Speaker 1 - 00:03

It's not the most comfortable thing, I must say.

Speaker 2 - 00:06

No.

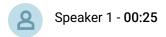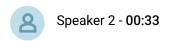**Speaker 1 - 00:08**

Just remind me then. So there are two buttons here. This is a sliding one. What does that do?

Speaker 2 - 00:16

So there'll be different demos that I'll just get you to interact with. And it does different things depending on the system. So just slides up and down, basically. Yeah.
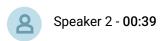
Speaker 1 - 00:25

Okay. And you can. I don't need to keep it moving. I can just leave it in a position and then. Are there two here? And Pinky's not involved?
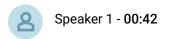
Speaker 2 - 00:33

No, I think he's not involved in it.

Speaker 1 - 00:35
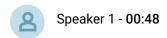
Okay. Right.

Speaker 2 - 00:39

It does get a little bit more comfortable as you're playing.

Speaker 1 - 00:42

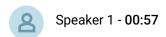Do these buttons need to be pressed hard or is it just sense, like.

Speaker 2 - 00:45

Should just be. You should hear a click.

Speaker 1 - 00:48

Okay. And then I have to squeeze in there slightly. So it's quite a tight bow hold.

Speaker 2 - 00:54

Yeah. If you don't. If you don't want to squeeze it's fine. You don't have to.

Speaker 1 - 00:57

But you need the data, though.

Speaker 2 - 00:59
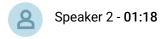
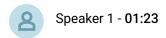I'll show you when it's more. Just when you're playing really loudly, you'll squeeze it anyway. Yeah, yeah. Let me know if the bone is more rosin.

Speaker 1 - 01:16

You may be.

Speaker 2 - 01:18

This forehead doesn't get a lot of use.

Speaker 1 - 01:23

Okay. So it's that one just working out which finger goes on which thing.

Speaker 2 - 01:27

That's it. Yeah.

Because I normally have my finger there.

Yeah, you can. Because you don't have to constantly be pressing. It's only when you're like changing things.

Am I pressing anything?

Very good. Yeah. So once you click, you can just. That's great. That's good. Good feedback.

I can't hold the bow in. In a. In a way that.

Let me see if I. If I can move it. Maybe it's.

If you move it further up, it might be easier. Yeah, yeah, that's better. That sounds. That looks a bit more.

Yeah. So move it wherever you want. Don't worry about this.

Speaker 1 - 02:05

Okay.

Speaker 2 - 02:06

Just move it where you can actually hold it for. Take some photos as you play, if that's okay.

Speaker 1 - 02:11

You know what you might want to do? You might want to put. I think that. Is that a pinky hole?

Speaker 2 - 02:17

It was meant to be for this, but it came off. So let's not worry about that now. Yeah.

Speaker 1 - 02:23

In order to have a balanced bow, my suggestion is that you have a little gap in there for the pinky.

Speaker 2 - 02:30

Okay.

Speaker 1 - 02:31

Almost like a frog. You know, the kids have the little.

Speaker 2 - 02:34

Yeah, the little fish. Yeah, yeah.

Speaker 1 - 02:36

Because it's really hard to. When you're moving all these. There's no finger ever feels stable.
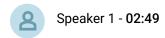
Speaker 2 - 02:43
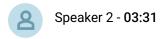
Yeah. So like a little engraving sort of.

Speaker 1 - 02:46

Yeah, like a little dit. A divot.
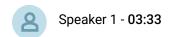
Speaker 2 - 02:48
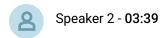
Yeah.

Speaker 1 - 02:49

So which is what that kind of feels a bit like. Yeah, it's going to take me a while. So the bow is not going to be very. Trying to press a button. And when you do the button pressing, it doesn't have to be like, change, change, change. You can just do one for a couple of bars worth and then change age to another.
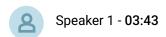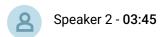
Speaker 2 - 03:31

Yeah. Do you want to try a demo?

