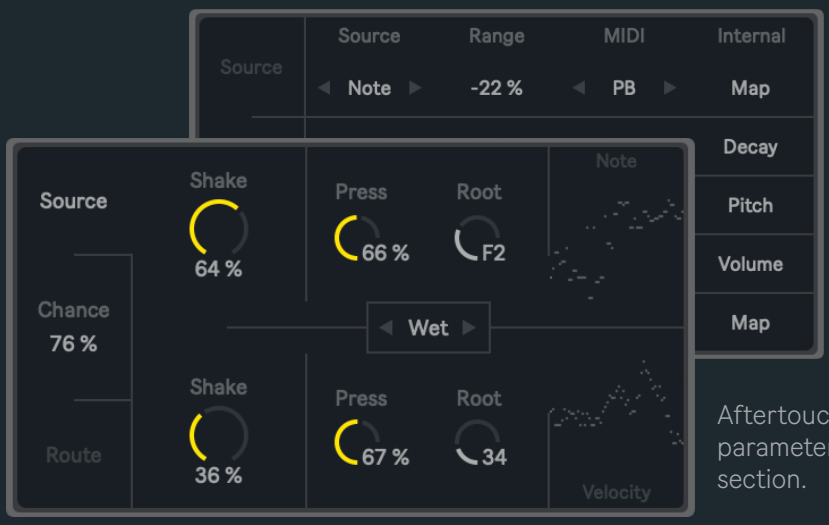
Dice v1.0 by NOISS COKO



Just like most devices featured in the Control Pack, this MIDI effect is mostly designed to enhance musical expression by first randomizing Note messages and using them after as instrument triggers or control values for external parameters and others within Ableton Live.

Dice features two main sections. The first adds individual degrees of randomness to incoming Note and Velocity values. The second uses both as control sources, either by defining different kinds of MIDI control messages (CC, Pitch Bend, Aftertouch, etc) or by simply mapping specific Live parameters from the output rows located in the Route section.

SOURCE SECTION

Window Tabs

The Source and Route tabs display two different set of parameters available for Dice's main interface. The first section reshapes incoming MIDI Note and Velocity values, applying a certain degree of unpredictability to both signals. The results are then used to trigger instrument sounds or to control parameters that could be easily assigned in the Route section.

Chance

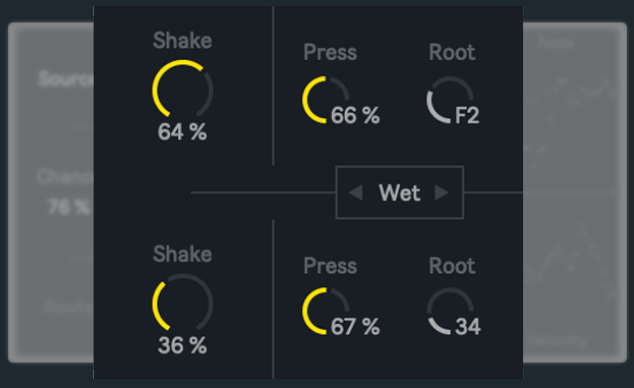
Determines the chances for incoming notes to be triggered or not. When Chance is set to 100%, all messages will pass through the device, while no notes will be output if the amount falls to its minimum. Other alternatives within this range produce more or less unpredictable patterns depending on Chance's current percentage.

Shake

Increasingly randomizes incoming Note or Velocity values according to each dial's own percentage. Their amounts also define a specific range between the original value and others that might replace it. At 100%, random selections will cover the whole spectrum, while these slowly get back to their true positions as the amounts start decreasing. Both Shake captions work as toggle buttons for momentarily disabling their effect over the signal.

Press

As these amounts increase, incoming Note and Velocity values get contracted towards their reference position, always defined by the Root dials. At 100% only Root values will be output, while the original (or randomized) source is preserved whenever Press equals 0%. Both Press captions work as toggle buttons for momentarily disabling their effect over the signal.



Root

Note and Velocity values get closer to the reference points set by Root, as their own Press percentages head towards 100%. These parameters have no effect if Press is set to 0%.

Note Message Output

These options define what specific group of messages will be output as trigger signals. The ones used as control sources in the Route section still remain independent from this setting:

- If **Dry** is chosen, incoming Note messages will be output just like they are received, remaining unaffected by the Shake, Press or Root parameters.

- **Wet** outputs Note/Velocity values after being randomized and scaled. The same that are used as control sources.
- **Off** only uses Note/Velocity values as control sources, but not as triggers for other instruments.

Note / Velocity Monitors
Display both Note and Velocity values after being affected by the Shake, Press and Root parameters. These represent the same values that are ultimately used as control sources.

OUTPUT SECTION

Lag
Produces a smooth transition between one control value and the next. How long the transition takes is defined by this parameter.

Source
For every individual control output, it is possible to choose between two available sources, Note or Velocity. This allows a unique set of values to be used as a control signal for those parameters attached to a specific row.

Range
Negative amounts will shrink the control source towards its lower spectrum, pushing down the original values while keeping some relative difference between them. The positive side will do exactly the opposite by leaning all control values towards Dice's maximum range.

MIDI
Depending on what instrument or device is receiving the information, control sources can be formatted as:

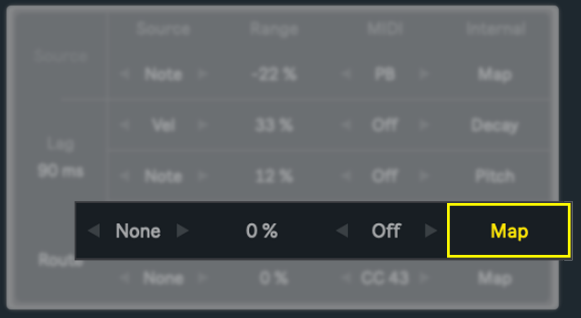
- **CC** or Control Change. This type of message always feature two different yet simple elements. These are used by the receiver to identify what specific parameter is now being controlled (CC Number) and what is that parameter's new state or position after the message is received (CC Value). In this case, values are defined by the incoming source and the number is determined by the CC X box that is displayed when this format is chosen.

- **PB** or Pitch Bend. Generally used to bend an instrument's pitch up and down, but its effect ultimately depends on how the receiver is configured to interpret this specific type of message.
- **MW** or Modulation Wheel.
- **FC** or Foot Control.
- **AT** or Aftertouch.
- **Off** prevents a row's MIDI information from being output. Its Map function still remains independent.

These formats are particularly useful when working with instruments like Sampler, Operator or even Wavetable, all of which offer a versatile modulation section for very specific parameters that otherwise would not support MIDI mapping nor clip automation.

Map
Dice allows to map and control parameters inside Live. Click on a Map button, and while it is blinking, select the parameter that is going to be linked. Its name will then be displayed as the new button caption.

To undo these steps, click on a Map button and hold until the previous selection is cleared or press the Internal title in order to clear all of them at once. Buttons' default state will then be restored.



ABOUT

DEVICES

Dice v1.0

Developed by Javier Salthú aka NOISS COKO

Published by Isotonik Studios.

2023