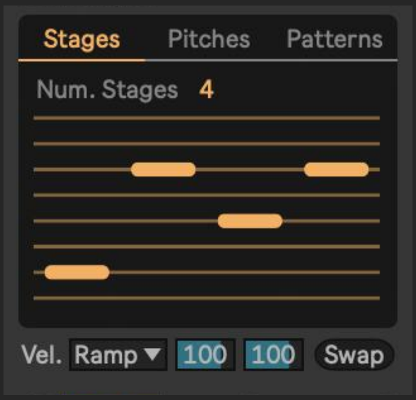
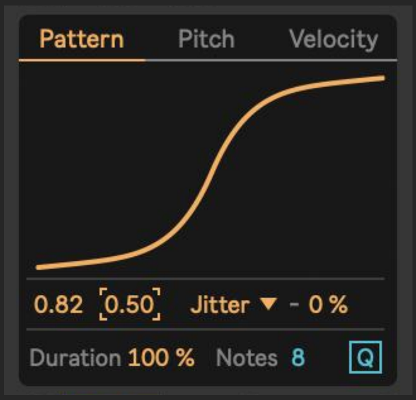
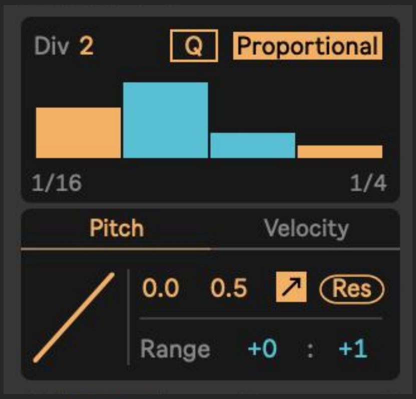
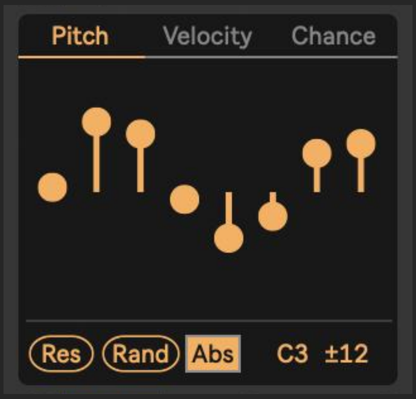
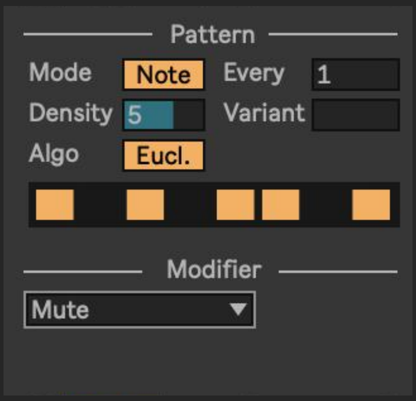
Meyer Devices MIDI Tools

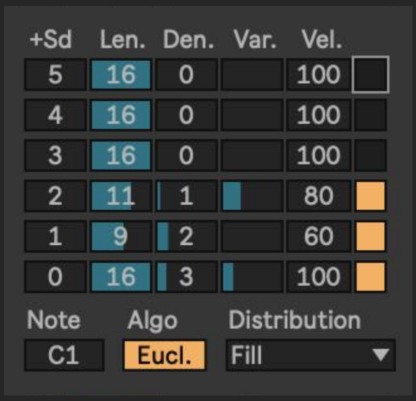












+Sd	Len.	Den.	Var.	Vel.
5	16	0		100
4	16	0		100
3	16	0		100
2	11	1		80
1	9	2		60
0	16	3		100

Version 2, November 2024

meyer-devices.com

Philip Meyer MIDI Tools

Polyrhythm

Thanks for downloading my MIDI Tools. I hope that lots of crazy music will be made with these devices, and would love to see what *you* make with them. See the next page of this document for info on how to get in touch.

Also, I respectfully ask that you not share the tool files directly to others without my consent. If you have a friend who would like to trial the tools before buying, let me know and I'd be happy to help make that possible

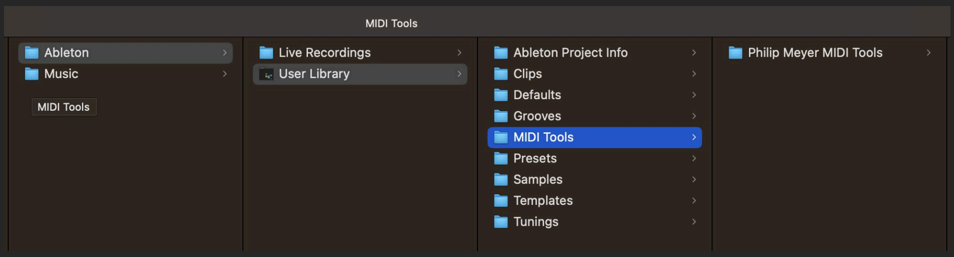
Polyrhythm

Ableton Live 12 Suite or Ableton Live 12 with a separate Max for Live license are required to use these devices.

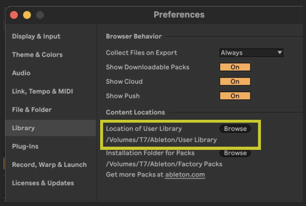
Polyrhythm

To install MIDI Tools, simply drag the AMXD files into the MIDI Tools folder of your Ableton User Library. If there is no MIDI Tools folder, create one!

Note: Make sure that the Library you're using is the same one you've specified in your Live preferences, especially if your Library lives on an external drive.



Place the MIDI Tools in a folder called MIDI Tools inside your User Library



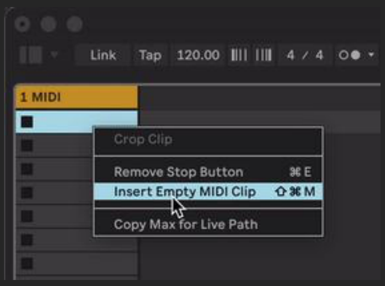
Collect Files on Export: Always
Show Downloadable Packs: On
Show Cloud: On
Show Push: On
Location of User Library
/Volumes/T7/Ableton/User Library
Installation Folder for Packs
/Volumes/T7/Ableton/Factory Packs
Get more Packs at ableton.com

Make sure your Live Preferences are pointed at the correct User Library

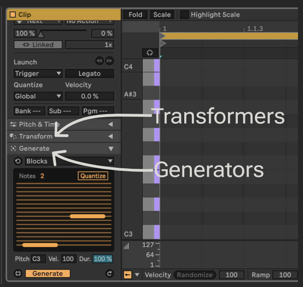
Polyrhythm

To use these devices, create a new MIDI clip or select an existing one. The devices will be visible in the MIDI clip tools panel.

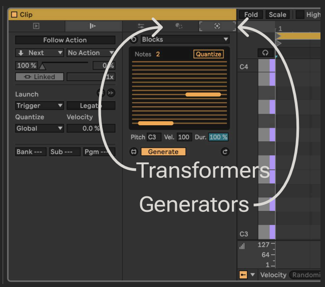
Note that Transformers and Generators live in separate tabs.



Create a new MIDI clip or select an existing one to see MIDI Tools



MIDI clip tools panel with the Blocks Generators (vertical view)



MIDI tools panel with the Blocks Generators (horizontal view)

Philip Meyer MIDI Tools

Polyrhythm

Some Mac users who used the Live 12 Beta reported issues with getting the MIDI Tools to appear in Live, even though the devices were in the User Library. If this is you, you can try following the steps below.

