present

Coconut, Banana flavour
(v.1.937)

Foreword

EcolooP is the fruit of a French independant plugins manufacturer called Midi Mobiles, trying to develop alternative innovating and economic plugins VST not in commercial products to democratize the quite recent world of Computer Music. The idea was to find new original tones to create some music which can take place in the 'avant-garde'

Listing the technical inventory of EcolooP, It has a stereo global audio output and 16 independent stereo audio outputs which can be routed in your favourite Host (within the limits of compatibility with the protocol of EcolooP). In its internal circuit, 16 slots can open 16 samples .wav or 16 instruments EcolooP (.wav files tagged and thus improved). These 16 slots of sounds have themseves several modules of audio treatment and can be routed in a Master FX bus to create more elaborate audio effects.

EcolooP is registered to KVR on **this link**

And the support for EcolooP can be found on **this link**

Midi Mobiles is open to any partnership with creators of sound banks and developers of modules to improve the ergonomics and the performances of the product.
Please contact me with any ideas in the evolution of the software.

EcolooP is a completely free software and it's development demands a lot
of investment in times of work. Your suggestions, thoughts and comments will always be appreciated on the blog in order to improve EcolooP and help it evolve.
If you use EcolooP often you can **make a donation** to encourage the creative approach of our products and help Midi Mobile remain active.

The platform of conception of the software is **Synthedit**, a tool of VST plugins creation developed by Jeff Mc Clintock.

http://www.midi-mobiles.blogspot.fr/

<u>Introduction :</u>

It is difficult to define precisely EcolooP in an audio software category because it fulfils quite a lot of functions. Whilst not aiming to compete with the commercial software producing large rich and varied banks of sounds . EcolooP can however compete by arranging all of the necessary tools for the creation of sampled instruments, from the recycling of imported sounds or sampling new recorded sounds. We could, simply, define it as an artefact which can assemble pieces of sounds between them to knit it some singular new whose aspect that would attain a certain particular sound flavor.

In the future, we think that Midi Mobiles could conceive other models based on the technology within EcolooP and to decline, so, other collections of plugins EcolooP with other modules and possibilities of routings. Thus far we have EcolooP Island 1.9 entered into KVR Developer Challenge during the summer period of August, 2014 in the category ' Windows 32 bits VST Plugins".

You can also find with this user manual a mapping of audios flows simplified for EcolooP Island '**Audio Internal Circuit**' to help you understand its functioning.

<u>Warning</u>: EcolooP is not intended to be opened in all the audio sequencers which can integrate VST Plugins. The minimum system recommended to use EcolooP would be Dual Core 1,5 Ghz with 4 Go of RAM or equivalent.

Any less than this and the audio performances will probably be impaired but it is not improbable to use it with a much more older configuration.

Any increase in the audio buffer audio to increase the sound quality may result in a more latency which will perturb the real time playing of instruments loaded with EcolooP).

To have an overview of the possibilities EcolooP Island offers to you, arm yourselves beforehand with banks of didactic sounds delivered on the **Midi Mobiles** site in the section dedicated to EcolooP and its Sounbanks. You can use these in your musical creations knowing that these are free of right.

Here is Host list having favorably met the expectations of EcolooP (Start and use) :

_ Steinberg Cubase

_ Fruity Loop

_ SaviHost

_ VSTHost

_ Bidule Plogue *(It's better to deactivate the audio engine before the load of EcolooP and to reactivate it after)*

_ Sensomusic Usine

_ Cockos Reaper

_ Ableton Live ?

_ Synthedit 1.1 et 1.2

_ Mulab

_ Orion

_ Toby bear minihost

For the following tutorial, we have chosen '**SaviHost**' by Hermann Seib which will allow you to open EcolooP in Standalone mode and to load Novation Heritage – EcolooP Soundbank

Picture 1 : Opening a preset of compatible instruments with EcolooP

For have the same view that this picture, download before the Available sound bank in the Midi Mobiles web site under the KVRDC14 logo.

Note: If using SaviHost please use the precise name of the dll when renaming the Savihost.exe file as this may differ from the name in step 5 in more updated versions. (*already make in EcolooPStartKit*)

1/. Download the latest version of EcolooP_beta1_9_island.dll from here; http://www.midi-mobiles.blogspot.fr/

2/. Download; **Novation Heritage - EcolooP Soundbank** and also

EcolooP Instruments Patchs from the same website.

(to obtain the original soundbank, do not hesitate to go on the

Novation Heritage website. Loops left at the preceding bundle.

3/. Visit; http://www.hermannseib.com/english/savihost.htm if you need SaviHost.

4/. Extract SaviHost and place the EcolooP_beta1_9_island.dll in the same folder.

5/. Rename the SaviHost.exe as EcolooP_beta1_9_island.exe.

