

# Gotharman's Little deFormer 3



Granular Workstation

Update Manual 9.45

-Graphical sample editing has been added.

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-The Part Trigger Note can now be modulated, making CV/Gate to MIDI and other things possible.

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-Now only positive modulation sources can be selected by an edit knob. You will have to touch the parameter, for negative modulation.

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-Part Select and Mute buttons can now be latched, so that you don't have to hold these, to select or mute a part.

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-Controller track realtime recording are now always initiated when step 1 of a track is passed.

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-“Esc” button has been added on the preset select page, so it is easier to exit, if you do not want to change the preset anyway.

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-Roland JD-XA MIDI filtering has been removed. Since JD-XA is transmitting MIDI messages on several MIDI channels at the same time, LD3 was filtering out the extra MIDI messages, that were the same as the previously received ones. Unfortunately this system would also filter out MIDI notes, if LD3 in multi-timbral mode, were receiving the same notes on 2 different channels. Therefore it was removed.

I really enjoyed, using my JD-XA as a master keyboard, but if it doesn't work as this, it doesn't work.

#### **Bug Fixes:**

-When the sequencer was set to external sync, and realtime recording were initiated, LD3 would start a 2 bar count-in. It will now no longer do this.

-Step recording of controllers would not always work, if the sequencer was stopped. This has now been fixed.

## Graphical sample editing



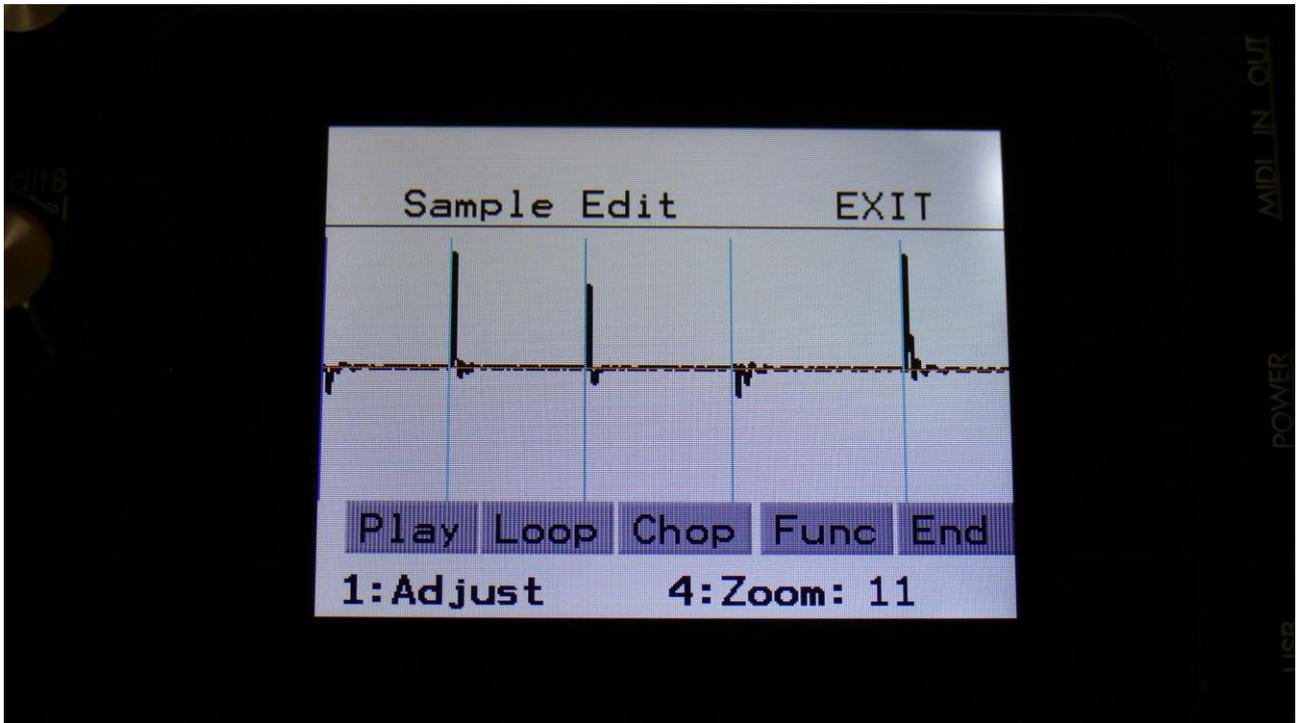
On the Sample Edit page, the touch button previously named "Func", has been renamed to "Grap".

Touching this will enter the graphical sample edit pages.

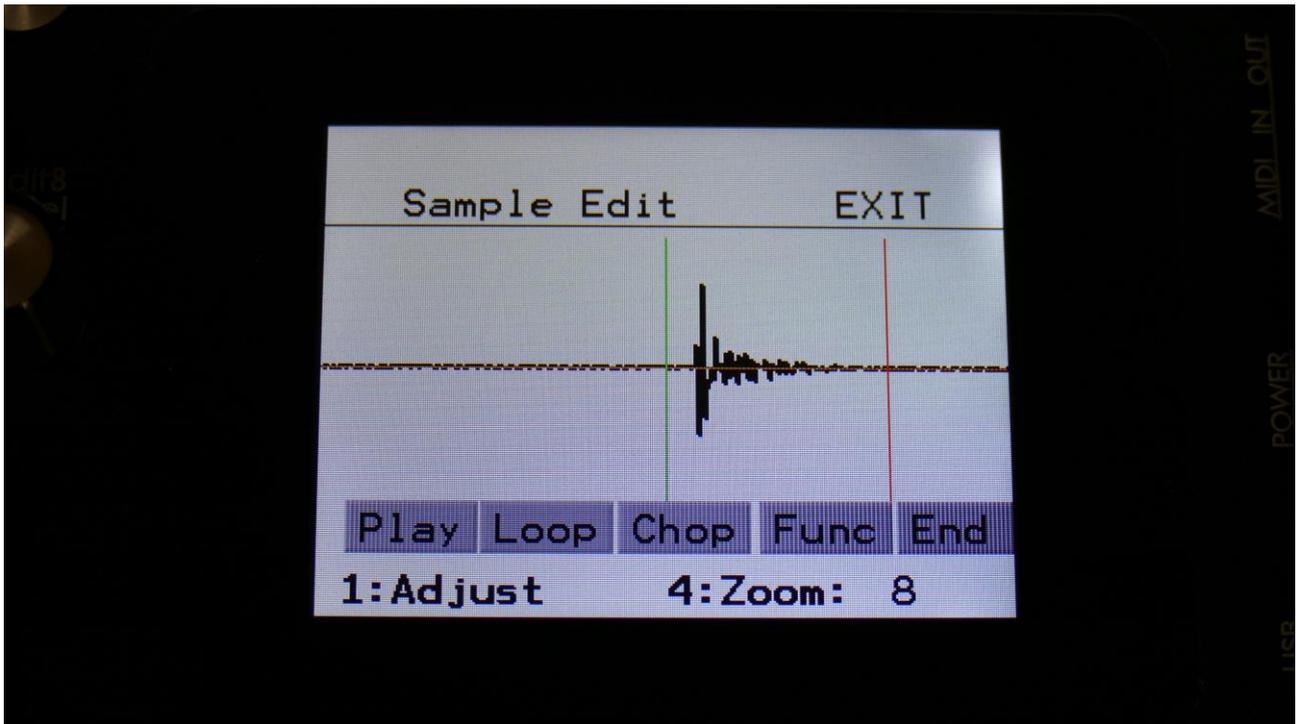
On the graphical sample edit pages you can add and remove chop/loop points and select a portion of a sampling, to be saved as a new sampling.

It has also been made easier, to set loop points in long samplings, by making it possible, to save the selected end point as a chop/loop point.

