



# PARTY FAVOR

a software utility for the *Where's The Party At* bendable 8-bit sampler

**Overview:**

Party Favor is a software utility designed to work with the Where's The Party At (WTPA) bendable 8-bit sampler, available at <http://www.narrat1ve.com> . WTPA is the brainchild of Todd Bailey. Party Favor was designed and coded by Dan Nigrin, of Defective Records Software, <http://defectiverecords.com> .

Party Favor allows you to more easily record audio samples from your computer to the WTPA, and also allows for easier control and visualization of its many effect and editing functions.

**Requirements:**

- WTPA 1.0x sampler, with Rev3 firmware
- Macintosh (10.4.9 – 10.6.x) or Windows (XP SP2, Vista, Win 7)
- MIDI interface from your computer to your WTPA
- Audio connection from your computer to WTPA audio input

**Installation:**

- Macintosh: Double click the downloaded .dmg file. In the window that appears, drag the Party Favor application to your Applications folder. Feel free to also copy the Documentation to that folder, or anywhere you would like. You can then unmount the disk image, and Trash it. Double click the Party Favor application to start the program.
- Windows: Unzip the downloaded .zip file. Extract the enclosed folder to your hard drive (usually Program Files folder), being sure to keep all files/folders within that main folder. Double click the Party Favor.exe file to start the program. You can trash the original .zip file if you like.

**Instructions for Use:**

Using Party Favor is pretty easy and intuitive:

1. Make sure the Power button is on (speaker icon to the left of Party Favor text – orange is on). Adjust your audio output device preferences in the Prefs+ tab.
2. Set your MIDI output device.
3. Set the MIDI channel for the bank (either A or B).
4. Set your desired default recording note by clicking on the virtual keyboard in the Record section.
5. Drop a sample onto Biggie's (the Notorious B.I.G.) face! (you can adjust the output level with the slider to the left of Biggie).
6. Recording will automatically start and stop so that you capture the whole sample.
7. You can also record manually – just click the Record button, and the WTPA will start recording whatever audio you send to it. Likewise, to start overdubbing, just click the Overdub button. To stop, click the Record or Overdub button again.
8. Press one of the keys on your keyboard that correspond to the note you want to play as represented on the keyboard in the Playback section. To shift up or down an octave, press the right or left arrow keys on your computer keyboard, respectively. You can choose One Shot mode to play the sample just once, or Loop mode, to play the

- sample over and over while a key continues to be pressed down.
9. While the sample is playing, you can invoke one or more of the WTPA effects in the Effects section – please refer to the WTPA manual for information on these. To cancel effects (except for Realtime mode), click the Cancel All Effects button.
  10. You can also edit the sample start and end points using the Start, End and Window controls in the Sample Edit section. If you dropped a sample onto Biggie and used the auto-Record feature, the waveform will be shown below, and will highlight in blue the portion of the original sample that will be played back by the WTPA. Please refer to the WTPA manual for details on the differences between Resolute and Wide controls. To revert to playing back the full sample, click the Full Sample button.
  11. The Prefs+ tab allows you to specify details about the output audio device. It also displays information about the software, including links to its home page, as well as that of the WTPA.

### **Known Issues:**

There are a few issues and known limitations that I hope to work on in the future:

- If the sample start is positioned after the sample end, the WTPA will reverse the playback direction of the sample, however the waveform display will not represent this.
- If you adjust the sample start and/or end parameters, then move the sample window, and then re-adjust the sample start and/or end, the window will “jump” when its control is moved, and it may not reflect what the WTPA is actually playing.
- If you move the sample window to the right, beyond the end of sample, the WTPA will loop around and play the beginning of the sample, however the waveform display doesn't show that.
- If you change midi channels after having modified some of the parameters on screen, the parameters on the WTPA may not reflect what is shown on screen.
- The audio device settings are not stored between sessions.

### **Acknowledgments:**

I would like to thank:

- Todd Bailey for his awesome creation, the WTPA!
- All the cool people on the Narrat1ve.com forum for their great ideas and fun discussion.
- Luke Hall for his “lh.keys” abstraction that he posted to the Cycling74.com Max/MSP forum
- Cycling74 for Max/MSP, with which Party Favor is built.

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Where's The Party At bendable 8-bit sampler

<http://narrat1ve.com>

**Version History:**

- April 23, 2010
  - v1.0 official release
  - built with Max/MSP version 5.1.4
  
- April 15-22, 2010
  - Original development and testing