Speaker 1 - 03:33

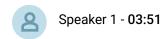Yes, please. Just so I've got some idea, because I'm. I'm a little bit confused and it's been a while since I did it.

Speaker 2 - 03:39

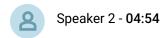Yeah, of course. So just before you came, of course everything broke.

Speaker 1 - 03:43

Oh, yeah, that's normal.

Speaker 2 - 03:45

So I just took a deep breath. But, yeah, it should be working now. Let me just. You can keep playing.

Speaker 1 - 03:51

I'm just going to do a. Trying to move that wide play is really hard.

Speaker 2 - 04:54

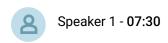Sam Sa. Okay, so I'll get you to just. Sorry about that.

Speaker 1 - 06:14

It's all right.

Speaker 2 - 06:16

Stop playing. So I'll get you to just do this one first.
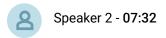
Speaker 1 - 06:21

Yeah.

Speaker 2 - 06:23

If you look at the screen there. So the way this one works is you. I'm going to just move this as well so I can record the screen and you. Why is this not recording? Okay, great. Let me just take some more videos. So the way this works is this one is for the first button. So do you want to just play with that one for a bit so when you click it and then play, see what happens? It should. Oh, boy. Okay. The speakers don't want to speak. Let me just try one more time.
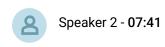
Speaker 1 - 07:30

Say when.

Speaker 2 - 07:32

I'm not really sure why it's not working.

Speaker 1 - 07:40

Did I press the right button?

Speaker 2 - 07:41

Oh, no, you did everything great. It's the system. It doesn't want to recognize this. Okay. So what I'm going to do is I'm going to restart and hopefully it will fix itself. When in doubt, just turn it off.
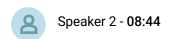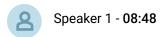
Speaker 1 - 08:14

And turn it back on. Yes.

Speaker 2 - 08:23

Because I did test it just before you got here, and of course it was all right. Okay.
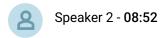
Speaker 1 - 08:32

Can you. Can you stop between to change those buttons or do you want me to keep playing and try and change? Because I find that's the hard thing is while I'm playing, to change button, the bow goes off.

Speaker 2 - 08:44
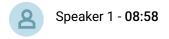
Oh, I see. No, you can just change the button and play.

Speaker 1 - 08:48

Okay. So it won't be seamless.

Speaker 2 - 08:52

Okay. So it's there. That's okay if it's not seamless because it's just audio effects.

Speaker 1 - 08:58

Okay.

Which need an audio output. Okay. Please work.

All right, try again.

Do you want to just try play pressing the button. I'll see if it works on instead. It's. Oh, my God. I'm sorry.

Don't you worry. I'm here. It's fine. Should I try a different button?

Yeah, sure.

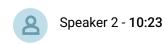You can try different buttons and see if that does anything. I'll do the one below that. Okay.

Yeah.

You.

Speaker 1 - 10:23

Shall I go?

Speaker 2 - 10:23
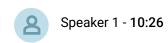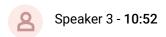
Sure.

Speaker 1 - 10:26

And I. Expecting to see something happen.

Speaker 2 - 10:28

Hey, Chris, can I just ask. So the USB pre. To have audio come coming out, but for some reason Max is just not seeing it. Like it's seeing it, but it's rejecting it every time. So this is the input.
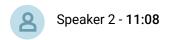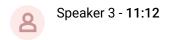
Speaker 3 - 10:52

Yeah.

Speaker 2 - 10:53

And am I. Because it's just a line out going into the speakers. And I'm just wondering whether it's the speakers or the.

Speaker 3 - 11:02

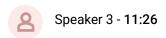The only other thing I think of is the. The frame. Frame rate. Sampling rate.

Speaker 2 - 11:08

The sampling rate.

Speaker 3 - 11:12

Because do you get like the normal boing noise out of the Mac or is it just a particular piece of.

Speaker 2 - 11:18

So the. He's meant to be coming through the speakers because. But nothing is.

Speaker 3 - 11:26

Sorry.

