

buffer~ ist nötig, wenn man etwas aufnehmen möchte.

buffer~ voice 1000

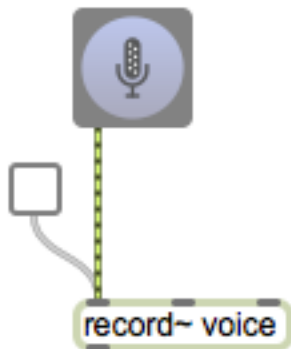
<doppel klicken!

^ voice ist der Name des Buffers

^ 1000 ist die Größe des Buffers.

1000 bedeutet 1000 msek. d.h. man kann  
1000 msek. = 1 sek. mit diesem Buffer  
aufnehmen.

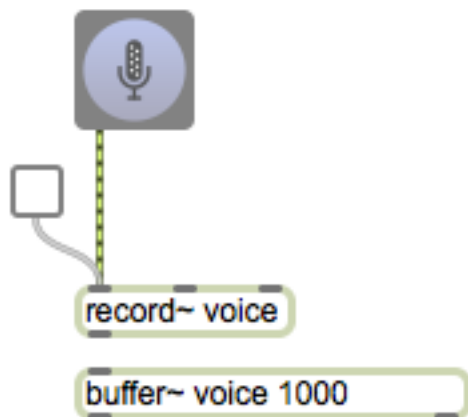
## Aufnahme

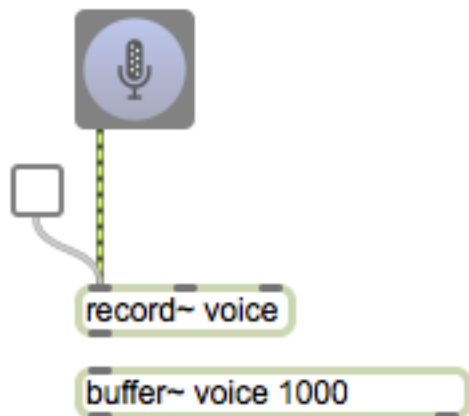


1. schließ das Patch ab.
2. klick das Mikrofon
3. klick das Toggle
4. singe eine Melodie
5. doppel klick das buffer~Objekt