From the Sample Edit page touch Grap, to enter the graphical edit page:

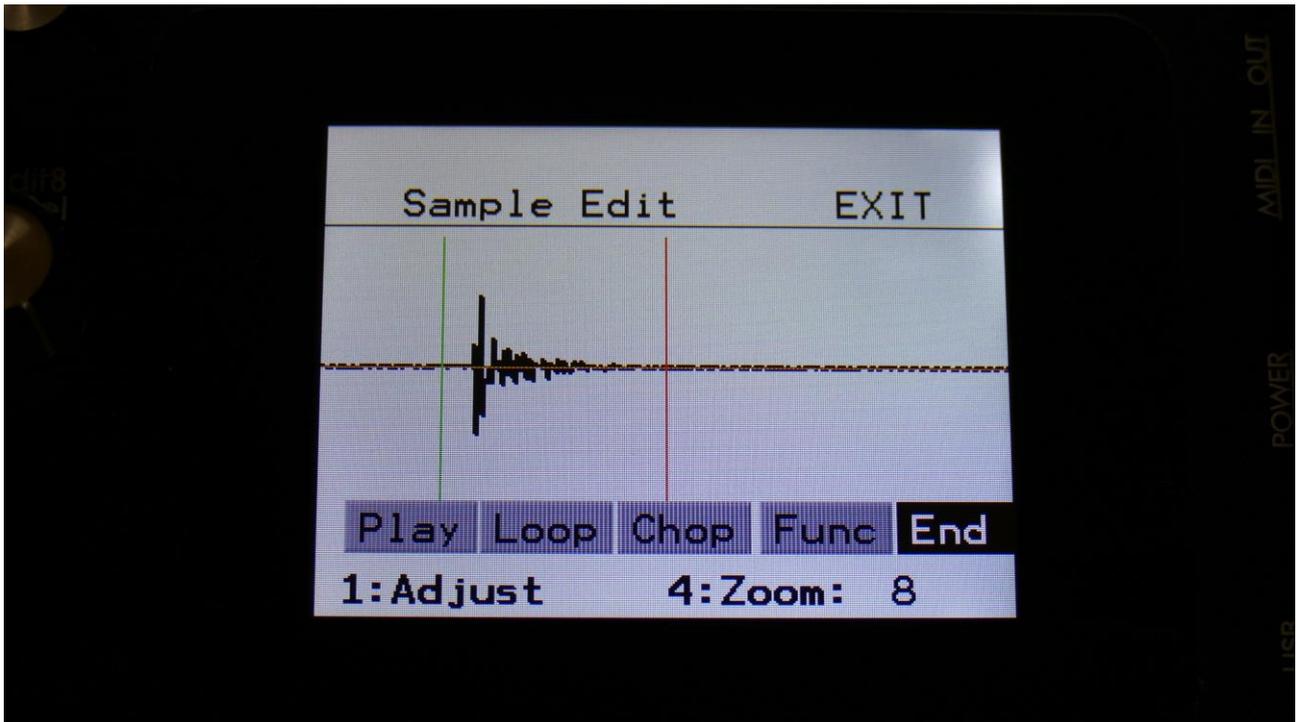


On this page, you will see a graphical presentation of the selected sampling. Chop points are indicated as vertical blue lines, and the sample zero point is indicated as a horizontal red line.



By touching anywhere on the screen, or by rotating Edit Knob 1, you can select a start point. This is indicated by a vertical green line.

By rotating Edit Knob 4, you can zoom in and out.

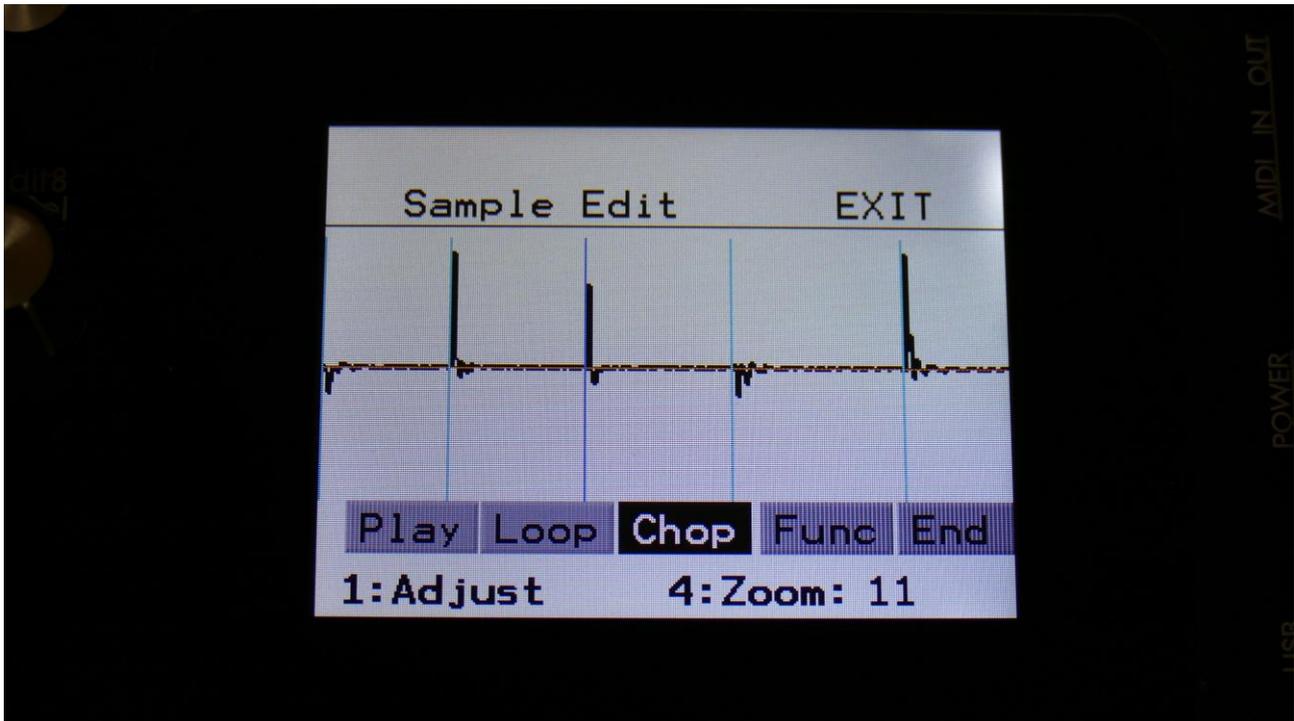


By touching the End touch button, so that it turns black, the screen will now be focused on the end point, which is indicated as a vertical red line. When you touch the screen now, the red line will move, indicating that the end point is selected. It is also possible to change the end point, by rotating Edit Knob 1.

If you touch the Play touch button, the sample will play back from the start point to the endpoint, and then stop.

If you touch the Loop button, so that it turns black, and then touch the Play button, the sample will play back from the start point to the end point, and then loop back to the start point, and play back the selected piece again, until Play or Loop is touched again, so that any of these turns grey.

## Selecting and edit chop points



Touch the Chop touch button, so that this becomes black.

Now, when you touch the screen, you will select a chop point. The line indicating the chop point will turn dark blue, when it is selected.

Rotate Edit Knob 1 to adjust the chop point. Rotate Edit Knob 4 to zoom in and out.

If you touch the Play touch button, the sample will play back from the selected chop point to the next chop point, and then stop.

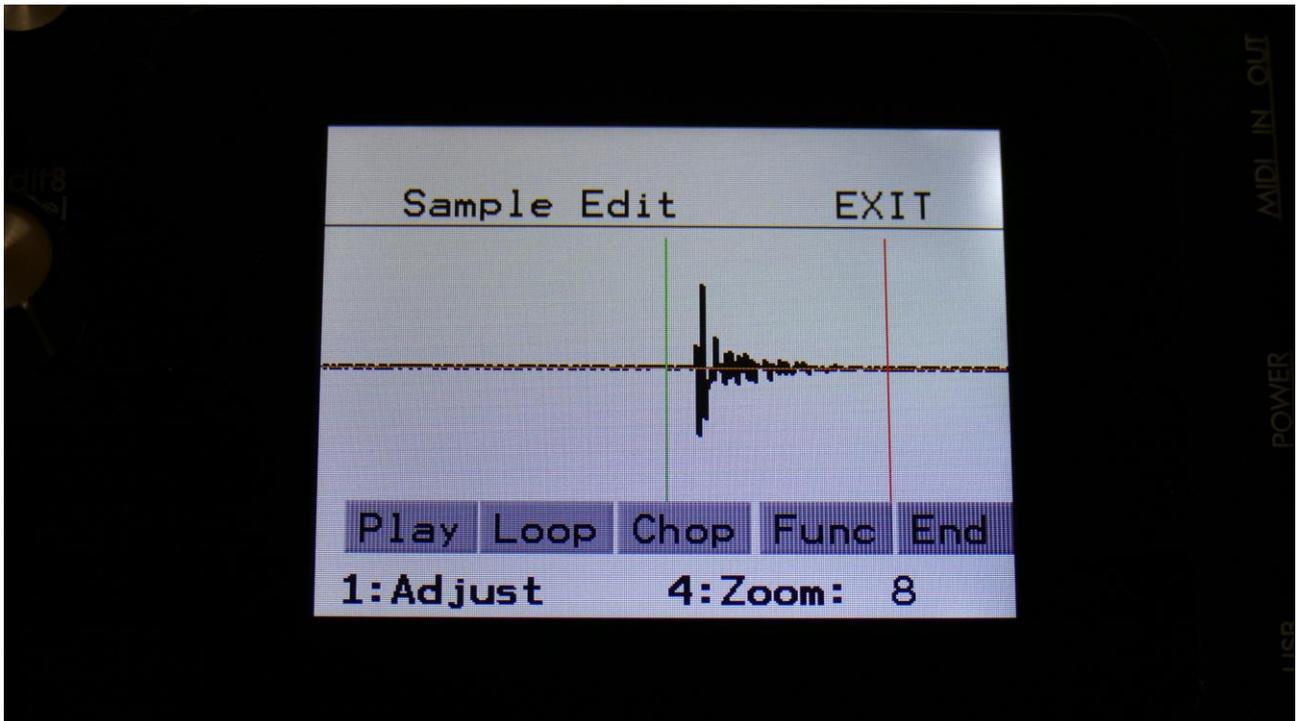
If you touch the Loop button, so that it turns black, and then touch the Play button, the sample will play back from the selected chop point to the next chop point, and then loop back to the selected chop point, and play back the selected piece again, until Play or Loop is touched again, so that any of these turns grey.

