

# ARPEX

The ARPEX interface is divided into several sections:

- Left Panel:**
  - MPE Section:** Includes 'Slide' and 'Press' buttons, both set to 'On'. Below them are 'OCT' (set to 0) and 'DUR' (set to 0) controls.
  - Style Section:** Includes a 'Style' dropdown menu set to 'UP' and a 'Max Oct' input field set to '3'.
  - Velocity Section:** Includes a 'Velocity' dropdown menu set to 'SEQ' and a 'Duration' dropdown menu set to 'MPE'.
- Center Panel:** A 16-step arpeggiator grid. The top row shows 'Velocity' and 'Duration' for each step. The 'Steps' counter is set to 16. The grid contains 16 vertical bars of varying heights, representing the velocity of each step. The 8th step is highlighted in cyan.
- Right Panel:**
  - Rate Section:** Includes a 'Rate' knob set to 1/16.
  - Sync Section:** Includes a 'Sync' button.
  - Swing Section:** Includes a 'Swing' button and a '25' input field.
  - Restart Section:** Includes a 'Restart' dropdown menu set to 'Off'.
  - Thru Section:** Includes a 'Thru' button.

EXPRESSIVE ARPEGGIATOR

ARPEX is an expressive arpeggiator Max for Live device. It works just like a regular arpeggiator with the addition of MPE functionality.

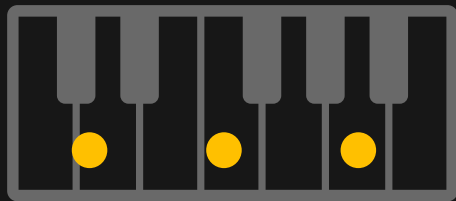
Incoming MPE slide and pressure data is used to control the octave transposition and note duration for each individual note.

This means by sliding or applying more pressure to each note, exciting new variations of the arpeggiated pattern can be played, in real-time.

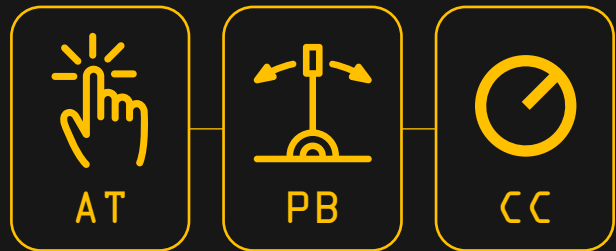
The screenshot displays the ARPEX Max for Live device interface, which is divided into several sections:

- MPE Section:** Features two toggle buttons labeled "Slide" and "Press", both currently set to "On". Below these are two input fields: "OCT" (set to 0) and "DUR" (set to 0).
- Style Section:** Includes a "Style" dropdown menu set to "UP" and a "Max Oct" input field set to 3.
- Velocity Section:** Features a "Velocity" dropdown menu set to "SEQ" and a "Duration" dropdown menu set to "MPE".
- Pattern View:** A central display showing a 16-step arpeggiated pattern. The steps are represented by vertical lines of varying heights, indicating note velocity. The pattern is currently set to "Steps 16".
- Rate Section:** Includes a "Rate" knob set to 1/16, a "Sync" button, a "Swing" button, and a "Rate" input field set to 25.
- Control Section:** Features a "Restart" dropdown menu set to "Off" and a "Thru" button.

