

# Gotharman's Little deFormer 3



## Granular Workstation

## Update Manual 0.36

## **In this manual:**

- WaveBuilder added, that lets combine up to 8 samplings. [Page 3](#)
- Sequencer note steps that are off, now has a different color. [Page 6](#)
- Effect processors and LFO's are now selected without affecting the synth part select.
- The Chop and #chp parameters in the synth parts will now morph.
- Like on the Sample Edit select sample pages, a small red square is now indicating the last added sampling in a bank, on the synth part sample select page.
- UPDATING LITTLE DEFORMER 3. [Page 7](#)

## **Bug Fixes:**

- When a sampling had its start point programmed on the Sample Edit page (not on the synth sampler pages), the chop points would no longer be correct. This has now been fixed.

## WaveBuilder

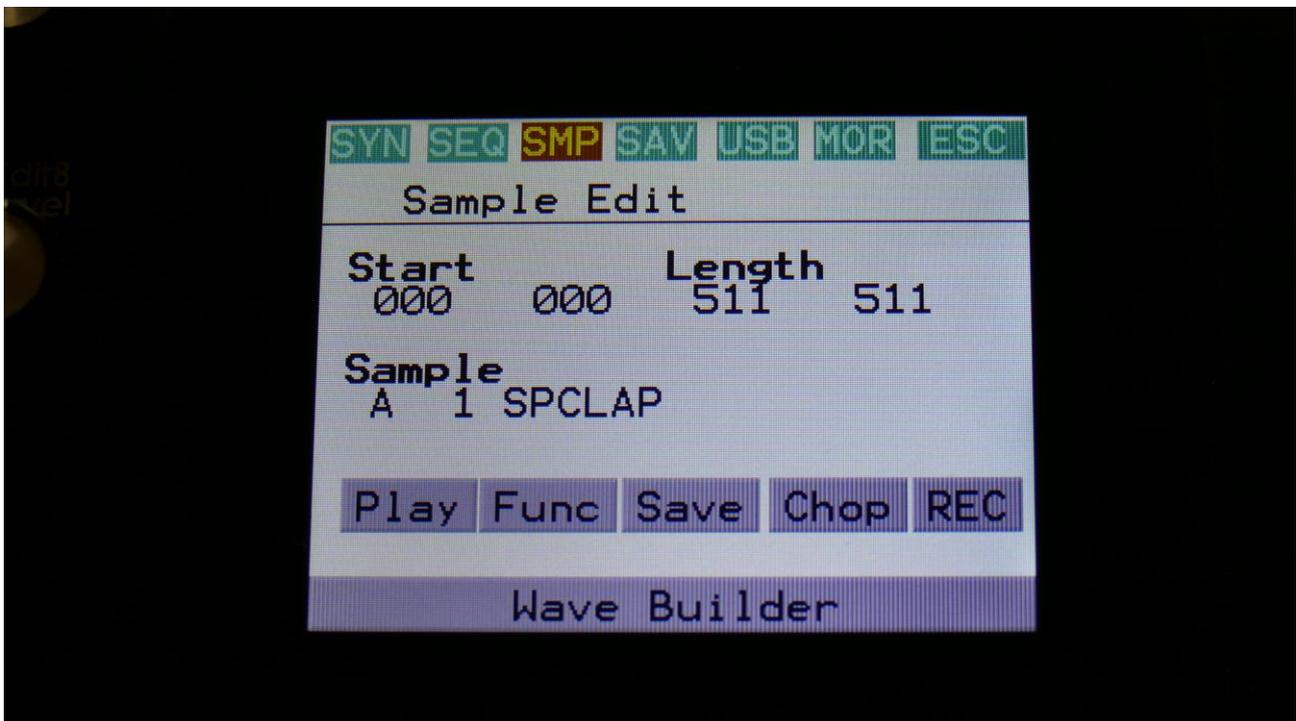
A WaveBuilder section has now been added to LD3. This lets you combine up to 8 samplings, to create a wave sequence from these.

Whole samplings, parts of the samplings or chop points from the samplings, can be used to build a new wave sequence.

The wave sequence is saved as a new sampling, and a chop point is inserted, at the start point of each of the 8 waves, for easy selection of each partial, using the chop parameter.