6/. Extract the files **Novation Heritage - EcolooP Soundbank** and also **EcolooP Instruments Patchs** and note where you put them as you have to find them in step 8.

7/. Launch EcolooP_beta1_9_island.exe

8/. Click on EcolooP **Menu** and select Load Kit and navigate to **Novation Heritage SoundPack1.fxp** (in your EcolooP Instruments Patchs repertory).

9/. Click on 🖼 to the right of Open patch.pat and navigate to Patch.pat and load

10/. Enable the patch by clicking on the [Patch] button to the left of Open patch.pat

11/. Close the Sample Repertory Folder preference panel by clicking on the [X] (*see Picture 2 later*)

12/. Play the keyboard with your mouse or connect your midi keyboard (parametrized in device – Midi) for play it with EcolooP. Hopefully you now have sounds on some keys.

13/. Click on the buttons above the numbers to change which samples instrument you can play

Picture 2 : EcolooP soundbank loaded

To improve the latent period, decrease audio Buffer or refresh Device
- Audio) and choose rather a latency of 150 samples

Please Don't hesitate to let know the names of other sequencers / DAWs that are able to host
EcolooP successfully by **e-mail**. Or indeed any suggestion about EcolooP...

Table of contents

I.How play a sound in EcolooP

The different controls of Panel Sample
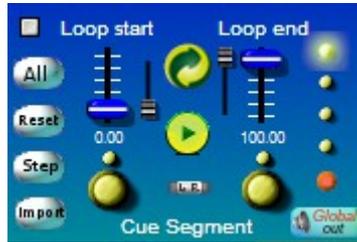
There are two modes to play sounds in EcolooP. The 'Sample Mode' and the 'User Instruments' mode. Concerning the 'User Instruments' mode', we shall see it in the Chapter ***III.A.*** The Sample mode allows you to play the sound from a certain starting point up to its end point. By default, the sound begins at the beginning (Loop start = 0.00) and finishes at the end (Loop end = 100.00). it maybe replayed when it has arrived at the end or stop.

We can also decide to play the sound normally or inverted.

A. Load and play a sound in Sample Mode

1. Load with the 'Load buttons'

The half cylindrical 'Loads buttons' in half cylindrical blue gum with numbers bring up a menu for the opening of a .wav files.

The sound will not gate if the ***Gate sample*** is on 'Off' position.

This button is in the 1st module of ***Sample#*** modules. If you press '***mono pad***' (red pads), it will automatically select the sample slot (*see **I.B***). In '***poly pad***' mode, the pad must be activated (pads in blue) to play the sound associated with this one. It is possible that the red pad (mono pad) needs be refreshed to trigger the sample. Therefor change the number of selection (or press to ' all ') to return then on the latter.

The ' ***All sample***' panel is also used to execute grouped operations such to Open /

close all the padlocks, to Activate / deactivate every Gate Samples etc....

2. Various possibilities of playing the samples

a. Play of a non sliced sample

By default, a sound is not sliced thus it must be play, as looped (by activating '*Active Loop*'), or as a whole when 'Active Loop' is switched off. The Looping is made by activating one of the 4 customize loops for each slot :

b. Play of a sliced sample with 'midi file'

It is possible that a .wav is already segmented (white segments). Midi files can be loaded in this case to hear a curly sequence which reacts with pads in the same way as another sound.

The advantage to using this mode is to be able to make   modifications to tempo in real time and be able to keep the same origin pitch of a sound which would adapt itself to a very precise tempo...

*(see **III.A** part For the use of the note administrator mode **User instrument)**.*

B. Mono pad or Poly pad mode

The mono pad mode allows you to play only one sample at the same time. If we select another sample, the last one stops to give way to the following one. The poly pad mode on the other hand can execute simultaneously 16 sounds at the same time.

It also exists in 'poly pad' mode two way of playing sounds with the mouse which not exist in 'mono pad' : The 'Mouse step' or 'Mouse click' mode (**buttons release mode**).

When the 'step' mode is activated, clicking the button with the mouse will hold the sound. On the other hand in 'click' mode, the sound will be released at the same time as the mouse.

C. Load and save data for each sound

It is possible to save and reload the full informations concerning the sounds configuration of the various samples modules.

The slices of the user instruments (shape of segmented wave) can be called back if the .wav file was ecosampled. **Watch out, the user of EcolooP cannot create Ecosampled wav unless he has synthedit and modules CK pack 9 and 10**.

 This means that slices added by the user will be reusable only in the slot sample in which it will have been placed and registered in .fxp or .fxb files. Ecosampled Wavs ares the ones coming from [downloaded banks of sounds on the Midi Mobile web site](#). The slices configuration of these sounds can be called back at any time by pressing on ' ***Update Eco Sample*** '. You are free to to modify them as you please.

