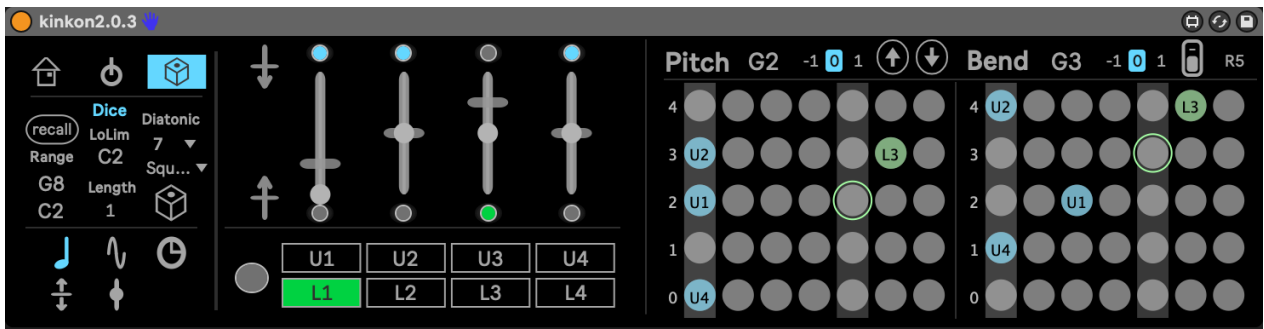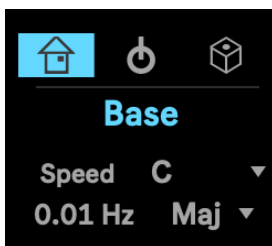# Kinkon 2.0.3

Overview

This is a midi sequencer for Ableton live users. it uses a pendulum instead of a piano roll or step type, and produces a freaky rhythm with fewer loops. Good for ambient and drone.
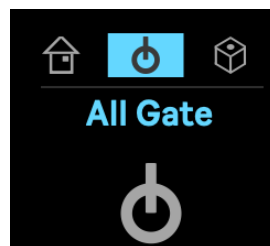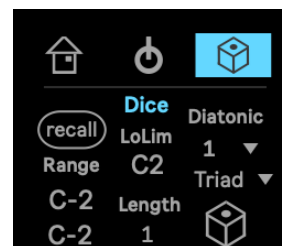
1. Top menu

Base

Global Speed
(hz mode only)

Key and Scale select

All Gate

All sound on/off

Dice

See below (Dice page)

2.Parameter select

Overview

ex) Velocity and duration is selected.
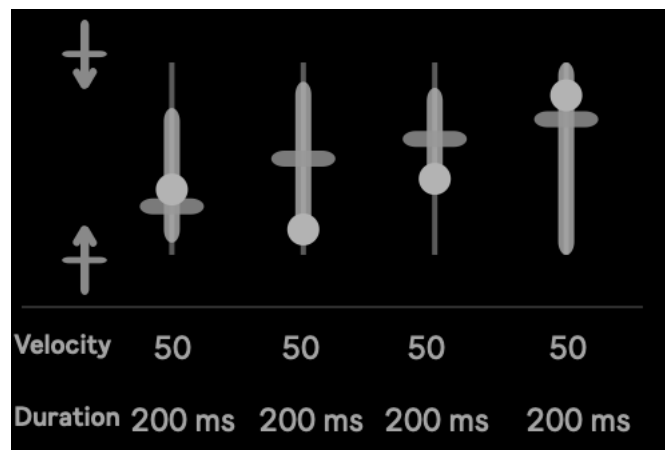
The pendulums above corresponds to the parameters below.

