for the blofeld users
Posted by kirlian - 2009/01/24 03:51
_____

i just came across this link regarding an updated blofeld firmware,

here is an excerpt from the waldorf forum link posted 9 january:

-A new firmware with multimode will be released this January.
Multimode means 128 multi programs that can be stored & edited,
with 16 parts, split, transpose, detune etc. per part.
Betatesters are hereby free to report about multimode here.

:cheer: :cheer:

not being able to save a multi has kind of sucked.

==

Re:for the blofeld users
Posted by papertiger - 2009/01/24 03:52
_____

kirlian wrote:
i just came across this link regarding an updated blofeld firmware,

here is an excerpt from the waldorf forum link posted 9 january:

-A new firmware with multimode will be released this January.
Multimode means 128 multi programs that can be stored & edited,
with 16 parts, split, transpose, detune etc. per part.
Betatesters are hereby free to report about multimode here.

:cheer: :cheer:

not being able to save a multi has kind of sucked.

that's great news and great that they're supporting the device! (even though it's taken a while to implement this strangely omitted function!)

==

Re:for the blofeld users
Posted by kirlian - 2009/01/24 20:04
_____

here is a little more info:

License SL is the Sample Play Option for Blofeld. With this license, 60 Megabyte of Sample Flash Memory are available for factory or user samples. These samples and multisamples go through Blofeld's synthesis engine just like oscillators â€" an enourmous extension to Blofeld's sonic possibilities!

i think i read that the hardware necessary for this is already in place in the desktop blofeld and is just awaiting the firmware update.

damn!! how did i miss this from the namm announcements? anyway, this is what i was hoping access would do with the virus.

 it appears that the humble little blofeld with it's pittance of knobs is just about to become a complete fkng monster synth - with a pittance of knobs.

:woohoo:

==

Re:for the blofeld users

Posted by tIB - 2009/01/24 20:06

_____

...and that's me importing a blofeld very soon then!

===

Re:for the blofeld users

Posted by kirlian - 2009/01/24 20:17

_____

just had a poke around and could not find where i read about the desktop having the necessary equipment for the sample option. hmm...

from the waldorf link:

I cannot say anything yet about the availability of the sample play
option for Blofeld desktop. Maybe we will make some announcement on
NAMM.

in any event multi saving will def be cool.

hope hope hope

===

Re:for the blofeld users

Posted by digidennis - 2009/01/24 22:08

_____

the blofeld desktop has the fitted ram already, but you need to pay $150 (not official price yet) for a license to use it the sample oscilators.

===

Re:for the blofeld users

Posted by Tarekith - 2009/01/24 23:32

_____

Thanks man, you just made my day, as this Multi mode issue has kept me from seriously saving for one until now.

===

Re:for the blofeld users

Posted by makko - 2009/01/24 23:57

_____

its certainly a nice upgrade, but i've heard rumours that the update is gonna cost another 100 euro's or something near that. :huh:

well.. i will get a blofeld someday...   but first a monomachine :cheer:

===

Re:for the blofeld users

Posted by glitched - 2009/01/25 03:34

_____

kirlian wrote:

damn!! how did i miss this from the namm announcements? anyway, this is what i was hoping access would do with the virus.

:

You got the latest 3.0 beta OS for the Virus, didn't you?

http://www.access-music.de/news.php4
http://www.access-music.de/downloads.php4?product=virustipolar

It doesn't add any 60M of brass samples or whatever, but the new "Tape Delay" is cool and there are a host of new distortion algorithms. Oh, and there's a mysterious "Character" setting that isn't described in detail, but it seems to apply an EQ curve to the final output.

==

Re:for the blofeld users
Posted by papertiger - 2009/01/25 03:48
_____

kirlian wrote:
here is a little more info:

License SL is the Sample Play Option for Blofeld. With this license, 60 Megabyte of Sample Flash Memory are available for factory or user samples. These samples and multisamples go through Blofeld's synthesis engine just like oscillators â€“ an enourmous extension to Blofeld's sonic possibilities!

holy crap. that's great! keep us posted about it if you get it, mmkay?

==

Re:for the blofeld users
Posted by StirHouse - 2009/01/25 04:45
_____

just curious what your guys thoughts on the sample upgrade option are. opinions seem to be split pretty well down the middle on the waldorf mailing list.

Popular opinion A:
what, you mean the blofeld has had the hardware necessary to do this all along, but I have to pay an extra $150 to unlock it?

Popular opinion B:
You opinion A people are whiners! I love Waldorf! $150 isn't that big of a deal

==

Re:for the blofeld users
Posted by AfroRouge - 2009/01/25 05:15
_____

The Blofeld is cheap as dirt. I think it's actually an advantage to not have to pay the extra if you don't need the added functionality.

I just ordered one and am going to wait to see how the sampling function works before I decide whether to buy the upgrade. I'm not sure it's essential.

==

Re:for the blofeld users
Posted by ccclipper - 2009/01/25 07:03
_____

Sweet I just picked one up off of ebay a couple of hours before I read this...So what people are saying is that the all Blofelds were released with the ability to take this upgrade? Just checking because I don't know exactly how old a Blofeld I'm getting.

==

Re:for the blofeld users
Posted by tIB - 2009/01/25 11:20
_____

AfroRouge wrote:
The Blofeld is cheap as dirt. I think it's actually an advantage to not have to pay the extra if you don't need the added functionality.

I just ordered one and am going to wait to see how the sampling function works before I decide whether to buy the upgrade. I'm not sure it's essential.
Good point. I was a little peeved about the price increase but i suppose its only the same as getting a uw...
(Although the uw isnt as far as im aware already installed in the sps1!)
Quite excited by the new blofeld features, think ill wait and see how they are implemented and then get one ordered. :)

==

Re:for the blofeld users
Posted by LIVESEQ - 2009/01/29 02:10
_____

has anyone had a look inside to see if the ram is in the box?