1. Reset data sample parameter (usine mode)

By pressing on the 'Menu' button, a drop-down list appears where we can choose the '***Reset Sample Parameter***' option. Those are the usine data parameters call-back configuration of EcolooP modules Sample which can be called back all the time by proceeding in this way.

2. 'Update Eco Sample' to update the slices

If you have an ecosampled tagged .wav, by clicking this button, you can update all the slices which will have been put in the wave registered. Watch out, This works only with ecosampled .wav.

Should the opposite occur, when you will press on this button having already putting slices, they will simply be erased. To avoid bad inconveniences, it is advised to close the padlock to lock a sample where slices will have manually been placed; This will have the effect of blocking the 'Update Eco Sample' function (the pitchbend is however updated if needed).

3. Load, import and Save, export sample parameters

Text files savings the parameters of the various modules of .wav files can be

created by pressing the '**Write Infos**' button. (It is recommanded to slowly type twice). Once you have created these files, you can save or call back a sound configuration concerning the modules of the sample by pressing 'load' and 'save' buttons of the various modules (absent in ADSR#).

These buttons save each time all of the parameters of the sample and not only those of the chosen module. You can also use the accessible options from the 'Menu' button ('**Load Sample Preset**' and '**Save Sample Preset**'). The data can also be exported to other text files .sam and .ads (on whose details we won't linger in this user manual introduction) to assign them to other sounds. Or they can be imported from another sound by using '**Import Sample Preset**' and '**Export Sample Preset**' function.

For the import, it will be necessary to press on the 'Import' button afterwards. It means as well that you can have 2 sound configurations in memory which you can call by pressing the 'Load' button (Configuration saved in texts bearing the same name as the selected sample) or by the means of the 'Import' button (configuration save in another chosen text files)

II. Audio Internal Circuit of EcolooP

Refer to the plan 'Audio Internal Circuit' delivered in appendix.

A. Different modules of Panel sample

1. Sample# modules (main controlers)

2. ADSR # modules

14

3. TremoleX# modules
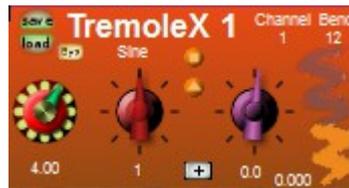
4. VibratoR# modules

5. Delay# modules

B. Different panel of Master FX

1. Master pan panel

2. Pitch Shifter panel

3. Delay and flanger panel

4. Reverb panel

5. Three Filter panels with interconnections

6. Compressor panel

C. Internal Record and Line in

EcolooP allows you to record all that goes through it, whether it is before or after the effects of the Master FX but also from an external source 'Line in' which can be redirected towards Master FX

1. Pre-Fx or Post-FX record

This dropdown list allows to choose the sound which comes out before the Master FX bus (left picture) or after (right picture).

To activate Master FX of each 16 slots of sound, press the button marked 'M' with a green arrow directed on the left
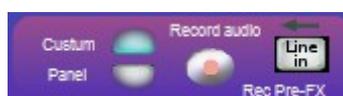
Now, it is necessary to choose in which audio file Audio you're going to record the sound. If EcolooP is in 'Custom rec' mode, as on the pictures above, the sound

will be recorded in one targetted new or replaced .wav file. So it is important to protect your important recordings by archiving them so that they don't disappear in the next recorded session.

When you select '*Panel Rec*' , a warning panel should open:
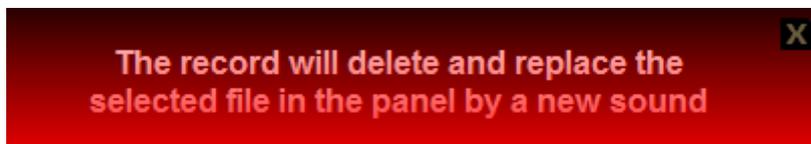
This means that when we press on audio Record, the recorded sound will take the name indicated in the 'Panel Text' on the right of the selected slot and will crush and replace this sound file if it exists. Be careful when you want to record not to destroy your favorite sounds!

Given that the selection of the slot will serve to localize the file destination for the audio recording, it's better to use the 'Poly Pad' in that case, if you want to record one from EcolooP because in 'mono mode', only one sound could be played in the selected slot but couldn't be recorded in another !

*(See next tutorial '**Recording of Loop internally'**)...*

2. Playing and recording of the external source 'Line in'

To hear which goes through the 'Line in' intry of EcolooP, and, on the condition of having well realized the external connection source, it is necessary to activate the 'Line in' blue button. Warning : there could be a feedback risk which could lead to sound and material damage during the passing sound 'Line in', also doubled by an EcolooP output towards your monitoring. If such a connection should appear, you can always turn off the global sound of EcolooP.

