Gotharman's Little deFormer 3

Granular WorkStation

Update Manual 12.26

-Swing All function has been added.

-Extra Trigger Random function added, that will make it randomly toggle between the part and the extra part, instead of just playing both back at the same time.

-USB sample import: It is now possible to select, if it should use the sample "LD" name or the file name, when importing samples.

Bug fix:

-Very rarely, when adjusting the parameters, the value would start to jump in intervals. Since this bug only shows very rarely, I am not 100% certain, if I have managed to fix it, but I did find something, that could cause this. If you experience this bug, after you have updated your LD3/Tiny LD with this update, please let me know.
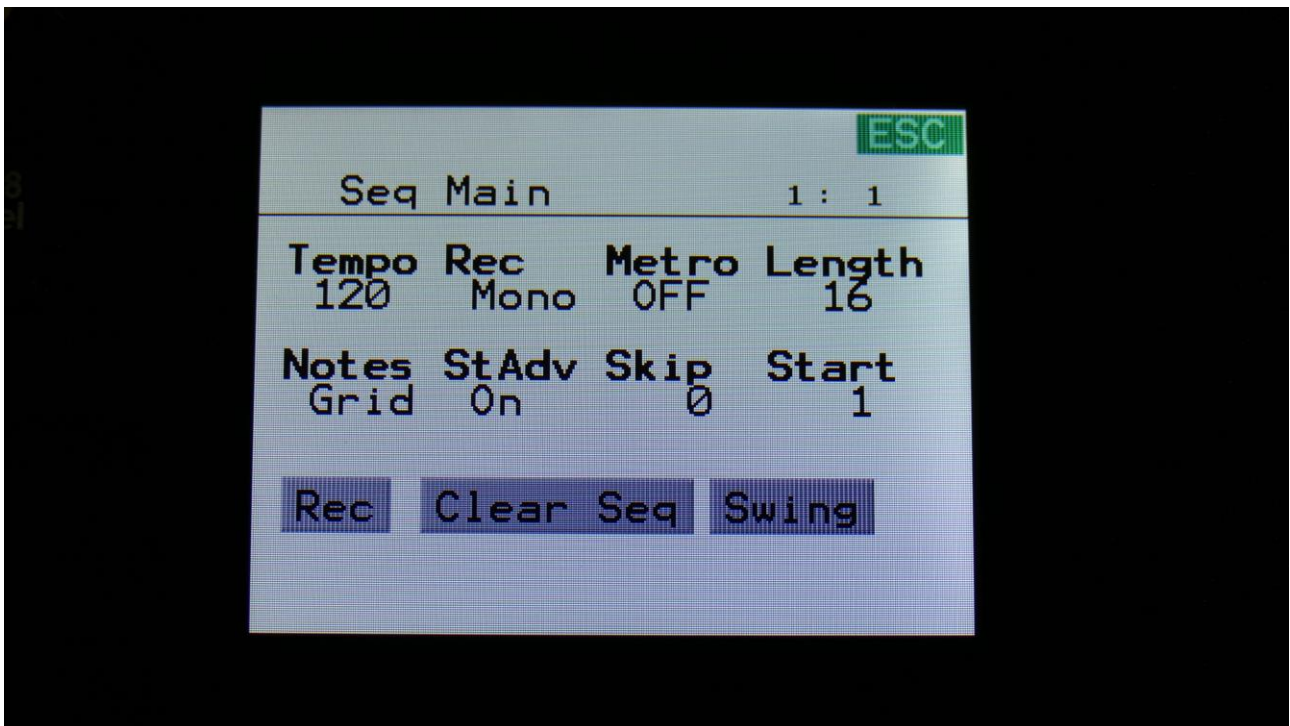
Swing All

The LD2 function Swing All has now been added to LD3, after a user reminded me, that I had forgotten to port this.