==

Re:for the blofeld users
Posted by LIVESEQ - 2009/01/29 07:05
_____

had a look in the blofeld. Found this.

K9F1208U0C (Samsung semiconductor) - 64M x 8 Bit NAND Flash Memory

I presume this is up to the job of playback but I am not certain.

Cant wait to see what they have for us.

==

Re:for the blofeld users
Posted by papertiger - 2009/01/29 08:19
_____

very interested to see where this goes. i wonder if it will be something like the nord wave? i haven't heard much about the sample function in that one though. . .

==

Re:for the blofeld users
Posted by texmex - 2009/01/29 17:54
_____

LIVESEQ wrote:
had a look in the blofeld. Found this.

K9F1208U0C (Samsung semiconductor) - 64M x 8 Bit NAND Flash Memory

I presume this is up to the job of playback but I am not certain.

Cant wait to see what they have for us.

NAND is ROM memory used in USB sticks and such. So it's not RAM.

So all Blofelds are capable of sampling but it's the software not supporting it yet... to me it smells like cashing. You pay for hardware which you can't even use to full extent without additional charges.

===

Re:for the blofeld users
Posted by Thomas - 2009/01/29 18:07
_____

A big software update like this, is something i gladly will pay for. We always have to pay for updating software anyways, so dont think this is any different. Rumors says that the multimode update is free though.

Just hoping for the possibility to change sample/loop start and end values via lfo, env or midi CC's. :)

===

Re:for the blofeld users
Posted by kirlian - 2009/01/29 18:49
_____

texmex wrote:
 to me it smells like cashing. You pay for hardware which you can't even use to full extent without additional charges.

that it MIGHT be. however, people seem to agree, myself included that waldorf makes some pretty happening shit. in this one particular case i have no problem paying for an upgrade they are cashing on if it helps this company thrive again. i mean it would have been nice to begin with, but i'm not going to complain.

now if they'll just release the damned thing.:angry:

:)

===

Re:for the blofeld users
Posted by texmex - 2009/01/29 21:06
_____

kirlian wrote:
texmex wrote:
 to me it smells like cashing. You pay for hardware which you can't even use to full extent without additional charges.

that it MIGHT be. however, people seem to agree, myself included that waldorf makes some pretty happening shit. in this one particular case i have no problem paying for an upgrade they are cashing on if it helps this company thrive again. i mean it would have been nice to begin with, but i'm not going to complain.

Also as I learnt the keyboard version already has this -- and it costs more. Having it free for all existing Blofeld users would be unfair to the owners of keyboard version. I guess it's okay :)

===

Re:for the blofeld users
Posted by tIB - 2009/01/31 17:53
_____

So... has the multimode fix been released yet, do we have a price for the sample upgrade and has anyone tried the sampling keyboard or know how the sampling works in the blo?

===

Re:for the blofeld users
Posted by kirlian - 2009/01/31 19:28
_____

not yet! and i am not banking on it anytime soon as this company seems to work pretty slowly.

here is the link i harvested all the following info from. waldorf mailing list/user community.

the sample upgrade for the desktop has been announced in the forum by an employee as being available in the second quarter 09.

've been following the waldorf forum, and some who have the keys are giving some very positive feedback. apparently you can't load your own waves into the 1.1 os (which comes on the keyboard) yet.

i don't know if it's just different ways of saying the same thing, but users remark on factory waves and not being able to load user waves while waldorf's own website remarks on "60 Megabyte of Sample Flash Memory are available for factory or user samples".

anyway, the multi fix is supposed to be free and coming by the end of january, and the sample license will cost something and come 2nd quarter 09.

==

Re:for the blofeld users
Posted by tIB - 2009/01/31 22:49
_____

Thanks for the info. :)
In an ideal world id wait for the upgrades but i might just get one while the pound is weak and hope for the best- works out around 420 us at the mo. Either way by the time it takes for someone to come over here and bring it with them hopefully the performance mode fix will be done... I just hope its real sampling as opposed to waves, though if not i gues the performance mode will make for a good mnm expander.

==

Re:for the blofeld users
Posted by Thomas - 2009/02/01 06:34
_____

http://www.waldorfmusic.de/assets/files/products/blofeld/system/BlofeldV1_11.zip

Just found this. No news on the waldorf page yet. And no text included giving any info.

Installed it, and Blofeld now has "real" multimode. 128 savable multis, with the posibility to program velocity/keysplit on channel 1-4, a mixer, and some basic midi setup for each channel.

==

Re:for the blofeld users
Posted by Ookpikk - 2009/02/01 08:08
_____

Has anyone heard anything about what you'll be able to do with samples, particularly

Will you be able to sync a sample to osc 3?
Will you be able to modulate sample start/end points?
Will you be able to set loop points in a sample? (presumably like on the MDUW, do it on the computer)
If so, will you be able to modulate loop points?

==

Re:for the blofeld users
Posted by tIB - 2009/02/01 10:26
_____

Thomas wrote:
http://www.waldorfmusic.de/assets/files/products/blofeld/system/BlofeldV1_11.zip

Just found this. No news on the waldorf page yet. And no text included giving any info.

Installed it, and Blofeld now has "real" multimode. 128 savable multis, with the posibility to program velocity/keysplit on channel 1-4, a mixer, and some basic midi setup for each channel.
Sound, ill probably bite the bullet then...

==

Re:for the blofeld users
Posted by kirlian - 2009/02/01 15:49
_____

Thomas wrote:

http://www.waldorfmusi...ystem/BlofeldV1_11.zip

Just found this. No news on the waldorf page yet. And no text included giving any info.

