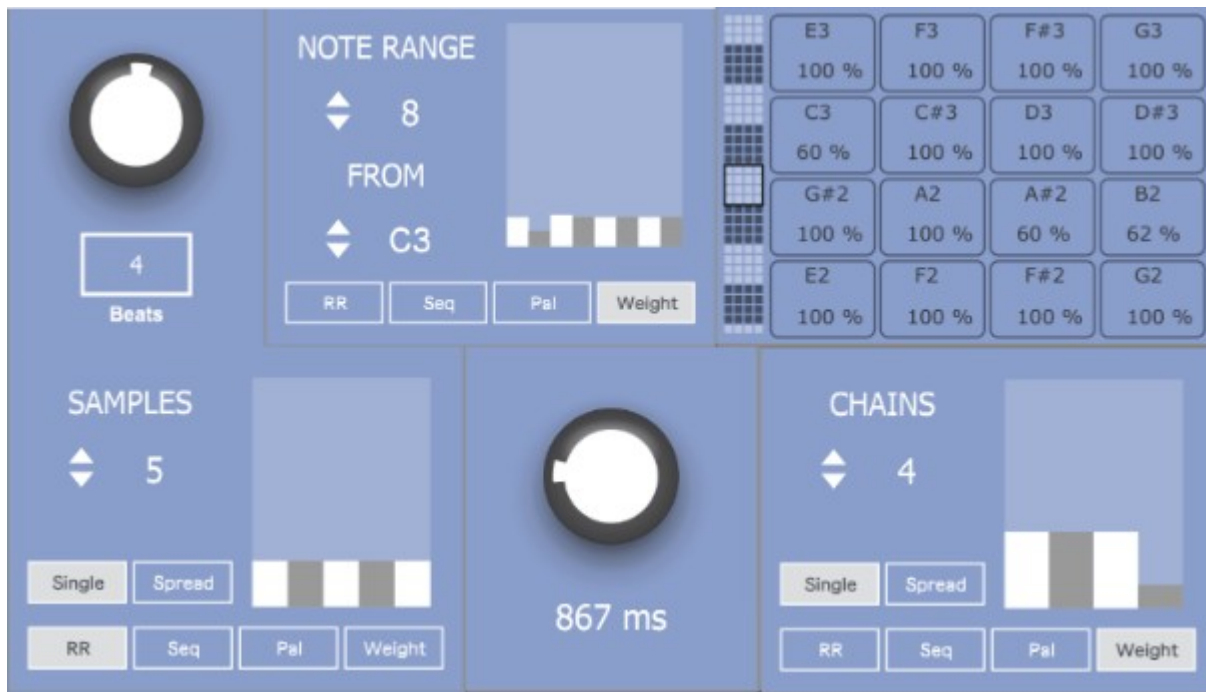


# Chance 3

Idmdesign.org



The Chance 3 pack follows on from the hugely popular Chance packs in expanding the possibilities of controlled chaos into your Live Sets. The pack includes 6 new devices using probability to shake up your Midi Clips, Instrument Racks, Sampler zones and Simpler start time.

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## Chance Array



Instead of calculating probability for each individual note, this device analyses the contents of a section of notes and only plays the selected percentage of notes within the section. At 50% selected, only half of the notes will play, which are randomly selected after each run through the notes.

This provides a much more even and consistent distribution of notes which can sound a lot more musical.

Use the big knob to set the percentage of notes to play in the section.

Set the length of the section to analyze in number of beats.

## Chance Robin

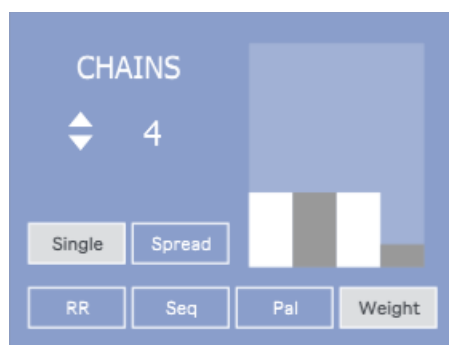


This device is based on the classic concept of round robin playback. Given a fixed number of possible notes, each time the root note is played, the device will randomly select one of the possible notes, but make sure not to have any notes repeated directly after itself. This is a great way to get a more natural sound with slightly different samples being played for each hit.

The device has 4 modes.

