ARKANOID

COMPATIBLE WITH:
PUSH
LAUNCHPAD
MASCHINE JAM

ARCADE SERIES

ISOTONIK STUDIOS

ARKANOID

The Arcade Series is a collection of generative sequencers that can be used on their own or integrated with Ableton supported controllers. Designed and created by Ableton Certified Trainer Mark Towers each device takes its inspiration from the hours spent in front of flickering screens down the local Arcade…

Arkanoid is a rotating melodic sequencer inspired by the classic arcade game. The device is fully compatible and controllable with 8x8 grid based controllers (Push, Launchpad and Machine Jam)

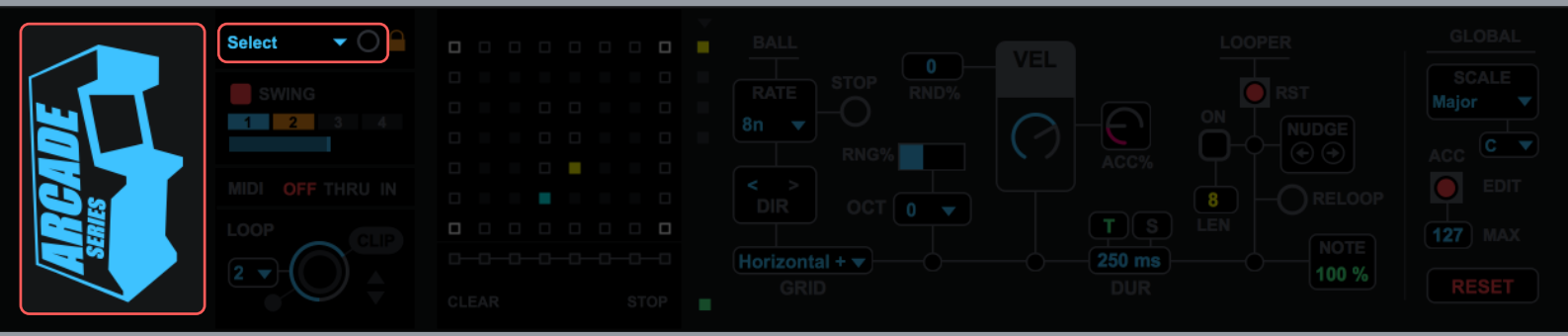
GLOBAL SETTINGS

Control Surface Active

When the control surface is selected in the menu, the arcade activator button will become active turning blue taking control of the control surface's 8x8 pad grid. Switching tracks, devices or modes in Live will resume usual behaviour until selecting the device again. Switching the activate button off will resume usual behaviour of the control surface whilst keeping the device running in the background.

Control Surface Select Menu

Press the round button to refresh the list of connected control surfaces, select the correct control surface from the menu as per the device version (Push1, Push2 etc.) Each supported control surface has its own dedicated arcade device.

