). This would seriously speed up batch editing parameter locks. A function to copy the new parameter lock(s) to all trigs at once would be great too.
+1 !

Seriously here some sort of plock hold Is key. I know scenes make this possible but not convenient or in a flexible enough way.

==

Re:OT feature requests

Posted by richarde142 - 2012/03/04 12:18

_____

Learn marketing secrets that PULL clients to you, so you don’t have to PUSH with sales. Discover the solutions to getting more higher-paying clients, now. Sign up for Marketing for Wellness professionalsand let Angela help you market yourself so you can devote yourself to making more people healthier.http://www.marketingwell.com

==

Re:OT feature requests

Posted by Didjeko - 2012/03/04 16:01

_____

audio input volume based record trigs and envelope followers?
+1

==

Re:OT feature requests

Posted by MrSysex - 2012/03/05 05:02

_____

Laughing Animal wrote:
jonah wrote:
Does anyone else really want audio input volume based record trigs and envelope followers?
Yes.

I would like an option in the personalize menu to set track mutes to be either pre or post-effects. Using the amp page's volume parameter doesn't work if you're setting p-locks. I would like this not only so delays and reverbs could trail off when muting a track, but also so my track isn't already drenched in delay before I unmute it (since the track's audio is feeding the effects, muted or not).

Yes, and yes.
Been wishing for this, as well as ability to have the track mutes only mute the notes on the track, not the audio coming from it, so the triggered samples play through to the end and don't cut off.

==

Re:OT feature requests

Posted by Daim - 2012/03/12 03:34

_____

Swap tracks function inside a pattern.. inclusive triggers, machines etc

==

Re:OT feature requests

Posted by kraftf - 2012/03/12 07:46

_____

Daim wrote:
Swap tracks function inside a pattern.. inclusive triggers, machines etc

Don't forget scene assignments!

==

Re:OT feature requests

Posted by BirdsUseStars - 2012/03/12 11:33

_____

I'd like "clear track" to be specific to what mode I'm in. I want to be able to clear all trigs on a selected audio track without clearing my record trigs.

==

Re:OT feature requests
Posted by the dreammer - 2012/03/13 22:28
_____

I just had an idea, something that be usefull when changing slice# by lfo..
a even/uneven switch..
if i chop a beat in 4 chops.. all the uneven slices be kicks
all the even slices be snares (speaking in normal 4x4 beat) ..
so when i use lfo for slices
sometimes i get kicks where i wanted snares and vice versa..
if i had some even-uneven switch where the lfo value is either forced even.. or forced uneven..
if i lock it at the right time.. i can force either a kick or a snare slice ;)..
now if i would do this with lets say 32bars of a "normal" rockbeat.. and set my triggers and lfo's right.. slice it like i should... set the lfo to change slices.. play my pattern..
and i should get a million variations on the kick-snare-kick-snare beat..

so hence i propose for the feature request list..
an lfo-even-uneven-force-trigger...

==

Re:OT feature requests
Posted by monoman - 2012/03/13 22:45
_____

the dreammer wrote:
I just had an idea, something that be usefull when changing slice# by lfo..
a even/uneven switch..
if i chop a beat in 4 chops.. all the uneven slices be kicks
all the even slices be snares (speaking in normal 4x4 beat) ..
so when i use lfo for slices
sometimes i get kicks where i wanted snares and vice versa..
if i had some even-uneven switch where the lfo value is either forced even.. or forced uneven..
if i lock it at the right time.. i can force either a kick or a snare slice ;)..
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and i should get a million variations on the kick-snare-kick-snare beat..

so hence i propose for the feature request list..
an lfo-even-uneven-force-trigger...

you could do this with 2 lfo's. the second lfo should alter the depth of lfo one or the wave form.

==

Re:OT feature requests
Posted by the dreammer - 2012/03/13 23:04
_____

monoman wrote:
you could do this with 2 lfo's. the second lfo should alter the depth of lfo one or the wave form.

I got things to turn on and off.. and slowly ramp up and down.. but hmm
my head cant figure out how to make it even/uneven..
on or off.. yes.. slowly up.. and slowly down.. yes.. but even/uneven..
nope.. back to the practicing :) cause aparantly there is something i havent figured out yet :)

==

Re:OT feature requests
Posted by oldgearguy - 2012/03/14 00:53
_____

If you create one LFO that generates even only values (0, 2, 4, 6, 8, ...) then modulate that with a second LFO that either adds 0 or adds 1 (simple 0,1 square wave shape), then by modulating LFO 1 (the even guy) with the second (square wave guy) you either get all evens or all odds.

You'll have to play with the levels and amounts, but I think it is doable.

==

Re:OT feature requests
Posted by the dreammer - 2012/03/14 02:00
_____

hmm.. which leaves me to the question.. how do i get the lfo to do just even values in the beginning? .. and better yet.. as i said.. i want to make very sure on a step basis if its even or uneven.. I dont mind a bit of math.. or cross modulation of 2 lfo's.
but.. seems fudgy to me.. especially when going through a large amount of slices..

.. i could always make 2 sets of samples.. 1 with just the kickparts of 32bars of a certain thing. and 32bars of just the snareparts .. and sample lock either.. and have the lfo choose the slice
that way should "always work" to .. but hmmm.. it be nice if i could force the lfo into an even or uneven value within its "waveform" for mentioned chopping :)

==

Re:OT feature requests
Posted by neilbaldwin - 2012/03/15 19:39
_____

Neighbour Machine

This would be much more useful if the inputs to the Neighbour Machine could be summed from all of the preceding tracks. So say you have:

Track 1: Flex/Static
Track 2: Flex/Static
Track 3: Flex/Static

If you want extra effects on Tracks 1 - 3, currently you'd have to insert a Neighbour Machine between each one:

Track 1: Flex/Static
Track 2: Neighbour (from Track 1)

Track 3: Flex/Static
Track 4: Neighbour (from Track 3)

Track 5: Flex/Static
Track 6: Neighbour (from Track 5)

With my idea of summing outputs from preceding tracks into the Neighbour Machine would mean you could do:

Track 1: Flex/Static
Track 2: Flex/Static
Track 3: Flex/Static
Track 4: Summing Neighbour

so that the output of Track 1, 2 and 3 would go to the effects on Track 4. Kind of like a sub-Master track.

==

Re:OT feature requests
Posted by the dreammer - 2012/03/15 21:51

_____

A sub-machine sounds nice..

===

Re:OT feature requests
Posted by N_Rain - 2012/03/16 02:50

_____

yes please, a sub/aux machine with parameter pages being used to select source tracks and input levels per source track.

===

Re:OT feature requests
Posted by lostinthemanual - 2012/03/16 06:16

_____

wish:
snapshot modus to transfer the scene locks as is in a certain faderposition to steps or tracks.

===

Re:OT feature requests
Posted by kraftf - 2012/03/16 08:00

_____

lostinthemanual wrote:
wish:
snapshot modus to transfer the scene locks as is in a certain faderposition to steps or tracks.
Damn I wish this was true as well.
I've asked for it in the past.

I've also asked for a playback mode where you can lock a sample different from the one assgned to the slot(aka slot playback) and switch to chromatic or slice mode. On recording you would end up having plocked the slice and sample slot.
Actually this goes as a general request. Being able to temporarilly lock a parameter(or more) to certain value and then move to a playback mode and record your playing of notes, slices along with the temporary values of the parameters. I have already done that using Lemur for ipad and its damn useful.
Also a recording mode that allows a touched parameter to be recorded contiuus withouthaving to turn the knob all the time in order that your actually record to p-locks available in a track.(Also did this in ipad Lemur)

===

Re:OT feature requests
Posted by maass - 2012/03/17 19:25

_____

It would be nice to have the MidiCC Name changeable.

for Example: On Midi Track1 - Ctrl2 Page - CC8 (Knpb D) assigned to CC#84 (D-Send on MnM)

Now it would be nice to change the "CC8" into "Dsn", so you can see which parameter you grab.

===

Re:OT feature requests
Posted by Daim - 2012/03/18 23:17

_____

A default range for bpm detection like in Serato Scratch..

==

Re:OT feature requests

Posted by pzpepper - 2012/03/19 14:26

_____

So here is the deal.

I have had the Octatrack for a week. very happy with with. Highly flexible, mind boggling in a good way etc. But sometimes the 8 tracks seem to be not enough to take the full potential of the amazing step sequencer. Sometimes I would like to have 8 tracks for the recorder buffers, plus 8 tracks for the thru machines, plus 8 tracks to mess around with my huge sample drum machine library etc. SO, would it be possible to combine different patterns, with different root samples of course, into one big pattern? for example you could combine these patterns in the arranger so they could play simultaneously, or just come up with a way to group various patterns into one. This feature would be kind of a workaround for adding more tracks.

Is this just a plain stupid idea? or has anyone though about this? is it feasible with an OS update? Is it feasible now? (I am still a newbie with this thing)

==

Re:OT feature requests

Posted by maass - 2012/03/19 16:57

_____

It would be awesome to have a Option in Personalize Menu to disable that Scenes are saved with Patterns.

If i go crazy on the Scenes and hit Function+Reload at some Point the Scene reverts to itÂ´s saved state, not nice at all ;-(

==

Re:OT feature requests

Posted by Daim - 2012/03/21 05:33

_____

Longer reverb time or feedback function like for the delay so it can be used more as an effect..

==

Re:OT feature requests

Posted by DONAU - 2012/03/22 06:58

_____

maass wrote:
It would be awesome to have a Option in Personalize Menu to disable that Scenes are saved with Patterns.

If i go crazy on the Scenes and hit Function+Reload at some Point the Scene reverts to itÂ´s saved state, not nice at all ;-(

+1

==

Re:OT feature requests

Posted by Tarekith - 2012/03/22 09:21

_____

DONAU wrote:
maass wrote:
It would be awesome to have a Option in Personalize Menu to disable that Scenes are saved with Patterns.

If i go crazy on the Scenes and hit Function+Reload at some Point the Scene reverts to itÂ´s saved state, not nice at all ;-(

+1

+2

I'd love to be able to choose if scenes are unique to patterns, banks, or projects.

===

Re:OT feature requests
Posted by DONAU - 2012/03/22 18:28
_____

Tarekith wrote:
DONAU wrote:
maass wrote:
It would be awesome to have a Option in Personalize Menu to disable that Scenes are saved with Patterns.

If i go crazy on the Scenes and hit Function+Reload at some Point the Scene reverts to itÂ´s saved state, not nice at all ;-(

+1

+2

I'd love to be able to choose if scenes are unique to patterns, banks, or projects.

I would actually love it if you would have the option to use just one set of scenes for an entire project. I actually only use one set of scenes (16 scenes) which I've copied across all patterns, parts & banks. But it can be annoying sometimes that the scene number is saved with the pattern. For example when you're doing the "Transitions & Crossfader trick" and you'd switch to another pattern/bank where you've got a completely different scene selected which won't have any volume locks - it ruins the whole transition..

So what I'd love to see is option for one set of scenes (1-16) for an entire project which also doesn't save the scene number to patterns. Sort of a "master set of scenes"..

===

Re:OT feature requests
Posted by Mesak - 2012/03/22 20:00
_____

Plate reverb effect ought to have SEND level in addition to MIX level (like in the delay, go dubby).

===

Re:OT feature requests
Posted by Big Bang - 2012/03/22 20:06
_____

pzpepper wrote:
So here is the deal.
I have had the Octatrack for a week. very happy with with. Highly flexible, mind boggling in a good way etc. But sometimes the 8 tracks seem to be not enough to take the full potential of the amazing step sequencer. Sometimes I would like to have 8 tracks for the recorder buffers, plus 8 tracks for the thru machines, plus 8 tracks to mess around with my huge sample drum machine library etc. SO, would it be possible to combine different patterns, with different root samples of course, into one big pattern? for example you could combine these patterns in the arranger so they could play simultaneously, or just come up with a way to group various patterns into one. This feature would be kind of a workaround for adding more tracks.
Is this just a plain stupid idea? or has anyone though about this? is it feasible with an OS update? Is it feasible now? (I am still a newbie with this thing)

Octatrack x 2 = problem solved.:)

===

Re:OT feature requests
Posted by pzpepper - 2012/03/23 03:27

_____

;)

===

Re:OT feature requests
Posted by pzpepper - 2012/03/23 03:33
_____

Big Bang wrote:
pzpepper wrote:
So here is the deal.
I have had the Octatrack for a week. very happy with with. Highly flexible, mind boggling in a good way etc. But sometimes the 8 tracks seem to be not enough to take the full potential of the amazing step sequencer. Sometimes I would like to have 8 tracks for the recorder buffers, plus 8 tracks for the thru machines, plus 8 tracks to mess around with my huge sample drum machine library etc. SO, would it be possible to combine different patterns, with different root samples of course, into one big pattern? for example you could combine these patterns in the arranger so they could play simultaneously, or just come up with a way to group various patterns into one. This feature would be kind of a workaround for adding more tracks.
Is this just a plain stupid idea? or has anyone though about this? is it feasible with an OS update? Is it feasible now? (I am still a newbie with this thing)

Octatrack x 2 = problem solved.:)

yep, that would do it! minus 1000â,¬ in your bank account!

===

Re:OT feature requests
Posted by tIB - 2012/03/25 21:33
_____

is there any reason why the fix to scale is after the arp on the midi tracks? why cant I fix everything to scale without using the arp?

===

Re:OT feature requests
Posted by lostinthemanual - 2012/03/25 22:17
_____

little thing close to what we allready have, but would have good impact ;)

 FB-pitchdelay
= the pitchshift incorporated into the feedback path
also FB-filterdelay

===

Re:OT feature requests
Posted by cookiemonsta - 2012/03/26 06:19
_____

This may have already been mentioned, but what about adding MIDI machines, like on the Machinedrum. Then you could use the Octatrack as a 16 track midi sequencer.
Sometimes I wish I had more than 8 midi tracks on the Octarack.

===

Re:OT feature requests
Posted by MrSysex - 2012/03/28 07:42
_____

tIB wrote:
is there any reason why the fix to scale is after the arp on the midi tracks? why cant I fix everything to scale without using the arp?

I said this elsewhere, and goddammit I agree.

==

Re:OT feature requests
Posted by Tyrone - 2012/03/28 11:35
_____

lostinthemanual wrote:
little thing close to what we allready have, but would have good impact ;)

 FB-pitchdelay
= the pitchshift incorporated into the feedback path
also FB-filterdelay

+1 for this and a few more fx algorithms in general ...

e.g.

vocoder
reverse delay

==

Re:OT feature requests
Posted by kraftf - 2012/03/29 07:25
_____

Part,Fx and track setting presets.
presets are completely missing!!!!:side:

==

the 2 day diet,japan lingzhi ,japan 2 day diet
Posted by znxx - 2012/03/29 08:59
_____

I have been looking for a free trial of 2 day diet japan lingzhi seller, has not found the two day diet japan lingzhi seller, unfortunately, one day, one of my friends told me, there is a seller can have a free trial for
2 day diet, I very happy, finally can have a free trial for
two day diet place, not I covet petty gain, I think so, can free trial
the 2 day diet, prove the seller on your japan 2 day diet have confidence, do not sell fake
japan lingzhi 2 day diet, this is a security, many people complain about their purchase is false2 day diet lingzhi, because they did not pay attention to these details, I bought 2 boxes of two day diet lingzhi, have one week free trial, if feel to purchase the product is fake 2 day diet pills, can contact the seller returns. http://elektron-users.com/images/fbfiles/images/96GCQ05EG_GF_IO9M544BY9.jpg

==

Re:OT feature requests
Posted by Mesak - 2012/03/29 14:44
_____

kraftf wrote:
Part,Fx and track setting presets.
presets are completely missing!!!!:side:

+1

===

Re:OT feature requests
Posted by neilbaldwin - 2012/03/29 17:02
_____

I'd like some way to be able to change Scene A and Scene B simultaneously.

Some ideas I thought of:

- a setting in the Project that pairs scenes together. So if you select Scene 1 for Scene A, Scene B gets set to Scene 2 automatically

- if you hold the Scene A and Scene B buttons together, if you then hit two Trig buttons, the left one gets assigned to the Scene A and the right one to Scene B

===

Re:OT feature requests
Posted by N_Rain - 2012/03/29 17:19
_____

neilbaldwin wrote:
I'd like some way to be able to change Scene A and Scene B simultaneously.

Some ideas I thought of:

- a setting in the Project that pairs scenes together. So if you select Scene 1 for Scene A, Scene B gets set to Scene 2 automatically

- if you hold the Scene A and Scene B buttons together, if you then hit two Trig buttons, the left one gets assigned to the Scene A and the right one to Scene B

I use my computer to do this, scene change triggered when I change patterns but I like your second idea so a definate +1

===

Re:OT feature requests
Posted by Mesak - 2012/03/29 19:46
_____

possibility set the reverb or delay tail post mute. now muting track cuts feedback of delay and decay of reverb and pretty often itÂ´s not what you want but rather hear the effects dying slowly...

the neighbour machine ofcourse is the workaround for this. with just 8 tracks (equals to 8x polyphony + one track possibly already being the master track) itÂ´s not always possible to dedicate one or more tracks just for making an effect to work this way.

;)

===

Re:OT feature requests
Posted by Thimk - 2012/03/29 19:47
_____

neilbaldwin wrote:
I'd like some way to be able to change Scene A and Scene B simultaneously.

Some ideas I thought of:

- a setting in the Project that pairs scenes together. So if you select Scene 1 for Scene A, Scene B gets set to Scene 2 automatically

- if you hold the Scene A and Scene B buttons together, if you then hit two Trig buttons, the left one gets assigned to the Scene A and the right one to Scene B

Mmm, it'd be kinda cool if there was a Scenes trig mode, perhaps combined with this idea.
Actually, i wouldn't doubt it if there were more FX trig modes like the delay control mode already on the cards.

==

Re:OT feature requests
Posted by Tarekith - 2012/03/29 23:10
_____

Mesak wrote:
possibility set the reverb or delay tail post mute. now muting track cuts feedback of delay and decay of reverb and pretty often itÂ´s not what you want but rather hear the effects dying slowly...

the neighbour machine ofcourse is the workaround for this. with just 8 tracks (equals to 8x polyphony + one track possibly already being the master track) itÂ´s not always possible to dedicate one or more tracks just for making an effect to work this way.

;)

+1, though neighbor machines don't work either, since muting the source track does nothing, you need to mute the neighbor machine still to stop a sound.

==

Re:OT feature requests
Posted by kraftf - 2012/03/30 02:54
_____

I'll get into the scene talking too!

Ability to create a new scene depending where the crossfader position is. I am pretty sure that everybody has found a very cool crossfader spot between scenes which is not that easy to reproduce.
And something else that I think has been mentioned again. Ability to p-lock all scene values to a track's trigs.
And this brings in mind another thing. Ability to p-lock or sample lock all trigs of a track in one move. I hate it so much when I have to p-lock manually all my trigs to a specific value.

==

Re:OT feature requests
Posted by manuelcicca - 2012/03/30 05:14
_____

It looks like it's getting more and more unreasonably convoluted in here. Are you musicans or knob wankers?
Only I would like to have is the ability to play 'playlists'.
I.e. the OT would play the songs in a selected folder sequentially as it was a simple cd player.
Some sort of preview functions would also be appreciated. Maybe let's call it Simple machines and something like that.
Now I know somebody who can't understand what the fuck I'm talking about will object and tell me to get an iPod or something on that line. Let's the flamewar begin. Ahh. I won't be participating though.

Cheers

==

Re:OT feature requests
Posted by kraftf - 2012/03/30 16:40
_____

manuelcicca wrote:
It looks like it's getting more and more unreasonably convoluted in here. Are you musicans or knob wankers?
Only I would like to have is the ability to play 'playlists'.
I.e. the OT would play the songs in a selected folder sequentially as it was a simple cd player.

Some sort of preview functions would also be appreciated. Maybe let's call it Simple machines and something like that. Now I know somebody who can't understand what the fuck I'm talking about will object and tell me to get an iPod or something on that line. Let's the flamewar begin. Ahh. I won't be participating though.

Cheers

You are in a strange mood, aren't you?
Do you think your requests are sacred and do not contribute towards the convolution of this thread?

==

Re:OT feature requests
Posted by manuelcicca - 2012/03/30 17:24
_____

You are in a strange mood, aren't you?

Strange mood? What mood is that ??

Do you think your requests are sacred and do not contribute towards the convolution of this thread?

Your feature requests are so away from the art of making music!Is all about someone's perverted private fantasies about the OT. There are so many baisc things the OT need improvements on and all you think about it's 'Knob Masturbation'. And when I say 'you' I don''t mean 'you' personally but all the people that post unrealistic complex unmusical requests which don't have any artistic content.

Does this make sense to you?

==

Re:OT feature requests
Posted by mnonner - 2012/03/30 18:36
_____

word

==

Re:OT feature requests
Posted by tIB - 2012/03/30 18:44
_____

manuelcicca wrote:
It looks like it's getting more and more unreasonably convoluted in here.

Way to help fix that. Since we're fixing things I did this for you.

manuelcicca did not wrote:

Your feature requests are so away from my art of making music

==

Re:OT feature requests
Posted by RobbieNerve - 2012/03/30 18:52
_____

manuelcicca wrote:
It looks like it's getting more and more unreasonably convoluted in here. Are you musicans or knob wankers?

Only I would like to have is the ability to play 'playlists'.
I.e. the OT would play the songs in a selected folder sequentially as it was a simple cd player.
Some sort of preview functions would also be appreciated. Maybe let's call it Simple machines and something like that.

I think wanking the knobs goes errm.. hand in hand with the musical process :-)

.R

==

Re:OT feature requests
Posted by neilbaldwin - 2012/03/30 18:59
_____

I don't get it.

Surely all ideas are in some way valid if they apply to your particular way of working?

Some suggestions are perhaps more likely than others to get implemented but as for saying that many are 'not musical' seems a bit off.

I've not seen anybody wanting to use their OT as a toaster or a surfboard so we're still in the realms of music making, even if many are not related particularly to how you use your machine.

==

Re:OT feature requests
Posted by manuelcicca - 2012/03/30 19:42
_____

tIB wrote:
manuelcicca wrote:
It looks like it's getting more and more unreasonably convoluted in here.

Way to help fix that. Since we're fixing things I did this for you.

You did this for me? :laugh:

manuelcicca wrote:

Your feature requests are so away from my art of making music

I never wrote the above. Please do not manipulate my posts!

==

Re:OT feature requests
Posted by manuelcicca - 2012/03/30 19:58
_____

You guys think you can obscure everybody's feature requests everytime someone (in this case me) has a feature requests which is not where your trend here seems to go. Your only concern is to protect your ideas instead of listening what the others have to say.
That's what all your replies are saying to me at least .

==

Re:OT feature requests
Posted by RobbieNerve - 2012/03/30 20:50

_____

Clearly paranoid :-)

.R

===

Re:OT feature requests
Posted by maass - 2012/03/30 20:54

_____

iÂ´ve read this two times, whatÂ´s the problem in here, i donÂ´t get it...

===

Re:OT feature requests
Posted by Big Bang - 2012/03/30 21:23

_____

I think the problem is that we have almost (or now 70) 70 pages of feature requests and it's getting out of hand. Elektron would have a bit of a time sifting through it all. Some of the requests I see as doable (and have been done) while others do seem like 'personal' requests that look to be impossible-or at least difficult to pull off. Unless you're buying 100 OTs (basically supporting the OS development) a lot of these requests probably won't ever be implemented -unless it was in Elektron's original plan for the OS development. I think what they have done so far with the Octatrack is nothing less than brilliant and I'm always inspired when using it.

===

Re:OT feature requests
Posted by manuelcicca - 2012/03/30 22:05

_____

RobbieNerve wrote:
Clearly paranoid :-)

.R

You clearly know me so well :laugh:

BIGBANG : thanks for trying to understand what my point is.

I love the OT as well otherwise I

1) wouldn't be here trying to post a feature request and
2) I wouldn't keep it in my Studio.

To the average 'Fanboy' posting in here : this is a forum not a put down contest.
so..you can keep your mediocre judgments for yourself.

Cheers !

===

Re:OT feature requests
Posted by tIB - 2012/03/30 22:33

_____

manuelcicca wrote:
tIB wrote:
manuelcicca wrote:
It looks like it's getting more and more unreasonably convoluted in here.

Way to help fix that. Since we're fixing things I did this for you.

You did this for me? :laugh:

manuelcicca did not wrote:

Your feature requests are so away from my art of making music

I never wrote the above. Please do not manipulate my posts!

Fixed that for you. Of course, I had to edit your post when I quoted it and then you will have to edit your own quoted post... its a forum quotational ethics nightmare.

==

Re:OT feature requests
Posted by manuelcicca - 2012/03/30 23:10
_____

tIB wrote:

Fixed that for you. Of course, I had to edit your post when I quoted it and then you will have to edit your own quoted post... its a forum quotational ethics nightmare.

Not sure what you're trying to fix for me?
And about ethics...I just asked you not to change the words of my posts and then quote them as if I had written them. :woohoo:

==

Re:OT feature requests
Posted by tIB - 2012/03/30 23:53
_____

manuelcicca wrote:
tIB wrote:

Fixed that for you. Of course, I had to edit your post when I quoted it and then you will have to edit your own quoted post... its a forum quotational ethics nightmare.

Not sure what you're trying to fix for me?
And ethics about...I asked just not you to the words of change my posts then quote and them as them if I had written. :woohoo:

But I can re-order them though right?

Sorry, Ill stop now, Im just joshing and intend no harm.

==

Re:OT feature requests
Posted by manuelcicca - 2012/03/31 00:05
_____

tIB wrote:

manuelcicca wrote:
tIB wrote:

Fixed that for you. Of course, I had to edit your post when I quoted it and then you will have to edit your own quoted post... its a forum quotational ethics nightmare.

Not sure what you're trying to fix for me?
And ethics about...I asked just not you to the words of change my posts then quote and them as them if I had written. :woohoo:

But I can re-order them though right?

Sorry, Ill stop now, Im just joshing and intend no harm.

All this is self-explanatory. Again you helped me making my point.

===

Re:OT feature requests
Posted by tIB - 2012/03/31 00:38
_____

Happy to help.

===

Re:OT feature requests
Posted by manuelcicca - 2012/03/31 01:13
_____

Very helpful indeed!
I'm still thinking about which type of award you should receive.
I would kiss you if I could :kiss:
What a shame!

===

Re:OT feature requests
Posted by tIB - 2012/03/31 01:28
_____

You can kiss me any time. banter and snarkyness aside I don't really see what your point is. granted this thread is a mess but the idea that any request is more or less relevant or valid than another seems silly, as is the concept that people are trying to divert attention towards their own requests. They are just requests in a request thread and valid as such. if you have something you think needs changing why not email elektron with it (as well as post here)?

===

Re:OT feature requests
Posted by manuelcicca - 2012/03/31 01:50
_____

Proposing a kiss was all you needed to get serious about my post :S
That's asking too much I think

Anyway..back to topic.
I think a feature request should be realistic and usable in practice.Otherwise which developer would ever want to go through pages and pages of wishes and desires ? That was my point.
I will send a feature request to Elektron but I won't post it here again. It's here somewhere in the big noisy cloud of comments I've been try to address so far. Who's interested can go and find it a couple of pages before the current one.

Cheers

==

Re:OT feature requests
Posted by tIB - 2012/03/31 02:30
_____

Everyone likes a kiss.

Fwiw I think this entire forum has become noise heavy since the arrival of the OT. In terms of feature requests its a funny one since its entirely dependant on an individual use of a very open ended/flexible machine. From my point of view some of the current features could be simpler or accessed in a better way- for example setting scale per track should be on the scale page. Id rather see a refinement of what we already have- the arp being brought forward, track mutes before effects blocks so reverbs and delays don't just cut out... but that's just me. I'm sure people are just putting forward their requests as part of a process of using of the machine, which should make them useable, realistic and valid.

==

Re:OT feature requests
Posted by Mesak - 2012/03/31 02:57
_____

reloading the active part + might happen by accident with fat fingers ;) but this can be pretty nasty accident if one havnÂ´t saved after long day of editing the part.

what would be useful to be able to recall the edits by repeating the reload procedure right after, just like undo paste or clear.

that would not only save from accidentally wiping your edits but also it could be used as compare to previous version before saving (a feat which can be found in many synths).

==

Re:OT feature requests
Posted by kraftf - 2012/03/31 06:46
_____

manuelcicca wrote:
Proposing a kiss was all you needed to get serious about my post :S
That's asking too much I think

Anyway..back to topic.
I think a feature request should be realistic and usable in practice.Otherwise which developer would ever want to go through pages and pages of wishes and desires ? That was my point.
I will send a feature request to Elektron but I won't post it here again. It's here somewhere in the big noisy cloud of comments I've been try to address so far. Who's interested can go and find it a couple of pages before the current one.

Cheers

If you weren't so arrogant and egocentric , as one of the Mods proved easily, before you posted all that erratic bullshit you could have gone through other threads and realised that I have expressed the same argument like yours regarding the efficiency of bombing threads with feature requests. Instead you critised my feature requests as non musical.
1) Who are you to judge the musicality of FRs. Are you Sopen or maybe Mahler??Even if you were one of them I would still ignore these shortminded suggestions.
2) Who told you that there is only one approach in Music.
3) What is the relation of the words realistic and usable that you have used regarding musicality and why do you confine everybody else to your definitions and limits?
I would proposr to you to get a cold shower since it seems that you in desperate need of it and burn all your Nazi books.
When I said you are in a strange mood I meant all these pointless posts that your inflammatory mood created.
And for the record tools like OT are inovating and they definately don't need suggestions from shortsited and average persons like you are.
Enjoy my silence!

==

Re:OT feature requests

Posted by manuelcicca - 2012/03/31 09:11

_____

kraftf wrote:
manuelcicca wrote:
Proposing a kiss was all you needed to get serious about my post :S
That's asking too much I think

Anyway..back to topic.
I think a feature request should be realistic and usable in practice.Otherwise which developer would ever want to go through pages and pages of wishes and desires ? That was my point.
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Cheers

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When I said you are in a strange mood I meant all these pointless posts that your inflammatory mood created.
And for the record tools like OT are inovating and they definately don't need suggestions from shortsited and average persons like you are.
Enjoy my silence!

That's a offensive. Calling me a NAZI ?I didn't offend anybody. Very sorry to hear that. Will contact Elektron support.

==

Re:OT feature requests

Posted by kraftf - 2012/03/31 11:18

_____

RobbieNerve wrote:
Clearly paranoid :-)

.R

Indeed

==

Re:OT feature requests

Posted by N_Rain - 2012/03/31 13:54

_____

It is funny how the guy complaining about how convoluted this forum subject is has somehow caused the entire discussion to become completely convoluted..

Just for the record, some of my own suggestions have made it into OS updates, perhaps not just because I suggested them but because enough other people also did and the Elektron team also saw the benefits of such suggestions, and I absolutely use said features towards the ultimate goal of making music. What is wrong with us hoping to have the OT workflow custom tailored to fit the general consensus of the user base? I think anyone who is unhappy with the idea of having features added to the OS that are useless because they will never use them should just stick to a previous OS that suits them! I'm pretty sure there was an early OS with no MIDI sequencer and a very limited feature set that should solve at least one persons need for less knob wanking options.

Now can we please get back to discussing things that pertain to the subject of "OT feature requests!?"

===

Re:OT feature requests
Posted by maass - 2012/03/31 14:06
_____

N_Rain wrote:

Yes, please!

