

[ct...]

multiloop# >1 edit  
 HDSP Multiface ... retry  
 127 5 1

[analyze@1]

env size flat<--filter-->clumsy

loudness brightness noisiness  
 smooth smooth smooth

0.	1.	0.	0.313	0.224	0.866
0.	1.	0.	0.9	0.5	0.02
1.	get	ON	-4.	get	ON

[\*flop1] [\*flop2] [\*flop3] [\*flop4]

lloopp\_s... start length  
 lloopp\_qu... start length  
 lloopp\_qu... start length  
 lloopp\_qu... start length

silence-1... 2313.44 2364.72  
 silence2-... 1. 0.  
 silence3-... 1. 0.  
 silence4-... 1. 0.

[munger@1]

del >3000. clear pos >-1.  
 voices >30 freeze gain rand  
 pb dir bidir  
 gr sep >113. >-9.76 >12  
 rate var >0. center pitch  
 gr size >5. >0.5692 >1.5 st  
 size var >50. var temp. >0.  
 gr ramp >5

link 1 input  
 adc~ 1 input  
 loop  
 append  
 <>key

silence-10... >2640.38  
 silence2-2... >10158.7  
 silence3-2... >8637.82  
 silence4-2... >2879.27  
 silence5-2... >13698.3

error: Ubumenu: doesn't understand no  
 sage int.  
 master buffub3 rec-s... 0.  
 slave(s) >1 presets multi3  
 on \*flop3 activ >-1. >1.  
 \*flop3 activ -1 1

munger: setting power: 0  
 master buffub4 rec-s... 0.  
 slave(s) >1 presets multi4  
 on \*flop4 activ >-1. >1.  
 \*flop4 activ -1 1

munger: setting power: 0  
 print open multiloop get learn  
 show  
 bang! \*flop1 activ  
 bang! \*flop1 activ 0 0 0  
 new  
 3.52.58.aif  
 \_13.52.58.aif  
 stopped: alles:/cellomeeting/2005.5.14rec@1\_13.52.58.aif  
 0:0

[rec...]

ff f cello... clear open  
 cellobeat1#2

record adc~ link  
 mono auto  
 3 input  
 3 input timer  
 00:06:12 clock

4 voices >84. density gain 0.00  
 silence5-20s.aif forw >10. s  
 mon nach  
 mon presse  
 morg >0.74 pitch >0. pitchVar range  
 >133.094 grainLength >6.9881 grainVar range env  
 >20000.0 lang >7665.045 random  
 >1000  
 >10

ff f sample... clear  
 silence-10s.aif  
 silence2-20s.aif  
 silence3-20s.aif  
 silence4-20s.aif  
 silence5-20s.aif  
 new  
 or read info...

0, 1 rec  
 ON buffer\_host  
 dsp jitter\_host  
 info master...  
 lloopp 158  
 all rec@  
 favo multiQ rit  
 \*flop  
 vst +binaural-x  
 envi multiloop