III. Instrument or Loop creation

As we have seen above, EcolooP could be used in 2 different modes. The first one is the 'Sample Mode' allowing to select a part or the globality of a sound and to make it turn, if needed, on itself. We just shall see that once the temporal imprint will be found, we can adapt it very quickly to a very precise tempo by means of the convert pitch option...

A. 'User instrument' mode (below)

The instrument mode integrates a note administrator which can be assigned to segmented fragments by the various slices in white. Small reminder: these slices can either be written in the original file and be called back by pressing on '*Update Eco Sample*' (with opened padlock) or to be written by user and thus cannot be registered in the imprint of the sound. We shall see later some tips to avoid the problem thanks to an **EcolooP bank of free exchange** allowing to put down the sliced sounds cut by users so that they can call them back a few moments later in 'Ecosampled' just as a film photo which you can take at the photographer's to have it developped...

It is necessary to know also that the 'User instrument mode' can communicate with the 'Sample Mode' to send data towards Loop Start and Loop End so as to loop a sound from a very precise ' Cue '.

1. Handling of the note and slices administrator

We took care of loading a sound and its shape of wave appears in the screen below:
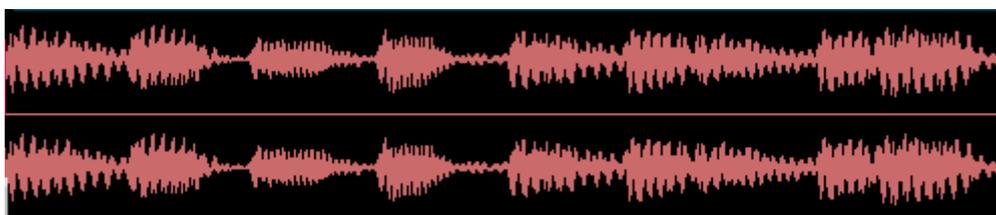
We are now going to separate this sound in several slices correponding in attacks characterized by jump of crests pronounced well and then to assign them to music notes which can be played on the midi keyboard.

To help you place slices on this screen with great precision, the two sliders can be used to make a refined research or a more general one.

So to realize a zoom where the first two crests only appear on the screen, we can use the unrefined slider zoom and come to this result:
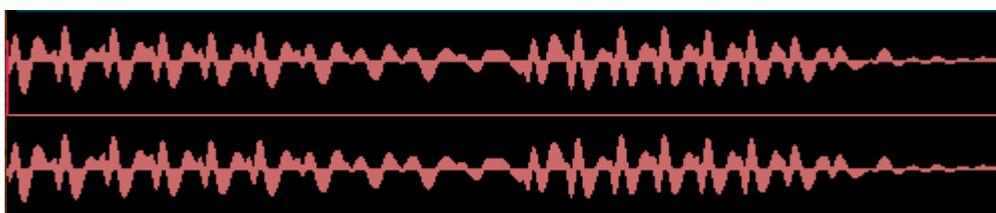
Place now a segment on the separation of both crests (left click - Add segment) and assign the C3 note on the first one by making a left click on the fragment. A dropdown menu appears then. Choose 'Assign to note' then C3 note in the next dropdown list.

Finish				
Assign to Notes				
Add Segment				
Delete Segment				
Reset All Segments				
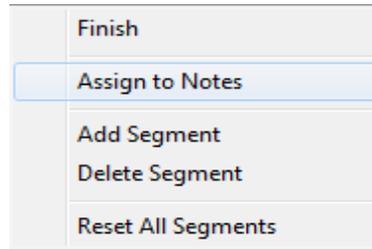
| C-1	C1	✔ C3 +0	C5	C7	C9		-48	-24	✔ +0	+24	+48
C#-1	C#1	C#3	C#5	C#7	C#9		-47	-23	+1	+25	Play to End
D-1	D1	D3	D5	D7	D9		-46	-22	+2	+26	✔ Play Section
D#-1	D#1	D#3	D#5	D#7	D#9		-45	-21	+3	+27	Play 2 Sections
E-1	E1	E3	E5	E7	E9		-44	-20	+4	+28	
F-1	F1	F3	F5	F7	F9		-43	-19	+5	+29	✔ Loop Off
F#-1	F#1	F#3	F#5	F#7	F#9		-42	-18	+6	+30	Loop/Release
G-1	G1	G3	G5	G7	G9		-41	-17	+7	+31	Loop/Osc
G#-1	G#1	G#3	G#5	G#7			-40	-16	+8	+32	✔ Forward Loop
A-1	A1	A3	A5	A7	Finish		-39	-15	+9	+33	Alternate Loop
A#-1	A#1	A#3	A#5	A#7			-38	-14	+10	+34	
B-1	B1	B3	B5	B7			-37	-13	+11	+35	Reverse
C0	C2	C4	C6	C8			-36	-12	+12	+36	Delete Note
C#0	C#2	C#4	C#6	C#8			-35	-11	+13	+37	
D0	D2	D4	D6	D8			-34	-10	+14	+38	Finish
D#0	D#2	D#4	D#6	D#8			-33	-9	+15	+39	
E0	E2	E4	E6	E8			-32	-8	+16	+40	
F0	F2	F4	F6	F8			-31	-7	+17	+41	
F#0	F#2	F#4	F#6	F#8			-30	-6	+18	+42	
G0	G2	G4	G6	G8			-29	-5	+19	+43	
G#0	G#2	G#4	G#6	G#8			-28	-4	+20	+44	
A0	A2	A4	A6	A8			-27	-3	+21	+45	
A#0	A#2	A#4	A#6	A#8			-26	-2	+22	+46	
B0	B2	B4	B6	B8			-25	-1	+23	+47	