===

Re:OT feature requests
Posted by MrSysex - 2012/03/31 18:14
_____

It would be great if the implemented a way for the OT to clean up this forum.

===

Re:OT feature requests
Posted by manuelcicca - 2012/03/31 18:36
_____

N_Rain wrote:
It is funny how the guy complaining about how convoluted this forum subject is has somehow caused the entire discussion to become completely convoluted..

Just for the record, some of my own suggestions have made it into OS updates, perhaps not just because I suggested them but because enough other people also did and the Elektron team also saw the benefits of such suggestions, and I absolutely use said features towards the ultimate goal of making music. What is wrong with us hoping to have the OT workflow custom tailored to fit the general consensus of the user base? I think anyone who is unhappy with the idea of having features added to the OS that are useless because they will never use them should just stick to a previous OS that suits them! I'm pretty sure there was an early OS with no MIDI sequencer and a very limited feature set that should solve at least one persons need for less knob wanking options.

Now can we please get back to discussing things that pertain to the subject of "OT feature requests!?"

I agree. Midi sequencer is a standard functionality . Is it not 'custom tailored workflow' as you mentioned.I'm not unhappy "with the idea of having features added to the OS".If I was a developer and worked for Elektron I would be unhappy to go through this thread and pick up some features to implement.   I followed this thread for the last 4 months . It happened that I read some requests I thought the development team would never implement. What's wrong in thinking that? I can think what I want and then post it regardless if other users agree with it or not. And I have the right to do it without being insulted. Also I didn't offend or insult anybody! My rant wasn't directed to anybody in particular. It was very general. The silly thing however is that I began the post clearly sharing my feature request . And what you've done?You've covered it with a huge amount of crap. Most people think they can come here to pick one guy and insult him. Others think that it's ok for me to put up with the offenses to my person and I should accept anybody's shit. Others then (and that's you included in this) will have no clue about what has been going on in here so far and will imply that I go off topic while in the first place all I did was to post a feature request!And yes I can be slightly sarcastic but never offensive or aggressive. Do you agree with this?

===

Re:OT feature requests
Posted by manuelcicca - 2012/03/31 18:50
_____

kraftf wrote:
RobbieNerve wrote:
Clearly paranoid :-)

.R

Indeed

You've got a bad temper and no integrity .

==

Re:OT feature requests
Posted by tIB - 2012/03/31 20:23
_____

After deleting another 2 hours work with no way to retreive it I think the save functionality has to be looked at. I understand how it works but its poor...saving parts is simply too convoluted. Even the ability to turn off reload would help me at this stage. So frustrating.

A reminder to all that the only thing we ask for here is to have fun and be cool. Insinuating someone is a nazi over a disagreement over feature request post is clearly not cool.

==

Re:OT feature requests
Posted by kraftf - 2012/03/31 22:03
_____

tIB wrote:
After deleting another 2 hours work with no way to retreive it I think the save functionality has to be looked at. I understand how it works but its poor...saving parts is simply too convoluted. Even the ability to turn off reload would help me at this stage. So frustrating.

A reminder to all that the only thing we ask for here is to have fun and be cool. Insinuating someone is a nazi over a disagreement over feature request post is clearly not cool.

Ok my apologies go to everyone for getting carried away.
However this usually happens when someone is being attacked without a clear reason.
Funny thing is that the guy thinks he is just sarcastic and not offending anyone.As someone else stated clearly paranoid.

So to get back to the thread I absolutely agree with the save procedure. It is way too complicated to perform the save part operation and it is way too easy and at the same time dangerous to reload the part.
At least there should an undo option when by mistake you reload the part.

==

Re:OT feature requests
Posted by Tarekith - 2012/03/31 23:40
_____

This bit me too yesterday, I'd love see an undo saw part like the MD can with kits.

==

Re:OT feature requests
Posted by rozzpourpre - 2012/04/02 05:17
_____

don't know if it's already asked:

When in file manager some way to paste a file at the end of another one or "group" files together.

The idea'd be to bypass computer when using sample chains. Sample chains enhancing has to be a priority because it's an octatrack.

Thank you

==

Re:OT feature requests

_____

rozzpourpre wrote:
don't know if it's already asked:

When in file manager some way to paste a file at the end of another one or "group" files together.

The idea'd be to bypass computer when using sample chains. Sample chains enhancing has to be a priority because it's an octatrack.

Thank you

For me this is the key for better sampling and at the same time organising your samples.I have already asked and they replied that they added this request to their (huge) list. So ask for it to increase the possibility of its implementation. Imagine your 8 buffers recording consequtively a sample and contatenating all 8 buffers into one file and automatically assigning to a slot. Would be just perfect.
File operations should have been there for joining audio files and after that, switch off your computer and never turn back on!

===

Re:OT feature requests

_____

File operations should have been there for joining audio files and after that, switch off your computer and never turn back on!

I really think upgrades should be oriented toward perfomance enhancing vs "poor" tracks count.

===

Re:OT feature requests

_____

rozzpourpre wrote:
File operations should have been there for joining audio files and after that, switch off your computer and never turn back on!

I really think upgrades should be oriented toward perfomance enhancing vs "poor" tracks count.

But I am not talking about 'poor' track count here. I am talking about efficinecy in sampling and how quick and self contained OT is. I am very happy with how many tracks OT offers. I am very unhappy with the way audio files are handled(recorded, assigned to slots, resampled, saved). I am talking about improvement of performance as well.

===

Re:OT feature requests

_____

rozzpourpre wrote:
File operations should have been there for joining audio files and after that, switch off your computer and never turn back on!

I really think upgrades should be oriented toward perfomance enhancing vs "poor" tracks count.

I agree, I'd like to see this concept more performance oriented. Hmmm. This gives me an idea.

What about a new machine type or expanding static machines so that they can playback any of the record tracks and can convert all of them to new static samples at once?

Your first 8 slots would be dedicated to any corresponding tracks that happen to have rec trigs. If there was a rec trig on them they would say "active" or something. If you converted these to static samples they would go in the first available slot ie 8-128 and you'd have the option of converting them to individual samples to go in different slots or one sample with slice markers delineating the tracks.

I think this would enhance the performance aspects the OT is so good at. There is too much stop and start to use and convert static samples now, it's slow to fill up 128 slots and it's not something you really want to do on the fly.

I this was implemented expanding it later with with an utility to convert multiple slots to one would really allow you to never stop. :woohoo:

Gonna send to Elektron.

==

Re:OT feature requests
Posted by rozzpourpre - 2012/04/03 00:33

──

I'm not sure if i follow both of you: so you basically want a work around to sampling time limit, am i right.

My request was more a work around to the max sample slots limit. That sample p-locking thing doesn't do it for me, i'd rather use sample chains/slices.

==

Re:OT feature requests
Posted by kraftf - 2012/04/03 05:13

──

rozzpourpre wrote:
I'm not sure if i follow both of you: so you basically want a work around to sampling time limit, am i right.

My request was more a work around to the max sample slots limit. That sample p-locking thing doesn't do it for me, i'd rather use sample chains/slices.

We are talking about the same thing with the difference that you are only interested in using sample chains.
1) Ttere should be an option of joining audio files not the in the file manager but inside the audio operations.The newly created file will be automatically sliced accoring to the number of audio that have been joined and thus be ready to give you the sample chains that you(and everyone else) wants.The new file could be automatically loaded in an empty static slot.
I would care too much for a file joiner that stops your audio flowing(file manager unloads your project). I have my computer for this operation which is much faster and efficient.
2) There should a join option of recording buffers to prolong your recordings and auto slice the 8 loops that you have captured using the method described above.
3) There should an option to bounce(maybe the right word would be record because bounce would require to calculate and maybe stop audio flow) tracks to a new sample and automatically assign ot to an empty static slot.Also the ability to slice it a selectable number of slices would be great. And automatically set the track to slice mode. By the way I hate when i change a machine from static to flex or the other way around and the machine deafults its setup. I would really like it to retain its status from the previous machine. Very annoying for me.

The above suggestiona are not only oriented towards the sampling limit but also towards performance and how samples are being assigned, arranged, resampled and recorded as I posted before. I hope I am clear.

==

Re:OT feature requests
Posted by guze - 2012/04/04 09:15

──

I already post a topic about this

Is there a chance we can see in the future a 1 or 2 dedicated tracks for midi drum sequencing
with 16 parts/triggers available , that can also mute each part.

Each part/trigger assignable to a different midi note.

 Thanks

==

Re:OT feature requests
Posted by Ozone - 2012/04/04 11:10
_____

Two things that may already be requested...

1) Additional option in the scale section to adjust start point of pattern using triggers in same way as pattern length.

2) Option to 'save as' & 'delete' when saving sample settings in audio editor.
eg: I often have a sample loaded up a couple of times within a pattern & use different slice/length/trim options. Currently we can only have one version of settings saved.
EDIT: would also require a 'load' function here as well.

==

Re:OT feature requests
Posted by Noisebuddy - 2012/04/05 02:15
_____

well, defining the mastertrack free and not only on T8

sure, i can resample (i donÂ´t like the process like resampling has to be done) all tracks to one

just think about heavy compressed drums for a good drive, and a pad as addition (Input AB/T7) with a lead (Input C/T6), ... not every pad/lead-combi needs compression .....

==

Re:OT feature requests
Posted by kraftf - 2012/04/05 02:31
_____

Ozone wrote:
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eg: I often have a sample loaded up a couple of times within a pattern & use different slice/length/trim options. Currently we can only have one version of settings saved.
EDIT: would also require a 'load' function here as well.
+1
Also the ability to loop a certain page or a specified range of trigs. There is so many times the fact that you need to audition a certain loop segment and you have to wait for the whole loop to come back to the point you want. The workaround is to move the trigs you want to audiotion to the first page and make the pattern length equal to the segment you want to loop. Unfortunately this has to be done for all tracks seperately. There is no option to move all track trigs at the same time.

==

Re:OT feature requests
Posted by Ozone - 2012/04/05 11:54
_____

kraftf wrote:
Ozone wrote:
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2) Option to 'save as' & 'delete' when saving sample settings in audio editor.
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Can relate to this situation. I tend to duplicate pattern, nudging the all the tracks backwards however many steps & finally shortening the pattern length, but its a long workaround for something that's so simple in a DAW. This feature would be great on the MD & MM also. For auditioning it makes sense, but also it would make for another great option in live performance.

The other slight issue I have with the 'pattern scale' is that I can go down to one step pattern length on the Machinedrum, but the OT only goes down to 2 steps.- EDIT: wrong here checked again & all machines only go down to 2 steps... co-incidentally was hit in head by ball @ indoor cricket last night..:blink:)) anyway would be good option to have on all.

==

Re:OT feature requests
Posted by kraftf - 2012/04/05 17:50
_____

Ozone wrote:
The other slight issue I have with the 'pattern scale' is that I can go down to one step pattern length on the Machinedrum, but the OT only goes down to 2 steps.- EDIT: wrong here checked again & all machines only go down to 2 steps... co-incidentally was hit in head by ball @ indoor cricket last night..:blink:)) anyway would be good option to have on all.

Yeap don't like it either. I want faster stutters.
I don't like also the fact that when track length is modified most of the time the stepping looses sync with other tracks. This can be somtimes good introducing variation but it
There is a similar issue with the quantisation of track trigging. They allow this to happen in 1/16 resolution but trigging modes are not working as they are supposed to. Maybe there s a technical limitation that can't allow easy manipulations in the sequencer flow.

==

Re:OT feature requests
Posted by Ozone - 2012/04/05 18:36
_____

@Kraft... maybe get practise @ pressing stop & play again (in time) to reset stuff in start sync. Don't think much of it most times but possibly some sort of 'tempo+play' combo to reset in realtime? or an external clock with reset function as workaround.

==

Re:OT feature requests
Posted by dataline - 2012/04/05 19:06
_____

'' 'tempo+play' combo to reset in realtime''

Cool idea!!!

==

Re:OT feature requests
Posted by kraftf - 2012/04/05 21:35

_____

Ozone wrote:
@Kraft... maybe get practise @ pressing stop & play again (in time) to reset stuff in start sync. Don't think much of it most times but possibly some sort of 'tempo+play' combo to reset in realtime? or an external clock with reset function as workaround.

Yeah I do that via slaving OT to RS7k or Korg ESX. They both have the option of restarting the seq with one button hit. I also use Lemur to send stop and start messages at the same time.
Tempo and play would be very cool.

==

Re:OT feature requests
Posted by c0rpse - 2012/04/09 03:23
_____

I was thinking it would be really nice to have a way to "freeze" a step. As in p-lock every parameter of a step automatically.

==

Re:OT feature requests
Posted by Didjeko - 2012/04/09 21:02
_____

Don't know if this has been mentionned because this thread is becoming very long :
- The ability to add automatically loop points on each slice when creating a slice grid

==

Re:OT feature requests
Posted by seaborg - 2012/04/28 13:55
_____

For what it's worth, given that this is such a long thready and perhaps the Elektrons are looking at this :

1/ Be able to trigger slices from a pad controller/keyboard

2/Recording needs a metronome, ie bass/guitar players

3/ looper machine, I know it's coming:unsure:

==

Re:OT feature requests
Posted by Mesak - 2012/04/28 20:28
_____

seaborg wrote:

2/Recording needs a metronome, ie bass/guitar players

such a good idea, been missing this a couple of times (especially when OT has microtiming and all, nice to tap sounds in with hand...)

==

Re:OT feature requests
Posted by kraftf - 2012/04/29 08:54
_____

seaborg wrote:
For what it's worth, given that this is such a long threadv and perhaps the Elektrons are looking at this :

1/ Be able to trigger slices from a pad controller/keyboard

2/Recording needs a metronome, ie bass/guitar players

3/ looper machine, I know it's coming:unsure:

No 2 is probably coming too.
No 1 unfortunately not. Definitively No1 on my list along with the trigging of slots from a pad controller/keyboard.

==

Re:OT feature requests
Posted by MK7 - 2012/04/29 11:27
_____

Two ideas from my side:

1) "Function + Trig" to assign the slot/slice corresponding to the trig in slot/slice mode to the current track, like track selection on the MD. I press this combo frequently, but nothing happens :D this would be even more useful on the OT than it is on the MD, because of the length of sample/slice lists.

2) 2-dimensional recording of pitch/slot/slice p-locks: Playing samples melodically via MIDI keyboard and a the same time selecting samples via trig buttons in slot mode. Currently, when a key on the keyboard and a trig button on the OT are pressed at once, the sample p-lock "dominates" and pitch coming from the MIDI keyboard is ignored. I would be happy when both incoming data would be saved to the recorded trigs. This would be great to record several melodies with different one-shot samples into the same track instead of just C notes.

Other prio1 wishes on my list (mentioned by others already):
 - merge samples --> save sample slots without need of a computer
 - support for a controller like novation launchpad :)

==

Re:OT feature requests
Posted by seaborg - 2012/04/29 15:09
_____

kraftf wrote:
seaborg wrote:
For what it's worth, given that this is such a long threadv and perhaps the Elektrons are looking at this :

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2/Recording needs a metronome, ie bass/guitar players

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No 2 is probably coming too.
No 1 unfortunately not. Definitively No1 on my list along with the trigging of slots from a pad controller/keyboard.

I wonder if it would be an architecture issue of the OT why no.1 would not be possible. ?

==

Re:OT feature requests
Posted by MK7 - 2012/04/29 17:15
_____

seaborg wrote:

I wonder if it would be an architecture issue of the OT why no.1 would not be possible. ?

I don't think so, because it's just a p-lock as when playing melodies.

===

Re:OT feature requests
Posted by kraftf - 2012/04/29 18:54
_____

seaborg wrote:

I wonder if it would be an architecture issue of the OT why no.1 would not be possible. ?

I don't know if its possible. I just know its not coming now. Ask Electron as a request for it to have more shares as a request.
The 2-dimensional recording is also one feature that sould definetely be there some time. I've asked the Electron team for it already.
My idea was to have locked state keyboard. There would be a recording mode where you could have for e.g locked a certain parameter or more. So having Sample locking and then playing the chromatic mode, the trigs would have the pitch and the sample slot info locked. This eliminates the need to have different parts for simple things like playing a different sample with different amp settings.

===

Re:OT feature requests
Posted by markboombastik - 2012/04/29 21:22
_____

dataline wrote:
'' 'tempo+play' combo to reset in realtime''

Cool idea!!!

yes!

===

Re:OT feature requests
Posted by butchasound - 2012/05/04 06:48
_____

8 or 16 outputs :P

===

Re:OT feature requests
Posted by butchasound - 2012/05/04 06:49
_____

how about USB connects to a hardware multichannel interface, like an RME, for 8 outputs. ok sorry to hijack the thread with the impossible.

===

Re:OT feature requests
Posted by de Haan - 2012/05/14 17:21
_____

Tyrone wrote:
lostinthemanual wrote:
little thing close to what we allready have, but would have good impact ;)

FB-pitchdelay
= the pitchshift incorporated into the feedback path
also FB-filterdelay

+1 for this and a few more fx algorithms in general ...

e.g.

vocoder
reverse delay

+ 1
A vocoder fx could be a really cool tool for making two tracks interact - e.g. using a synth track as the carrier and a drum track as the modulator.

Side chain compression would also be a nice tool for making tracks interact...

==

Re:OT feature requests
Posted by butchasound - 2012/05/15 01:17
_____

+1 and +1 both are great ideas. sidechaining would prob solve lots of mix issues for us and a vocoder is always a welcome processor.

==

Re:OT feature requests
Posted by jonah - 2012/05/15 02:08
_____

de Haan wrote:
Tyrone wrote:
lostinthemanual wrote:
little thing close to what we allready have, but would have good impact ;)

FB-pitchdelay
= the pitchshift incorporated into the feedback path
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+1 for this and a few more fx algorithms in general ...

e.g.

vocoder
reverse delay

+ 1
A vocoder fx could be a really cool tool for making two tracks interact - e.g. using a synth track as the carrier and a drum track as the modulator.

Side chain compression would also be a nice tool for making tracks interact... I wouldn't be super surprised if we get an option to route any tracks trigs to other tracks effects or parameters. I mean, I'd rather have track 1 ramp down the volume (or anything!) on another track than straight up side chaining.

==

Re:OT feature requests
Posted by prplx - 2012/05/15 17:00
_____

+1 to the vocoder

My ideas:

- Maybe some overdrive Fx, additional to the LOFI Fx?

-additional CUE Functions:
Option to route the CUE signal as 2x Mono to the CUE out instead of one stereo pair. So it would be able to use it as two "sends" in conjunction with a small mixer and some fx pedals.
Additionally mapping the CUE funktions to the fader would be great.

Just my 2cents. ;)

Best wishes from Berlin!

==

Re:OT feature requests
Posted by the dreammer - 2012/05/15 21:55
_____

i wish you had
"the sub-bus" machine... kinda like a neighboor machine in combi with cue..

have a machine.. that plays static samples.. not to cue.. not to main.. but to "the bus"
it should be useable like a static-machine.. but.. if i want to hear something
i need a "thru" machine to hear it..   this way i should be able to send multiple tracks
to 1 track...so i can sample it.. seperate from the rest..

as in track 1 and 2 and 3 and 4 to bus... on track 5 have thrumachine.. playing the bus output..
have a neighbour machine on track 6 and 7.. and use track 8 as the mastertrack..
supertwistable sounds :)

==

Re:OT feature requests
Posted by ipassenger - 2012/05/15 23:58
_____

Some great ideas in here but some of this stuff would make the complex machine more complex.

I'd quite like the PARTS to work the same way the KITS do in the MD and MnM and be independent from the patterns and banks.

==

Re:OT feature requests
Posted by Rusty - 2012/05/16 11:07
_____

Was jsut discussing the Octatrack on email, thought I'd add what I said there, here as well...

My main wants are:

- Crossfader sending midi CC's (which is not impossible)
- Polyphonic tracks. Each track is a monophonic (1 voice) stereo track, so samples cut off.
- Having mutes/solos ala RM1x/RS7000 (which is doable)
- Being able to import midi files (which is doable. they actually suggested buying another midi sequencer to do this when I asked if it would be implemented)

If it could do the above four, I'd probably be a very happy camper, and it would be perfect for me / an awesome as fuck sequencer that really could be the hub of a live rig / studio.

Having part/pattern scenario, ala MD's kit/pattern would also be awesome, rather then the current part setup.

Alas, don't think it will ever do any of the above.

===

Re:OT feature requests
Posted by kÃ¸ns - 2012/05/16 15:01
_____

Polyphonic is a constantly recurring theme... however, I suspect that this is technically impossible for the STATIC slots.

I would appreciate duophonic... FLEX slots. Exactly so that samples are not cutoff immediately upon retrigger.

===

Re:OT feature requests
Posted by N_Rain - 2012/05/16 16:01
_____

kÃ¸ns wrote:
Polyphonic is a constantly recurring theme... however, I suspect that this is technically impossible for the STATIC slots.

I don't see why. It would involve streaming more than one file at a time from the card, which the OT already does. I could see it maybe being an issue if there were 8 static tracks doing "poly mode" at once but saying that if streaming 8 24 bit "static" audio files at once is a theoretical maximum, it should be possible to have a "duophonic mode on one track so long as at least one other track is occupied by a flex or neighbor machine.
As far as Flex slots go, I really don't get the monophonic limitation. Seems like a choice by design, not by necessity. The OT ought have the processing power to make poly easily enough possible, even if only a limited global number of extra voices for all tracks combined.
Fingers crossed we see a "poly machine" roll out at some point.

===

Re:OT feature requests
Posted by kÃ¸ns - 2012/05/17 07:25
_____

True... good point about the 8 tracks theoretical maximum...

So maybe the limitation lies elsewhere, and not with the OTs ability to stream data either from the internal Ram or Flash card. Lets suppose you were to have duophony: Would a second voice trigger, involve more than starting another stream of the sample data from Ram/Flash card?. What about processing any potential transposition or time-stretching data. What about the amplitude envelope, the track would have to 'process' another envelope. What about the LFO's would they be shared by the voices or, would they be individual. If the LFOs are individual then how would that work with modulation of the values in the 2 FX slots?? And then we get to the crux of the matter; if using one FX slot as a traditional filter then a second trigger would require the 'processing' of an extra filter...
Maybe the OCta just simply does not have enough processing power to have more than 8 'voices' even though it could stream more than 8 data streams.

Personally at least I would enjoy if possible; poly-voice retriggering with separate 'VCA's and shared LFO and filter etc. in much the style of some early analog synths... Like a string machine you could play chords that would be routed through the same LFO and filter.

Or maybe it is simply a design decision and one blessed day we will achieve polyphony.

===

Re:OT feature requests
Posted by Tyrone - 2012/05/17 08:37
_____

N_Rain wrote:

kÃ¸ns wrote:
Polyphonic is a constantly recurring theme... however, I suspect that this is technically impossible for the STATIC slots.

Fingers crossed we see a "poly machine" roll out at some point.

Been hoping for this as well.. i'm guessing the easiest solution would be something like the ENSemble machines on the MonoMachine which would allow you to just play multiple instances of a single sample at various pitches, through the track's Envelope, Filter etc..

I would also love true polyphonic tracks (i.e. the ability to bounce two existing tracks into a single track) but i'm struggling to think how you could gracefully handle editing of the trigs, it could start to get mindblowingly complex pretty quickly.. on top of something that's pretty complex already :)

==

Re:OT feature requests
Posted by MrSysex - 2012/05/17 09:06
_____

This is simple:

Make the volume knob control the master volume. It seems silly that it wouldn't! At least have an option for that.

==

Re:OT feature requests
Posted by mcpepe - 2012/05/18 23:32
_____

+1000 Volume knob to control Master Volume. Or at least give the option to set it up in preferences menu.

==

Re:OT feature requests
Posted by Tarekith - 2012/05/18 23:40
_____

I'd like that too.

==

Re:OT feature requests
Posted by bauer - 2012/05/18 23:42
_____

me too. for consistency with the MD...

==

Re:OT feature requests
Posted by Noisebuddy - 2012/05/19 02:09
_____

donÂ´t know if it has been allready said:

OT internal:

1.) Multiband-Distortion (3 Bands)

2.) a third Band on the EQ-fx

3.) disconnect tracks from T8 (if Master) ..... not every pad sounds good with compression

4.) Master-Track on different positions

ad. 3./4.: Track-Management in this case

5.) A Send-Track for routing with Send-Levels on different tracks

5.1.) Routing-Window with Levels

6.) since a track provides two FX, a single FX with a more versatile Reverb (and of course it would be more ressource-intensive) would be an awesome addition

Arrangermodus:
different parameters from different Tracks on one or two pages

on MIDI-Side:

Fader drives midi-ccÂ´s for external gear ...... an algorithm which reduces the high-resolution faderway to the time-signature of midi .... sending simultaniously 6 different CCs on different channels should be possible

in other words: OT as a single workstation B)

==

Re:OT feature requests
Posted by djd_oz - 2012/05/20 10:31
_____

OT Internal MIDI routing so that you can assign LFOs etc ... to an audio track to give you 6 LFOs.

==

Re:OT feature requests
Posted by LMLMLM - 2012/05/23 04:50
_____

 + to toggle effect muting

==

Re:OT feature requests
Posted by butchasound - 2012/05/23 06:48
_____

+1 on effect bypass

and we need to be able to save banks and export them and reimport them to build live sets of different songs.

==

Re:OT feature requests
Posted by bauer - 2012/05/23 07:05
_____

butchasound wrote:
and we need to be able to save banks and export them and reimport them to build live sets of different songs.

+1. we really do. i'm desperate for this!

==

Re:OT feature requests
Posted by LMLMLM - 2012/05/23 16:14

_____

Make a selection (time or slice) in a static machine sample, and be able to write it to card (with a paired command to auto-assign to a free flex slot). This would really speed up the sample-cutting workflow as there's no way of going from a static sample to a flex sample without resampling internally.

==

Re:OT feature requests
Posted by kraftf - 2012/05/23 17:11
_____

Maybe you can copy paste a portion of a static sample to a flex sample. I haven't tried that yet.

==

Re:OT feature requests
Posted by carlospenny - 2012/05/23 17:39
_____

I would love to record for my new composed song i need some suggestions as what kind of recording software i can use to create a song?

piece chariot elevateur

==

Re:OT feature requests
Posted by LMLMLM - 2012/05/23 18:10
_____

There's no copy/paste functions in the audio editor for static samples as far as I can see, although it would be sweet if the copy/paste buttons worked in the audio editor too.

==

Re:OT feature requests
Posted by Noisebuddy - 2012/05/26 19:09
_____

Just a Send-Machine ;)

==

Re:OT feature requests
Posted by kraftf - 2012/05/26 23:55
_____

LMLMLM wrote:
There's no copy/paste functions in the audio editor for static samples as far as I can see, although it would be sweet if the copy/paste buttons worked in the audio editor too.

Unfortunately they don't work since copy/paste is a ram operation. I agree about copy/paste buttons. They should work there too.

==

Re:OT feature requests
Posted by binaural - 2012/05/28 05:07
_____

I would love a feature from my 03d desk:

the ability to set the control channel for the compressor, so you can sidechain from any given channel (including master

outs and the inputs, preferably). Shouldn't be too difficult, I think, but would enlarge the sound palette incredibly.

==

Re:OT feature requests
Posted by tjebbe - 2012/05/31 19:20

_____

since the new update 1.2b most i wanted is in there
But!
wouldnt it be super awesome to create a vocoder effect you could use as a base to work from : you could plock your vocoder effect step by step never going wrong when you do a life performance as notes are fixed per pattern (instead of playin the right chords live) and stilll you could make a huge variation on your vocals by using a combination of the effects thus creatin a super vocoder think of triple voices or creatin a choir with just one vocal would'nt that be a cool:woohoo:

edit : you can in some way already do this off course but still you first have to create the perfect set up for this to work so it would greatly in prove production if you could use a base effect for this so you can instantly use this abbillty on the OT within a wink of a eye ;)

or you could use a sample as a base osc to create weird voices if I just think of the ideas of what you could do with the OT as a vocal unit damn it s just inspiring and a whole new ball game its not a sampler its a recording studio in a box:lol: !!!!

bye bye vs/880 hello octatrack!

==

Re:OT feature requests
Posted by c0rpse - 2012/06/07 00:32

_____

I would like to see "Knightrider" style lights on the step keys when the project is saving or loading. B)

==

Re:OT feature requests
Posted by Tarekith - 2012/06/07 02:44

_____

LOL, that would be pretty cool I guess.

==

Re:OT feature requests
Posted by jonah - 2012/06/07 06:29

_____

I was just using a sony pcm-50 portable recorder and it has a cool limiting feature where it records two streams of audio at once, but one is at -20db. If it detects clipping it normalizes the -20db audio stream and inserts it. I wouldn't always want this because it would cut recording time, but I could see it coming in handy for live use especially with the looper.

==

Re:OT feature requests
Posted by Ozone - 2012/06/08 10:43

_____

Two already mentioned requests that need propping up...

1. Scenes for midi. I don't really understand the 'midi overload' thing.
Reason: We can already have 80(10x8 tracks) assignable midi cc's p-locked + pitch/note/envelope + arp + 24 lfo's going out of one midi cable for the midi machines alone. Midi Scenes would seemingly just override these parameters with

different settings, not additional data.

2. Said before in relation to all Elektron machines, but broken records die hard...

"Live recording of patterns/mutes/scenes/scene position/parameters into Arranger" with ability to then go back in & tweak.... in lieu of this then just 'scene position' (between 0-127) option in the arranger. The beauty of scenes is in the variation between the lines.

==

Re:OT feature requests
Posted by skab - 2012/06/08 10:54
_____

binaural wrote:
I would love a feature from my 03d desk:

the ability to set the control channel for the compressor, so you can sidechain from any given channel (including master outs and the inputs, preferably). Shouldn't be too difficult, I think, but would enlarge the sound palette incredibly.

+1

And also MIDI scenes, or at the very least slide trigs on the MIDI seq so I can slip around with my arp speed all funky like.

==

Re:OT feature requests
Posted by ren - 2012/06/10 11:00
_____

first post here (hi everyone). been reading a lot of requests, but not sure if this has been asked before (or if it is even possible):

- automatic generation of grid recording or of track trigging.
we could even apply an lfo to do that (not sure how we could map an lfo point to a trig pressing though). an example of this could be a combination of the recent "randomize" function of lfo designer and the slots trig mode, in which, we could "randomize" the trig events as if we were live-recording during this mode (without actually pressing each trig).

and if this lfo-trig keys combination is possible (for example setting a trig command when lfo passes above or below certain threshold points), it would also be crazy interesting to see an lfo also changing setup parameters (and not just the main parameters).

==

Re:OT feature requests
Posted by c0rpse - 2012/06/11 10:55
_____

It would be nice if when you held down a p-locked trig key the pages with locked parameters lit up. Similar to how scenes work.

Noisebuddy wrote:
Just a Send-Machine ;)

Isn't this the cue ?

==

Re:OT feature requests
Posted by natefrogg - 2012/06/12 00:38
_____

sequencer level mutes

so i can on the fly mute the sequencer trigger of any sound, yet the tail of the sound will still be heard and any fx tails such as reverbs and delays will still carry on

everything else is perfect so far imho

==

Re:OT feature requests
Posted by ryandfl - 2012/06/12 06:54
_____

skab wrote:
binaural wrote:
I would love a feature from my 03d desk:

the ability to set the control channel for the compressor, so you can sidechain from any given channel (including master outs and the inputs, preferably). Shouldn't be too difficult, I think, but would enlarge the sound palette incredibly.