2.1 Pitch note
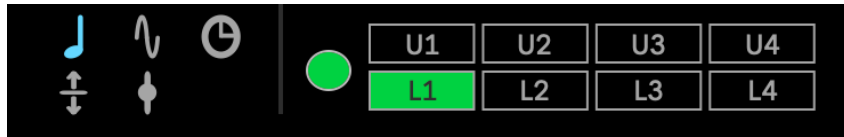
The switches are linked to each other.

The selected pitch is highlighted and can be moved. (You cannot move to an enabled pitch)（see below about grid UI）
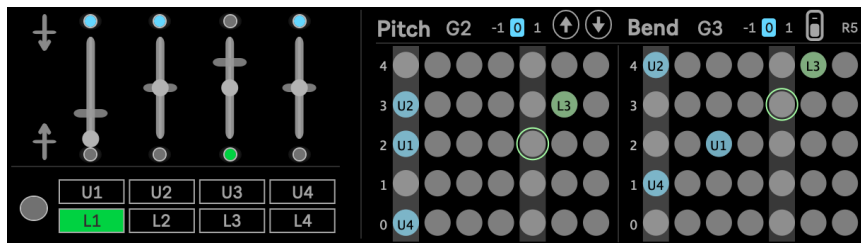
When the switch off, not circle filled with color, but the ring on grid UI.

2.2 Speed

Each switch (hz or sync)

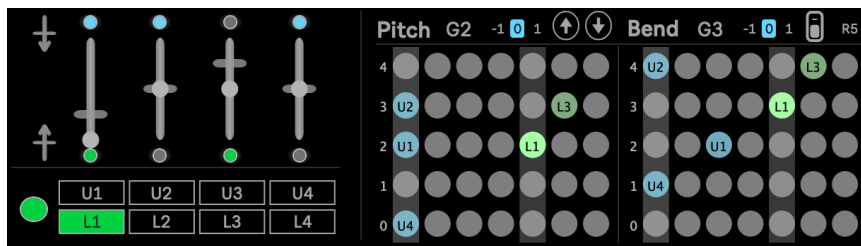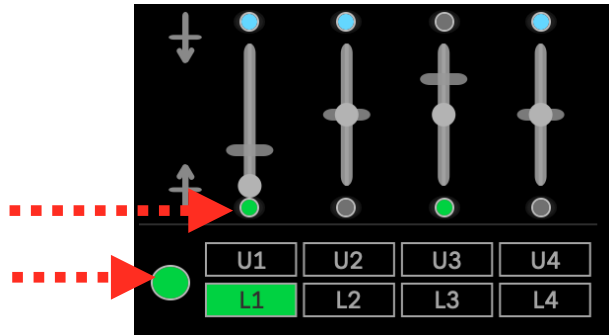|			hz	hz	hz	hz
Speed			×0.83	×0.29	×0.86	×0.37
Phase			0.15	0.30	0.51	0.00

hz or sync mode.
hz parameter multiply global speed.
sync parameter is synchronized BPM and play position.
phase is like a ball position of the pendulum.

2.3 Velocity and Duration

Velocity	50	50	50	50
Duration	200 ms	200 ms	200 ms	200 ms

Velocity and duration of each pendulum. a pendulum have 2 tone. so, velocity and duration of the 2 tone.

Bar

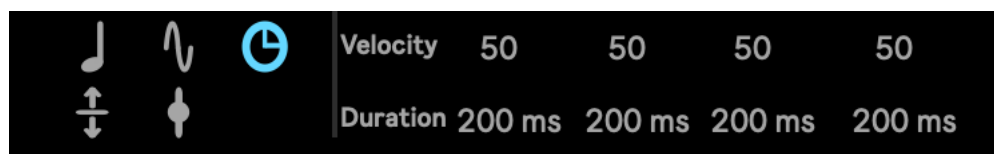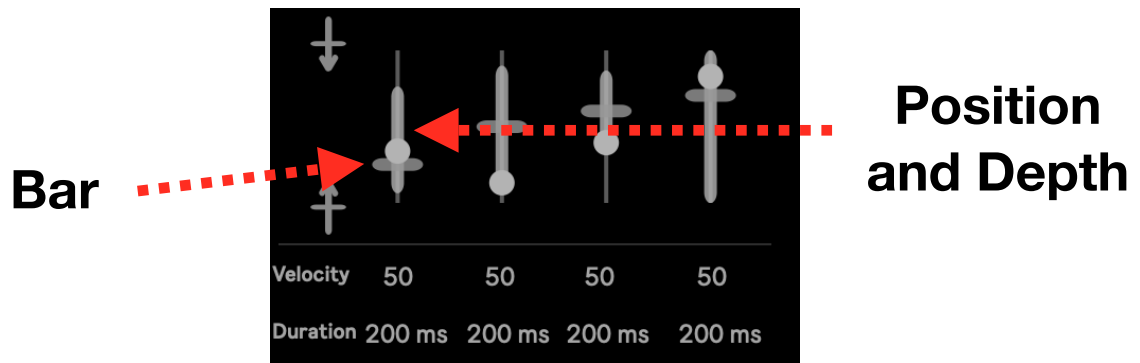**Position and Depth**