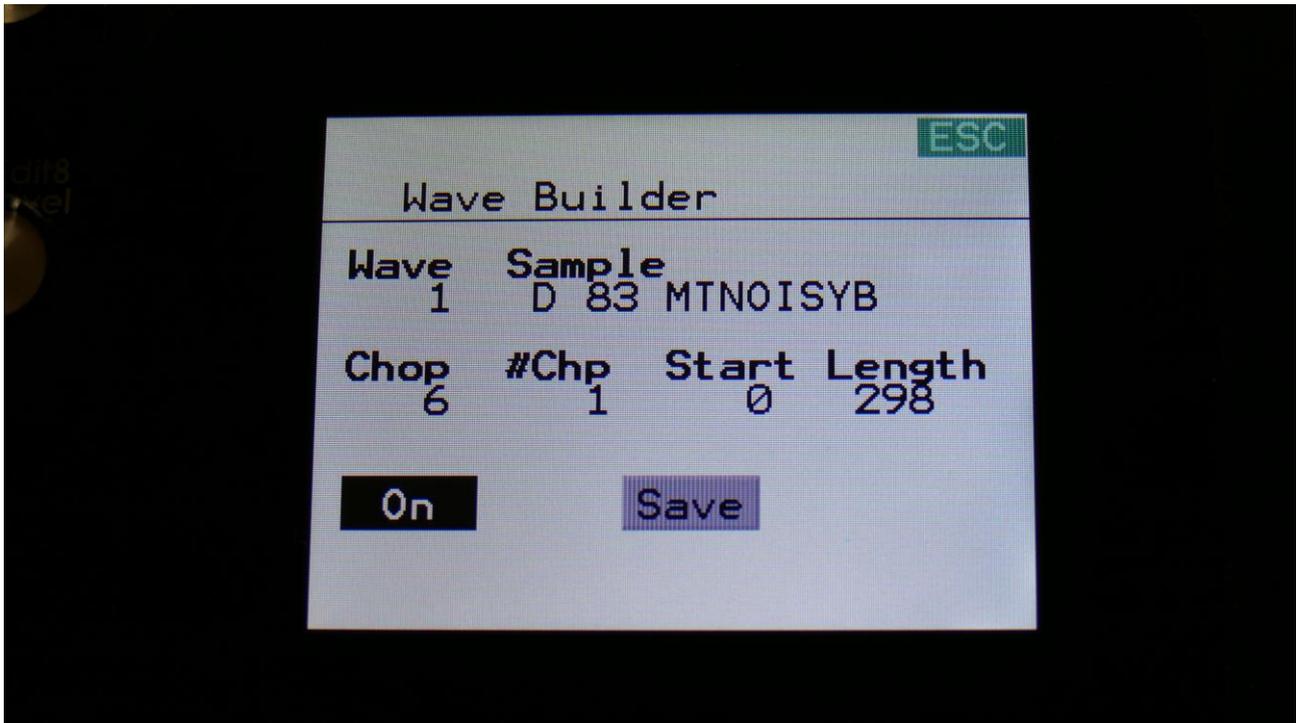
WaveBuilder also lets you copy a sampling from one sample bank to another. Just select the sampling in WaveBuilder, set start to 0 and length to 511, and save it to the new bank.

Enter WaveBuilder:



From the Sample Edit page, touch Wave Builder in the bottom of the page.

You will now enter this page:



**Wave:** 1 to 8. Selects wave 1 to 8 of the wave sequence to be generated.

**Sample:** A0 to D2048. Selects the sampling for the selected wave. Edit knob 2 selects the sample bank (A to D), edit knob 3 selects the 100's in the sample number, and edit knob 4 select the 10's and the 1's in the number.

**Chop:** 1 to 64. Selects the chop point of the selected sampling, to be included in the wave sequence, if the selected sampling holds any chops.