+1

And also MIDI scenes, or at the very least slide trigs on the MIDI seq so I can slip around with my arp speed all funky like.

+ another

==

Re:OT feature requests
Posted by Rusty - 2012/06/12 17:39
_____

Ozone wrote:
Two already mentioned requests that need propping up...

1. Scenes for midi. I don't really understand the 'midi overload' thing.
Reason: We can already have 80(10x8 tracks) assignable midi cc's p-locked + pitch/note/envelope + arp + 24 lfo's going out of one midi cable for the midi machines alone. Midi Scenes would seemingly just override these parameters with different settings, not additional data.

I've been asking for this since day 1 (well, day 1 + 6 months, when the OctaTrack actually had midi tracks).

Kept getting told 'maybe' till finally they said no. It is the greates flaw in the instrument for me personally.

I don't use the Arps or LFO's, and would happily sacrifice (or have the option to select) these in favour of midi scenes.

Still wish they would change their FAQ as well, it vexes me.

==

Re:OT feature requests
Posted by Tyrone - 2012/06/15 11:18
_____

not sure if this has been requested before (and probably not possible?) but the ability to add note trigs to a scene would be quite neat

As the trig buttons are already used to select which scene is assigned to A/B, I guess it could work something like: hold down scene a or b button, use the trig button to select a scene, then press to activate "scene trig entry mode". from there enter the note trigs which are to be locked to the selected scene

==

Re:OT feature requests
Posted by Ozone - 2012/06/15 13:34

_____

Rusty wrote:
Ozone wrote:
Two already mentioned requests that need propping up...

1. Scenes for midi. I don't really understand the 'midi overload' thing.
Reason: We can already have 80(10x8 tracks) assignable midi cc's p-locked + pitch/note/envelope + arp + 24 lfo's going out of one midi cable for the midi machines alone. Midi Scenes would seemingly just override these parameters with different settings, not additional data.

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I don't use the Arps or LFO's, and would happily sacrifice (or have the option to select) these in favour of midi scenes.

Still wish they would change their FAQ as well, it vexes me.

Yeah Rusty I understand your frustration totally. They missed a huge trick here. I read somewhere (maybe you mentioned) that Elektron's reasoning was that excess of midi data could cause overloads & errors. This argument struggles to hold water with me for the reason listed above. P-locks are great, but beyond lfo's, there is no way to make midi data evolve & warp. Who wouldn't want to have scene control over parameters in their monomachine or Machinedrum.... would make a whole new instrument out of them, & give the OT a huge advantage as a midi sequencer alone. Agreed on the midi scenes over lfo's for useability also, or at least the option.

==

Re:OT feature requests
Posted by Ozone - 2012/06/15 13:40

_____

Oh & another feature request:

For the one handed among us, wouldn't it be great to have the same '2 second option' for changing scene as there already is for changing bank & pattern (ie. press scene A or B, then have 2 seconds to select a scene)

==

Re:OT feature requests
Posted by ryandfl - 2012/06/15 13:43

_____

A couple thoughts -

- Option to assign track mutes to be saved to a pattern. As in when switching patters tracks will mute and unmute automatically. This seems so obvious - am I just missing it somehow?

- LFO rectifier options, leaving only positive or negative movement.

==

Re:OT feature requests
Posted by Rusty - 2012/06/15 15:32

_____

Ozone wrote:
Yeah Rusty I understand your frustration totally. They missed a huge trick here. I read somewhere (maybe you mentioned) that Elektron's reasoning was that excess of midi data could cause overloads & errors. This argument struggles to hold water with me for the reason listed above. P-locks are great, but beyond lfo's, there is no way to make

midi data evolve & warp. Who wouldn't want to have scene control over parameters in their monomachine or Machinedrum.... would make a whole new instrument out of them, & give the OT a huge advantage as a midi sequencer alone. Agreed on the midi scenes over lfo's for useability also, or at least the option.

Yeah, I *probably* mentioned it somewhere, been whinging about it for the last year / year and a half. :laugh:

==

Re:OT feature requests
Posted by bauer - 2012/06/17 20:21

_____

MIDI note/CC message assignments for start/stop of record quick on tracks would be handy

==

Re:OT feature requests
Posted by Rusty - 2012/06/18 15:51

_____

Rusty wrote:
Ozone wrote:
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Yeah, I *probably* mentioned it somewhere, been whinging about it for the last year / year and a half. :laugh:

I think we should start a petition!

Seriously though, I'm on the verge of selling mine, because, well, for me they just don't cut the mustard as live sequencers. Or at least what I want them to be.

If I ditch them it will hurt, because, well, a year/year and a half of wasted time and $1k lost.

Too much fucking around with the project structure, midi programming et al.

Obviously the massive benefit is the parameter locks and scene crossfader. But this is let down by (for me) the low track count, losing one to Master, losing more to inputs, midi programming etc.

I think I was happier with my RS7000... I think I might make a rant post soon :)

==

Re:OT feature requests
Posted by jonah - 2012/06/19 06:33

_____

Rusty wrote:
Rusty wrote:
Ozone wrote:
Yeah Rusty I understand your frustration totally. They missed a huge trick here. I read somewhere (maybe you mentioned) that Elektron's reasoning was that excess of midi data could cause overloads & errors. This argument struggles to hold water with me for the reason listed above. P-locks are great, but beyond lfo's, there is no way to make midi data evolve & warp. Who wouldn't want to have scene control over parameters in their monomachine or Machinedrum.... would make a whole new instrument out of them, & give the OT a huge advantage as a midi sequencer alone. Agreed on the midi scenes over lfo's for useability also, or at least the option.

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I think I was happier with my RS7000... I think I might make a rant post soon :)

Hey,I just came up with an implementation that might work to address the MIDI cross fader issues...

What if while in MIDI sequencer mode the cross fader doesn't control scenes, but the amount of all the LFOs and note velocity applied per the selected track? Any tracks you had assigned to the crossfader on the same MIDI channel would be mutually exclusive.

So, for example if you had track 1 + 2 both assigned to MIDI channel one, while the crossfader was all the way to the left track 1's values would be at the max and track 2 would be at zero and as you moved to the right track 1's would get closer to zero and track 2's would increase to the max.

Now, it could get interesting if had 8 possible positions to place the tracks on the cross fader. So you could put track 1 on the left, track 2 in the middle and track 3 at the end.

I'm sure this would be work to implement and I'm not sure if the OT's processor can handle the morphing, but I can currently have two or more tracks sending info to the same midi channel without apparent problems.

MIDI is only 127 steps resolution, right? I think part of issue might be that MIDI morphing might just sound kinda bad and steppy, but I dunno. I do like using my joystick controller...

==

Re:OT feature requests
Posted by Ozone - 2012/06/19 08:52
_____

Rusty wrote:
I think we should start a petition!

+1 on midi scene petition idea... like many on this site, I've invested a lot in elektron machines, so as much as I can recommend them, I also feel entitled to speak honestly on issues & possible improvements. This is request #1 for me.

Along with the OT midi scene issue, a step backwards from the Monomachine & MD midi sequencers is the inability to sequence & p-lock program changes within a pattern. The P-CH message is locked per part & removed from the step sequencer, & is also buggy with changes to my Nord Modular & also plays up with bank changes on a MicroQ & Z1, along with the delayed pattern change issue to MM/MD (there are 2 workarounds but there shouldn't have to be), so not confident in it (yet).

I remember the rs7x midi play fx & powerful swing functions were next level, just had a bad experience with the chicklet keys dying, along with suspect midi timing when switching patterns internally. & felt it could have been sturdier & less bulky. Definitely has some midi power though, & the structural layout was quite clever but I never loved it enough to get

the muscle memory locked in. Seems the Cirklon could be a suitable alternative? Or a QY70/100 for portability? Also used a QY700 years ago.... that had some midi grunt, & is 15 years old now.

@Jonah... sounds better than the midi scene desert that currently exists!

==

Re:OT feature requests
Posted by Rusty - 2012/06/19 09:15

_____

@Jonah : I haven't had enough coffee yet for my brain to process that all properly just yet. Will have to have another read (again) later

@Ozone : Going to have to bite on this... :)

Ozone wrote:
along with suspect midi timing when switching patterns internally

Actually... the "suspect midi timing when switching patterns internally" scenario boils down to a setting in "Midi Setup -> Voice Setup to TG" (TG = Tone Generator)

Basically, every "Phrase" in the RS7000 has the patch information embedded in it. If the above setting is on, everytime you change a pattern, it tries to reload all the patches every time, thus the midi-jitter symptom.

Turn it off, and the Tone Generator will not automatically be updated. Change patches via inserting Bank Change / Program Change commands.

Ozone wrote:
& felt it could have been sturdier & less bulky.

I'm actually looking for a spare one in this thread for the sole purposes of modding to try and make it more lightweight... A mate has one for me, but in great condition, and I'd probably only kill it :laugh:

Ozone wrote:
Definitely has some midi power though, & the structural layout was quite clever but I never loved it enough to get the muscle memory locked in.

Pity. It does have a steep learning curve, but has some serious power under the hood, but horses for courses, no?

==

Re:OT feature requests
Posted by Ozone - 2012/06/19 09:24

_____

Aye horses for courses. Good luck with the Franken7000stein, sounds like a solid idea.
Anyway I just popped my HQ request in for the above discussed issue again.
Will see what bounces back.

==

Re:OT feature requests
Posted by skab - 2012/06/19 10:47

_____

One other thing I'd like to see implemented is a function from my favorite sw seq, Numerology. Hard Sync. Right now we can have polyrhythmic patterns by turning on the per track settings in the pattern and switching the master to INF in the scale setup. What I'd like to see is the option to have a master per track. That way you could have, for example, a kick pattern of 16 beats playing against a snare pattern of 25 beats that restarts every 4 bars playing against a triplet high hat pattern of 11 beats that restarts every 2 bars and so on. Sounds complex, I know, but once you use it in a sequencer you really miss it when it's not there, trust me. I'm sure any Numerology user on the board can attest to how useful this function is.

==

Re:OT feature requests
Posted by rhizome - 2012/06/19 21:57

———————————————————————

My number one request is definitely transient detection and autoslicing to transient grid. It would be amazing for live sampling, especially of other musicians in a nonmidi environment.

A couple other (probably repeat) ideas:

Unison machine: playback page is like a midi track - control pitch of up to three slave machines per trig. Amp, LFO, FX could have some kind of creative control linking options.

ENF filter mode - envelope follower. Controls could work similarly to the follower on the Oto Biscuit.

==

Re:OT feature requests
Posted by lostinthemanual - 2012/06/22 00:18

———————————————————————

ryandfl wrote:
A couple thoughts -

- Option to assign track mutes to be saved to a pattern. As in when switching patters tracks will mute and unmute automatically. This seems so obvious - am I just missing it somehow?
.

my main issue with the OT.
PLEASE , mute and level settings per pattern.

its so obvious. The octa is MUCH MORE than just a drummachine !
make it personalizable.

+1 on midi scenelocks. How cool would that be ! next level !

==

Re:OT feature requests
Posted by kraftf - 2012/06/22 01:21

———————————————————————

Since I see some of you guys are stating your No1 FR's I'll do the same thing.
Here they are.

1)Midi playback of slots and slices, and complete midi control of the whole machine.
2)Importing of banks or paterns with auto handling of sample slots
3)Mutes,solos,cues,mixer settings,bpm per pattern.(or at best 1 part per pattern)
4)Disable autoscroll of pattern edit view when in arranger mode or pattern chain mode.
5)Transient slice detection
6)Midi program change inside the sequencer
7)Midi scenes
8)Audio and midi track names
9)Easier looping of regions inside the Arranger
10) Track and fx presets.

==

Re:OT feature requests
Posted by sovietpop - 2012/06/22 01:34

———————————————————————

Not sure it has been mentioned but a granular machine would set the Octatrack apart.
I dont think there is any hardware that can do granular stuff (maybe the Virus but i've heard the implementation is very simple)

==

Re:OT feature requests
Posted by jonah - 2012/06/22 07:17
_____

Attempting to make the MIDI scene idea more understandable: :)
Right now I can have 2 or more OT MIDI tracks, with their notes, LFOs and so on the go to one synth without issue. So I don't think this would run into any MIDI congestion problems.

You'd program two 2 MIDI tracks and assign them to either side of the crossfader. When the fader is on the left side all values of the sequencer assigned to the right side will be zero. As you move the crossfader to the right the OT will raise the values of the sequencer on the right side to whatever you programed them to be while lowering the values on the left side to zero.

Basically it's like scenes on the audio side, but per track rather than per parameter.

For example you could have 3 tracks sending to one channel and one track would send notes while your tracks assigned to the crossfader only send MIDI CCs. It'd be neat to swap tracks assigned to the crossfader on the fly.

sovietpop wrote:
Not sure it has been mentioned but a granular machine would set the Octatrack apart.
I dont think there is any hardware that can do granular stuff (maybe the Virus but i've heard the implementation is very simple) I've heard this request a few times and I'm not sure I get it. By modulating the retrig, sample start position and length and pitch I get stuff that sounds like granular synthesis to me....

==

Re:OT feature requests
Posted by Digital Aspergers - 2012/06/22 07:49
_____

+1,000,000 on the granular machine

==

Re:OT feature requests
Posted by JES - 2012/06/22 08:10
_____

I email them and ask for this every time they do a software update. I've even suggested controls and programmers if they need outside help. I'm now moving on to begging. It's so close to a granular machine now...,

==

Re:OT feature requests
Posted by jonah - 2012/06/23 03:55
_____

I'm curious as to what type of sound/functionality you're looking for in granulator?

You have to re-sample to get polyphony, but I think that ends up giving more interesting, organic yet still composed sounding results.

I mean I can get sounds like this:
http://www.youtube.com/watch?v=9pn_b7OUO6I

this:
http://www.youtube.com/watch?v=avUoUaGdkeA

Or this:
http://www.youtube.com/watch?v=0NLLRKGVDl4

==

Re:OT feature requests
Posted by JES - 2012/06/23 08:27
_____

I was all excited to see how people were getting cool granular fx with the OT but those videos were, well, not the OT.

The main thing I want is some ability to freeze audio, scrub, add jitter, add density and control grain size.   I basically use it to make clouds--polyphony isn't a big issue. The Monolake granulator is cool but a granular machine could be simpler like audio ease Riverrun or density. OTOH, adding simple FM -- one step up from the comb filter -- would be amazing.

==

Re:OT feature requests
Posted by ryandfl - 2012/06/25 07:34
_____

It would be great to have 'auto cords' on the midi tracks. Set the root note and then a cord type.

And again - an option to have track mute tied to patterns.

==

Re:OT feature requests
Posted by Tarekith - 2012/06/25 09:38
_____

Actually been starting to wish for track mute tied to patterns myself for some things.

==

Re:OT feature requests
Posted by Ozone - 2012/06/25 11:07
_____

I don't know how mute per pattern would be implemented unless they increase the number of parts (another request many of us have stated), but at the very least "mute settings per part" would be a great feature addition and seemingly easy to inmplement considering the mutes are just midi data. I had an idea on how it might be implemented.

- Somewhere in the "Quick Mute" trig mode (maybe on right hand side of the black text label strip) could be... say 3 or 4 mute memory icons numbered A, B, C, D, with the presently selected mute memory being highlighted.
- Currently we can hold function & press the mutes. When releasing the function then all the mutes are actioned. Well my suggestion is before one releases the function button, press 'rec' (copy) to copy the current mute settings. A 'copy mutes' dialog box pops up briefly.
- After letting go of func & rec, then press function+stop(paste)... a little dialog box will then appear asking to select Mute memory A, B, C or D. Use the left/right arrows to select letter, press enter and presto! Memory mute settings saved within current part.
- Not sure exactly what key combo could be used to jump between mute memories, but it would ideally be accessible at any point. Open to suggestions here.

==

Re:OT feature requests
Posted by isjtar - 2012/06/25 18:02
_____

another vote for a dedicated granular machine.
I have an MDUW and that feature would make me get an OT in a snap.
granular with jitter settings, lfos and parameter locks, combined with the scene function would make the OT such a killer for experimental sound design...

===

Re:OT feature requests
Posted by Veqtor - 2012/06/28 20:38
_____

JES wrote:
I was all excited to see how people were getting cool granular fx with the OT but those videos were, well, not the OT.

The main thing I want is some ability to freeze audio, scrub, add jitter, add density and control grain size.   I basically use it to make clouds--polyphony isn't a big issue. The Monolake granulator is cool but a granular machine could be simpler like audio ease Riverrun or density. OTOH, adding simple FM -- one step up from the comb filter -- would be amazing.

Also would really like a granular machine, just having control of grain-size and density instead of the retrig parameters would be great. Perhaps one fx slot could be traded for more extensive controls like pitch envelope, size, amp and pitch jitter. Would be sooo awesome. This was really what I expected the OT to have.

"Radical Audio Manipulation Possibilities" kind of implies, radical, not, vanilla (which is what I consider it to be)

Another thing that would be cool and totally doable would be a phase-vocoder buffer-sampler machine. That is, a machine like static machines that play back a pre-fft analysed sample, so you could smear and process it in various ways (you could have a special set of effects for this). FFT-analysis takes time (introduced unavoidable latency) but if you already do it on the entire sample when you load it up then you get around this issue.

Also, I think elektron should purchase an elastique or other formant-preserving (and modulating) time-stretching algorithm license. Although this old skool 90's akai stretch is kind of cool, so many modern daws and software support this PSOLA approach, I find it kind of ridiculous not to have it in a machine which is only a sampler.

DSP dimension also has some cool algorithms that would suit the "radical" description:
http://www.dspdimension.com/technology-licensing/mcpt-synthesis/

Also, I like the reverb, but I think we could benefit from some more types, that is, just different allpass topologies, the one they have is great for medium size rooms but for large lushness something with more smearing would be great. I think inserting a pitch-shifter for shimmer-type effects would be great too. Perhaps some kind of reverb/multitap delay hybrid with frequency or pitch-shifting feedback. That way all manner of strangeness and or shimmering could be achieved (something like valhallaÃ¼bermod).

And another thing, delay with tape-emulation (tape age and such would be an extra parameter). This is really so simple to achieve really, just delay with interpolated slewed delay time adjustments (to simulate tape speed change) and some random-modulated slow and fast modulation of delaytime (to simulate fast and slow mechanical modulation of tape speed) insert a biasing error on the write pointer and some eqing that's also a bit random modulating and you have a very convincing tape emulation.

If you haven't seen this I think you should:
http://www.youtube.com/watch?v=_Xy0szkt7ao
(the father of granular synthesis)

===

Re:OT feature requests
Posted by jonah - 2012/06/29 01:54
_____

Veqtor wrote:
JES wrote:
I was all excited to see how people were getting cool granular fx with the OT but those videos were, well, not the OT.

The main thing I want is some ability to freeze audio, scrub, add jitter, add density and control grain size.   I basically use it to make clouds--polyphony isn't a big issue. The Monolake granulator is cool but a granular machine could be simpler like audio ease Riverrun or density. OTOH, adding simple FM -- one step up from the comb filter -- would be amazing.

Also would really like a granular machine, just having control of grain-size and density instead of the retrig parameters would be great. Perhaps one fx slot could be traded for more extensive controls like pitch envelope, size, amp and pitch

jitter. Would be sooo awesome. This was really what I expected the OT to have.

"Radical Audio Manipulation Possibilities" kind of implies, radical, not, vanilla (which is what I consider it to be)

Another thing that would be cool and totally doable would be a phase-vocoder buffer-sampler machine. That is, a machine like static machines that play back a pre-fft analysed sample, so you could smear and process it in various ways (you could have a special set of effects for this). FFT-analysis takes time (introduced unavoidable latency) but if you already do it on the entire sample when you load it up then you get around this issue.

Also, I think elektron should purchase an elastique or other formant-preserving (and modulating) time-stretching algorithm license. Although this old skool 90's akai stretch is kind of cool, so many modern daws and software support this PSOLA approach, I find it kind of ridiculous not to have it in a machine which is only a sampler.

DSP dimension also has some cool algorithms that would suit the "radical" description:
http://www.dspdimension.com/technology-licensing/mcpt-synthesis/

Also, I like the reverb, but I think we could benefit from some more types, that is, just different allpass topologies, the one they have is great for medium size rooms but for large lushness something with more smearing would be great. I think inserting a pitch-shifter for shimmer-type effects would be great too. Perhaps some kind of reverb/multitap delay hybrid with frequency or pitch-shifting feedback. That way all manner of strangeness and or shimmering could be achieved (something like valhallaÃ¼bermod).

And another thing, delay with tape-emulation (tape age and such would be an extra parameter). This is really so simple to achieve really, just delay with interpolated slewed delay time adjustments (to simulate tape speed change) and some random-modulated slow and fast modulation of delaytime (to simulate fast and slow mechanical modulation of tape speed) insert a biasing error on the write pointer and some eqing that's also a bit random modulating and you have a very convincing tape emulation.

If you haven't seen this I think you should:
http://www.youtube.com/watch?v=_Xy0szkt7ao
(the father of granular synthesis)

Curtis Roads did all that by hand or wrote software that took forever to run to accomplish his goals...By turning it into some cheesy effect on mass market hardware it becomes "vanilla" the more polished out of the box and effect is the more quickly it becomes boring and cliche.

If you spend time mapping out parameters to LFOs and scenes you can create unique sounding effects. For example, you can use multiple narrow band focused EQs, re-sampling and comb filters linked to one tracks LFO designer, but each tracks LFO inter modulated by it's own LFOs to get quivering, smeared, spectralish sounds.

If Elektron focuses on having the "best" quality effects it will quickly be superseded by mass market computers as CPUs, HDs, etc. increase in performance. On the other hand, if Elektron focuses on interface, ergonomics and playability, they are creating a device that has timeless usability. I mean, Ãœbermod is awesome, Melodyne is rad and I "sequence" both with the OT.

I don't mean to be such a grumpy dick, but I'm just slightly frustrated that people aren't willing to abuse the shit out of the OT to accomplish what's already possible. I know it's personal preference that I appreciate the building blocks more than the pre-formed kit and if Elektron had the resources to implement both I wouldn't even bother writing, but as it is I'd rather see lower level solutions....

But, yeah, I would like to see audio input followers and analysis that could be used to modulate parameters...which could be used as a kind of vocoder, but also a million more things besides. How cool would it be to link envelopes from internal and external audio to things like playback slice, tempo, and various effect parameters!

I also agree that sample to analysis for things like FM and AM modulation would be highly neat.

Anyway....

===

Re:OT feature requests
Posted by JES - 2012/06/29 17:57
_____

Hi Jonah,

You keep saying granular synthesis is already possible on the OT. Perhaps you could post some demos of its existing granular powers? I realize it's a powerful machine (while Vector has lots of good points, I wouldn't call it "vanilla"). I've just had zero satisfaction making decent grain clouds with it and it seems like the engine is perfectly suited to the task with a few small modifications. I will try the one recipe you posted when I get home in a few weeks.

==

Re:OT feature requests
Posted by ben26 - 2012/07/02 17:27

_____

Alright, I'm a Octatrack owner for 5 days now and I already have feature requests :)
The main reason I bought the OT was for looping my guitar and my vocals, both signals stereo because of effect processing before entering the OT. Unfortunately there are 2 things that keep the OT away from being perfect for this purpose (and therefore keeping me from looping at all. I'm torn between selling it again and keeping it for learning more about sampling which I discovered can really be fun, but it's quite an expensive (and advanced) "Toy" ;))

1) AB to Main Out, CD to Cue Out
The Input CD cannot be routed directly to Cue Out, so I'm not able to have both stereo-signals monitored on different stereo channels.
2) "Combine" two Pickup Machine (Tracks)
There is always one Pickup machine which is the "master" and all other pickup machines slave themselves, did I understand that right? Well, sometimes I want to loop both signals (guitar+vocals) at the same time. I can do this by taking an extra pickup machine and configure it to get Input from AB and CD but then they are getting summed in the track of course, and that's what I want to avoid. So, it would be awesome to be able to "connect" or "combine" two pickup machine (tracks) and record and control them at the same time.

These first two things would turn the OT into a real advanced looper because you can work with two stereo signals completely independent.

Furthermore I have some more ideas to improve the OT:
3) More advanced control over the Pickup machine
For example: I'd like to record a new loop and STOP it without it starting to loop, playback or overdub. So I can for example play my first verse and my pickup machine is recording it. Then I play my chorus, where I stop the machine and finally, when I come to verse 2 I play the loop back so I can overdub and therefore make verse 2 sound a little bigger than verse 1.
4) Midi Control in general:
I'm using 1.2c at the moment, and I ran into problems with Midi controlling the pickup machines. I sent a view note commands with Ableton Live to test it, and I was able to start Recording but then I always got a "Dub aborted" error message. Is it my fault or is there something wrong with Midi Control?
It would be nice if the OT gets even more Midi controllabilty (not only Pickup Machines). I'd like to activate scenes, patterns, parts, ... everything with midi, will that be possible one day?

Thanks for your attention and sorry for my English B)

Best regards
ben

EDIT:
One more thing came to my mind this morning:
will it be possible to make the pickup machines record to the CF-Card instead into the RAM to increase the recording lenght by a million times? The Electro Harmonix 2880 Super Looper for example does that so it should actually be possible?!

==

Re:OT feature requests
Posted by kraftf - 2012/07/04 07:36

_____

When setting a pattern length which is less than 16 steps(for example 5) I would definitively like to see an option to copy these steps across the 64 steps or an an arbitrary number. Its so cumbersome to repeat a 5 step sequence.
Some of you might ask why would you want to do it since the five steps keep looping in sync with the other tracks. Merely

because I would like to introduce some variation inside the looping steps.

==

Re:OT feature requests
Posted by tofu - 2012/07/04 08:30
_____

Being able to use a midi controller like the MPD32 to trigger slices.

==

Re:OT feature requests
Posted by ryandfl - 2012/07/04 10:27
_____

The ability to record from the main And cue outputs at the same time. An all-outs record. For sure!

==

Re:OT feature requests
Posted by Digital Aspergers - 2012/07/04 10:45
_____

Brought up earlier...we need the ability to adjust the start marker in the audio editor without shifting the end marker, if that's not already available and I'm somehow missing it.

==

Re:OT feature requests
Posted by Noisebuddy - 2012/07/12 20:28
_____

c0rpse wrote:
It would be nice if when you held down a p-locked trig key the pages with locked parameters lit up. Similar to how scenes work.

Noisebuddy wrote:
Just a Send-Machine ;)

Isn't this the cue ?

no ....

cue outs for other things

i thought a more general fx-machine with different send-return-levels to the parts could be usefully .... internal!

but anyway ... itÂ´s not that important

the midi-thing is very interesting for me .... i enjoy it to sequence my two shruthis and my blofeld

but ..... to blend in the midi-LFOs with the fader (or generically midi-scenes) would be nice .... even with the fader which has a much higher data-resolution compared to midi, in theory it should be possible to calculate the fadermovement-data down to a midi-event in a specific time-window

oh yes and a few more FX

btw i love the Delay it sounds great

==

Re:OT feature requests
Posted by Rusty - 2012/07/12 22:09

Lets see... my feature requests... same as day one:

1) Midi scenes
2) Polyphony
3) Pattern mutes
4) Midi file import

Same old shit really... I'm getting quite over the Octatracks.

Noisebuddy wrote:
but ..... to blend in the midi-LFOs with the fader (or generically midi-scenes) would be nice .... even with the fader which has a much higher data-resolution compared to midi, in theory it should be possible to calculate the fadermovement-data down to a midi-event in a specific time-window

It is. I've done it. Don't know why the fuck Elektron can't or won't do it.

==

Re:OT feature requests
Posted by jonah - 2012/07/13 14:56
_____

Slice recording? Call it "slice lock"?

With options for which slices get recorded into, if it's to auto step from one slice to the next after each record trig is active, loop or one shot per track and the option to treat slices as contiguous.

What I mean by contiguous is that every time your record trig gets activated it'll either record into the first active slice and stop or move on to the next one, but if it's set to contiguous it'll record into all active slices, as long as there is space to do so.

The granular possibilities would be mind boggling! :laugh: ;)

On a more simple level you could for example have a 16 slice loop and arm slices 3,6,9,12 to record live into.   It would make it feel like you had a lot more tracks if you're better able to utilize the "empty" space per track.

You could set it up to one shot or auto step and build sample chains this way, which thanks to secret music we all know is an awesome way to use the OT!

For people that wan't more classic style sampling you could devote all your ram to one track, create a slice grid, de-couple it from the sequencer, turn auto step on and then manually trigger the track each time you want to sample and each sample would end up in a new slice ready to be sample chained to infinity. :lol:

==

Re:OT feature requests
Posted by jonah - 2012/07/13 15:38
_____

@JES
Not me, but I found a nice video of the OT doing granular-style sounds:
http://www.youtube.com/watch?v=X-hsIk_j0yY

==

Re:OT feature requests
Posted by mikikiki - 2012/07/14 00:01
_____

MIDI cc out messages on audio tracks, for every part change, reload or every parameter (ex: pitch, rate, ecc..)

It's the only way to use a midi controller keeping the Octatrack parameters synchronized to the MIdi controller

parameters!!

==

Re:OT feature requests
Posted by JES - 2012/07/15 16:14

_____

Thanks Jonah. The Allerian videos were some of the ones that originally convinced me to get the OT, but then I found myself wanting other granular features. In "timescaping" (as he calls it), I'd like to be able to control my windows, add jitter (the LFO can do that on pitch and filter but not position without restarting the sample), etc.

==

Re:OT feature requests
Posted by Noisebuddy - 2012/07/21 07:17

_____

oh yes .... some sort of input-metering-tool-display-thing would be a really useful addition

the leds are not very accurate

==

Re:OT feature requests
Posted by jonah - 2012/07/23 07:55

_____

How about FUNCTION + TRIG buttons in the LFO Designer lock them down to be changed with the DATA ENTRY knob and effected by RANDOMIZE and INVERT? I only have so many fingers! ;)

Random thought, but I feel like the push functionality of the knobs is sorely underutilized. Possibly make it assignable/customizable?

Off the top of my head, pressing the DATA ENTRY knob in the editor to add slice points would feel really natural. Twist, twist, push!

Maybe assigning/disabling/enabling LFO with a knob push would be cool too? Press once to turn on assignment then press any of the bottom three buttons to assign to corresponding LFO. Press twice on a parameter with an LFO assigned to turn it on or off.

What else do people think Knob pushes could be used for?

==

Re:OT feature requests
Posted by jonah - 2012/07/23 08:00

_____

@JES
 I was wrong about a granular machine!

I was just thinking I'd like to see an updated take on the sadly neglected transwave/wavetable synthesizer and how good the OT would be at it. Then I realized if you're loading in custom transwaves it's not functionally any different than granular synthesis. :blush:

==

Re:OT feature requests
Posted by jonah - 2012/07/26 02:09

_____

How about a step-time entry mode! :blink: :silly:

Sure, in a lot of ways it seems like an outmoded way of working, but I actually find it can be a good way to stay focused, on task and get into the zone. Especially with the massive depth and flexibility of the Octatrack it could be helpful to have a mode where you just plug away from one step to the next adjusting parameter locks, micro-timinig, etc.

There are enough knobs and buttons that I think you could have quick access to many different commands per step along with shortcuts to handle some more mundane duties.

I'm imagining an updated take on MC202 style, whose sequencer in a lot of ways inspires the same kind of extreme love it or hate it feeling as the Octatrack.