Having chosen a note, a new contextual box appears where you can make various regulations on the pitch modification of the note (from -48 to +48) and different modification of sound execution that I'll let you discover.

Having placed the first 2 sounds in this way, move now the 'start slider' to scroll the next crests to be separated and repeat the previous ones.

Once arrived at the end of the shape of wave, double click Zoom. You will normally get more or less to this result of 8 segments:
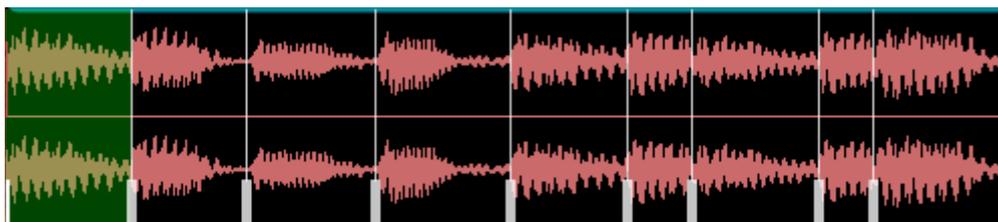
Do not forget to put padlocks and save your sound pallet .fxp or .fxb rather often...

Now, if you want to make a midi note assignment by digging into other slots, you can play on your midi keyboard the globality of what you will have segmented in these various slots of sounds by using this button on the position '*Midi all sample*' or only the slot selected on the position '*Midi one sample*'.

2. Transfer of segments in the 4 samples presets Loop (At the top) with yellow segments and Cue Buttons

Now, let us suppose that we want to make play a part of the sound starting on the 2nd slice and finishing towards the 10th. It is possible to transfer the figures of positions slices calculated in percentage towards the 'Sample Mode' (*Loop Start* and *Loop End*). press on the extremity inferior of a segment slice (bigger below) and information concerning the slice number starting position of the fragment will appear above the shape of wave to the left.

You can then copy out these figures on texts at the bottom of *Loops start* and *Loop End* to loop this part of sound. Another method would consist in doubling the white segments with a yellow segment hidden to the left of the screen and to register the information of positions of this yellow segment in a .txt file

Once this list of segment registered in the text file, you can make scroll these by using arrows left and right or to scroll the drop-down list.

We shall return in the tutoriel next one to show you *how to make the transfer of the positions of segments in a text file.*

B. In 'Sample Loop' (At the top)

1. Handling of the Sample Panel and Loop generator
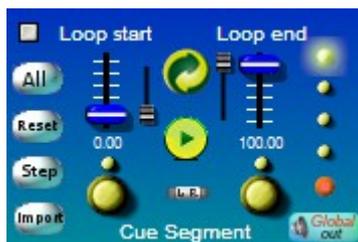
To activate Loop, we have to light the button situated to the left of Loop Start

and one of the 4 yellow Leds at right corresponding to 4 regulations of different loops. Refer to the chapter I. to know how to read these loops

The bigger yellow called buttons 'Cue segments' allow to make tip over the position of the yellow segment towards the position **Loop Start** or **Loop End**. To fall over very quickly from a loop to the other one, make the following regulations:

_ **Release mode** button to 'Click'

_ **Retrigger** button activate

_ **Hold Click** button activate

2. Pitch offset adaptation for the correpondance of the tempo sample with the EcolooP tempo

A very fast way of making correspond the tempo is to find the temporal imprint of this one (number of measures and number of times by measure). This information, as well as the number of existing segment can be registered in the first entry of the .txt file accompanying the sample. To create this .txt file, press on 'write information '. You can edit this .txt file by pressing on the 'Open file' button.

If you see a figure on the first line, it proove that information was well recorded.

When you have the measure and the beat time, the software calculates automatically the tempo with regard to the temporal length of the sample. You have then ' Tempo Sample '.