**#Chp:** 1 to 64. Selects the number of chops to play back, from the selected chop.

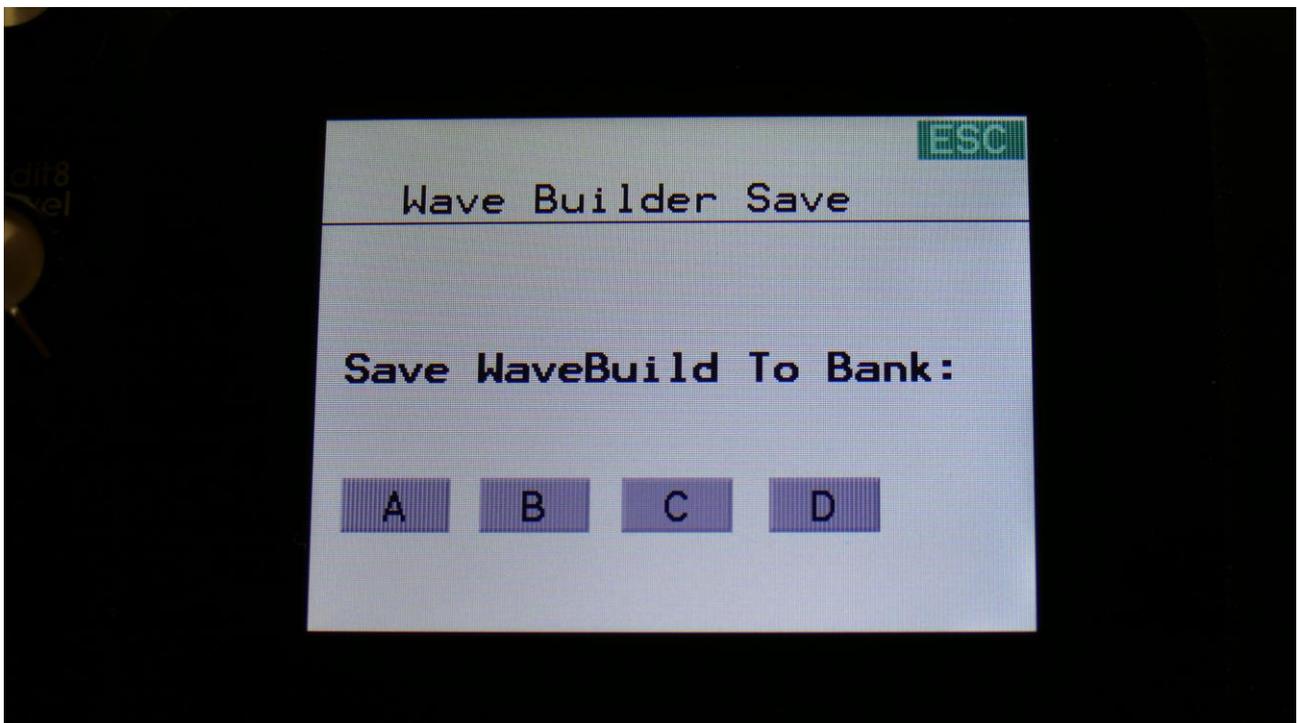
**Start:** 0 to 511. Sets the start point of the sampling, of the range, that should be included in the wave sequence. If the selected sampling holds chop points, the start point will be inside the selected chop range.

**Length:** 0 to 511. Sets the length of the sample range, that should be included in the wave sequence. If the selected sampling holds chop points, the maximum length will be inside the selected chop range.

**On/Off touch button:** Each of the 8 waves can be separately switched on or off. As soon as at least one wave is on, WaveBuilder will start playing back the sequence of the waves. Any waves that are switched off, or has their length set to zero, will be skipped from the wave sequence.

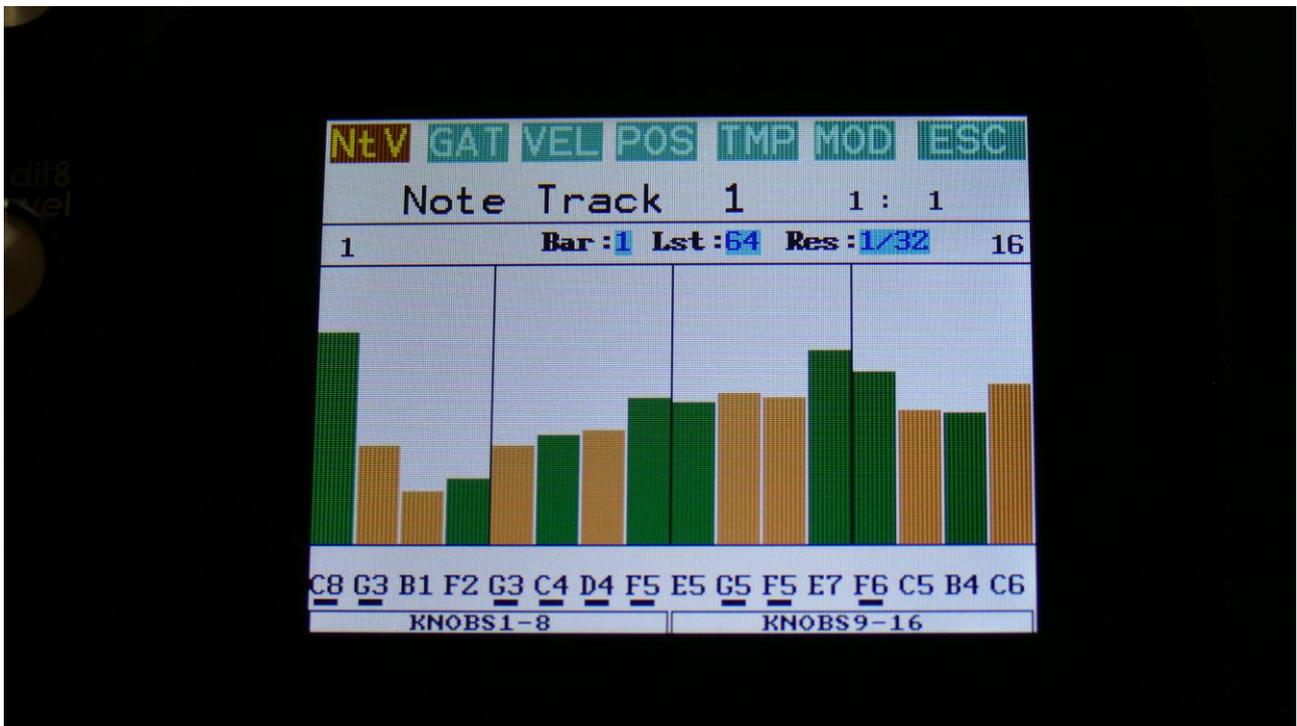
**Save touch button:** As soon as you have selected samplings and chops, and adjusted the start and lengths, and you are satisfied with the result, you should touch this button, to save the new wave sequence.