This will let you add modulated swing to all 16 note tracks at the same time. For creating traditional swing, you should modulate with a controller track, and program the swing pattern on this.
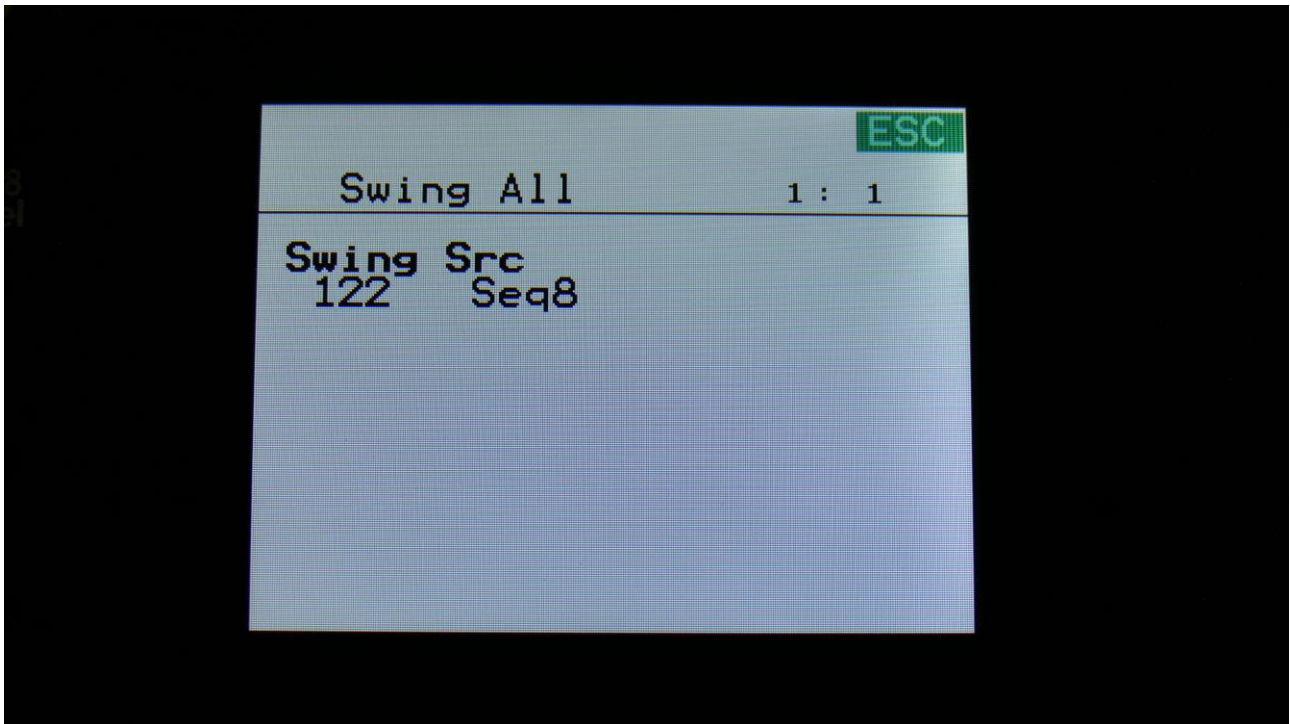
For separate swing on each track, please use the track modulation.

On LD3 you can access the Swing All page, by pushing the Func/Mute button, so that it lights up, and then push step button 2 (Seq Main) 2 times.

