



Frogger



COMPATIBLE WITH:
PUSH
LAUNCHPAD
MACHINE JAM



★
ISOTONIK
STUDIOS

FROGGER

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...

Frogger is an 8-step gate sequencer inspired by the classic video game and electronic gate sequencers. 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.

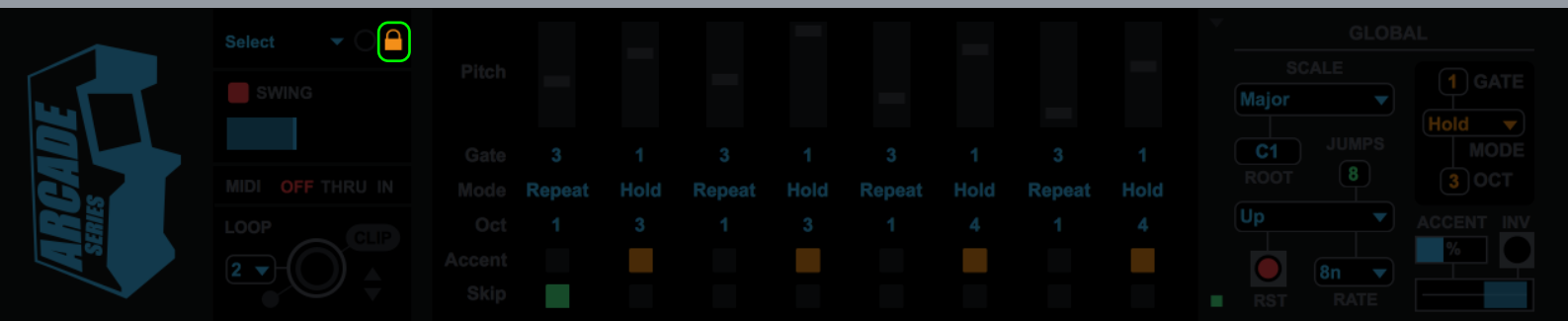


GLOBAL SETTINGS

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.

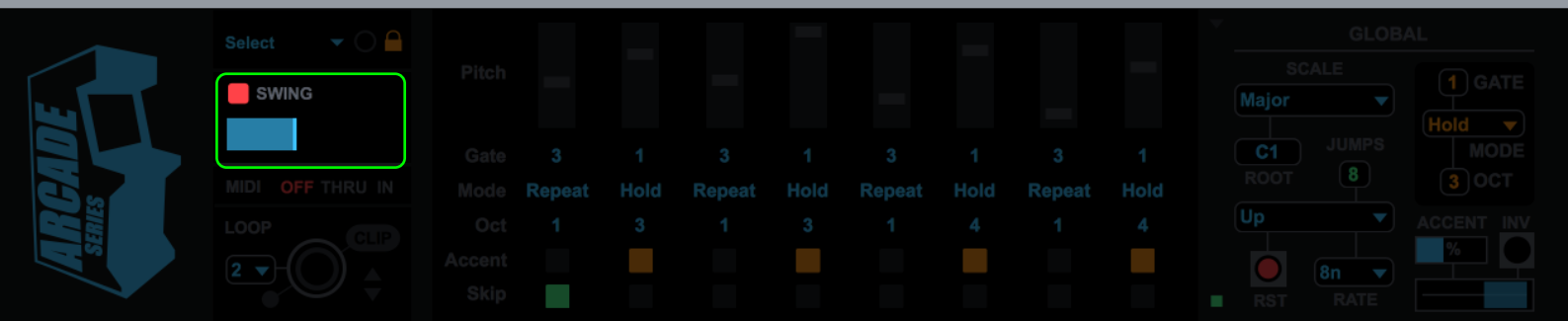


GLOBAL SETTINGS

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. 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 the sequencer when the rate setting is 8th, 16th or 32nd notes. If the 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.



