

Just In Time

alter.audio unlocks new Timetossler performance features with firmware release

ALTER.AUDIO is set to release a long-awaited firmware upgrade for its Timetossler device later on this month. We originally reviewed this little box of tricks in the Tech Section back in October 2021, and were impressed by how the device allowed users to manipulate audio passing through it. In a nutshell, the Timetossler is a playable audio re-sequencer, meaning that users can repeat, reorder and remix any connected audio source in real-time. The device functions standalone when connected to a USB power supply, and serves as a controller for the Timetossler VST3 audio plug-in when connected to your computer. The update also brings Apple silicon support for the Mac version of the VST3 plug-in.

Merging live performance with the DJ artform, Timetossler was born out of a need for a standalone device that promotes on-the-fly improvisation. To instantly add variety to your ongoing tracks and loops is what alter.audio set out to do with the original device. Now, with the firmware upgrade, it is bringing a whole new set of enhancements that will expand what the Timetossler is capable of.

The update adds two more modes to the unit: looper and a slicer mode. alter.audio has also added new preset patterns, which auto-remix your music by adding in a bit of beat shuffling, some nice offbeat timings and dropping in the odd mute and reverse within the pattern to mix things up. In addition to this, the new firmware update has fixed several bugs from the original.

The new Loop mode allows users to simply create a loop from just the incoming audio — but it also records what you're playing while the loop is created. This should be perfect for big transitions in either your DJ or live set: create a loop by adding some extra repeats to your playing track, let the loop play while you set up a different track, and then switch back to "live" mode to transition to the new track. Of course, features like repeat, reverse, mute and record-stop continue to work the way they do in the regular "live input" mode.

The new "Slice mode" takes your loop, slices that up into 16 steps and lays that across the top row of buttons. The slices can then be

triggered like you're playing an MPC sampler. For instance, if you've set your step length to 1/4 (one beat), hitting the first slice button will trigger playback from the first beat in the loop; hitting the third slice button will trigger the loop from the third beat. The difference here is that the loop will always play — you're not unexpectedly hit with silence when entering slice mode. In Slice mode, the mute key behaves a bit differently. When active, pressing a slice key will play that part of the loop till the end of the set step-length. This makes the slice mode behave more like a one-shot sample trigger, which should be great for finger drumming.

The on-the-fly aspect of it all remains preserved with these extra features. Timetossler's live input buffer of 16 beats is constantly updating

and moving in real-time; the sampling remains continuous in the background, and you can always switch back to it seamlessly. The new additions add even more performance power to what was already a pretty well specced-out unit.

• **alter.audio**

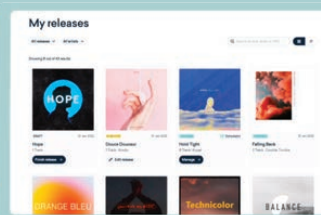


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