LOOPMORPH MODE

MIRACLE DRUMLOOPER

Reduces the looping to one bar

Enable/Disable Animations

Magnified View

Right Click to match Pitch and BPM (stretched pitch)

Envelope controls.

CD DRUMLOOPS

SLICES

PITCH   ATT.   GATE   REVERSE

Perc.

Hi Hat

Snare

Kick

Press on any of the elements waveforms to mute and unmute them.

Right Click to init knob, ALT+click and move to set all knobs of the column

Led for each 4 physical stereo outputs

Reverse : will keep the sample attack transient in time in LoopMorph mode.

MODE

SAMPLER

LOOPMORPH

LOOPMORPH™ PRESETS

Mode Selection : Press this to switch to Sampler Mode.

The X's mean some elements are not present in the drumloop:
Blue is for Kick,
Red is for Snare,
Yellow is for HiHat,
Green for Percussions.

Selected Drumloop : the slices of this loops will be played according to the selected LoopMorph Preset score.

MIRACLE DRUMLOOPER Free

Shuffle
Humanize
RMS Levels

Simple Beats

Simple Beat 1
Simple Beat 2
Simple Beat 3
Simple Beat 4
Simple Beat 5
Simple Beat 6
Simple Beat 7
Simple Beat 8
Simple Beat 9
Simple Beat 10

Simple Breaks

Simple Break 1
Simple Break 2
Simple Break 3
Simple Break 4
Simple Break 5
Simple Break 6
Simple Break 7
Simple Break 8
Simple Break 9

Bahn Breaks

Bahn Breaks 1
Bahn Breaks 2

Simple Beats (extracted scores)

Simple Beat 1
Simple Beat 2
Simple Beat 3
Simple Beat 4
Simple Beat 5
Simple Beat 6
Simple Beat 7
Simple Beat 8
Simple Beat 9
Simple Beat 10

Simple Breaks (extracted scores)

Simple Break 1
Simple Break 2
Simple Break 3
Simple Break 4
Simple Break 5
Simple Break 6
Simple Break 7
Simple Break 8
Simple Break 9

Bahn Breaks (extracted scores)

Bahn Breaks 1
Bahn Breaks 2

Selected LoopMorph Preset : the slices of the drumloop chosen will be played according to this LoopMorph Preset score.

Activates MIDI Input for live preset selection

Adds Shuffle to the loop. 3 positions:off, soft(orange) or hard shuffle(green).

Adds slight rythmic, and velocity mistakes to humanize the loop.

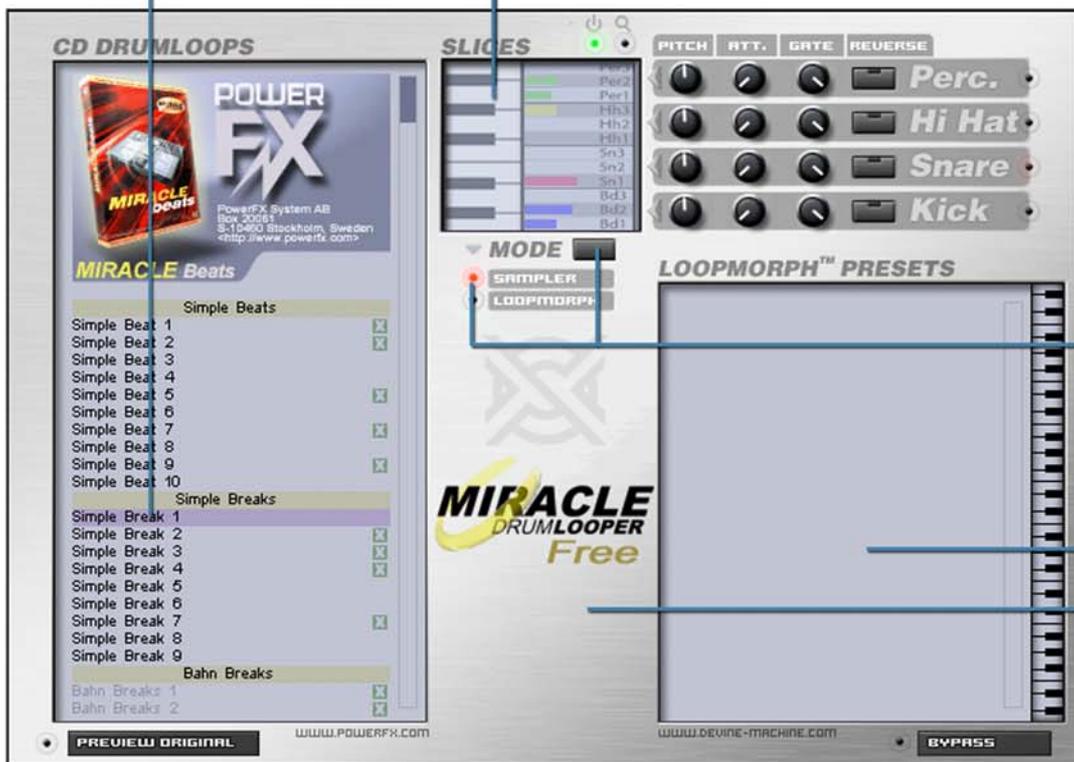RMS level will match the LoopMorph preset RMS level of each slices on the sounds of the drumloop.

EXPORT   ABOUT
AUTONAME   RENDER

WWW.POWERFX.COM   WWW.DEVINE-MACHINE.COM

PREVIEW ORIGINAL   BYPASS

Preview Original will play the selected drumloop with its corresponding extracted score in Loopmorph Presets.

If autoname is on, Miracle will ask you the export name once, and add automatically increasing numbers after the chosen name, so you can export several variations very fast.

Export created loop in wav file format at host samplerate and at 16bit, one bar or two bars, depending if 'reduce to one bar' is activated or not.

Activate Render when rendering or freezing your in your host (if you use live MIDI input for preset selection)

Bypass Miracle (lets the sound go through in FX version)

SAMPLER MODE

MIDI keyboard : All slices types are mapped automatically as follows :

Note	Slice
C	Kick 1
C#	Kick 2
D	Kick 3
D#	Snare 1
E	Snare 2
F	Snare 3
F#	HiHat 1
G	HiHat 2
G#	HiHat 3
A	Percussion 1
A#	Percussion 2
B	Percussion 3

The advantage is that you can program your own beats in your host, and browse for other drumloops without any effort in terms of MIDI mapping.

All other controls shown here are the same as in Loopmorph mode.

CD DRUMLOOPS

SLICES

PITCH   ATT.   GATE   REVERSE

Perc.

Hi Hat

Snare

Kick

Per2
Per1
Hh3
Hh2
Hh1
Sn3
Sn2
Sn1
Bd3
Bd2
Bd1

MIRACLE Beats

MODE

SAMPLER

LOOPMORPH

LOOPMORPH™ PRESETS

Simple Beats

Simple Beat 1
Simple Beat 2
Simple Beat 3
Simple Beat 4
Simple Beat 5
Simple Beat 6
Simple Beat 7
Simple Beat 8
Simple Beat 9
Simple Beat 10

Simple Breaks

Simple Break 1
Simple Break 2
Simple Break 3
Simple Break 4
Simple Break 5
Simple Break 6
Simple Break 7
Simple Break 8
Simple Break 9

Bahn Breaks

Bahn Breaks 1
Bahn Breaks 2

MIRACLE DRUMLOOPER Free

Mode Selection : Press this to switch back to LoopMorph Mode.

LoopMorph Presets and associated tools hide as you uses your host do creates the beats and grooves.

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PREVIEW ORIGINAL   BYPASS