Note: do this only if you know that your User Library settings are correct (see previous page)

Steps:

- Delete the files in ~/Library/Application Support/Ableton, but **not** the folder itself
- Delete the files in ~/Library/Preferences/Ableton, but **not** the folder itself

Polyrhythm

Email me : philip@inter-modal.com

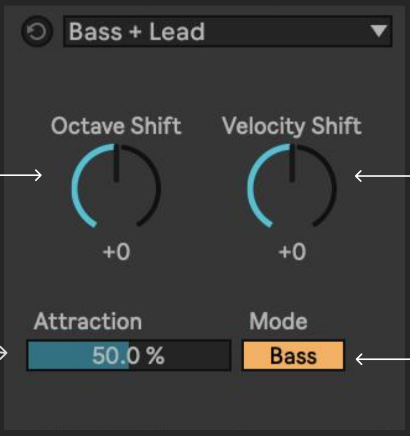
Join Rhizomic Sequencing server on Discord: **https://bit.ly/rhizomic**

Follow me on Instagram: **https://www.instagram.com/p__meyer/**

YouTube: **https://www.youtube.com/@p__meyer**

Bass + Lead Transformer

Generate a bass line or lead melody from a chord progression



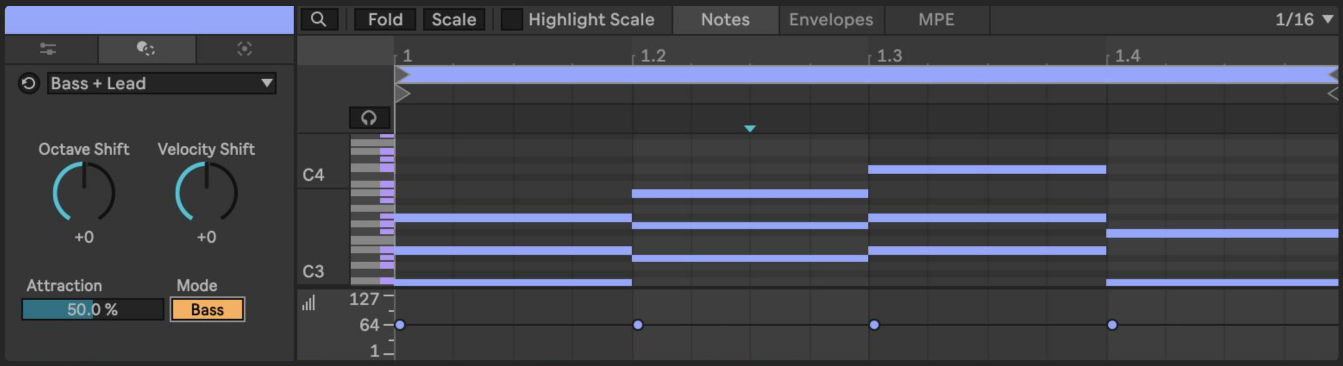
Octave Shift
Transposes the notes by octaves.

Attraction
This parameter controls this device's chord detection algorithm.

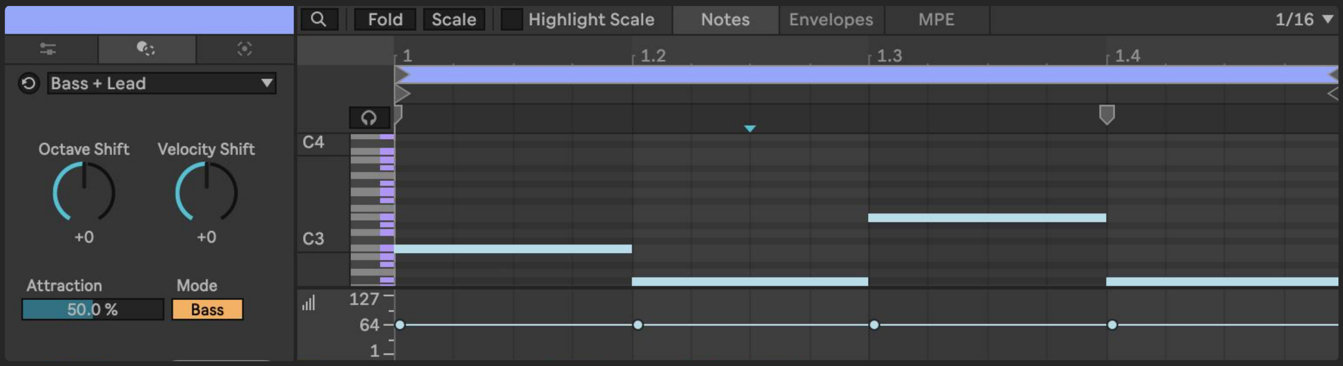
A higher value means that notes are more likely to be grouped together, resulting in fewer chords.

Velocity Shift
Offsets the velocity of the kept notes.

Mode
"Bass" keeps the lowest note in each chord, while "Lead" keeps the highest note.



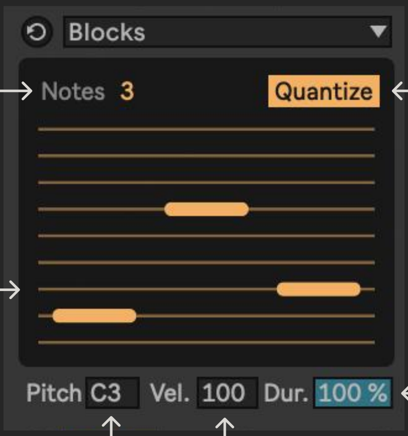
The original chord, untransformed



Using the Bass Mode removes all but the lowest note in each chord

Blocks Generator

A generator proportionally divides a clip to make nested rhythms.



Blocks

Notes 3 Quantize

Pitch C3 Vel. 100 Dur. 100 %

Number of Notes
The number of notes that will be created. This changes the number of `Blocks` sliders

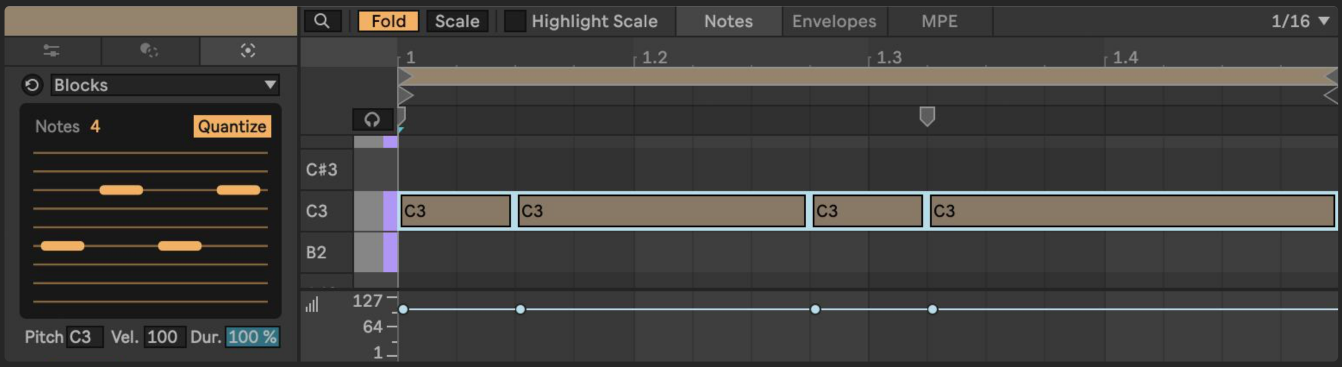
Blocks
Sets the lengths of the notes that will be created. The notes will fill the selected range of the clip, and the lengths are set proportionally depending on the slider values.

Quantize
Quantizes the start position of the notes to the MIDI clip's grid

Duration
Shifts the generated pitches up and down.

Pitch
The pitch of the notes that will be generated.

Velocity
The pitch of the notes that will be generated.



Blocks

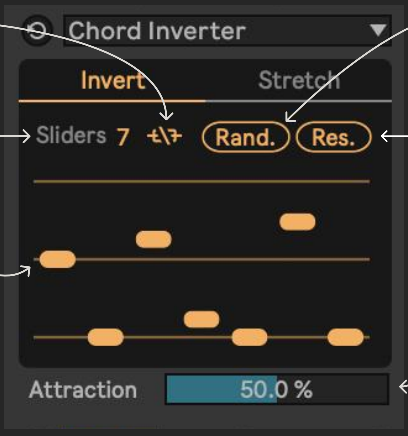
Notes 4 Quantize

Pitch C3 Vel. 100 Dur. 100 %

Moving the sliders in Blocks changes the relative spacing of the notes in the MIDI clip.

Chord Inverter Transformer

Quick and painless chord manipulation



Link
Links the number of sliders to the number of detected chords

Number of Sliders
Sets the number of inversion sliders below.

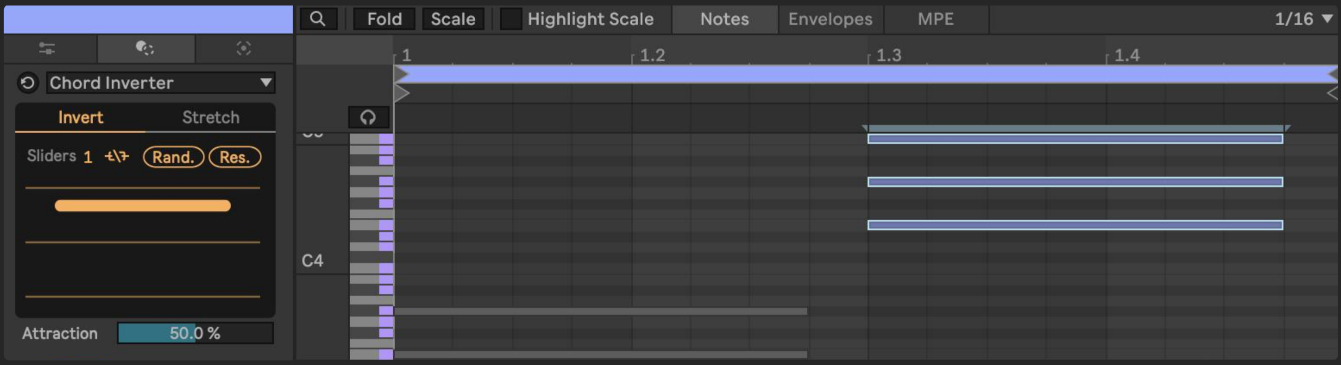
Inversion Sliders
Inverts the chords by transposing each note by an octave. Moving the slider upward from the centerline causes inversions towards a higher pitch.

