

stinator Living Memory Software



Welcome

Thank you for purchasing Ostinator by Living Memory Software.

Designed in the style of a familiar pedal box for effortless, uncomplicated, no fuss operation, **Ostinator** is a single track stereo phrase looper focused on hands free control during live performance. Use it to make anything from long loops to short decaying echoes. Crossfading options enable creation of seamless drones and overdubbing offers undoable "sound on sound" layering. All performance controls are available on a single screen but Ostinator's main strength is painless remote control while it runs in the background.

Features

- AudioBus and Inter-App Audio compatible.
- Supports AudioCopy, AudioShare and "Open In..."
- Audio file import & export via iTunes.
- Hands free operation using a MIDI controller.
- MIDI assignable to every performance parameter.
- Optional, adjustable crossfading for seamless loops.
- Adjustable fade out time when playback stops.
- Adjustable loop feedback for infinite looping or echoes.
- Re-trigger mode, loops can be restarted.
- Prerecorded loops can be loaded with MIDI program change.
- Up to 12 minutes of stereo recording time.
- Get up and running quickly with onscreen help.
- PDF Manual offers deeper explanation.

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About This Manual

This manual is intended to be short and to the point. We hope you'll be able to use Ostinator "straight out of the box" however, there are a few features that do benefit from explanation. You should at least read the section about crossfading. We will do our best to keep the information in this manual correct at all times, however Living Memory is not liable for any erroneous information herein.

Audio Input to Ostinator

When Ostinator first runs it connects to the main stereo input. This is often the internal microphone which is by no means ideal for use with this app! Ostinator is fully compatible with AudioBus and Inter-App audio. If you're not using external hardware directly then we expect you will be using either AudioBus or IAA and we also assume you already know how to use these features.

There is a feedback protection option in the settings. This sets the input to zero when Ostinator first runs in order to prevent feedback from the internal microphone. If the setting is on remember you will need to turn up the input dial before you will hear any sound.

Settings

A brief overview of Ostinator's settings/options:



Show Transport Icons On Pedals:

Toggles the visibility of the icons that are overlaid on the Arm and Fade pedals. The icons represent the state that Ostinator will go to when the pedal is pressed.

Show Prompts

These options toggle the presentation of the small popup views that hint at Ostinator's current state.

MIDI Note Starts Loop and Toggles Record

When Ostinator is in MIDI Arm mode (see Arm Modes and Recording) a MIDI note can be used to start recording. This option allows the same note to be used to trigger looping and toggle recording as if the Arm pedal had been pressed.

Launch With Input Level at Zero (Feedback Protection)

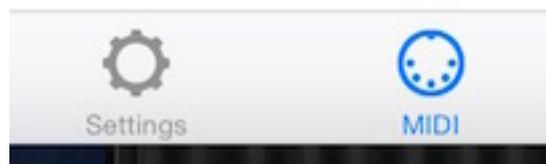
When starting up Ostinator it will often connect initially to the built in Mic and you may experience feedback when this happens. This option can be used to turn down the input level when Ostinator is first launched

Playback Fade In Time.

Sometimes it's useful to have a fade in when you start playing a preloaded loop, this slider can be used to set the fade length.

MIDI Settings

To access the MIDI settings tab press the MIDI icon at the bottom of the settings view.



Here you can set which MIDI devices and ports Ostinator is listening to. Set the MIDI channel and assign MIDI controllers to the Ostinator's controls.

Trouble Shooting MIDI.

If you find that Ostinator is not responding correctly to MIDI control try to ensure that it is not receiving duplicated MIDI messages. This is possible if you have a MIDI setup where a source may be sending directly to Ostinator's virtual input while also sending to the network MIDI input. In that case you should uncheck the sources in Ostinator's MIDI settings.

Ostinator attempts to remember previous MIDI connection states between launches.

Arm Modes and Recording

You will already have noticed that Ostinator has 2 large pedal buttons: These are the main interface for using Ostinator in performance. The left one is the Arm Pedal and the one on the right is the Fade Pedal.

This is how the pedals operate in normal or "Manual" use (when Arm Mode is set to "Manual" and Retrigger is "Off").

