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GALAP

dac on → fader 110 → pattr 1

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pattr 2 → s all

Enter* "lcollr all 3" *every minute or so for the remainder of the piece

> Let the patch play for 30 seconds or so, then use the "s" command (s all, s 32, etc.).
> Use all rand (briefly and seldom), all on (most of the time the notes should be all on), and play w/offsets (keep the buffer offsets between 0 and 30).

At the end of the previous section, the tempos for all notes will ramp slowly from 150 to 0. When the tempos accelerate to around 30, immediately enter the following:

pattr 3 → file all 2
(wait 10 - 20 seconds)
or all 0, 5000 60000 0 30000

> Modify the tempos using the "ti" command (ti all, ti 32, etc.). Keep the tempos between 15 and 125.
> Use rand (all rand, 32 rand, etc.), s (all, 32, etc.).

When buffer offsets ramp to 0, immediately enter the following:

file all 3
ti all 100 → s all
or all 0, 12000 60000 1000 10000

> Modify the tempos using the "ti" command (ti all, ti 32, etc.). Keep the tempos between 70 and 120.
> Turn notes on and off randomly and manually.
> Use rand (all rand, 32 rand, etc.), s (all, 32, etc.), x, and c.

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l all 100 5000
ti all 1000 → s all → all on
or all 1000, 4000 60000

> Use all rand (briefly), and all on

When buffer offsets ramp to 4000, immediately enter the following:

l all 100 5000
s all (do this a few times, to play w/ groove)
tir all 1000, 10 120000
or all 4000, 13000 60000

> Use s (s all, s 32, s 24, etc.)

dac off *(at final silence)*

Key of Commands

Command Logic:

1) - first argument sends the message to a general area of the patch (tempos, meters, levels, offsets, etc.)
2) - if necessary, second argument directs the message to a more specific area or group of objects within the larger area (here you talk to specific files, types of notes, channels, etc.)
3) - at the end of the list is the specific message that will be passed along to the object or objects of your choosing

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DAC:
dac on / dac off
FADER:
fader 0 / fader 100 1000 / fader 100, 0 1000
LEVELS:
l all 100 / l 4r 100 0 = *level for right channel of 4 file goes to 100 in 0 msec (in this case, you must use two numbers) /*
l 4l 8b 12r 100 0 = *levels for left channel of 4 file, both channels of 8 file, and right channel of 12 file go to 100 in 0 msec (again, two numbers at the end)*
TEMPI:
Many ways to change tempi –
t = *change tempo but don't bang the next count or restart the sequence*
ts = *change tempo and bang next count but don't restart the sequence*
tss = *change tempo, bang the next count and restart the sequence*
ti = *like t but independently determined, that is, not proportionally to tempi of other files*
tis = *like ts but…*
tiss = *like tss but…*
tr = *like t but with the ability to ramp* (tr all 100, 30 10000)
tsr = *like ts but…*
tssr = *like tss but…*
tir = *like ti but with the ability to ramp*
tisr = *like tis but…*
tissr = *like tiss but…*
examples: t all 700 / ts all 700 / t 4 8 12 24 50 / tr all 0, 3000 1000 / tiss all 125
METERS:
Commands for meter are similar to tempi, except no ramping –
m all 7 / mi all 7 / mi 4 8 12 100 / mss 4 244 / miss 4 244
STARTING, STOPPING, and SYNCING FILE PLAYBACK:
s all *(restarts all files at 1st beat)* / s 4 *(restart 4 from 1st beat)* / s 4 8 16 *(restart 4 8 16 from 1st beat)*
x all *(stops playback of all files)* / x 4 8 32 *(stop playback of 4 8 32 files)* / x 4 *(stops playback of 4file)*
c all *(continues playback of all files from the point at which they were stopped)* / c 4 8 12 / c 8
BUFFER OFFSETS (amount into file that playback starts):
Commands for offsets are similar to tempi and meters (and they DO include ramping) –
o all 800 / o 4 8 12 32 468 / o 32 24 16 1000 / or all 0, 1000 10000 / or all 0 1000 / or 4 700, 300 1000
(with ramping, if you don't ramp all buffer offsets, then you have to enter ramps of individual buffers one at a time – so you can't do this: or 4 8 12 100, 0 1000*)*
NOTES (control of which notes are on and off):
You can tell the computer to randomly select notes, or you can have complete control –
RANDOMIZING:
all rand / 4 rand / 12 rand / 24 rand (*you can't do this:* 4 8 12 rand)
COMPLETE CONTROL:
all on (*all notes on*) / all off (*all notes off*) / 4 on (*all notes on for 4 file*) / 12 off / 4 1 3 5 6 7 1 (*1st, 2nd, 3rd, 5th and 7th notes on [1 = on, 0 = off] for 4 file*) / 32 11 13 33 48 0 (*1st note of 1st beat, 3rd note of 1st beat, 3rd note of 3rd beat…off)*
VISUAL MODE:
visual on = *you only see the notes that you hear*
visual off = *you see all the notes, regardless of their audibility (in other words, you see a facet of the engine underneath the patch - this may be helpful at times when sculpting phrases)*