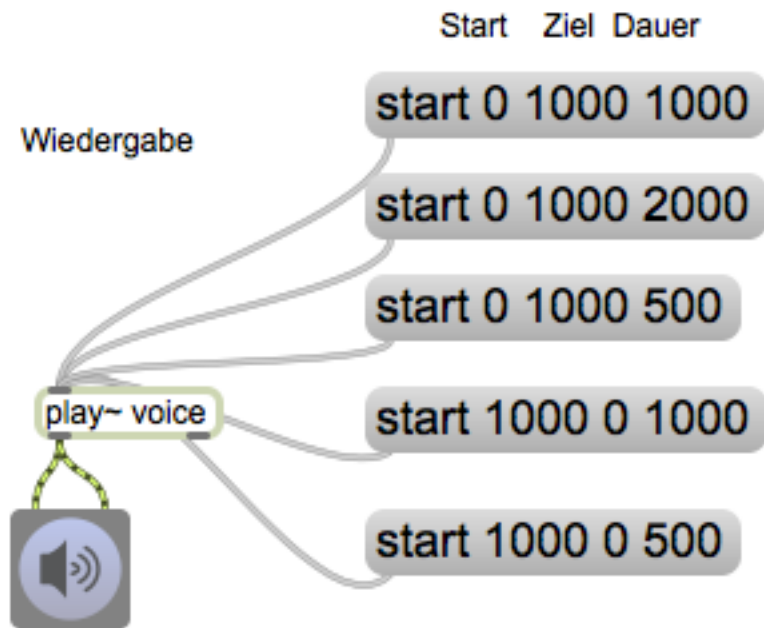
buffer~ voice 1000

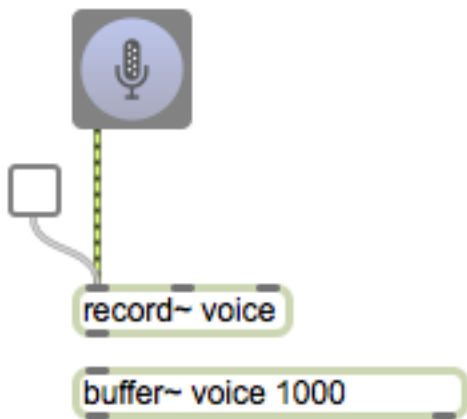
## Wiedergabe





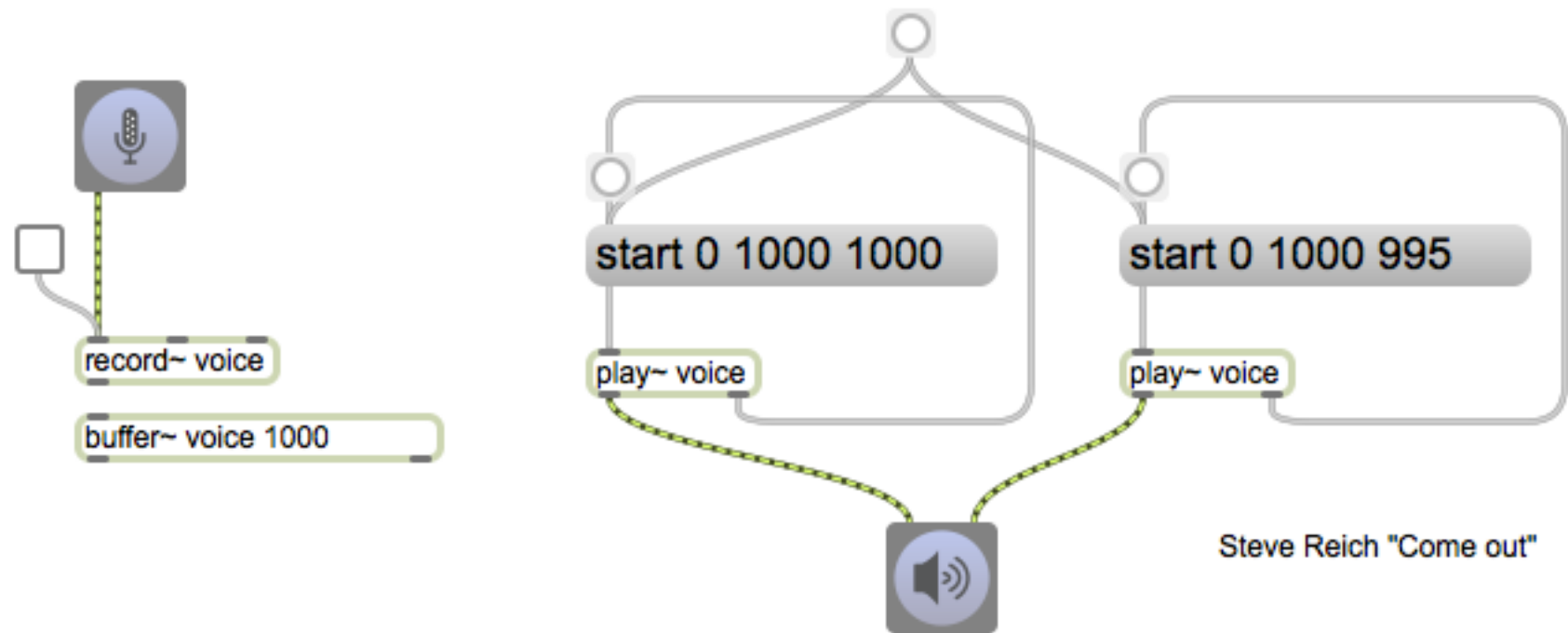