Randomize
Randomize the slider positions

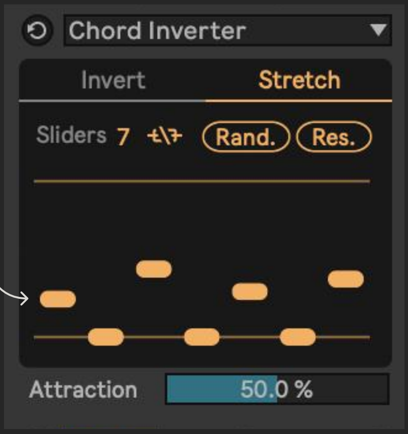
Reset
Reset the sliders to the default

Attraction
This parameter controls this device's chord detection algorithm.

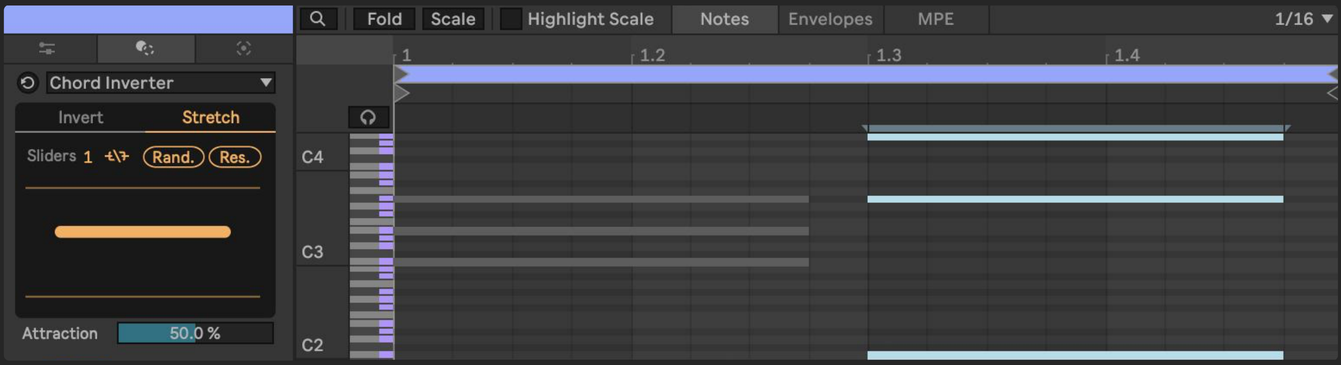
A higher value means that notes are more likely to be grouped together, resulting in fewer chords.



Inverting the chord allows it to "roll" up or down the clip.



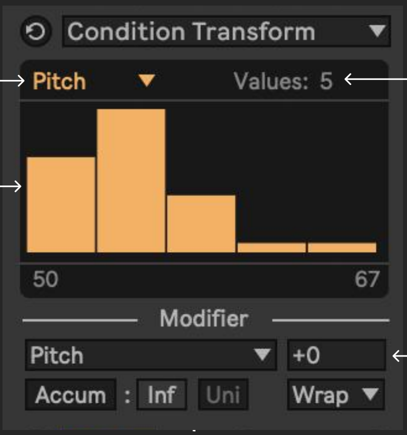
Inversion Sliders
Inverts the chords by transposing each note by an octave. Moving the slider upward from the centerline causes inversions towards a higher pitch.



`Stretch` spreads the pitches in both directions.

Condition Transform Transformer

A multi-function transformer that modifies certain notes according to a rule.

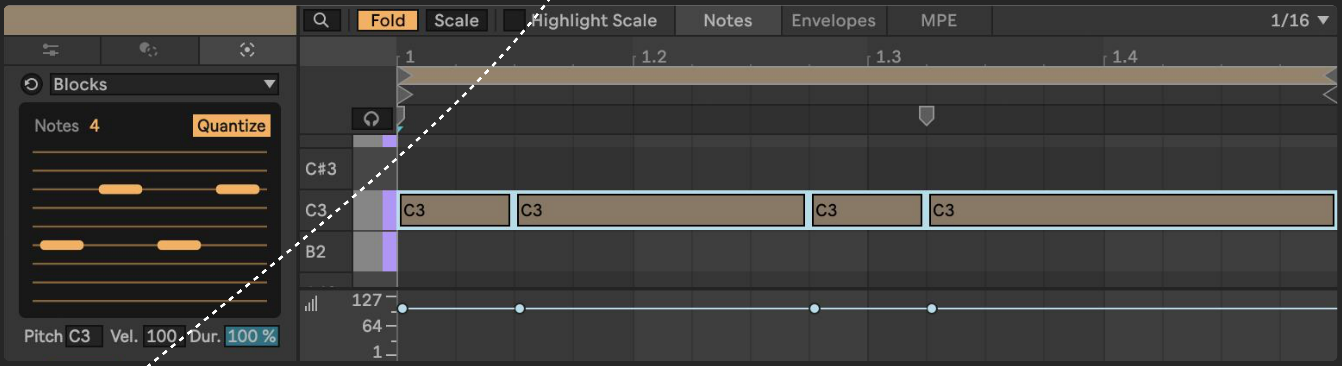


Attribute
The attribute to the analyzed.

Histogram
The graph shoes the distribution of values across the selected attribute. Click and drag to highlight specific values and select notes to be transformed.

Number of Values (View Only)
Total number of unique values in the range

Modifier
The algorithm that will be used to transform the selected notes

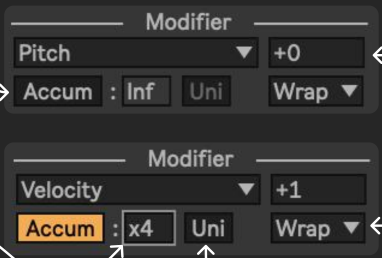


In this example, we've used the Pitch attribute to select all of the notes that have the two highest pitches. Then, we subdivided them by 4.

Modifiers

Increment Modifiers

Adds or subtracts from the selected notes' pitch, velocity, or chance.

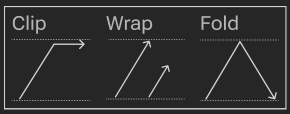


Accumulate
When enabled, adds Increment to a running total before adding to the attribute value

Increment
Amount to add

Iterations
Number of times to add to the accumulation total before clipping, wrapping, or folding.

Overflow Mode
Controls how values that cross the maximum or minimum are handled.



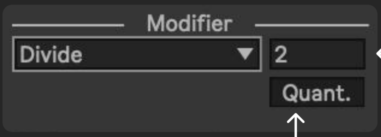
Polarity
Sets the maximum and minimum for the accumulation value.*

- Uni : 0 ↔ Iterations x Increment
- Bi : -Iterations x Increment ↔ Iterations x Increment

* When Accumulate is enabled and the Overflow Mode is Wrap or Fold.

Divide Modifier

Divides the selected notes.

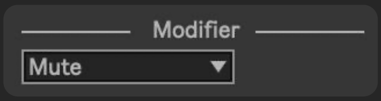


Divisions
Number of notes to divide the selected note into

Quantize
Quantizes the start position of the divisions to the MIDI clip's grid

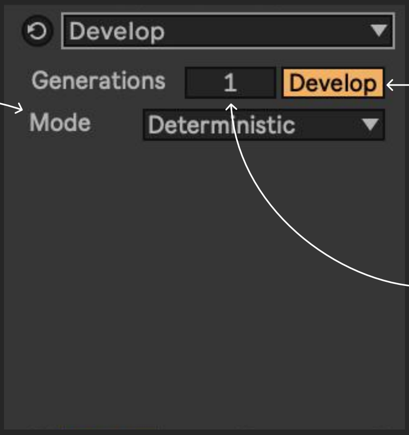
Mute Modifier

Deletes the selected notes.



Develop Transformer

A transformer that can make a pattern gradually appear or fade away.



Develop

Generations 1 Develop

Mode Deterministic

Mode

- Deterministic: Develops or degrades the pattern in a predictable fashion, using an evenly-spaced Euclidean algorithm and note muting.
- Probabilistic: Uses the chance attribute of notes to develop or degrade the pattern.