Arm Pedal

1st press starts recording the input. With record fade up time determined by the fade up control. (see Crossfading).

If fade down is disabled: 2nd press starts looping. Record continues (for overdubbing).

If fade down is enabled: 2nd press starts looping and also starts record fade down.

Subsequent presses toggle record state off and on.

Fade Pedal

When Ostinator is playing a loop, touching the Fade Pedal starts playback fade out. When the fade completes Ostinator stops. If fade down time is zero, there is no fade and it stops immediately.

When Ostinator is stopped and there exists a pre-recorded loop in the loop buffer, the Fade Pedal can also be used to start playback without recording. (Remember the Arm pedal will always start recording from the input).

Try to remember these common Gotcha's

There will be no sound when recording if the input level is turned down, which it might be when you first run Ostinator to protect against feedback from the mic (see Settings).

If feedback is turned down to zero, the loop will only play once and then stop. (Because there was no feedback!)

Manual Arm Mode

We've already discussed "Manual" mode on the previous page but here's a recap. Press the Arm pedal once to start recording, again to start looping and continue recording, again and again etc to toggle between record and playback.

MIDI Arm Mode

MIDI Arm mode can be used to start loop recording with a MIDI note. In this mode the first press of the Arm pedal will put Ostinator into "waiting" mode, waiting for a MIDI note. Recording will start when the first MIDI note message is received, after which Ostinator behaves the same as it does for Manual Arm mode.

Audio Threshold Arm Mode

Audio Threshold Arm mode can be used to start loop recording when the audio is detected at the input. In this mode the first press of the Arm pedal will put Ostinator into "waiting" mode, waiting for audio at the input. Recording will start when audio is received, after which Ostinator behaves the same as it does for Manual Arm mode.

Re-trigger

The re-trigger switch enables immediate replay of the loop from its start when pressing the Arm button. Record toggle for overdubbing is disabled in this mode and the Arm button is used to restart the loop instead.

Crossfading (please read this bit!)

One of Ostinator's important features is the ability to crossfade the start of a loop with the tail end. Because this has to be done in real-time it's useful to understand how it works.

There are 2 controls for crossfade, one for the "up" time and one optional control for the "down" time. If either of these is set to zero then there will be no fade for that portion. The down fade control can be enabled and disabled with a small button underneath the dial and the the up and down dials can be linked by tapping on the chain icon which will light up to indicate linking is active.

Fade up starts when you initially press the Arm pedal to start recording. Then, if you have enabled fade down, when you press the Arm pedal for the 2nd time, looping will begin and recording will fade out over previously recorded "up" fade thus creating a crossfade.

The down fade is optional and can be disabled because crossfading in this manner is not always wanted. For example it cannot be used if you want to overdub your 2nd loop immediately without stopping recording when the loop starts. But crossfading can be very useful indeed for creating seamless loops for drones or vocal chanting etc. It is also very good for making sure there are no "clicks" or glitches in the loop where the tail meets the start.

Tip:

You can always fake a crossfade by assigning a remote midi controller to the input level dial and use that to fade up and down as you're recording.

REMEMBER:

When crossfade down is enabled Ostinator will end recording and seamlessly switch to playback mode when the fade ends and you will need to hit the Arm pedal again to go back to record/overdub mode after the fade ends.