Wiedergabe

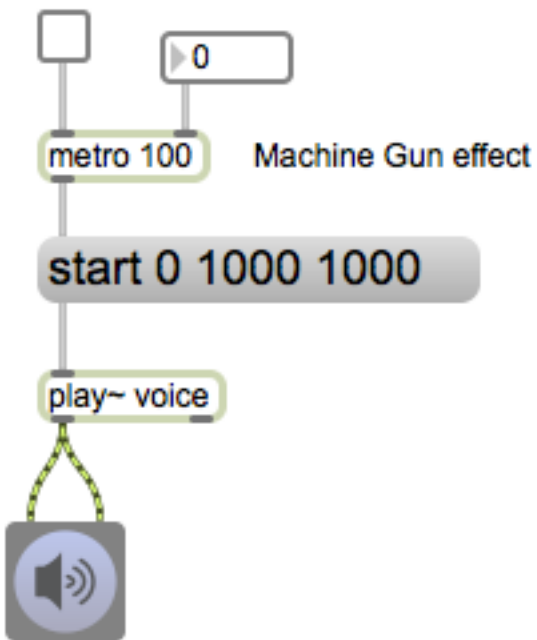
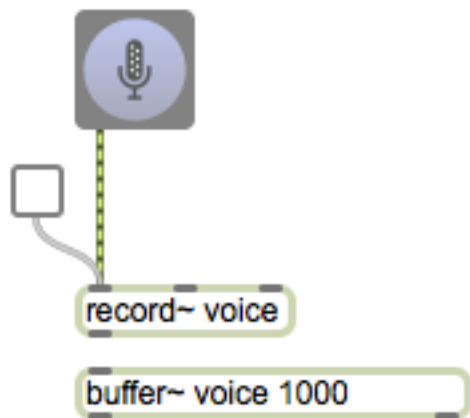




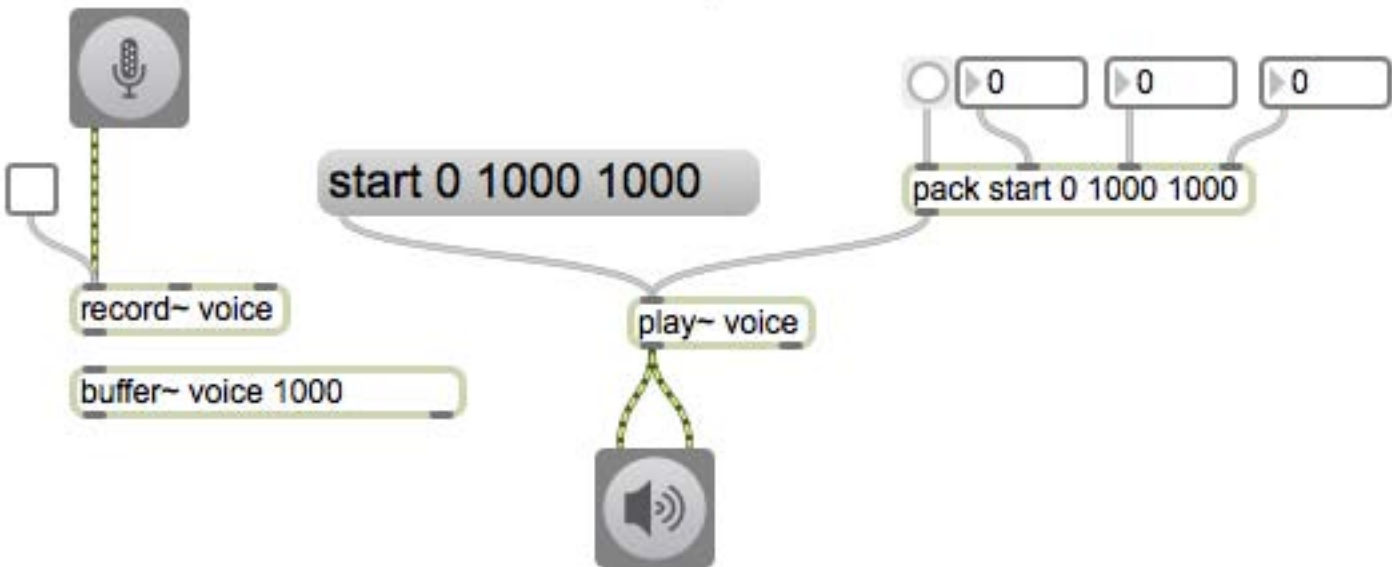
loop!