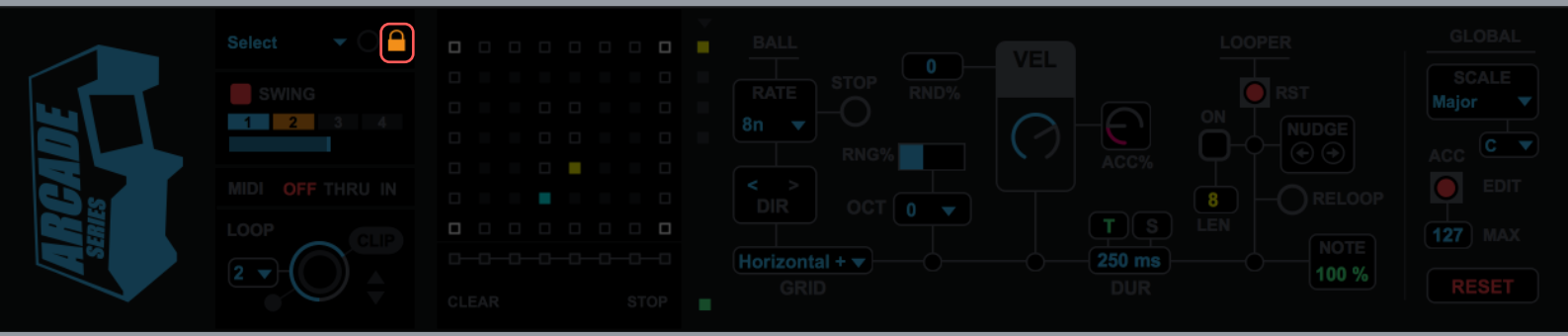


GLOBAL SETTINGS

Device Lock

Activating the device lock will lock the control surface to the device. This means that switching track or device selection will not affect the 8x8 pad grid which will still display and control the Arcade device. This allows you to have multiple control surfaces being used with multiple Arcade devices.

Nb. this feature only works with Arcade devices and has not been tested with other Max for Live devices that make use of a control surfaces 8x8 grid matrix.

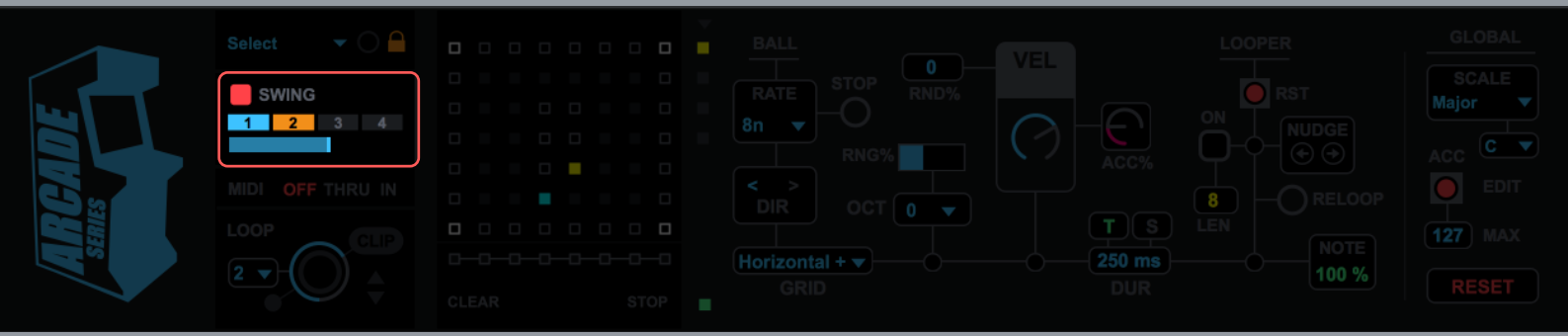


GLOBAL SETTINGS

Swing

The swing panel provides a quick and easy way to control the swing settings of the device. Use the top power button (red) to activate/deactivate swing globally. Then use the individual power buttons (blue) to activate/deactivate swing for each sequencer engine 1-4. Use the bottom slider to choose how much swing is applied. All the way left results in no swing, all the way right results in maximum swing.

Swing is only applied to sequencer engines which have rate settings of 8th, 16th or 32nd notes. If a sequencer is not set to any of these rate values, swing for that sequencer will be bypassed and the individual power button will turn orange.