By touching the End touch button, so that it turns black, it is possible to adjust the next chop point, which is also the end point of the selected chop, by rotating Edit Knob 1.

## Adding a chop point

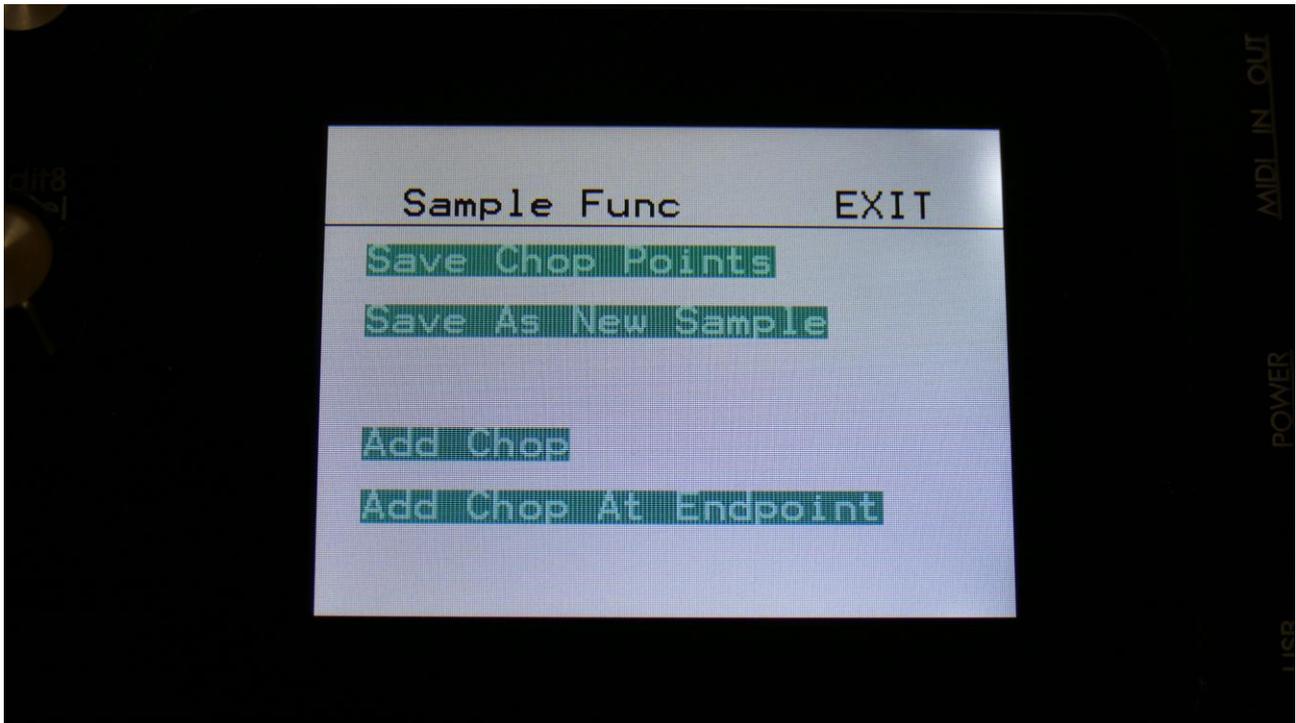
Make sure that the Chop touch button is grey.

Set the start point, where you want the chop point to be, either by touching the screen, or by rotating Edit Knob 1.



Touch the Func touch button.

Now you will enter the graphical function page:



Touch "Add Chop". LD3 will now jump back to the graphical edit page, and a chop point will be added at the selected start point.

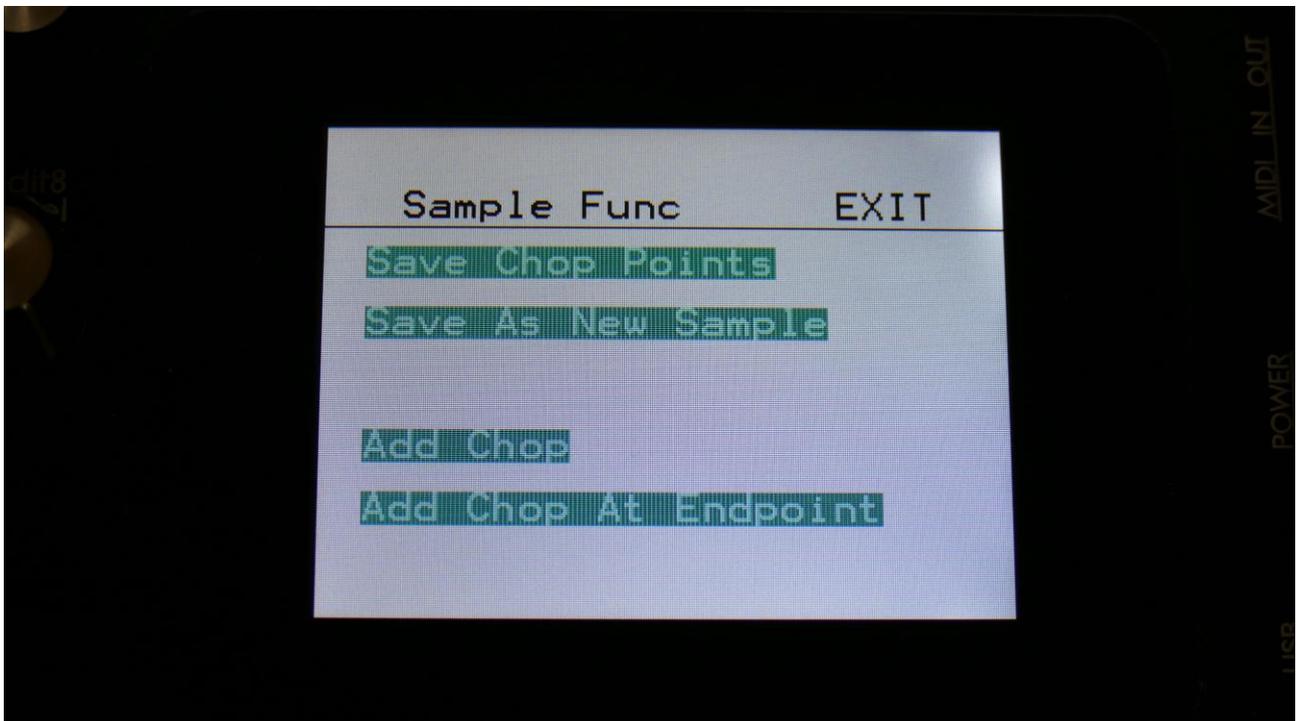
## Adding a chop point at the selected end point

If you wish to create a loop, for instance for use with the sustained loop feature, you will adjust the start and endpoints, until the loop sounds as intended.

Then you will save the start point as a chop point.