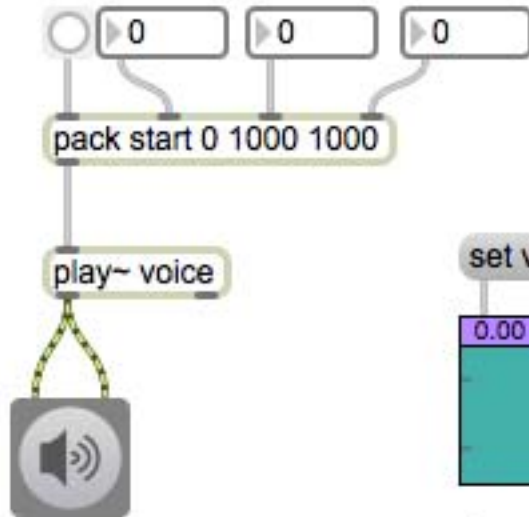
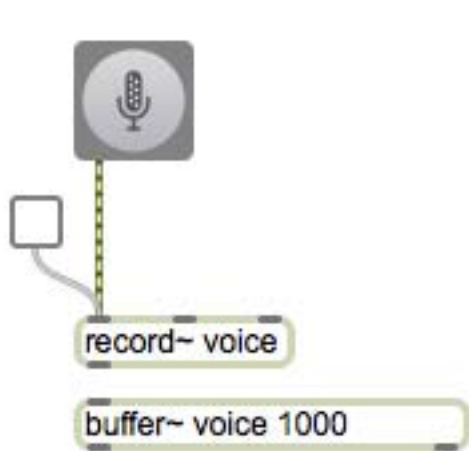




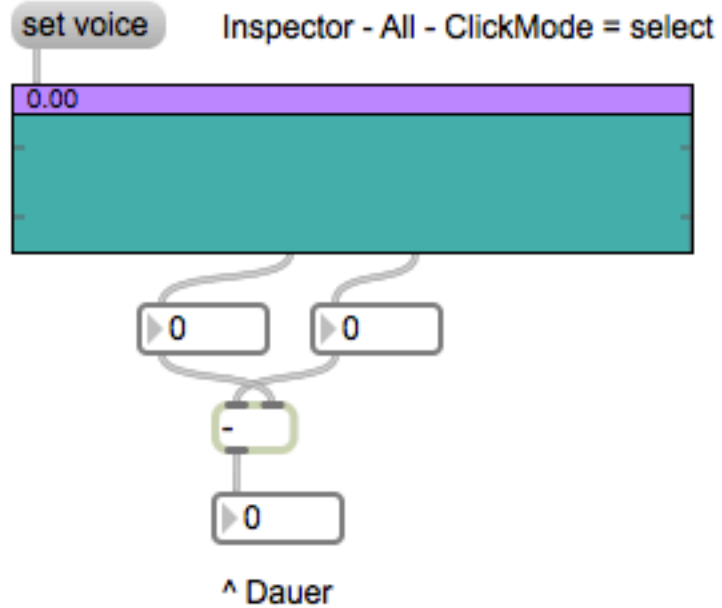
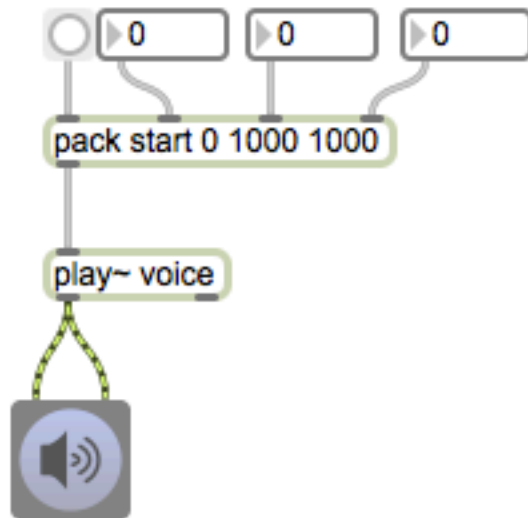
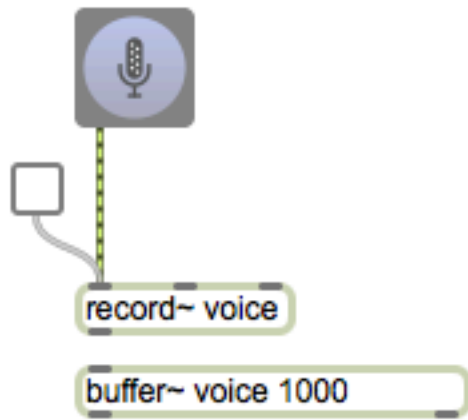
pack ist flexibler

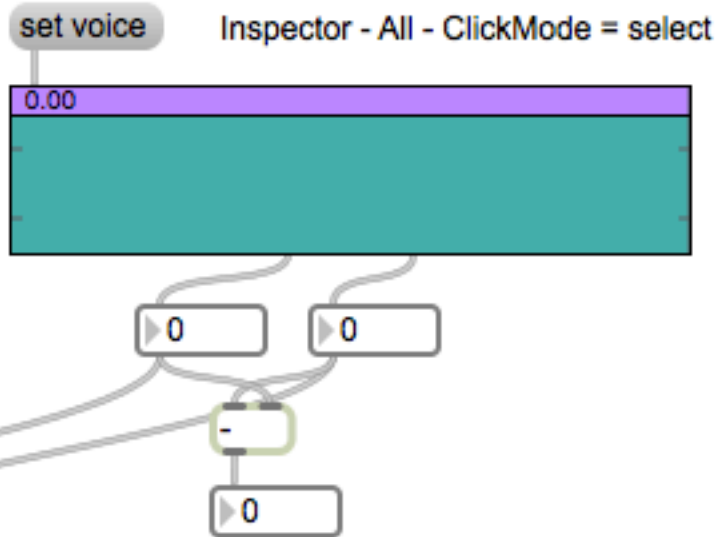
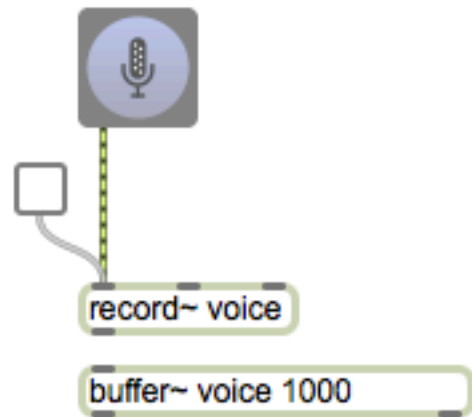