Speaker 2 - 11:26

If I show you. Is the W. So it's coming in.

Speaker 3 - 11:31

Oh, yeah.

Speaker 2 - 11:32

So Adrian, if you'd like to play.

Speaker 1 - 11:34

Yeah.

Speaker 2 - 11:51

Right. And it's. When he's playing, it's okay. So the mic is coming. Yeah, that's the. The mic is over there. There's no other preamp.

Speaker 3 - 12:16

So I'm seeing that as I. I think.

Speaker 2 - 12:20

But I think what's going on is it's changing. Oh, no. Yeah. So it is coming in and then it just keeps changing to. And see, now it's gone. It's not there anymore. It's just doesn't. It doesn't like it. And I don't know whether I've done something.

Speaker 3 - 12:40

This has to sit.

Speaker 2 - 12:46

Yeah, it should be the pre. Right.

Speaker 3 - 12:49

Does it have to be on PC to see what's going to the PC? I can't quite remember. I mean, that should. You're right. That'll show what's on the preamp.

Speaker 2 - 12:56

Yeah. And it's a line input. I mean. Sorry. Line out. Because that's how it's wired. Unless I need quarter inch. Or should I. Should I have put them here? It's not going into microcode. It's going to C. It's.
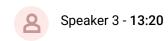
Speaker 3 - 13:18
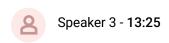
I can definitely see there.

Speaker 2 - 13:20

Yeah.

Speaker 3 - 13:20

My levels here. Like all this turn.

Speaker 2 - 13:22

No, it's not.

Speaker 3 - 13:25

Okay. That's not what this. On the output.

Speaker 2 - 13:30

Yeah.

Speaker 3 - 13:31

Still needs to be as though it's the PC.

Speaker 2 - 13:34

Okay.

Speaker 3 - 13:35

But it should just automatically do that with the Mac on this. Because this should act as in and out.

Speaker 2 - 13:46

Yeah.

Speaker 3 - 13:52

Yeah. Like mine.

Speaker 2 - 13:55

Yeah, that's correct. Right?

Speaker 3 - 13:56

Yeah.

Speaker 2 - 13:57

Because this is one in and I don't have any quarter inches. Sorry. I think it's already.

Speaker 3 - 14:09

Okay. I was just checking it weren't clicked off.

Speaker 2 - 14:12

Okay. I might just have to use my microphone to be. Please. I'm not really sure unless it's the cables, but like.

Speaker 3 - 14:23

Connecting to my laptop.

Speaker 2 - 14:24

Okay.

Speaker 3 - 14:28

I must admit my Mac knowledge is minimal.
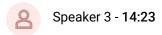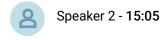
Speaker 2 - 14:31

Sure.

Speaker 3 - 14:32

So in terms of me checking what is meant to me coming out of something is.

Speaker 2 - 14:43

I mean, because I can also try logic.

Speaker 3 - 14:47

Well, that's why I was asking you for the base Mac. Boing was going boring out of this. That would be my first. So if you don't run it, you see software. Let me just. This is this one, right. This little one that's going to take out the thing.

Speaker 2 - 15:05

Sorry, Adrian, it just a couple.

Speaker 1 - 15:07

You'll work it out.

Speaker 2 - 15:09

We'll do it in half an hour.

Speaker 1 - 15:10

No problem.

Speaker 2 - 15:19

Max. I mean. Yeah. Worst case scenario.

Speaker 3 - 15:29

Okay, so that works. So it's the Max side.

Speaker 2 - 15:34

Yeah. So that's. Okay.

Speaker 3 - 15:36

That's just me plugging that straight in.

Speaker 2 - 15:38

So if I plug. If I try to.

Speaker 1 - 15:41

Double check.

Yeah. I think what I'll do is I'll just change my Mac speakers to output to the pre and then hopefully Max. So hopefully. Okay. So it's. This whole setup is good.

Yeah.

So I'll just set the output from my Mac to output to the speakers and then hopefully max will behave. And if it just sends it to the speakers.