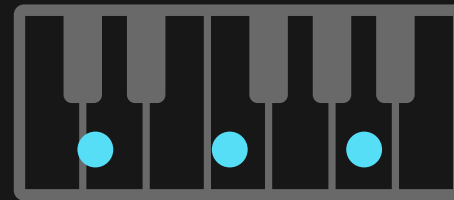
## MIDI



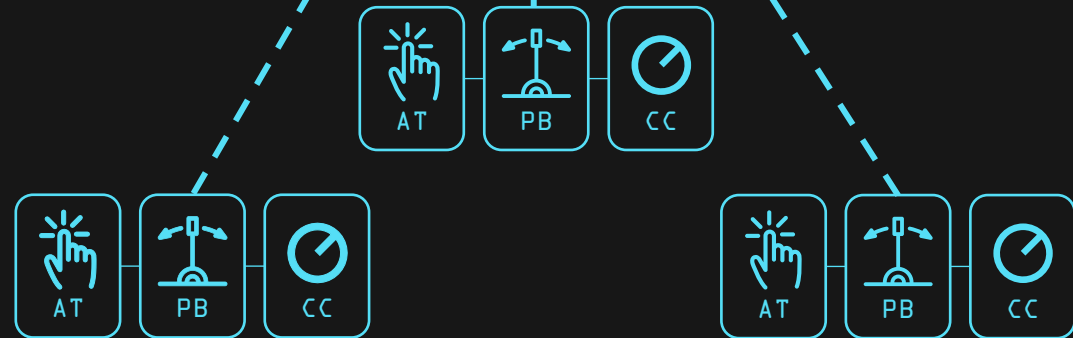
SINGLE MIDI CHANNEL



## MPE



SEPARATE MIDI CHANNELS



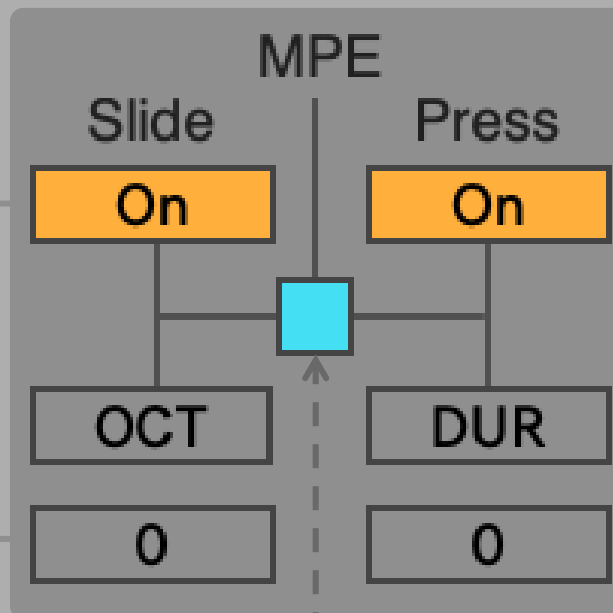
## SLIDE + PRESSURE SWITCHES

When turned on, incoming MPE slide and pressure values generated by each note are enabled. These values can be used to control either the octave range or duration of an individual note in the arpeggiated pattern.

When turned off, a constant value can be set in place of incoming values using these number boxes.



If using a non-MPE controller, the Slide and Press buttons should be turned off!



## SLIDE + PRESSURE VALUES

If the 'Slide' button is turned off, use this number box to set a constant value to control either the octave range or duration of incoming notes.

## SWITCH

Use the Slide/Pressure Switch to determine how incoming MPE slide and pressure values are assigned.

**STYLE**

Select a rhythmical pattern to be generated based in the incoming notes.

**VELOCITY MODE**

If turned **on**, incoming velocity values will be ignored, and instead generated by the velocity sequencer. If turned **off**, incoming velocity values will be used per note.

Style	Max Oct
UP ▼	3
Velocity	Duration
SEQ	MPE

**MAX OCTAVE RANGE**

Set the maximum octave range for notes generated in the arpeggiated pattern.

**DURATION MODE**

If turned on, duration values triggered by incoming MPE pressure or slide (depending on assignment) will be ignored, and instead generated by the duration sequencer. Duration that is set to a maximum value will generate overlapping notes (legato). If turned off, incoming duration values triggered by incoming MPE (pressure or slide) will be used per note.

# VELOCITY SEQUENCER

## SEQUENCER VIEW

Switch between the velocity and duration sequencers.

## SEQUENCER STEPS

Set the number of steps in the velocity/duration sequencer. 1 - 32

## VELOCITY SHAPES

Generates preset patterns on the velocity sequencer for the number of steps currently set.



## SHIFT

Shift all values of the sequencer left or right. This applies to Velocity, Duration and Active Steps.

## RANDOM LOOP

If turned on, the velocity sequencer values will be randomised on each pass of the sequencer loop giving new values each time.