This will get you to this page:



Now touch A, B, C or D, to save the wavesequence to the corresponding sample bank.

## Sequencer Note Steps



The note steps that are on, are still green, while the note steps that are off, now has a sort of yellow/red colour.

## **Updating the LD3 firmware**

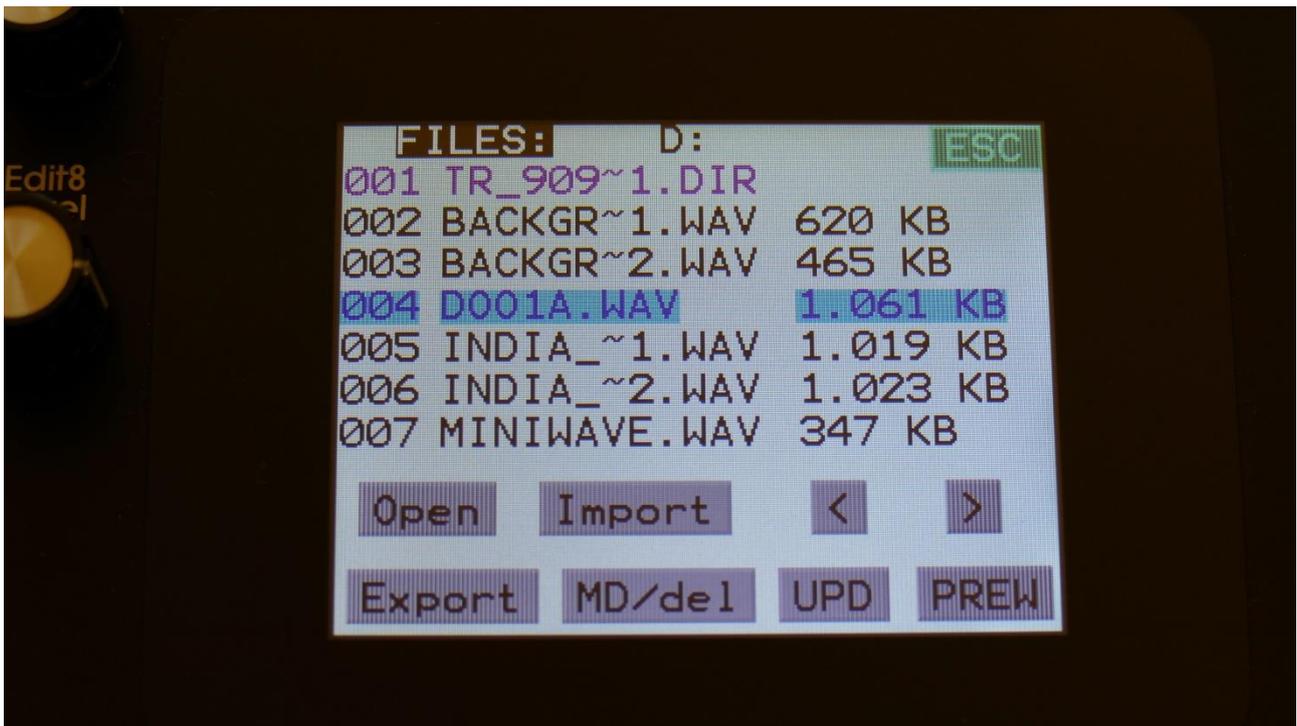
Now and then updates will be available for LD3, that adds new functionality and fixes bugs. These will always be available for download at:

<http://www.gotharman.dk>

To update LD3, you must have a computer with an internet connection, and an LD3 compatible USB drive ready. See the start of this section, for which USB drives that are LD3 compatible.

