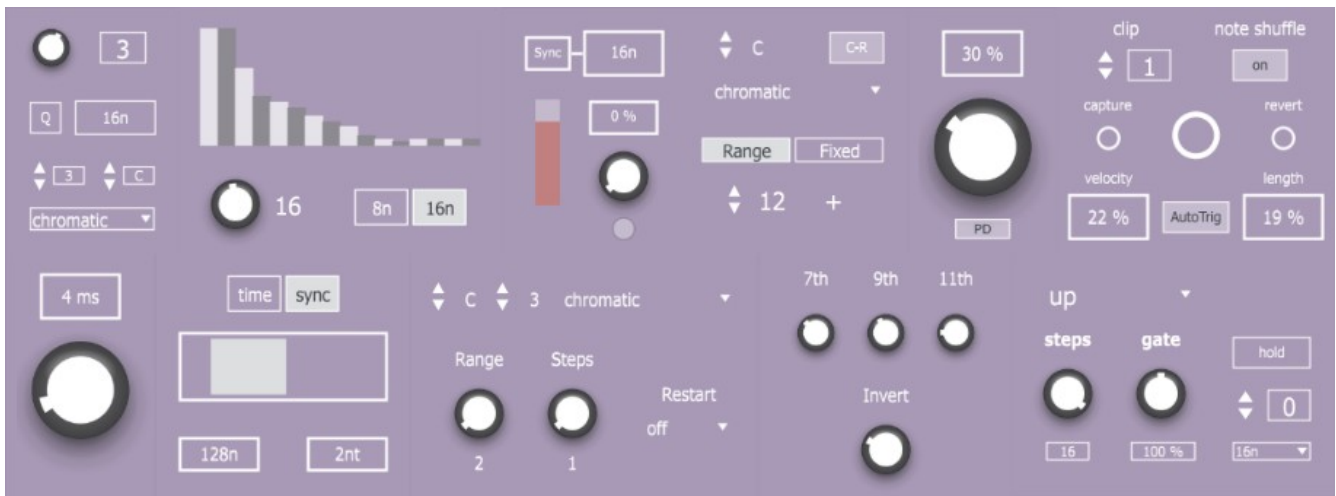


Chance 2

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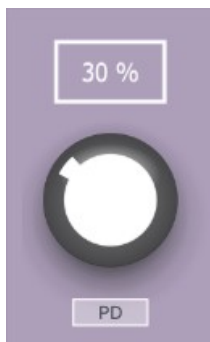


Following on from the successful Chance10 pack, we bring you another set of tools to load up some controlled chaos into your set. The pack includes more probability based filters, this time working with chords, clips, note generation, and more. The bonus device this time is an arpeggiator with a few cool tricks.

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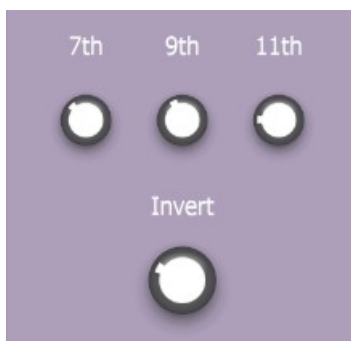
Chance_ChordPlay



Functioning exactly as the Play device from the first pack, but instead of processing each individual note, this will set the probability of any chord getting through.

PD (Preserve Downbeat) Mode will always let any chord through which lands on the downbeat of any bar.

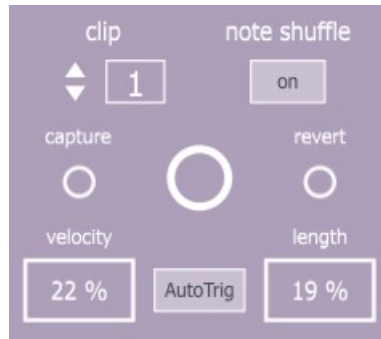
Chance_ChordMod



This device lets you set the probability of adding a 7th, 9th or 11th note to a triad. You can also set the probability of raising the notes to a 1st or 2nd inversion.

The device will calculate whether or not a chord is major or minor, and select the most likely fitting notes for that chord.

Chance_Clip



This device directly manipulates the contents of MIDI clips in the Live Set.

Select the clip number and first press capture to save the clip contents into the device.

There are 3 possibilities for clip manipulation. If note shuffle is on, then the pitch values of the notes in the clip will be shuffled between the existing notes. You can also randomize the velocity and length of the notes, relative to the original clip. Click the button in the middle to trigger changes.

Press Revert at any point to return the clip contents back to the original captured content.

Using Autotrig to automatically trigger a change with each loop of the clip.

Chance_DrunkNote



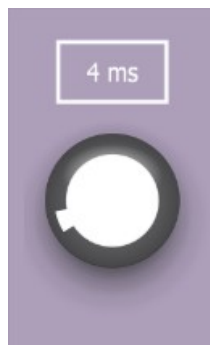
The DrunkNote device will output random notes within a set range and scale.