## RANDOM

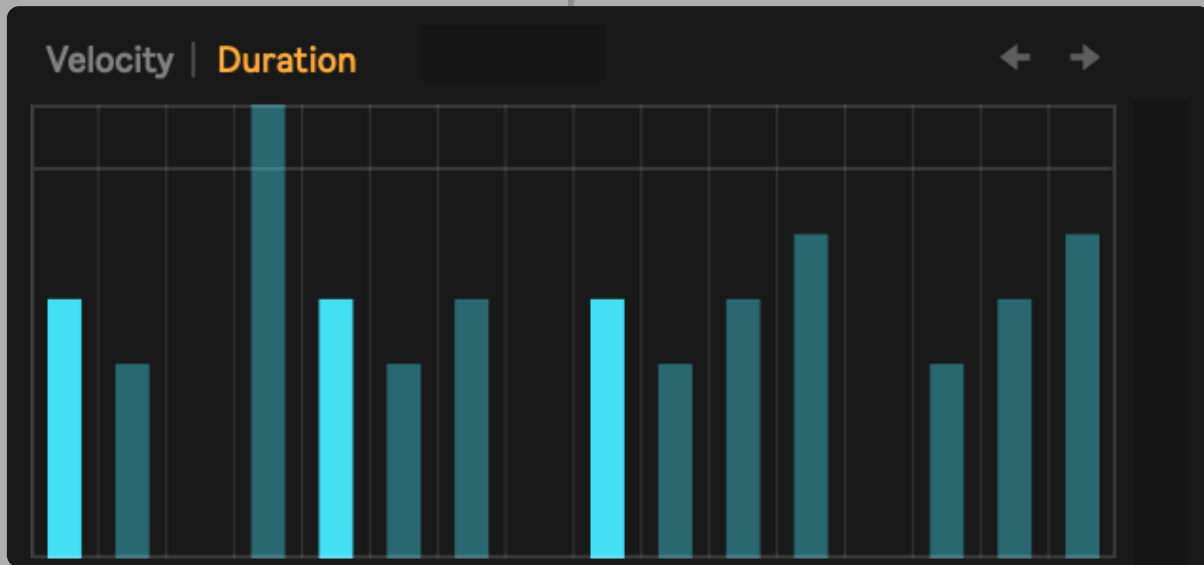
If turned on, the velocity sequencer values will be randomised on each pass of the sequencer loop giving new values each time.

## VELOCITY SEQUENCER

If active, incoming velocity values will be ignored, and instead generated by the velocity sequencer at the same rate as specified by 'Rate'.

## DURATION SEQUENCER

If ACTIVE, duration values triggered by incoming MPE pressure or slide (depending on assignment) will be ignored, and instead generated by the duration sequencer. Duration that is set to a maximum value (above the horizontal line) will generate overlapping notes (legato).

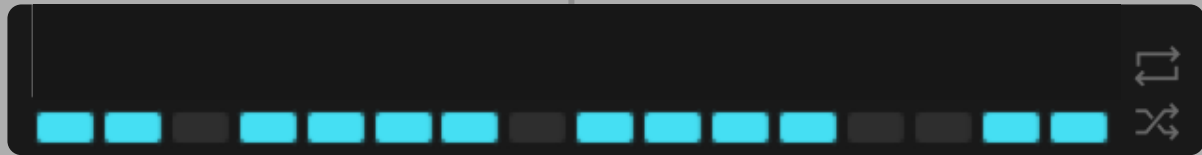


## SHIFT

Shift all values of the sequencer left or right. This applies to Velocity, Duration and Active Steps.

## ACTIVE STEPS

Turn steps off or on. If the velocity sequencer is active, it is possible to bypass specific steps causing notes to be skipped. Use this to create alternative rhythmical patterns.



## RANDOM LOOP

If turned on, the velocity sequencer values will be randomised on each pass of the sequencer loop giving new values each time.

## RANDOM

If turned on, the velocity sequencer values will be randomised on each pass of the sequencer loop giving new values each time.



### RATE (SYNC/TIME)

Notes will be generated at a speed determined by the rate setting. The rate can either be synchronised to Live's BPM or run freely, set in millisecond intervals by pressing the 'Sync/Time' button.

