

ALFALOOP

current version: 0.1.3 (30/11/2015)

ALFALOOP is a looper/delay intended to really "play with". It is not an ordinary looper, although it can be used as such. Its main-feature is how the recordfunction is working: You can change loop-length at any time, while not losing the previous recording. This, as many other goals, naturally led to what ALFALOOP became in the end: A loop-cutter, a side-chain-compressor, a time-shifter, a forgettable-looper, a reminding-looper and so on... More specific info on how ALFALOOP works you'll find inside ALFALOOP itself, by clicking on the info-buttons (i): On-screen-info is provided.

New! As of version 0.1.3 - and thanks to Patrick Sébastien Coulombe - ALFALOOP runs with any sampling-rate.

The following is a list of the goals I want ALFALOOP to be capable of. It is mostly the case on my own system. Further testing on different systems is needed to make this list of goals become true in a more truthful way... Here we go:

- looping
- changing loop length at any time (previous recordings get cut and leveled to your taste (ducking)).
- overdubbing while recording or recording while overdubbing (where overdubbing to the previously loop/delay-length).
- No need to watch the screen, every change can be done in musical way of "playing", simply by 4 controllers: record (loop/delay-length), overdub (overdubbing), feedback (feedback-level of the delay/loop), ducking (level of the previous recording while recording or overdubbing).
- Set loop-crossfade-length, loop-crossfade-offset.
- Set time of fade-in/out/offset of input-signal and ducking.
- Automated overdubbing (threshold)
- recording of on-going audio to disk by pressing one single key (recordings are named by augmenting numbers). Recordings are within or without the direct-input-signal.
- Proper latency-correction.
- Every "offset"-parameter can also be set to the "past". Obviously not in realtime, but during the very first playback. Expl: overdubbing-offset: If the corresponding offset-parameter is set to "-10", your input-signal is recorded 10 milliseconds before you hit the overdub-button.
- Other features needed to provide the player a good performance, like: feedback-freeze and ducking-freeze (for safety-reasons), instant- or after-ducking, Choose if overdubbing is allowed during recording.
- Easy assignment and saving of midi or key-controller (by touching)

- Saving all parameters instantly
- on-screen info
- Working graphics on every platform
- cpu-friendly (linux, i7 dual, 4G ram, ssd, jack, RME-Mutliface2: cpu = 1-3)

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