Any incoming notes will only direct the placement, length and velocity of the notes, the pitch will be replaced by the device.

The maximum distance between each successive note is set with the Steps knob, and so the note sequence will progress within these limits.

You can start the random sequence at regular intervals, so that it will again begin at the root note and start progressing again.

Chance_Humanize

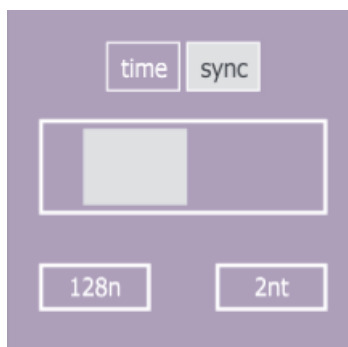


The Humanize device simply takes the incoming notes and delays them for a random amount.

On the device you select the maximum delay time in ms.

The device will delay the start and end of the each note randomly.

Chance_Length

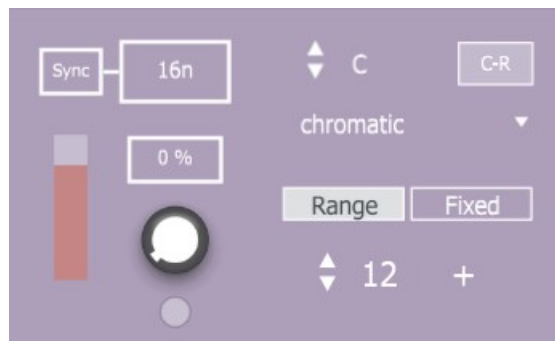


This device will override the length of any notes coming through and generate random note lengths within the values set on the device.

Use the slider to set the minimum and maximum lengths. Hold SHIFT to change one side of the slider. Hold CTRL/CMD to shift the slider bar across.

Set the length in ms or synced bar divisions.

Chance_Response



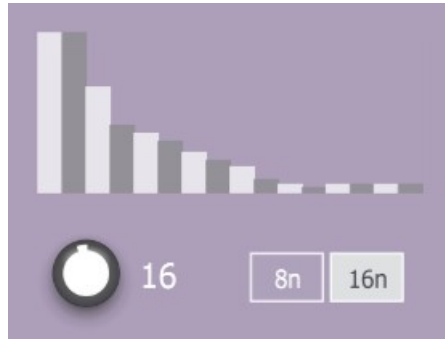
Modeled after the Chance Repeat device in the first Chance pack, this one instead of repeating the original note, will play back a random (or fixed) note in response to any note coming in.

On the left, set the period for the response note to play after the initial note. Set the velocity, relative to the incoming note velocity, and set the probability of playing a response note at all.

On the right, set the scale and root note, and choose to respond with a fixed note, or a random note within a set range from the original note.

Using the button in the top-right, you can select to filter out the initial note and only play the response. This way you can route midi from another track, to use another instrument altogether for the response.

Chance_Stepseq



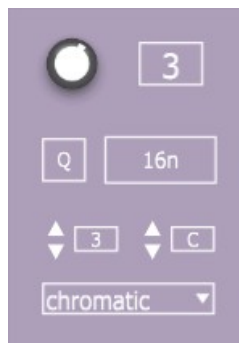
This device will act as a step sequencer for probability values to allow notes to get through the device.

Use the multislider to set the probability for each step.

Set the number of steps, to a maximum of 32.

Set the step size as 8n or 16n.

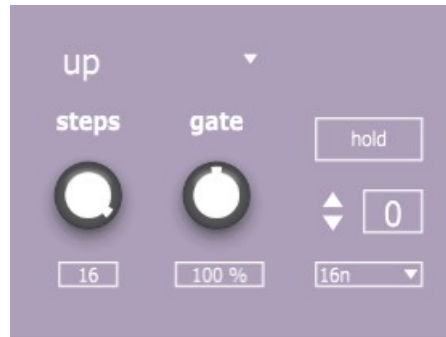
Chance_Windchime



This device allows you to go completely offgrid and generate random notes randomly as if the wind is blowing on windchimes. The knob will allow you to change the 'windspeed', to speed up the generation of notes. Up to 8 notes can be generated, which will be pitched according to the steps of the scale set at the bottom.

For something less chaotic, you can quantize the output to a specific time interval.

Arpejj



This device is an arpeggiator, which although not exactly probability based, does include a random mode.

Choose from a number of different modes, and set the number of steps.

If the number of steps exceeds the number of notes which are held down, the sequence will go up through the octaves of each note held. Then on reaching the number of steps, it will loop around again.

The Gate knob will modify the note lengths relative to the step size.

Hold mode allows you to let go of the notes and it will keep playing, then when another chord is detected, it will replace the held notes with the new chord.

To instead add any note to the currently playing set of held notes, first hold the + button and then press any note to add.

Change the octave of playback, and change the step size.