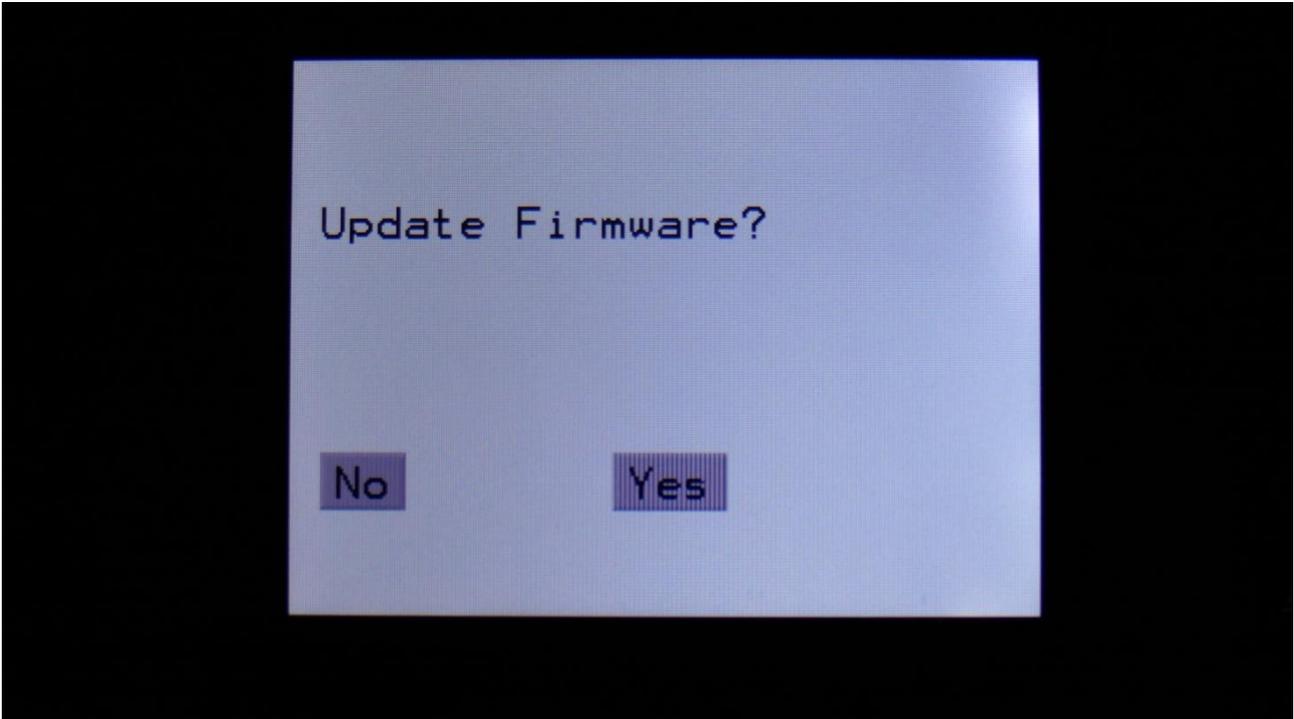
Then you should follow these steps:

1. Download the update file of the latest update, from the LD3 Updates site, to your computer.
2. Unzip the file.
3. Connect the USB drive to your computer.
4. Make sure that the USB drive is FAT formatted.
5. Create a directory in the root directory of this USB drive, that is named "UPDATE".  
If the USB drive already contains a directory called UPDATE, please delete all files inside this.
6. Copy the update file from your computer to the USB drive UPDATE directory. Make sure that no other files are present in this folder, and please don't rename the files.
7. Eject and remove the USB drive from your computer, and connect it to LD3 's USB connector.
8. Turn LD3 on, if it isn't already turned on.
9. From the preset select screen, touch the EDIT field.
10. Touch USB.
11. Wait for LD3 to register the USB drive, so all files and folders are presented on the screen.



