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VEXATIONS_6.11

dac on
fader 115 10000 → pattr 2 → s all

> Use all rand, s all, o all (play w/ offsets)

ocollr all 5
ticollr all 2 & ticollr all 4 *(alternate between these two)*

> When all files are 13.wav or higher:
> o all (again play w/ offsets) → this time working from lower numbers up to **1300**

ti all 75 (and other tempi under 120)

> When all files are 18.wav:
> o 4 20500 → file 4 22 → o 8 20500 → file 8 22 etc. (until all files are changed)

or all 21000 15000
pattr 3

> Turn notes on and off manually and randomly
> use x all, c all, s all

ocollr all 4
m all 7 → lcollr all 5 (or 4)

> Play w/ snapshot (4000, 2000, 500, etc.) – **end with snapshot 10**

o 4 300 (when previous ramping is done)
all on → lcollr all 4 (or 5)
o 4 4000, o 8 5000, o 12 4000, o 16 5000, o 24 4000, o 32 5000
all rand
m all 8, m all 9, m all 10, m all 11, m all 7, m all 6, m all 5, m all 4, m all 3
t all 600 → 4 on

> Use x all, s all

ti (each between 60 – 120)
or all 200 200 600 5000 200 5000 350 5000
lcollr all 4 → l 4b 100 0
m all 7
4 off (let 4 play through 1st theme)
4 on
4 off (let 4 play through entire file)
4 on
mi all 7
ti all 75 (or similar tempo)
all on → s all → x all (as close together as possible – let file play out until silence)
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*)*
SNAPSHOT (control speed at which new buffer offset points are recognized):
snapshot all 500 *(every 500 msec)* / snapshot 32 24 16 1000 *(every 1000 msec)* / snapshot 4 10 *(every 10 msec)*
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)