GLOBAL SETTINGS

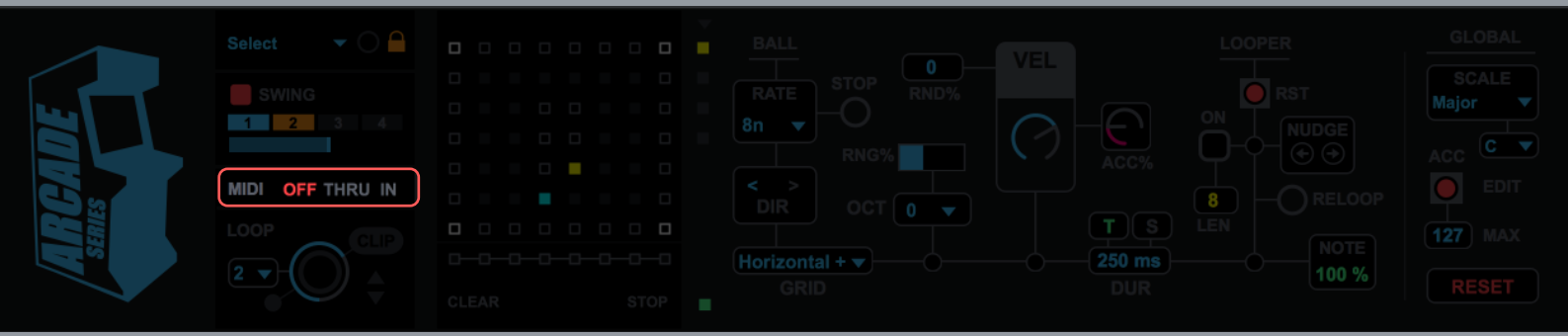
MIDI Routing

Using the MIDI panel, it is possible to route MIDI data coming from a clip or control surface in and out of the device:

***OFF** = Any MIDI data coming into the device from a clip or control surface is terminated at the input stage of the device having no effect on it.*

***THRU** = Any MIDI data coming into the device from a clip or control surface is sent to the output stage along with any MIDI data generated by the device.*

***IN** = Any MIDI notes coming into the device will change the root note of the selected scale (C - B) Octaves are ignored as these are specific to each sequencer engine.*



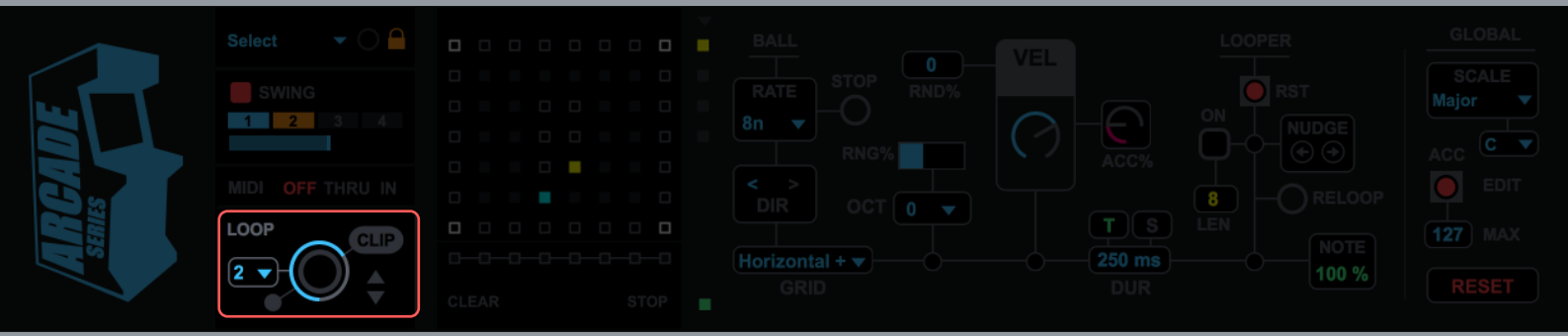
GLOBAL SETTINGS

Looper

The MIDI looper allows for real-time capture of all note data being generated by the device. This can be useful for capturing elements to be used in composition or to loop segments in live performance.

Length *= determines the length of the next recorded loop 1/2/4/8 bars are available. These options are related to the time signature settings in the current Live set, so if the time signature is set to 3/4 a setting of 1 bar in the looper will record a single bar in 3/4.*

Record/Playback *= press to start recording a loop. The looper will wait until the next bar to begin recording and turn red. Once a loop has recorded (at the current length) the loop will automatically playback turning green. This means the device is now outputting the recorded MIDI loop and not the internal device sequencer system which will run silent in the background. Press the record/playback button again to record a new loop, this will immediately continue playback of the internal device sequencer system, bypass the previously recorded loop and wait for the next bar to begin recording again.*