Now, imagine that you have a tempo sample of 140 BPM and that you want to adapt it to a tempo of 120, choose the tempo of 120 by clicking the text situated below the thumb wheel tempo.
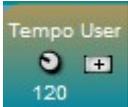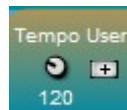
If you activate the +, you will find the host tempo welcoming the plugins EcolooP)

When you have all these elements, go to the sample # (see **II.A.1**) and press on the red vertical arrow. The pitch offset will find itself modified. If you want to find the origin pitch of the sound, you can always make an pitchshifter effect in the Master FX (see **II.B.2**)

IV. Midi Layers

One of the numerous possibilities which are not quite enumerated in detail by this user manual of introduction to EcolooP consists in creating layers of instruments.

This idea serves to mitigate the lack of realism of certain sounds sampled in a real time playing to avoid hearing always the same sound and acting on dynamic pressure of your keyboard attack or on a logical operation of series of counted attacks notes.

This layers of instruments is customizable and accessible in the 'preference' menu. Two buttons '**Layers**' will allow you to open two types of differents layers. '***Dynamic Layer***' and 'S***tep Counter Layer***'.

A. Dynamics Layers

Dynamics Layers [Layers][Layers] allows to parametrize several layers of sounds which will start according to a valuable range of intensity of every played note. On EcolooP, we can program until 16 different layers for a group of instrument (tidied up in several slots instruments).
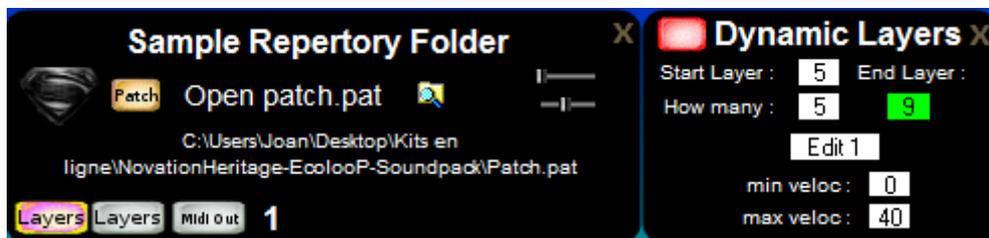
To parametrize your dynamic layers, already give a Start number layer and indicate how much of layers you want (How many). Then, indicate the range of velocity corresponding to the filtering of the midi data arriving in EcolooP. In this example, slots 5 - 9 will be colored (activated Dynamic Layers). The first one to layer will have a range of [0 - 40]. It means that when the dynamics keyboard will exceed 40, the sound will not be any more played.

In this example, we well see 5 layers activated in the panel texte text ready of the slot 5 up to the slot 9. Every layer will have a range of velocity. To reveal the range of velocity layer, Press on ' Edit x ' to go to the number of layer of the coat. If we want to reveal the range of velocity of the slot 7, it will thus be necessary to choose Edit 3.

B. Step Count Layers

'Step Count Layers' acts according to the same principle as 'Dynamic Layers' concerning their selection of slots of instruments. Except that this time, it will not be the dynamics which will enter account to choose such or such layer but a counter which increments (Up) or décrémente (Down) in every new played note.

In the panel of ' Step Count Layer ', an option allows to choose between Up, down and Shuffle. This last possibility makes spend in a random way the changes of layers...

You thus see on this image above, 2 sorts of layer activated. Step count layer on slots 3 and 4 and Dynamic Layer ready Slot 5 up to the slot 9

V. Specials Functions

This user manual of introduction to EcolooP for the KVRDC14 is not enough to enumerate all the possibilities that the soft offers you. However, we are going to linger over some special functions which deserve a fast blow of eye.

A. Various mode of Portamento

There are several manners to use the portamento. First of all, it appears in the module Sample #.

1. Sample # Portamento

A bypass to deactivate it and a rate for it quantification is situated close by. The more portamento turns of the right side and the more the duration of the portamento is long (route of the pitch from a point to an other one).

Learn to know your portamento. First of all, usually, a portamento is monophonic but one of peculiarity of EcolooP is the possibility of making it polyphonic. Engage a note and play an other one then in 2 monophonic and polyphonic modes to see the difference

To move near a more 'traditional' portamento, use the option ' **Note Pitched** '

2. 'Note Pitched' for an extended portamento

For the use of the portamento in mode ' **Note Pitched** ' mode, want beforehand, to deactivate the bypass of the portamento. Then, press on the button ' **Note Pitched** '

Vous pouvez maintenant appuyer sur une note et faire voyager le pitch sans heurt de sons (seulement si bien-sûr l'instrument est approprié et bouclé sur lui-même). Quand vous relâcherez la deuxième note, le pitch reviendra sur la note qui est toujours enclenchée.

You can now press on a note and make the pitch travel without clash of sounds (only so the instrument is suited and buckled on itself). When you will release the second note, the pitch will return progressively on the note which is always engaged.

Try the portamento in ' Note Pitched ' mode with the Mysteron sound delivered with the EcolooP Start Kit to have a good appreciation of this option.