1. Round Robin – This produces randomized playback without repeats.
2. Sequential – This simply loops through the selection sequentially
3. Palindrome – This will play through forwards and then backwards alternating
4. Weighted Probability – Here you can use the sliders to set the relative probabilities of each one playing

## Chance Chains



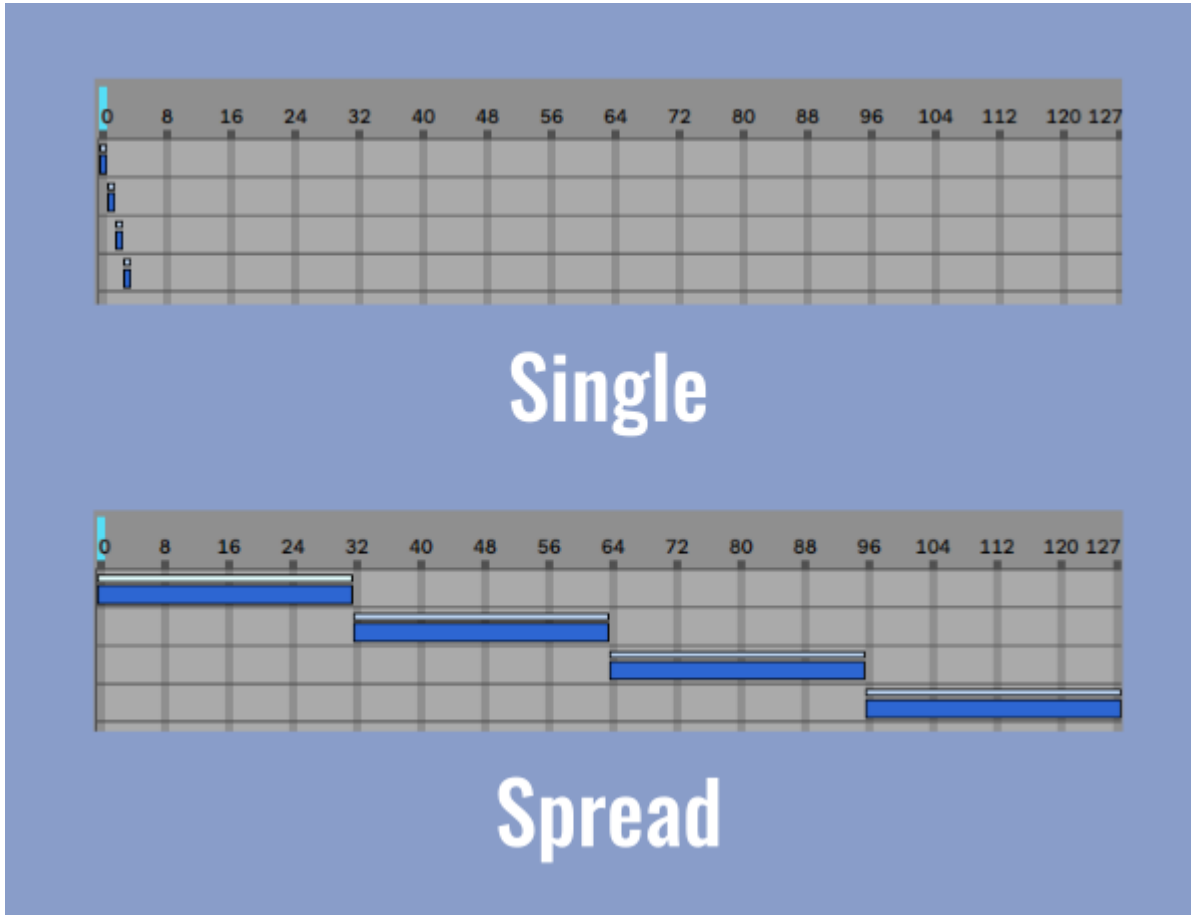
Similar to the Robin device, except here the device will target the chain selector of an Instrument Rack so that you are selecting which instrument chain the midi note will trigger.

The device has 4 modes.

1. Round Robin – This produces randomised playback without repeats.
2. Sequential – This simply loops through the selection sequentially
3. Palindrome – This will play through forwards and then backwards alternating

- 4. Weighted Probability – Here you can use the sliders to set the relative probabilities of each one playing

Select Single or Spread depending how your instruments are distributed across the chain selector.



