NOVEL MUSIC

A I S L E S

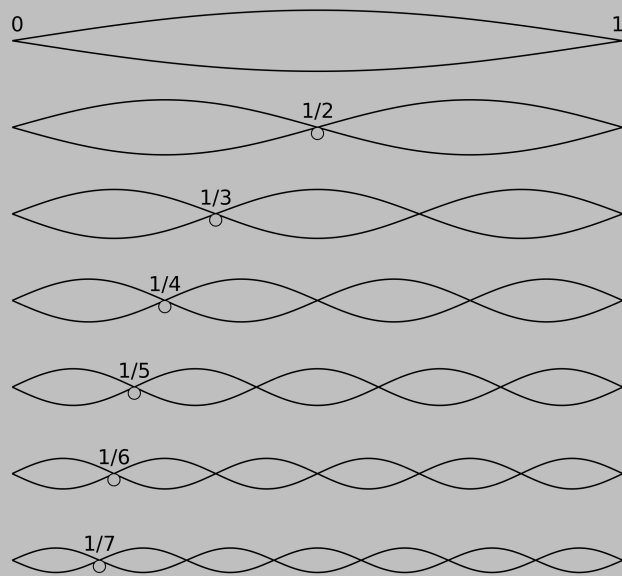
reference manual

AISLES

Version 1.0
Tested with Live 11.3.2 / Max 8.5.4
IAN DICKE © 2023 | All Rights Reserved

novelmusic.org

Aisles is a Max for Live MIDI arpeggiator/sequencer inspired by Henry Cowell and Léon Theremin's Rhythmicon (1931), the world's first electronic drum machine.

Like the overtone series itself, the rhythmic pulses generated by the device follow an arithmetic progression, so that for every beat of the fundamental (1), the second partial (2) beats twice, the third partial (3) beats three times, and so on.
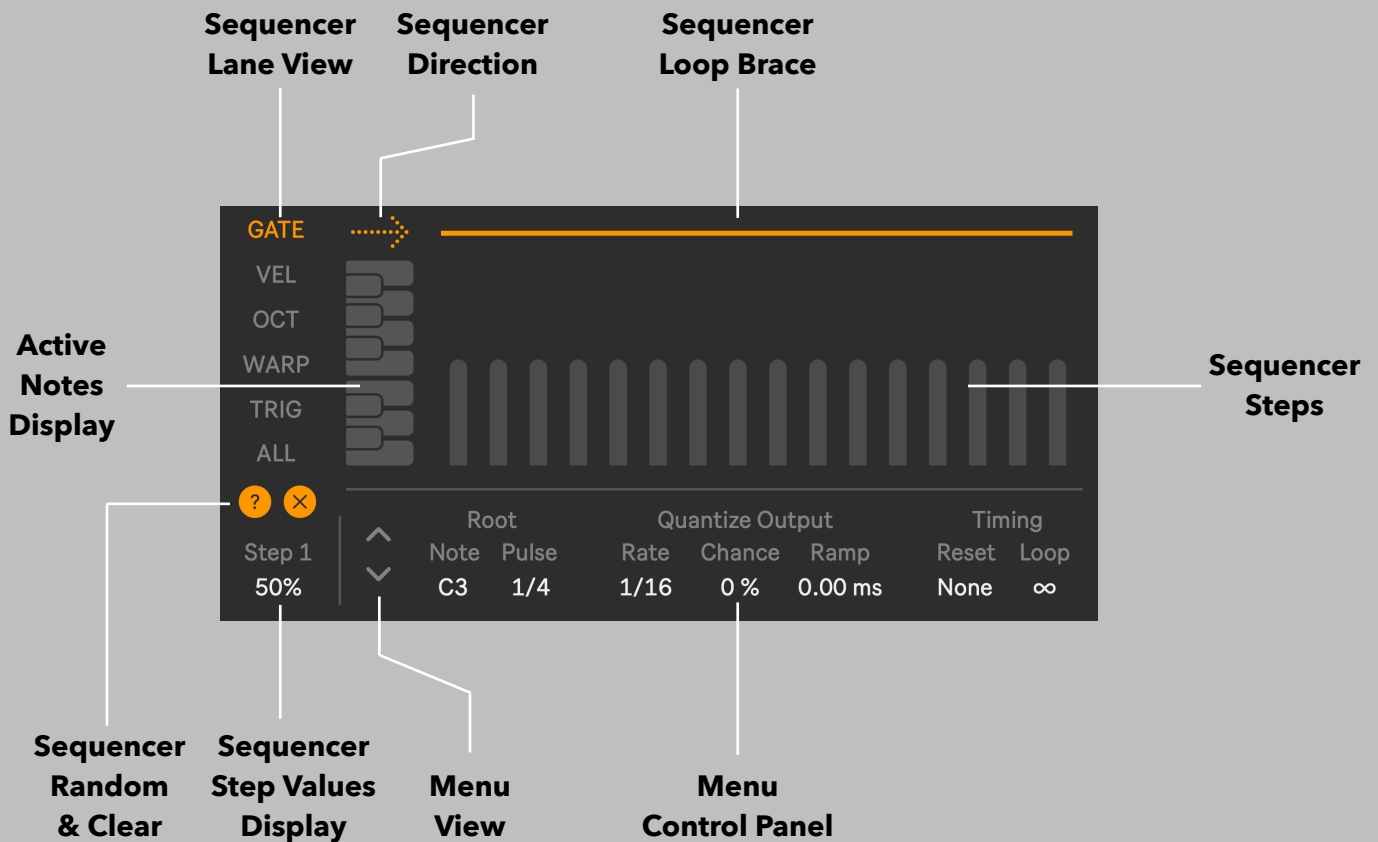
Thus, each pitch moves at its own rate, not unlike the different lanes of a highway, or the movement of people through the aisle ways of public spaces.

