

y

Power User

A4000/A5000 LOOP DIVIDE DEMO

Demo LOOP DIVIDE

Use the 'JustDrm' wave, initially, for this simple demo. Because of the simplicity of the groove it will make it easy for your customer to understand what is happening. As you get more confident in this demonstration feel free to use any available waveform information for your demo.

Preparation

If you have not done so, assign the [AUDITION] button to toggle mode. You will not have to hold the button down to audition the loop.

- [UTILITY], [F5]-SYSTEM, Audition.
- Use Knob #5 to set Trigger Mode = toggle
- Verify that the Audition key has EFFECTS = ON and EASY EDIT = ON

The Loop Divide function will take a sample loop and divide it into a number of user-defined segments and automatically maps these segments to MIDI note assignments so that you can trigger them with a simple scale (at any tempo). You can have the sampler assign them to just white notes or chromatically. Loop Divide works on data between the Loop Start and Loop End points. The segments are automatically put into a Sample Bank named 'Div SmpBank'. These segments do not use additional sample memory but are actually *start* and *end* playback pointers. You can define the number of divisions from 2 to 32. You can further define the segments as a percentage, 10%-800% or have each segment play from its start point to the end.

Loop Divide can be used as yet another method of changing the tempo of a groove without changing the pitch. It works in a similar fashion to the software by Steinberg called, ReCycle. A MIDI scale (white notes or chromatic) will effectively change the tempo without pitch variation.

Loop Divide can be used to isolate individual drum sounds or hits within a loop. These can be triggered randomly, with a sequencer or with an arpeggiator to generate new, fresh grooves. Why be limited by or use just a pre-recorded loop

when you can mangle it so elegantly with an A4000/A5000 sampler.

To execute Loop Divide, first set up or choose your loop sample. Be sure that your Loop Start and Loop End points are set as accurately as possible. To view the Waveform parameters: press [EDIT]> [F1] TRIM/LOOP> Waveform screen. Place the cursor highlight on the 'Lp' or loop line. Here you can use the S-CATCH and E-CATCH function to set the loop start and loop end points – simply press the Knob at the spot you wish to define. You can manually set the start and end points by turning Knobs 2 or 3, respectively. When the sample is prepared press the [COMMAND] button and select the LOOP_DIV function.

Set the Division, Length, Map From and Map Key parameters. For example:

- Division = 1/16
 - Length = 100%
 - Map From = C3→
 - Map Key = white
 - Press [F1] Exec to execute the Loop Divide.
 - Go to the PLAY-SmpSel screen and activate the sample bank. Set 'Div SmpBank' =Smp
- Now when you return to PLAY mode you will be able to immediately trigger your mapped loop from your MIDI controller.

Command LoopDivide			
Division		Sample	
1/16	Length	8"JUSTDRM Loop "	
100%	MapFrom	C 3→	MapKey
1)EXEC	2)	4)MIDI	5)EXEC&CONT

With the parameters above playing a "C Major" scale from middle C up the keyboard to D5 will result in a reconstruction of the original groove. Notice you can change the tempo of your scale to change the tempo of the groove. Each note is a sixteenth note so you should have a kick on C3, a snare on E3, a kick on G3 etc. Try randomizing playback, manually or with an arpeggiator (if available on your controller).