### Chance Zone

SAMPLES  
5

Single Spread

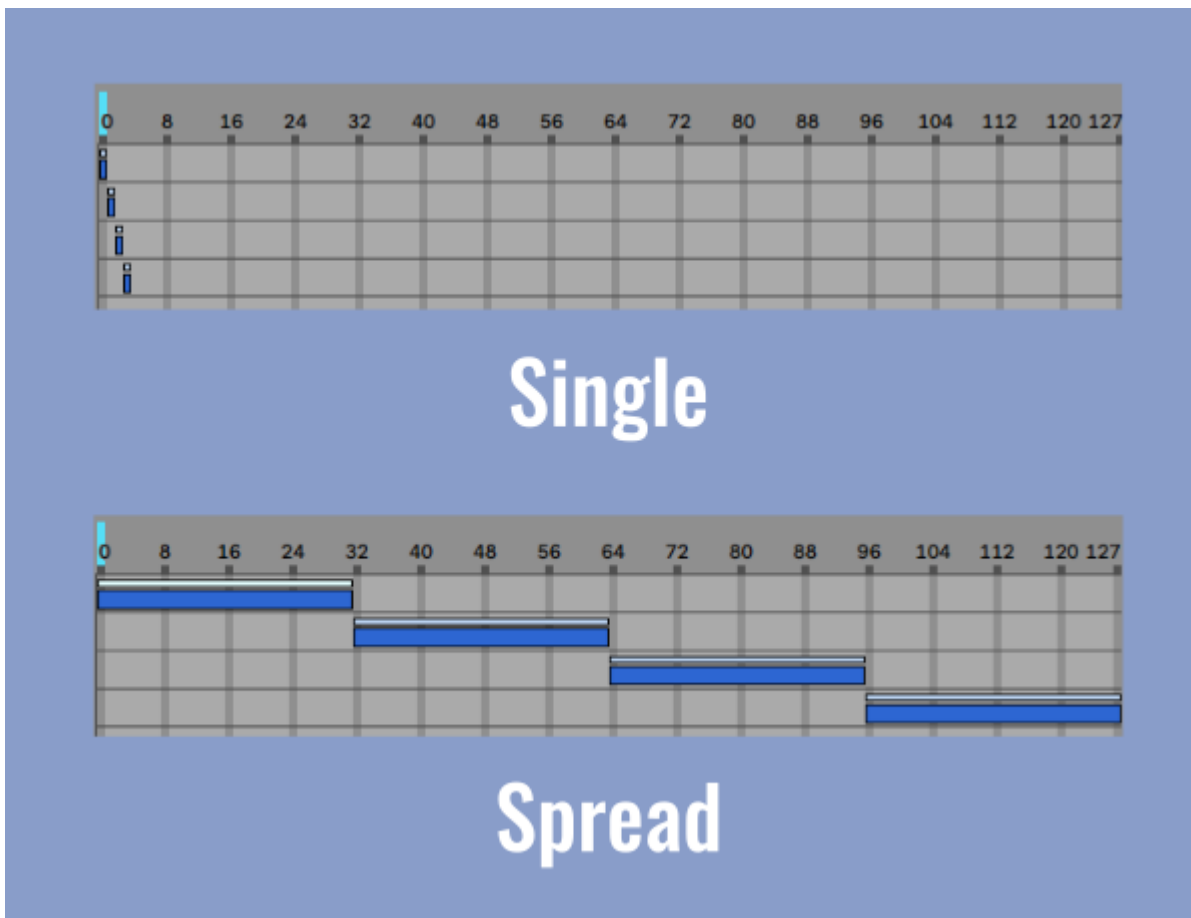
RR Seq Pal Weight

Similar to the Robin device, except here you put the possible samples in the Zone of a Sampler instrument. The device then targets the chain selector to determine what sample will play.

The device has 4 modes.

1. Round Robin – This produces randomised playback without repeats.
2. Sequential – This simply loops through the selection sequentially
3. Palindrome – This will play through forwards and then backwards alternating
4. Weighted Probability – Here you can use the sliders to set the relative probabilities of each one playing

Depending how your samples are distributed across the sample chain, select single or spread.



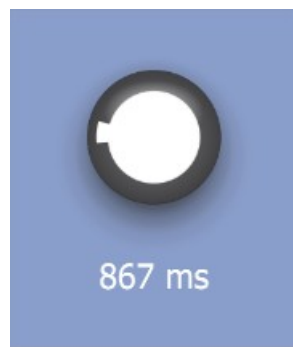
## Chance Midinote



E3	F3	F#3	G3
100 %	100 %	100 %	100 %
C3	C#3	D3	D#3
60 %	100 %	100 %	100 %
G#2	A2	A#2	B2
100 %	100 %	60 %	62 %
E2	F2	F#2	G2
100 %	100 %	100 %	100 %

This device provides an easy way to select a probability amount for each specific note coming through. Modeled after the Drum Rack, the device display will also follow any changes in the display of a Drum Rack placed after it. Now you can have some hits always playing while others depend on probability, saving time when creating midi clips.

## Chance Start



This device will allow you to set the probability of changing the start time of a sample. Use the massive knob to set the maximum start time and the device will randomly select a time within that range.