Aisles includes five independent sequencer lanes (gate, velocity, octave, warp, and trigger) and various quantization options for shaping the final output.

CONTENTS

DEVICE LAYOUT OVERVIEW

Sequencer Lane View
Select a sequencer lane to view and edit.

The All lane displays all five sequencer's loop and direction values.

Active Notes Display
A vertical piano display with keys that illuminate when a note is activated.

Sequencer Random & Clear
Generates random values across all 16 steps in the currently selected lane or resets all step values back to the default setting.

Sequencer Step Values Display
Displays the current value of the step that the mouse is hovering over. If the Sequencer Direction or Loop Brace is clicked on, the current value of those parameters will be displayed.

Sequencer Direction
Sets the direction of playback through the sequence: forward, reverse, and ping-pong.

Sequencer Loop Brace
Sets the loop size and position of the sequence.

Sequencer Steps
Sets the value for each sequencer step.

Menu View
Click to display the Menu 1 or Menu 2 panel controls.

Menu Control Panel
The parameters on Menu 1 and Menu 2 provide quantization options for shaping the output of the device and other various settings. These values are global and apply to all sequencer lanes.

MENU 1 CONTROLS

Root		Quantize Output			Timing	
Note	Pulse	Rate	Chance	Ramp	Reset	Loop
C3	1/4	1/16	50 %	500 ms	3	4x

Root Note
The device's rhythmic pulses are derived from the harmonic relationship between the incoming MIDI notes and the Root Note.

For example, when the Root Note is set to C3, any C4 received by the device will run in the ratio of 2:1, or twice as fast. C2 will run at half the speed of C3, and so on.

Root Pulse
Defines the rate of the Root Note pulse.

The faster the rate, the faster all notes will run in relation to the Root Note.

Quantize Output Rate
Defines the rhythmic grid to snap unquantized pulses upon.

Useful for generating more regular and predictable rhythmic grooves.

Quantize Chance
Sets the chance that a pulse will be quantized.

Quantize Ramp
Applies a linear time ramp from 0% to the current Quantize Chance value.

This parameter is useful for creating a texture that begins chaotically and transitions smoothly into a quantized groove.

Reset Interval
Select an interval (in quarter note beats, random, or bar) for setting each voice back to the first step of each sequencer lane.

Loop
Sets the number of times each voice will loop through the **Gate Sequence Lane** (the other lanes are ignored). The default setting is infinite repeats.

If the **Reset Interval** parameter is active, the number of resets are counted instead of **Gate Sequencer** loop completions.

MENU 2 CONTROLS

Input		Output Modes			Voices	
Latch	Quantize	Ratio	Fold	Invert	Poly	ⓘ
●—	●—	100 %	—●	—●	●—	
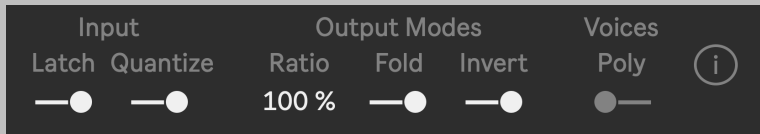
Latch
Holds incoming MIDI notes after being released. New notes can be added to the pool if the previous notes continue to be physically held down.

Input Quantize
When enabled, incoming MIDI notes will be quantized to the Live Set's current time signature denominator.

For example, if the time signature is 4/4, all incoming MIDI notes will be snapped to a quarter note grid. This parameter is useful for maintaining a tight synchronization with Live's transport.

Ratio
Controls the depth (or influence) of the **Root Note** and **Root Pulse** on all incoming MIDI notes.

When set to 100%, all notes will run at a full harmonic relationship with the **Root Note**. When set to 0%, all notes will move at the **Root Pulse** rate, regardless of the relationship with the **Root Note**.

Fold
Reduces or "folds" all incoming MIDI notes into a single octave, thus reducing the variety of rhythmic pulses produced by the device. Although the rate is folded, the original sounding octave of the input is maintained in the output.

For example, when the Root Note is C3, the note C4 will run at the <u>SAME</u> rate as C3, and not twice as fast.

Invert
Inverts the harmonic relationship with the **Root Note**, such that lower notes move faster than higher notes.