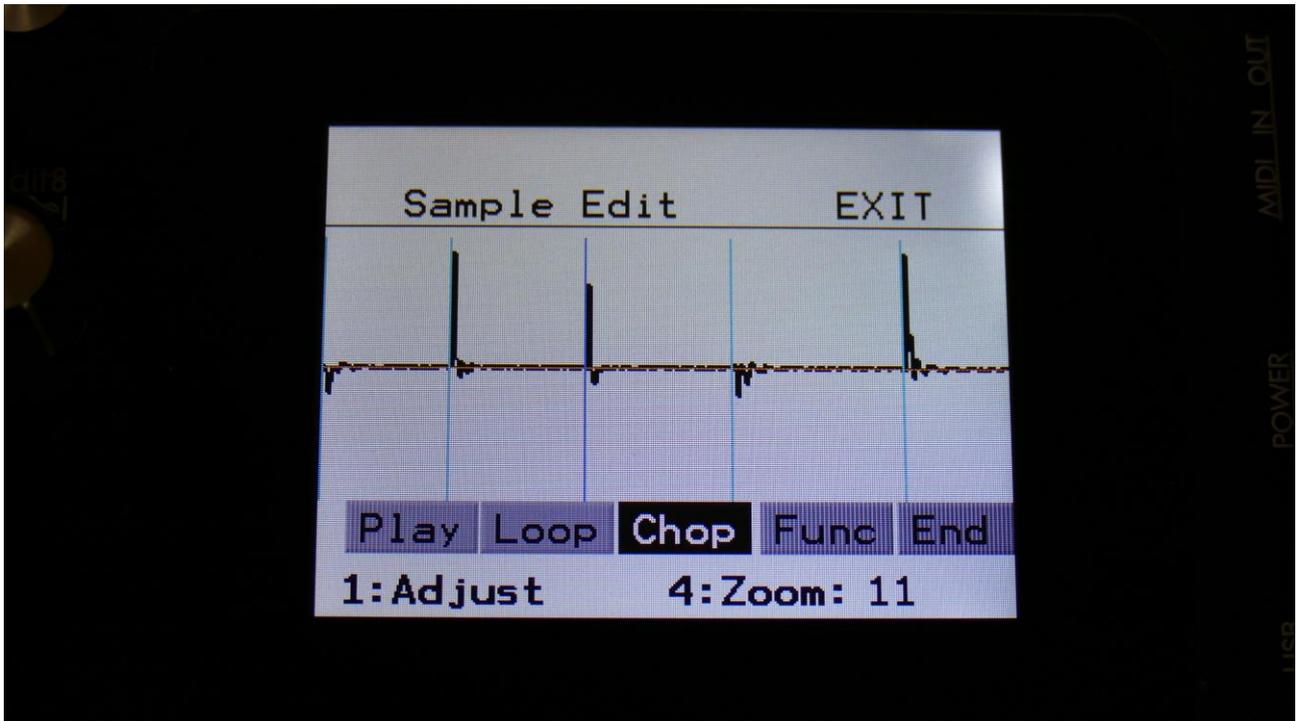
In order to make the loop work, you will though also need to save the selected end point as a chop point.

To do this, you must enter the graphical function page again:



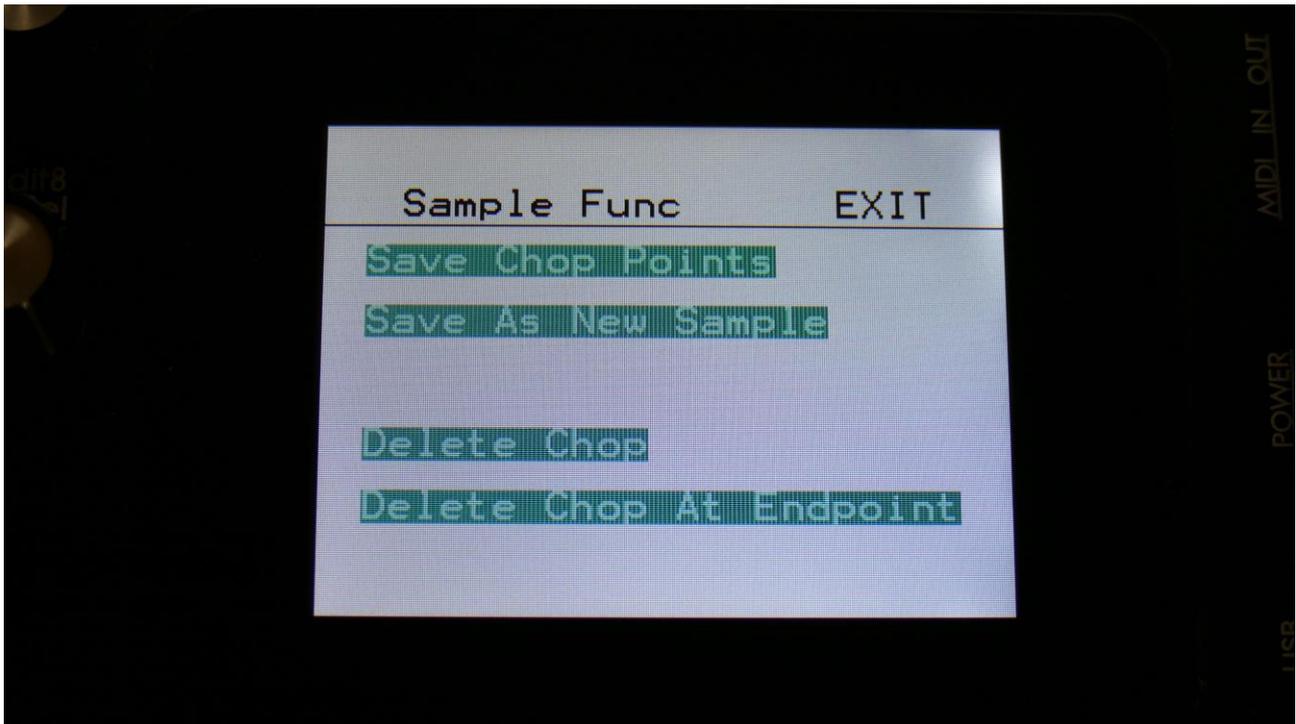
Touch "Add Chop At Endpoint". LD3 will now jump back to the graphical edit page, and a chop point will be added at the selected end point.

## Delete a chop point



Make sure that the Chop touch button is black, and that you have selected the chop point, that you want to delete.

Touch the Func touch button, to enter the graphical functions page.



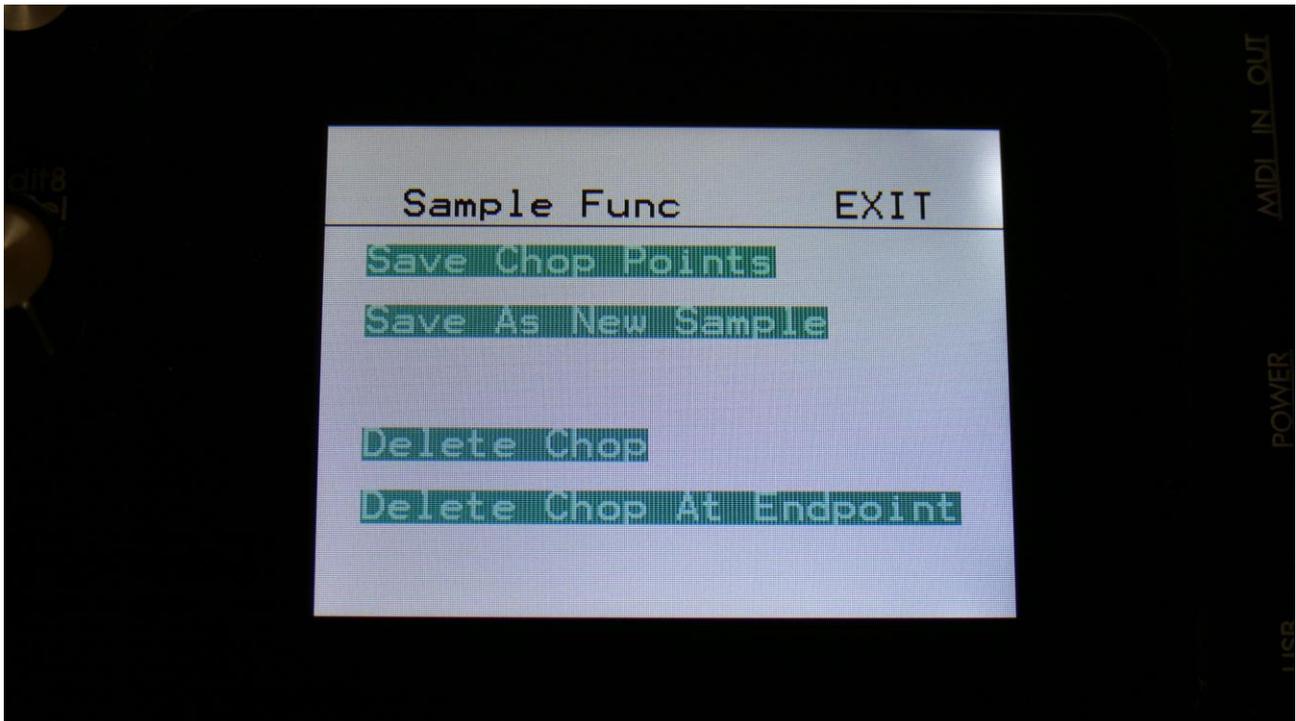
Now touch "Delete Chop". LD3 will now jump back to the graphical edit page, and the previously selected chop point will have been removed.

