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Subject: Triggering samples while playing drums  
Posted by [damien.gelee](#) on Sun, 21 Jan 2007 11:14:15 GMT  
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Hello,

Are hardware samplers able to load multiple samples or loops that i can start or stop just hitting a multipad, i mean, sample 1 start = pad one, sample one stop = pad two, etc ...? do they recall the midi layout ? Is there something like "supersmarttimestretch" fonction, witch adjust the loop tempo with a given tempo, played on a pad (i guess no) ?

I've been reading specs from AKAI and EMU samplers, but i have'nt found the science (...)

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Subject: Re: Triggering samples while playing drums  
Posted by [Aaron Allen](#) on Sun, 21 Jan 2007 19:23:57 GMT  
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Long shot, but you might try to contact Marco Minneman or Dave Weckl's camps. They're done some pretty cool/intense stuff with samplers and drumming.

AA

news:45b34b8d@linux...

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>

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Subject: Re: Triggering samples while playing drums  
Posted by [Tony Benson](#) on Mon, 22 Jan 2007 17:38:24 GMT  
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Damien,

Check into the Roland SPD-S drum pad. I'm using one in my live set-up and think it's killer. I prepare all my samples on the computer, load them on a Compact Flash card, then plug the card into the SPD-S. It's real easy to import custom samples and it comes with a huge collection of samples and loops. There are different ways to set it up, but I've got it set so that hitting a pad starts the loop and hitting it again stops the loop.

Here's are link:

<http://www.roland.com/products/en/SPD-S/>

Tony

news:45b34b8d@linux...

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Subject: Re: Triggering samples while playing drums

Posted by [damien.gelee](#) on Tue, 23 Jan 2007 18:14:43 GMT

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Thanks

i check now

I already have a drumkat, witch may be powerfull in addition with a sampler  
: but in live situation, simple setups are my favorites.

45b4f727@linux...

> Damien,

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