



ëllipsis

Introduction

ëllipsis is a VST loop player designed specifically for live use.

An instance of ëllipsis contains ten “cells”, each of which holds a wave file, generally a loop. One of these loops can be playing at any given time. Queuing of each cell is triggered by a midi note. A cell's assigned note is displayed in the box to the left of it, and is dependent on the master midi channel and octave settings.

ëllipsis' internal clock runs in a loop of up to 16 beats, synced to either a manually set or host application tempo. Each time the clock hits beat 1, the next queued loop (if any) is toggled - thus triggered loops are always in time with the master tempo, and with one another.

If there is no new queued loop (ie a loop is currently playing and no other has been queued) the currently playing loop continues.

Additionally, each cell can be set up to playback a subdivision (slice) of it's assigned loop, and loops (or slices) can be stretched to fit a set number of beats at the current tempo (basic repitching only, no granular stretching).

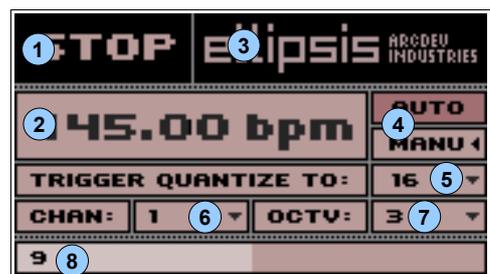
ëllipsis has been designed with modular use in mind, within a host application which supports flexible midi routing. The user adds as many instances as desired, each representing a bank of (usually similar) loops, and each instance set to its own midi octave.

Master control / clock

The master control section offers control over ëllipsis' playback, tempo (manual or host-synced), trigger quantize and midi settings.

Note: any timing-related changes (ie tempo) made will take affect at the start of the next clock cycle, in order to keep everything synced correctly.

1. **Transport control** - Click to toggle play on/off. This control is independent of host application play status.
2. **Master tempo** - when in Manual tempo mode, click & drag on the left side of this box to set coarse tempo, right side to set fine (floating point) tempo. Displays host tempo in Auto mode.



3. **GUI color menu** - Click and select GUI color from dropdown menu.
4. **Master tempo mode** - **Auto** syncs to host app tempo / **Manu** allows manual tempo setting.
5. **Trigger quantize** - sets the number of beats for the internal clock.
6. **Midi channel** - sets the midi channel for loop triggering.
7. **Midi octave** - sets the midi octave for loop triggering.
8. **Quantize display** - Displays the current beat count and position of the internal clock. In this example, the clock is currently at beat 9 of a 16 beat loop.

Loop cells

Each of these cells holds a wave file (with exception of C, which is always Off / no loop), and is tied to a midi note.

The currently playing cell (in this case, break_01) is indicated by a lightened box and arrow icon.

The next queued cell is indicated by a lightened box and empty square icon (amen_glitch).

1. **Midi note** – This is the incoming midi note that will trigger this loop, relative to the midi octave set in the master control section. In this example, Break 02.wav will be triggered by D#3.

Single-click this box to display the individual loop settings (below).

Double-click this box to browse for a wave file to load into this cell.

2. **File name / manual trigger** – The filename of each loaded wave file (minus the .wav file extension) is displayed here.

Clicking this box will queue this loop to play next, with the exception of C / OFF, which will stop the currently playing loop immediately.

C	OFF
D	break_01
D#	amen_glitch
E	break_02
F	mnliner_01

Loop settings

Single click on the Midi note box (see above) to bring up the loop settings for that cell.

Note: any timing-related changes (ie stretch to beats, slices, reverse) made will take affect at the start of the next clock cycle, in order to keep everything synced correctly.

1. **Currently loaded file name.**
2. **Cell volume** – click & drag to boost or attenuate the volume of the loaded file. Middle point is unity gain.
3. **Stretch to beats** – repitches the loaded file to fit this number of beats, at the current tempo.
4. **Stretch multiply** – multiplies the above setting by 4.
5. **Reverse** – plays loaded file (or slice) in reverse.
6. **Slice number** – sets the slice to play, according to..
7. **Number of slices** – slices the loaded file into this many evenly sized subdivisions. In this example, cell D is currently holding slice 2 of 4.
8. **Slice stretch** – applies the above **stretch to beats** setting to the slice settings, rather than the entire file.

D: break_01.wav			
LEVEL:	[Slider]		
BEATS:	8	X4	RE
SLICE:	2	4	BEA

System requirements

This VST plugin is pc-only. It has been tested successfully in FLStudio 7, Art Teknica Console 1.6, Cubase SX 2.2 and SAVIHost. It uses approx 3-5% cpu on a Pentium 4 2.4ghz with 1gig RAM.

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Cheers / stk / 08/2007

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