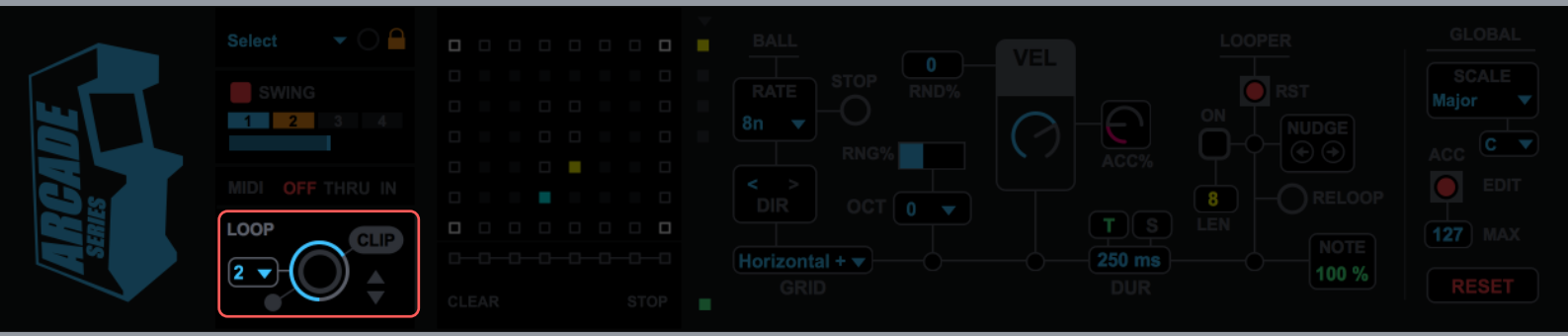
GLOBAL SETTINGS

Looper

Stop *= at anytime stop can be pressed which will either stop recording a loop or stop playback of a recorded loop and return to the internal device sequencer system.*

Create Clip *= Any loop that has been recorded is stored in a temporary buffer and can be exported as a MIDI clip on the track containing the device. Pressing this button will create a clip in the selected clip slot.*

Clip slot navigation *= use the up/down arrows to navigate clip slots on the track containing the device. Clips can only be created by the device in empty clip slots!*



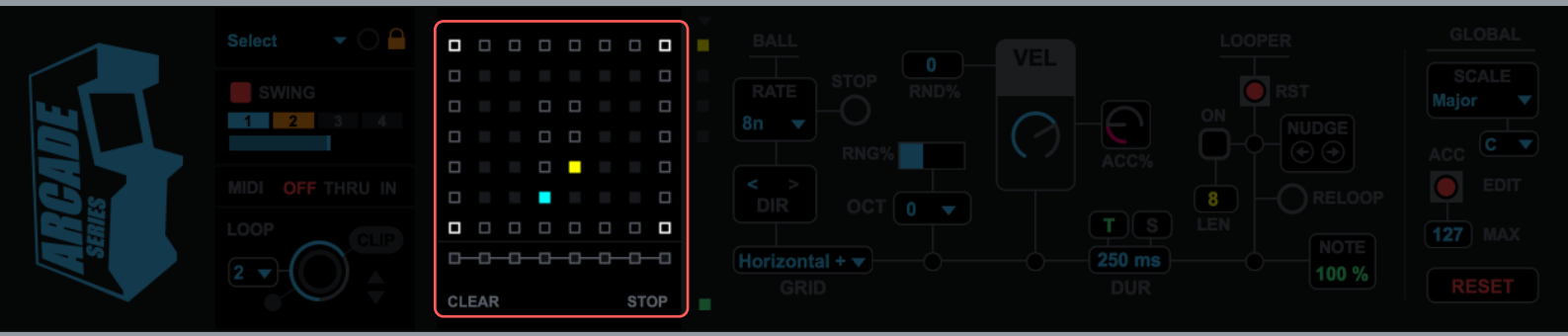
GRID INTERFACE

Grid User Interface

The grid interface is the primary way to interact with Arkanoid. Both control surface 8x8 button grids and mouse clicks can be used to control the UI.

The main 8x7 grid represents a walled space in which up to 4 balls can bounce around in diagonal patterns. To start a ball moving, first select one of the 4 sequencers using the numbered selected panel or with a control surface's 'scene launch buttons', then trigger one of the bottom row buttons on a control surface or by using the mouse. Once started, balls will follow a diagonal pattern which will result in them gradually going out of phase until returning to their starting point. To trigger additional sequencers select the next numbered engine and repeat the process.