Voices
Sets polyphonic (up to 16 Voices) or monophonic output for the device.

Device Info
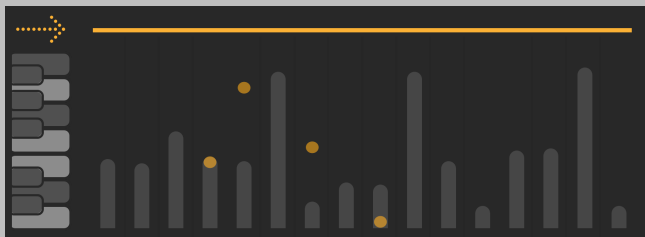View the copyright and version number information for the device.

SEQUENCER LANES

Note:
All five sequencer lanes run independently, meaning that each can be assigned a different direction and loop brace value to create polymetric sequences.
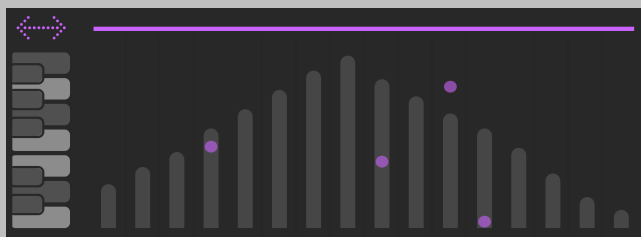
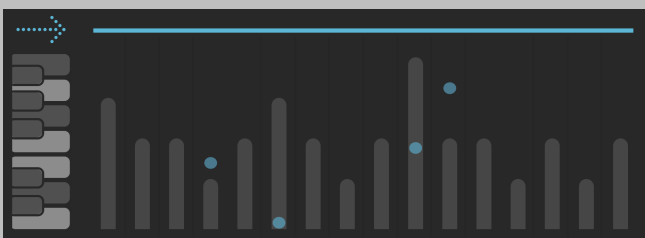**Gate (0% to 100%)**
Sets the length of each note.

Velocity (0 to 127)
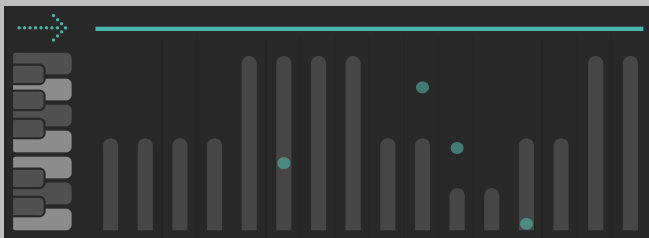Sets the dynamic intensity of each note.

Octave (-24 st to +24 st)
Offsets the sounding octave for each note, regardless of the original input's register.
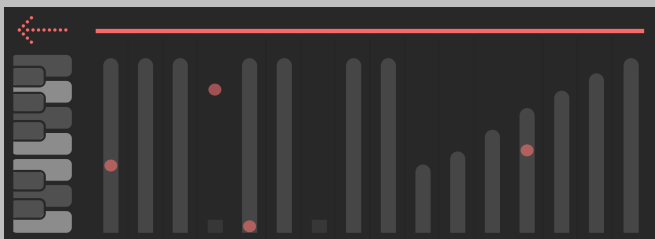

Warp (0.25x to 4.00x)
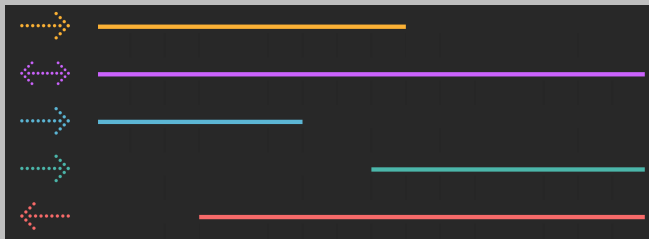Multiplies the current rate to speed up or slow down the sequence.

Trigger (0% to 100%)
Determines the chance that a note will be triggered or remain silent.

All
View and edit all five sequencer's loop and direction values.

Frequently Asked Questions

1. Why isn't the device working?

To function, Aisles requires Live's transport to be running. If the transport is off, MIDI passes through the device without being processed.

2. The MIDI output is very chaotic and weird, how do I make this thing groove?

On the Menu 1 control panel, go to the Quantization Chance parameter and set it to taste. At 100% all of the notes will be snapped to the Quantization Output Rate value (1/16 by default).

3. The device is grooving, but it isn't synchronized with Ableton's clock.

For the tightest possible synchronization with Ableton, go to the Menu 2 panel and activate the Input Quantize parameter. This adjusts the timing of your MIDI input so that it snaps to Ableton's clock.

4. The Loop parameter on Menu 1 seems broken.

Because all sequence lanes can have independent loop lengths and direction values, the Loop parameter uses the Gate Sequence to count the number of loops that have occurred.

5. My issue is not on this list.

Please send an email to novelmusicdev@gmail.com.