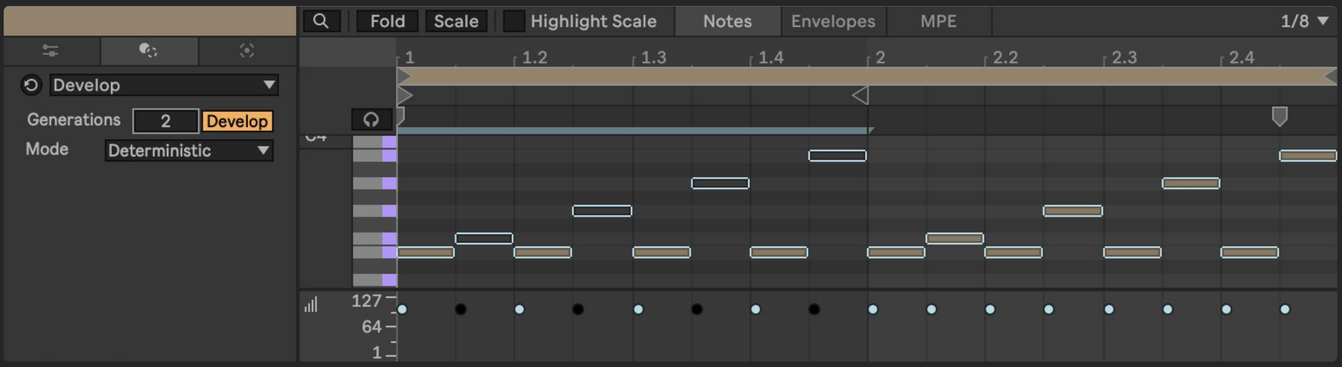
Build Direction

`Develop` starts with a sparse pattern and builds to the complete one.

`Degrade` is the opposite.

Generations

The number of loops of the pattern over which the development/degradation occurs.

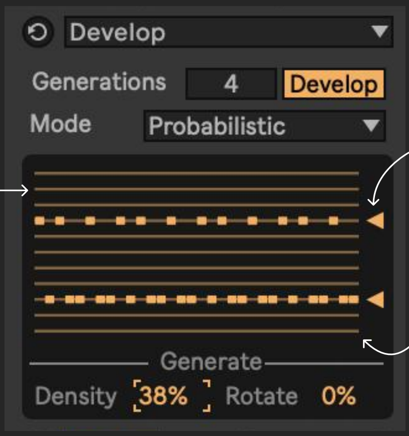


Develop

Generations 2 Develop

Mode Deterministic

Deterministic mode. The second bar is the original pattern, which has been duplicated to the first bar, and every other note in the first bar has been muted.



Develop

Generations 4 Develop

Mode Probabilistic

Generate

Density 38% Rotate 0%

Probabilities

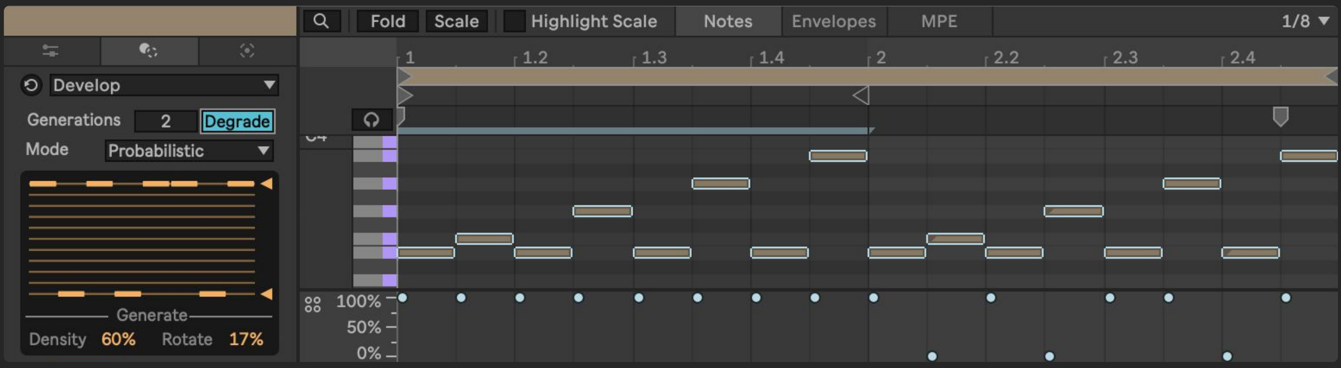
Sets the chance for each note at the ‘most sparse’ state, depending on the Build Direction. At the pattern’s ‘least sparse’ state, the chance will be 100% for all notes.

Range Control

Adjusts the maximum and minimum range by clipping the slider values.

Generate Sliders

Modifying these parameter overwrites the slides with a Euclidean pattern



Develop

Generations 2 Degrade

Mode Probabilistic

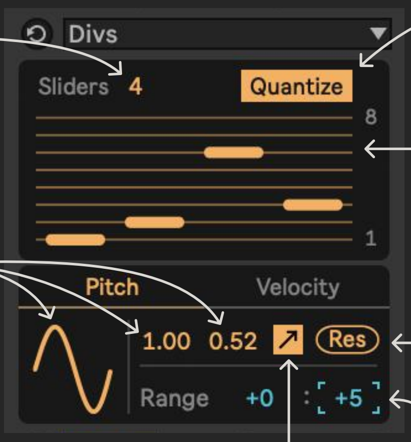
Generate

Density 60% Rotate 17%

Probabilistic mode. Because the build direction is `Degrade`, the full pattern is the starting point, and the ending point is the same pattern with chance set by the sliders in the Develop device.

Divs Transformer

Subidivide a list of notes. Designed to be used in conjuction with Blocks to make nested rhythms.



Number of Sliders
Number of subdivision sliders

Function
Click and drag to modify the function, or use the number boxes. Its shape will modulate the pitch or velocity over each set of subdivisions.

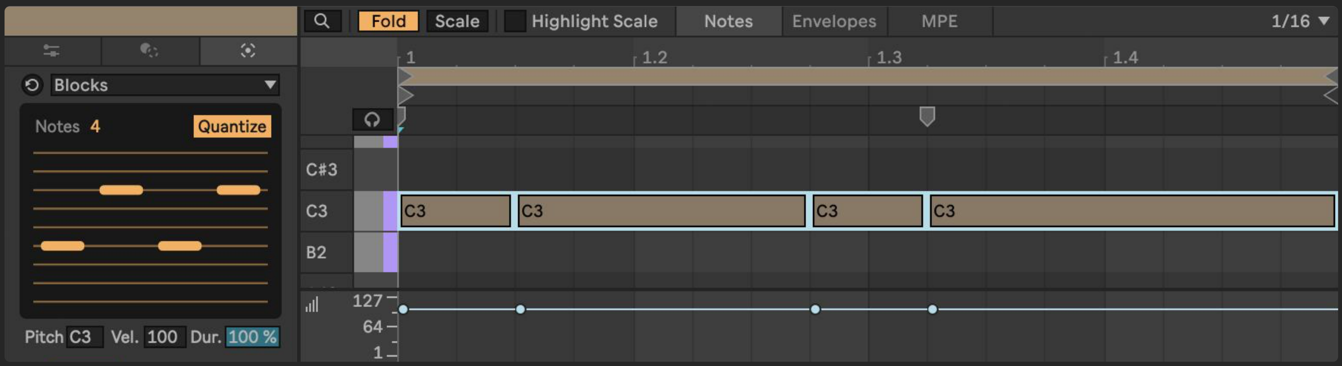
Quantize
Quantizes the start position of the notes to the MIDI clip's grid

Subdivisions
Divides the notes in the clip into 1 - 8 segments. If there are more notes than sliders, it wraps around.

Reset Function
The range of pitches or velocities generated by the function.

Function Direction
Flips the function horizontally

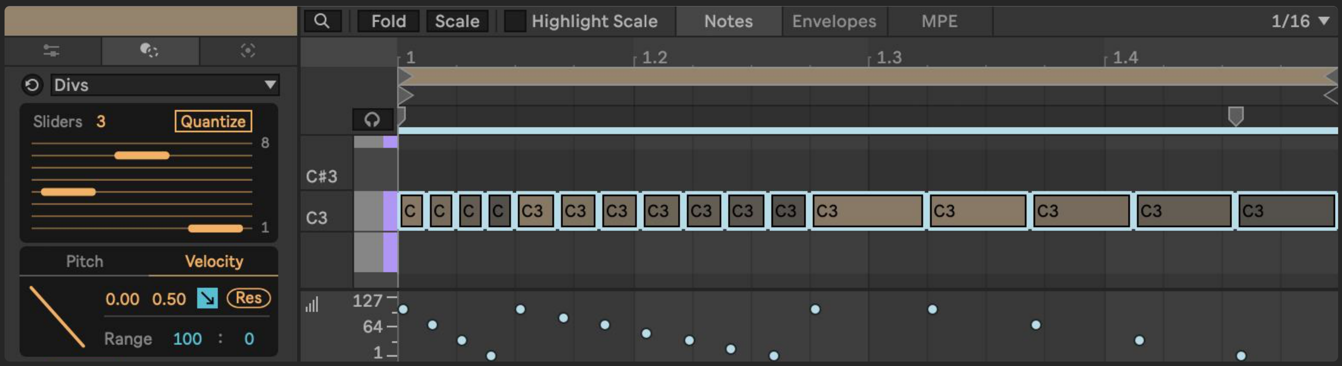
Range
The range of pitches or velocities generated by the function.