Installed it, and Blofeld now has "real" multimode. 128 savable multis, with the posibility to program velocity/keysplit on channel 1-4, a mixer, and some basic midi setup for each channel.

just coming around to share this myself. very excite! and they did it by end of january. yeah waldorf.

ookpik: follow this link to the waldorf forum. there are some people there who have the keyboard and are exploring the sample options and probably have some answers.

going to save some multis now.

==

Re:for the blofeld users
Posted by tIB - 2009/02/01 21:01
_____

^ let us know how it goes...

Am i doing something wrong or does that forum have the worst interface/design ever?

==

Re:for the blofeld users
Posted by mos6581 - 2009/02/02 00:42
_____

tIB wrote:
^ let us know how it goes...

Am i doing something wrong or does that forum have the worst interface/design ever?

I'm not particularly fond of mailing lists myself. It's so last millennium. I've just tried out the multi fix and at a first glance it looks really promising. There is no mentioning about how to use it so my first tip would be hold down play and turn the data encoder for selecting the different parts. The second one would be saving a multi is done in the same way as saving a patch which will also let you name your multi. One thing I've noticed though is that it seems like I'm running out of voices very quickly, but I have to investigate that further.

In my opinion they have made a big mistake marketing wise though. They should have enabled playing of the new samples and locked down the ability to load new ones so to give a teaser and an incentive to buy an unlock code for that. Try before you buy is always a good thing. It would also be the decent thing to do for their loyal user base who have been waiting so long for this fix.

==

Re:for the blofeld users

Posted by Filch - 2009/02/09 02:16
_____

This firmware release(v1.11) has a pretty major bug. The ARP is all wacked out when locking to external clock sources, along with some other more minor issues. They're working on a fix right now.

==

Re:for the blofeld users

Posted by ipassenger - 2009/02/11 07:54
_____

Just been lent a blofeld. Fired up and had a bit of spin and there are some pretty major issues with this latest update (1.11).. Hopefully they will get it fixed quick.

==

Re:for the blofeld users

Posted by enapa - 2009/02/17 23:38
_____

I exchanged my evolver for a blofeld today!

yeah!!

==

Re:for the blofeld users

Posted by ipassenger - 2009/02/18 00:32
_____

From one "out there" instrument to another... Did u not get on with the evolver or just preferred the idea of the blofeld?

RE:blofeld : The FM and RM options are pretty nasty and the drive models combined with comb filters are just bloody evil.

==

Re:for the blofeld users

Posted by enapa - 2009/02/18 01:16
_____

naeh... i just did all i thought was cool with eviolver and moved on.. pretty much... it´s great for chaotic drones and shit... but useless for synthsounds.... And i wanted a polyf¥nik little thing to use live aswell...

and evolver is analog... = not so interesteing if youÂ´re not an old man with nostalgia....

==

Re:for the blofeld users

Posted by kirlian - 2009/02/18 05:33
_____

i've been working on a new track with the blofeld.

i've only been playing with it a few weeks but...

there are indeed major bugs with the new operating system 1.11. it seems from the mailing list/ forum that most if not all are documented and being worked by waldorf's 1 DSP programmer. i won't count on a fix anytime soon.

i scored mine for cheap and in spite of the goofy bugs, it does sound really good and is tons of fun to program.

it might be one of those synths that never got finished but still has a lot to offer. hopefully not.

==

Re:for the blofeld users
Posted by Ookpikk - 2009/02/18 06:11
_____

kirlian wrote:

it might be one of those synths that never got finished but still has a lot to offer. hopefully not.

It seems like Waldorf have sold a lot of them...hopefully that means it will get support for some time to come...

==

Re:for the blofeld users
Posted by keithandjude - 2009/02/18 15:37
_____

I contacted Waldorf about the arp bug & they came back the next day saying they are working on 1.12. So, hopefully this won't be too far away.
Patience lad.....

==

Re:for the blofeld users
Posted by tIB - 2009/02/18 16:29
_____

I just spent my blofeld money on wesen's box... one day though and hopefully by then the bugs may be ironed out.

Id thought about doing a similar thing to Enapa but I dont think Ive gotten enough out of it to write it off yet. Ive had issues with it but Im sure theres more to come in terms of my uses of it... really want to explore the sequenced inputs with plocks running in tandem. Its back in the UK now though so it will have to wait.

Keep the blofled updates coming (and by that I mean feedback as opposed to software!)

==

Re:for the blofeld users
Posted by Thomas - 2009/02/18 16:29
_____

I think someone wrote that it hopefully will be out this month. I havent been that bothered by the bugs on the 1.11 firmware.

Loving it more and more! Everytime i start tweaking, i come up with something new.

A little tip for big analogish sounds: Saw-wave on OSC1,2,3. OSC3 one octave down. Set LFO1,2 and 3 to random. With different speeds, but from 45 to 65. Then use the mod matrix, and set one lfo to control the pitch of each OSC. +-10 on each. Or as much as you can get away with. Then turn on the ringmod for some nice variations. :)

==

Re:for the blofeld users
Posted by kirlian - 2009/02/18 17:38
_____

i was up all night with the blofeld and the MPC again.

in spite of it's tabletop stature and relatively few knobs, it's amazingly easy to program. every time i start a new patch from scratch it's minutes before something either very usable or mind-blowing comes out.

the effects are only two and when in multi-mode, the second effect for the first slot determines the second effect for the rest of the fifteen slots.

the different drive options as someone stated before, give the blofeld some very unique character. and they don't just make it scream, you can get some very soft and velvety distortion out of them.

my limitations in synth programming are really starting to shine!;)

hopefully when i take some time away from tweaking it, i'll actually finish the track i'm working on with it.