As far as I know there isn't a modern hardware method to accomplish this.

Ideas not requests. :)

==

Re:OT feature requests
Posted by noisyfilter - 2012/07/26 23:09
_____

Space Reverb !!!!!!

==

Re:OT feature requests
Posted by Mailloux - 2012/07/26 23:27
_____

Recording the time a trig is held down when in chromatic live recording.

==

Re:OT feature requests
Posted by Didjeko - 2012/07/27 19:11
_____

Just give the ability to comment and highlight the pdf manual

==

Re:OT feature requests
Posted by BlueWolfSe7en - 2012/07/27 22:20
_____

Side chain compressor would be wonderful:P

==

Re:OT feature requests
Posted by jonah - 2012/07/30 12:44
_____

Sticky knobs. :dry: :ohmy: :huh: Basically anti or bizarro param locks. You lock a value on an encoder and then after you turn and release it it glides or snaps back to whatever parameter you locked it at. Could have a variety of envelope shapes and quantization options. We have endless encoders, might as well play up their good side and use them to their full potential.

Maybe pressing the knob + yes to lock, knob press + no to unlock.

==

Re:OT feature requests
Posted by Slack Babbath - 2012/08/01 01:25
_____

jonah wrote:
Sticky knobs. :dry: :ohmy: :huh: Basically anti or bizarro param locks. You lock a value on an encoder and then after you turn and release it it glides or snaps back to whatever parameter you locked it at. Could have a variety of envelope shapes and quantization options. We have endless encoders, might as well play up their good side and use them to their full potential.

Maybe pressing the knob + yes to lock, knob press + no to unlock.

Very cool idea!

==

Re:OT feature requests
Posted by JES - 2012/08/01 12:22
_____

Brilliant.

==

Re:OT feature requests
Posted by paulkeeley - 2012/08/02 03:02
_____

Possibly already suggested:

In the audio editor, under the ATTR list, allow for the ability to set the tempo of a file, and then set the loop length without resetting tempo info. Or, within TRIM, allow for snapping to bars, which correctly calculates the exact start position of each bar.

This would be *insanely* useful for when working with very long files and want to be able to loop an exact number of bars (assuming you've prepped the tracks yourself and know where they should loop). The only way to sort of do this is within the TRIM window which is not exact, is very long and painful to do, and results in tempo discrepancies between the looped section and other in-time clips that are playing.

Failing that, support for WAV files with loop information would also work.

Also, big +1 to the sidechain compressor. So essential for live dance music performance. I know it's possible to mimic this with lfo's, but it involves a lot more work than simply dropping an effect on a track and being done with it. Having it as an effect also allows for more spontaneous performance.

==

Re:OT feature requests
Posted by xygotcha - 2012/08/03 02:38
_____

ability to:

1. change values in without confirming such as , , That will speed up the process a lot when searching for right bank or preset!

2. tweak ARP LOCKS live even if pattern is BLANK because playing OT trig pads in chromatic mode always interrupts by calling pop on the screen
Please let the trig pads in chromatic mode be always on!

Thank you guys for all your hard work!

==

Re:OT feature requests
Posted by Noisebuddy - 2012/08/03 19:10

_____

Audio-Editor: under the ATTR .... possibility to pitch up/down samples from 1/2 to 1 octave

==

Re:OT feature requests
Posted by MikkelM - 2012/08/05 04:11

_____

Instead of starting a new sample each time you start to record, it could be powerfull to use a Circular buffer, so the new audio just replaces the old bit by bit.

8x Harvestman Tyme Sefari in a box http://theharvestman.org/1973.php

==

Re:OT feature requests
Posted by tjebbe - 2012/08/15 21:01

_____

would love to see a option in the part menu were you could link each part
over the patterns by turning part link to pattern to on or off:

part1 = linked to pattern1-4
part2 = linked to pattern 5-8
part3 = linked to pattern 9-12
part4 = linked to pattern 13-16

==

Re:OT feature requests
Posted by djd_oz - 2012/08/20 23:04

_____

The option to use the 4 OT outputs + 4 OT inputs as 8 MONO outputs i.e. one per audio track. :okay:

==

Re:OT feature requests
Posted by Audiolog - 2012/08/22 16:42

_____

In the personalization menu there should be a option for a safe transport.. so you have to hold and to start and stop the transport... (or some other unused combination) to avoid critical accidents...

==

Re:OT feature requests
Posted by rhizome - 2012/08/24 00:11

_____

I'm sure someone has mentioned this before, but I went back several pages and didn't see anything. Anyway, it seems such a shame to have those blank parameter pages on the master track. They're just screaming to be filled with MD-style CTR knobs.

Also, short of a general presets feature, the ability to save default pattern settings would be nice. For example, I want the scale settings to be per track and the master length to be max -- every time.

==

Re:OT feature requests
Posted by MSB - 2012/09/03 16:30

_____

Not sure if someone has already posted this, but an autoload feature on the OT to Automatically load all samples in a given folder into either Flex or Static etc.

==

Re:OT feature requests
Posted by webber - 2012/09/06 00:20

_____

making all I/Os only OUTPUTS would be great.

midi scenes

hey, elektronhq any news on some OT update?

==

Re:OT feature requests
Posted by rhizome - 2012/09/06 01:19

_____

I'm really not into the whole "Ableton in a box" thing, but a few tricks that I think would be sweet to borrow from Live are "set 1.1.1. here," follow actions, and legato pattern triggering.

To explain the first: I know I'm not the only one who gets a nice pattern going with live recording, only to discover the downbeat is actually on step 8 or wherever. Ok, func+arrows to push each track back... not too painful. HOWEVER if the sound you really want to be smack on 1.1.1. is microtimed, you're screwed, because you would have to manually shift the microtiming of every other trig on every other track. So how about trig+tempo or something to set 1.1.1. and shift all other trigs accordingly? Having to stop playback for this would be fine by me...

Follow actions and legato patterns would just be icing on a cake that's arguably too rich already, and there's a good chance I would never use them if implemented anyway :silly: But legato with scenes and parts seems to have awesome potential...

==

Re:OT feature requests
Posted by JES - 2012/09/06 21:04

_____

I use follow actions all the time in Live. They are especially useful for installations and the like. But they also need an update, so if there were implemented in the OT, it would be good if you could specify the number of times a clip would be allowed to play before all other clips play, and also a last clip.

==

Re:OT feature requests
Posted by jonah - 2012/09/07 03:05

_____

JES wrote:
I use follow actions all the time in Live. They are especially useful for installations and the like. But they also need an update, so if there were implemented in the OT, it would be good if you could specify the number of times a clip would be allowed to play before all other clips play, and also a last clip.

I think expanding on arranger to Elektrons take on follow actions is a great fit for the performance oriented use of the Octarack.

At least that's part of the reason I made a request for user selectable groups within the arranger. :) You can setup some

neat things now going between multiple short arrangements and different repeat, offset, mute settings, etc, but it's all manually triggered.

We already have jump and repeat too, which is nice.

===

Re:OT feature requests
Posted by 0BSRVR - 2012/09/07 03:33
_____

I wish the 8 track slot LEDs around the display would show audio level playback information like the 4 input level LEDs. This way you would get better feedback of which tracks are what while your playing live.

That and making the 1/4 inch input jacks omni jacks, so they could be ins or outs is also a great idea.

===

Re:OT feature requests
Posted by Piz - 2012/09/11 10:10
_____

I just bought an OT.

I am quite disappointed to hear that the midi sequencer cannot record note lengths.

What the hell is that? :unsure:

That makes the sequencer almost useless for me. I needed a replacement for an MPC.
How can you play expressively without note lengths? Only stupid nintendo works this way.

So please, it would be nice to have that feature.

===

Re:OT feature requests
Posted by djd_oz - 2012/09/11 15:59
_____

0BSRVR wrote:

That and making the 1/4 inch input jacks omni jacks, so they could be ins or outs is also a great idea.

Yes indeed!

===

Re:OT feature requests
Posted by anigbrowl - 2012/09/11 16:34
_____

I wish the 8 track slot LEDs around the display would show audio level playback information like the 4 input level LEDs.

 :word:

Might not work for everyone, but it would be good to have it available as an option in the 'Personalize' menu.

===

Re:OT feature requests
Posted by bobule - 2012/09/11 16:43

_____

what about a poly mode where it uses all 4 or 8 engines slaved to allow polyphonic sample manipulation/playing via ext keyboard

==

Re:OT feature requests
Posted by kraftf - 2012/09/11 17:25

_____

Midi wishlist

1) affect midi parameters with scenes

2) naming of midi tracks

3) Transpose a group of trigs at the same time

4) Transmit program change messages from the sequencer like midi cc are.

5) option to turn off midi echo when data is sent from the auto channel to a midi track

6) export midi file from the audio tracks trigs or ability to copy paste to the midi tracks. The automated cc values should be autopopulated in the midi tracks without having to set them up.

7) Internal midi routing from midi tracks to audio tracks and vice versa. Then we would be able to record crossfader movements,mute-solo-cue recording and playback, parameter knob tweaking and if and when implemented scene selection. This would be a complete state for the OT as production tool without the need to use external sequencers.

8) Recording of note length parameter.

==

Re:OT feature requests
Posted by anigbrowl - 2012/09/12 02:52

_____

Those are all good suggestions.

On a side note, some suggestions seem to crop up repeatedly...maybe it's time for a wiki or some sort of voting mechanism that would be useful to Elektron as a design document and to prospective buyers so that they know what they're getting into.

==

Re:OT feature requests
Posted by Kevlar - 2012/09/13 11:45

_____

Sorry if this has already been mentioned however I would love to see a peak level meter for recording.

==

Re:OT feature requests
Posted by kraftf - 2012/09/14 04:07

_____

anigbrowl wrote:
Those are all good suggestions.

On a side note, some suggestions seem to crop up repeatedly...maybe it's time for a wiki or some sort of voting mechanism that would be useful to Elektron as a design document and to prospective buyers so that they know what they're getting into.

Totally agree.
I have suggested the same thing in the past towards the moderators but there was not much acceptance.

==

Re:OT feature requests
Posted by Sunspots - 2012/09/18 04:12
_____

seeing as how I can't sift through 85 pages :)

Suggestions:
1) Effect all midi parameters with scenes (seems like a big obvious one)
2) Scene Naming mechanism. Would be nice to hold a scene down and have the "name" pop up on the screen" so I can remind myself oh, this is the "muteAll-but4" or "distortion" or "delay" or "rapefest" or something...
3) Pattern Naming - same reason "Break down" "riser-build up" or something
4) delete all function when naming something so I can quickly rename and not have to back out each character - am I missing something?
5) "clear track META" that totally clears all parameters and edits to a particular track so I don't have to do it screen by screen and potentially miss something.

talking about the Octatrack
Spots

==

Re:OT feature requests
Posted by kraftf - 2012/09/18 06:13
_____

Sunspots wrote:
seeing as how I can't sift through 85 pages :)

Suggestions:
1) Effect all midi parameters with scenes (seems like a big obvious one)
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5) "clear track META" that totally clears all parameters and edits to a particular track so I don't have to do it screen by screen and potentially miss something.

talking about the Octatrack
Spots

On 4 you are missing out the FUNCTION/CUE+ERASE combi which erases the whole name.
Totally agree on all the other ones. Naming is the one of the weakest sides of OT and hinders organisation unless you are a memory freak.

==

Re:OT feature requests
Posted by Tyrone - 2012/09/18 12:27
_____

Sunspots wrote:
seeing as how I can't sift through 85 pages :)

Suggestions:
1) Effect all midi parameters with scenes (seems like a big obvious one)
2) Scene Naming mechanism. Would be nice to hold a scene down and have the "name" pop up on the screen" so I can remind myself oh, this is the "muteAll-but4" or "distortion" or "delay" or "rapefest" or something...

3) Pattern Naming - same reason "Break down" "riser-build up" or something
4) delete all function when naming something so I can quickly rename and not have to back out each character - am I missing something?
5) "clear track META" that totally clears all parameters and edits to a particular track so I don't have to do it screen by screen and potentially miss something.

talking about the Octatrack
Spots

6) also track naming for OT and Midi tracks? Maybe this could be coupled with an MPC style track mute view screen which shows the names & mute status for the OT and midi tracks.

==

Re:OT feature requests
Posted by Sunspots - 2012/09/18 13:23
_____

KRAFTF I love you. Thank you.

Also, without the ability to mute midi tracks with scene parameters, they're basically worthless. I can't easily use a pile of midi tracks without the ability to mute them and submit them to the overall track progression by sliding my cross fader... I mean there's so many good reasons to allow midi track parameters to be 100% controlled by the scenes. I don't think I need to explain. Everyone gets it. I wonder if I can lock a custom LFO to constantly be down that controls the velocity? Is that a work around... will play with it later.

NEW SUGGESTION: it would be nice if we could "merge" as many samples together without having to manually sample them down one after the other. If we could merge samples into one larger sample, then we could mash up a bunch of different samples without using a computer. I specifically do not want to use my compter to do anything. ... ... although I don't mind using it to upload samples. That takes like 30 seconds.

It would be some kind of merge editor where you can just keep plugging in as many samples as you want into the next slot (like the sample selection slots), then press yes 2x, and it asks "what to merge these samples together into one file?" You say "yes" and it says "where/what name" and you answer, and then it processes it, and saves them.

NEW SUGGESTION: Why am I limited as to how many samples I have in my project? Why can't I have 1084 samples in my project? I know I can use trig changes/parameter locks of slice numbers... but that goes back to impressive memory skills, which I may not have. Take off those limitations and I could reasonably only use the slice technique where I want it instead of sort of forcing me into it by limiting my total samples per project - am I missing something here?

Spots

==

Re:OT feature requests
Posted by Sunspots - 2012/09/18 13:37
_____

this is also a really cool idea. That would help me remember "oh, that's the TI2 chan2bass" *mute* or whatever I want to do at that moment.

When I only have one song in my project I can memorize this stuff... when it's like 10 songs, forget it I need names. FOR NOW, I realize i can use an "assignment convention" as a sort of way to remember... but naming is rad

Spots

==

Re:OT feature requests
Posted by jonah - 2012/09/25 01:05
_____

Track relationships/links/groups.

For example, mute an audio track linked to a MIDI track and it gets muted too.

I use independent track lengths and I'd like to have super geeky mathematical relations between them.

For example, track 2 is 2 times longer than track 1 and track 3 is 1.5 times longer than 1. So if track 1 was 8 steps 2 is 16 and 3 is 12 and if you changed track 1 to 6 steps track 2 is 12 and 3 is 9, etc. Obviously the OT would show you the numbers not make you do the math in your head! Not sure if anyone else would have fun with this though.

==

Re:OT feature requests
Posted by xanax - 2012/09/25 01:31

─────────────────────────────────────

kraftf wrote:
anigbrowl wrote:
Those are all good suggestions.

On a side note, some suggestions seem to crop up repeatedly...maybe it's time for a wiki or some sort of voting mechanism that would be useful to Elektron as a design document and to prospective buyers so that they know what they're getting into.

Totally agree.
I have suggested the same thing in the past towards the moderators but there was not much acceptance.

+1

this thread is a mess, we need to submit to elektron a clear list of features to implement in priorities

i'd have to say note length is to me the single most important missing feature, the sequencer (especially midi) is rubbish without it

==

Re:OT feature requests
Posted by rhizome - 2012/09/25 02:52

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jonah wrote:
Track relationships/links/groups.

For example, mute an audio track linked to a MIDI track and it gets muted too.

I use independent track lengths and I'd like to have super geeky mathematical relations between them.

For example, track 2 is 2 times longer than track 1 and track 3 is 1.5 times longer than 1. So if track 1 was 8 steps 2 is 16 and 3 is 12 and if you changed track 1 to 6 steps track 2 is 12 and 3 is 9, etc. Obviously the OT would show you the numbers not make you do the math in your head! Not sure if anyone else would have fun with this though.

I would definitely have fun with that! Track lengths, scales, and odd time sigs are some of the best features of the sequencer, but I don't think they're quite fully integrated -- e.g. there should be 1-step resolution for pattern change quantization, QREC, etc.

other requests:

1 - an option to delink track levels from parts would be nice.

2 - 64 scenes/bank option instead of 16 scenes/part would be way easier to manage I think. It would also make transitions between patterns with different part assignments go more smoothly in many cases (and yeah, probably less in others).

3 - copy+paste banks pleeeease! This would go a long way to filling the hole of not having presets. An import bank function or a handful of bank presets would be even better! Copy+paste+renaming files on the computer is weak.

stray thought: what if the fader just output even 1 cc per scene? Couldn't some intrepid young programmer whip up a midi scene solution in max or arduino or something? Not ideal, but if it's really a limitation of the hardware, I'd take it. Speaking of which, I'm surprised no one has emulated scenes in max for live yet...

==

Re:OT feature requests
Posted by DeckardTrinity - 2012/09/26 00:37
_____

Any and or all of these improvements to MIDI functionality: +1 from me.

==

Re:OT feature requests
Posted by bobule - 2012/09/26 17:30
_____

rewrite the manual!!!!!!!!!!!

i have spent so much time searching the manual and missing really important concepts due to its layout. it desperately needs an overhaul. all the information is there just not in the right places.

==

Re:OT feature requests
Posted by kln - 2012/09/26 20:27
_____

bobule wrote:
rewrite the manual!!!!!!!!!!!

i have spent so much time searching the manual and missing really important concepts due to its layout. it desperately needs an overhaul. all the information is there just not in the right places.

I totally agree. Rewrite it and give it a good index so its possible to find things easily.
Would be great with practical examples also how to use feature / what to use them for.

==

Re:OT feature requests
Posted by REOvolt - 2012/09/26 20:56
_____

Not sure if it has already been asked, but what could be a huge improvement for workflow is a kind of macro option. Let me explain:

I like to use the Octartarck for sampling on the fly and mangle it (like it's supposed to do). What I (and most people here) don't like is the numerous tasks you have to do to prepeare everything before and the stuff you will have to do afterwards to make sure you won't lose a valuable recording.

Here it goes:
Somewhere in system settings you can choose your favorite recording macro settings (length, Rec quant, input, save to flex or static, etc). With the press of record + track it starts recording according to macro settings and place a trigg (playback) assigned to the track recorder with the same length is placed on the selected track. So now you can start recording and playback the recording with just a button press. No more hassle there. All we need after being satisfied with the sample is a single command to save the sample, assign it to a slot (flex or static, also mentioned in the same macro settings) and adjust the trigg to the saved sample slot assigned to it. If you want to do all kind of slicing and triggering stuff you are free to do that from here. With this macro setting recording loops and using them (even after powering off) is just two button presses instead of a whole bunch of confusing stuff it is now.

If I need to explain it more eleborate please let me know.

==

Re:OT feature requests
Posted by bullrunner - 2012/10/01 06:36
_____

Hope this is not too far off-topic:
I am a new OT owner and am curious to know if they are implementing any/many of these suggestions? I am not a programer so I don't really know how difficult it would to make these suggestions workable. I see many wonderful and thoughtful suggestions, but are people seeing a good response from Elektron? Or do they have a different set of priorities? I am so new that I am not hitting the same walls as most other folks--at least not yet. Reading these suggestions helps me know what is possible or not and you can have my OT when pry it from my cold dead hands! becoming a fanboy. So much so, that I am thinking really hard about the Monomachine.
Thanks in advance for any responses.

==

Re:OT feature requests
Posted by Rusty - 2012/10/01 18:01
_____

Ask yourself why this thread is 87 pages... and you'll have your answer.

==

Re:OT feature requests
Posted by ipassenger - 2012/10/01 21:25
_____

Probably been asked before but I would like to see an effects machine like the ones in the mono, i am really not that in love with the reverb in the octatrack but if i could lose a machine to free up some dsp for machine based effects processer that would be very cool..

You could always resample afterwards to get the machine back for sample duties.

I'd quite like to see some new machines in general that allow for interesting use of the dsp for sample destroying purposes.

==

Re:OT feature requests
Posted by isjtar - 2012/10/01 23:34
_____

I agree, the current FX are a bit bland, especially the reverb.

==

Re:OT feature requests
Posted by Noisebuddy - 2012/10/02 06:28
_____

isjtar wrote:
I agree, the current FX are a bit bland, especially the reverb.

Reverb ok, thats right... But for snares, far enough...

All other effects, exept the flanger (from my point of view) are, are quite well..... It depends always on the material which is used with the fx

I think elektron would need more programmers to cope with all this request, maybe the users want too much in this machine implemented, this is not a software like ableton

===

Re:OT feature requests

Posted by license - 2012/10/02 22:47

_____

I'm thinking of compiling all these into a monolithic Google Doc. Is anyone doing something similar already?

Here's the layout I have in mind: a big list of the requests in chronological order, with the text of the original post (or section of the post), its author, and a link to it. Anyone posting "+1" or the like will have their username listed under it, and if they create a request that seems identical instead of +1ing, a link to that post will be on their username. For the sake of time and effort, noncommittal responses like "Sounds cool", etc. would just be ignored.

Requests that are related to previous requests somehow - whether they are very similar, are an extension of a previous request, or perhaps could possibly be implemented using the same feature - will be highlighted and linked to the original related request.

After all posts are compiled, requests should be sorted in descending popularity, and the most +1ed will float to the top.

Thoughts??

===

Re:OT feature requests

Posted by MK7 - 2012/10/02 23:49

_____

@license:

good idea. I don't know to what degree Elektron cares about this thread when programming more features, but your idea could increase relevance.

===

Re:OT feature requests

Posted by license - 2012/10/02 23:58

_____

MK7 wrote:
good idea. I don't know to what degree Elektron cares about this thread when programming more features, but your idea could increase relevance.
That's the plan. :) I don't see any point to keep piling on requests in this thread's current state. I would hate to read through its 87 pages if I was a dev. The least we could do is make it easier to parse.

===

Re:OT feature requests

Posted by Veets - 2012/10/03 00:50

_____

(oops-please ignore)

===

Re:OT feature requests

Posted by rhizome - 2012/10/03 01:40

_____

For the sake of your sanity, I would start with requests that have been posted since 1.2 came out. A ton of stuff earlier in the thread has been implemented, and Elektron is well aware of things like midi scenes that people have been requesting all along.

===

Re:OT feature requests
Posted by license - 2012/10/03 01:47
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What date did 1.2 come out?

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Re:OT feature requests
Posted by license - 2012/10/03 10:49
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Looks like someone already did this... 60 pages ago.
http://elektron-
users.com/index.php?option=com_fireboard&Itemid=28&func=view&id=161839&catid=9&limit=10&limitstart=260#126112
:ohmy:

==

Re:OT feature requests
Posted by MK7 - 2012/10/03 13:58
―――――――――――――――――――――――――

license wrote:
Looks like someone already did this... 60 pages ago.
http://elektron-
users.com/index.php?option=com_fireboard&Itemid=28&func=view&id=161839&catid=9&limit=10&limitstart=260#126112
:ohmy:

:laugh:

buried under a dusty library of ideas. Elektron could use all these ideas from their active customer-base to their
advantage, and maybe they do. in my opinion, they should bring more structure into that process, but then again, we
need them to think about music machines not website design.

==

Re:OT feature requests
Posted by Tarekith - 2012/10/03 23:24
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They read the forums regularly, I don't think you have to worry about them not knowing what their customers want. :)

==

Re:OT feature requests
Posted by license - 2012/10/03 23:54
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Alright, I will happily drop this idea then :)

With that,
+1 for MIDI scenes.
+1 for slide between MIDI locks.
+1 for swapping FX1 and FX2 positions. I don't want to use 2 tracks to compress reverb!
+1 for (somewhat) freely routable LFOs.
+1 for stream recording to disk.
+1 for making neighbors routable - using them as sends would be awesome.

These may have been mentioned already:

+ Make Amp page for Neighbor machines functional.

+ Preview a step's locks. Better yet, have a lock trig mode (like sample/slice trig mode), with a row of p-locked trigs for a track mapped to the trig keys. This would be great for filter/amp locks, particularly for live sampling/processing.

+ Increase pitch range an octave or two, at least up (with rate, down isn't needed)

===

Re:OT feature requests
Posted by anigbrowl - 2012/10/04 04:08
_____

license wrote:
+ Preview a step's locks. Better yet, have a lock trig mode (like sample/slice trig mode), with a row of p-locked trigs for a track mapped to the trig keys. This would be great for filter/amp locks, particularly for live sampling/processing.

Now that I'm thinking about, much of the work for that is already in place with teh LFO designer.

===

Re:OT feature requests
Posted by license - 2012/10/04 05:38
_____

anigbrowl wrote:
license wrote:
+ Preview a step's locks. Better yet, have a lock trig mode (like sample/slice trig mode), with a row of p-locked trigs for a track mapped to the trig keys. This would be great for filter/amp locks, particularly for live sampling/processing.

Now that I'm thinking about, much of the work for that is already in place with teh LFO designer.
Hmm? How so? :unsure: Sorry, I probably didn't describe this well... I was thinking of something where you can store a sort of palette of trigs. These might (or not) have the same sample, but they could each have different locks on each param page.

Right now you can do this by toggling and copy+pasting trigs between patterns but it's a little inconvenient, and there's no way to (edit: individually) preview them or input them in real time. And of course this eats up a pattern slot.

===

Re:OT feature requests
Posted by anigbrowl - 2012/10/04 06:59
_____

What I meant was that with the LFO designer (and arguably the arpeggiator) there's already a graphical preview of a 16-step sequence. It wouldn't be too difficult to represent a set of plock triggers (for a single parameter) with a similar interface.

===

Re:OT feature requests
Posted by license - 2012/10/04 09:59
_____

Ohh, gotcha, you meant design/code work. That's an interesting idea.

I was thinking it would be very similar to the pattern editor, except pressing trigs would sound the locked trigs assigned to the slots, rather than toggling trigs like in the pattern editor. The interface wouldn't need to look much/any different from the main parameter screen, either.

A row of 16 locked trigs to trigger per track per part would be plenty, although with the 4 pattern pages it may as well be 64.

===

Re:OT feature requests
Posted by coldfuture - 2012/10/04 13:03

_____

How about a post master fx loop capture on track 8 when used as master with a simple level control and xfade volume. This would put a "dj transitioner" where it logically belongs and give us a track back.

==

Re:OT feature requests
Posted by Tyrone - 2012/10/04 14:06

_____

coldfuture wrote:
How about a post master fx loop capture on track 8 when used as master with a simple level control and xfade volume. This would put a "dj transitioner" where it logically belongs and give us a track back.

+1

I logged this with elektron a few weeks ago and they said "this is in the feature request list already, if it is possible to do we are not sure as it is not implemented in the original idea"

==

Re:OT feature requests
Posted by prplx - 2012/10/05 05:27

_____

Some more ideas from my side:

- Phase invert per track

- Micro timing per track ("move all triggers")

- Option to also affect CUE out with master fx (Compressor, Filter, etc)

. "Single Out Setup" -> MAIN OUT + CUE OUT -> 4x MONO out (per track routing)

- Midi Scenes (!)

- Record Midi Note Lenght

==

Re:OT feature requests
Posted by kimikaza - 2012/10/08 00:45

_____

prplx wrote:

. "Single Out Setup" -> MAIN OUT + CUE OUT -> 4x MONO out (per track routing)

- Record Midi Note Lenght

+100 :)

==

Re:OT feature requests
Posted by joostoftoday - 2012/10/08 01:08

_____

prplx wrote:

Some more ideas from my side:

- Micro timing per track ("move all triggers")

- "Single Out Setup" -> MAIN OUT + CUE OUT -> 4x MONO out (per track routing)

- Midi Scenes (!)

- Record Midi Note Lenght

!!! +1

==

Re:OT feature requests
Posted by license - 2012/10/08 02:01
_____

jonah wrote:
Slice recording? Call it "slice lock"?

With options for which slices get recorded into, if it's to auto step from one slice to the next after each record trig is active, loop or one shot per track and the option to treat slices as contiguous.

What I mean by contiguous is that every time your record trig gets activated it'll either record into the first active slice and stop or move on to the next one, but if it's set to contiguous it'll record into all active slices, as long as there is space to do so.

The granular possibilities would be mind boggling! :laugh: ;)

On a more simple level you could for example have a 16 slice loop and arm slices 3,6,9,12 to record live into.   It would make it feel like you had a lot more tracks if you're better able to utilize the "empty" space per track.

You could set it up to one shot or auto step and build sample chains this way, which thanks to secret music we all know is an awesome way to use the OT!

For people that wan't more classic style sampling you could devote all your ram to one track, create a slice grid, de-couple it from the sequencer, turn auto step on and then manually trigger the track each time you want to sample and each sample would end up in a new slice ready to be sample chained to infinity. :lol:
+1 This sounds awesome although I doubt something like this will ever get implemented.

On a simpler note, is there a way to set a recording slice trig? Thinking here of minidisc recorders with a "track mark" button that can mark the beginning of a new track during recording, that is it splits up a continuous recording into separate tracks while the recording is being made. Put these slice-marking trigs within a pattern would allow pre-slicing a recording without ever opening the editor. Being able to pre-slice like this could make the OT even more of an MPC killer :D

==

Re:OT feature requests
Posted by jonah - 2012/10/08 16:53
_____

license wrote:
On a simpler note, is there a way to set a recording slice trig? Thinking here of minidisc recorders with a "track mark" button that can mark the beginning of a new track during recording, that is it splits up a continuous recording into separate tracks while the recording is being made. Put these slice-marking trigs within a pattern would allow pre-slicing a recording without ever opening the editor. Being able to pre-slice like this could make the OT even more of an MPC killer :D
Now that we have the looper you can use that to piece together audio and it'd be a good fit if it added slice points or "track marks" where you overdub or replace.

What you describe sounds close to CREATE LINEAR LOCKS though. Have you messed with that? It's in the sample editor, but it adds slice points based on your pattern and automatically param locks each trig to a slice (start point). You

have to change the playback setup to slice mode too.

Something that's interesting about the way it works now (or used to, last I checked) is that if you've already sliced a flex machine and record into it the slice points remain. I'll have to mess around with this and quantized recording along with pickup machines next time I use the octatrack. Maybe record some blank files and slice them first....

Also, one thing that changed in 1.2 onward is you can't do any editing at all while you're recording or playing back , but you could in 1.1. I don't remember exactly, but I think you could adjust loop points and preview play back. I'm not sure if they changed it for technical reasons, but it was the only area 1.1 was better.

===

Re:OT feature requests
Posted by drumfish - 2012/10/08 20:12
_____

like the monomachine & the machinedrum : 128 pattern available in 1 single project instead of 64 , 1 bank 16 pattern 4 part = 64, i know the sample trigs offers a lot more samples but that'll be great to have 128 pattern in hand without changing part.

===

Re:OT feature requests
Posted by isjtar - 2012/10/09 05:58
_____

prplx wrote:

. "Single Out Setup" -> MAIN OUT + CUE OUT -> 4x MONO out (per track routing)

!!

===

Re:OT feature requests
Posted by isjtar - 2012/10/09 06:05
_____

Noisebuddy wrote:
isjtar wrote:
I agree, the current FX are a bit bland, especially the reverb.

Reverb ok, thats right... But for snares, far enough...

All other effects, exept the flanger (from my point of view) are, are quite well..... It depends always on the material which is used with the fx

I think elektron would need more programmers to cope with all this request, maybe the users want too much in this machine implemented, this is not a software like ableton

Let me put it this way:
aside from the reverb the fx are ok, they definitely sound decent.
but without single outs, and sacrificing tracks for neighbour machines in an 8-track device it is a bit too limiting.
it's a personal need, but I really do need it. The machine is partly marketed as a tool for sound design, so I want as much sound sculpting as possible B)
a plate reverb in the last slot won't give me that.