Notes 4

Pitch C3 Vel. 100 Dur. 100 %

We'll start with a pattern generated by blocks.



Sliders 3

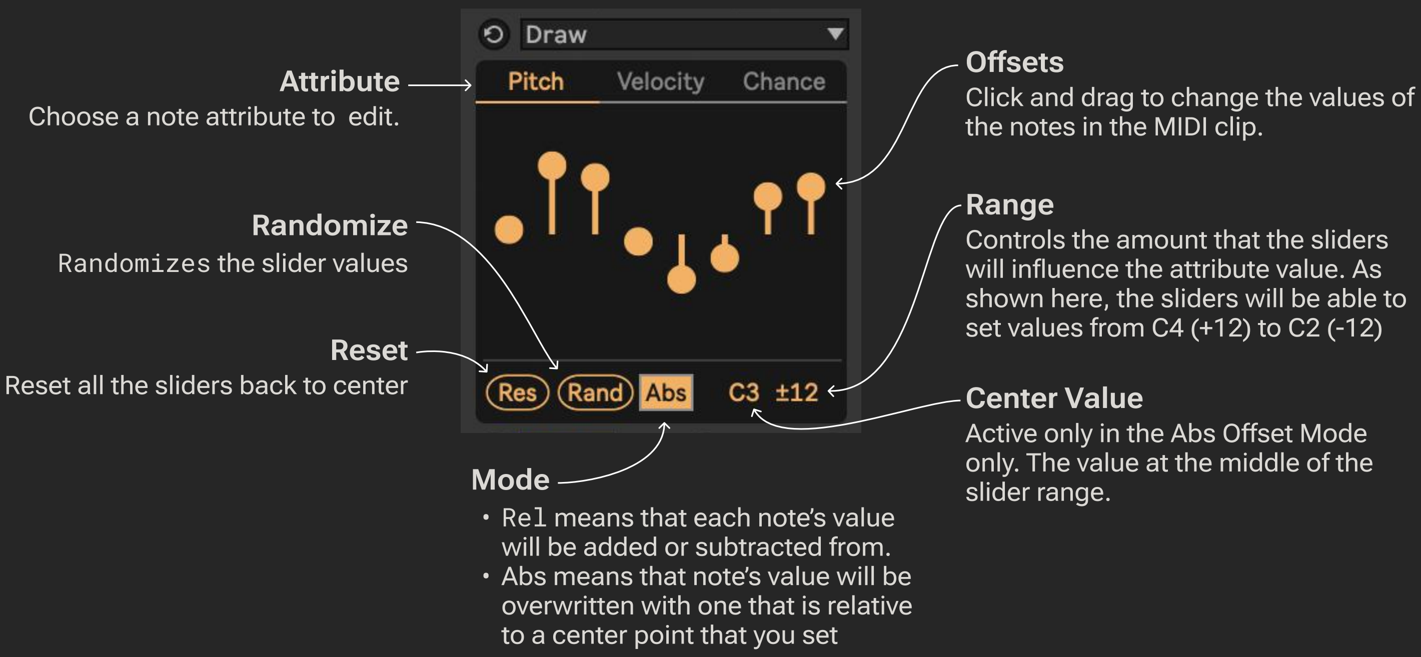
0.00 0.50

Range 100 : 0

Next, we'll use three dividers to divide the first, second, and fourth note with a falling velocity. The third note is not divided because the third slider's value is 1.

Draw Transformer

Quickly manually edit note pitch, velocity, and chance.



Attribute
Choose a note attribute to edit.

Randomize
`Randomizes` the slider values

Reset
Reset all the sliders back to center

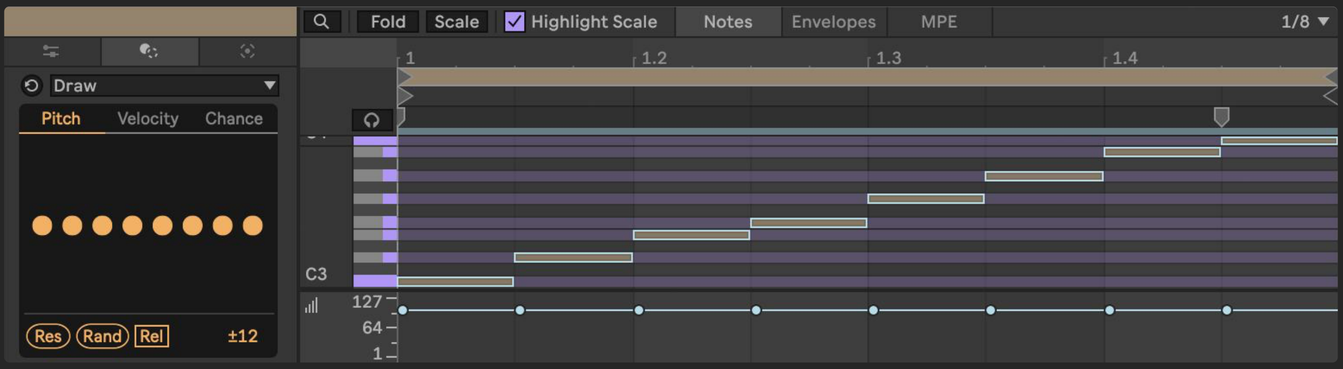
Offsets
Click and drag to change the values of the notes in the MIDI clip.

Range
Controls the amount that the sliders will influence the attribute value. As shown here, the sliders will be able to set values from C4 (+12) to C2 (-12)

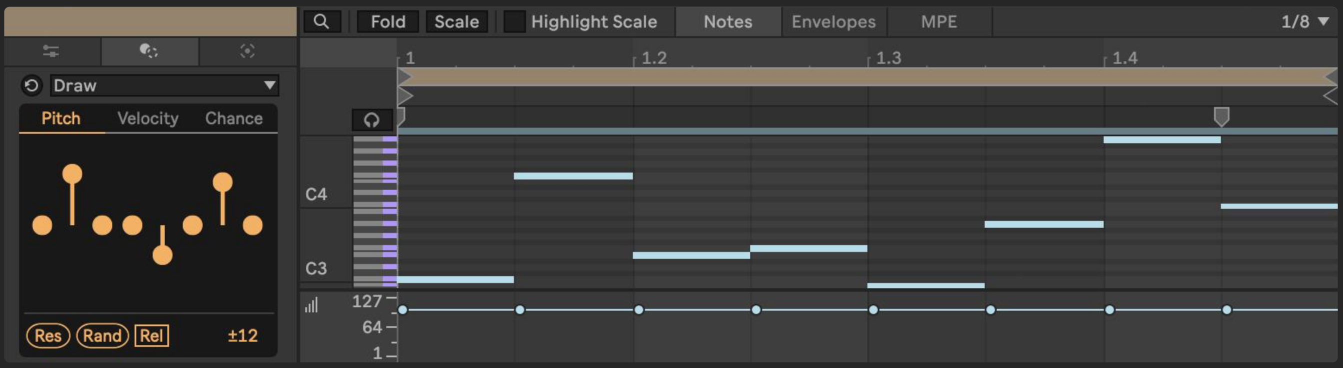
Center Value
Active only in the Abs Offset Mode only. The value at the middle of the slider range.

Mode

- `Rel` means that each note's value will be added or subtracted from.
- Abs means that note's value will be overwritten with one that is relative to a center point that you set



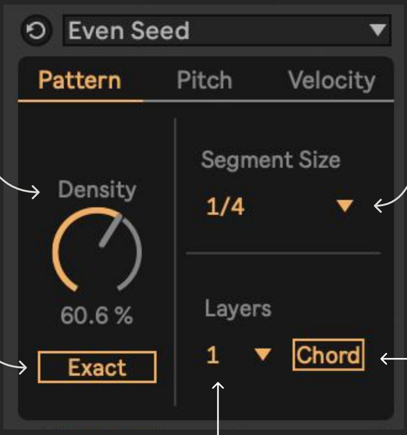
To start, we have a clip with a simple rising pitch. Next, we'll transform it with Draw.