B. Hide function : Glitch Bypass Delay

Particular effects can be obtained when we know to what are of use both sliders situated in the panel preference :

To have a convincing result of this function reserved for initiated, go in Delay# module, Move a little both sliders towards right and finally play with the bypass of the module by trying full of different regulations. You will have certainly some effective and unexpected results...

C. Host Sample Synchronisation function

La fonction '***Samples Host Synchronisation (SHS)***' est activable dans le panel des préférences et permet de caler le lancement des sons (de préférence avec les '***poly pads***' en bleu) pour qu'ils s'imbriquent entre eux de manière quantifié au temps près par rapport au tempo du Host.

The '***Samples Host Synchronisation (SHS)***' function is actionable in the reference panel and allows to prop up the launch of sounds (rather with the '***poly pads***' in blue) so that they are linked between them in a way quantified in near beat with regard to the tempo of Host.

<u>Attention</u> ! Le tempo ne pourra pas être réglé à l'intérieur d'EcolooP. Vous pourrez avoir quelques mauvaises surprises si vous procéder de cette façon.

<u>Watch out</u>! The tempo cannot be settled inside EcolooP. You can have some unpleasant surprises if you proceed in this way.

D. Loop Midi Export

Pour cet exemple, nous avons utilisé le Host **Cubase studio 5**, un séquencer plus adapté pour enregistrer du midi. EcolooP ne peut actuellement pas enregistrer de midi en interne mais peut envoyer des notes midi en externe que Cubase peut recevoir afin d'importer des données midi concernant le défilement temporel des notes (Un peu à la manière des Refills de Propellerhead). Pour arriver à ce résultat, il faudra un sample bien travaillé au niveau des slices qui auront été doublé par dès segments jaunes.

For this example, we used the Cubase studio 5 Host, a sequencer more adapted to record midi. EcolooP cannot actually record midi in internanl but can send midi notes to send extern midi out which Cubase can receive to import midi data concerning the temporal scrolling of notes (a little in the way style of Propellerhead Refills). To arrive at this result, it will need a 'worked well' sample for the slice interpretation which will have been doubled by yellow segments. (texte liste segment)

_ Thus open cubase and EcolooP inside

_ Arm yourselves with the sound file called MusicRadar23_100BPM.wav (situated in the **starting kit of EcolooP**). Take care of leaving text files associated in the same directory as the sound.

_ Load it in one of the 16 slots. Unbolt the padlock if needed and press on ' **Update Eco Sample** '. Slices are now updated.

_ Create a midi track in cubase associated with EcolooP and choose the plugins EcolooP in 'Midi in' and ' Midi out' of your track.

_ Now, choose a slow tempo (approximately 30) and activate ' **Sync Host Tempo** ' (+ in green) in the part dedicated to the tempo of EcolooP. Indeed, the more the tempo of recording will be slow and the more the extraction of midi takes off will be precise.
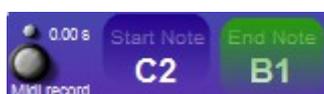
_ Choose ' **Start Note** ' corresponding to the note of the first fragment registered in the note administrator. Verify that the number of segment corresponds well to what you wish to obtain.

_ Settle comfortably on the (yellow) segment 2.

_ Press on Record in cubase

_ Launch now the 'Midi record' button' of EcolooP. The midi recording is made in your sequencer. If such is not the case, begin again once again and verify that everything is correctly settled as written previously.

_ Cut then correctly the result of the midi recording) obtained in your sequencer.

_ Export then cleanly midi takes off by taking care of placing well right and left locator with the associated option in the export and you have now your midi file associated with your .wav file segmented.

_ Import this one in EcolooP and activate the midi trigger so that it appears as the second image (milked green - OK)

VI. Lexicon

Active Loop : Button situated above on the left by Loop Start who allows to activate the reading of the sample with various regulations of Start Loop and End Loop (4 yellow buttons to the right)

All Sample Panel : Panel where we can make operations on all the samples. Press on the button ' All ' to reach it or make scrolling the drop-down list of samples selection of until ' *All samples* '.

Cue Segments Buttons : 2 yellow buttons which allow to transfer a point in percentage situated on the position of the current yellow line towards Loop Start and Loop End.

Custum rec : Allows to target an audio .wav file for the internal audio recording of EcolooP.

Dynamic Layers : Allows to filter the midi data to send them to selected slots according to the range of dynamics of every slot.

Export Sample Preset : Allows to export all data's sample modules of a slot towards other text files .sam and .ads not had the same name as the .wav file

Gate Sample : Allows to block or to free the triggers access of samples starting up. The launch, once freed, is made with pads samples. If a pad sample is already activated, the sound once starts freed Gate Sample.