| Velocity | 50 | 50 | 50 | 50 |
| Duration | 200 ms | 200 ms | 200 ms | 200 ms |

2.4 Bar position

| Bar | 0.25 | 0.50 | 0.60 | 0.70 |
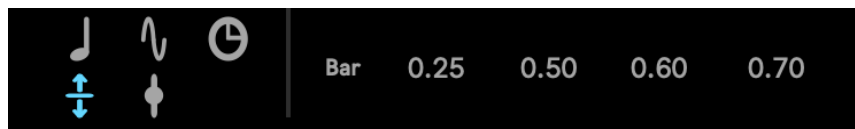
**When ball path through this bar,
MIDI output.
You can also move it by click and drag.**

2.5 Position and Depth

| Posi | 0.41 | 0.50 | 0.62 | 0.50 |
| Depth | 70.00 | 80.00 | 50.00 | 100.0 |

**This set pendulum moving
position and range.
You can also move it by click and drag.
(depth is Shift + click and drag)
when speed is sync, depth is ignored.**

3. Grid UI

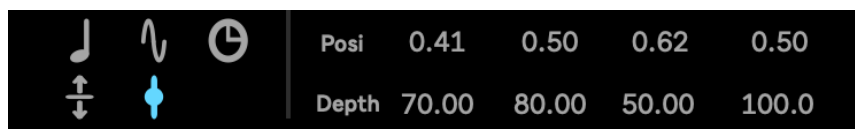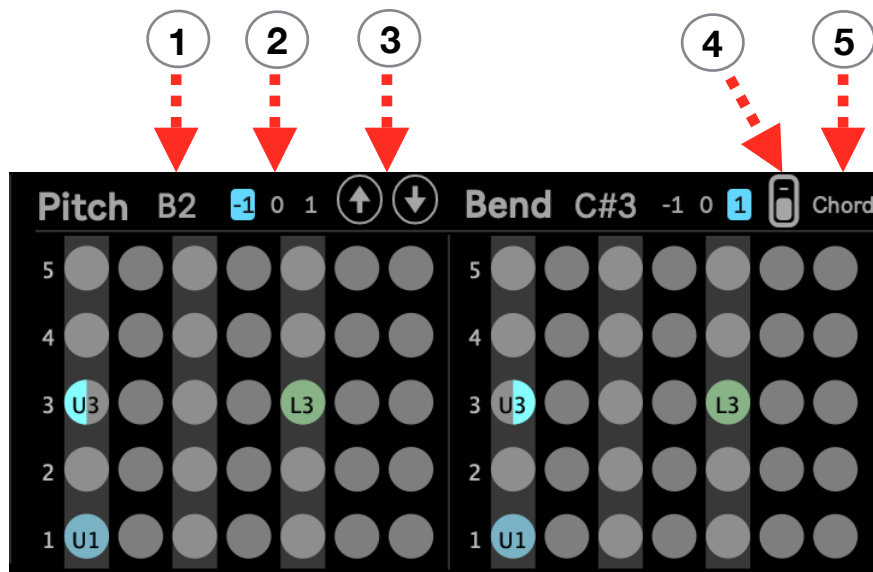## 1. Set pitch

Left is Base note.
Right is Bend note (probability)
even when dice, no change,
because, this is base pitch.

2. Harf note

hard note up down.
this changes note to out scale.