To delete the next chop point, follow the same procedure, but touch "Delete Chop At Endpoint" on the functions page instead.

## Saving the chop points

After you have edited, added and deleted chop points, you must save these changes, in order to keep them.

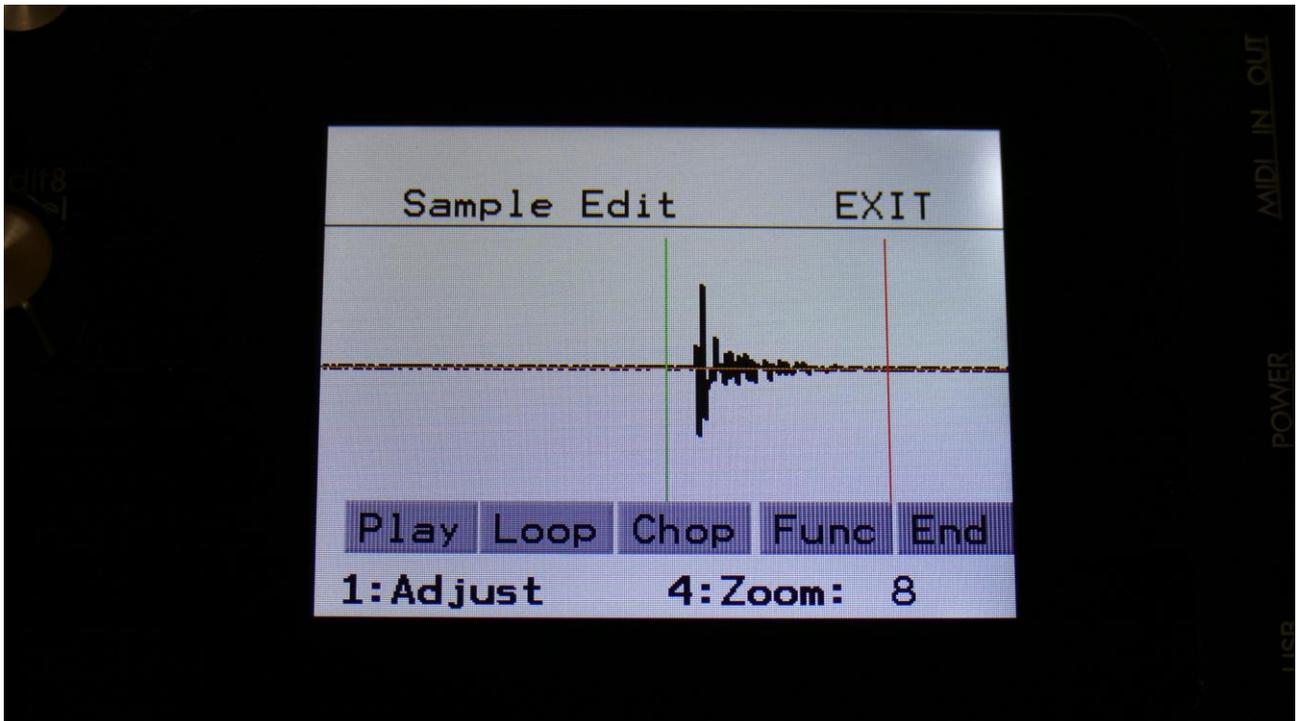
This is also done from the graphical functions page.



Simply touch "Save Chop Points". LD3 will now save your edits, and return to the graphical edit page.

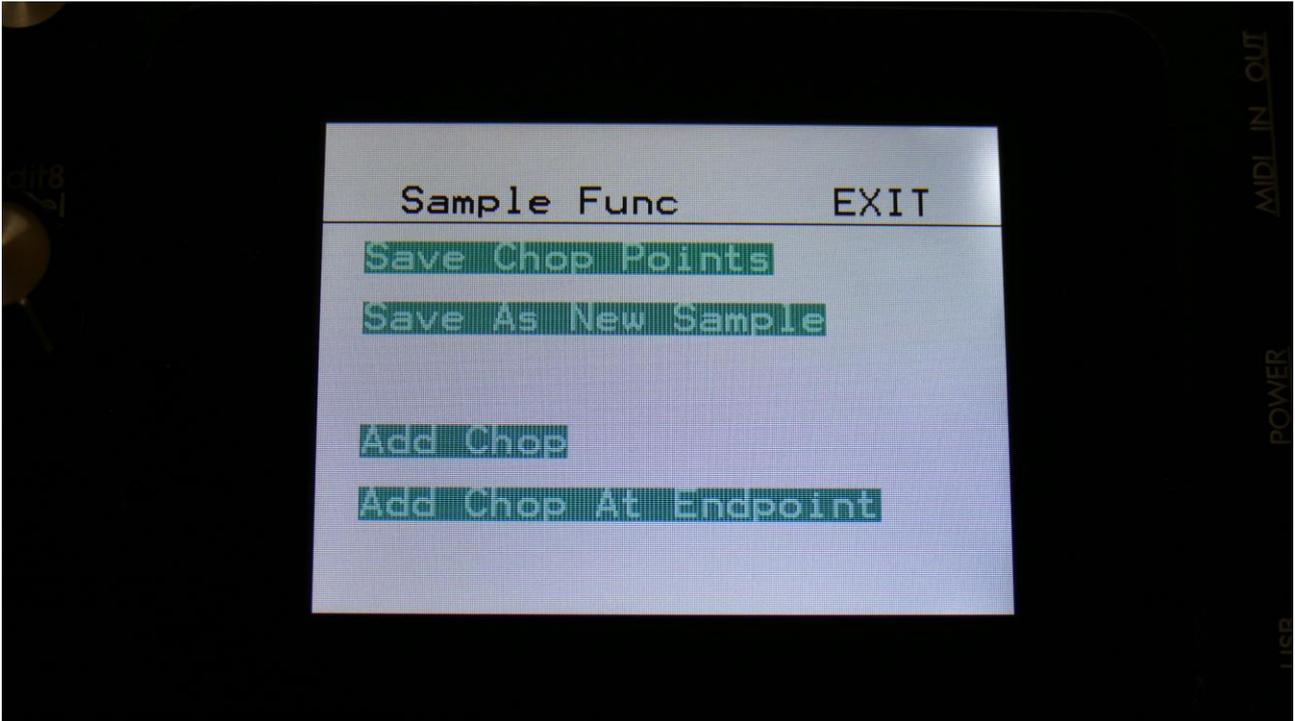
## Creating a new sampling from a portion of the selected sampling

If you want to completely remove unused start and/or end portions of a sampling, use a portion of the sampling for a loop, or just wants to copy the whole sampling to another sample bank, you can use this function.