### SWING

Turn on to apply swing to the arpeggiated pattern generated.

Use the swing amount number box to determine a swing amount.

Swing is only applied if 'Rate' is set to 'Sync' and is either a 1/8, 1/16 or 1/32 note division.

### SYNC/TIME SWITCH

Sync = The speed of the arpeggiated pattern will synchronise to Live's BPM as specified by a note value.

Time = The speed of the arpeggiated pattern will run independently from Live's BPM in millisecond intervals.

### RESTART

Restart the arpeggiated pattern so that it plays from the beginning.

OFF = the pattern is not restarted.

NOTE = the pattern is restarted every time a new note is played.

SEQ = the pattern is restarted every time the sequencer loops over.

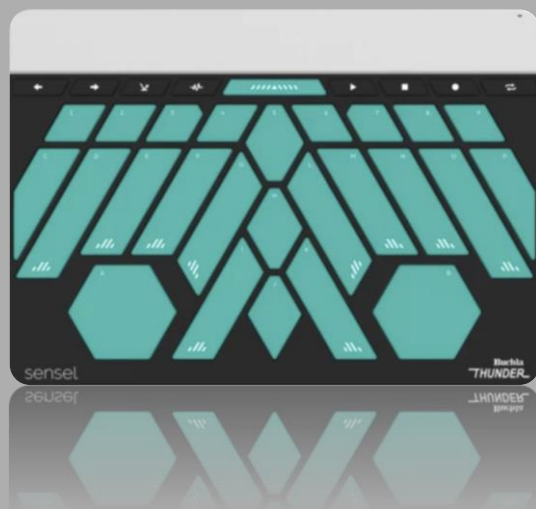
### MPE THRU

Enables MPE control data to pass through the device (Poly Key Pressure, Control Change, Aftertouch, Pitch Bend etc.)

ARPEX will function as a standard arpeggiator with any regular MIDI controller but to make full use of its design, an MPE controller will be needed (see below).

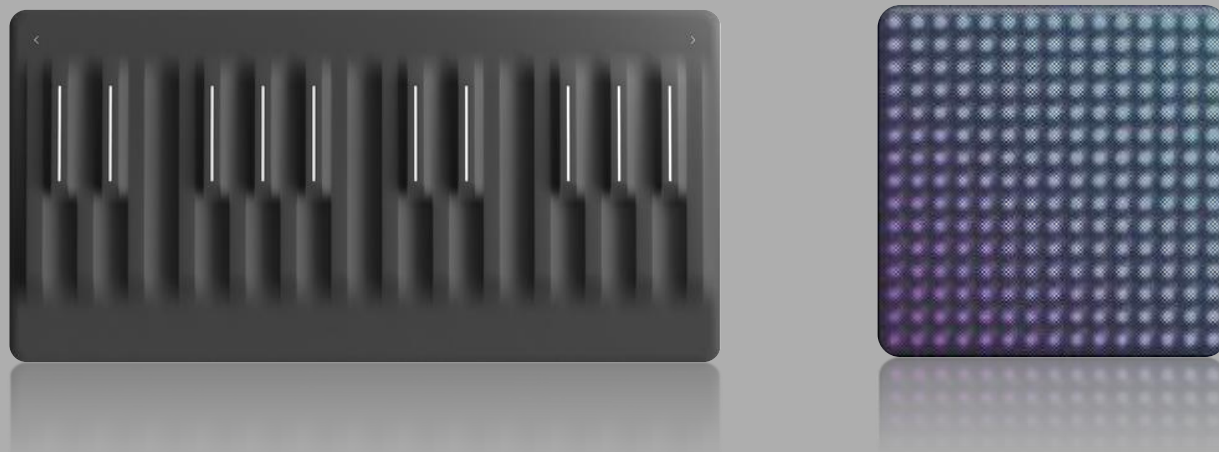
Sensel MORPH

<https://morph.sensel.com/>



Roli Seaboard/Block

<https://roli.com/>



Ableton PUSH (although not an MPE controller, Ableton Push does have polyphonic aftertouch which means it could be used to control one of Arpex's parameters.

<https://www.ableton.com/en/push/>