3. UI display up down button.

Pitch C3 -1 0 1 ⬆ ⬇ Bend C#3 -1 0 1 R5

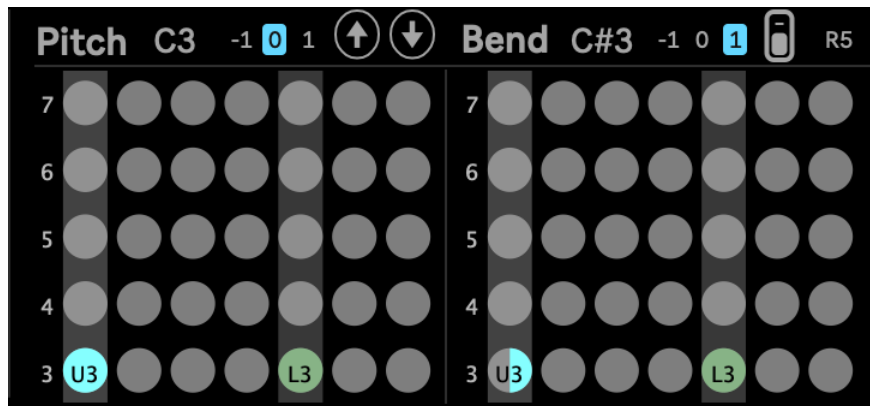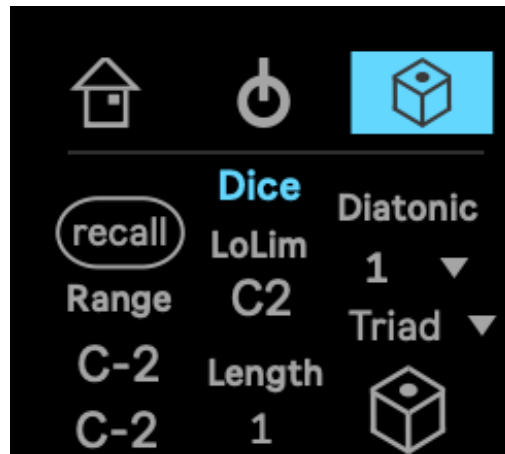# 4. Probability tank

when the tank filled,
Bend Pitch 100% probability.

5. Chord or R5 switch

GridUI have tone auxiliary line (light white),
when chord, it is changed by diatonic and num in dice. in this capture, C, diatonic1 and triad.
(see below about Dice)

4. Dice

Range

Randomize in range between these value.

LowLimit

Pitch below this value,
1. **Bend = Pitch**
2. **Avoid M7 and 7 as much as possible.**

(By avoiding overlaps, it may become M7 or 7)

Length

Random maximum distance from nearest pitch when dice.
The distance is changed by triad or squad or scale.

Diatonic num
Tone filter

Diatonic number for dice.
Tone filter is triad or squad or scale.

ex) when key C and Scale major,
Diatonic num 2 = Ddorian…..
When dice,
if tone filter is triad,
the value is selected in Dmin.
if tone filter is squad,
the value is selected in Dm7.
if tone filter is scale,
the value is selected in Ddorian.

Dice Button
When push, randomize

change on grid
The pitch positions on the grid will change, but the note display at the top will not change, it will remain at the currently set pitch.
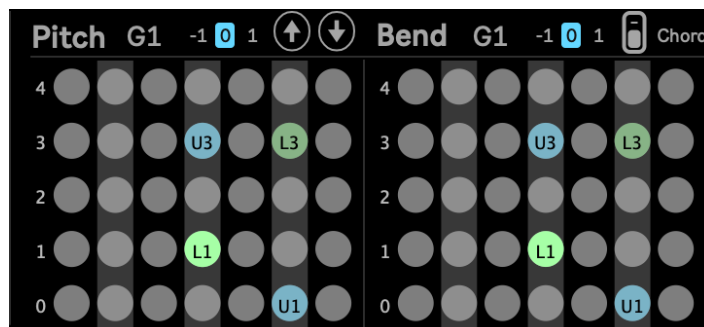
recall

When you press the dice button, it will be executed and recall will light up. Press recall to return to normal.