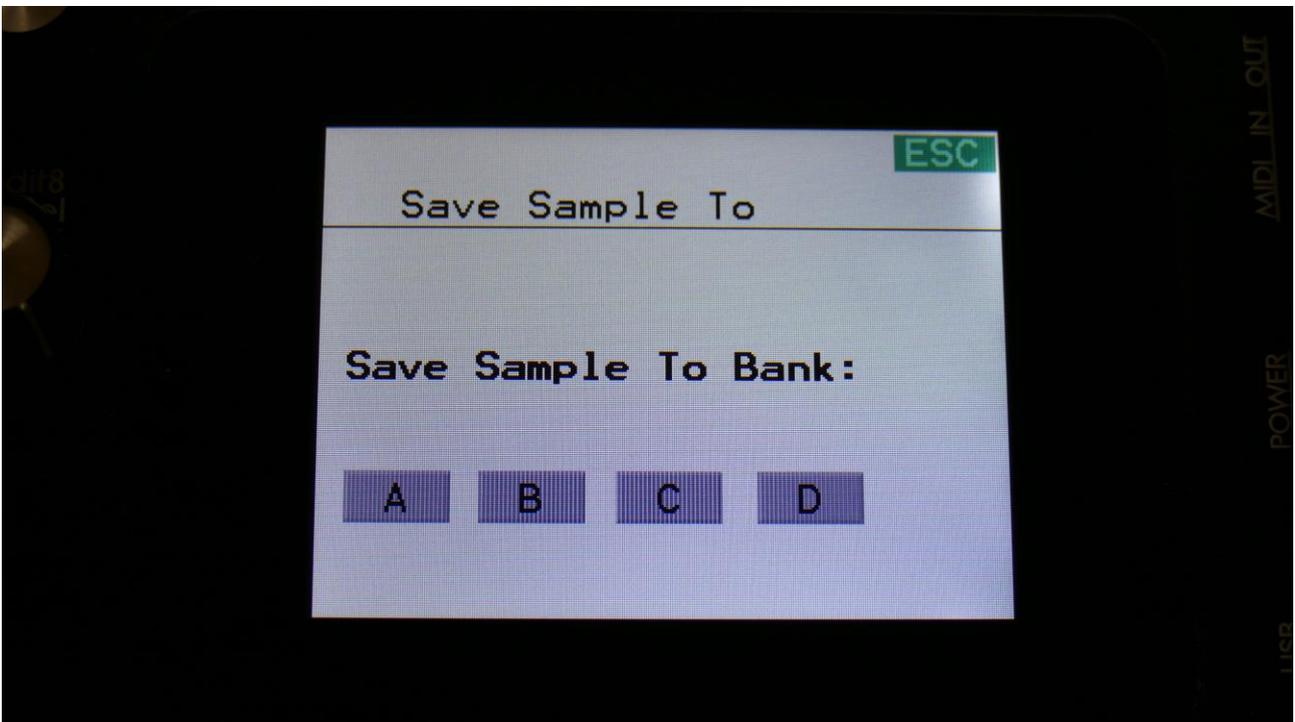


First, set the start and the end points, of the portion of the sampling, that you would like to copy, OR select a chop, if this is what you would like to copy.

Go to the functions page.

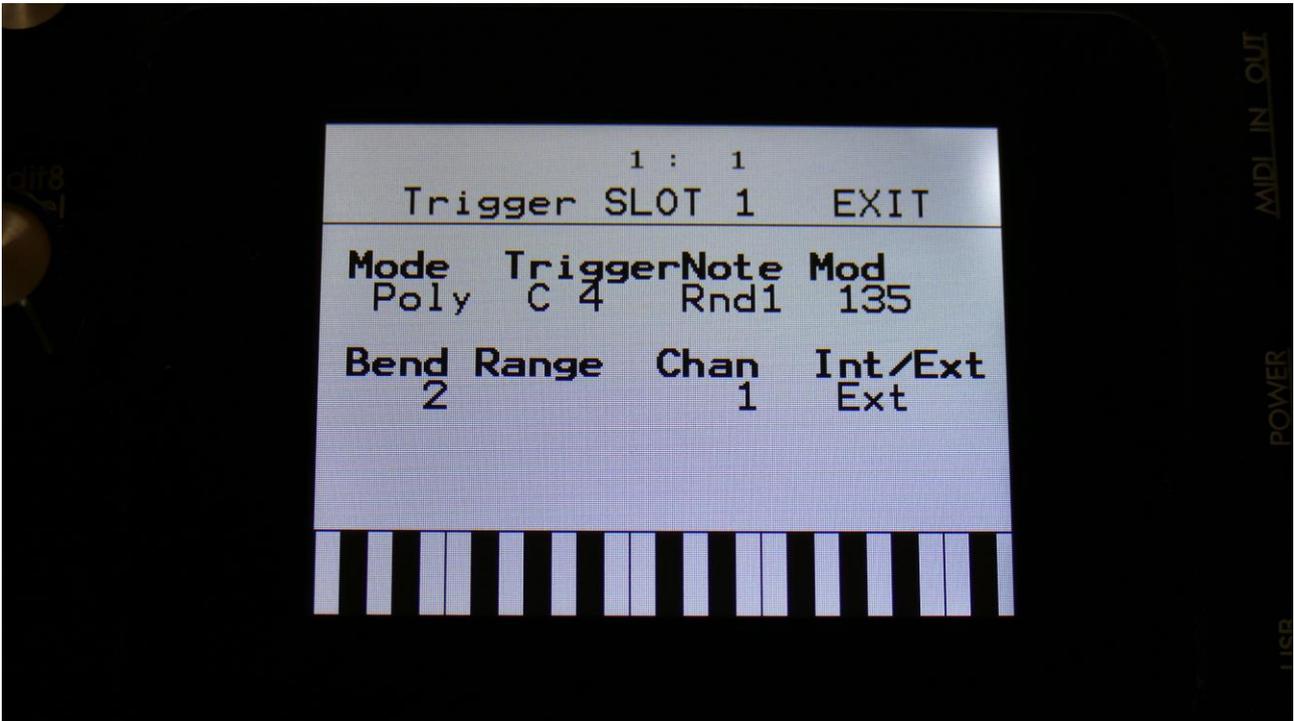


Touch "Save As New Sample". A new page will now open. Select the sample bank, that you would like to copy the sampling/portion of the sampling to, by touching the A, B, C or D touch button.



LD3 will write "Saving Sample..." for some time, and then it will jump back to the functions page.

## Part Trigger Note Modulation



On the Synth>Trig page, a few extra parameters has been added, to make it possible to modulate the trigger note.

The trigger note is the note that is played back, when you hit a trigger button. This can now be modulated by any modulation source, so that it is possible, to make this change, to play back a different note, every time you hit the trigger button.

This is also the note that is sent via MIDI out, when a part is set to external, and you hit the trigger button.

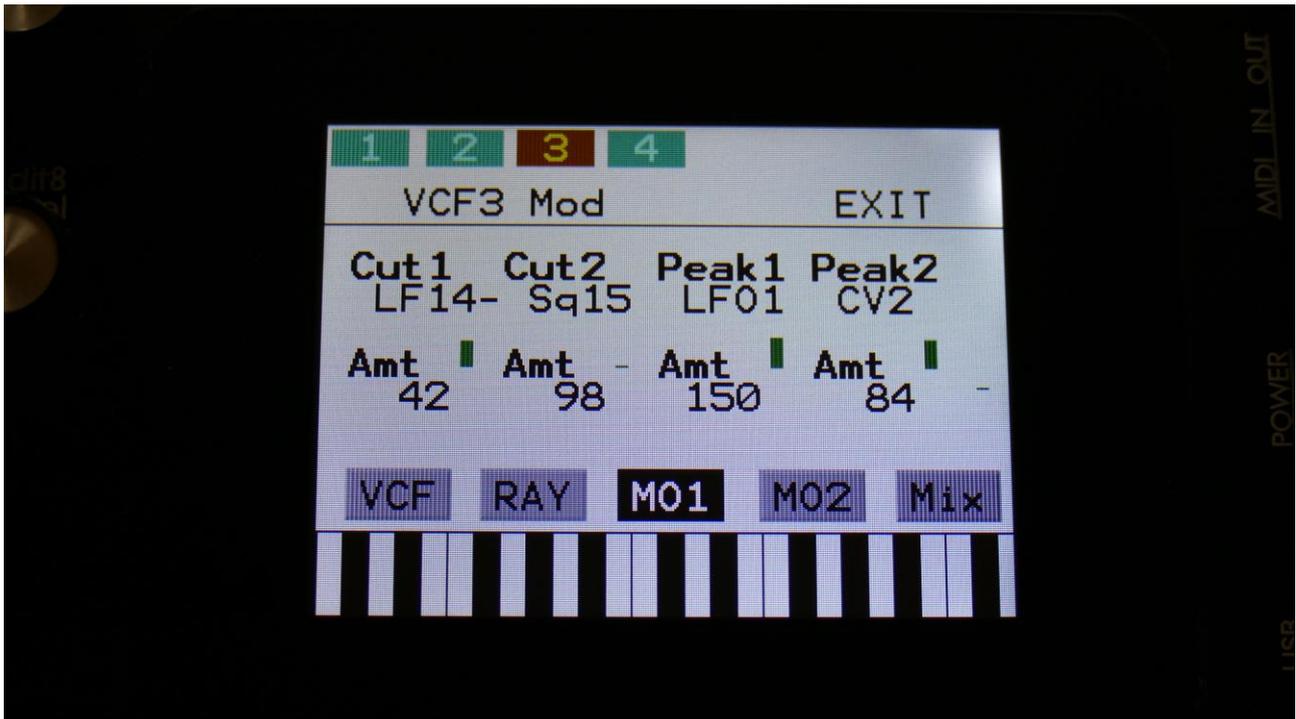
And finally this is also the note, that is sent to the internal synth or to MIDI out, when a part is triggered by a CV input.

So it is now possible to set one CV input up to trigger the part, and use another CV input to modulate the trigger note, for CV/Gate to MIDI conversion.

## Negative Modulation Sources Select

When tuning an edit knob, to select a modulation source, only the positive modulation sources can now be selected. This is done, in order to half the number of selectable sources, to make modulation source selection a bit simpler.