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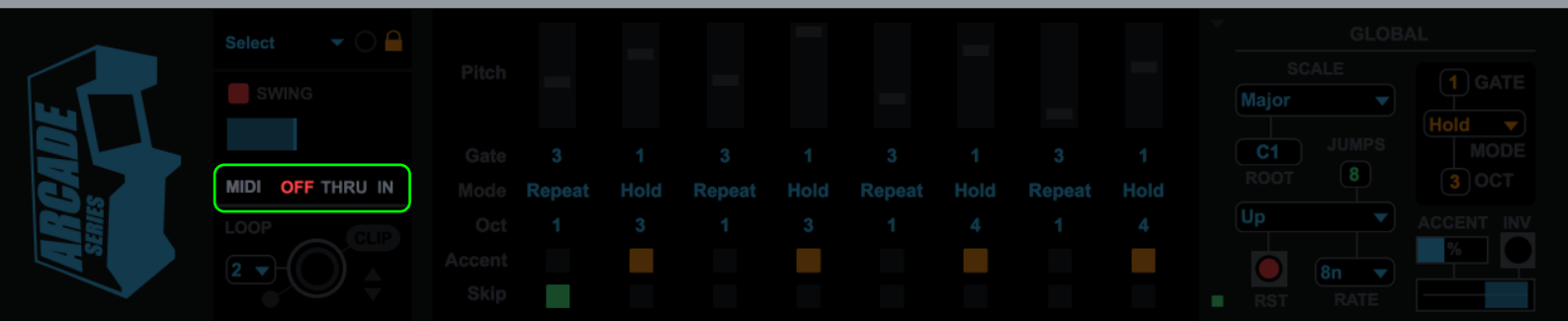
MIDI Routing

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.



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.



Select  

SWING




MIDI OFF THRU IN














LOOP

2





CLIP

Pitch								
Gate	3	1	3	1	3	1	3	1
Mode	Repeat	Hold	Repeat	Hold	Repeat	Hold	Repeat	Hold
Oct	1	3	1	3	1	4	1	4
Accent								
Skip								

GLOBAL

SCALE

Major



C1

JUMPS

8

Up



RST

8n

RATE

1 GATE

Hold

MODE

3 OCT

ACCENT

INV





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!



SEQUENCER INTERFACE

Pitch/Octave

Set the pitch/octave for each step. When the sequence lands on the step the note is triggered. All pitch values conform to the globally selected scale. The octave range of each slider can also be set below.

Gate Length

Set the duration of counts for each step (1-8). Each step will count to the specified amount before moving on to the next step.

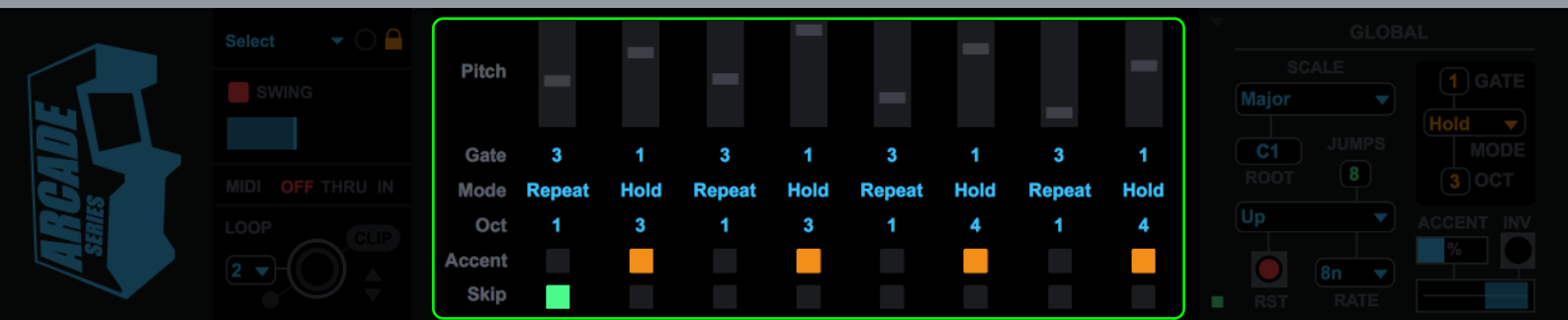
Mode

Hold = A note is held for the duration of the specified gate length.

Repeat = A note is triggered for every count of the specified gate length.

Single = A note is triggered for the first count of the step, remaining counts are treated as rests.

Rest = A rest is triggered for the specified gate length.



