Re: Ultrano Dreamer 1.5 Win32 Now Free OT 'Reason-Like' Sequencer>>.

by **WaxingAndWaning** » Tue Sep 10, 2024 1:43 am

Now pretty much with plugins outta the way time to show how to make CORRECT Refills...

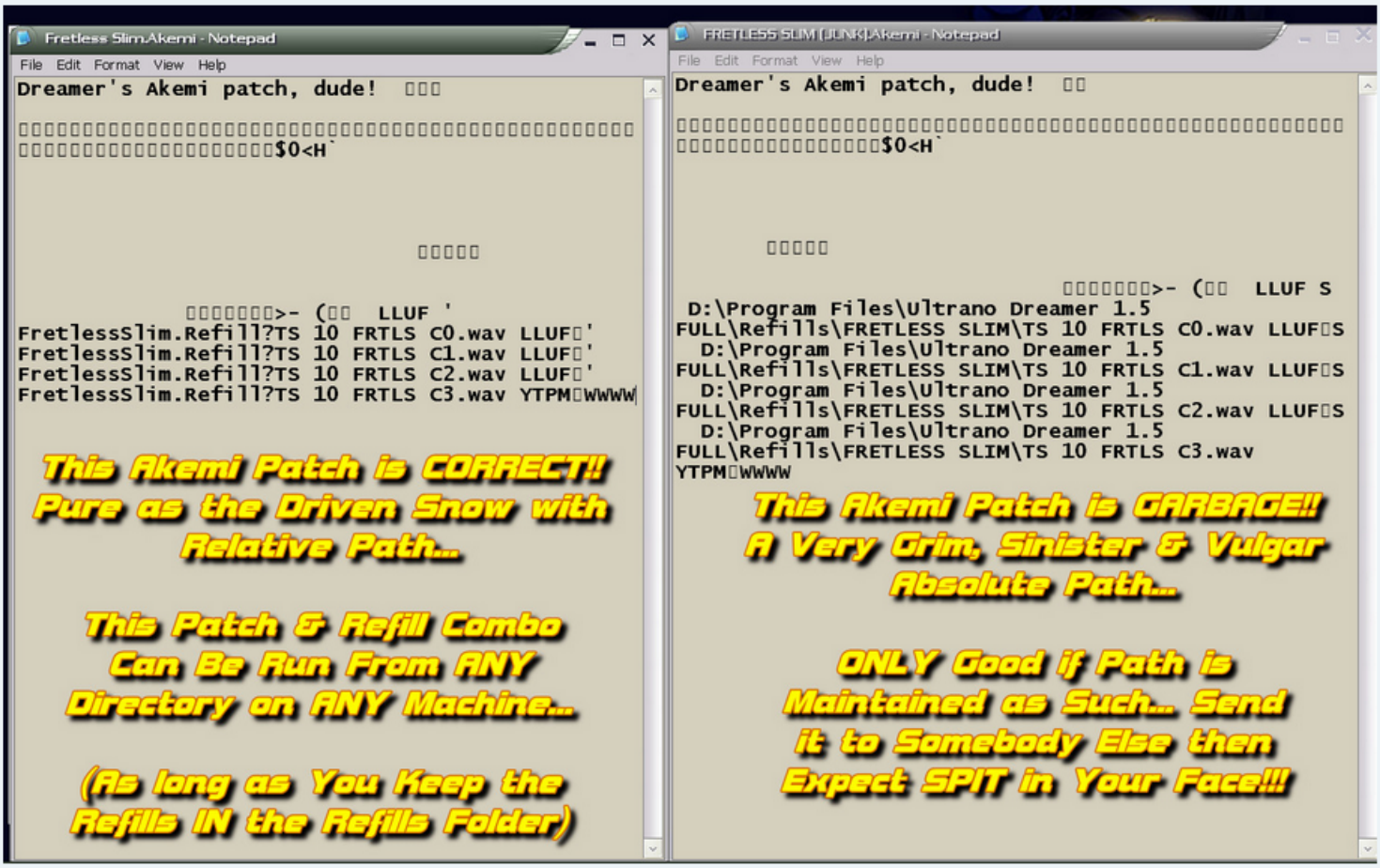
Refills are the ONLY WAY to make packets of WAVs for use in either Akemi or the CR1 Drum thingy. Yeah, SURE you can access a folder of WAVs or an incorrectly made refill BUTT that will only be good for that Grim, Despicable, Low-Life ABSOLUTE PATH!...



YUP!!... If that happens I would not tell anyone about it...