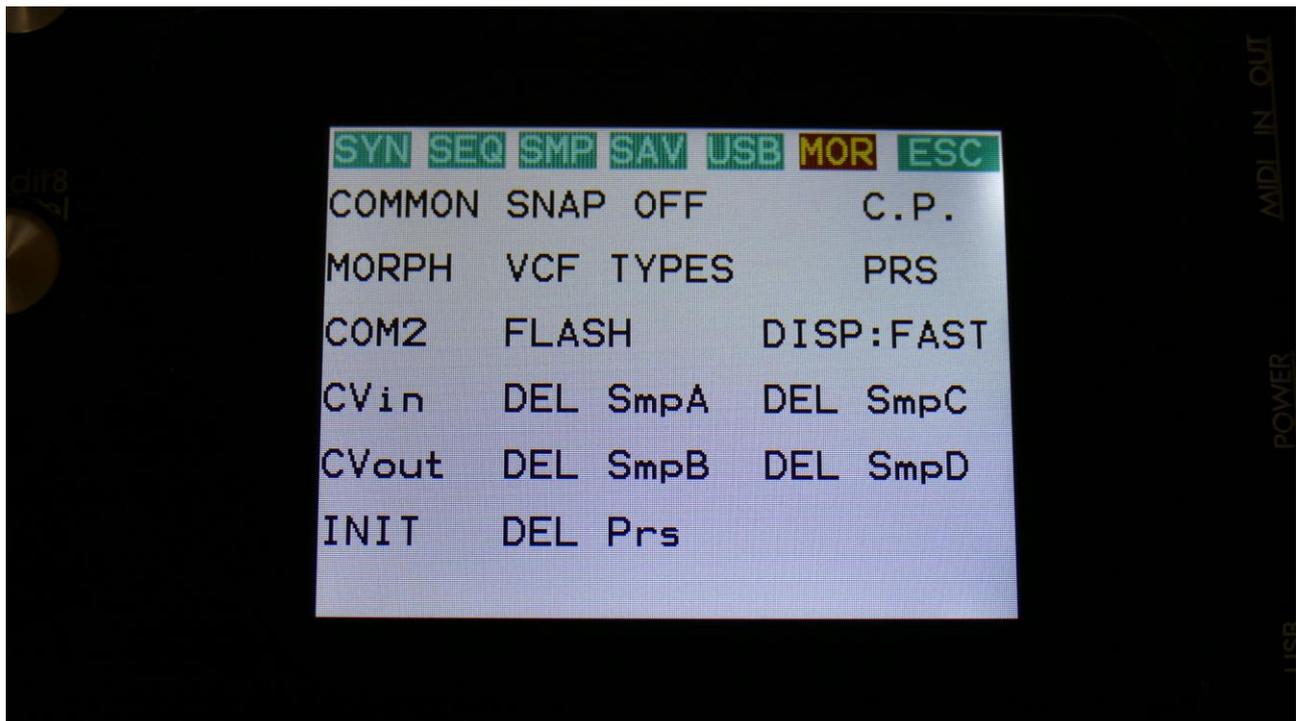
To make a modulation source negative (or inverted), simply touch the parameter.



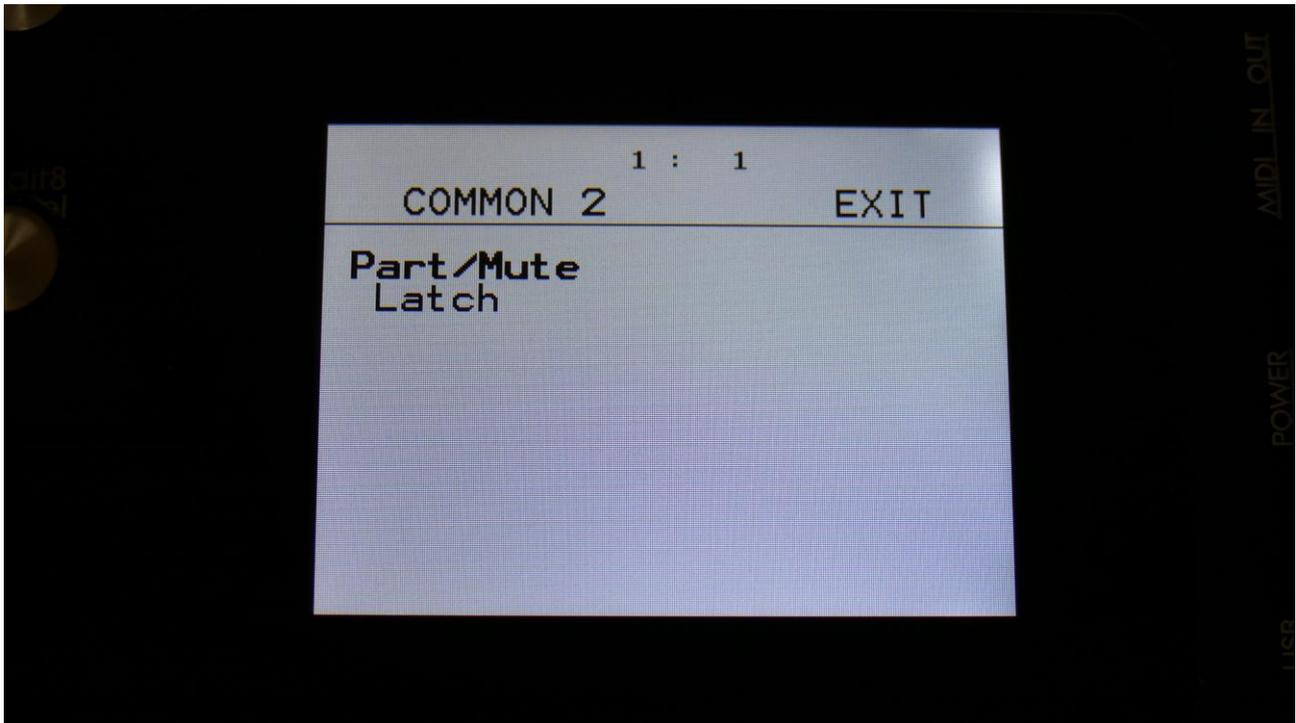
## Part Select and Mute

It is now possible, to latch the part select and mute functions, so that you will not have to hold down the Func/Mute or Steps/Part buttons, while pushing a step button, to select or mute a part.

For this purpose, a new common settings page has been created. This has been named "COM2", and can be entered from the MOR page:



Touch COM2 to enter this page:



Here you can, by rotating Edit Knob 1, set the Part/Mute buttons to:

**-Hold:** You will have to hold the Func/Mute or Steps/Part buttons, while pushing a step button, to select or mute a part.

**-Latch:** When pushing and releasing either the Func/Mute or the Steps/Part buttons 2 times, the button will start to flash, and you can select or mute parts, by pushing the step buttons. It is still possible to select and mute parts, by holding any of these buttons.

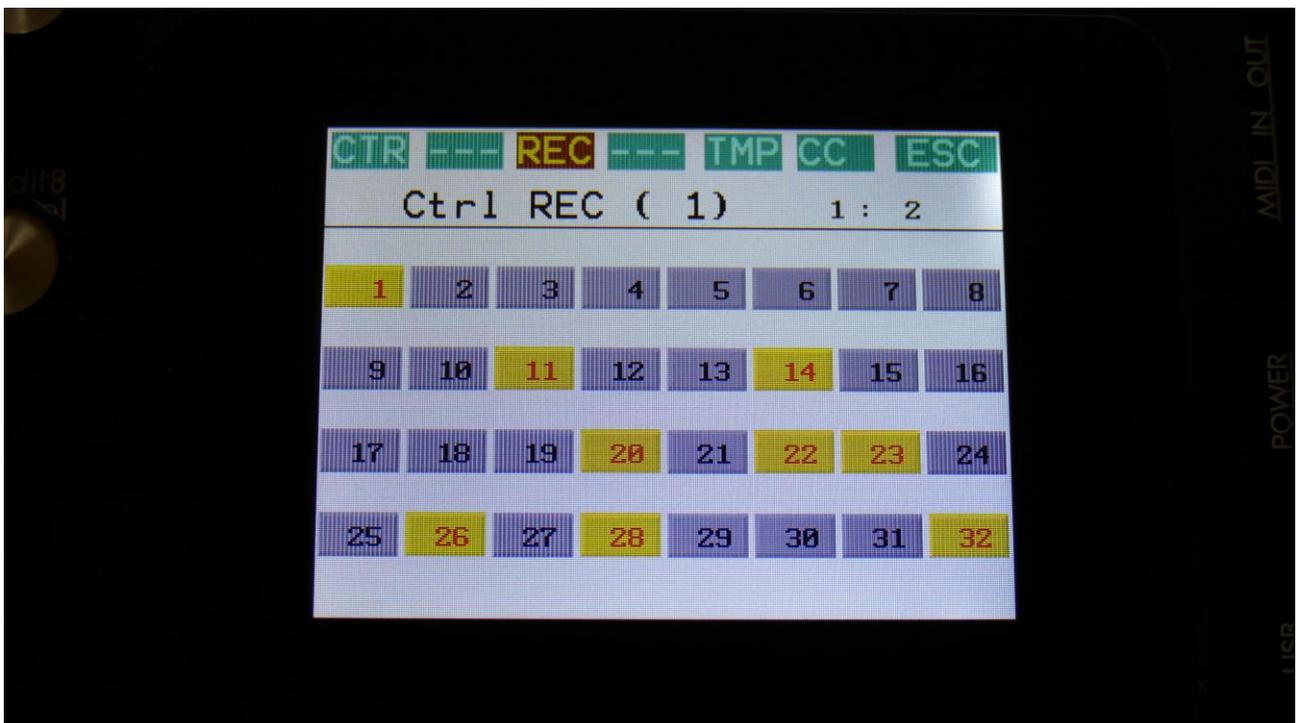
## Controller Track Realtime Recording

This feature has been changed a bit, to make it easier to use.