Or you can access the Seq Main page, and then touch the "Swing" touch button (Only this method are available on Tiny LD).
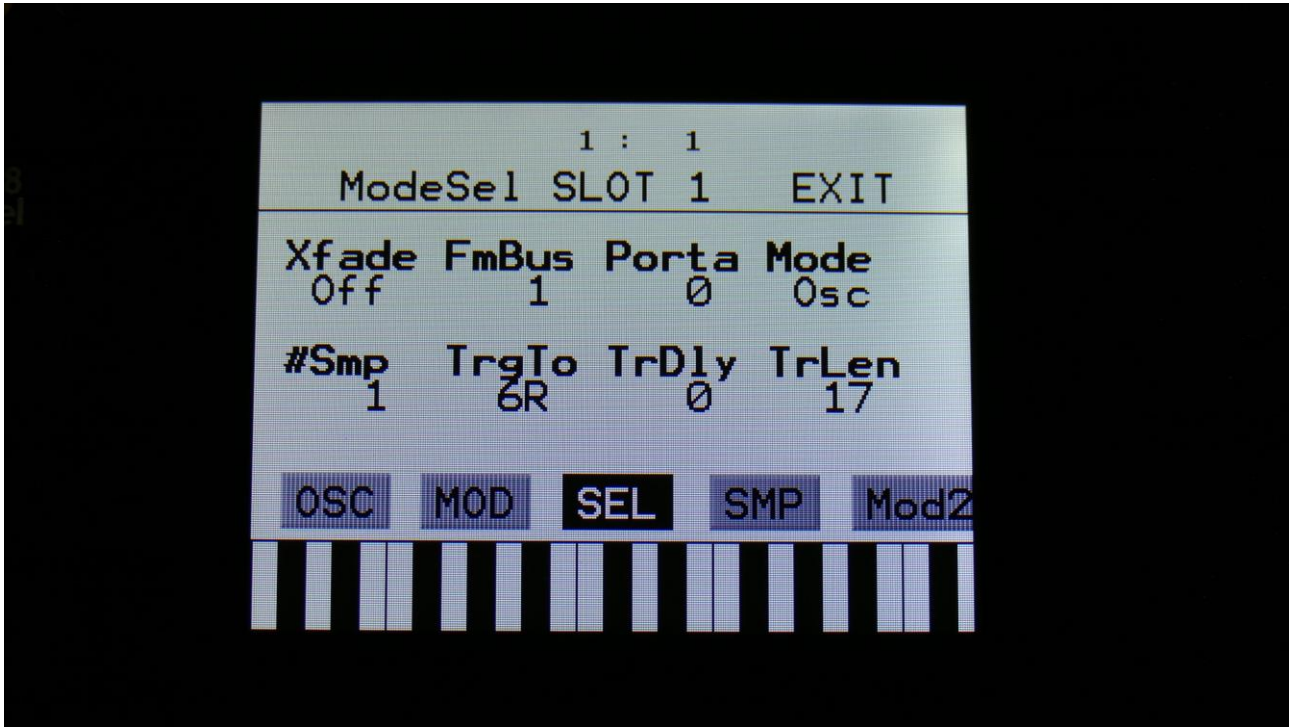
Now this page will show:

Set the amount of swing with the **Swing** parameter, and select the swing modulation source, using the **Src** parameter.

Traditional swing can be obtained by modulating swing with a controller track, and program the swing pattern on this, but on LD3/Tiny LD, any modulation source can be used for swing, so there are quite a lot of possibilities to deform a sequence with this.

Extra Part Trigger Random

It is now possible to make LD3/Tiny LD toggle between two parts randomly, using the extra trigger function, found on the Oscillator pages.

The TrgTo parameter can now be set to 1R to 16R. When it is set to any of these values, every time the selected part is triggered, it will randomly either play back itself, or the part number selected by TrgTo.

If TrgTo random is set to the same part number as the selected one, the part will randomly play back or not.
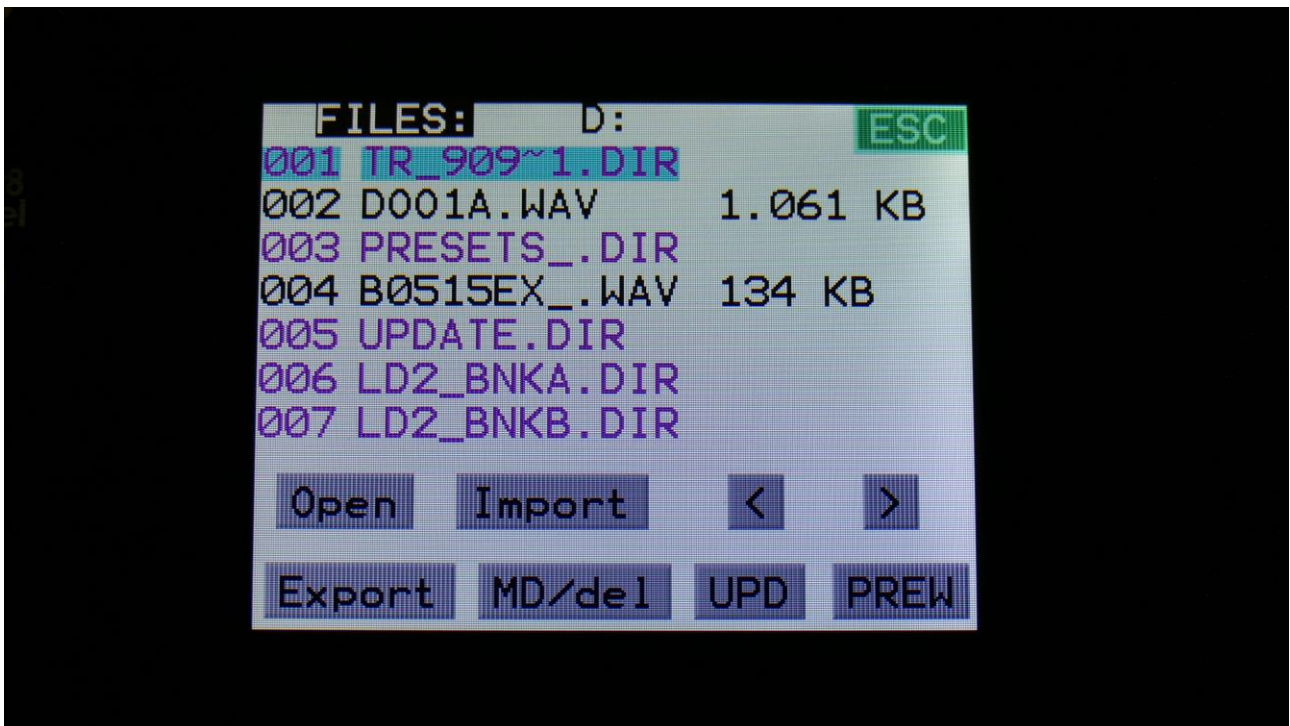
USB Sample Import Name