Yeah. So I think the input should at least be working anyway.

Yeah. Okay. That should be fine. We'll try it. We'll try it like that. A little work around.

It could just be that.

Like on.

Speaker 3 - 16:37

PC you can have what's called exclusive mode and one of your applications is an exclusive mode. And it goes, I don't want anyone.

Speaker 2 - 16:43

Else to play with you.

Speaker 3 - 16:44

And so it takes the input, but it won't share the output. It's possible again, I don't know Macs, all the software, that particular piece of software. But on a PC you can say I want to have exclusive control of this device and hence anything that tries talking to it.

Speaker 2 - 17:03

Yes.

Speaker 3 - 17:03

On, on, in or out. Sometimes only one application at a time.

Speaker 2 - 17:08

Okay.

Speaker 3 - 17:09

But I could. That's definitely coming in.

Speaker 2 - 17:12

Okay. Adrian, do you mind playing one more time? Hopefully this will. Thank you. So. Okay. Do you want to try pressing one button?

Speaker 1 - 17:33

I did.

Speaker 2 - 17:34

Oh, you did?

Speaker 1 - 17:37

We'll do it again.

Speaker 2 - 17:40

Yeah, do it one more time. It's not liking the sound for some reason.

Speaker 1 - 18:09

I did the second button that time.

Speaker 2 - 18:11

Yeah.

Speaker 1 - 18:18

You don't think it's because that other thing came off the end?

Speaker 2 - 18:21

No. How funny would that be?

Speaker 1 - 18:25

Well, you never know.

Speaker 2 - 18:26

Oh, okay. Okay. I think it's good. Okay. It's just. You're right. Like it could. It could be.

Speaker 1 - 18:39

It just might have made things go. No, no, I'm not running through.

Speaker 2 - 18:44

Okay. So the problem now is just. It's a little bit quiet cuz it's coming through this MacBook speakers but you should still be able to hear. Yeah, I'm sorry, that's the best. Don't worry for this one.

Speaker 1 - 18:55

Don't worry, it's fine. I. I don't know anything about technology, so it's absolutely fine. I wouldn't have a clue what you're doing, so it's okay.

Speaker 2 - 19:04

Going to try.

Speaker 1 - 19:08

Did it work?

Speaker 2 - 19:09

Yeah, I'm just. Okay.

Speaker 1 - 19:12

So button one.

Speaker 2 - 19:14

Yes. So that gives you some feedback and it says. Now you have an octave velour pedal. Can you hear that?

Speaker 1 - 19:23

Not really.

Speaker 2 - 19:23

Okay, let's.

Speaker 1 - 19:25

Yeah, I can now.

Speaker 2 - 19:46

Okay, try. So try pressing it again and it will give you different feedback. So can you hear that? Now it's off of a bar.

Speaker 1 - 20:01

Yep.

Speaker 2 - 20:19

Okay, try one more different button or set them button again you can try the same one. So basically it loops through. Now it says harmonizer off.

Speaker 1 - 20:27

So that'll just be plain.

Speaker 2 - 20:29

So now you have a different. Now it has the delay preset. So try the delay and for the delay you can move the slider and what that will do is it goes from dry to wet. So dry means no effect. And so if you move the slider down it should get rid of the effect. So try pushing that same button again.

The slider?

No, the button. Button 2 I think you pressed. Okay, cool.

Interesting sound.

So basically this demo just shows the audio capability. So you can use it like a multi effects pedal potentially. The other thing that I thought might be useful is just recording itself and playing it back.

Yeah.

And so you can do that. So this is the fourth one. This one is just a keyword, it turns the system off. This one, if you press it should start recording and then you can. Yep. So play. And then if you press it again, it should stop recording. Yep. And now you can move the slider just up and down. So it should be playing it back. But it's quite soft. But it recorded you and it's playing it back. But it was playing it A second. Do you want to just move the slider up and down?

Wanted to record.

Yeah. So just recorded a snippet.

That's the bottom one.

