

y

Power User

A4000/A5000 LOOPING SAMPLES

Demo: Looping samples

Use any convenient data from the LOOPS volume on your turbo HD or create a sample loop from a convenient audio source. Have fun with it.

The object of this demonstration is to show some of the useful tools within the A4000/A5000 operating system. Define for your customer what it is you are going to show them. Let them listen to the data and point out where you are going to define your loop points – do this before you attempt to loop it so that they can follow your thinking.

Use the Knob controls like Punch in / Punch out buttons on a tape recorder to define the Loop Start and Loop End points. For your demonstration, record enough data to work with comfortably. If, for example, you are going to create an 8 bar loop, your original recording should have enough measures out front of the loop point to give yourself room to count into the punch in point.

Go to [EDIT] mode> [F1] TRIM/LOOP function> **Waveform** page. Set AUTO to ZERO. You will be reading the sample in 'Address' units, which lets you see the number of samples taken. The Zero parameter setting means that when you adjust the start or end point it will only land on zero cross points. This setting makes for loops without those annoying clicks or pops at the joint.

The entire length of the recorded sample is shown. (The 4464 WAVE Start Point represents the wave start point. The pre-trigger parameter defaults to record 100ms of data before the Start Point – at 44,100 that's approximately 4,410 samples. Pre-trigger can be set from 100-500ms.



[EDIT], [TRIM/LOOP] **Waveform** page shows the Loop Mode status. Use Knob 1 to highlight the

bottom line. Turn Knob 3 "LpMode" or Loop Mode status to loop the entire wave: the symbol "→O" means play forward then loop. Use the [AUDITION] button to play the looped wave. It does not necessarily work musically. We will set the loop start and end points manually now.

Move the cursor highlight (turn Knob 1) to the second line, 'Lp' (Loop). Knob 4 is set to **S-CATCH** and set Knob 5 to **E-CATCH**. Now, by pressing or "punching in" KNOB 4 you can define the Loop Start point and then with the KNOB 5 you will "punch out" the Loop End point during playback. Press the Start and End knobs on the beat (beats 1 and 9) and create your perfect 8 beat loops. It continues to play and as it comes around you hear a seamless musical loop! If you miss the "perfect" loop, you can undo your work and try again or fine tune it with Knobs 2 and 3. You will select only the nearest "zero cross points". You can push Knob 2 to **zoom** in on the Wave. Use Knob 5 to zoom 'View' either the Start or End sections of the waveform.

Note: Turning Knob 4 will set the resolution of the Start and End Address amounts. In the graphic above you can see the units digit highlighted. By moving knob 4 you can change this to tens, hundreds, thousands, 10 thousands, 100 thousands, etc.

[EDIT]> [F1] TRIM/LOOP> **Sample Info** screen. (Use Knob 1 to see this screen). Set the End Type to BEAT. Loop Tempo can be calculated in BPM by pressing KNOB 5. The Loop Monitor parameter let's you hear just ahead of the loop start point (the pre-trigger data) – push and hold it to preview the data up to ½ a second (500ms) – it plays the lead in data only once. Now return to the previous screen. Your defined loop will be displayed in terms of Beats (close to 8.000). The tempo is calculated based on the number of samples between the start and end points as defined by your loop.