Several users has complained about, that when exporting a sampling, and then importing or reloading it again, it is pretty impossible to get rid of the LD name (the sample name shown for the sampling on the sample pages), that LD3/Tiny LD exports together with the sampling, not even when renaming the file.
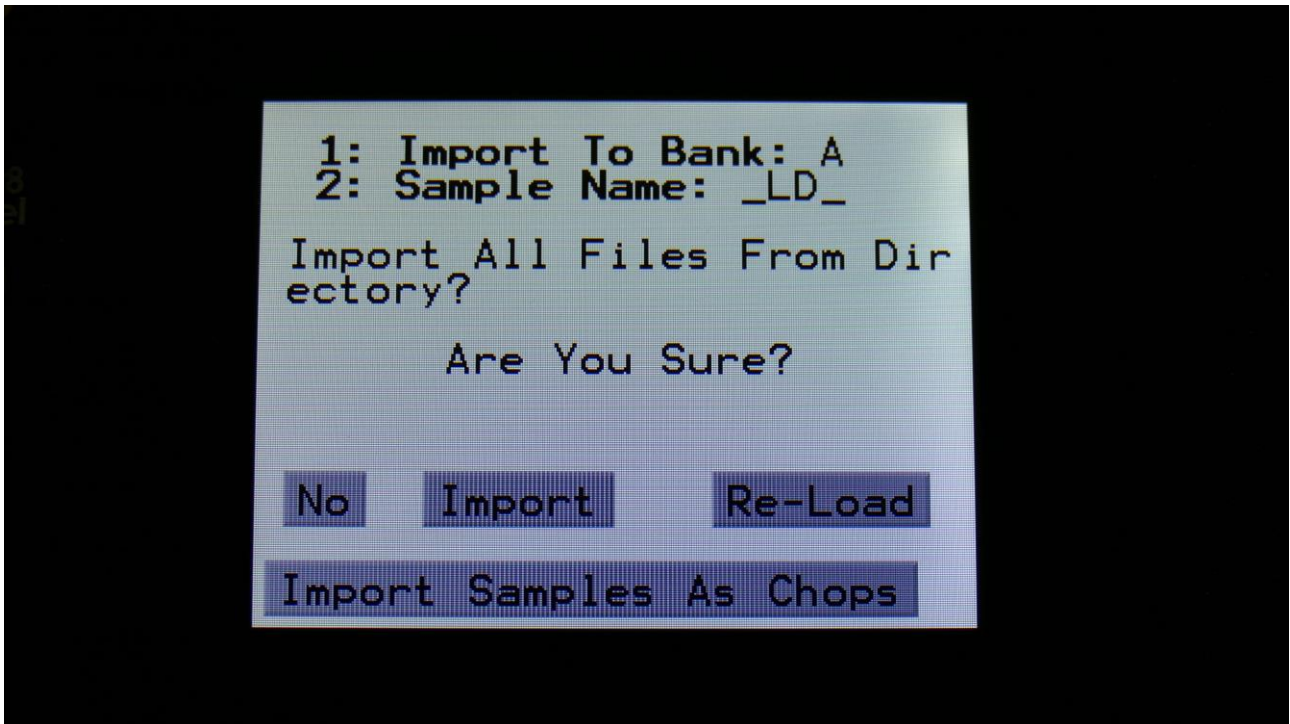
Here comes the solution! It is now possible to select, if LD3/Tiny LD should import the samplings together with the imprinted LD name, or together with the file name.