So I know the top one will record. So if you press the top one, it will record. Yeah. And then if you press that same button again, the top one. I don't know. Cool. Can I stop? Yeah, this should. Yeah. So it's basically just. I think I set the buffer to very short so that it could be like you play and then play back. Play, play back. But if you wanted to make it longer, your grid. But those are just kind of the. There's no visuals for this. It's just the audio.

Yeah.

Playback and. Sorry it took so long, but that's kind of just a warm up to get a feel of the interface. I'm kind of scared to do the next one because it's the playback with machine learning. I'm going to set it up. If it takes more than two seconds, I'll move on to the next demo.

Don't worry, I'm not in a huge hurry. I know you are.

I'm not an acute hurry either. It's not like the students want me to be there.

I'll have a sip of my coffee while you do that. So did I cover all of the things I was meant to cover then?

Yeah, you always do.
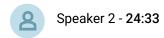
Speaker 1 - 24:30

We're just not sure if I got every button in.
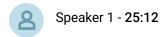
Speaker 2 - 24:33

Well, it will make more sense as we go. All right, so I'm going to set the other one. Sorry. I think you maybe you remember. Remember it from before where you played and the system sort of improvised.
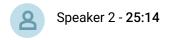
Speaker 1 - 25:09

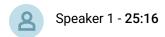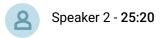Yeah. Around what I play.

Speaker 2 - 25:11

Yeah.

Speaker 1 - 25:12

Okay. Which button am I pressing?

Speaker 2 - 25:14

So this one is just one button.

Speaker 1 - 25:16

The very first button.

Speaker 2 - 25:20

Let me check. Yes, the very first button.

Speaker 1 - 25:23

Done.

Speaker 2 - **25:23**

Let me just make sure that I have the system set up. Let me to get rid of this because we don't need that in the. Okay, come on, you can do this. All right, so the way this works is if you want to press that kill all button again. Again.

Speaker 1 - **26:24**

Is that bottom one?

Speaker 2 - **26:25**

It's always that one. Yeah. Okay, so it just says standby and then it's just one button for this system. Just this one. So the idea.

Speaker 1 - **26:35**

The lower one.

Speaker 2 - **26:36**

The top one. Yeah, the higher one. So no sliders. You don't have to worry about the sensor.

Speaker 1 - **26:41**

Okay.

Speaker 2 - **26:42**

The one just.

Speaker 1 - **26:42**

So just press the button and play.

Speaker 2 - **26:44**

Yeah. And it will tell you how long to play for and then the system will. Should play something back. It might just be soft.
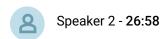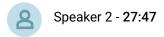
Speaker 1 - 26:53

That's right.

Speaker 2 - 26:54

So do you want to try it?

Speaker 1 - 26:55

Yeah.

Speaker 2 - 26:55

Okay.

Speaker 1 - 26:56

Okay. So I'm pressing that button now.
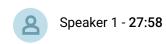
Speaker 2 - 26:58

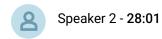Yep. And it should say play or something like that. There we go. So it gives you a little counting ram.

Speaker 1 - 27:40

What is this? It's taken my. What I played and turned it into something else.
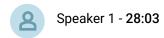
Speaker 2 - 27:47

Yeah, yeah. So you could try doing things like playing really softly or playing really loudly, playing fast, playing slow, and see if it reacts. So change changing key.
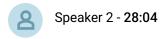
Speaker 1 - 27:58

Yeah. Right. Because there's not a lot of change.

Speaker 2 - 28:01

No, because it only records a snippet.

Speaker 1 - 28:03

Of what I play.

Speaker 2 - 28:04
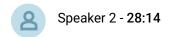
Yeah. And then it has to train the model so there's only, like. Even though you're playing for 30 seconds. Extremely. You didn't take 15.

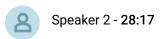**Speaker 1 - 28:12**

Okay. Yeah, I got it. All right. Shall we have another go?

Speaker 2 - 28:14

Yeah.

Speaker 1 - 28:15

Do I kill all again?

Speaker 2 - 28:17

You just. Yeah, kill all.