Undo Last Overdub

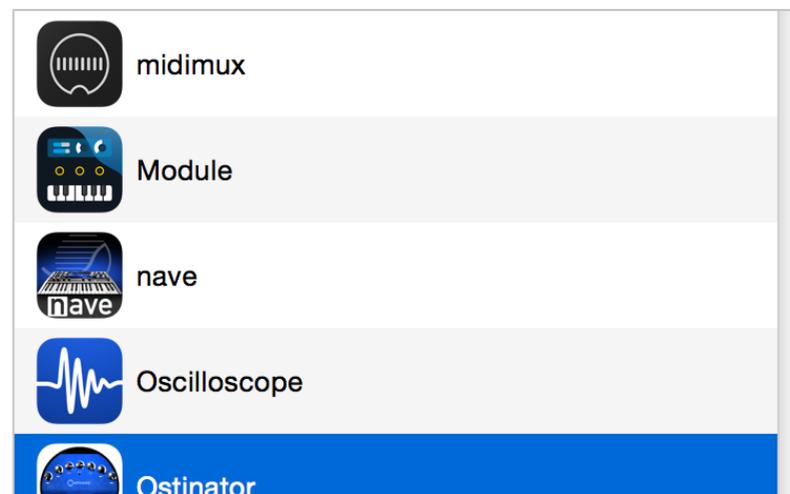
In Ostinator an “overdub” is anything recorded on top of an existing loop. It is possible to undo the most recent overdub. The undo button (to the left of the arm pedal) is enabled after the arm pedal is pressed to end an overdub recording. MIDI can also be assigned to the undo button for remote control.

Using Prerecorded Loops

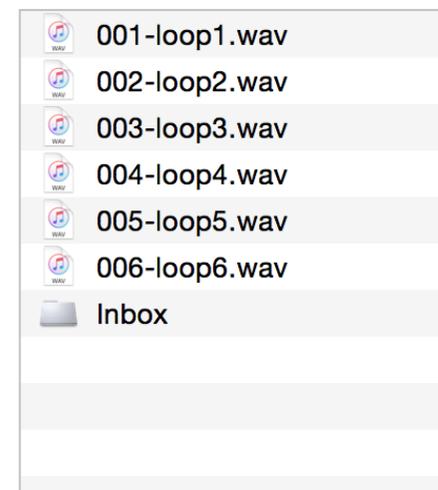
You can upload audio files to Ostinator using iTunes in the usual manner. Launch iTunes, select Ostinator in the list of apps and drag your audio files to its documents section. Ostinator can convert audio from many formats but it’s best to use .wav if you want them to load quickly.

The apps listed below can transfer documents between your iPad and this computer.