==

Re:for the blofeld users
Posted by monoman - 2009/02/18 17:47
_____

enapa wrote:
naeh... i just did all i thought was cool with eviolver and moved on.. pretty much... itÂ´s great for chaotic drones and shit... but useless for synthsounds.... And i wanted a polyfÃ¥nik little thing to use live aswell...

and evolver is analog... = not so interesteing if youÂ´re not an old man with nostalgia....

might be a little bit off topic but i just recieved my 2. evolver. imo it's one of the most creative newer mono synths (besides monomachine ;-)). lots of modulation options, 4x sequencer, 4 osc (analog and digital), user waveforms and so on. it took me some time to get into it. i bought a 2. one as i was in the need of a cheap and flexible sequencer for triggering external gear. i think it has much more to offer than chaotic drones and isn't useless for synth sounds. did you ever hook up a keyboard to the evolver? okay mono isn't poly and if you are looking for a pad synth then i must agree.

==

Re:for the blofeld users
Posted by tIB - 2009/02/18 18:08
_____

^ I always wished I could note send from a keyboard to each osc easily to run it as a 4 x mono/poly synth.

==

Re:for the blofeld users
Posted by monoman - 2009/02/18 18:17
_____

you can as far as i know.

==

Re:for the blofeld users
Posted by enapa - 2009/02/18 18:18
_____

monoman: i had it for 2 years i think, and its to sloppy and quirky sounding, only good aspects is the digital and angry parts and to make small rythmic stuff... but i like synths that has a quite more edge like sidstation,mQ, darkstar,micromodular and now blofeld... i has a mono/poly and it sounds ok... but not so intersting in my music...

I like waldorf more than evolver caus it sounds better ... in my music that is...

==

Re:for the blofeld users
Posted by monoman - 2009/02/18 18:21
_____

1. set dest for sequencer 1-4 to osc 1-4
2. set trigger select (matrix 7-7) to midi

or even better:

1. set mod1 source to mno (midi note number)
2. set mod1 amount to 100
3. set mod1 dest to freq1
4. set mod2 source to mno
5. set mod2 amount to 100
6. set mod2 dest to freq2
and so on...

==

Re:for the blofeld users
Posted by tIB - 2009/02/19 07:41
_____

monoman wrote:
you can as far as i know.

What I meant was midi ch1 to osc 1, ch2 to osc2 etc

You can use a vst controlling cc's to do it as a workaround I think...
I should really have spent the time working out ways I could use it rather than trying to figure out workarounds for ways I
couldnt.

My main grip with the evolver was that I used to lose hours making strange hypnotic drones/seqs as opposed to
programming anything useable :blush:: Id be working on something, go to add the evo and 3 hours later realise Id done
nothing to what I was working on. :laugh:

==

Re:for the blofeld users
Posted by Tarekith - 2009/02/19 08:43
_____

Dumb question for the Blofeld types. On the Evolver you can start an arp sequence right from the front panel of the
Evolver. In effect,t his meant that if worse came to worse, you could always use the Evolver to make sequences without
a midi keyboard attached. I thought I remembered seeing that this was possible on the Blofeld, but I can't find anything
in the manual. Was I just dreaming? Can I trigger an arp on it without a midi keyboard?

==

Re:for the blofeld users
Posted by Thomas - 2009/02/21 08:10
_____

You cant trigger the arp on the Blofeld without a midi signal. To bad, since you can do some fun stuff with the arp.

Anyway, new firmware out now. 1.12. Seems to work ok.

http://www.waldorfmusic.de/assets/files/products/blofeld/system/BlofeldV1_12.zip

==

Re:for the blofeld users
Posted by bradleyallen - 2009/02/21 09:30
_____

Redacted.

==

Re:for the blofeld users
Posted by kirlian - 2009/02/23 22:30

_____

1.12 is has fixed the ext clock sync issues. there is still a little buggery lurking there but it works.

i've been spending a huge amount of time with the blo lately and it is really capable of some extraordinary sounds. the endlessly evolving pads are awsome. experimental, dirty...

the tragic flaw is that it's limited to stereo out only. multi mode save is great but it's too bad that i can't sparate bass or group the different parts. i guess that's what the MnM is for! it's a great companion for the mono and MD though.

i supopose next time i buy a multi synth, i'll get something with extra outputs.

the great news is that waldorf seems to be working fast to get things fixed. and improved.

==

Re:for the blofeld users
Posted by Thomas - 2009/02/23 22:52

_____

I just tried it the other day. But i couldnt get a steady sync on the Blofeld when connected to the monomachine. Tried both the blofeld arp, and the lfo's.

And i couldnt get the "internal" tempo on the blofeld to work. Do you have this problem?

Ill try reloading the firmware, to see if this helps. Might be some sync issues because i run the midi out from my monomachine to my akai midi patchbay.

==

Re:for the blofeld users
Posted by ipassenger - 2009/02/24 19:25

_____

kirlian wrote:

i've been spending a huge amount of time with the blo lately and it is really capable of some extraordinary sounds. the endlessly evolving pads are awsome. experimental, dirty...

it's a great companion for the mono and MD though.

Hell yeah, it is really a nasty, evil, little, fudger of a synth. Much more interesting synth than i expected it to be (E.g. yet another VA clone box)

I have one on loan at the mo and intend on getting one of my own some time this year.

With regards to the internal clock pretty sure it doesn't work properly here either, os 1.04.

Waldorf midi clocks are an odd one, the pulse's arpeggi would always do different things every loop, never what you would call completely controlled or predictable. Still they make nice sounding boxes.   I have tried the bloey with ableton's arpeggi and it worked great.