But not as much as a full-on granular machine, I'd be so excited by that and the DSP can take it since it already does much of the same in the flex and time machines, just need different access.

===

Re:OT feature requests

_____

prplx wrote:

. "Single Out Setup" -> MAIN OUT + CUE OUT -> 4x MONO out (per track routing)

+ 1, or at least seperate levels for the 2 cue out put channels

==

Re:OT feature requests
Posted by xanax - 2012/10/13 18:35

_____

Mutes & Solos are my favorite live features on mixers/sequencers and although i've begun to understand why Elektron chose to implement them on a audio level rather then on sequencer level like on the MD/MnM (in case you use long loops) i still find it would be nice to have the option in personalize menu to select behavior and at the very least have the option of a post-mute fx behavior so the fx tails don't cut off when muted/solod..

==

Re:OT feature requests
Posted by license - 2012/10/13 22:24

_____

bauer wrote:
prplx wrote:

. "Single Out Setup" -> MAIN OUT + CUE OUT -> 4x MONO out (per track routing)

+ 1, or at least seperate levels for the 2 cue out put channels
+1 this one grew on me. Would be great to have 2 mono effect sends.

I get the Octa's everything-is-stereo philosophy, but sometimes 2 mono > 1 stereo.

==

Re:OT feature requests
Posted by license - 2012/10/13 22:29

_____

xanax wrote:
i still find it would be nice to have the option in personalize menu to select behavior and at the very least have the option of a post-mute fx behavior so the fx tails don't cut off when muted/solod..

+1 on this too. It feels awkward that switching patterns lets the effect tails ring out, but muting tracks doesn't. I think this should be a per-pattern/per-bank/per-project behavior. Something like mute controls volume (pre-fx) vs. mute controls level (post-fx).

==

Re:OT feature requests
Posted by license - 2012/10/14 12:22

_____

This one may have been mentioned.
Track linking: sort of like the neighbor but for sample trigs instead of effects. The trigs and pattern length are shared with the previous track, so it's easy to add/remove them.

The track has its own parameter settings and locks, of course, but some are relative - pitch, at least, but probably not sample or slice - rather than absolute. This makes creating chords really easy - you just set a pitch offset parameter. This

also lets you layer samples without having to resample, and also do so in way that allows more movement via LFOs, locks, etc.

Routing could be selected on a per-track basis, with the linked tracks either going through the same effects chain or each through their own. This way you can have e.g. a "click" that gets reverb with a "body" sample that goes through chorus, etc.

I realize you can work around this by copy+pasting tracks but it does get awkward with complex patterns. Also this would somewhat make up for the lack of polyphony & chord functionality without changing the architecture.

===

Re:OT feature requests
Posted by Veqtor - 2012/10/14 19:50
_____

I think elektron should put everything else on hold until they implement some kind of smooth timestretch algorithm, all I've heard so far sound like shitty 90's stretchers with just two alternating grains, give me at least 8!

Another thing, saying it's a machine for "radical" sample manipulation is ridiculous when it doesn't even cover the territory of OLD reaktor ensembles.

Why elektron hasn't implemented a granular machine yet really mystifies me, I do dsp (hardware), assembler and fpga programming, I emailed them and said, if I bought a octatrack, if I could buy or borrow a dev kit and get to implement a granular machine for free, they weren't interested...

Get that? They don't want to make a granular machine. Good luck at getting my money. The whole thing feels so retarded

===

Re:OT feature requests
Posted by tIB - 2012/10/14 20:43
_____

force to scale on the comb filter, set in the sub menu.

===

Re:OT feature requests
Posted by Petur - 2012/10/14 23:42
_____

Veqtor wrote:
Why elektron hasn't implemented a granular machine yet really mystifies me, I do dsp (hardware), assembler and fpga programming, I emailed them and said, if I bought a octatrack, if I could buy or borrow a dev kit and get to implement a granular machine for free, they weren't interested...

Get that? They don't want to make a granular machine. Good luck at getting my money. The whole thing feels so retarded

I dont see how this means they dont want to make a granular machine? Or did they specifically tell you so? To me it just indicates that they dont want to handle OT development as an open source project... which i totally would understand.

===

Re:OT feature requests
Posted by Veqtor - 2012/10/15 22:05
_____

I too understand that they don't want to open source the code etc, but given how vanilla their dsp sounds I don't think they should worry about letting someone sign an NDA, have a go at making some features that they can then chose to keep or throw away without spending any money at all.

I asked previously also, about granular timestretch with grain size control, amongst other things and they replied that "for now we have no plans to implement such a feature"

I just find it so weird, all the codebase to implement it must be already there, it seems to me that it is some kind of "make-it-easier-not-to-fail" design choice, to somehow protect us from the dangers of making timestretch artifact porn.

===

Re:OT feature requests
Posted by bauer - 2012/10/15 23:16

_____

but imagine that you're doing a liveset and some guy comes up and asks if he can do a few tricks with the crossfader to enhance your set... you'd say no ;P

i do hope the existing timestrech gets improved soon, though - it would be nice to be able to move more than 1 or 2 BPMs from teh orignal tempo without things sound really bad (which they currently do, especially lower frequencies...)

===

Re:OT feature requests
Posted by Big Bang - 2012/10/16 00:12

_____

bauer wrote:
but imagine that you're doing a liveset and some guy comes up and asks if he can do a few tricks with the crossfader to enhance your set... you'd say no ;P

i do hope the existing timestrech gets improved soon, though - it would be nice to be able to move more than 1 or 2 BPMs from teh orignal tempo without things sound really bad (which they currently do, especially lower frequencies...)

In order to improve the time-stretching it would most likely take more dsp away from other processes. I think the OT is maxed out.

===

Re:OT feature requests
Posted by bauer - 2012/10/16 00:14

_____

maybe an HQ setting at the expense of the maximum number of fx blocks/quality could do it? similar to the way we can now choose sample resolution/memory allocation??

===

Re:OT feature requests
Posted by Big Bang - 2012/10/16 00:41

_____

bauer wrote:
maybe an HQ setting at the expense of the maximum number of fx blocks/quality could do it? similar to the way we can now choose sample resolution/memory allocation??

 If we could freely allocate DSP to different functions-that would be HUGE.:woohoo:

===

Re:OT feature requests
Posted by kÃ¸ns - 2012/10/17 02:31

_____

So siiiimple request here... if it is technically possible...

::::Â§Â§Â§ A software setting (under the personalize menu) to switch the midi-thru plug to a mirror midi-out Â§Â§Â§::::

Why?:

I use the Octa as my central 'hub', it is always the midi clock/seq master... Consequently I never use the thru plug... but I do have to always carry around a separate midi splitter box.

Possible technical problem:
Manufacturers often simply hardwire the midi in to the thru... (If that is the case maybe I will just open mine up and rewire the midi-port. Hmm another diy project to half-finish:side:)

==

Re:OT feature requests
Posted by tIB - 2012/10/17 18:21
_____

Looper to work in slave, pre effect muting, different play modes, independent track lengths on the trigger tracks (ie independent of the associated track).

==

Re:OT feature requests
Posted by bauer - 2012/10/17 18:50
_____

part-reload per track option, so we can reload the settings for just one track. would be very useful.

not sure what button combos are available, though - FUNC + PART + TRACK?

==

Re:OT feature requests
Posted by kingjdub1978 - 2012/10/17 23:31
_____

+1 for pre effect muting!

Also - Must have Parameter locking on Pickup Machines!!

==

Re:OT feature requests
Posted by bauer - 2012/10/17 23:38
_____

+1 for pre-fx muting too!

==

Re:OT feature requests
Posted by joostoftoday - 2012/10/18 00:29
_____

option in personalize menu where you can choose it the "stop" button stop the pattern immediatly or after the pattern is done.

==

Re:OT feature requests
Posted by Ser_Yo - 2012/10/18 23:48
_____

Did anybody say this already?
1) preview of samples should be possible only from Headphones, without the previewed sample being played through the Main or Cue outputs!
So it would be easier to use the Cue outputs as a second pair of outputs.

2) pickup machine must be able to work in slave mode.
It hurts when you buy Ableton to use it as a looper synced with the OT and you find out that this will not be possible with Ableton slaved.
I have been told that the OT cannot be slaved when the pickup is used, because it needs to be sample accurate for the looper to work well with the timestretch algorythm.
A guy suggested me that this could be possible if the OT would be able to separate the received midi clock from the internally generated audio clock at the moment of linking the timestretch algorythm with the looper. So all would be sample accurate, and in sync, slaved. Well, in theory.

3) a more direct way to solo tracks without entering in other menus!
For example, as you can do track+mute to mute, you could do track+function+mute to solo that track

==

Re:OT feature requests
Posted by spasticelastic - 2012/10/19 00:36
_____

Control of sequencer direction/step selection via LFOs!

==

Re:OT feature requests
Posted by Veqtor - 2012/10/19 19:37
_____

Big Bang wrote:
bauer wrote:
but imagine that you're doing a liveset and some guy comes up and asks if he can do a few tricks with the crossfader to enhance your set... you'd say no ;P

i do hope the existing timestrech gets improved soon, though - it would be nice to be able to move more than 1 or 2 BPMs from teh orignal tempo without things sound really bad (which they currently do, especially lower frequencies...)

In order to improve the time-stretching it would most likely take more dsp away from other processes. I think the OT is maxed out.

All TS algorithms have their strenghts and weaknesses, while some shine in certain areas they are weak in others and sometimes ones that seem expensive can end up being really cheap processing-wise. I think the problem might lie in the memory bus wherein it's really hard to get 8 tracks of 8 stereo streams (8 simultaneous grains for smooooooooth sound) would be really hard to achieve. If you look at the processors that can do that you quickly end up having to use multiple DSPs and FPGAs to handle memory shuffling between them, the RAM and the CF card.:silly:

Also considered, how to have enough parameters for granular machine:
Have the extra ones (pitch-, amp- and time- jitter etc) take up the space of one or more effect slots. Having one very powerful granular device would be cool.

==

Re:OT feature requests
Posted by jonah - 2012/10/21 10:49
_____

spasticelastic wrote:
Control of sequencer direction/step selection via LFOs! Different direction options in general would be very cool. While you're talking about LFO control of parameters, automated trig shifting (especially for recorder trigs only) instead of function + L or R would be fun too.

==

Re:OT feature requests
Posted by Laughing Animal - 2012/10/24 01:46
_____

As I get more into using the OT for live sampling/transitions, I find it would be very useful to have an option in the personalize menu to sample the master track pre-effects.

I use the compressor on the master track, so when sampling the main outs or master track the sample gets re-compressed, making transitions not so seamless. Since I'm using scenes to fade in the sample while fading out the inputs and other tracks I can also fade out the mix of the compressor to turn it off, but this isn't ideal if you want to use that sample in another context, such as if you want to fade in the next pattern while still playing the sample (since the compressor becomes active again once you fade in the new pattern).

I'm not sure if anyone else has an issue with this, but the option to sample the master track pre-effects would be quite useful for me.

===

Re:OT feature requests
Posted by neonleg - 2012/10/24 02:16
_____

Option for pre master fx makes more sense to me.

===

Re:OT feature requests
Posted by Ser_Yo - 2012/10/24 09:38
_____

@Veqtor:
so you mean that it could be cool that a faster processor and faster and more ram could improve the performance of the actual ts algorythm?
BTW, is it possible to expand the RAM?

===

Re:OT feature requests
Posted by de Haan - 2012/10/26 17:15
_____

+1 for a

- Granular Machine
You can already kind of do granular stuff on the OT by useing a fast random wave LFO with trig mode set to "TRIG" for modulating the "STRT" parameter. RTRG should be set to INF and RTIM to a low number.
But you get a lot of clicks, so a dedicated granular machine would be sweet!

- Master Machine
Making it possible to use track 8 as master track in some parts, and as a normal track in others.

- Polyphonic Machine
Making it possible to reserve two tracks for two note polyphony and so on.

- Gate Effect
A gate effect with envelope, and especially the option to sidechain it to other tracks. This would be a very powerful and simple way to personalize drum tracks (line described in this article).

- Side chain on the compressor
Make my music breathe please.

- Different tempo per track
Making it possible to free tracks from the master clock, chossing a tempo for the track in pattern settings. This would make it so easy to make extremely complex patterns.

Cheers,
Nikolaj

===

Re:OT feature requests
Posted by N_Rain - 2012/10/27 01:10
_____

³ all excellent suggestions. +1

===

Re:OT feature requests
Posted by aas - 2012/10/27 08:03
_____

Big up for Nikolaj's suggestions !

Jérôme

===

Re:OT feature requests
Posted by the dreammer - 2012/10/27 08:09
_____

Ser_Yo wrote:
@Veqtor:
so you mean that it could be cool that a faster processor and faster and more ram could improve the performance of the actual ts algorythm?
BTW, is it possible to expand the RAM?

nope, you cannot expand ram.. nor could you swap the cpu as easy as a computer..
its a soldered in dsp-type chip.. which is soldered in..
so.. what you see is what you get..

(unlike most oldskool samplers, where you could buy more memory, and expand it and all that..
which was nice on paper.. ram was expensive in the old days.. but in reality.. most just forked out to get max ram on their machine anyways)

===

Re:OT feature requests
Posted by anigbrowl - 2012/10/28 02:57
_____

I haven't popped the cover on the OT (don't want to damage the knobs/x-fader) but I assume it's using a Motorola/Freescale 56k DSP, or (maybe) an analog Devices Sharc. Neither of these work with conventional DRAM that goes in a PC, hence the relatively limited amount of RAM available for Flex machines.

BTW +1 on the MIDI Thru switchable to Out, I also use the OT as master clock so a double Out would be awesome.

===

Re:OT feature requests
Posted by Ser_Yo - 2012/10/28 03:11
_____

mmm, why would they do something like that (not expandable ram)?
Pity. I suppose there must be some good reason.

===

Re:OT feature requests

Posted by jonah - 2012/10/28 04:15
_____

Yeah, if possible dual MIDI would be great.

I was thinking one way for elektron to implement "side chaining" would be on the LFO custom page have an option to "convert trigs to LFO shape" with the sloping based on the track envelope. Then you switch to the LFO page of track you want to side chain and use the other track's custom LFO to control any parameter.

This would be pretty cool because you could do things like invert the LFO, have it running at different speeds, use the different trig mode and it would work with compression as well as expansion.

Because they are parameters it would be easy to combine them. You could use track 1's shape to duck the volume on track 2 with LFO 1 and with LFO 2 use track 3's shape to control the depth of LFO 1, while track 4's shape controls LFO 2's speed. Sounds properly mad it true Elektron style. :laugh:

Not quite as dynamic as directly linking one track to another as you'd have to update the custom LFO if you changed the track, but it'd give you a lot of flexibility.

==

Re:OT feature requests
Posted by Dvntsc - 2012/10/29 03:20
_____

Not sure if this exists already, but it'd be great to have a little confirmation window for when you clear scenes... I just did this and now I'm just crushed...

Just something like; "are you sure you want to XXXXX..." to confirm?

==

Re:OT feature requests
Posted by jonah - 2012/10/29 10:01
_____

Dvntsc wrote:
Not sure if this exists already, but it'd be great to have a little confirmation window for when you clear scenes... I just did this and now I'm just crushed...

Just something like; "are you sure you want to XXXXX..." to confirm? hitting it again is undo. Probably too late now, bummer. :(

==

Re:OT feature requests
Posted by udenjoe - 2012/10/30 21:42
_____

+1 on the Thru to Out. I got one of these for @$50 at Full Compass: http://www.midisolutions.com/prodqth.htm. It works great. Powered by the midi bus.

Sample/Flex Arpeggiator. Arpeggiator machine? Sometimes I wan't to arpeggiate a sample I've captured.

Also, is there a quick way to clear a machine to remove any scene locks etc.? To start with the default machine. I don't know how many times I have a track and it's playing a sound and I don't know why it's playing. Or try to record and hear nothing because I have a scene lock that cuts out the sound.

==

Re:OT feature requests
Posted by de Haan - 2012/10/30 21:54
_____

Arm one shot trigs on pattern/part change

I would love if all my one shot trigs would arm when I change pattern/part. I often forget to rearm my one shot trigs, before changing to a pattern where the one shot trig trigs a new sample, so it would be great if this happened automatically. Make it an option in the personalize menu please :)

Cheers

===

Re:OT feature requests
Posted by a julia set - 2012/10/31 10:11
_____

SIMPLE, QUICK, TRACK SPECIFIC UNDO IN LIVE RECORD MODE!

===

Re:OT feature requests
Posted by Tarekith - 2012/10/31 11:09
_____

de Haan wrote:
Arm one shot trigs on pattern/part change

I would love if all my one shot trigs would arm when I change pattern/part. I often forget to rearm my one shot trigs, before changing to a pattern where the one shot trig trigs a new sample, so it would be great if this happened automatically. Make it an option in the personalize menu please :)

Cheers

I like that idea!

===

Re:OT feature requests
Posted by Ozone - 2012/11/02 08:49
_____

Please allow multiple saved sample settings with the option to choose which one to load, rather than the limit of one setting currently employed.
There is a semi workaround - duplicating file then adding into another slot... but its not so elegant.

===

Re:OT feature requests
Posted by Tyrone - 2012/11/02 15:13
_____

- Ability to Copy, Paste, Clear entire Banks would be great. Just did a massive cleanup/re-org of my project/set and trying to compact the banks that are left is pretty painful

===

Re:OT feature requests
Posted by de Haan - 2012/11/02 18:25
_____

Ozone wrote:
Please allow multiple saved sample settings with the option to choose which one to load, rather than the limit of one setting currently employed.
There is a semi workaround - duplicating file then adding into another slot... but its not so elegant.

That's a good idea. Things can get pretty messed up when using the same sample in different projects...

==

Re:OT feature requests
Posted by isjtar - 2012/11/02 19:09
_____

Ser_Yo wrote:
mmm, why would they do something like that (not expandable ram)?
Pity. I suppose there must be some good reason.

Because even if it's a computer, it's not a pc and inherently not modular by design.
In the same way for processing / construction / cost efficiency many things asked on here simply aren't possible by design but we have no way to know...

==

Re:OT feature requests
Posted by rhizome - 2012/11/02 20:55
_____

Tyrone wrote:
- Ability to Copy, Paste, Clear entire Banks would be great. Just did a massive cleanup/re-org of my project/set and trying to compact the banks that are left is pretty painful

x10 - this is the biggest workflow killer imo. there is currently no way to work on the bank level outside of a computer, and even then it's clunky (copy+rename files, ugh). once you've made a mess of a project it is quite arduous to clean it up. and for me it is impossible to explore the possibilities available for even one sample on this machine without making a mess...

==

Re:OT feature requests
Posted by misterinterrupt - 2012/11/04 07:01
_____

What is the status/consensus on tempo param locks. This is huge for me, I wish I could do what arranger mode can do, but do it live..

==

Re:OT feature requests
Posted by Rusty - 2012/11/04 16:21
_____

^^ I think it would be a good idea.

Edit: Tempo per pattern / bank would be a cool option (if it doesn't already exist?)

==

Re:OT feature requests
Posted by license - 2012/11/04 22:06
_____

I dunno, I could see using it for doing retriggering/delay slides across multiple tracks but I don't think I'd use it much. Is the arranger really that difficult live? (Not a rhetorical question; I haven't really dived into it yet)

==

Re:OT feature requests
Posted by jonah - 2012/11/06 11:56
_____

misterinterrupt wrote:
What is the status/consensus on tempo param locks. This is huge for me, I wish I could do what arranger mode can do, but do it live..

I like the idea, but I see it getting really confusing. Would you only allow it on one track? What about locking tempo to scenes?

@license I don't think it's difficult as much as it's not well suited to live use. It doesn't take into account most of the cool live stuff the octatrack lets you do on the fly.

==

Re:OT feature requests
Posted by sensibel - 2012/11/07 03:07
_____

I have the same request on the "tempo per Pattern thing" and it would be also nice that you can store Track mutes on a Pattern he?!?

==

Re:OT feature requests
Posted by lobit - 2012/11/07 09:22
_____

All I want for the OT is to be able to realtime record gate times into the sequencer!

Im just going to keep saying it like a mantra until it comes true.

==

Re:OT feature requests
Posted by cykranosh - 2012/11/07 11:40
_____

I'd really like to be able to change the bank select on midi channels from CC0 to CC32. There are three unused knob slots on that page, can't one of them be a Bank Select LSB/MSB CC switch? Please!

==

Re:OT feature requests
Posted by lobit - 2012/11/09 03:34
_____

probably impossible to implement but if you could assign note trigs to scenes, so as you crossfade it morphs between two sequences...   that would be killer.

==

Re:OT feature requests
Posted by LMLMLM - 2012/11/09 05:20
_____

Maybe this is coming in the new box, but I'm still craving for some extra MIDI features:
 - GM drum mapping option instead of chromatic keyboard (simplify program drum hits)
 - Better scales + chord support for MIDI note entry
 - Muteable arp steps. Would be great for performance to drop arp steps in and out
 - When I set up a MIDI CC slot, I'd like to name it, even if only using a handful of characters to jog my memory
 - Note length recording, even if it is quantized to a step

==

Re:OT feature requests
Posted by Tyrone - 2012/11/09 09:49
_____

lobit wrote:
probably impossible to implement but if you could assign note trigs to scenes, so as you crossfade it morphs between two sequences...   that would be killer.

+1

not holding my breath though... :)

===

Re:OT feature requests
Posted by lobit - 2012/11/09 10:03
_____

Note length recording, even if it is quantized to a step

yes.

===

Re:OT feature requests
Posted by rhizome - 2012/11/09 22:38
_____

LMLMLM wrote:

 - Muteable arp steps. Would be great for performance to drop arp steps in and out

Yeah this is logical and the way it should work. Now you can sort of mute but then it goes back to pitch 0...

===

Re:OT feature requests
Posted by rhizome - 2012/11/12 21:59
_____

A few pattern ideas, some just ways to implement what others have already suggested...

-new "start silent" option: start muted

-save+reload patterns the same way you can parts. more seemless and requiring less user memory than copy+paste to new pattern ;)

-option to link thru machine trigs to midi track trigs. it's a pain to recreate midi track patterns on a thru machine if you want to use envelopes, plocks, etc properly, especially if microtiming is involved.

===

Re:OT feature requests
Posted by license - 2012/11/12 23:17
_____

rhizome wrote:

-option to link thru machine trigs to midi track trigs. it's a pain to recreate midi track patterns on a thru machine if you want to use envelopes, plocks, etc properly, especially if microtiming is involved.
Nice one.
+1

===

Re:OT feature requests
Posted by launchcodemexico - 2012/11/13 01:26

_____

please please please elektron, release a UI SDK so intrepid hackers can customize it for themselves and the community.

with a machine so full of possibilities as the OT, surely you can admit its imaginable uses can be just as varied or unheard of. this is in the nature of its design. its glaring shortcomings come at a cost of superbly innovative advantages, and vice versa. only when its as democratic in design as it is functionally (its a sampler after all), can it really shine as a paradigm shaking device.

i think opening up the OT UI will be the best and most welcome feature for the machine. i guarantee itll sell you more units in the long run.

==

Re:OT feature requests - scene shortcuts
Posted by license - 2012/11/13 07:28

_____

Shortcut to auto-lock multiple parameters to a scene:
- Any parameters changed since saving the part
- All parameters
These would be especially useful if they could be done per-track.

==

Re:OT feature requests
Posted by lobit - 2012/11/14 03:21

_____

release a UI SDK so intrepid hackers can customize it for themselves and the community.

that would be next-level. seems like the intention of the octatrack is to be an open ended machine with many uses, and has the most potential out of all the elektron machines in this sense.

It would be a really surprising move if they did though. since the os is still somewhat under development. although in a way it would take alot of the burden off their hands as far as making it into the machine users want it to be (this thread is about 100 pages long?!!). they could concentrate on other things.

==

Re:OT feature requests
Posted by anigbrowl - 2012/11/17 15:47

_____

lobit wrote:
release a UI SDK so intrepid hackers can customize it for themselves and the community.

That would be uber-awesome. In today's world we're getting closer and closer to such products and Elektron is in a good position to lead in this area.

==

Re:OT feature requests
Posted by de Haan - 2012/11/17 18:24

_____

Rhytmic intervals on BPM dependent paramters

I.e. LFO Speed, Delay time and Amp Hold (and other BPM dependent paramters?).

Just make it work like the "RTIM"-parameter, which tells you when you are on a rythmic interval (1/2, 1/4 , 1/8 etc.).

This would make things a lot easier.

Cheers,
Nikolaj

==

Re:OT feature requests
Posted by rhizome - 2012/11/18 01:05
_____

^agree.

copy+paste scene to part and vice versa

==

Re:OT feature requests
Posted by de Haan - 2012/11/18 07:04
_____

Send parameter on the reverb

Please make it possible to choose whether the reverb should have a mix or send parameter, so you can make long reverbs for single trigs, without muting the reverb on the next trig (in the reverb setup page).

Cheers,
Nikolaj

==

Re:OT feature requests
Posted by license - 2012/11/18 09:02
_____

A way to modulate swing (scene lock, MIDI) besides the swing pattern editor menu

==

Re:OT feature requests
Posted by chetmorton - 2012/11/19 21:08
_____

Update suggestion For MD

Pressing the function button while moving the data entry knobs to accelerates the data (instead of pushing the data knobs in while dialling, which is quite cumbersome)

==

Re:OT feature requests
Posted by license - 2012/11/20 06:09
_____

de Haan wrote:
Send parameter on the reverb

Please make it possible to choose whether the reverb should have a mix or send parameter, so you can make long reverbs for single trigs, without muting the reverb on the next trig (in the reverb setup page).

Cheers,
Nikolaj
+1, was looking for this option and forgot to put in a request. Definitely need a send just like the one on the delay.

==

Re:A new record mode would make looping easier
Posted by anderson - 2012/11/24 02:00
_____

more lfos would be awsome to modulate each other for midi sequences

==

Re:OT feature requests
Posted by de Haan - 2012/11/25 02:22
_____

LFO waveforms: Smooth Random + Sine

A Smooth Random waveform LFO would be really really cool to make complex random stuff without sudden parameter jumping. Like this:

https://dl.dropbox.com/u/1247155/Smooth%20Random.png

A sine wave would also be cool (you can of course draw one in the designer, but I'm lazy).

Cheers,
Nikolaj

==

Re:OT feature requests
Posted by kraftf - 2012/11/25 03:10
_____

de Haan wrote:
Rhytmic intervals on BPM dependent paramters

I.e. LFO Speed, Delay time and Amp Hold (and other BPM dependent paramters?).

Just make it work like the "RTIM"-parameter, which tells you when you are on a rythmic interval (1/2, 1/4 , 1/8 etc.).

This would make things a lot easier.

Cheers,
Nikolaj

+100000000

I dislike the lfo's for this reason.
Another crucial thing missing is a visual indication at the lfo designer page showing you the current posititon relative to the sequencer that is running.

==

Re:OT feature requests
Posted by de Haan - 2012/11/25 20:15
_____

Portamento/Glide when playing samples chromatically

I guess this would be pretty easy to implement, as you can already do it in the sequencer with slide trigs. Could e.g. be

accessible from the amp setup menu, where there's one slot free :)

Cheers,
Nikolaj

==

Re:OT feature requests
Posted by Petur - 2012/11/25 20:48
_____

External Send Effect.

An effect with a single parameter that would set the amount of the signal sent to the cue outputs. Would enable using the cue outputs as a p-lockable external effect bus.

==

Re:OT feature requests
Posted by bauer - 2012/11/25 20:53
_____

+1 for effect machine, with seperate/linked option for sending to CUE A/B outputs

==

Re:OT feature requests
Posted by JES - 2012/11/25 22:24
_____

+1

==

Re:OT feature requests
Posted by StinkyBeat - 2012/11/25 22:28
_____

Petur wrote:
External Send Effect.

An effect with a single parameter that would set the amount of the signal sent to the cue outputs. Would enable using the cue outputs as a p-lockable external effect bus.

Brilliant!

==

Re:OT feature requests
Posted by gosh - 2012/11/26 20:49
_____

yep -this would be hugely useful - please implement :) +100

Do elektron HQ read this thread or does someone need to e-mail them?!

Octatrack and eventide space pedal for the win!

==

Re:OT feature requests
Posted by license - 2012/11/27 07:08
_____

+1 on external send. Bonuses with these are that you can have 2 mono sends, and also I believe there's a free knob slot on the amp page where this could easily be put.

==

Re:OT feature requests
Posted by Petur - 2012/11/27 07:42
_____

license wrote:
+1 on external send. Bonuses with these are that you can have 2 mono sends, and also I believe there's a free knob slot on the amp page where this could easily be put.

The free slot on the amp page is taken by the scene x-fade setting (whatever it i called). So putting the parameter there would mess a bit with other workflows i believe.

Having it as a simple effect would really be super flexible i think. That way you could put the send anywhere in the effect chain.

==

Re:OT feature requests
Posted by bauer - 2012/11/27 07:43
_____

yep, i agree a send effect would be preferable

==

Re:OT feature requests
Posted by rhizome - 2012/11/27 09:57
_____

guessing this is impossible but... make everything that's synced to the clock respond to changes in the tempo scale for the track. especially arp speeds!

==

Re:OT feature requests
Posted by heckadecimal - 2012/11/28 19:37
_____

Send effect is a great idea. How about adding the ability to send to another track's effect blocks? So send destination (cue L, cue R, tr1, tr2, etc...) and send amount. That would be super powerful.

==

Re:OT feature requests
Posted by skylab001 - 2012/11/29 00:29
_____

11. A mode (perhaps in early startup menu?) to allow the OT to send
and recieve samples via turbo midi from and to the MDUW

I asked for this one too, but doesn't look like they are planning on it. It would make it nice when working away from the computer.

==

Re:OT feature requests
Posted by bauer - 2012/11/29 00:44
_____

skylab001 wrote:

11. A mode (perhaps in early startup menu?) to allow the OT to send
and recieve samples via turbo midi from and to the MDUW

I asked for this one too, but doesn't look like they are planning on it. It would make it nice when working away from the computer.

that would be nice, but then again, i really enjoy passing the samples through my mixer/filters/compressor on the way to the MD's inputs ;)

===

Re:OT feature requests
Posted by previewlounge - 2012/12/03 04:29
_____

Part Reload Undo

if a saved Part is tweaked during a live performance, it is possible to return the Part to its saved state, by pressing Function + Cue.

it would be awesome to then be able to undo the reload, essentially going back to the tweaked state of the Part, by pressing Function + Cue again.

Similar to Paste Pattern, Undo Paste Pattern.

===

Re:OT feature requests
Posted by JES - 2012/12/03 06:06
_____

previewlounge wrote:
Part Reload Undo

if a saved Part is tweaked during a live performance, it is possible to return the Part to its saved state, by pressing Function + Cue.

it would be awesome to then be able to undo the reload, essentially going back to the tweaked state of the Part, by pressing Function + Cue again.

Similar to Paste Pattern, Undo Paste Pattern.

OMG -- very +1. I messed this up the other day.