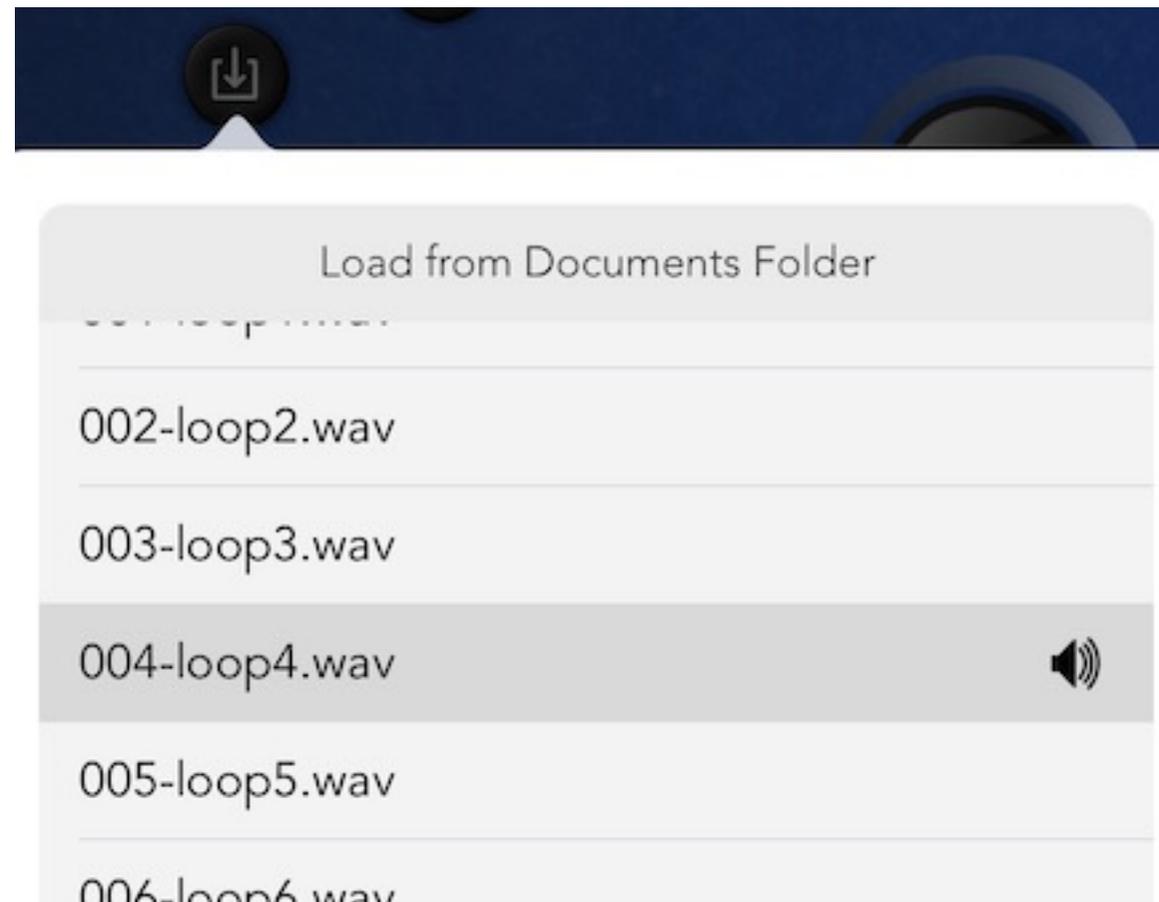
Apps



Ostinator Documents



Loading a Loop with MIDI Program message.



If you prefix a filename with a 3 digit number between 000 and 127 Ostinator will load that file into the loop buffer when it receives the equivalent MIDI program message.

Importing Audio from other Apps.



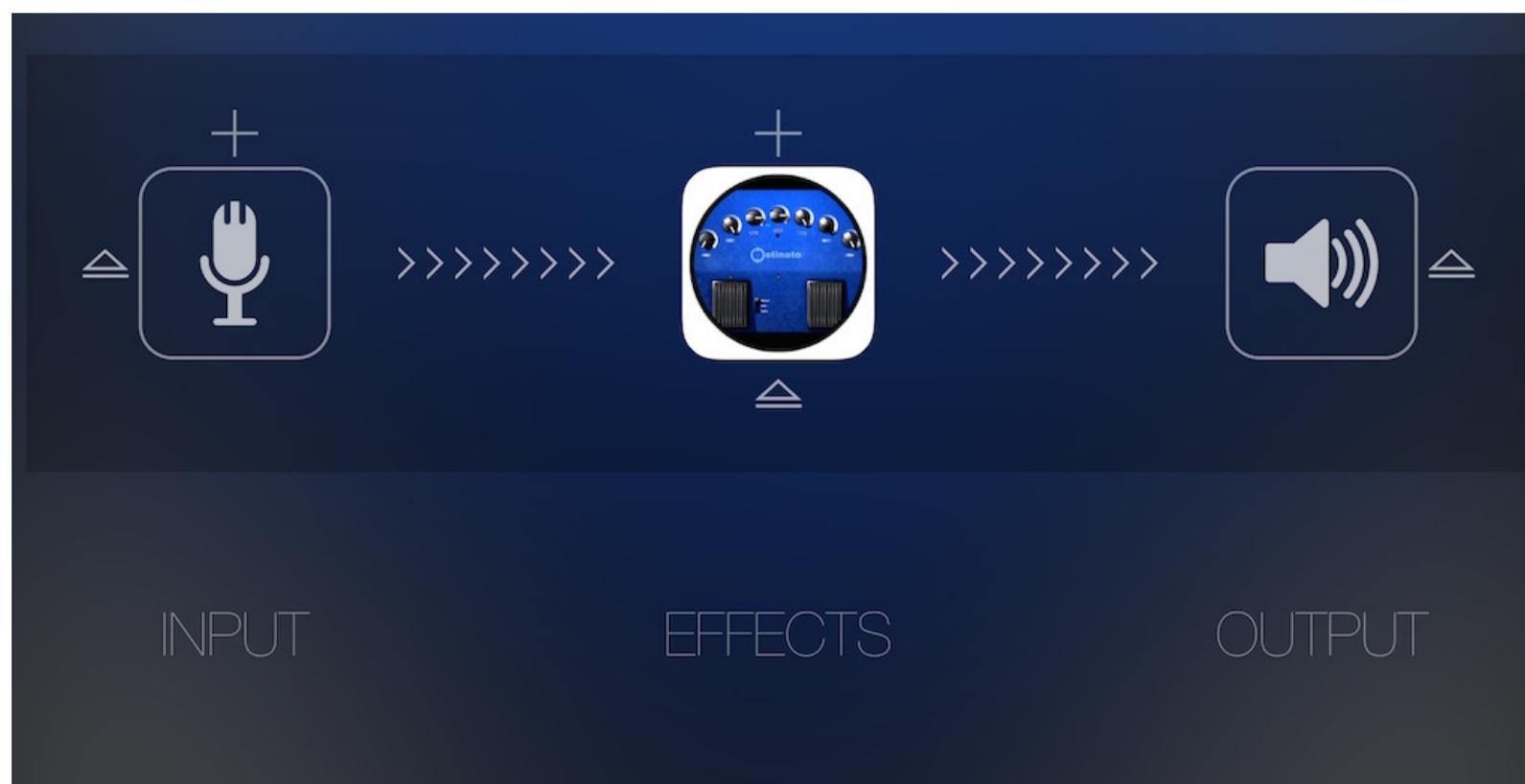
Press the import button to access the clipboard: Ostinator supports both AudioCopy and AudioShare, we assume you already know how to use these simple apps. If you don't have either installed, AudioCopy's implementation in Ostinator lets you use the internal iOS clipboard instead.