==

Re:for the blofeld users
Posted by kirlian - 2009/02/25 12:55

_____

yeah... 1.12 has the ext clock fix.

although when when exploring different clock divisions the other day on a delay, i noticed there are duplicates of certain speeds and one of them locks to its neighbor.

i.e. 1/16 is good 1/16T is good then you see 1/16 again but it's actually subdividing at 1/16T or 1/8 as the case may be.

weird. probably repeating snips (or pages):laugh: of code.

get the current os 1.12 dated 20 feb here..

==

Re:for the blofeld users
Posted by tIB - 2009/02/25 12:59
_____

Nice to see they're getting the updates rolling out pretty quickly now, any news on the sampling capabilities yet?

(Sorry, I kind of gave up on the mailing list...)

==

Re:for the blofeld users
Posted by Ookpikk - 2009/02/25 13:18
_____

ipassenger wrote:
kirlian wrote:

i've been spending a huge amount of time with the blo lately and it is really capable of some extraordinary sounds. the endlessly evolving pads are awsome. experimental, dirty...

it's a great companion for the mono and MD though.

Hell yeah, it is really a nasty, evil, little, fudger of a synth. Much more interesting synth than i expected it to be (E.g. yet another VA clone box)

After going through a uW2 (crappy sounding converters), uWXT (never liked the envelopes), and uQ (painting through a keyhole + not as gritty/digital), this is pretty much the synth I've been wanting from Waldorf all along (and that's w/o sampling ability). It is very, very, very good.

==

Re:for the blofeld users
Posted by ipassenger - 2009/02/25 16:45
_____

Ookpikk,

Can't agree more.   It has its faults like all synths do but it has a sound that sets it apart from the crowd. As long as the OS's keep coming it is going to become a classic. Definately the only digital synth i want to add to my set-up.

==

Re:for the blofeld users
Posted by ipassenger - 2009/02/25 16:45
_____

ahem... excluding maybe a monomachine of course. :)

==

Re:for the blofeld users
Posted by ipassenger - 2009/02/25 16:47

_____

tIB wrote:
Nice to see they're getting the updates rolling out pretty quickly now, any news on the sampling capabilities yet?

(Sorry, I kind of gave up on the mailing list...)

It's not the easiest most inviting way of keeping people informed is it.

I don't understand why they haven't set up a forum.

==

Re:for the blofeld users
Posted by Nils - 2009/02/25 17:39

_____

So happy this little wondermachine gets its second wave of appreciation here at the forum. It impresses me more every time I use it.

==

Re:for the blofeld users
Posted by pelektor - 2009/02/26 17:20

_____

After updating to 1.12, my Blofeld has slots for samples :woohoo:
Anyone have an idea on how to get my own waves in there?

Thanks

==

Re:for the blofeld users
Posted by Thomas - 2009/02/26 17:27

_____

Its gonna be a payed upgrade on the Desktop Blofeld. No one knows when its comming.

==

Re:for the blofeld users
Posted by enapa - 2009/02/26 17:30

_____

pelektor, try c6, wavelab .etc!!

baeh, mine has too!! will hack and try!!

==

Re:for the blofeld users
Posted by pelektor - 2009/02/26 18:43

_____

IÂ´ve tried C6 and some other things.. didnÂ´t work :(
Please let me know if you find a way, Enapa!
I found one mention of it being a RAM upgrade (http://www.sweetwater.com/insync/index.php?find=02/13/2009), no info on waldorfs site though..

Have to go earn some money, then:laugh:

===

Re:for the blofeld users
Posted by enapa - 2009/02/26 20:42
_____

I gonna test some stuff, think theÂ´ll launch som dump-program or so...

tryed c6... no luck, it recieves something, but it dont do anything... crap..

===

Re:for the blofeld users
Posted by ipassenger - 2009/02/26 21:30
_____

I was under the impression that the ram chip is already installed, as the board is identical to that of the keyboard version but that Waldorf will be selling an unlock license function, in order to be able to use it on the desktop.

===

Re:for the blofeld users
Posted by LIVESEQ - 2009/02/26 21:53
_____

they are really keeping us hanging with this one aren't they. Possibly more sample space for a hardware user is like Christmas to an 8 year old but sealed in ultra clear 30cm thick perspex . Damn the Waldorfians (wicked synth still). :beer:

===

Re:for the blofeld users
Posted by eminor9 - 2009/02/26 23:07
_____

Damn, you guys are giving me some major GAS :side:

===

Re:for the blofeld users
Posted by kirlian - 2009/02/27 00:45
_____

pelektor wrote:
After updating to 1.12, my Blofeld has slots for samples :woohoo:
Anyone have an idea on how to get my own waves in there?

Thanks

randomizing a patch will sometimes load one or more of the oscillators with samples or arm them for samples for after you have purchased the upgrade. it's a bug.

so randomize is not really working corectly then.

===

Re:for the blofeld users
Posted by Ookpikk - 2009/02/27 10:53
_____

pelektor wrote:
After updating to 1.12, my Blofeld has slots for samples :woohoo:
Anyone have an idea on how to get my own waves in there?

Thanks

I think we're all going to have to wait until Waldorf finishes the sample OS, and then buy the licence... shouldn't be too long though.

==

Re:for the blofeld users
Posted by Tarekith - 2009/02/27 14:03
_____

+1

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Re:for the blofeld users
Posted by palimpsest73 - 2009/03/10 12:19
_____

I just got my grubby mitts on this little beastie (desktop Blofeld) and am fairly impressed so far. A couple of problems, however: (1) contrary to what the manual states, changing delay length in real time creates clicking artifacts. This is not just your typical stepping artifacts, it's full-on clipping garbage and completely ruins the sound--very disappointing! (2) I also notice some strangeness when using the USB MIDI interface, sometimes parameters lag or aren't available when sequencing via USB, the volume knob in particular. (3) There is very obvious noise floor when using headphones. It seems to increase when the unit has been idle, appearing as low level bursts of interference when no sound is present. Thankfully the main outputs don't seem to be marred by this problem, but it's still annoying, especially if you plan on using the headphone outputs with any frequency.