Notes are triggered when moving balls cross activated cells. Cells can be activated by clicking on them with control surface pads/ mouse clicks. The pitch of activated notes are automatically laid out via the 'note grid' mode (see sequencer engine). Notes can be accentuated by initiating 'accent edit' in the 'global controls' to the right of the device or by holding shift and clicking a cell.



GRID INTERFACE

Clear

Clear all active cells on the 8x7 grid.

Stop

Stop all running ball sequencers.

Presets

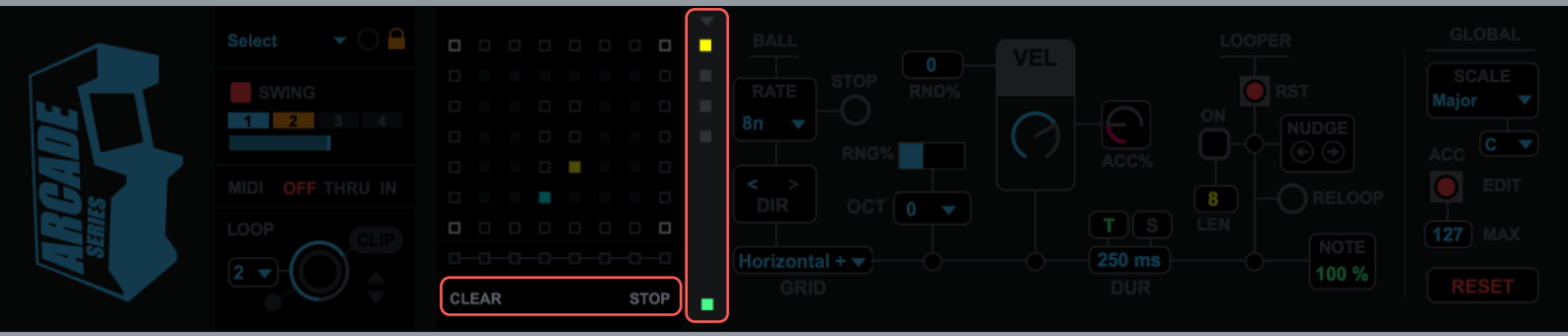
Select a preset to get started.

Ball Sequencer Engine Selector

Use to select a ball sequencer engine (1-4) to edit.

Expand (Green Button)

Click to expand/collapse the sequencer/global controls.



SEQUENCER ENGINE

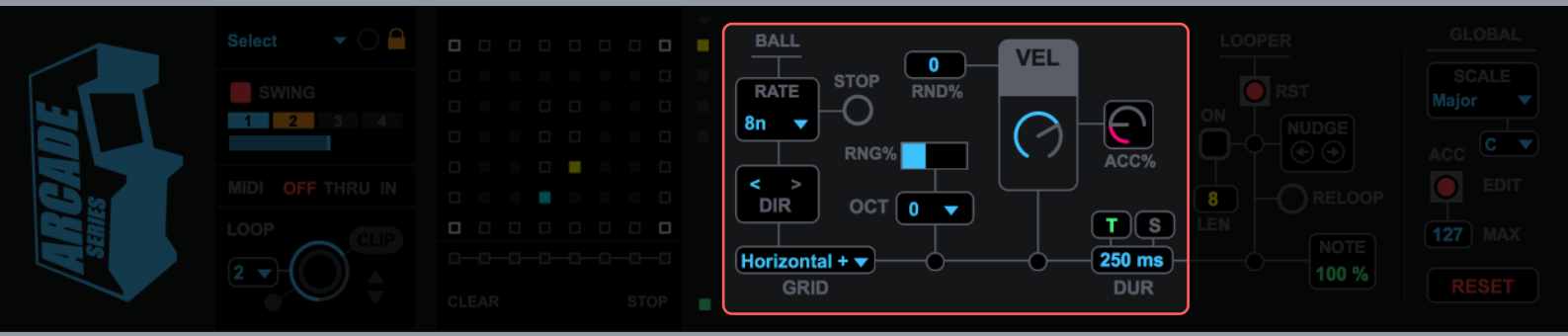
Each of the 4 ball sequencer engines have their own independent settings allowing for varied interaction between them.