Adjusting the sliders in Draw in Rel mode offsets the pitches of the notes relative to their original position.

Even Seed Generator

A better approach to random



Density 60.6 %

Segment Size 1/4

Layers 1

Density

Determines the number of notes per segment to create based on the Segment Size and the MIDI Clip grid interval.

Exact

Because the density is probabilistic, it won't always create the same number of notes in each segment. Enable Exact to force the device to create the same number of notes in each segment.

Segment Size

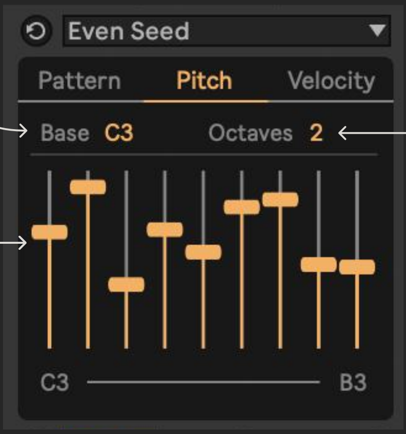
The length of each of the slices that the clip will be divided into before generating notes. Smaller slices results in even distribution of notes across the MIDI clip.

Chord

When enabled, layers will create notes at the same positions, resulting in chords.

Layers

This effectlvely multiplies the density, creating new notes at new pitches and allowing chords to be created.



Base C3

Octaves 2

Base Pitch

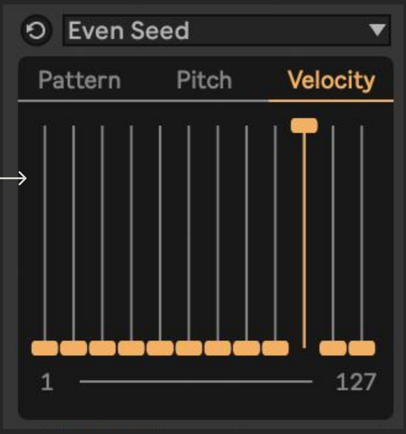
The lowest pitch that can be generated and the start of the distribution below

Pitch Distribution

The sliders set the probability that each note within the octave will be generated. When a scale is enabled, the number of sliders will adjust to reflect the number of notes in the scale

Octaves

The number of octaves over which notes will be randomly generated.

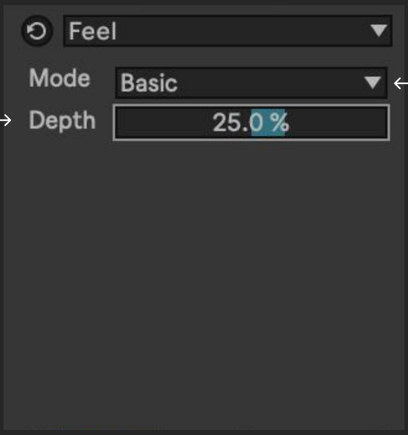


Velocity Distribution

The sliders determine the velocity of the generated notes using a probability distribution. The distribution is grouped into 12 buckets to represent the MIDI velocity range of 0 - 127.

Feel Transformer

A transformer for creating swing, grooves, and microtiming



Feel

Mode: Basic

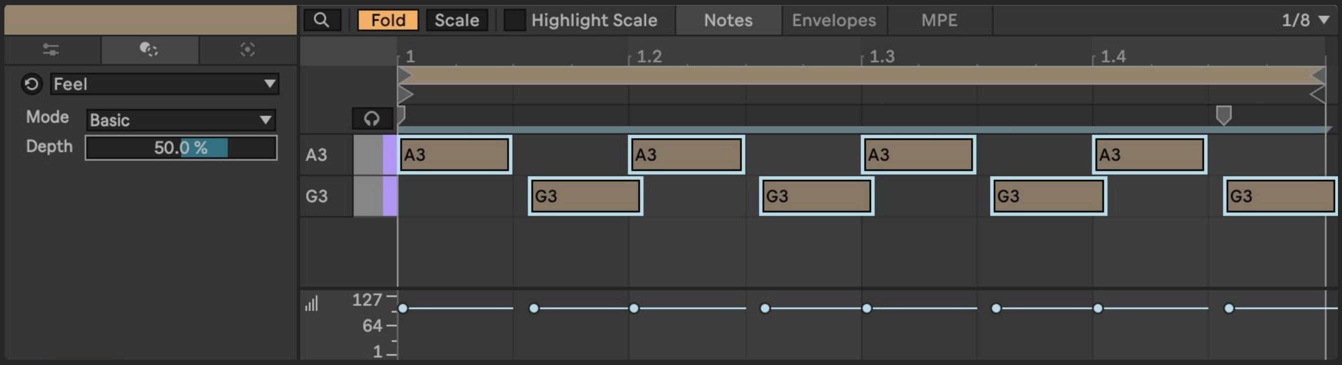
Depth: 25.0 %

Swing Depth

Amount of swing to apply to the pattern. Swing is applied using the clip's grid. Positive values shift every second note back, negative values shift them forward

Mode

- `Basic` is the typical swing we all know and love.
- `Advanced` allows you to fine-tune the timing for each step in the grid independently.

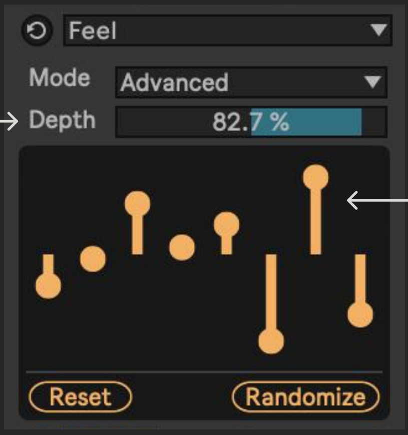


Feel

Mode: Basic

Depth: 50.0 %

Basic swing



Feel

Mode: Advanced

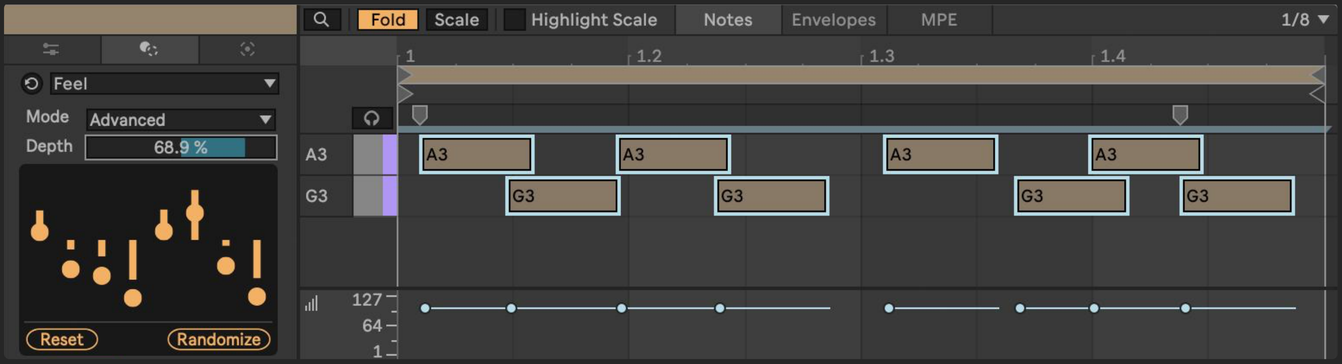
Depth: 82.7 %

Depth

Controls the extent to which the sliders shift the notes.

Microtiming

There's one slider for each grid line in the MIDI clip. Dragging the slider in the positive direction (upward) shifts the note back (to the right). The highlighted bars show the actual adjustment, after normalizing and applying `Depth`



Feel

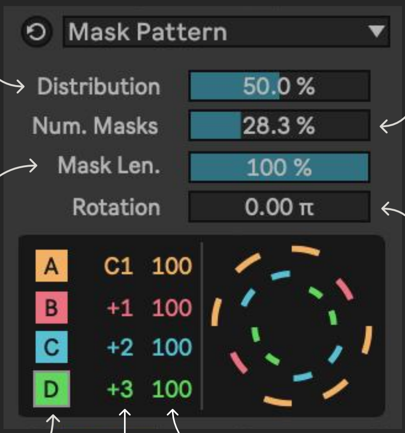
Mode: Advanced

Depth: 68.9 %

Microtiming with advanced mode

Mask Pattern Generator

Idiosyncratic polyrhythmic pattern generator



Mask Pattern

Distribution	50.0 %
Num. Masks	28.3 %
Mask Len.	100 %
Rotation	0.00 π

A	C1	100
B	+1	100
C	+2	100
D	+3	100

Distribution

Higher values shift the allocation of notes toward patterns A and B, lower values shift notes toward patterns C and D.