When importing together with the file name, the LD name will be changed to this.

To select if you would like to import the samples with LD name or file name, enter the USB pages, and select a folder (or Dir):
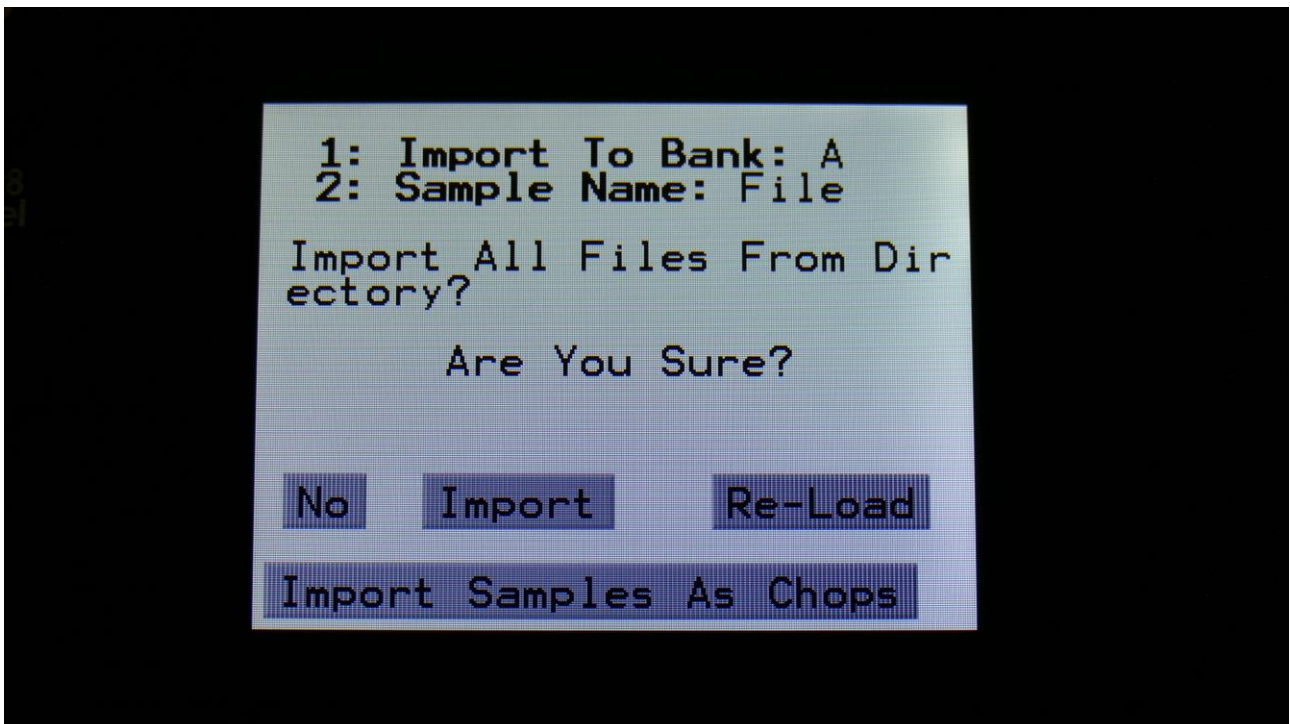
Now touch Import, and the Import All page will open:

The second line on this page, shows that samples will be imported together with the LD name, which is the default setting.

Simply turn Edit Knob 2, to select file name instead:

If you just wanted to set this setting, and you do not want to import all samples from the selected folder, simply touch No to exit.

The setting you did here, will be kept until you turn your LD3/Tiny LD off, or until you go back and change the setting.

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2019

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