***Rate** = set the rate the ball will run at. Using different settings across the 4 sequencers will result in varied/evolving note patterns.*

***Direction** = set the initial direction of a triggered ball.*

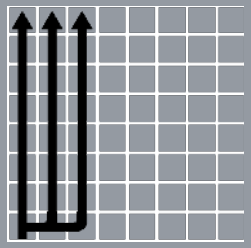
***Note Grid** = the pitch of each note generated is determined by the grid pattern selected. Each pattern arranges notes triggered by the selected sequencer engine in their own unique way. See the 'Grid Patterns' for illustrations. All grid patterns conform to the currently selected root note and scale.*

***Note Range** = set the range of notes being generated. At maximum notes will span the entire range available (C-2 - G8) at minimum only the root note will be triggered. Notes will be offset by the selected root note and octave so if the root note is C, the octave is 2 and the range is on maximum, the range will be from C2 - G8.*

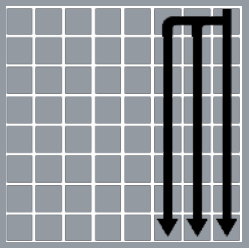


GRID PATTERNS

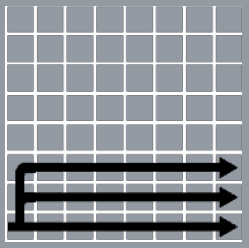
Vertical +



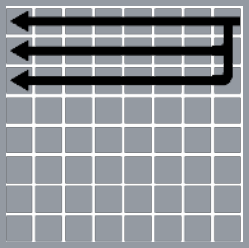
Vertical -



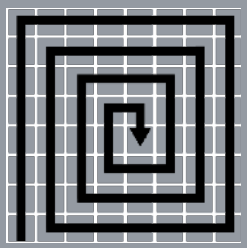
Horizontal +



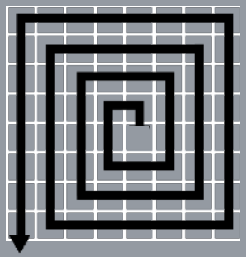
Horizontal -



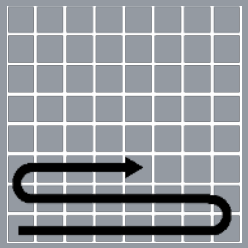
Spiral +



Spiral -



Snake



SEQUENCER ENGINE

Octave *= transpose the octave of notes generated by the selected ball sequencer.*

Velocity *= set the velocity for any notes generated by this ball sequencer.*

Random *= controls the amount by which the velocity of each note will be randomised.*

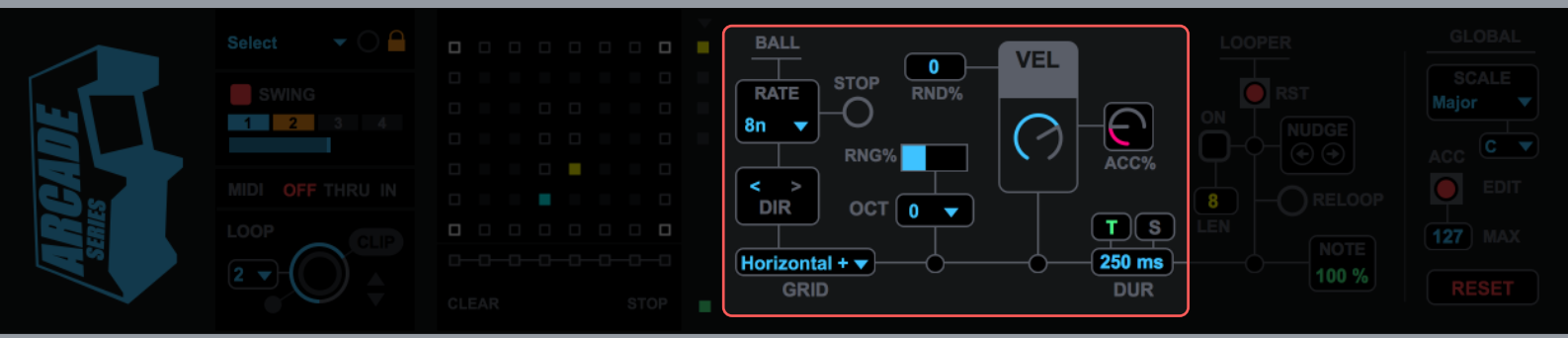
Accent *= set the amount of accent applied to any accent notes.*

Duration Mode = *Toggles the duration mode of notes being generated by this row.*

TIME *= milliseconds*

SYNC *= note divisions synchronised to Live's BPM.*

Note Duration = *Sets the duration of notes generated by this row in either milliseconds or BPM synchronised note divisions.*



SEQUENCER ENGINE

Looper

The looper section allows for a pattern generated by the selected sequencer to be recorded and looped. This can be useful to retain some repeating elements amongst all the generative content.

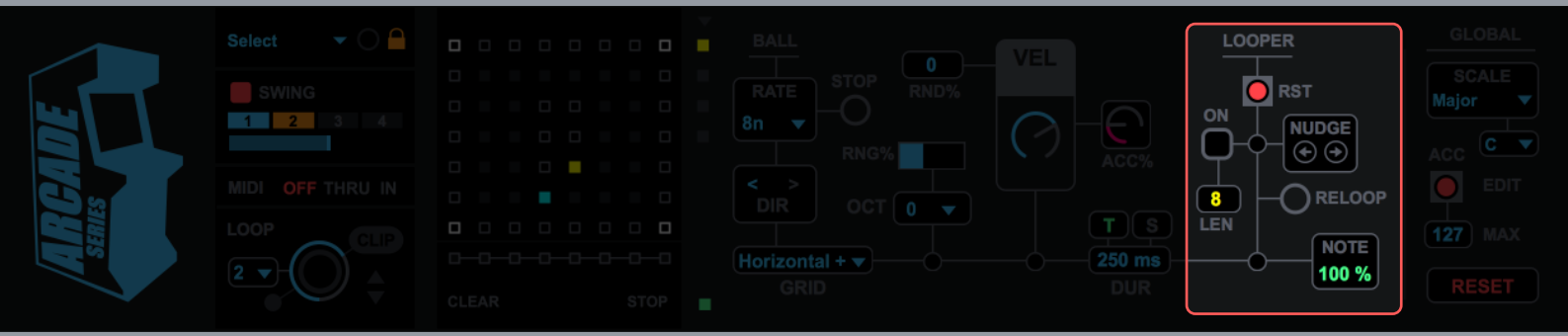
***Looper On/Off** = Turn on to capture a specified number of steps. Once the desired number of steps are recorded, the looper will playback the looped pattern. All other parameters that effect notes being generated are still available.*