12. Touch the "UPD" button.

13. LD3 will now search for the "UPDATE" folder and a valid update file. If it finds both, it will ask: "Update Firmware?"

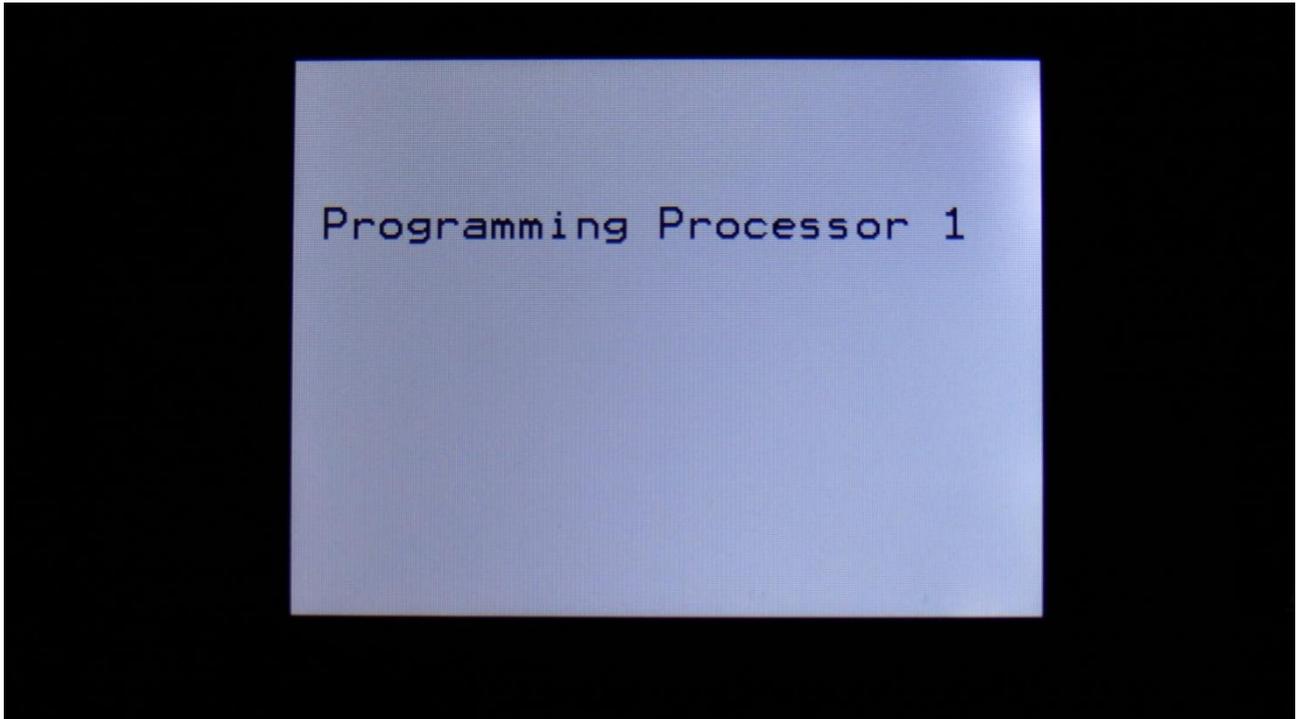


14. Touch "Yes" to proceed with updating, or "No" if you regret.

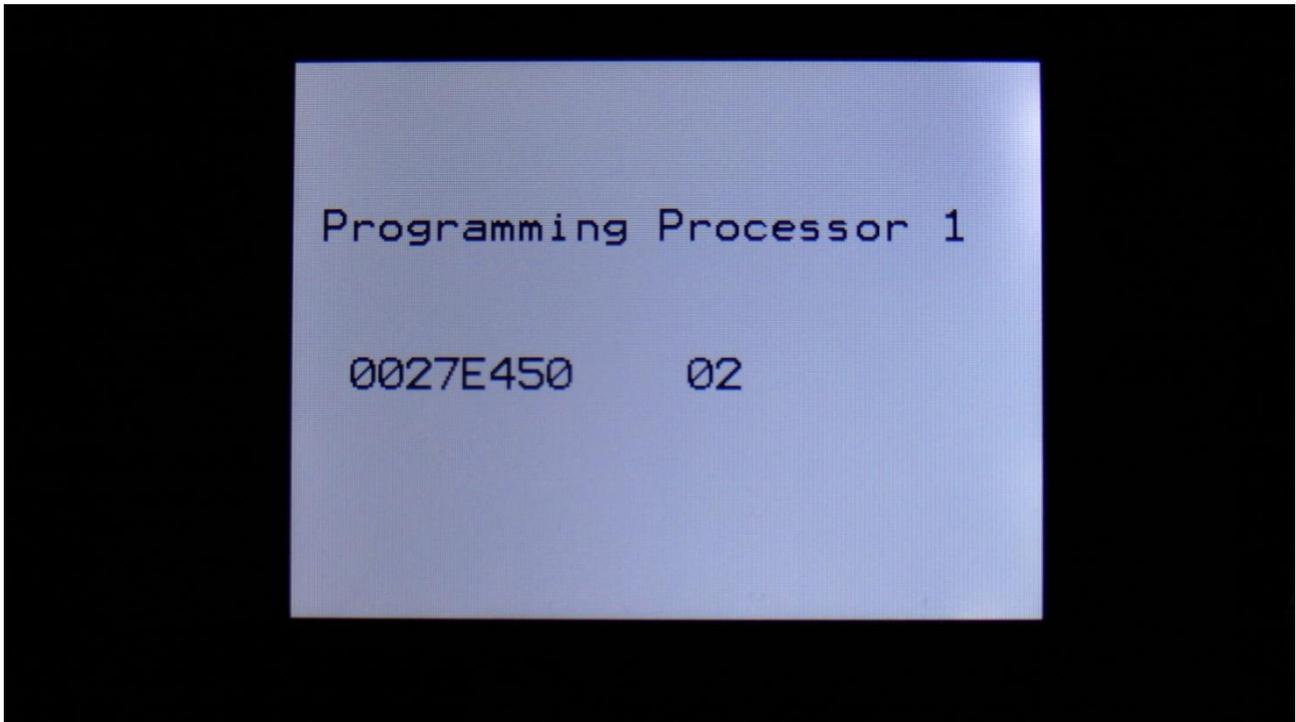
