

How to use your own loops in Grid//Machine SLICE...

There are several ways to set up loops to work in Kontakt and there is nothing special about slicing and placing loops for GRID MACHINE//SLICE, but this is how we do it.

1. Prepare your loop

First you'll need a loop, we use 4-bar loops; you could use other lengths but 4-bar loops work best. So take your 4-bar loop and in your favourite editor make a copy of the loop, reverse it and place it at the end of the original loop, i.e. a whole 4-bars played forwards followed by a whole 4-bars played backwards. Save this as a .wav file. GM//S will sort out which slice to play when.

2. Load your loop into Kontakt

Open a GM//S instrument and go to the editor areas (press the wrench icon). Here we need to select the Group Editor. We need to add a new group so press the button "Create Empty Group" this will create a new group called "empty group" at the end of the existing groups. We will use this group to load in the loop you created, once we've finished we'll delete this loop so no need to worry about what it's called....Click the empty group to select it and then click the Mapping Editor button. You should see an empty map for the empty group.

Next find your .wav using the browser over on the left side of Kontakt (if you cant see it press the Browser button in the top menu to open it). Drag the .wav file anywhere in the empty mapping editor, we drop files over on the far left(ish) area as this wont confuse Kontakts mapping later...OK once that's done the loop is loaded, now to slice it up....

GRID MACHINE // SLICE

3. Slice your loop

OK now we need to slice your loop into 64 even slices. Select your newly imported wav in the mapping editor, it should turn yellow...and press the Wave Editor button. In the Wave Editor area you should see your loop. Now we need to slice this into 64 even slices. Turn on the Grid just below the wave display - its the area over on the right side, and select the Fix tab (for fixed length slices).

Depending on the tempo of your loop and how Kontakt is feeling it will display several different amounts of slices, but you can alter these using the Width area, move the Width value up and down (using the plus and minus buttons) until you have 64 slices displayed in the wave display.

Next go to the sync/slice tab over on the left. We can usually leave the Auto-fade Time alone (but if you get lots of clicks in your end result maybe try raising this a little), we need to set the "Map Base Key" value to say "C1". Once that's done make sure "Auto Find Empty Keys" is switched off (it yellow when its on).

Final step in slicing is to click once on the "Drag MIDI to Host" button, no need to drag just click, and wait....usually not long. You should now have a new group in the Group Editor called "slices mapped", click on this and you'll see your slices mapped to fit with GM//S. Double-click to give this group a name you want to see in the GM//S drop down "loop" menu. OK you can delete the group called "empty group" now...

4. Setting up the Effects

The final step is to add the effects to the group that GM//S expects. You can turn off the Group Editor, Wave Editor and Mapping Editor. GM//S expects a number of effects in the Group Insert FX area. In order from left to right place Distortion, Skreamer, Lo-Fi, Pro-53 Filter and 2 Band Eq in the first 5 slots, then place Send Levels in the right-most slot. OK that's it you're done! Dont forget to save your instrument to keep this new group.

GRID MACHINE // SLICE

OK, we hope you have fun using your own loops in Grid Machine // Slice, and remember if you end up with a couple of hundred of 'em in a particular genre let us know we might be able to get them published in their own instrument.

email us at info@channelrobot.com

Watch out for the next round of Grid Machines coming soon including:

Grid Machine//Matrix, Grid Machine//Pulse, Grid Machine//Chain, Grid Machine//River and Grid Machine//Slice V2!

Current Grid Machine//Slice products:

