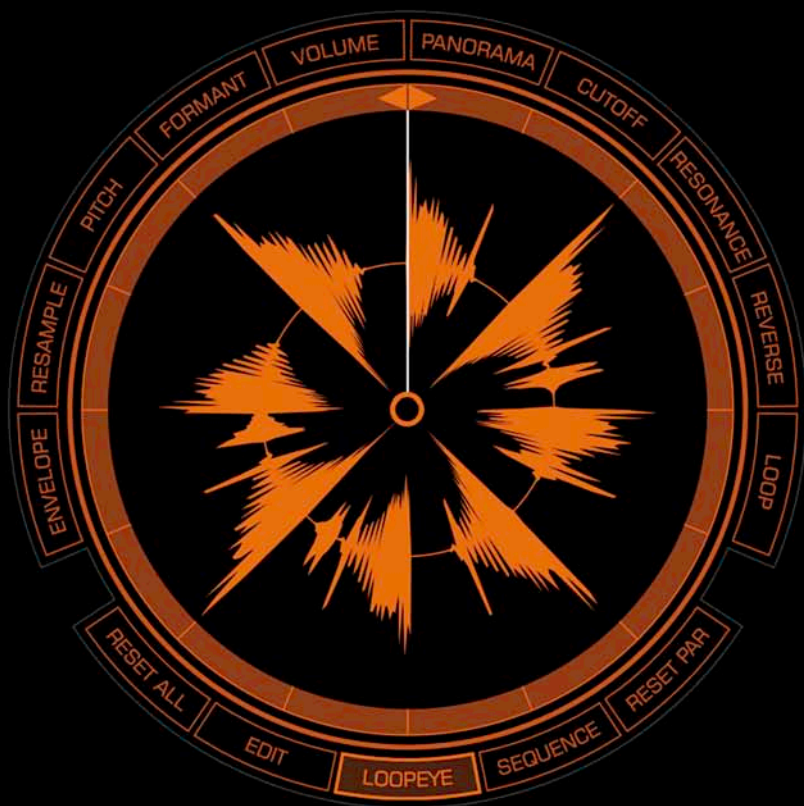


ELASTIK

Version 2.0



ueberschall

Elastik 2.0 - Loop to Inspire - Quick Start Manual

Dear Ueberschall Customer,

thanks for using the new Elastik 2 player.

This quick-start manual will explain the main functions of Elastik. If you need a closer look on the sample player or a detailed explanation of one of the features please take a look in the pdf manual. You can download it on our website:

www.ueberschall.com

In order to take the Elastik player to the next level, we have teamed up with zplane.development. Together we came up with Elastik 2, freshly designed to match all future needs for working with loops and samples.

Apart from the new graphic interface, Elastik 2 offers a whole new range of desirable features:

The self-explanatory browser, designed for fast access to any loaded sound libraries. Browser features: The multiple filter search function allows quickly to find sounds. Prelisten the whole library content in-sync to host tempo and tag favorite samples.

The central Loopeye surface focuses all attention on the loop. All editing is now done inside the Loopeye. Easy parameter automation and record all cursor movements. Above that, Elastik 2 features a sequence mode. Slice up your loop and access an unmatched multitude of editing features for each part - on the fly.

Due to the advanced architecture of the *élastique pro* algorithm by zplane.development, realtime sync-to-host is an integral part of Elastik 2. It also provides highest sound quality and CPU-friendly processing. A random replacement function is a ground breaking feature to create new loops and sounds. Elastik 2 now offers a completely dynamic zoom function to resize its window format.

Elastik 2 comes for Mac and PC, both 32 and 64 bit, as VST, Audio Units, RTAS and as StandAlone version.

For more info and updates please go here:
<http://www.ueberschall.com>

1- Setup Menu



2- Loading Soundbank



The screenshot shows the ueberschall interface with the Setup window open. The Setup window has three tabs: Soundbanks, Preferences, and Audio. The Soundbanks tab is active, displaying a table with the following data:

Status	Name	Location
activated	C R U N K - 1	/Soundbaenke/CRUNK/CRUNK - 1.elastik
missing	C R U N K - 2	/Soundbaenke/CRUNK/CRUNK - 2.elastik
not activated	Deep House A	/Soundbaenke/Deep House/Deep House A.ela...
free	Elastik 2 Demo	/Library/Application Support/ueberschall/Elas...

Below the table are buttons for 'Add', 'Remove', and 'Soundbank Activation'. A text box at the bottom of the screenshot contains the following instructions:

```
click on "add" or drag & drop your soundbanks  
into the setup window  
  
load all your soundbanks first, click on  
"soundbank activation" and follow the  
instructions
```

3- Loopeye & Browser Window



The screenshot shows the ueberschall interface with the Loopeye and Browser window open. The window has a circular control panel with various knobs and buttons. A text box in the center of the window contains the following instructions:

```
click here to switch between  
browser window  
or loopeye window
```

Below the circular control panel is a section with a 'Copy' button, 'BPM' set to 0, 'Loopeye Snap' set to 1/16, and a volume level of 0.0dB. The bottom of the screenshot shows the version 'v1.0.0 -x64' and 'powered by zplane'.

4- Browser Filter

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Instrument	Genre	Key	BPM	Soundbank	Show All
Sample Type	Folder Type	Favorites	Tags	Search	

the browser filters allow you to find quickly the sounds you need search for instrument, genre, key and many more.

02bax127 DH 10 solutions 1#_1
03drm127 DH 10 solutions 2
05bax127 DH 10 solutions 2
06bax127 DH 10 solutions 2
07perc127 DH 10 solutions 2
08perc127 DH 10 solutions 2
09bong127 DH 10 solutions 2
10org127 DH 10 solutions 1#_1
11bax127 DH 10 solutions 1#_1
12org127 DH 10 solutions 1#_1

Userbanks

Copy BPM 0 Trigger Sync 1/4 0.0dB

v1.8.0 -64 powered by zplane

5- Loading Samples

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Instrument	Genre	Key	BPM	Soundbank	Show All
Sample Type	Folder Type	Favorites	Tags	Search	

load samples or complete folders to the keyboard via drag & drop

trigger samples with your mouse or by MIDI

the first key is C1

01mix127 DH 10 solutions 1#_1
02bax127 DH 10 solutions 1#_1
03drm127 DH 10 solutions 2
05bax127 DH 10 solutions 2
06bax127 DH 10 solutions 2
07perc127 DH 10 solutions 2
08perc127 DH 10 solutions 2
09bong127 DH 10 solutions 2
10org127 DH 10 solutions 1#_1
11bax127 DH 10 solutions 1#_1
12org127 DH 10 solutions 1#_1

Userbanks

Copy BPM 0 Trigger Sync 1/4 0.0dB

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6- Browser Sync

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Instrument Genre Key BPM Soundbank Show All

Sample Type Folder Type Favorites Tags Search

Library Content Folders Samples

here you can listen to samples, navigate through the library or load samples to the keyboard

syncs samples played in the browser to those playing on the keyboard

Userbanks Sync

previous next play load

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7- Userbanks

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Instrument Genre Key BPM Soundbank Show All

Sample Type Folder Type Favorites Tags Search

Library Content Folders Folders

userbanks allow you to save and categorize your own presets

all samples loaded to the key assignment area are saved as a userbank

Userbanks Sync

Electronic > Deep Sounds C1 - 01mix123_DH flight 15_c_1
Urban Styles > Happy Music C#1 - 02bac123_DH flight 15_c_2
D1 - 03drum123_DH flight 15_2
D#1 - 04bde123_DH flight 15_2
E1 - 05clp123_DH flight 15_2
F1 - 06shk123_DH flight 15_2
F#1 - 07pre123_DH flight 15_2
G1 - 08brg123_DH flight 15_2