In earlier firmware versions, if the sequencer was running, and in rec mode, when a controller track was set in rec mode, it would immediately go into rec mode, and only record from the position it was at, when rec was initiated, to the end step of the controller track.

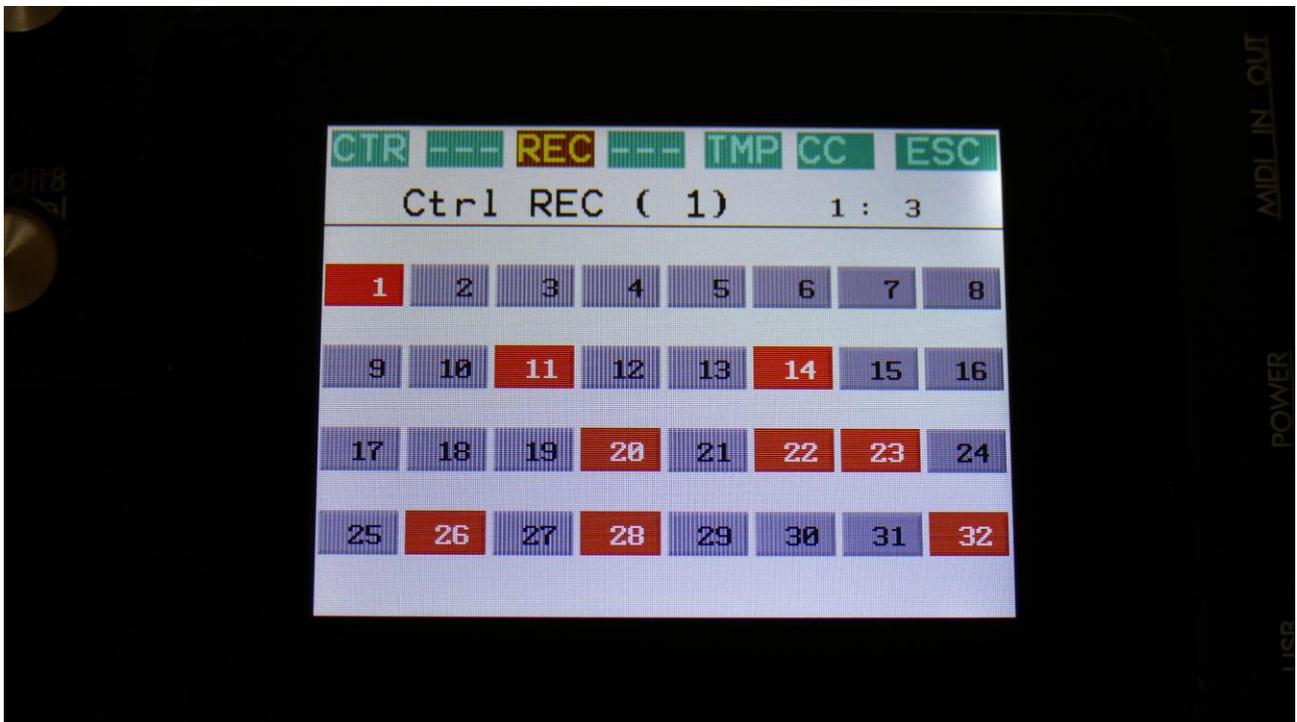
Now, when a controller track is set to rec mode, it will only be record ready, and nothing will be recorded, until step 1 of the controller track is played back. Then it will switch to rec mode, and record until the end step of the controller track is passed, where it will switch recording off.

Rec ready mode is indicated by yellow touch buttons with red text:





As soon as the controller track passes step 1, and goes into rec mode, the touch buttons will change to red:



NtV GAT VEL POS TMP MOD ESC

Track 1 Mod 1 : 2

Mod	Dest	Amount	Start
Env1	Note	0	1

Trps	Prob	Rtim	Strum
+ 0	511	0	0

Clear Track

Double

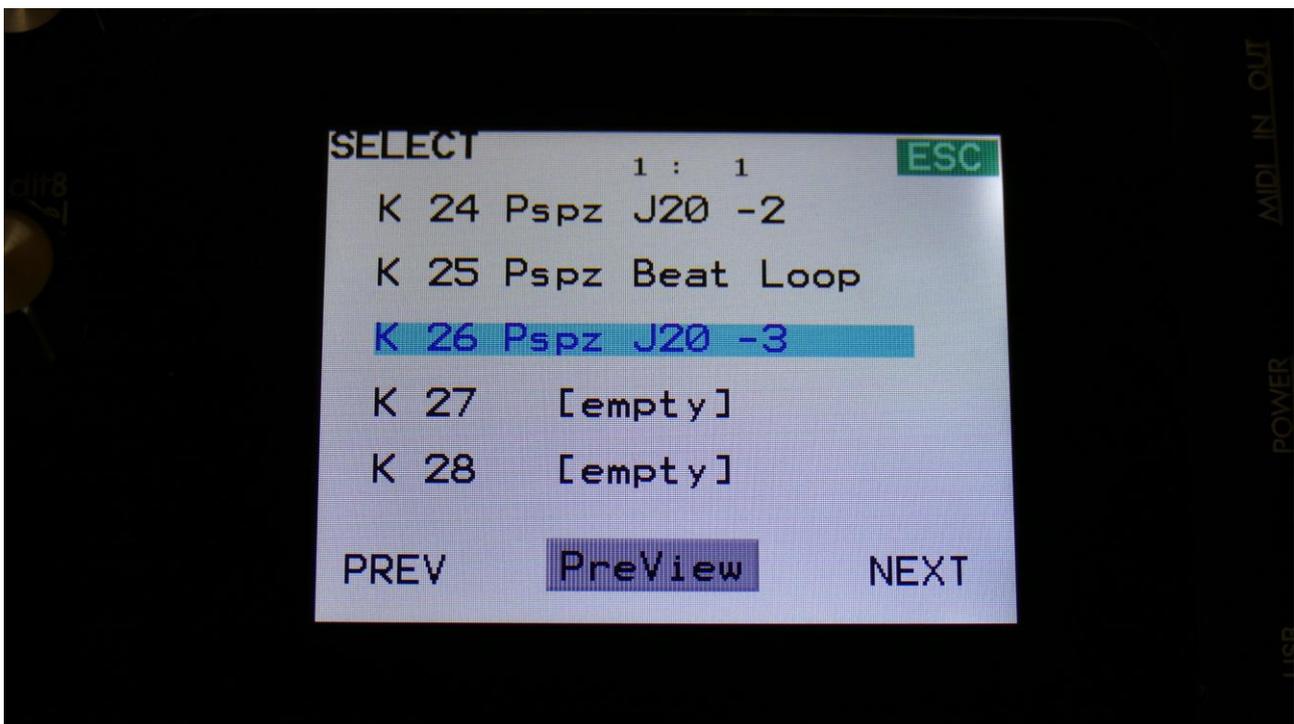
BEND REC

CC 1REC(17)

## “Esc” Button On The Preset Select Page

In earlier firmware versions, it was possible to exit from the Preset Select Page, simply by selecting the preset, that was already selected (this has blue background). Then LD3 would just exit from the preset select page, without reloading or changing anything.

This is still possible, and in addition to this, an Esc button has now been added. If you had scrolled through a lot of preset pages, it could be hard to get back to the one with the selected preset. Now you can just touch the Esc touch button, or hit the Exit function button.



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