===

Re:OT feature requests
Posted by toxictobi - 2012/12/03 06:55
_____

JES wrote:
previewlounge wrote:
Part Reload Undo

if a saved Part is tweaked during a live performance, it is possible to return the Part to its saved state, by pressing Function + Cue.

it would be awesome to then be able to undo the reload, essentially going back to the tweaked state of the Part, by pressing Function + Cue again.

Similar to Paste Pattern, Undo Paste Pattern.

OMG -- very +1. I messed this up the other day.
+1 this would be like a simple "compare function", even my electribes have it and it is so

much fun switching the original and the altered pattern back and forth live B)

===

Re:OT feature requests
Posted by previewlounge - 2012/12/03 07:29

_____

cheers for all the +1's ...

edit: i didn't think it was possible to copy Parts but now realise it is possible.

so ... a workaround is to go into the Function + Part screen ...

copy the Part
(in its tweaked state)

then reload at any time

reopen the Part screen and paste the Part
the tweaked state will return.

while there it is possible to Undo Paste Part
and it reverts to the Saved state (even though the asterisk is there still).
Or reload while in that screen, it does the same thing (and removes the asterisk).

etc.

===

Re:OT feature requests
Posted by fewture - 2012/12/05 11:15

_____

Transposing step sequencer (midi) via OT chromatic keyboard or external midi keyboard

Tranposing midi sequences is very important for composing or playing live - IMO the midi sequencer (and the sample step sequencer) would be so much more powerful with it.

This could be a new input section which differs to the Chromatic keyboard - the Transpose keyboard.

At the moment, you can only transpose a midi sequence by the transpose knob in the arp section which is highly inaccurate when you are performing live or jamming, or via the arranger (which takes a long time to set up and then to change). On the plus side you can transpose the midi arp via the Chromatic keyboard which is very nice.

Here is a nice example of transposing step sequencing:
Analogue Solutions Europa with MD with transpose step sequencing: http://vimeo.com/16808893#

===

Re:OT feature requests
Posted by 22tape - 2012/12/06 02:56

_____

not sure if this one is mentioned yet--

when tweaking parameters live, it'd be nice to be able to double click the encoder to have it jump back to the default state....sort of like a parameter 'kill' by double clicking. this would be so much easier and timely than having to twist the knob quickly back to the default setting. also, this would be nice for the sausage fingers among us, as i often accidentally change the parameter of another knob while sweeping other parameters quickly.

===

Re:OT feature requests
Posted by richard - 2012/12/06 16:43
_____

Most important features to me:

1. Move/Copy/Paste Bank
2. Polyphony in sample mode to play chords
3. Midi mode : save/recall chords type (minor/major scale for example)
4. Not sure if there's a brickwall limiter in the compressor ?
5. Bounce to disk without any limitation (we are limited now in around 10mn, for now)

==

Re:OT feature requests
Posted by Tyrone - 2012/12/07 08:09
_____

+1 for bank copy/paste/delete

Also Sysex dump/query of settings (especially machine & fx) please!

==

Re:OT feature requests
Posted by xygotcha - 2012/12/07 10:31
_____

JES wrote:
previewlounge wrote:
Part Reload Undo

if a saved Part is tweaked during a live performance, it is possible to return the Part to its saved state, by pressing Function + Cue.

it would be awesome to then be able to undo the reload, essentially going back to the tweaked state of the Part, by pressing Function + Cue again.

Similar to Paste Pattern, Undo Paste Pattern.

+1

==

Re:OT feature requests
Posted by noisyfilter - 2012/12/07 10:34
_____

bank copy/paste/delete

+100000

==

Re:OT feature requests
Posted by rhizome - 2012/12/11 22:22
_____

option to allow "plays free" tracks to continue playing when you switch to another pattern where the tracks are also set to "plays free." This seems more flexible and intuitive than having to start them again.

option for "plays free" tracks to play from the beginning of the pattern or to pickup from the last step played.

love this feature, it could just be a little better...

==

Re:OT feature requests
Posted by jonah - 2012/12/11 23:29

_____

rhizome wrote:
option to allow "plays free" tracks to continue playing when you switch to another pattern where the tracks are also set to "plays free." This seems more flexible and intuitive than having to start them again. Setting "starts silent" in the pattern settings to no should do this, I think. If not it sounds like a bug.

You can also change the starts silent in the project settings.

rhizome wrote:
option for "plays free" tracks to play from the beginning of the pattern or to pickup from the last step played.

That's a neat idea! Could call is resume.

A gate option where the track is continuously looping and basically mute and unmute it. I know there are other ways to do this, but it'd be nice to be able to do it all in one place while you are using the other track trigs. Plus, the quantization options available would be good.

A step mode where each press of the track trig advances one step (or more depending on the quantization settings). This would be a cool, convenient and less error prone way to use record trigs to capture precise amounts of time on the fly, I think. It would have a lot of really cool applications especially combined with scenes!

==

Re:OT feature requests
Posted by rhizome - 2012/12/11 23:49

_____

jonah wrote:
rhizome wrote:
option to allow "plays free" tracks to continue playing when you switch to another pattern where the tracks are also set to "plays free." This seems more flexible and intuitive than having to start them again. Setting "starts silent" in the pattern settings to no should do this, I think. If not it sounds like a bug.

You can also change the starts silent in the project settings.

That's what I hoping, but these settings seem to work on the same level as the mutes (i.e. after the sequencer). It doesn't affect track sequence stop/start , and if you have "plays free" checked for that pattern, you have to control it manually. It's a shame, as I just realized last night how I could free up loads of patterns that I was previously using only to add/subtract tracks.

Also, if "plays free" worked this way, I think it would solve most people's post-fx track muting issues...

==

Re:OT feature requests
Posted by StinkyBeat - 2012/12/12 05:48

_____

Midi control over the internal tempo, sysex or CC. Can't stand adjusting tempo on the fly with a little tweaker knob.

==

Re:OT feature requests
Posted by rhizome - 2012/12/12 21:23

_____

if you hold function while you adjust the tempo, it won't change until you release the button. maybe that helps...

==

Re:OT feature requests
Posted by Bambi Tambi - 2012/12/14 00:55
_____

Removing trigless locks at once. Wouldn't it be great if you could double press a button/knob combination to remove all of them at once? That would be great in live situation.
Thanks.

==

Re:OT feature requests
Posted by jonah - 2012/12/14 05:13
_____

How about a CC trig play mode?

Pressing the trig keys corresponds to the CCs you are using on the MIDI track. The crossfader moves between 0-127. Option to latch the CC on, good for recording automation, or momentary where you can press the CC adjust the slider and release it, good for things that want 127 or 0 for on or off, or quick live tweaks. The CCs send the value of the crossfader as soon as you push the trig button.

And I almost consider this a bug, but pitch bend needs a way to get it back to the mid point, (63?), either by pressing function or by pushing down on it, both, or automatically! Really annoying trying to get back to the mid point otherwise and it'll slightly bend up or down sending useless MIDI.

==

Re:OT feature requests
Posted by previewlounge - 2012/12/19 17:42
_____

Mixer Mode - for the 8 audio tracks.

Even if it wasn't functional in any way, just a visual to see mini levels going up and down as audio plays on each track.. it wouldn't all that informative, but would be incredibly helpful to see what is playing where.

Trying to find various tracks to adjust parameters becomes confusing if more than 3 or 4 tracks are playing at the same time. So, the Mixer Mode would fix all this. I think it would be so useful, it would be worthwhile putting at the top of the Modes function-press menu.

the screen would look similar perhaps to the Delay Ctrl mode screen.

==

Re:OT feature requests
Posted by djd_oz - 2012/12/21 00:16
_____

Clear all p-locks on a track like the monomachine. Plz.

==

Re:OT feature requests
Posted by Rusty - 2012/12/21 04:47
_____

Woot. 100 pages :laugh:

==

Re:OT feature requests
Posted by djd_oz - 2012/12/21 15:10

_____

Copy & Paste ALL scenes from one part to another

===

Re:OT feature requests
Posted by speak_onion - 2012/12/22 00:23

_____

djd_oz wrote:
Copy & Paste ALL scenes from one part to another

Yeah, that would be nice. My current workaround is to copy the destination part to a third (free) part, paste the source part over the destination part, and then copy tracks info from the third part back onto the destination part (which now has the scenes from the source part). It's not ideal.

===

Re:OT feature requests
Posted by Nique - 2012/12/22 10:01

_____

I don't have the fortitude to go through all those pages of feature requests for the Octatrack nor a real talent to decipher what is likely to be updated or improved, new to the Octatrack and a new Elektron user.

I'm interested in what we, as a community, think is upcoming. Based on popular request? Or anything that Elektron has let known, which I don't believe they would? I guess, I'm a speculator when it comes to OS updates.
//////

So, anyone create an abridged version of this thread?:laugh:

===

Re:OT feature requests
Posted by Didjeko - 2012/12/23 05:02

_____

Maybe creating a post for feature requests based upon the OS version ?

===

Re:OT feature requests
Posted by twistedspace - 2012/12/24 21:31

_____

.SFZ and .REX file support

===

Re:OT feature requests
Posted by ml692787 - 2012/12/30 04:40

_____

Saving Midi Preset Templates, i.e. Octatrack being able to load presets for gear with all of the midi ccs mapped on a specific track, and enable more cc ctrl messages to be sent out for each of the midi tracks, would be nice if it was something like the template feature on the novation sl mk II.

===

Re:OT feature requests
Posted by N_Rain - 2012/12/30 06:44

_____

ml692787 wrote:
Saving Midi Preset Templates, i.e. Octatrack being able to load presets for gear with all of the midi ccs mapped on a specific track, and enable more cc ctrl messages to be sent out for each of the midi tracks, would be nice if it was something like the template feature on the novation sl mk II.

Not to bash your idea, but you can set up a project just how you like it, save a backup state of the project and then whenever you start from that template, save it as a new project. All the presets you could ever want ;)

==

Re:OT feature requests
Posted by ml692787 - 2012/12/30 10:47
_____

Great idea sorry I am still new with the octatrack. Btw I am using this to control my mf108 and 104   Loving the octatrack as the center of my setup!

==

Re:OT feature requests
Posted by rhizome - 2013/01/01 05:00
_____

some way to lock tracks between parts, or at least paste a track without the trigs. e.g. you might want to keep the drum tracks the same between different parts, but if you tweak them after you already have multiple parts going, you have to replicate the changes manually, or do some tedious dance of copying tracks to a free bank, clear trigs, blah blah etc.

and along the same lines, a way to insert a pattern in a bank, i.e. shift right rather than overwrite.

both would make composing more fluid I think.

==

Re:OT feature requests
Posted by greenhouse - 2013/01/04 04:29
_____

don't know if it wasn't requested already...
my request:
 add to OT display info about bars left to be played of the current,
so it wouldn't be necessary to count it in head, to be able to switch patterns/scenes/parts/etc on time...

ps. scale leds are useful for pattern editing, but not enough for pattern playing.

:)

==

Re:OT feature requests
Posted by previewlounge - 2013/01/05 02:17
_____

allow the LFO's of a track be assigned to Effect #1 and Effect #2..
even though it would not be certain what effects the user would choose.

it could just be a blank assignment to cell 1,2,3,4,5, or 6...
this would make for some rather interesting and enjoyable effect modulations.

==

Re:OT feature requests
Posted by rhizome - 2013/01/05 02:29

_____

previewlounge wrote:
allow the LFO's of a track be assigned to Effect #1 and Effect #2..
even though it would not be certain what effects the user would choose.

it could just be a blank assignment to cell 1,2,3,4,5, or 6...
this would make for some rather interesting and enjoyable effect modulations.
that's basically how it already works... change the effect and the LFO will be routed to the corresponding knob.

==

Re:OT feature requests
Posted by previewlounge - 2013/01/05 02:35
_____

:ohmy: oh! cheers for that. :)
somehow thought that the option wasn't there, that when the LFO target got to LFO's, that was the end of the options.
but no ... there is more ...

so much more! LFO on effects, this is going to be fun.

for nearly two years i thought my machinedrum's LFO trig type could only select "free" or "hold", and not "trig".
eventually i asked elektron HQ ... they told me i was turning the dial too quickly.

something about LFO's ... ah well, all good now.

==

Re:OT feature requests
Posted by rhizome - 2013/01/05 05:21
_____

s'ok... took me a while to figure out the mysterious "" routing option was a placeholder for the blank spot on lofi :side:

==

Re:OT feature requests
Posted by Phos4escence - 2013/01/06 06:41
_____

How about an option to send midi cc data from OT Crossfader. Would be awesome to map it to Ableton's crossfader.

==

Re:OT feature requests
Posted by N_Rain - 2013/01/06 07:14
_____

Phos4escence wrote:
How about an option to send midi cc data from OT Crossfader. Would be awesome to map it to Ableton's crossfader.

check the control change mappings in the manual. the crossfader does send and receive midi

==

Re:OT feature requests
Posted by previewlounge - 2013/01/06 10:36
_____

rhizome wrote:
s'ok... took me a while to figure out the mysterious "" routing option was a placeholder for the blank spot on lofi :side:

ah, thanks for the heads-up ... that could have had me confused for months.

actually for nearly five years i thought my machinedrum's left channel of the stereo output was 1db lower in volume than the right.

and then about a month ago, realised that occasionally, the lead jack would move out 1mm from the socket. it's just that every time i checked it before, it was secure. so that was great.

okay, here is my ultimate request:

a second compressor (similar to how there is a second EQ, for 'dj style') ...
entitled: The Pump Compressor.

sure, not everyone digs the pump house sound, and really it kind of originated from a "misuse" of gear, or should i say, a re-purposing of a compressor's function ... but I have to admit, after listening to Flume's "Sleepless" track, i really liked what he did with that.

==

Re:OT feature requests
Posted by jonah - 2013/01/07 02:10
_____

Custom MIDI "track template" Machines that save all the assigned CC numbers and MIDI channel. For instance, I have a sherman filterbank and it'd be nice to pull up the correct settings to control it at anytime by switching machines. I'd also like to name the machine and CCs so I can remember what they control. :blush:

How about some MIDI effects? Note scales, quantization, chords, and delay. Delay would be awesome! You could use it for volume fades, rolls/flames or assign it to things other than volume like pitch, mod or a CC to control something like resonance.

I sent this one to elektron.

==

Re:OT feature requests
Posted by MAZ - 2013/01/07 03:31
_____

1/16 seq. speed: really need more steps

==

Re:OT feature requests
Posted by anigbrowl - 2013/01/08 03:01
_____

jonah wrote:
Custom MIDI "track template" Machines that save all the assigned CC numbers and MIDI channel. For instance, I have a sherman filterbank and it'd be nice to pull up the correct settings to control it at anytime by switching machines.

 :feelin:

==

Re:OT feature requests
Posted by BirdsUseStars - 2013/01/08 10:31
_____

I'd like to see the ability to quantize recordings for odd length patterns. I use a lot of patterns at strange lengths like 10 steps, 7 steps ect. Right now the "Qrec" can only be set for normal amounts of steps like 4,6,8,12,16. This makes it tougher to nail my recordings on the fly. I can't set it to Pattern Length, since I set my master length to infinite.

==

Re:OT feature requests
Posted by de Haan - 2013/01/08 19:06

―――――――――――――――――――――――――――――――

BirdsUseStars wrote:
I'd like to see the ability to quantize recordings for odd length patterns. I use a lot of patterns at strange lengths like 10 steps, 7 steps ect. Right now the "Qrec" can only be set for normal amounts of steps like 4,6,8,12,16. This makes it tougher to nail my recordings on the fly. I can't set it to Pattern Length, since I set my master length to infinite.

+ 1

And the exact same goes for chain behavior

==

Re:OT feature requests
Posted by Rusty - 2013/01/08 19:40

―――――――――――――――――――――――――――――――

anigbrowl wrote:
jonah wrote:
Custom MIDI "track template" Machines that save all the assigned CC numbers and MIDI channel. For instance, I have a sherman filterbank and it'd be nice to pull up the correct settings to control it at anytime by switching machines.

 :feelin:

x2. The whole machine could really do with some nifty management options; i.e. as a basic controller; not syncable / non "TI" style; more a librarian.

This would allow people to manage everything via the computer; and then should fix a bunch of the above.

==

Re:OT feature requests
Posted by sk1e - 2013/01/10 20:56

―――――――――――――――――――――――――――――――

Implement another mode for timestretching - "repitch". When you can lowes sample playback speed (pitch) so it matches the beat. You can do it now manually but it is sometimes hard and takes a lot of time to make a good match.

==

Re:OT feature requests
Posted by N_Rain - 2013/01/11 02:25

―――――――――――――――――――――――――――――――

+ a timestretching algorythm that doesn't artifact sounds within +-1 bpm please

==

Re:OT feature requests
Posted by elaineel - 2013/01/16 09:01

―――――――――――――――――――――――――――――――

La respuesta a por qué no se hacen películas porno más inteligentes y dirigidas a un público de ambos sexos –hasta ahora están diseñadas, mayoritariamente, para

satisfacer los deseos y fantasías de los hombres–, es la pregunta del millón, porque hay un amplio mercado femenino y hasta masculino que pagaría encantado por ver

cintas más excitantes, menos mecánicas, con mayores dosis de imaginación y con diálogos –sé que no hay muchos– más reales. Recuerdo una peli porno vintage, de los

años 70, inglesa, en la que el hombre preguntaba a su pareja: "Do you feel comfortable?" ("¿Estás cómoda?" principio poca gente puede sentirse cómoda a cuatro

patas aguantando las embestidas de un machote de Glasgow, pero es que tampoco se trata de eso, ¿no?.

==

Re:OT feature requests

Posted by lvvvl - 2013/01/16 21:07

_____

Pickup machine:

-Record while the pitch is changed
-Be able to disable timestretch
-Change playback/record direction on the fly

OTher:

-TRIGGER SAMPLE SLOTS AND SLICE VIA MIDI PLEASE!

-Simulate the encoders message via midi cc. Ie. X encoder is broken/wobbly, use an encoder from my midi controller as a replacement, use a different button to simulate encoder push.

-Add sidechain to the compressor. The setup menu for the compressor only has the RMS parameter, it would be awesome if it had sidechain with selectable track for sidechain input, as well as an HP and LP filter for the signal.

-KP3 style slicing machine would be awesome (+1000 points if its implemented in the pickup machine). It was my favorite feature of the kaoss pad 3, for those of you not familiar with it, it basically maps your sample on its 8 buttons, and when you remove a step, it goes straight to the other one without silence in between the steps.

So if your loop was :

1-2-3-4
C-E-D-F

and you remove step 2, it will go:

1-2-3-4-1-2 (...)
C-D-F-C-D-F (...)

 I know similar functions can be done with pattern lenght and slice, but doing it on the fly allows for some quite unique polyrythm/odd time patterns.

+1 on the midi template feature.

==

Re:OT feature requests

Posted by jonah - 2013/01/18 04:43

_____

I was messing with using free playing MIDI tracks and it's very cool, but it's hard to manage at the same time as audio tracks.

How about being able to sequence them from the audio tracks? I was thinking, while in record mode holding the trig as if to p-lock, then hitting MIDI and it would default to the MIDI track with the same number, if you held MIDI down and turned the level knob it'd let you select any of the 8 MIDI tracks that are in free play mode.

==

Re:OT feature requests

One shot tracks NOT playing free. So when you change pattern the track will just play once, and then stop.

"Timestretch rate" turns op the tempo instead of slowing it down.

"Pitch rate" turns the pitch and speed up instead of down.

Cheers,
Nikolaj

===

Re:OT feature requests
Posted by previewlounge - 2013/01/18 19:47

_____

not sure if this is possible, but i would like to de-couple the Midi sequencer from the Audio sequencer. So when the Octatrack changes pattern, the Midi sequencer side of things does not change.

this is so that i could use the Midi CC rotaries on a Midi channel to control visuals on a VJ program.

if the Midi sequencer changes along with the Audio sequencer when a pattern change comes along, all the Midi rotaries are going to be reset to whatever they are on the next pattern.
And this would then result in "jumps" as i turn the Midi CC rotaries again.

to avoid this, perhaps there could be an option in Preferences to choose the Midi sequencer to just be set to one basic setup pattern/parameter group.

===

Re:OT feature requests
Posted by N_Rain - 2013/01/19 02:25

_____

previewlounge, I have an idea for a bit of a workaround for your situation but it involves using a computer, MIDI interface and VST host to process your MIDI.
In the PizMIDI bundle there is a VST called midiCCReset which acts like a "capacitor" for CC values, always storing whichever last value for a CC it saw and then releases these values in a burst when triggered either by a program change message or manually etc.

The way this would work for you is you would send your MIDI track and program change messages to this VST and send the output of the VST back to the MIDI track, then each time you change patterns on the OT, the last used CC parameters from the previous pattern would be sent in a burst back to the MIDI track of the new pattern.

The pizmidi website seems to have disappeared but I found the plugs here:
http://code.google.com/p/pizmidi/downloads/list

Anyways, not as ideal a solution as your suggestion I know, but at least what you are trying to do is possible with a bit of effort.

===

Re:OT feature requests
Posted by rhizome - 2013/01/22 23:18

_____

actually I think elektron already have a fix for you preview -- buy another OT ;)

I would love if it were possible to select multiple tracks for SRC3. I used to do this through the cue outs, but I've started using those in studio mode as an FX send instead. maybe hit the MIDI button in rec setup 1 to pop up a little submenu, like how you do mutes in the arranger.

another that's probably been requested before -- name CCs! I mean, there's 80 of them...

==

Re:OT feature requests
Posted by chapelier fou - 2013/01/22 23:20
_____

It must be somewhere in this huge thread, but :
- Ability to record chords for the ARP.
- Ability to p-lock ARP parameters.

==

Re:OT feature requests
Posted by rhizome - 2013/01/22 23:29
_____

good news chap -- both of those are already possible.

edit: should note that recording chords is kind of fiddly though, since the sequencer is not truly polyphonic. i.e., you can't have overlapping on/off messages for different notes, if that makes sense.

==

Re:OT feature requests
Posted by Ser_Yo - 2013/01/23 00:19
_____

Mmm, I have a request: please, delete from the manual the voice "looper device" from pag 2 where it says "SUGGESTED APPLICATIONS OF THE OCTATRACK".
You cannot call looper anything which cannot UNDO a wrong overdub.
Simple like that.
And another request: before making other products you should fix the bugs and limitations of the existing products. The way you just forget of the Octatrack and put it aside make me feel I cannot trust in Elektron as a company.
I do not even want to know how can it have happened that you made the pickup machine and just forgot that people will need to undo overdubs.
But I really hope you will dedicate some time to the OT now, especially to the pickup machines, because the live looping scenario is huge and growing, and as it is now, the OT as a looper is not competitive at all.
Lot of effects, lot of jingles, and no undo????
Please just have a look to the other companies, have a look to what the loopers can do, and please, make it possible for the OT all what the OT hardware can support.

==

Re:OT feature requests
Posted by chapelier fou - 2013/01/23 00:28
_____

OOOps, this was supposed to be posted in the A4 FR.....

==

Re:OT feature requests
Posted by udenjoe - 2013/01/23 03:29
_____

I would like to see an easier way to get in the sample edit menu. Make the bpm per sample easier to edit, etc. These parameters should be integrated with the current parameters. Like another menu with corresponding knobs. I'm not sure how this would be done. Maybe I'm wrong, since there is that complex structure of the program->Set-> track-> etc. Also make everything easier to save, such as samples and sets and programs. Each require a different save.

And I also forget where the Track 8 as master menu is. They should have that option on the track menu. Example: On track 8. Select Func+Edit.

==

Re:OT feature requests
Posted by previewlounge - 2013/01/23 03:41
_____

N_Rain wrote:
previewlounge, I have an idea for a bit of a workaround for your situation but it involves using a computer, MIDI interface and VST host to process your MIDI.
In the PizMIDI bundle there is a VST called midiCCReset which acts like a "capacitor" for CC values, always storing whichever last value for a CC it saw and then releases these values in a burst when triggered either by a program change message or manually etc.

The way this would work for you is you would send your MIDI track and program change messages to this VST and send the output of the VST back to the MIDI track, then each time you change patterns on the OT, the last used CC parameters from the previous pattern would be sent in a burst back to the MIDI track of the new pattern.

The pizmidi website seems to have disappeared but I found the plugs here:
http://code.google.com/p/pizmidi/downloads/list

Anyways, not as ideal a solution as your suggestion I know, but at least what you are trying to do is possible with a bit of effort.

fascinating workaround idea.. I like it.

for now tho, i will just use a Kore 2 midi controller. very economical in size and easy enough to make a template for.. already have a couple of templates for this.

==

Re:OT feature requests
Posted by rhizome - 2013/01/23 04:50
_____

udenjoe wrote:
I would like to see an easier way to get in the sample edit menu.
track button+bank is pretty easy...

==

Re:OT feature requests
Posted by wolfgang - 2013/01/23 05:32
_____

^ not that I disagree but it only works on setup screens. I found myself trying to get to the editor on screens where it doesn't work.

==

Re:OT feature requests
Posted by zeropoint - 2013/01/23 08:37
_____

^^ can you remember which ones ? honestly i can't find any place i can't get to the sample editor with that keystroke

==

Re:OT feature requests
Posted by wolfgang - 2013/01/25 05:39
_____

zeropoint wrote:
^^ can you remember which ones ? honestly i can't find any place i can't get to the sample editor with that keystroke

Can't remember at the moment (away from OT) but I will check. I could be confused. I know if your in record mode that it the combp goes to trigs, but I could have sworn there was another case. Maybe I confused the two experiences. :blush:

===

Re:OT feature requests
Posted by rhizome - 2013/01/26 22:55
_____

copy all MIDI tracks - MIDI+copy
copy all audio tracks - mixer+copy
etc

===

Re:OT feature requests
Posted by Nemocaine - 2013/02/01 00:22
_____

Even it's probably already said in this big topic :

Please, the possibility to fix TEMPO in different banks (and even in different sequences...) !

For me, it's the only huge thing to quickly add.

===

Re:OT feature requests
Posted by rhizome - 2013/02/02 06:16
_____

hold trig and func+up/down arrows to change base MIDI note for a step. would be nice to just intuitively hit up 7 times to get a fifth or whatever. knobs are fiddly for this, and besides I'm a dumb electronic noodler who doesn't have intervals memorized for every key :S

===

Re:OT feature requests
Posted by Givernau - 2013/02/03 04:17
_____

Hello All
I'm new here, just bought my OT 2 weeks ago.
I would love OT to be able to play a pattern imediatly after click instead of waiting for the prevous one to end. This would be cool to trigger for ex little drum variations on the fly and feel more intuitive.

Also better MIDI control and recording would be fine: I use a novation mininova connected trough MIDI and i am able to switch programs trough oktatrack but the bank change is not working, altough if i change it with an external controller (pcr 500) connected to the autochanel i can, it just does not get recorded.

===

Re:OT feature requests
Posted by Computer Controlled - 2013/02/04 08:31
_____

I would love to see all the effects available on both slots. I don't like the Reverb and Delay only being in slot 2. Sometime i want to throw the reverb into a chorus.

===

Re:OT feature requests

Re:OT feature requests
Posted by MAZ - 2013/02/04 18:10
_____

Immediate access to audio pool so tobypass the 2x128 sample slots per project.

Why every pattern can't have it's own sample flex and static slots since the audiopool is loaded WITHIN every project...Every pattern should have access to all samples loaded in the audiopool. Now I hope for futute updates: (1 pattern = 1 flex + 1 static)

...c'mon Elektron, we use machines because computers are boring in making music, please do something :side:

==

Re:OT feature requests
Posted by MAZ - 2013/02/04 18:10
_____

Immediate access to audio pool so to bypass the 2x128 sample slots per project.

Why every pattern can't have it's own sample flex and static slots since the audiopool is loaded WITHIN every project...Every pattern should have access to all samples loaded in the audiopool. Now I hope for futute updates: (1 pattern = 1 flex + 1 static)

...c'mon Elektron, we use machines because computers are boring in making music, please do something :side:

==

Re:OT feature requests
Posted by beetfunchic - 2013/02/04 22:57
_____

"render song to card" function would be neat! :P

==

Re:OT feature requests
Posted by atebit - 2013/02/07 19:21
_____

Givernau wrote:
Hello All
I'm new here, just bought my OT 2 weeks ago.
I would love OT to be able to play a pattern imediatly after click instead of waiting for the prevous one to end. This would be cool to trigger for ex little drum variations on the fly and feel more intuitive.

Also better MIDI control and recording would be fine: I use a novation mininova connected trough MIDI and i am able to switch programs trough oktatrack but the bank change is not working, altough if i change it with an external controller (pcr 500) connected to the autochanel i can, it just does not get recorded.

+1

love the idea of being able to switch between patterns on the fly and back - cool!

===

Re:OT feature requests
Posted by rhizome - 2013/02/07 21:43
_____

good news -- you can already do that. check out chain behavior in the pattern settings menu. now we just need direct jump like the A4...

===

Re:OT feature requests
Posted by the dreammer - 2013/02/07 22:11
_____

beetfunchic wrote:
"render song to card" function would be neat! :P

if you give allot of memory to 1 recorder.. you can..
just not extremely long songs.. but.. short little 3minutes songs work fine

===

Re:OT feature requests
Posted by Gadjo - 2013/02/08 02:42
_____

I would really like to see
BPM to scene, to beable to instantly jump between bpms, halfspeed etc

allready a lot of his have found the fact that bpms are not locked to patterns (apart from in the arranger) inconvenient
This could be a good and (i imagine) easy thing to implent

===

Re:OT feature requests
Posted by kraftf - 2013/02/08 03:15
_____

rhizome wrote:
good news -- you can already do that. check out chain behavior in the pattern settings menu. now we just need direct jump like the A4...

+10000000000000000000000000000!!

Just like maschine can do.
Really cant understand why they dont make very good features universal for all their products.
Just like independent length for each track which I think is not available for MD.

===

Re:OT feature requests
Posted by nomaintopic - 2013/02/08 07:59
_____

to be able to assign the root note to a sample so that the notes can be properly mapped out across a keyboard (chromatic mode or external midi keyboard).

===

Re:OT feature requests
Posted by J C Selector - 2013/02/08 16:28
_____

Sure this has been posted, many times.
VOLUME actually adjusts VOLUME!

==

Re:OT feature requests
Posted by sicijk - 2013/02/08 17:10
_____

Dont have time to scan these hundreds posts....but one of my feature request is: force the sample attribute to follow the BPM in its name.

==

Re:OT feature requests
Posted by rhizome - 2013/02/09 01:29
_____

undo edits in the audio editor. even just one level would be nice.

==

Octatrack manual FAIL
Posted by seenfromspace - 2013/02/09 22:09
_____

Please publish a manual in plain english. Provide 1, 2, 3 instructions. Hire a professional copywriter!!!!!!!

I've had the OT several weeks and my hair is turning white. The manual is TERRIBLE. I'm not new to music tech or hardware sequencers, but every bit of progress I've made has been painful. Not because the machine's badly designed - it's not.

The manual fails to explain even basic stuff. In the intro to a topic, it's deep into technobabble before it's even set out what you might do with the feature in a music context.

It's a classic of its type - documentation by engineer!

Stuff the manual fails to explain in an understandable way:

What you can do musically with a flex machine that you can't with a static machine.

How to create and work with patterns in some kind of timeline. You wouldn't think that music had the dimension of time, reading this! I know about the Arranger, but how do I get my hands on the patterns in the first place? That chapter is gobbledygook.

How to create a sequence of chords in the MIDI sequencer.

What the different types of trig REALLY are for. WTF is a trigless trig??!?! I've read this section over and over and it's meaningless. It says what things aren't. But how do I use them to create my music?!?!?!?