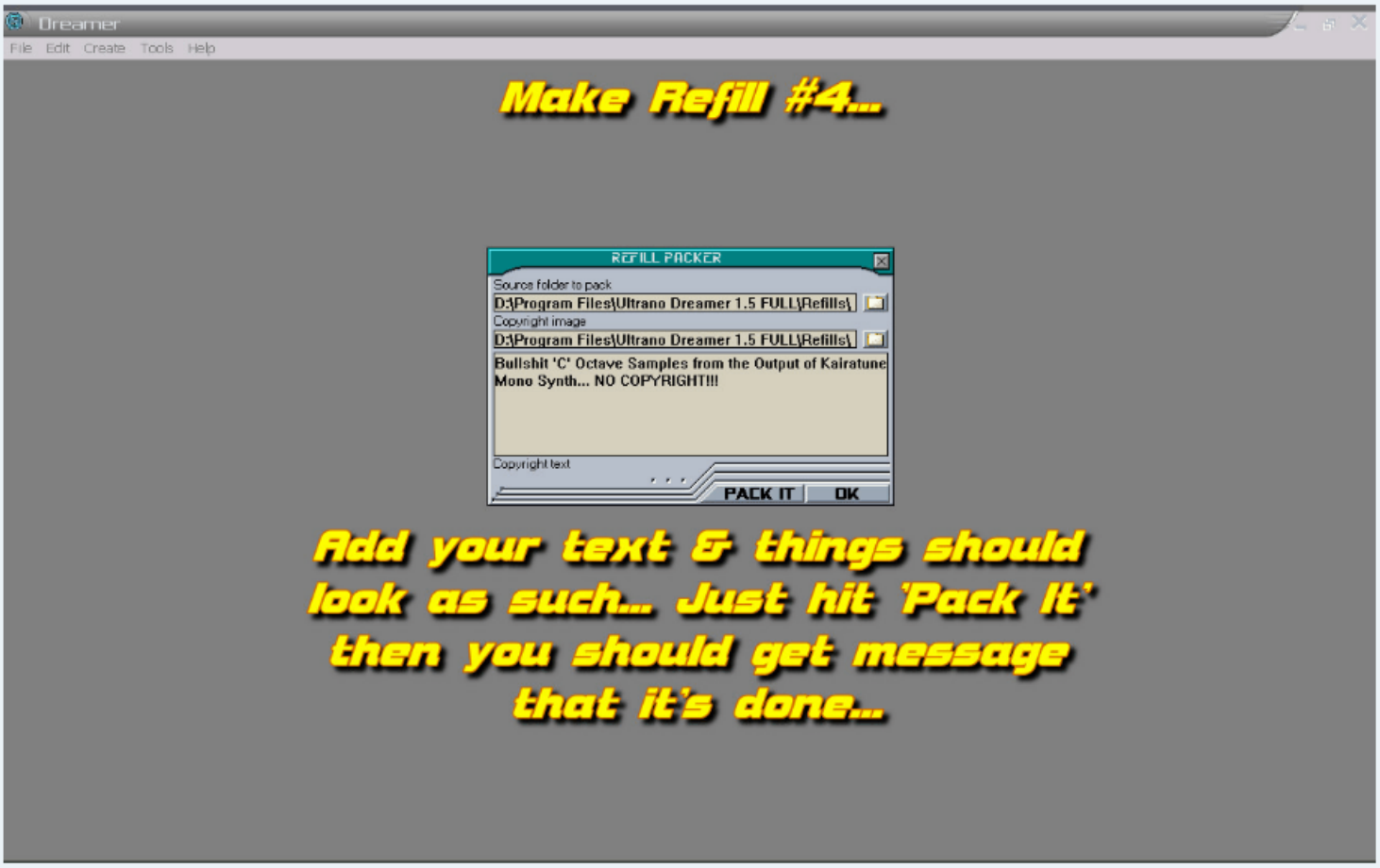
Here are two same AKEMI patches but one was made from a correct Refill the other...NOT!

Now these are the Akemi PATCHES opened up in notepad, not the Refills...



The procedure is not hard but also not really explained in the Help CHM only 'concepts' of it are So I'll get to all this soon...

OK, Here's the Refill Tutorial GIF...



Re: Ultrano Dreamer 1.5 Win32 Now Free OT 'Reason-Like' Sequencer>>.

by **WaxingAndWaning** » Wed Sep 11, 2024 5:11 pm

OK, connected with the previous post on making patches in Akemi OR CR1 a person can get massively buggered by the faulty pitch detection 'feature' within Dreamer-





Yup, The BIGGEST downfall of Dreamer is the faulty pitch detection 'feature' using Akemi OR CR1... If you are making a keysplit patch in akemi & because of harmonic content Dreamer 'thinks' you are trying to load a sample that it already has it will not load the new sample but substitute the one it 'thinks' it should be... Same for CR1 as you load drum samples often a new snare will sound like a previous one because IT IS a previous one... The only thing you can do is skip that snare & load something else... In Akemi if your samples are nice/clean you might be able to keysplit... I have made a 20 split wurli & some 'clean' guitar splits but heavy modulated, resonated sounds will FAIL... Only thing you can do is make single-sample Instruments...Fast/Easy though...