I don't think consider any of the above major deal breakers for me, but why do I get the feeling Waldorf like to put out partially completed products? Some of the bugs reported in early revisions seem even more serious than anything I mentioned. The Blofeld has been out for over a year, surely Waldorf could iron out most of the major (and even some of the minor) bugs by now? Given Waldorf's inconsistency and slowness to deliver on promised features (multitimbral operation... hello?), I can only imagine the sampling option will be similarly flummoxed from the get go.

User sampled waves is certainly a feature high on my list. But I hope it is implemented in a usable and interesting way (hopefully in similar way to wavetable modulation). Sample start/end, loop point should all be modulate-able. I pray they don't just bolt-on a ROMpler and expect us to shell out $150 for it.

==

Re:for the blofeld users
Posted by Ookpikk - 2009/03/10 13:52
_____

I think it's taken them a year to get this far because they've just come back from the brink of bankrupcy, and from what Till (?) said on the mailing list, they only have one dedicated coder.
That said, yes, they do put out stuff that isn't finished, like Elektron, or Radikal Tech...
As for the sample business, I dunno, I'd be happy to pay $150 for sampling in whatever form - fact of the matter is that if you want a FSU sampler, the V-Synth is the only hardware game in town, and it makes modulating start/end points look pretty lame. Being able to run multisamples in any format through the synthesis engine of the Blofeld is basically what I wanted from the EOS series samplers - IMO it's nothing to scoff at.

==

Re:for the blofeld users
Posted by ipassenger - 2009/03/10 17:17
_____

palimpsest73 wrote:
 A couple of problems, however:

I experienced all these problems too but I think they are known issues, the handling of changing effects params seems to be a pretty major issue and I would imagine may be a difficult one to fix.

I have sadly now given back my loaned blofeld but i still want one. So far it has a profound effect on me, helped me realise the power of comb filters in creating new sounds.

As a fully signed up waldorf fan of old (Pulse plus owner, loved the microwave xt and Q when demoed) I'm glad to see them back in business even if they're current model is a little buggy. I really hope they get it sorted out, bring out the stromberg and keep making exciting new sounding instruments. Maybe something sequenced would be cool, maybe in the vain of the polymorph.

==

Re:for the blofeld users
Posted by yourmama - 2009/03/10 19:09
_____

i donÂ´t know the comb filters of the blofeld but the combs int he q are amongst the best i know. I tried some things with the comb filter on NI Massive though they are nowhere close to the QÂ´s.

Sampling: from what iÂ´ve read and understadn the blo isnÂ´t capable of using user samples, is this true?

==

Re:for the blofeld users
Posted by ipassenger - 2009/03/10 21:33
_____

RE: Samples, not yet but it will be.

What you can actually do with those samples is still up for debate and possibly still quite a bit of coding to be done before we find out. I suspect it wont be wavetables and the like but possibly loopable, rather than one shots only.

EDIT: Yeah the combs are great, really help push the sound in different directions, even more so when combined with the drive models.

==

Re:for the blofeld users
Posted by Ookpikk - 2009/03/11 00:49
_____

On a basic level, the combs are great for K+S synthesis.

==

Re:for the blofeld users
Posted by KidOne0 - 2009/03/12 09:13
_____

How is Rob Papens Predator Comb filter compared to Blofelds and Massive?

==

Re:for the blofeld users
Posted by Filch - 2009/03/12 11:25
_____

It's saltier.

==

Re:for the blofeld users
Posted by tonnu - 2009/03/19 18:10
_____

i have not tried it a lot yet, but i do have some question for the blofeld users:

1) on the "multi" mode, how does the delay and reverb function (in effect slot 2)?

a) are the parameters global? (i.e. time, pan, etc.)

b) i tried panning (through multi mixer) of the sounds, but the delays do not seem to pan with the patch panning. for example, if i pan the sound hard left, i'd expect the delay to pan hard left too. but what i experienced is that the delayed signals always stay where they are (depending on the spread settings). this is REALLY annoying, as i'd just like some mono delay that pans together with the sound. anyone has solution to this?

i bought blofeld but did not use it much. not its fault, as i don't have as much time i'd like to play with the gears i bought. SUCKS.

===

Re:for the blofeld users
Posted by Thomas - 2009/03/19 18:24
_____

In a multi, the effect 2 settings is copied from the patch at part 1. The rest of the parts only have an effect send parameter. And btw is implemented in a good way. Its not like the regular
Dry/wet parameters, but effect send. So some fast knob turns can give some nice results.

Parameter lock on Blofeld reverb is reccomended! ;)

===

Re:for the blofeld users
Posted by tonnu - 2009/03/24 13:54
_____

thanks a lot. so basically i can't use patch specific delay in multi mode. i was thinking of using the blofeld as a multipart synth. oh well.

anyway, it'd be wicked if there's a version with like 4+ outs. :(

===

Re:for the blofeld users
Posted by polyslax - 2009/03/25 09:16
_____

Ookpikk wrote:
I'd be happy to pay $150 for sampling in whatever form

You guys have got me fighting a bit of a GAS attack here... just wanted to mention if you haven't heard SOS quotes 99 Euro for the sampling licence for the desktop Blo. Adding that to the desktop price brings you pretty darn close to the keys version... wish it was 5 octave, tho the SOS review says the keyboard feels very good.