Mask Length

Controls, along with `Masks`, the allocation of notes between patterns A and B and between patterns C and D. Higher values generally give more notes to Patterns A and C compared to Patterns B and D.

Enable Patterns A - D

Enables and disables note generation for each pattern

Pitch

Sets the pitch for each pattern. Pattern A's pitch is set absolutely, while the pitch of Patterns B - D are set as a transposition of Pattern A's pitch.

Number of Masks

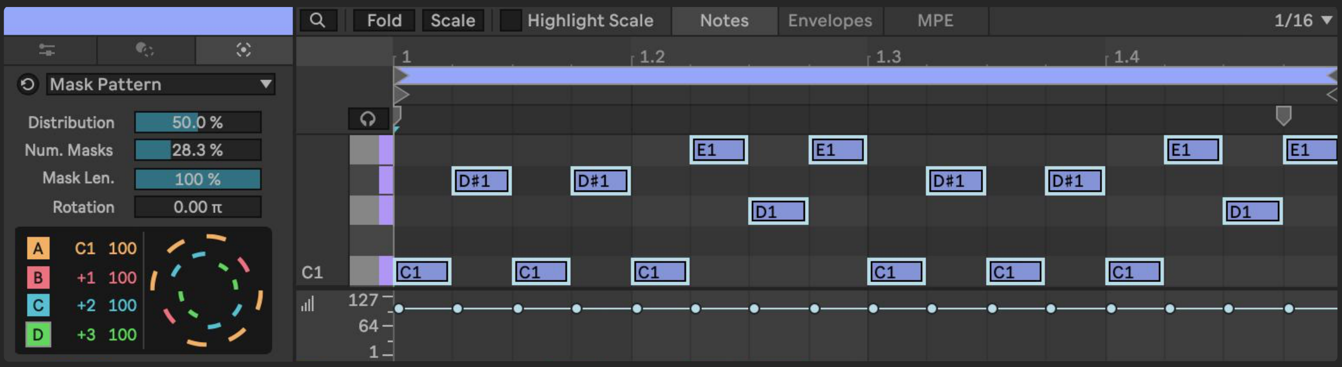
Controls, along with `Mask Len.`, the allocation of notes between A and B and between C and D. Higher values will result in a note allocation that alternates more frequently between patterns.

Rotation

Rotates the four patterns in different directions and at differing speeds, changing the alignment of the patterns within their polymetric relationship.

Velocity

The velocity of each pattern



Mask Pattern

Distribution	50.0 %
Num. Masks	28.3 %
Mask Len.	100 %
Rotation	0.00 π

A	C1	100
B	+1	100
C	+2	100
D	+3	100

Pattern Transform Transformer

A multi-function transformer that uses a pattern to choose which notes to modify.

Advance Mode

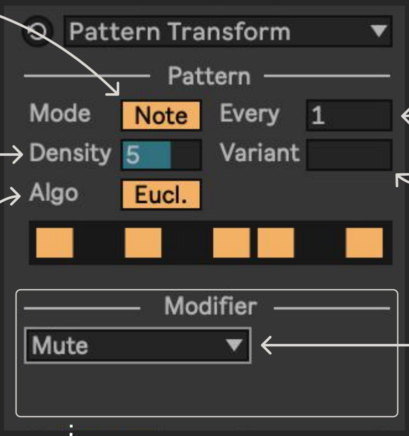
Determines whether the pattern's steps are determined by a count of notes (Note) or an interval the clip's grid (Grid)

Pattern Density

Percentage of the steps in the pattern that are active

Pattern Algorithm

Determines how the pattern is generated. Eucl. always distributes the events evenly. Omni is a more flexible algorithm.



Pattern Transform

Pattern

Mode Note Every 1

Density 5 Variant

Algo Eucl.

Modifier

Mute

Every

Determines whether the pattern's steps are determined by a count of notes (Note) or an interval the clip's grid (Grid)

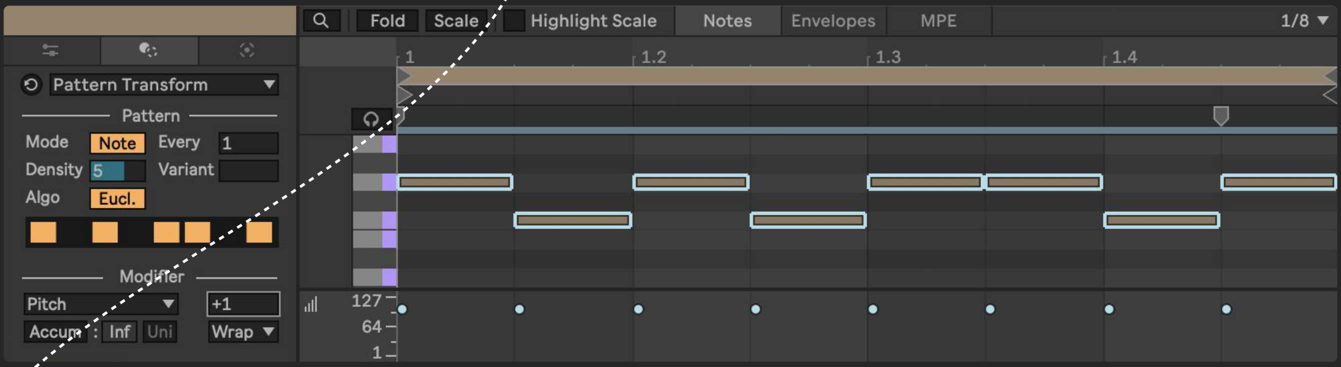
Variant

Eucl. mode: rotates the pattern.

Omni mode: selects from among all possible patterns for the density.

Modifier

The algorithm that will be used to transform the selected notes



Fold Scale Highlight Scale Notes Envelopes MPE 1/8

Pattern Transform

Pattern

Mode Note Every 1

Density 5 Variant

Algo Eucl.

Modifier

Pitch +1

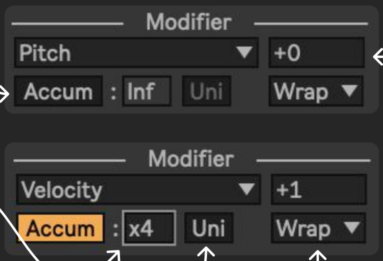
Accum : Inf Uni Wrap

Here, we started with a 8th notes at a constant pitch of C3. Using Pattern Transform, we applied a Euclidean pattern and increased the pitch by 1 scale degree of any notes that fall into the active steps of the pattern.

Modifiers

Increment Modifiers

Adds or subtracts from the selected notes' pitch, velocity, or chance.



Modifier

Pitch +0

Accum : Inf Uni Wrap

Modifier

Velocity +1

Accum : x4 Uni Wrap

Accumulate

When enabled, adds Increment to a running total before adding to the attribute value

Iterations

Number of times to add to the accumulation total before clipping, wrapping, or folding.

Increment

Amount to add

Polarity

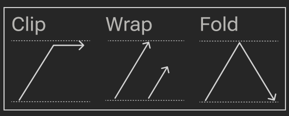
Sets the maximum and minimum for the accumulation value.*

- Uni : 0 ↔ Iterations x Increment
- Bi : -Iterations x Increment ↔ Iterations x Increment

* When Accumulate is enabled and the Overflow Mode is Wrap or Fold.

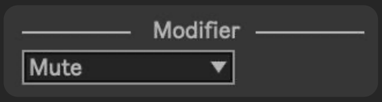
Overflow Mode

Controls how values that cross the maximum or minimum are handled.



Mute Modifier

Deletes the selected notes.

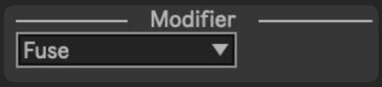


Modifier

Mute

Fuse Modifier

Joins the selected notes that fall within the pattern step

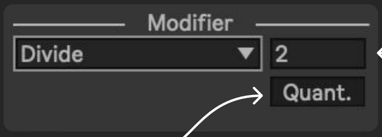


Modifier

Fuse

Divide Modifier

Divides the selected notes.



Modifier

Divide 2

Quant.

Divisions

Number of notes to divide the selected note into

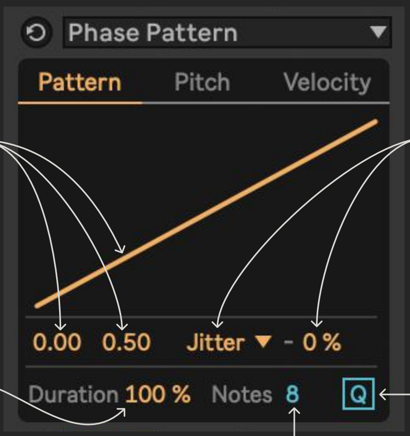
Quantize

Quantizes the start position of the divisions to the MIDI clip's grid

Phase Pattern Generator

A generator that creates rhythms by bending time.