***Loop Length** = Set the number of steps the looper will record and playback.*

***Reset** = If turned on, the looper will restart with Live's transport.*

***Nudge** = Shift the currently running loop back or forwards 1 step.*

***Re-loop** = Capture a new loop.*



SEQUENCER ENGINE

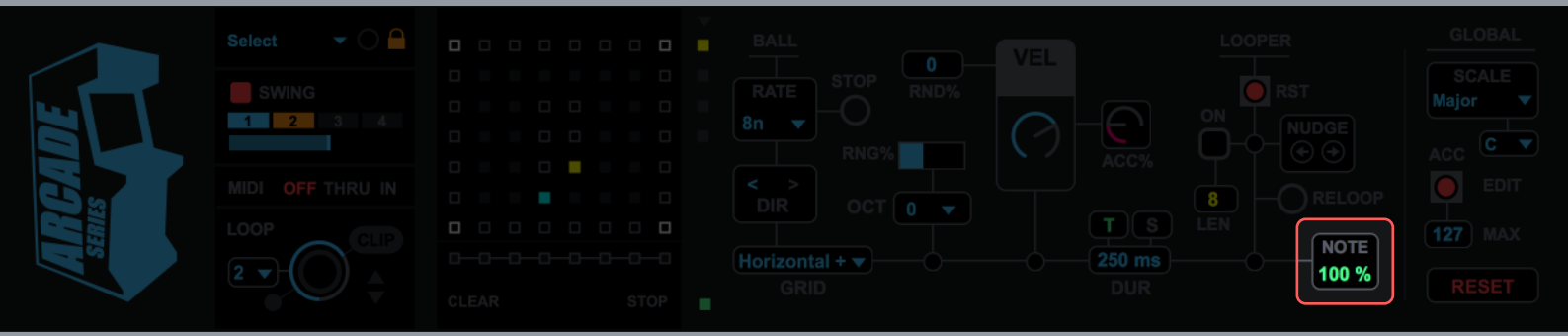
Note Chance

Control the chance of notes being generated by the selected sequencer engine.

***100%** = all notes will be generated.*

***0%** = no notes will be generated.*

***50%** = 50/50 chance of notes being generated.*



GLOBAL PARAMETERS

Global Parameters

Scale *= Select a scale for the note output of the device. Any notes being generated will be forced into the selected scale.*

Key *= Select a root key for the scale to operate in.*

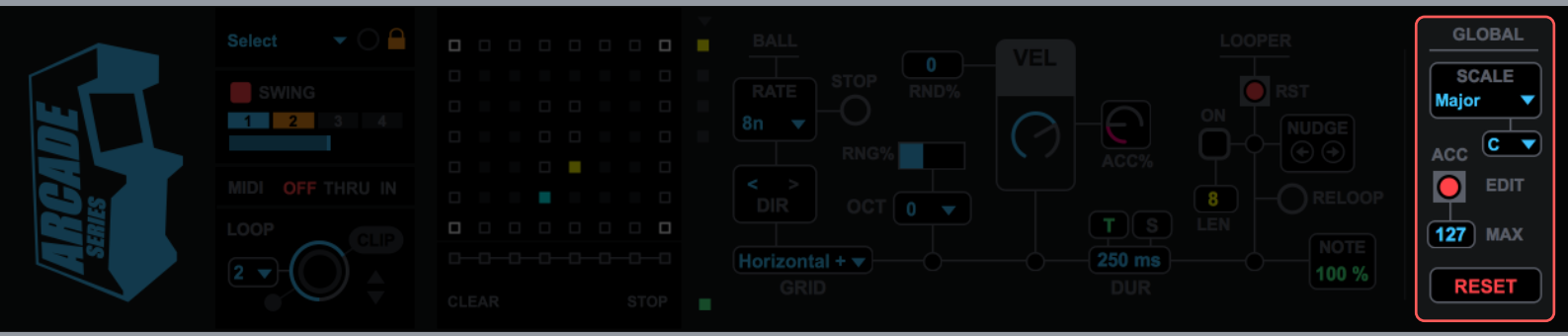
Accent Edit *= Toggle to allow editing of the accent cells on the 8x7 grid. Can also be toggled by holding shift.*

Accent Max *= Set a maximum velocity that will be triggered by accentuated notes. Setting low values creates inverted accents.*

Reset

On *= Sequences will begin at their initial starting point following a stop/start in Live.*

Off *= Sequences will resume from their last location following a stop/start in Live.*



CONTROL SURFACE

Arkanoid is compatible with the following control surfaces:

Push 1, Push 2, Launchpad Mk1, Launchpad Mk2, Launchpad Pro, Maschine Jam

Controls

8x8 Pad Matrix

Bottom Row = will trigger a moving ball for the selected layer (1-4)

Top 7 rows = used to add/remove note triggers. Hold ***shift*** *to add an accent note.*

Scene Launch Buttons

1-4 *= select one of the Arkanoid layer/engines triggering.*

Shift

(Shift on Push1, Push 2, Launchpad Pro)

(User 2 on Launchpad Mk1, Mk2)

(Select on Maschine Jam)

Please see the video tutorials at:

https://vimeopro.com/isotonikstudios/arcade-series-returns