Do the knobs on the desktop send anything out, as in cc? Wondering about the keyboard as a controller.

===

Re:for the blofeld users
Posted by .MESH - 2009/03/27 03:06
_____

Ookpikk wrote:
wish it was 5 octave...

I wish it was 3 :laugh:

This is the first I have heard about the sampling capabilities of the desktop. Sounds awesome to the max, might have to

get one now .... or at least steal my housemates ;)

==

Re:for the blofeld users
Posted by jumpthewire - 2009/04/09 08:43
_____

hello

im attempting to ready my blofeld for a live setting.
im curious how to go about setting up multis.

i want to split the keyboard into Pad/Piano
(lower half pad, upper half piano)

i did the v1.12 upgrade, so i think im good to go.

can anyone offer some insight to get me going?

thanks so much!
great sounding synth

shawn

==

Re:for the blofeld users
Posted by Ookpikk - 2009/04/09 10:36
_____

In the Edit Multi mode, if you keep scrolling with the main (detented) controller, you get to a key range page, and you can
go ahead from there and define your spilt.

==

Re:for the blofeld users
Posted by orwell - 2009/04/09 14:21
_____

Any word on the sampling OS upgrade?

==

Re:for the blofeld users
Posted by Filch - 2009/04/10 00:34
_____

orwell wrote:
Any word on the sampling OS upgrade?

None yet.

==

Re:for the blofeld users
Posted by enapa - 2009/04/15 04:59
_____

http://www.thomann.de/se/waldorf_blofeld_license_sl_sample_upg.htm

wtfÂ°

==

Re:for the blofeld users
Posted by pelektor - 2009/04/15 05:20

_____

Weird..seems they donÂ´t have it in stock, and itÂ´s not mentioned on WaldorfÂ´s pages that this is out yet..

===

Re:for the blofeld users
Posted by Ookpikk - 2009/04/15 07:14

_____

According to the waldorf mailing list, Thomann jumped the gun on it a litt.e

===

Re:for the blofeld users
Posted by neonleg - 2009/04/28 22:09

_____

290312867010
ebay search

mmmm

===

Re:for the blofeld users
Posted by kirlian - 2009/04/29 02:09

_____

yeah, sample license sl is available now from more than a few sources.

hooray!!

the weird part of this news:

after sifting through tens of messages on the waldorf user-forum mailing list and hunting in the archive section of waldorf's site, it is indeed confirmed that a new OS, samples and OSX blofeld updater have been released. combine that with the sample license and you have a sample playing blofeld! but, zero definitive information exists on how to get it all fired up.

i've noticed that waldorf releases stuff THEN adds it to the news section of their site... usually within a few weeks.

anyway, nice work waldorf! i can't wait to be spoonfed everything needed to buy the upgrade and install and play with it.:laugh: i'll wait until it's all sorted out.

===

CC list for Blofeld?
Posted by zfigz - 2009/05/02 03:35

_____

Anyone know if there's a list of what each CC does for the Blofeld so it makes parameter assigning/locking on the monomachine that much easier ?

===

Re:for the blofeld users
Posted by Mika Technika - 2009/05/02 04:16

_____

download this for cc: www.waldorfmusic.de/assets/files/products/blofeld/documentation/blofeld_manual.pdf

==

Re:for the blofeld users
Posted by zfigz - 2009/05/02 07:10
_____

Sweet, thanks for the info...

==

Re:for the blofeld users
Posted by Ookpikk - 2009/05/02 07:47
_____

Setting up the WXYZ ccs makes life really easy too, cause then you can set up what you want in the mod matrix, and have 1 cc controlling, well, up to 16 things.

==

Re:for the blofeld users
Posted by zfigz - 2009/05/02 09:51
_____

Setting up the WXYZ ccs on the MonoMachine, correct?

==

Re:for the blofeld users
Posted by zfigz - 2009/05/02 17:47
_____

Er, duh...thought you were speaking of the joystick controls via the mm. Gots it!

Thanks!

==

Re:for the blofeld users
Posted by tonnu - 2009/05/11 21:23
_____

hi all, i have some questions on MULTIMODE for all blofeld users here.

say, when i want to edit multimode, i get into multimode first, and then i press play again to go from 'play multi' to 'edit multi'.

now i can access multi pages like choosing the sounds in the multi, mixing, panning, key mapping etc.

and then say i want to edit a filter for one of the sounds, i press filter on the matrix.

now, say i want to GO BACK TO EDIT MULTI, maybe to adjust pan that part, i CANNOT DO IT.

i scroll with the main encoder, but i cannot get to the edit multi pages.

what i have to do is to press 'play' again to get to the 'play multi' page, and then 'play' again to get back to the 'edit multi'

but the thing is i loose all my edits if i don't save. so basically, i have to save my sounds everytime i wanna go from editing the sounds in the multi to changing parameters for the multi like mix volume, panning, key maps, etc. which i think is extremely annoying.

anyone know an easier wayout? thx!

Re:for the blofeld users
Posted by cecil - 2009/05/11 22:02
_____

tonnu wrote:
...but the thing is i loose all my edits if i don't save. so basically, i have to save my sounds everytime i wanna go from editing the sounds in the multi to changing parameters for the multi like mix volume, panning, key maps, etc. which i think is extremely annoying.

anyone know an easier wayout? thx!

Indeed, this is kinda basic 'workflow' on the Blofeld. The multimode only provides multitimbrality and has no sound edit mode (yet) like a virus, for example.

So the key is to accept it and change your workflow. Try to shape your sounds 'as good as possible', from the start, and just make some final edits if needed.

Waldorf should ever get away with it, cause the Blofeld still offers great value for the money ;)

Personally, I (tried but) do not use the multimode, because it seems not reliable yet. I don't really need it either. But still, Blofeld is one of my favourite synthesizers...