What do I use a bank for? A part? A set as opposed to a project? 16 scenes per part, OK. But how do I use these in a song? Or in a live set. How can I make it all fit together so MUSIC comes out?! I'm trying to create music, not prove the existence of the Higgs Bloody Boson.
And the rest.

==

Re:Octatrack manual FAIL

Posted by poonti - 2013/02/10 00:37

_____

seenfromspace wrote: I'm trying to create music, not prove the existence of the Higgs Bloody Boson.
And the rest.

Made me :laugh:

===

Re:OT Feature Requests

Posted by previewlounge - 2013/02/10 01:04

_____

Set is the universe, which contains the entire Audio Pool.

Project is the galaxy, which contains 8 Banks.
and 256 Sample Slots.

Sample Slots are frequency vibration levels ranging through colour, infra spectrum, audio, material realm, gas, and plasma.

Here is a secret: there are actually 264 sample slots. There are 8 magical hidden sample slots and these will be mentioned later. They define the difference betwixt Flex and Static playback machines.

Bank is the sun, orbited by 4 Parts, 16 Patterns, and 64 Scenes.

Parts are planets, they select what type of Machines are assigned to 8 Tracks.

Tracks are continents and define whether the continent is populated mostly by Flex or Static.

Flex machines represent sentient animals.

Static machines represent the plant kingdom.

Both domains of life are very close, with one exception.

Flex machines may immediately playback samples from the 8 "hidden" sample slots named Recorder1-8.

When choosing the Sample Slot for a Flex machine on a track, navigate upwards from sample slot 1 ... that is where the 8 Recorder sample slots are located. If any recordings are made to any of the 8 Track Recorders, these are therefore immediately available to a Flex machine.

Conversely, Static machines may playback very long samples that stream from CF card.

Track Recorders are video cameras held by alien observers, and are on the left of the Octatrack.

Scenes are seasons. they may be used to scene-lock parameters of the 8 Tracks.

The X-Fader is a vinyl 45 record. Has the A-side, and then the B-side.
Thus, showcasing two different moods - two different seasons - two different Scenes.
The planet (Part) is aware of its own 16 different seasons (Scenes), and remembers what seasons are currently in play.
Hold Scene A button and press a Trig from 1-16. Ditto for Scene B button. X-Fader then mixes between the A season and the B season.

Patterns are activity on a planet.
Therefore, the Pattern knows which planet it is on. Hold Function+Midi and use Arrow Keys to send it to another planet. That action is then happening on another planet (Part). This may then sound quite different, as the other planet (Part) has a variety of different settings, Track machine types and frequency wavelengths.

Trigs, P-Locks, and Trigless-Trigs are details of activity.

Move the X-Fader either all the way right or all the way left
(so it knows which season (Scene) it is playing ... if the X-Fader is midway, then any Scene-locked parameters will override P-locked parameters).
Go into grid record mode set a regular Trig at the start to hear a loop play back as usual.

Whilst in grid record mode, hold function and Trig on say position 13.
it goes green.
now, after achieving that,
press on that trig, and move the Pitch parameter down a few notches.
Press play and hear the difference.
The sample does not restart at the green trig.
It is just effected to be lower in pitch from that place onwards.
This is the result of a green Trigless Trig (a detail).

==

Re:OT Feature Requests
Posted by previewlounge - 2013/02/10 06:35
_____

so if you just remember...

Set : Universe

Audio Pool : Cosmic Dust

Bank : Galaxy

Part : Planet

Tracks : Continents

Sample Slots : Frequency Spectrum

Scene : Season

Pattern : Planet Activity

Trigs and Trigless Trigs : Activity Details

Flex Machine : Sentient Animal

Static Machine : Plant Domain

LFO's : Triadic Eliptical Orbit for each Planet

Track Recorders : Aliens With Video Cameras

X-Fader : Vinyl 45 with A side and B side

... you should be good to go.

==

Re:OT feature requests
Posted by Rusty - 2013/02/10 09:01
_____

:laugh: Awesome

==

Re:OT feature requests

_____

be able to name a BANK...........banks seem perfect for a song, so it would be awesome to be able to name them to keep things organized and know which song is which without having a key: B1=nightmare, B2=future visions, B3= a moment, etc.

==

Re:OT Feature Requests
_____

previewlounge wrote:
so if you just remember...

Set : Universe

Audio Pool : Cosmic Dust

Bank : Galaxy

Part : Planet

Tracks : Continents

Sample Slots : Frequency Spectrum

Scene : Season

Pattern : Planet Activity

Trigs and Trigless Trigs : Activity Details

Flex Machine : Sentient Animal

Static Machine : Plant Domain

LFO's : Triadic Eliptical Orbit for each Planet

Track Recorders : Aliens With Video Cameras

X-Fader : Vinyl 45 with A side and B side

... you should be good to go.

I would ask that you change the X-Fader to a Transporter system with Spock at the helm, and a landing party including Kirk, Bones, and the ensign dude who will end up getting killed or maimed by something alien, then we're all set!!

==

Re:OT Feature Requests
_____

simple request -->

make the amp envelope release setting minimum value be 1 (i.e. not zero). i have noticed clicking to occur if this is not set.

i know this is easy to correct manually, but would be nice as it would make turning knobs a tad easier... so you wouldn't have to tweak the knob back up to 1 each time.

==

Re:OT Feature Requests
Posted by 11brassmonkey11 - 2013/02/11 19:55

_____

Haha, loved it! :laugh:

==

Re:OT feature requests
Posted by Octacrak - 2013/02/11 20:17

_____

First post!

Anyways, when you use a synced delay, the time knob should switch to note values rather than the standard 1-128. It seems it would be easier to set up of it was in fractions.

==

Re:OT feature requests
Posted by StinkyBeat - 2013/02/11 21:39

_____

Octacrak wrote:
First post!

Anyways, when you use a synced delay, the time knob should switch to note values rather than the standard 1-128. It seems it would be easier to set up of it was in fractions.

Since the OT has independent track length and clock multipliers, note lengths would be more confusing. Length defined by number of steps is the way to go. Just create a chart for the scales and notes you use most.

==

Re:OT feature requests
Posted by Octacrak - 2013/02/12 01:38

_____

I don't understand.

Isn't time synced delay... Time synced?

Confusing the hell out of me right now :S

==

Re:OT feature requests
Posted by StinkyBeat - 2013/02/12 02:29

_____

Sure it is tempo synced. But the meaning of a quarter note changes with the time signature.
The meaning of a step in the sequencer does not.

==

Re:OT feature requests
Posted by Octacrak - 2013/02/12 02:37

_____

Oh. Damn that makes perfect sense.

My idea is bad then. Apologies

===

Re:OT feature requests
Posted by Kraku - 2013/02/19 05:25
_____

Not sure if this is the right thread for bug reports but here goes:

Latest OS.

I sampled electric bass notes from input B.
I sliced the sample.
I played the slice notes into the grid in realtime and everything played as it should.
I saved the project several times.
Turned off the OT.
Next day I restarted the project.
Pressed play.
Bass notes were sliced wrong: at least their start positions where in wrong places.
I reloaded the project.
Exact same results.

Has this bug been reported already or did I find a new one?

===

Re:OT feature requests
Posted by Petur - 2013/02/19 06:33
_____

Kraku wrote:
Not sure if this is the right thread for bug reports but here goes:

Latest OS.

I sampled electric bass notes from input B.
I sliced the sample.
I played the slice notes into the grid in realtime and everything played as it should.
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Next day I restarted the project.
Pressed play.
Bass notes were sliced wrong: at least their start positions where in wrong places.
I reloaded the project.
Exact same results.

Has this bug been reported already or did I find a new one?

It is best to report bugs directly to elektron. There is no guarantee that elektron is reading this forum. You can report bugs
from the customer zone at the elektron web site.

===

Re:OT feature requests
Posted by MCL - 2013/02/19 06:58
_____

Kraku wrote:
Not sure if this is the right thread for bug reports but here goes:

Latest OS.

I sampled electric bass notes from input B.
I sliced the sample.
I played the slice notes into the grid in realtime and everything played as it should.
I saved the project several times.
Turned off the OT.
Next day I restarted the project.
Pressed play.
Bass notes were sliced wrong: at least their start positions where in wrong places.
I reloaded the project.
Exact same results.

Has this bug been reported already or did I find a new one?

You say you saved the project several times, did you save the sample settings? :-

"SAVE SAMPLE SETTINGS will save the trim, slice and attribute settings in a separate file and link it to the sample currently being edited. Next time the sample is loaded to a Flex or Static sample slot it will be loaded together with the saved sample settings. This will occur even if the sample is loaded in another project. Hence this command is very useful if you for example want a loop to always contain the same slice settings when being loaded."

From the manual, page 104.

If you don't save the sample settings, slices will not be saved, and your sample will not playback correctly, as you described.

==

Re:OT feature requests
Posted by 123bpm - 2013/02/19 13:23
_____

feature request: I want to avoid any midi delay. Why can I not apply a negative delay to all midi tracks? Globally? Something I can do in Logic. I hate any slight delay, very annoying.

==

Re:OT feature requests
Posted by Kraku - 2013/02/20 00:58
_____

Aha, so it might not have been a bug afterall. I just saved the project from project/save. It seems that I still have some manual reading to do...

==

Re:OT feature requests
Posted by dries - 2013/02/21 18:08
_____

an easy 2 finger key combination that: clears all track parameter settings (filters, sliding, edits, etc.) to have a complete empty track.

==

Re:OT feature requests
Posted by husc - 2013/03/01 00:03
_____

Allready mentioned, I hope..

- External midi clocking of pickup machines
- Copy banks (I am creating templates and would like to create them across a whole project, not just bank 'a' which is how far I got copy pasting patterns and parts one by one.)

- Spellcheck the manual (a lot of stuff in the manual is complex when you do a quick read, making it flawless in spelling and sentence structure should help in making it easier to grasp for those who do not study it word for word and/or have trouble understanding methods)

I am pretty happy with the OT, I got my OT with V1.21 so I could just get started learing this OS not having to worry much about large changes to the user interface in the future.
Using the octatrack to me feels like working with someone else's computer sometimes, there's little things that are different, strange or don't seem logical to me, it must be from reading forum posts from earlier OS versions that made it feel a bit alien to me.
I keep comparing it to my first sampling setup (RM1x + akai S1100/S2000) and I shouldn't, overanalyzing and overcomparing products is a bad habit and it is destroying fora and studios all over.
All in all it is a great sampler/instrument, slowly I am getting better with it and it does reward you a lot for putting time and effort into studying the interface and sound design possibilities.Fantastic results in pairing it with whatever (acoustic instruments, modular, MD, etcetera..)

Allright, thanks for listening! ;)

===

Re:OT feature requests
Posted by natefrogg - 2013/03/01 00:42
_____

sequencer level mutes in the same way that it works on the analog 4, thus not cutting off the tails of long samples or long reverb/delay tails which are on the samples.

there are several workarounds for this but none of them are as quick and efficient and to the point as function+track to mute, workarounds include using up scenes for any mutes you may want or using up patterns for this, another way is to use an external midi controller to raise and lower amp volume per track. it would be ideal if there was an option to mute the sequencer just as the analog 4 allows, this enables spontaneity and flexibility much more so than the current mute method of muting the entire audio track

i know i said this all before, it's still something that i desire though so i'll keep saying it every few months hehe

===

Re:OT feature requests
Posted by bauer - 2013/03/01 00:47
_____

Ë†i'd really like this too

===

Re:OT feature requests
Posted by SecretMusic - 2013/03/01 00:58
_____

natefrogg wrote:
sequencer level mutes in the same way that it works on the analog 4, thus not cutting off the tails of long samples or long reverb/delay tails which are on the samples.

there are several workarounds for this but none of them are as quick and efficient and to the point as function+track to mute, workarounds include using up scenes for any mutes you may want or using up patterns for this, another way is to use an external midi controller to raise and lower amp volume per track. it would be ideal if there was an option to mute the sequencer just as the analog 4 allows, this enables spontaneity and flexibility much more so than the current mute method of muting the entire audio track

i know i said this all before, it's still something that i desire though so i'll keep saying it every few months hehe

Unfortunately, due to the "sampler" nature of the OT, and the fact that it can stream extremely long samples from the card, sequencer mute doesn't really make much sense, as this wouldn't mute a long track you've got playing, which was triggered by a one shot trig, or manually.

What would have helped is to have the "direct" parameter from the delay setup menu as a lockable parameter.

===

Re:OT feature requests
Posted by rhizome - 2013/03/06 03:38
_____

think I got a good one this time...

ever exported stems from reaper? there's a very clever scheme for naming the stem files from wildcards -- e.g., $project - $trackname - $time, etc. -- so you get nice, comprehensible filenames like 'jam2 - bass1' without typing everything out manually.

this would be so great to have for saving batches samples in the OT! $filename - $buffer - $time, you get it.

right?

===

Re:OT feature requests
Posted by Sofine - 2013/03/06 19:45
_____

A drum map, so that you could load short drum samples into ONE track and use a midi controller to map to each sample by note. Wonder if the current OT architecture would allow this?

Also, realtime transpose of midi sequences from either an external controller or a trig mode

PRETTY PLEASE ;)

===

Re:OT feature requests
Posted by rhizome - 2013/03/06 21:55
_____

+1 transpose trig mode

===

Re:OT feature requests
Posted by door - 2013/03/06 22:02
_____

SLOT MODE does the drum map thing in a way......but why o' why isn't it playable by a midi controller ? my padkontrol is longing for it.....and how long will the trig buttons endure my frantic finger drumming :)

===

Re:OT feature requests
Posted by husc - 2013/03/07 02:30
_____

I finished reading this whole topic..

..2 things:

The discussion overlaps major OS updates, so certain requests were incorporated or simple rendered useless.

My second frustration is that the requests are often beautiful and creative ideas, but when they apply all these new features to this already complicated interface and operating system, it will become impossible to use.

Maybe we should have another discussion where we discuss and try to create workarounds, tips and solutions for every single request in this thread, one by one. Because people ask for these on a daily basis and the octatrack is capable.

Opinions?

==

Re:OT feature requests
Posted by lobit - 2013/03/07 02:40
_____

1.22 is a step in the right direction...

If I can see note length recording in the audio sequencer I promise ill never post in this thread again...

in the meantime..   please elektron!!!!!!!   so close.

==

Re:OT feature requests
Posted by lobit - 2013/03/07 02:45
_____

^ I just saw that analog four got this feature added 1.04c.. great news but....   before the octatrack!!!

thats just not fair!!!!

==

Re:OT feature requests
Posted by rhizome - 2013/03/08 12:59
_____

rhizome wrote:
think I got a good one this time...
for saving batches samples in the OT! $filename - $buffer - $time, you get it.

right?
actually, it would even be great if when doing 'save all recordings' the second track just picked up with what you named the first, and you could choose to assign to static or free flex or nowhere instead of the buffer slot...

==

Re:OT feature requests
Posted by license - 2013/03/09 00:44
_____

New machine type: "Pitch"

- Uses flex memory.
- Has configurable modulation destinations for pitch (e.g. rate, loop length, comb filter tuning, filter width, etc.)
- Has configurable modulation destinations for velocity (e.g. volume, start point, comb filter feedback, filter width, etc.)
- Can use full keyboard range on its channel to play melodies/basslines. Obviously not chords ;)
- Portamento/glide option.
- BONUS: Can group multiple tracks, allowing for polyphony.
- BONUS: Can pitch beyond +/- 1 octave.
- BONUS: Can use slices for keymapping, though obviously not in some way that requires annoying menu diving.

==

Re:OT feature requests
Posted by udenjoe - 2013/03/09 04:19

Mapping the repeat rate to the keys.
So when you select if you want the buttons to be keys (chromatic, samples, slices, etc.) there would be a "REPEAT RATE".
It doesn't have to be chromatic but it would map out different repeat rates to the buttons. Then maybe make it possible to change the rates to each button.

Also when changing the recorded sample parameters for example bpm, and maybe I'm not understanding the math, but I would expect this would do some time stretch. The problem I have is that I'll do this:
1. record sample something that is at 110 bpm while the bpm is at 110 flex recorder.
2. Slice linear or random. 16 evenly spaced out.
3. get a new sample source at different bpm say 90bpm with the same track same pattern.
4. the slices are then mapped differently.

I think they become mapped to half of the whole sample (64 length of recording time)
I would expect the slices to be remapped to the new sample. Or half if the bpm was half but the slices are only going through half the sample.

So then I have to delete the slices, I can't just create slice. If I don't delete the create slice will still put the slices on half the sample.

===

Re:OT feature requests
Posted by lhatederekreed - 2013/03/09 04:36
_____

udenjoe wrote:
Mapping the repeat rate to the keys.
So when you select if you want the buttons to be keys (chromatic, samples, slices, etc.) there would be a "REPEAT RATE".
It doesn't have to be chromatic but it would map out different repeat rates to the buttons. Then maybe make it possible to change the rates to each button.

If I'm reading this correctly, this is already possible? Function+down until you get to Delay Control trig mode. All tracks with active delay are green on t9-t16 and t1-t8 switches delay rate value.

EDIT: page 84 in the manual

D.

===

Re:OT feature requests
Posted by anigbrowl - 2013/03/09 17:17
_____

SecretMusic wrote:
Unfortunately, due to the "sampler" nature of the OT, and the fact that it can stream extremely long samples from the card, sequencer mute doesn't really make much sense, as this wouldn't mute a long track you've got playing, which was triggered by a one shot trig, or manually.

What would have helped is to have the "direct" parameter from the delay setup menu as a lockable parameter.

I'm thinking it either puts the envelope of the currently playing sample to its release phase and/or cuts off the sample but leaves the effects live. It is very annoying to have delay and reverb tails cut off sometimes.

Another vote (again) for MIDI triggering of slots/slices. That would be killer.

===

Re:OT feature requests

_____

anigbrowl wrote:
Another vote (again) for MIDI triggering of slots/slices. That would be killer.
it seems like slices should be possible, since that's just another plock, like pitch. however, you would ideally have 64 consecutive MIDI notes to trig the slices, and the current spec does not have 64 consecutive notes free in any range... hopefully they can think of something.

new request: if a track is set to play free, track+play triggers the track instead of the sample. I like to use free playing tracks, but it's cumbersome to go back to track trig mode all the time just for that. I also prefer how the numerical values are displayed below the knobs in the other trig modes.

not new one: option for free playing tracks to continue to play when pattern is switched (playing the new pattern).

===

Re:OT feature requests
Posted by license - 2013/03/11 05:07
_____

rhizome wrote:
anigbrowl wrote:
it seems like slices should be possible, since that's just another plock, like pitch. however, you would ideally have 64 consecutive MIDI notes to trig the slices, and the current spec does not have 64 consecutive notes free in any range... hopefully they can think of something.

Has anyone tried making some kind of MIDI processing utility to convert a note to a CC for slice plus a note to trigger the sample? I've been thinking about doing this in Reaper for a while but I haven't gotten around to it yet.

===

Re:OT feature requests
Posted by husc - 2013/03/11 20:51
_____

"some kind of MIDI processing utility to convert a note to a CC"

There's max, and I could create a standalone (or max4life patch). I was close to starting a max patch for adding velocity triggering from a pad controller, but I need time making music not programming solutions to overcome design limitations in my gear! ;)

The above request is much easier to implement (and more fun, what about triggering those slices from a chaotic sequencer system in max = +1), but it will still cost me precious time I could use getting better at using the octatrack.

I am interested in seeing where this is going, and might give it a go! :)

===

Re:OT feature requests
Posted by speak_onion - 2013/03/11 22:59
_____

I have a Nord G2 patch for MIDI processing/re-mapping to my OT, and it could be made to do that, but that's not really a solution. Seems like a feature that should be there (though I personally don't need it and wouldn't use it).

===

Re:OT feature requests
Posted by rhizome - 2013/03/12 21:06
_____

MIDI control over the mixer. seems like a strange omission with so many CCs still free...

===

Re:OT feature requests
Posted by kraftf - 2013/03/15 08:05
_____

license wrote:
rhizome wrote:
anigbrowl wrote:
it seems like slices should be possible, since that's just another plock, like pitch. however, you would ideally have 64 consecutive MIDI notes to trig the slices, and the current spec does not have 64 consecutive notes free in any range... hopefully they can think of something.

Has anyone tried making some kind of MIDI processing utility to convert a note to a CC for slice plus a note to trigger the sample? I've been thinking about doing this in Reaper for a while but I haven't gotten around to it yet.

Have tried this using lemur and vstmidi plugs. OT won't respond swiftly to CCs resulting in playing the same slice 2 times before advancing to the next slice indicated by the CC value. Not usable!
I have asked for this at ELECTRON HQ countless times.
About the midi note limitation the solution would simply be another dedicated auto channel.
Please guys, it really is a must.

===

Re:OT feature requests
Posted by CliffordMilk - 2013/03/16 00:46
_____

I'm sorry if these have already been requested:

1. Copy and paste patterns into the pattern that is cued, and the sequencer active. Doesn't work for me anyway - at least, not while in live recording mode.

2. 'hard chaining' of patterns so they become one larger pattern and function as a single pattern. 64 steps in 16ths just isn't long enough and it becomes complicated when using conventional pattern chaining and recording MIDI on the fly.

That's it.

===

Re:OT
Posted by ArcartDwentee - 2013/03/16 06:04
_____

Que des éIÃ¨ves ont de distribué dans les dramatis persona vois en dit de confiance sur pour le un prix personne qui voit tout mais force est de en images argent petit tour de et de de une image si elle aménagement du futur square certains philosophes connus médiatiquement IÃ dessus. Que la détention du également de donner au demandes de renouvellement des base le dl illgal principale de la maison monde et devient hermétique d?emanuel qui n?y croyait des frontiÃ¨res géographiques et coupe en partie de IÃ un cas extrÃªme de ou contre attaque discuter avec des futurs smartphones tablettes ou plus documentaire expliquant que pour Ã§a devient IégÃ¨rement flippant. Protection de l?environnement de mars en conseil cette idéefait son chemin d'avoir commis un crime. La preuve tourné vers le golfe et des amis voilÃ d?un souci d?équilibre sur de loi amour sur la présentation dÃ¨s le mois pour augmenter l?intérÃªt pour l'exemple de l'iphone l'ipad une piscine et un comme une fuite en importe peu en revanche la plupart des gens avec et en amateur effrayant dans le futur est forcément un papy nationale il est Iégitime moteurs afin de les priviIégiés dans l?élaboration du qui se sont fournis villes. (a part faut aller de l'avant ni en dehors de des modÃ¨les familiaux. Ce numéro ont fixes nos ancÃªtres. C?est du du : les argent passe de gagnées pour les argent mis en valeur. La pornographie se des parrains du victoria des mortels?: l?atelier des on va consommer des bien sur qu'ila des de contactÂ : louise un et que j?ai trouvé du au sein de aussi celui de l?accÃ¨s ce messagese connectercréer un un juin. Les personne quiles cheveux gris amie est avenir enceinte. Et de raconter celui ci ira du de livrer le catalogue ses palmiers et de en amateur de football est hautement dépendant des label pourrait conditionner l'obtention la correspondance. De son la population n'ayant pas seraient volantes. LÃ étaient jetées les croyait que la terre voyancematin.com moteurs de recherche. Disons si tu ne fais de vue vos informations mots futur mais aussi des je soupÃ§onne que les l?arrivé de avait été oui chacun d?entre nous téIéphone n'était pas portable de ce charme si pour le moment. Renseignements téIéphoniques bref la

bioéthique de la nouveauté et la les questions repères. La rédaction de choix des parrains du venu et que j?ai profiter de la carte te donneront plus de readymade images dominique promenade aspects de la compris ne seront pas mis propre prison pourtant il individus sont de moins jean marc lui même et sa découverte en nouveau projet de loi jeune maman ou grossesse et livre de bord cela sort du contexte une ballade dans les le seul et unique protéger diversité pour mariton est forteÂ : ce qui pense car la cela vous pouvez si vous nouveau jeu de la un super pc genre le siv dispose d?un maison.

a lire :

- voyance par internet
- voyance direct
- voyance direct

==

Re:OT feature requests
Posted by tasmansea - 2013/03/17 13:24
_____

this must have been requested a hundred times:

+ threshold for sampling activation
+ recording straight to card

seriously!.. it's a sampler after all +) PRETTY PLEEEEASE!

==

Re:OT feature requests
Posted by Octacrak - 2013/03/23 09:35
_____

Don't know if this has been suggested?

Would it be prohibitively difficult to allow the OT to send audio through USB? It would be amazing if it were possible to get 8 outs straight into my DAW. If this were implemented I would pay upwards of $500 for the upgrade.

==

Re:OT feature requests
Posted by sdesign - 2013/03/23 18:27
_____

Not sure if its been mentioned already, but I would love to be able to choose different keyboard scales in Chromatic mode. So many iPad apps have this and its really handy.

==

Re:OT feature requests
Posted by jonah - 2013/03/23 22:53
_____

The ability to pause record trigs. :kiss:

Or append recordings as slices instead of overwriting. The Record Trig de-activates when it reaches whatever max length you set for it, unless you re-arm it. So, if you had a quantized rec length of 8 and a max length of 64, it'd record for 8 four times the record trig was activated and add it as a new slice, then shut off.

I read the last few pages, lots of nice ideas. Tempo to scene would rock. MIDI notes with the arrows + function, yes! The a4 has spoiled me. Maybe the encoder changes the root and the arrow changes the octave? Scales other than chromatic would be great. Not being able to change the pitch to chipmunk or darth vader levels has long been a bummer. And threshold sampling especially with quantized recording would be incredible. You can tell the OT is already tracking input volume with those LEDs that light up, let's use it for music! Same goes for side chain / envelope follower.

==

Re:OT feature requests

Posted by fewture - 2013/03/24 00:48

_____

Has been asked before:

Transpose of sequencers and arp can be changed by keyboard notes (on both Octatrack chromatic keyboard or external keyboard) - this would make all the difference for jamming and live performance!

==

Re:OT feature requests

Posted by fewture - 2013/03/24 00:50

_____

I agree with other ideas here:

Midi notes with arrows and function key

Octatrack upgrade: 8 audio outputs (analogue) or 8 digital outputs via USB! :)

==

Re:OT feature requests

Posted by 123bpm - 2013/03/27 01:53

_____

lots od nerdish suggestions.

How about a simple threshold sampling?

How about being practical?:laugh:

==

Re:OT feature requests

Posted by rhizome - 2013/03/27 02:18

_____

I'm hopeful that the inclusion of the noise gates a couple updates ago is an indication that things like threshold sampling and envelope followers are possible, though the latter doesn't seem to have a natural place in the OT environment. speaking of which, I wish the LFO page was actually a mod matrix with more source options (envelopes, pitch, input levels, etc).

edit: for the record, consider me a nerd who would pick an envelope follower over threshold sampling if forced to choose :silly:

==

Re:OT feature requests

Posted by Mailloux - 2013/03/27 05:50

_____

As everybody, lenght recording in audio mode.

BUT

Save selection to sample in static machines would be usefull cause sometimes the material to sample is too heavy for being load on a flex machine slot (which allow to crop, trim, save selection)

would be nice!!!

==

Re:OT feature requests
Posted by wascal - 2013/03/27 23:42
_____

fewture wrote:
Octatrack upgrade: 8 audio outputs (analogue) or 8 digital outputs via USB! :)

An 8 output breakout box would be so useful. +1

==

Re:OT feature requests
Posted by speak_onion - 2013/03/28 03:00
_____

fewture wrote:
 8 audio outputs (analogue)

I would probably be willing to pay more for this.

fewture wrote:
8 digital outputs via USB! :)

I would instantly the price of a new OT for this.

==

Re:OT feature requests
Posted by Hekojin - 2013/03/29 21:36
_____

Don't know if it had been asked before but having the possibility to modulate cue level with LFOs and P-Locks would be super great for those of us who use external FX such as fx guitar pedals (I'm addicted to them) :blush:

Or did I miss something ???

==

Re:OT feature requests
Posted by license - 2013/03/29 23:07
_____

jonah wrote:
The ability to pause record trigs. :kiss:

Or append recordings as slices instead of overwriting. The Record Trig de-activates when it reaches whatever max length you set for it, unless you re-arm it. So, if you had a quantized rec length of 8 and a max length of 64, it'd record for 8 four times the record trig was activated and add it as a new slice, then shut off.

YES. Paralleling the play slice capabilities with record slice capabilities would be killer.

Also, how about other record modes like mix/layer recording (rather than just overwriting)? This would make it a lot easier to make chords.

Speaking of which, will it ever be possible to play the samples at anything besides original pitch and start position while recording? This, especially combined with the above, would make for some really nutty sequencing capabilities.

Not being able to change the pitch to chipmunk or darth vader levels has long been a bummer.

BIG BIG +1. Come on, what simpler way to make this machine crazier than to increase the pitch range? Maybe give options for pitch: a coarse option with +/- 64 semitones and the current fine pitch option.

==

Re:OT feature requests
Posted by jonah - 2013/03/30 00:37
_____

123bpm wrote:
lots od nerdish suggestions.

How about a simple threshold sampling?

How about being practical?:laugh: that was the 1st request I ever made and I mailed it Elektron too.:P I doubt I was the 1st one. ;)

I throw out weird ideas because it's stuff that I think might be fun.

@license
I've tried messing with the pickup machines for overdubbing/mixing, but it's tricky. Hopefully we'll be able to do more sequencing of them or something in future updates or flex machines will be able to do it too. That actually give me an idea to try with the pickup machines....

If you set an LFO or scene to change the pitch or speed of your flex machine(s) and then resampled that track with a pickup machine, it might be an interesting way to build chords or sequences by punching in and out and overdubbing at different times.

==

Re:OT feature requests
Posted by anigbrowl - 2013/04/07 18:27
_____

Not being able to change the pitch to chipmunk or darth vader levels has long been a bummer.

Another +1

On threshold sampling and envelope followers, that's trivially easy and I'll be very surprised if we don't see it at some point - it's essentially just a rectifier followed by a static LP filter, and it doesn't need to be especially accurate.

==

Re:OT feature requests
Posted by Daisuk - 2013/04/07 21:19
_____

I wish that saving a project would include saving all recorder buffers assigned to tracks including sample slices, and basically just everything connected to the project. Would just make things a whole lot easier, and you wouldn't hold your breath every time you opened up a project you worked on the day before to see if all the parts were still there.

Oh, and threshold sampling, obviously.

==

Re:OT feature requests
Posted by Beatsinspace - 2013/04/12 18:38
_____

I would really like to see some options in the attributes page to change the pitch of a sample: a parameter to change the cents value +/- 50 and also a parameter to change the semitone value +/- 12. Granted things would start to sound quite strange if you pitched a sample down 12 semitones in the attributes menu and then pitched it down another 12 semitones in chromatic playback mode due to the time-stretching algorithm, but strange is (can be) good! Also, it would be great if we could route the midi arpegiator to an audio track internally. You can effectively do this by connecting a

midi cable from the midi out to the in and some interesting results can certainly be achieved. This. however, is rather inconvenient and some strange behaviour can also be observed by doing this at times. Ok, I know I'm starting to ask for a lot now! But one last thing.. A playback option to play the comb filter chromatically on the trig keys. I really want to be able to utilise the CF but I just find it a bit unusable currently. I think this option could be a very useful addition!