15. If you pushed Yes in step 13, LD3 will now start to get the update file, and program its processor.

When it starts to program the processor, it will look like it halts for a couple of minutes. This is because it does halt, when erasing the program memory of a processor.

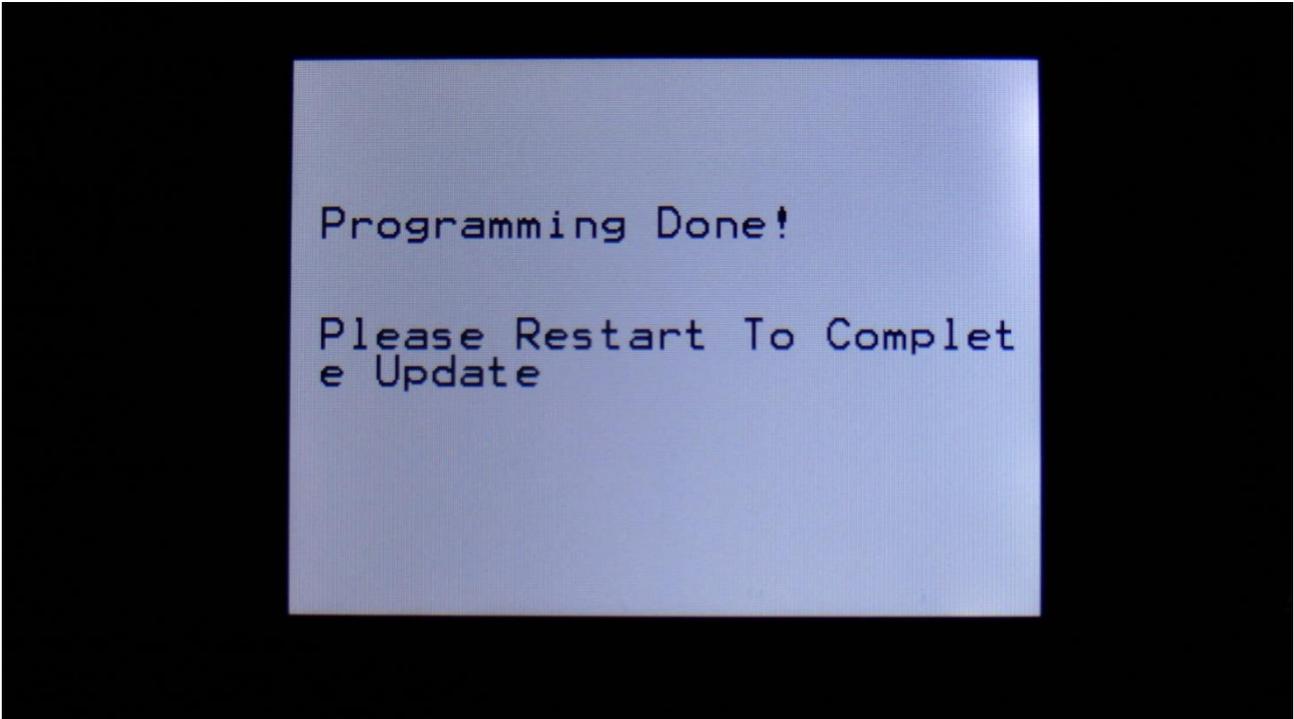
Erasing the program memory of the processor:



Programming processor (counter in the bottom counts up):

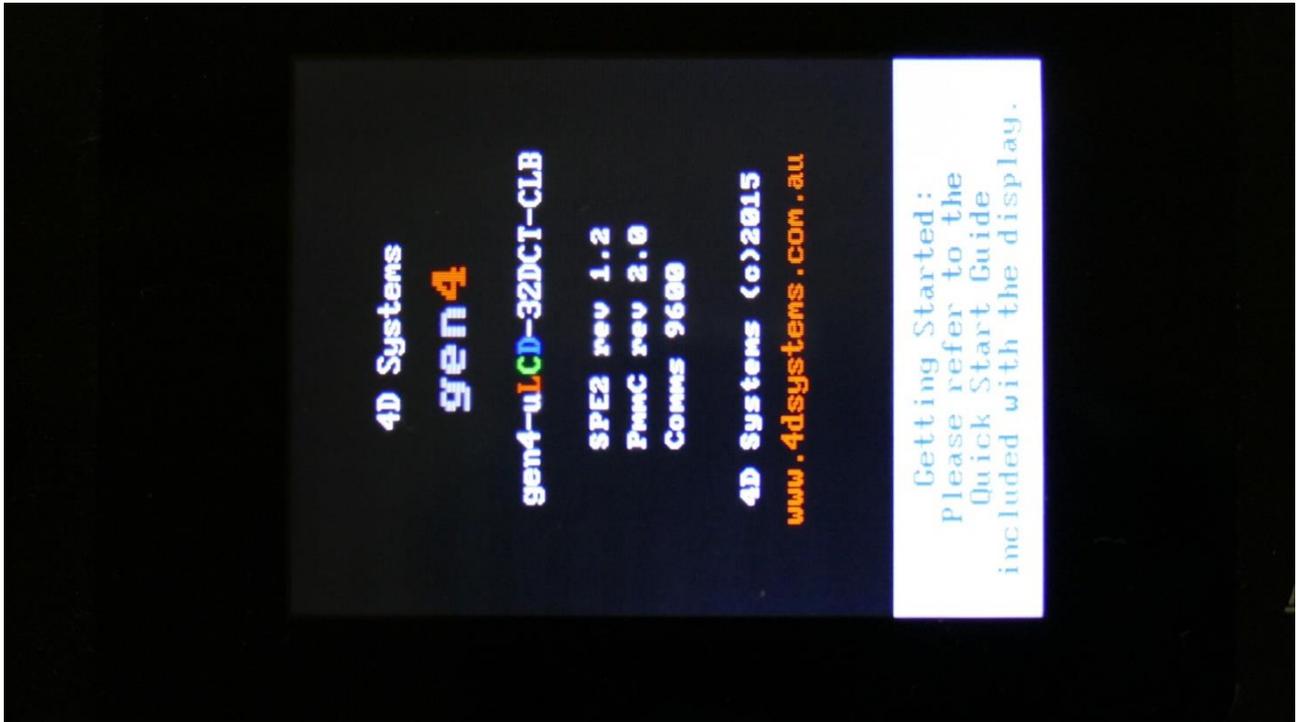


16. When programming is done, LD3 will ask you to restart it. Please turn LD3 off and then on again.



17. When you turn on LD3 after an update, it will need to finalize this. It will show this by turning 10 step button LED's on and off sequentially, one by one. After it has done this for a little while, it will start normally and are ready to use.

While it is finalizing the update, an initial text will show on the display:



**If something goes wrong:**

-If the power should go off, while LD3 is getting the update from the USB drive, and programming the processors, simply start over again from step 7.

-If the power should go off, while LD3 is finalizing the update (3 LED's turn on and off), simply turn LD3 on again, and it will now finalize the update.

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