===

Re:for the blofeld users
Posted by jngpng - 2009/05/11 23:01
_____

The new Blofeld multimode is such a pain in the ass. The old version was great IMO, as it worked very much like the machines on the MNM. You could just scroll away through the MIDI channels, editing sounds or changing patches as you liked on the fly. It worked great for improvisation. The new multimode is just some sucktastic workstation style thing with keyboard splits and layered stuff and just general ugggggggh. You can't do anything on the fly. I guess it might be useful for those people who like to set up a multi beforehand and play it all from a master-keyboard, but its useless for those of us who like to improvise live with sequencers etc. Oh, and its buggy as fuck.

I'm not bitter, honest!

===

Re:for the blofeld users
Posted by tonnu - 2009/05/12 04:29
_____

thanks a lot for your answers.

so yes, i'd echo you guys verdict -- blofeld's multi SUCKS

===

Re:for the blofeld users
Posted by Thomas - 2009/05/12 20:46
_____

I dont have any problems with the new Blofeld Mulit. When you press play, and you can change between patches, you can edit the sound as you want. just press one of the buttons in the matrix. I do this all the time, and saves the patch when in mulitmode. Havent experienced any bugs either.

===

Re:for the blofeld users
Posted by zfigz - 2009/05/16 02:37

_____

Agreed.

===

Re:for the blofeld users
_____

Thomas wrote:
I dont have any problems with the new Blofeld Mulit. When you press play, and you can change between patches, you can edit the sound as you want. just press one of the buttons in the matrix. I do this all the time, and saves the patch when in mulitmode. Havent experienced any bugs either.

+1, running OS 1.13, and the only things Waldorf could do are getting external tempo into multimode, and getting multis to change with PC messages...

===

Re:for the blofeld users
_____

yep i can go *that* way (from multi edit to matrix)
but if you want to go back the *other* way .. say from editing filter back to editing pans of the multipart, you cannot (without saving first)

that kinda sucks

===

Re:for the blofeld users
_____

Seems to be out now!!

yeah

===

Re:for the blofeld users
_____

Yeah,strange that its pay day and I am thinking of going for it. Have hardly used the blofeld for anything since I got it but some samples could be interesting. In these times of financial trouble £90 for a music tech fix is not too bad. Jack me up.

Anyone tried it yet?

===

Re:for the blofeld users
_____

tonnu wrote:

so yes, i'd echo you guys verdict -- blofeld's multi SUCKS

It is the reason I sold mine...but I was an early adopter...and never believed they would change it.

==

Re:for the blofeld users
Posted by GeneralBigBag - 2009/06/27 00:24
_____

I still have no idea what problems people had with the multi - the only outstanding shortcoming is that multis have a set tempo, rather than syncing to midi clock...

==

Re:for the blofeld users
Posted by Jims computer beats - 2009/06/27 01:08
_____

I don't have any problems with multi either... In fact, I think I like it! :blush:

==

Re:for the blofeld users
Posted by neonleg - 2009/06/27 01:26
_____

holy cow :happyday:
spectre gui released
http://www.waldorfmusic.de/en/archive?relPath=blofeld/spectre

==

Re:for the blofeld users
Posted by jsrockit - 2009/06/27 01:34
_____

GeneralBigBag wrote:
I still have no idea what problems people had with the multi - the only outstanding shortcoming is that multis have a set tempo, rather than syncing to midi clock...

Well, at the time it came out, you could only save one multi. To me, that was too little. I wanted to use it for multiple songs over a long period of time.

==

Re:for the blofeld users
Posted by ccclipper - 2009/06/28 14:17
_____

Original Multi was bollocks! How were you supposed to save anything and run it more than once?

Still a great little unit but the new OS Multi setup is pretty whack for some reason - why can't you just assign a sound to a Multi? Maybe I'm an idiot but it took me about half an hour to figure out what the hell was going on with the assigning Multi to an Init and an input channel and then to a sound. That being said I'm sure there is heaps more room for specific midi control but the UI makes no sense to me as a noob :blush:

Now the Machinedrum UI...Waaayyhheeeyyyheeeeyyyy.

==

Re:for the blofeld users
Posted by ccclipper - 2009/06/28 14:25
_____

From the Spectre Manual -

'SPECTRE is a tool for creating and transferring Sample Content for Waldorf Blofeld
with License SL and Waldorf Blofeld Keyboard. Both are synthesizers with the additional
ability to play back Samples. If you have none of the above, you are still welcome
to explore SPECTRE and fantasize what it would be like to own one of the
above instruments'

Ha. Anyone using the SL function and is it worth the price (which I thought was pretty OTT for something you technically already own)?

==

Re:for the blofeld users
Posted by neonleg - 2009/06/28 17:32

_____

yea it sounds nice, layering samples detuning and shit. the blo wavetables and va synthesis sound very clean & precise
so its great to layer up different sounding samples to add another dimension.
i cant comment on the value of the sl but i would not have bought the kb without it. yea get the sl..
spectre works perfectly too

==

Re:for the blofeld users
Posted by TelePet - 2011/07/08 01:49

_____

Spectre looks nice, but I'm not getting the Blofeld to show up, neither via USB or MIDI Din cable. Searched the Internet
a bit and saw some mention that Mac Leopard 10.5.5 onwards lost connectivity with the Blofeld. Workaround is
apparently purchasing a USB 1.1 hub and connect via that way. Guess I'll be keeping an eye for one of those. I'm
already at 1.15b, but had been interested in the SL upgrade option. Guess that will have to wait. I'm rather fatigued by
this whole process, especially after searching through Waldorf's cumbersome email list serve forum. Need to close my
eyes for a few...

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