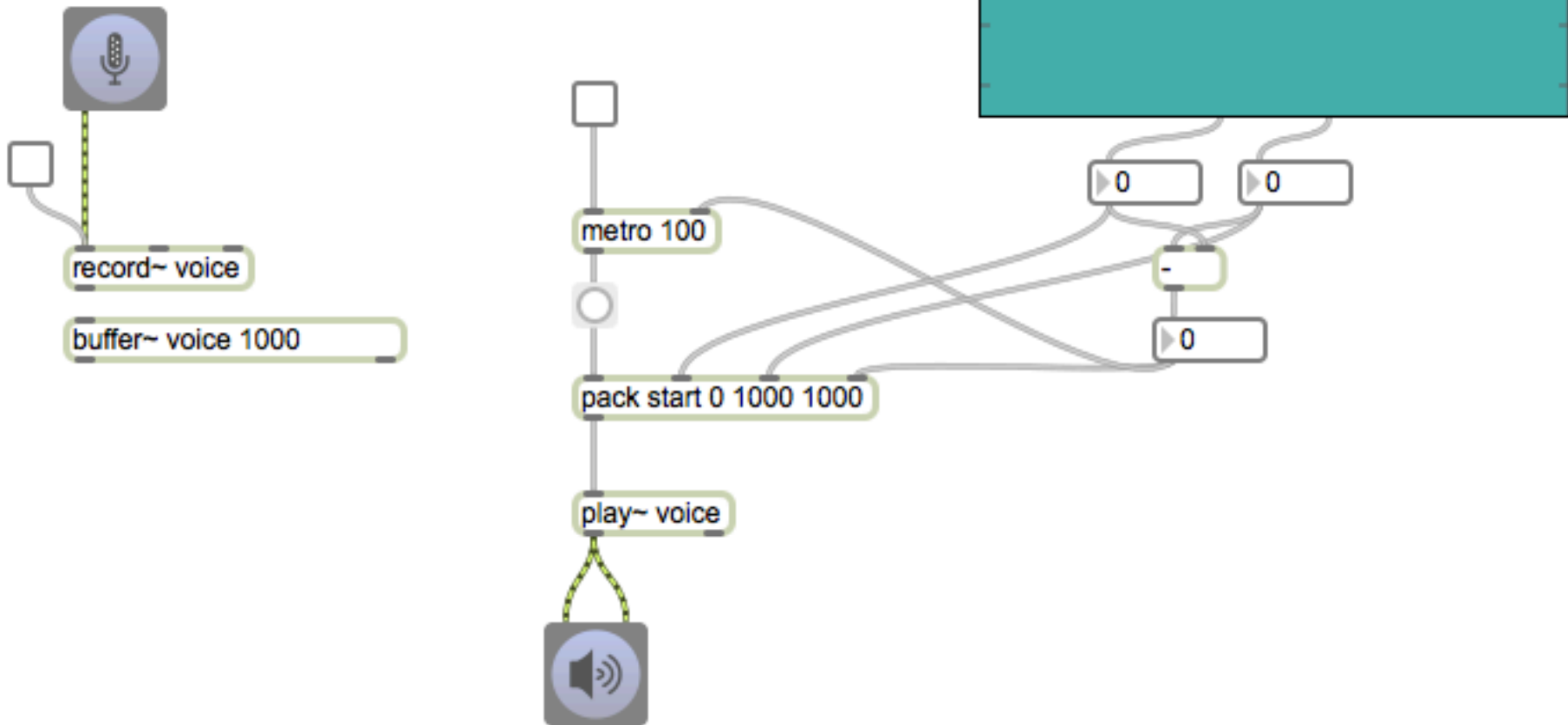


^ waveform~ zeigt das Inhalt des Buffers an





# Sample grinder



Soundfile im Buffer

```
buffer~ snare snare.wav
```

^ Der Name der  
Klangdatei

```
start 0 1000 1000
```

```
play~ snare
```



drum kit

Soundfile im Buffer

buffer~ snare snare.wav

buffer~ kick kick.wav

buffer~ closed closed.wav

start 0 1000 1000

start 0 1000 1000

start 0 1000 1000

play~ snare

play~ kick

play~ closed

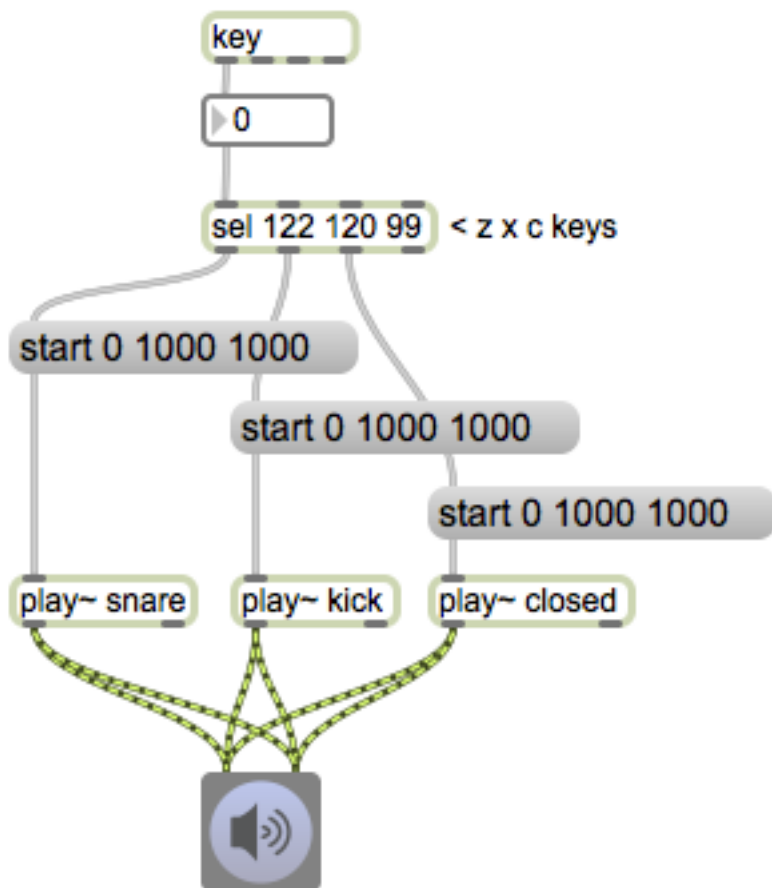


Soundfile im Buffer

buffer~ snare snare.wav

buffer~ kick kick.wav

buffer~ closed closed.wav



drum machine ???

Soundfile im Buffer

buffer~ snare snare.wav

buffer~ kick kick.wav

buffer~ closed closed.wav