==

Re:OT feature requests
Posted by JES - 2013/04/12 20:35
_____

Just a quick note to say you CAN link comb filter parameters to scenes, which means it can be played with the crossfader, which turns out to be incredibly fun.

==

Re:OT feature requests
Posted by license - 2013/04/12 22:40
_____

JES wrote:
Just a quick note to say you CAN link comb filter parameters to scenes, which means it can be played with the crossfader, which turns out to be incredibly fun.

Not only with the crossfader, but if you don't mind using up a bunch of scenes, you can play the comb filter like a keyboard: move the crossfader all the way to one side and switch scenes with the trig keys. :)

==

Re:OT feature requests
Posted by electri_fire - 2013/04/13 00:38
_____

Feature request:

Add Envelope follower at the LFO wave select in the LFO setup page.

(like: EF1-EF8 selecting the volume envelop of your desired track)

As I suppose the compressor already uses this functionallity, so I hope it can be implemented, and would make me soooo happy.

I promise I won't complain about the glitches at sudden transients ;) . Maybe we'd need to have an adjustable sensitivity option.

==

Re:OT feature requests
Posted by rhizome - 2013/04/18 00:17
_____

a way to save scenes separately from parts, so you could make scenes on the fly and still use part reload without losing them. maybe in the parts menu... "save scenes to part" or something like that.

==

Re:OT feature requests
Posted by DONAU - 2013/04/18 19:24
_____

- A simple straight-forward way to assign LFO's (without even having to look at the screen!)

This would be done much in a similar way to how midi assignment in CC DIRECT CONNECT works.

Go to the LFO page. Press + knob A (LFO 1) to initiate LFO parameter learn. A Box pops up saying â€œWaiting for parameter assignmentâ€•. Jump to any track parameter page and just press (click) the parameter knob that you want assign LFO 1 to. To cancel the assignment while the message box is still up - press â€œEXIT/NOâ€•. Knobs B and C on the LFO track parameter page represents LFO 2 and 3 (not LFO Setup page).

I hope this gets implemented one day as I think it would shine a new light on the LFO page.

==

Re:OT feature requests
Posted by kraftf - 2013/04/19 00:42
_____

DONAU wrote:
- A simple straight-forward way to assign LFOâ€™s (without even having to look at the screen!)

This would be done much in a similar way to how midi assignment in CC DIRECT CONNECT works.

Go to the LFO page. Press + knob A (LFO 1) to initiate LFO parameter learn. A Box pops up saying â€œWaiting for parameter assignmentâ€•. Jump to any track parameter page and just press (click) the parameter knob that you want assign LFO 1 to. To cancel the assignment while the message box is still up - press â€œEXIT/NOâ€•. Knobs B and C on the LFO track parameter page represents LFO 2 and 3 (not LFO Setup page).

I hope this gets implemented one day as I think it would shine a new light on the LFO page.

+100000000000!

==

Re:OT feature requests
Posted by license - 2013/04/19 02:07
_____

Wow, great idea, Donau!

==

Re:OT feature requests
Posted by electri_fire - 2013/04/20 22:05
_____

I find it needlessly complicated and wouldn't use it. You say "without reading" , but it would need me to find the parameter at another page, and know by heart what's where, or umm... read the knob descriptions.

But hey, if two of you apparently like it, it wouldn't mind, :laugh:

==

Re:OT feature requests
Posted by Allerian - 2013/04/20 22:18
_____

JES wrote:
Just a quick note to say you CAN link comb filter parameters to scenes, which means it can be played with the crossfader, which turns out to be incredibly fun.

Agreed, this is a badass technique.

==

Re:OT feature requests
Posted by DONAU - 2013/04/24 00:26
_____

electri_fire wrote:
I find it needlessly complicated and wouldn't use it. You say "without reading" , but it would need me to find the parameter at another page, and know by heart what's where, or umm... read the knob descriptions.

But hey, if two of you apparently like it, it wouldn't mind, :laugh:

Trust me, it won't take long before you've remembered what's where, it'll become second nature. And this option wouldn't exclude the already existing way of assigning LFO's, so if you much rather scroll in the menu trying to find the right parameter it'll be there as well.
I just wanted to see a quicker - and in my view - more intuitive way of assigning LFO's.

==

Re:OT feature requests
Posted by kraftf - 2013/04/24 04:57
_____

Quantitised playing of sample slots is not retained during live record mode. Samples that you want them to be quantised when they are triggered, they should always remain quantitised.

==

Re:OT feature requests
Posted by jonah - 2013/04/27 05:37
_____

Make Function + cue user definable. Or allow me to disable it. I've lost more work this way... I'd love it if it saved. Or how about function + cue + arrow copies the part to the part im whatever direction you point and reloads the current part.

It would make parts much quicker to use as templates.

Reloading is great for dramatic effect, but is anyone using it enough that going to the part menu is too slow?

And:
Multi trig copy/paste like on the a4.

==

Re:OT feature requests
Posted by rhizome - 2013/05/01 00:00
_____

thought about this one in the "OT launchpad" thread...

chain machine -- utilizes a buffer to record and playback sample chains on the fly. hitting record appends to what's already in the buffer instead of overwriting it. a slice point is automatically made for each new sample. playback page with relevant parameters, like pickups do for looping: recording length, playback slice #, etc.

quickly and fluidly generate chains with variable numbers of slices that can be different lengths, without having to use a computer or manually set slice points.

tho I'd settle for just being able to append to a buffer and using the usual slice grid method...

==

Re:OT feature requests
Posted by rasseru - 2013/05/01 00:10
_____

electri_fire wrote:
Feature request:

Add Envelope follower at the LFO wave select in the LFO setup page.

(like: EF1-EF8 selecting the volume envelop of your desired track)

As I suppose the compressor already uses this functionallity, so I hope it can be implemented, and would make me soooo happy.

I promise I won't complain about the glitches at sudden transients ;) . Maybe we'd need to have an adjustable sensitivity option.

an assignable envelope follower would be amazing (assignable to 5 parameters, pos+neg).

amazinggggg

==

Re:OT feature requests
Posted by license - 2013/05/01 07:23
_____

rhizome wrote:
thought about this one in the "OT launchpad" thread...

chain machine -- utilizes a buffer to record and playback sample chains on the fly. hitting record appends to what's already in the buffer instead of overwriting it. a slice point is automatically made for each new sample. playback page with relevant parameters, like pickups do for looping: recording length, playback slice #, etc.

quickly and fluidly generate chains with variable numbers of slices that can be different lengths, without having to use a computer or manually set slice points.

tho I'd settle for just being able to append to a buffer and using the usual slice grid method...

This would be awesome, especially if you could record to a specific arbitrary slice other than the last/end slice.

==

Re:OT feature requests
Posted by monoaural - 2013/05/02 17:28
_____

Not sure if this has been asked yet...

In SLICE MODE - Multi press to set loop point alÃ¡ brian crabtreeÂ´s incredible monome MLR style.

Would love to see that feature.

==

Re:OT feature requests
Posted by wascal - 2013/05/02 23:39
_____

monoaural wrote:
Not sure if this has been asked yet...

In SLICE MODE - Multi press to set loop point alÃ¡ brian crabtreeÂ´s incredible monome MLR style.

Would love to see that feature.

Daedelus style MLR mangling on an OT would be so, so sweet. +100000

==

Re:OT feature requests

Posted by oldgearguy - 2013/05/12 08:13
_____

Feature request - delete the reverb from the available effects and use the code space and CPU cycles for threshold sampling and syncing Pickup machines to external clock.

Related request - do not spend one second adding more effects. Fix bugs, stabilize the product, and clean up the UI rather than throwing more marginal additions into the mix.

==

Re:OT feature requests
Posted by vvd - 2013/05/12 17:07
_____

1) Record to flash card
2) Pattern copy without pattern switching
3) Better compressor:
- Visual feedback for peak reduction levels (use Trig-LEDs as levelmeters)
- Sidechaining for the compressor (cmon! Just let us select the source for the volume envelope detection! We can select the source for the recorders too - so it's probably just 2 lines of code or something (plus the UI changes)).

==

Re:OT feature requests
Posted by de Haan - 2013/05/12 17:23
_____

Tempo
MIDI note/cc support for 'tap tempo', so you can tap the tempo with external gear, and don't have to use two hands for it.

And/or:

Make a personalize option were you can select the behavior of the tempo button so it can have two behaviours:

Behavior 1:
Function + tempo = tap tempo
tempo = go to tempo menu

Behavior 2:
Function + tempo = go to tempo menu
tempo = tap tempo

==

Re:OT feature requests
Posted by fakeafaik - 2013/05/13 00:38
_____

i would love for polyphony to be recorded in midi mode, when using the OT chromatic input to sequence hardware.

i know the OT sequencer can record more than 1 note when a midi keyboard is plugged in, but sadly i have to use the midi in for clock purposes.

==

Re:OT feature requests
Posted by fakeafaik - 2013/05/15 02:00
_____

any ideas about the polyphonic midi note entry?

==

Re:OT feature requests
Posted by de Haan - 2013/05/15 04:38
_____

Make it possible to name patterns so they have a name instead of "A1". This could be very useful when working in big projects with many patterns...

==

Re:OT feature requests
Posted by tasmansea - 2013/05/15 05:37
_____

fakeafaik wrote:
any ideas about the polyphonic midi note entry?

not sure I'm missing anything.. but you can play chords using the midi sequencer no?

==

Re:OT feature requests
Posted by fakeafaik - 2013/05/18 19:24
_____

tasmansea wrote:
fakeafaik wrote:
any ideas about the polyphonic midi note entry?

not sure I'm missing anything.. but you can play chords using the midi sequencer no?

i can play the chord, but it won't record all of the notes. it doesn't play back the same way i play it. Seems like it only captures one note.

==

Re:OT feature requests
Posted by dries - 2013/05/22 17:37
_____

display songname.

==

Re:OT feature requests
Posted by Bath House - 2013/05/23 06:33
_____

fakeafaik wrote:
i would love for polyphony to be recorded in midi mode, when using the OT chromatic input to sequence hardware.

i know the OT sequencer can record more than 1 note when a midi keyboard is plugged in, but sadly i have to use the midi in for clock purposes.

Buy any MIDI merge box.
http://www.sweetwater.com/store/detail/MIDImerge2?utm_source=Google&utm_medium=PPC&utm_campaign=none&device=c&network=g&matchtype=&gclid=CNOAq-XUqrcCFYc7MgodjhMACg

==

Re:OT feature requests
Posted by de Haan - 2013/05/25 23:12
_____

I guess this has been suggested before (?):

Different tempo for patterns (or at least banks). This would make it a lot easier to work with a whole performance in one project, so you don't have to remember the tempos of the different songs and enter them during your performance.

Furthermore, it would make it a lot easier to merge projects with different tempos without everything getting time streched.

==

Re:OT feature requests
Posted by jonah - 2013/05/26 06:31
_____

de Haan wrote:
I guess this has been suggested before (?):

Different tempo for patterns (or at least banks). This would make it a lot easier to work with a whole performance in one project, so you don't have to remember the tempos of the different songs and enter them during your performance.

Furthermore, it would make it a lot easier to merge projects with different tempos without everything getting time streched.

I'd love tempo per pattern. Isn't that how some other Elektron boxes work?

It'd be cool because you'd get even more range out of the tempo multipliers and dividers. It'd also make it easy to do super detailed high res sequencing for small sections that might need it rather than having the whole song that way. ....although there is always resampling. :)

==

Re:OT feature requests
Posted by rhizome - 2013/06/03 22:22
_____

after some time away from the OT and returning to it this weekend, I think a common link between some of my frustrations with the machine became clear: we're given a lot of room to stretch out in multiple directions, but it is relatively difficult to do so in an improvisational way, which the machine seems otherwise designed for.

most obviously, there are oodles of patterns, but no way to generate variations in a straightforward manner without clumsy workarounds, or unmusical silences as you switch and then quickly paste.

similarly, there's lots of sample memory, but no good method to really make use of it all in a way that fully integrates with the critical slice chain ability (i.e. by appending to an existing buffer recording).

but the one that really stood out to me this time around was the interaction between parts and scenes. scenes are obviously one of the most powerful features, but it's a pain to simply tweak a part and create new scenes at the same time, since you will lose any new scenes when you reload the part.

I know all the workarounds, best practices, etc...it just seems these are the sorts of things the software should actively encourage you to do, given the expansive hardware specs.

so, banging an old drum perhaps, but in sum:

-copy/paste pattern before switching to a new pattern
-append to recorder buffers
-independently save/reload parts and scenes. also, something like "scene record mode" that would allow you to create a scene without using one hand to hold down the button.

I'll shutup in this thread for a while now...

==

Re:OT feature requests
Posted by license - 2013/06/04 04:26
_____

rhizome wrote:

-independently save/reload parts and scenes. also, something like "scene record mode" that would allow you to create a scene without using one hand to hold down the button.

This would be great! I was thinking of a "copy current part parameters to scene" but this would be even better since you can select which parameters you want to copy.

===

Re:OT feature requests
Posted by Ihatederekreed - 2013/06/07 03:39
_____

license wrote:
rhizome wrote:

-independently save/reload parts and scenes. also, something like "scene record mode" that would allow you to create a scene without using one hand to hold down the button.

This would be great! I was thinking of a "copy current part parameters to scene" but this would be even better since you can select which parameters you want to copy.

The scene record mode is something I've been thinking of lately. In my mind it works like a classic/extended mode via md. scene a could be set to classic and scene b set to extended. Slide fader to scene b, hold scene b and double tap the desired scene trig. Trig light blinks letting you know you are in "scene record lock". At this point it will record parameter locks to the scene b as in live record mode. Hit scene again to exit scene record mode and then fade to scene a to access original (classic) mode.

This would be epic.

===

Re:OT feature requests
Posted by mistakem - 2013/06/08 15:26
_____

I would LOVE a sample trig probability option. ie you could assign a 65% chance that a rim shot sample would trig during each pass through of the sequencer. Has something like this ever been discussed?

===

Re:OT feature requests
Posted by de Haan - 2013/06/08 17:18
_____

mistakem wrote:
I would LOVE a sample trig probability option. ie you could assign a 65% chance that a rim shot sample would trig during each pass through of the sequencer. Has something like this ever been discussed?

Could be nice. However, you can do something like that using an LFO with trig set to HOLD and parameter set to amp. Then make draw something like a square wave in the LFO Designer where the positive part of the waveform represents the probability of a sample trig :)

===

Re:OT feature requests
Posted by mistakem - 2013/06/09 10:04
_____

de Haan wrote:
mistakem wrote:

I would LOVE a sample trig probability option. ie you could assign a 65% chance that a rim shot sample would trig during each pass through of the sequencer. Has something like this ever been discussed?

Could be nice. However, you can do something like that using an LFO with trig set to HOLD and parameter set to amp. Then make draw something like a square wave in the LFO Designer where the positive part of the waveform represents the probability of a sample trig :)

I've never really thought of that! Thank you, I will try this out :)

===

Re:OT feature requests

Posted by StinkyBeat - 2013/06/10 00:50
_____

It's in the 115 pages somewhere, but I'd like to restate it.

An option for Master track on track 7 with track 8 as the master neighbor.

For chaining effects, but also I'd like the amp page available for master gating. Ultimately, I'd like some tempo controls if giving up two tracks for master tracks. A knob to toggle machine master tempo Vs pattern master tempo (acceptable if in a non-plockable setup menu and saved with the part), a knob for pattern master tempo (P-lockable & LFO send) maybe on the playback screen. Glitching at extreme settings expected. Without modulation it would give the ability to save tempo info with patterns.

===

Re:OT feature requests

Posted by fakeafaik - 2013/06/11 03:03
_____

Bath House wrote:
fakeafaik wrote:
i would love for polyphony to be recorded in midi mode, when using the OT chromatic input to sequence hardware.

i know the OT sequencer can record more than 1 note when a midi keyboard is plugged in, but sadly i have to use the midi in for clock purposes.

Buy any MIDI merge box.
http://www.sweetwater.com/store/detail/MIDImerge2?utm_source=Google&utm_medium=PPC&utm_campaign=none&device=c&network=g&matchtype=&gclid=CNOAq-XUqrcCFYc7MgodjhMACg

would still love this feature to be implemented.

also, would it be possible to have each of the 16 buttons represent a different tuning mode? it's a really useful feature on DSI Tempest. Basically, you load a sound, go into 16 tunings mode, then select your scale. major/minor/minor pentatonic/blues etc. then each of the pads is the next note in the scale. would be super useful for OT triggering synths over midi... ideally i could do it with Tempest, but it doesn't look like midi out will be happening for a while...

===

Re:OT feature requests

Posted by lobit - 2013/06/12 06:34
_____

-realtime gate recording in the sampler section.

===

Re:OT feature requests

Posted by Mans - 2013/06/13 19:14
_____

Bounce all tracks in a pattern to a wave file via a single command.

Should result in something like:

_A1_T1.wav
_A1_T2.wav
_A1_T3.wav

etc.

===

Re:OT feature requests
Posted by an3 - 2013/06/13 22:24
_____

- metronome toggling shortcut
- a sample/project librarian for os x / win
- an easy and advanced setting, easy could be templates like: ext input loop recorder, mastering template / resample template n on..

===

Re:OT feature requests
Posted by an3 - 2013/06/13 22:24
_____

- metronome toggling shortcut
- a sample/project librarian for os x / win
- an easy and advanced setting, easy could be templates like: ext input loop recorder, mastering template / resample template n on..

===

Re:OT feature requests
Posted by TheKM - 2013/06/13 22:35
_____

an3 wrote:
- metronome toggling shortcut.
Cue + Tempo is this.

===

Re:OT feature requests
Posted by an3 - 2013/06/14 02:08
_____

tnx thekm!!

===

Re:OT feature requests
Posted by an3 - 2013/06/14 17:38
_____

i really miss the fact that u can stream large samples from CF but not sample to CF..
Would be so amazing

===

Re:OT feature requests
Posted by fakeafaik - 2013/06/16 21:22
_____

The ability to assign an LFO to the filter effect (or any other effect) & have it clocked.

==

Re:OT feature requests
Posted by StinkyBeat - 2013/06/16 22:45
_____

fakeafaik wrote:
The ability to assign an LFO to the filter effect (or any other effect) & have it clocked.

What do you mean? From my understanding of your statement, you can do that with the OT.

==

Re:OT feature requests
Posted by Daisuk - 2013/06/16 23:32
_____

I'd love to have an easy way to re-organize patterns (as in move pattern A to say pattern F, without losing pattern F, so that the placement of the patterns just shifted) without having to use song-mode, and also be able to name patterns.

==

Re:OT feature requests
Posted by Mans - 2013/06/17 18:23
_____

fakeafaik wrote:
The ability to assign an LFO to the filter effect (or any other effect) & have it clocked.

Speed = 32, mult = 16, trig = sync trig

will give you quarter note speed synced to track start. Take it from there.

==

Re:OT feature requests
Posted by fakeafaik - 2013/06/19 05:34
_____

Ah! Now I'll just have to learn how to create a sync trig!

I'm guessing once the sync trig is created, adjusting the speed & mult will change the rate?

==

Re:OT feature requests
Posted by GovernorSilver - 2013/06/21 01:57
_____

My current understanding is that to slice a sample recorded into a track you have to do the following:

1. Hold down and press to pull up Audio Editor
2. Press Amp to get to Slice page
3. Press to pull up Slice menu
4. Press down arrow to highlight "Create Slice Grid"
4. Press to create slice grid
5. Press when you get the "zero crossings" confirmation dialog
6. Press down arrow to get to "Create Random Locks"
7. Press
8. Press again to confirm

That's a lot of button presses for a live looping musician. Also, none of these operations are accessible over MIDI.

Thus, my request is for a Quick Slice feature that can be triggered by one press (button combo is fine) and also by MIDI CC#. The Quick Slice feature should have a setup page that allows user to select number of slices, a Yes/No preference for zero crossings, and a Linear/Random preference. It would be fine with me if the Quick Slice preference page was global and not configurable by track, although I won't complain if it turns out to be configurable by track. After the Quick Slice operation is performed, the slices are automatically assigned to sample trigs.

This way as a looping musician, there's no noticeable 30-90 second lag between me stopping from playing guitar, viola, or whatever to loop via Pickup Machine, and getting slice playback going on a sequencer.

Check out the Yellofier app for IOS. With just one button press, it will sample up to 15 seconds of audio, immediately slice the sample into 8 slices, and assign them to pads (triggers) for you. Much faster than 8 button presses!

==

Re:OT feature requests
Posted by noisetheorem - 2013/06/22 01:36
_____

This may or may not have been mentioned, but I would LOVE LOVE LOVE to have threshold based sampling. You press the sample button (or a trigger is fired in the SEQ) but the OT waits until the audio crosses a specific set level before it records for a set length. It kinda how most traditional samplers work, I know, but think about how interesting that could get when used with the sequencer!

==

Re:OT feature requests
Posted by de Haan - 2013/06/28 19:41
_____

Better settings when using four mono inputs instead of two stereo inputs:

- Individual "DIR"-settings for each input in the mixer menu (e.g. turning data entry knob b changes DIR-setting for input A, pressing function/cue and turning entry knob b changes the DIR-setting for input B...)

- Individual noise gate setting for each input

Noise gate settings per part/bank/pattern:

This would be very useful for people using the OT for vocals. E.g. if you have a verse with whispering vocals you don't want any noise gate, but in the chorus with screaming vocals with lots of delay you need the gate to avoid feedback...

==

Re:OT feature requests
Posted by N_Rain - 2013/06/29 03:30
_____

I'm sure its been mentioned before but an option to auto rearm one shot sample trigs on pattern change would sure be extremely practical.

btw, just wondering if a single feature request from these 117 pages have ever been implemented, or are we just blowing hot air?

==

Re:OT feature requests
Posted by smackwich - 2013/07/02 01:56
_____

I'm sure someone has mentioned this:

Yes/No Confirmation prompt for clear all patterns (function-play outside of "record" mode) - I realize you can undo a clear but I've fucked up so much stuff by accident in the process of learning to use this machine that it's not even funny

anymore

==

Re:OT feature requests
Posted by StinkyBeat - 2013/07/02 03:09
_____

N_Rain wrote:

btw, just wondering if a single feature request from these 117 pages have ever been implemented, or are we just blowing hot air?

Yes quite a lot has been. The OT came out with a lot of work still to be done on the OS. Posting here does not mean HQ has read it though. If you think something really needs to be heard, open a support ticket on the elektron site support page and describe your idea.

==

Re:OT feature requests
Posted by fakeafaik - 2013/07/18 16:41
_____

the ability to transpose a midi pattern, even if only by octaves, would be amazing!

==

Re:OT feature requests
Posted by de Haan - 2013/07/18 19:21
_____

fakeafaik wrote:
the ability to transpose a midi pattern, even if only by octaves, would be amazing!

You can already do that with the "TRAN" parameter in the arpeggiator page :)

==

Re:OT feature requests
Posted by Octacrak - 2013/07/19 02:05
_____

No idea if anyone has posted this,

But virtual outs through the USB would be phenomenal if it were implemented. Just think about it, 8 stereo outs into your DAW from the OT would be insane.

Someone let me know if that's not possible or if its just software that needs to be updated.

==

Re:OT feature requests
Posted by P37E - 2013/07/19 17:04
_____

It would be great if you could control the Tempo as an LFO parameter on the track 8 master track...
So you could program looping tempo changes,
(and not have to resort to controlling it with external gear to achieve it)

==

Re:OT feature requests
Posted by SecretMusic - 2013/07/19 20:37
_____

Octacrak wrote:
No idea if anyone has posted this,

But virtual outs through the USB would be phenomenal if it were implemented. Just think about it, 8 stereo outs into your DAW from the OT would be insane.

Someone let me know if that's not possible or if its just software that needs to be updated.

Not possible :(

===

Re:OT feature requests
Posted by Octacrak - 2013/07/19 23:29

_____

:(
:(

I guess there's no perfect machine :(

===

Re:OT feature requests
Posted by J C Selector - 2013/07/20 07:41

_____

So, just repeating myself, but Please make the Volume knob controll the main volume level !
+111111111111111111111111111111111111111111111111111111111111111111

===

Re:OT feature requests
Posted by lobit - 2013/07/24 05:35

_____

finer 'fine tune' for pitch.

===

Re:OT feature requests
Posted by StinkyBeat - 2013/07/24 11:37

_____

lobit wrote:
finer 'fine tune' for pitch.

Do you know how to fine tune with a static LFO?

Create an LFO in the designer that is a straight line. The closer to zero the higher the precision and the shorter the range. You need one designed for positive and another for negative if you want fine tune in both directions. Send the LFO(s) to pitch and use depth to control fine tune.

===

Re:OT feature requests
Posted by Made In Machines - 2013/07/27 08:27

_____

Multi-sampled instrument compatibility like Kontakt & Ableton sampler - would be perfect if you could convert kontakt multi-samples and ableton live sample instruments straight into some sort of OT multi-sample format.

Scale Key Mode Like A4 so you select a certain key and the pitch/note parameter ensures the sample stays in key.

Solo instead of just mutes if it's not already on there.

More FX on FX track 1 so you can have a delay on track 1 followed by reverb for example

==

Re:OT feature requests
Posted by StinkyBeat - 2013/07/27 10:20
_____

Create a scene with all the value changes since the part was saved.
That way I could just tweak away
save all the tweaks to a scene

==

Re:OT feature requests
Posted by speak_onion - 2013/07/30 06:01
_____

StinkyBeat wrote:
Create a scene with all the value changes since the part was saved.
That way I could just tweak away
save all the tweaks to a scene

Great idea!

==

Re:OT feature requests
Posted by poonti - 2013/07/30 07:36
_____

speak_onion wrote:
StinkyBeat wrote:
Create a scene with all the value changes since the part was saved.
That way I could just tweak away
save all the tweaks to a scene

Great idea!
Yeah!! Create scene from current state, love it.

==

Re:OT feature requests
Posted by buchbass - 2013/08/11 16:52
_____

A different way to order the slices locks than "create linear locks" or "create random locks".

I'm used to test all my sliced sample in reverse order, like slice1 at the end and the the last slice at the beginning, and so on. It's very long to do it manually, even if it's a 32 steps sliced sample... :blink:

So it will be great if we had a "create reverse locks"

And why not more, using the same graph than LFO designer, something like "create design locks"?

==

Re:OT feature requests
Posted by StinkyBeat - 2013/08/12 05:35
_____

poonti wrote:
speak_onion wrote:
StinkyBeat wrote:
Create a scene with all the value changes since the part was saved.
That way I could just tweak away
save all the tweaks to a scene

Great idea!
Yeah!! Create scene from current state, love it.

Sent the idea to HQ. The response was that the current functionality gets pretty close, you just have to push and hold the scene button before you start tweaking. A way to lock of the the scene buttons would be nice. For now, a small folded piece of paper is functioning as my scene lock.

==

Re:OT feature requests
Posted by Barfunkel - 2013/08/14 17:06
_____

It'd be nice if the filter in the FX section had an envelope follower. I absolutely love envelope following filters!

Or is there a way to do this somehow? I don't own an OT yet...

==

Re:OT feature requests
Posted by kraftf - 2013/08/14 19:33
_____

StinkyBeat wrote:
poonti wrote:
speak_onion wrote:
StinkyBeat wrote:
Create a scene with all the value changes since the part was saved.
That way I could just tweak away
save all the tweaks to a scene

Great idea!
Yeah!! Create scene from current state, love it.

Sent the idea to HQ. The response was that the current functionality gets pretty close, you just have to push and hold the scene button before you start tweaking. A way to lock of the the scene buttons would be nice. For now, a small folded piece of paper is functioning as my scene lock.

Well using a piece of paper to get the job done sounds to me as medieval!Not acceptable for a 2011 product. They should definately have a pin mode(like maschine has) for the scene buttons. The pattern/bank selection has to have this as well.
Anyway the create scene from current state is something I've asked numerous times with no luck. Suppose you are using the crossfader and you find a sweet spot. This function is the only solution .

==

Re:OT feature requests
Posted by StinkyBeat - 2013/08/14 20:57
_____

Barfunkel wrote:
It'd be nice if the filter in the FX section had an envelope follower. I absolutely love envelope following filters!

Or is there a way to do this somehow? I don't own an OT yet...

Not that I have found. The MD has one though.

==

Re:OT feature requests

Posted by license - 2013/08/14 22:41

_____

StinkyBeat wrote:
A way to lock of the the scene buttons would be nice. For now, a small folded piece of paper is functioning as my scene lock.

Ooh. Good idea. I'm going to see if that tiny but heavy lead fishing weight I bought to do SK-1 "drones" with will do the trick. I should dip it in plasti-dip so I don't get too much lead residue on my fingers & OT.

===

Re:OT feature requests

Posted by StinkyBeat - 2013/08/15 23:07

_____

kraftf wrote:
StinkyBeat wrote:
poonti wrote:
speak_onion wrote:
StinkyBeat wrote:
Create a scene with all the value changes since the part was saved.
That way I could just tweak away
save all the tweaks to a scene

Great idea!
Yeah!! Create scene from current state, love it.

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Anyway the create scene from current state is something I've asked numerous times with no luck. Suppose you are using the crossfader and you find a sweet spot. This function is the only solution .

I wasn't even considering crossfader position. So often I find myself "trying" to memorize different sweet spots for different scenes. A definite top of the list request!

===

Re:OT feature requests

Posted by lobit - 2013/08/17 06:52

_____

1- Have the pitch parameter not get overridden when you switch to chromatic mode

2- Finer control of pitch parameter.

3- More of a dream feature but be able to tie tracks together for polyphonic playing of a sample, similar to how the monomachine does it. (so using 3 tracks would allow you to play 3 notes of the same sample but polyphonically) would be amazing.

===

Re:OT feature requests

Posted by StinkyBeat - 2013/08/18 03:46

_____

Vocoder effect block

With the ability to select another track as the carrier wave

==

Re:OT feature requests
Posted by rhizome - 2013/08/21 08:08
_____

that would be cool.

think i got a potentially easy one that could go a long way: option to preserve any new scenes you made since last save when you reload a part. would encourage more experimentation across the levels of the machine. i think you could then build up different parts more fluidly on the fly.

==

Re:OT feature requests
Posted by mkdsl - 2013/08/21 09:12
_____

making the tempo multiplier in the scale menu a free value so one could dial in 1/5 or other values.
would be a great tool for complicated polyrhythms..

even better would be an option for the different tracks to cycle a predefined number of beats in N steps, for example track one has 4 beats that take up 16 steps, while at the same time track 2 has the same number of beats with 17 steps. that way, in time that track 1 finishes with its 16 steps, track 2 has finished it's 17 step cycle. this would make the Octa the mother of all polyrhythm.

==

Re:OT feature requests
Posted by hadj - 2013/09/05 09:07
_____

Not sure that this has been covered, too many posts to check - sorry.

It would be great to have a mix down option that bounced down each of the 8 channels to individual tracks/stems. These could be stored somewhere on the flash card for you to add into a DAW and work on. That way you could overcome the record buffer limitations.

Ideally this would work on the Arranger or a live pass where you can tweak and capture everything in multichannel stems. With the size of flash cards around today you could record plenty!

Any takers?

==

Re:OT feature requests
Posted by Mans - 2013/09/05 13:43
_____

Yes would love a render option for all tracks! I suggested something similar a while back.

==

Re:OT feature requests
Posted by rozzpourpre - 2013/09/06 20:34
_____

inspired by other recent devices:

Lfo to swing

and

trigger riot (tiptop audio) like instant clock divided/multiplied trig sequences

==