Create Userbank Create Folder

right-click in the window to open the userbank menu

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8- Buttons

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Bascht Edit Help

BPM 0

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VOLUME PANORAMA CUTOFF RESONANCE FORMANT

ENVLOPE RESAMPLE E PITCH

RESET ALL

SEQUENCE

RESET PARAM

undo and redo changes made to the key assignment area

activate the play mode for synchronized playback of multiple samples

replace the selected samples with a random sample of the same instrument

Copy BPM 0 Loopeye Snap 1/16 0.0dB

play

v1.0.0-x64 powered by zplane

9- Render Button

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Bascht Edit Help

BPM 90

FLASTIK

VOLUME PANORAMA CUTOFF RESONANCE FORMANT

ENVLOPE RESAMPLE E PITCH

RESET ALL

SEQUENCE

RESET PARAM

defines the main tempo

use the render button to gain better audio quality after the tempo has changed

Copy BPM 0 Loopeye Snap 1/16 0.0dB

play

v1.0.0-x64 powered by zplane

10- Loopeye

The screenshot shows the Loopeye interface in Edit mode. At the top, the menu bar includes 'Elastik', 'Edit', and 'Help'. The main window title is 'ueberschall'. Below the menu bar, there is a text box containing the instruction: 'to edit a sample open the loopeye window'. The central part of the interface is a circular radar chart with 16 segments around the perimeter, each labeled with a parameter: ENVELOPE, RESAMPLE, PITCH, FORMANT, VOLUME, PANORAMA, CUTOFF, RESONANCE, REVERSE, LOOP, RESET PAN, and RESET ALL. The chart itself is filled with a complex, orange-colored waveform. At the bottom of the circular interface, there are three buttons: 'EDIT', 'LOOPEYE', and 'SEQUENCE'. Below the circular interface is a control panel with a 'Copy' button, a text box with the instruction 'choose one of the edit functions here', and a '0.0dB' level indicator. The bottom left corner shows 'v1.8.8-x64' and the bottom right corner shows 'powered by zplane'.

11- Sequence

The screenshot shows the Loopeye interface in Sequence mode. The menu bar and window title are the same as in the previous screenshot. The main window title now includes 'Elastik 2 0.' and 'Elastik 2'. The text box contains the instruction: 'in sequence mode you can define a parameter value for each slice of the loopeye'. The circular radar chart is mostly dark, with a single slice highlighted in orange. A white box highlights this slice, and a text box points to it with the instruction. The control panel at the bottom is similar to the previous screenshot but includes a 'Pitch Snap' dropdown menu set to '1/16'. The bottom left corner shows 'v1.8.8-x64' and the bottom right corner shows 'powered by zplane'.

12- Start and End

The screenshot shows the FLASTIK software interface. At the top, there is a menu bar with 'Basic', 'Edit', and 'Help' options, and the name 'ueberschall'. Below the menu bar is a BPM control set to '0'. The main interface is a circular control panel with various parameters around the perimeter: VOLUME, PANORAMA, CUTOFF, RESONANCE, REVERSE, LOOP, RESET PAN, RESET ALL, EDI, LOOPEYE, SEQUENCE, and FDI. A white arrow points to the 'LOOPEYE' section, which contains two sliders for 'start' and 'end' controls. A text box in the center of the circle reads: 'here you can edit the start and end controls of the played sample'. At the bottom, there is a control bar with 'Copy', 'BPM 0', 'Loopeye Snap 1/16', and '0.0dB'. The version 'v1.8.0 -x64' and 'powered by zplane' are visible at the bottom corners.

13- Midi Sync

The screenshot shows the FLASTIK software interface. At the top, there is a menu bar with 'Basic', 'Edit', and 'Help' options, and the name 'ueberschall'. Below the menu bar is a BPM control set to '0'. The main interface is a circular control panel with various parameters around the perimeter: VOLUME, PANORAMA, CUTOFF, RESONANCE, REVERSE, LOOP, RESET PAN, RESET ALL, EDI, LOOPEYE, SEQUENCE, and FDI. A white circle highlights the 'LOOPEYE' section, which contains a 'MIDI SYNC' button. A text box to the right of the button reads: 'the midi sync button automatically displays the triggered sample in the loopeye switch this button on or off to disable or enable the function'. At the bottom, there is a control bar with 'Copy', 'BPM 0', 'Loopeye Snap 1/16', and '0.0dB'. The version 'v1.8.0 -x64' and 'powered by zplane' are visible at the bottom corners.

14- Copy Modes

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to copy a sample, hold down ALT while you drag & drop the sample to another key

chosen samples can be

- copied
- moved
- mapped chromatically (24 semitones)
- or sliced according to the defined snap

Copy

- ✓ Copy
- Move
- Chromatic
- Slices

BPM 0

Loopeye Snap 1/16

0.0dB

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15- Snap

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changes the snap resolution of the loopeye or the sequence mode

changes the tempo of the selected sample

controls the master volume

Copy

BPM 0

Loopeye Snap 1/16

0.0dB

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16- More Info



Credits

Concept & Idea

Uwe Kinast
Wenzel Mehnert

Programming

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zplane.development (www.zplane.de)

Interface Design

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Realization: Alexander Waldmann

Manual

Wenzel Mehnert

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www.bestservic.de / www.soundondemand.com
Klaus Kandler, Robert Leuthner, Lupo Greil, Nina Herzog,
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Bigfishaudio

www.bigfishaudio.com
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Crypton

www.crypton.co.jp
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Crypton crew

Elastik 2

uses élastique Pro & fx::pack by zplane.development
& the JUCE class library by Raw Material Software Ltd.

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