Exporting Audio to other Apps.

Just as for importing so you can export any loops you've recorded via the iTunes folder, "Open In...", Audio Copy and AudioShare. Just press the export button and select your preferred option. Exported files can be named by tapping on the name field in the export window. Remember that prefixing the file name with a 3 digit number makes it usable with MIDI program changes.

Basic Setup using AudioBus

Ostinator is an AudioBus “effect” and can be used inline with instruments or other input, here’s a screenshot for example:



AudioBus Transport Controls

AudioBus provides developers a limited set of transport controls to allow an app to be controlled while in the background.

Ostinator uses 2 out of that set and assigns them as follows:

Audiobus Record Icon = Ostinator Arm Pedal

Audiobus Play Icon = Ostinator Play/Stop Pedal

The record icon has 3 states:

grey = not recording

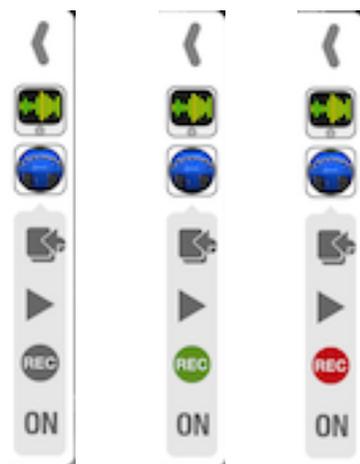
green = waiting for a MIDI note or Audio Level

red = recording.

Press the record icon to start recording, press it again to set the loop point.

Subsequent presses on the record icon toggle record on and off as if the Arm pedal was pressed.

Press the Play icon to start a prerecorded loop or fade/stop the current loop.



Support

At the time of writing this manual we intend to set up a forum to support discussion for our apps so please occasionally check back to www.livingmemorysoftware.com

Meanwhile please email any requests for support to support@livingmemorysoftware.com and we will do our best to keep you happy!

Special Mentions and Thanks

Ostinator uses the Amazing Audio Engine and AudioBus and big thanks go to Michael Tyson for his great support: <http://theamazingaudioengine.com>.

Also AudioCopy by Retronyms: <http://retronyms.com/audiocopy/>

And AudioShare by Kymatica: <http://kymatica.com/Software/AudioShare>

And finally a big shout to all our Beta Testers and folks who provided valuable input.

Credits

Ostinator was designed and developed by Living Memory Software: www.livingmemorysoftware.com

Software Designer/Engineer: Andy Bull

Support and Management: Jan Deakin.