Octave

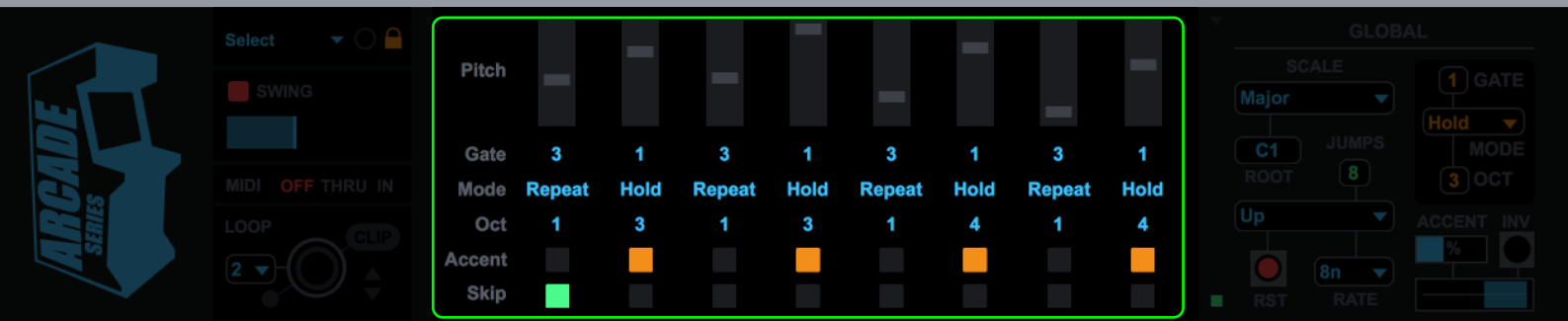
Transpose the octave for the selected step (1-4).

Accent

If turned on, notes trigger by this step will be effected by the
accent controls (see global section).

Skip

If turned on, this step will be bypassed during playback.



GLOBAL PARAMETERS

Presets

Select a preset to get started.

Expand (Green Button)

Click to expand/collapse the sequencer/global controls.



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.
stop/start in Live.

Direction

Set the direct for sequencer playback.

Up/Down/UpDown/Random

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.



GLOBAL PARAMETERS

Rate

Select the rate the sequencer will run at.

n = whole note

nt = triplet

nd = dotted note

Global Gate

Set all gate parameters with the same value.

Global Mode

Set all mode parameters with the same value.

Global Octave

Set all octave parameters with the same value.

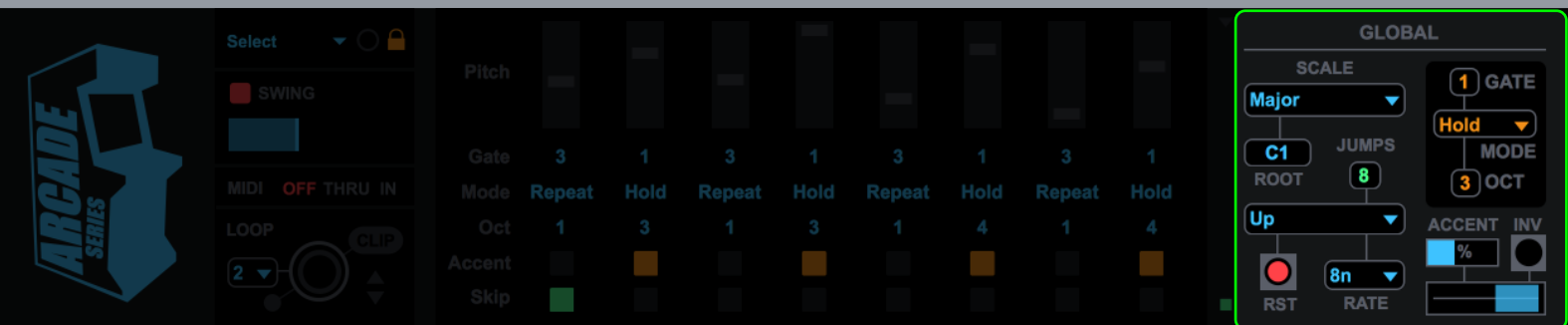


GLOBAL PARAMETERS

Accent Amount = Controls the amount of accent applied to any steps with accent selected.

Accent Range = Sets a low value for non-accent notes and a high value for accent notes.

Accent Invert = Inverts the accent system, non-accent notes become high, accent notes become low.



CONTROL SURFACE

Frogger is compatible with the following control surfaces:

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

Controls

8x8 Pad Matrix

Pitch Mode (Scene Launch 1) - Use to edit the pitch sliders of the
main sequencer

Gate Length Mode (Scene Launch 2) - Use to edit the gate length for
each step of the main sequencer

Octave Mode (Scene Launch 3) - Use to edit the octave transpose for
each step of the main sequencer

Modes (Scene Launch 4) - Use to select a mode for each step of the
main sequencer (Single, Hold, Repeat, Rest)

Scene Launch Buttons

Select one of the above modes for editing (1-4)

Please see the video tutorials at:

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