Import Sample Preset : Allows to import the modules samples data set of another .sam and .ads file towards the current selected sound

Load Sample Preset : Allows to call back the data modules of a slot beforehand writed. Watch out, if the file is not writed, values truncated will appear in the controllers. To reset, made ' *Reset Sample Parameter* '

Loop End : Corresponds to the 'Loop End' point to arrive of Loop. Maybe saved in the one 4 presets of Loops (4 small vertically orderly yellow buttons)

Loop Start : Corresponds to the 'Loop Start' point to begin of Loop. Maybe saved in the one 4 presets of Loops (4 small vertically orderly yellow buttons)

Midi All Sample : Allows to distribute all which arrives to midi in EcolooP towards the 16 slots set

Midi One Sample : Allows to distribute all which arrives to midi in EcolooP towards the selected slot.

Mono Pad : Made cross the execution mode of the pads in mono mode.

Panel Rec : Allows to make cross the sound-recording in Panel mode. The sound will so be recorded on the selected slot.

Poly Pad : Allow to play several sounds slot in the same time

Release mode : The button release mode has two positions: ' Step ' and ' click '. He allows to make cross the execition mode of the pads played with the mouse from a mode to the other one. The 'step' mode allows to let the sound scroll when the pad is activated, the 'click' mode allows to make stop the sound when the mouse is released.

Reset All Samples Parameters : Allows to reset all samples parameters of modules samples on basic regulations (usine)

Reset Sample Parameters : Allows to reset all the parameters of the selected modules samples on basic regulations (usine)

Sample mode : The activation of the sample mode is made with the *Gates Samples buttons*. If the *Gates Samples* are deactivated, only the '*User Instrument*' can be used in midi.

Sample Tempo : Calculation of the tempo sample according to the number of measures, the number of times and the duration of the sample.

Step Count Layers : Allows to redistribute when activated the midi towards a determined slot by an incremented, decremented or random counter.

Save Sample Preset : Allows to save if text files were created all the data of the selected slot modules.

SHS (Samples Host Synchronisation) : When 'S' is activated in the preferences, allows to prop up the launch of pads quantified in near Host beat

Sync Host Tempo : Allows to synchronize the EcolooP Tempo to the Host Tempo

Update Data Samples : *(see Load Data Parameter)*

Update Eco Sample : Allows to update the white segments tagged in .wav sounds

User Intrument mode : Mode allowing to assign midi notes to waves of the sounds forms which we can split up. We can so create and play intruments with this mode by means of the midi keyboard but also make play loops which we shall have load at the top right.

User Tempo : Allows to assign a tempo to EcolooP (for the playing of midi files for example)

Write Infos : Allows to create text files which will be of use to the recording of the selected data sample.

VII. Thanks and credits

First of all, thanks to Jeff McClintock to have designed [synthedit](). A remarkable platform very ergonomic laboratory to experiment our sound ideas without which of numerous plugins, become the references in the world of MAO, would never have existed...

Thanks to all the participants of the French [forum of Nayseven]() for their invaluable councils without which my researches would not have been able to succeed...

Thanks to the designers of external modules become the standards on synthedit for their excellent work of compilation and which contribute to make exceed the limits of the software by bringing their personal touch.

Thank you for leaving them gracefully in free download for their use. And to enumerate them:

Thanks thus to Dave Haupt for its modules DH (37 used modules !)

Thanks to Kelly Lynch for its KDL modules (4 conversion modules : KDL_GF2V, KDL_GT2GT, KDL_M2GF, KDL_V2GF,)

Thanks to Daz Disley for its modules DD_DBLCLKRESET2 and DD_MOUSEONTIME

Thanks to Oli Larkin for its module OL_FLOATGATE

Thanks to Peter Schoffhauzer for it SC_MONOSTABLE module

Thanks to Christian W.Buddle for it DAV_SOUNDTOUCHPITCHSHIFTER module

Special thanks to Chris Kerry for its high level audio modules and essential for the graphic view of the 'User Instrument' mode :

CK_BIQUAD_FILTER_COEFF, CK_BIQUAD_FILTER_ENGINE, CK_PITCH_TO_PLAYBACK_RATE, CK_SAMPLE_CHOP_GUI_SYS2, CK_SAMPLE_CHOSEN_NAME_SYS2, CK_SAMPLE_INFO_SYS2, CK_SAMPLE_PLAYER_SYS2, CK_SAMPLE_STATION_X32_SYS2, CK_SAMPLE_WAVE_DISPLAY2_GUI, CK_STEREO_BALANCE, CK_VOLT_TO_MIDI

I also thank everything those to whom I borrowed graphic elements for the preparation of my plugins and which allowed me to save time.

Special thank to Bob Bobwood for the correction of this User manual in English and to Hugues Huddlestone for helping out in the translation !

<div align="right">

Fourdrignier Joan

fourdrignier_joan@hotmail.fr

http://midimobiles.blogspot.fr

</div>