This device is available through a free Ableton Pack.



0.00 0.50 Jitter - 0 %

Duration 100 % Notes 8 Q

Function
Click and drag to modify the function, or use the number boxes. Its shape will control the note position. Where the curve is more steep, the note spacing will be wider.

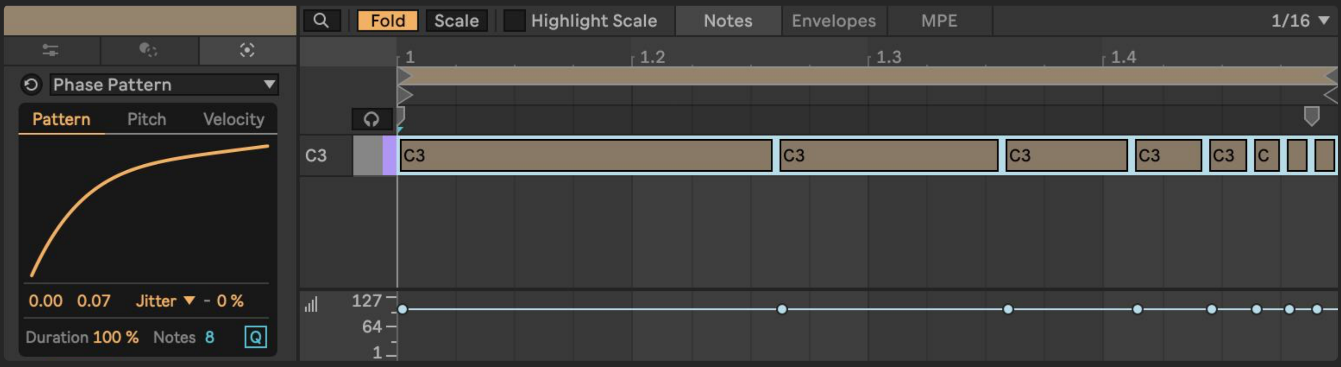
Duration
Scales the duration of the notes without changing their starting positions

Number of Notes
The number of notes to generate

Aux Function
`Jitter` adds randomness to note position

`Iterations` Loops the function over the length of the clip

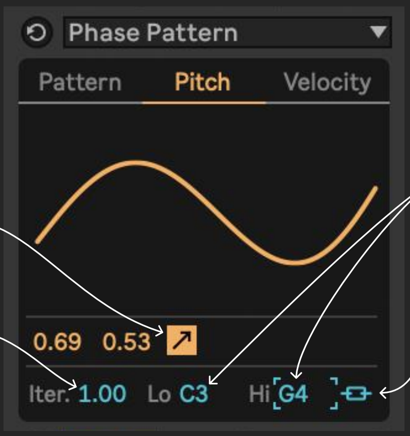
Quantize
Quantizes the note start positions to the MIDI clip's grid.



0.00 0.07 Jitter - 0 %

Duration 100 % Notes 8 Q

A logarithmic curve creates a "bouncing ball" rhythm whose note durations shorten over the course of the pattern.



0.69 0.53

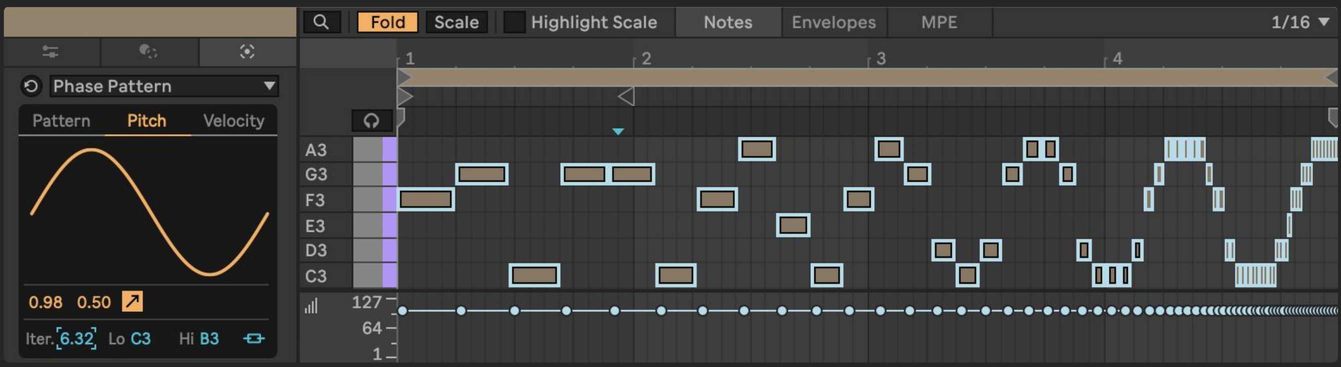
Iter. 1.00 Lo C3 Hi G4

Function Direction
Flips the function horizontally

Iterations
The number of times the pattern should loop over the course of the notes.

Range
The range of pitches or velocities generated by the function

Lock Range
Link the upper and lower bounds of the range, creating a static value



0.98 0.50

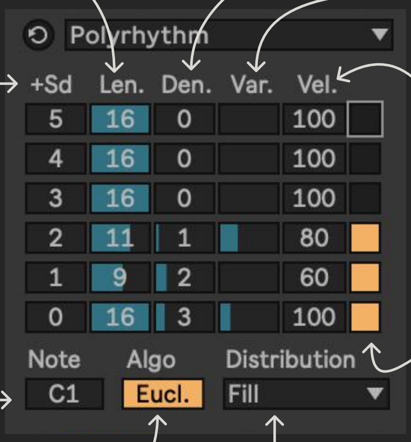
Iter. 6.32 Lo C3 Hi B3

The pitch follows the shape you've created. Iter sets the number of times the function repeats over the course of the notes.

Polyrhythm Generator

A multi-track generator for creating polymetric and polyrhythmic patterns.

This device is available through a free Ableton Pack.



+Sd	Len.	Den.	Var.	Vel.	
5	16	0		100	□
4	16	0		100	□
3	16	0		100	□
2	11	1		80	■
1	9	2		60	■
0	16	3		100	■

Note	Algo	Distribution
C1	Eucl.	Fill

Length
Length of the pattern in steps

Track Transposition
Sets the pitch of each track by offsetting `Base Pitch`. If Scale is enabled for the MIDI clip, the offset is in scale degrees. If Scale is disabled, the offset is in semitones

Base Pitch
The pitch from which each track will be transposed.

Density
Number of notes in the pattern

Variant
Changes the pattern while keeping `Steps` and `Duration` constant.

Velocity
Velocity of the notes in the track.

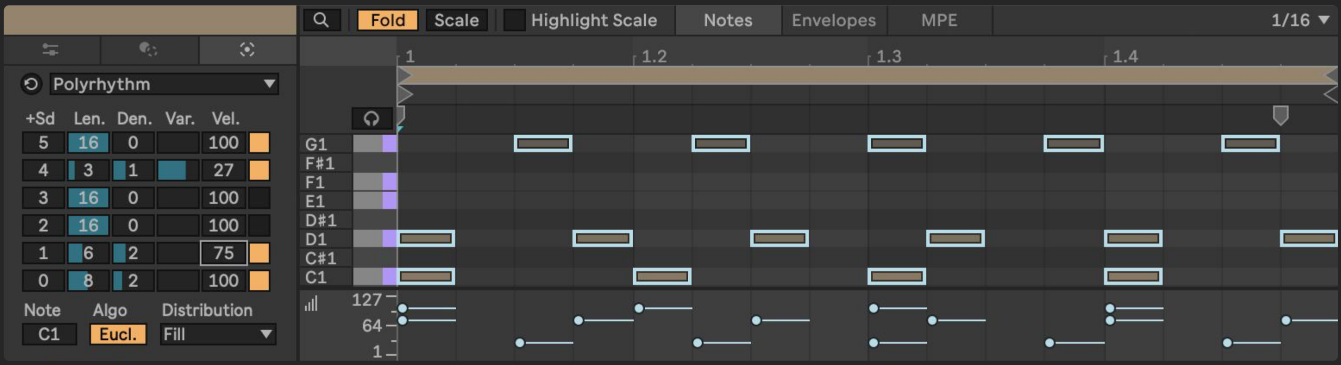
Enable Track
When disabled, notes for this track won't be generated

Algorithm
The algorithm used to generate the rhythms.

- `Euclidean` creates patterns that evenly distribute the activated steps across the pattern.
- `Omni` allows you to choose any possible pattern with just three parameters.

Distribution
Decides how the pattern is distributed within the MIDI clip. This setting allows you to toggle between polymetric and polyrhythmic patterns.

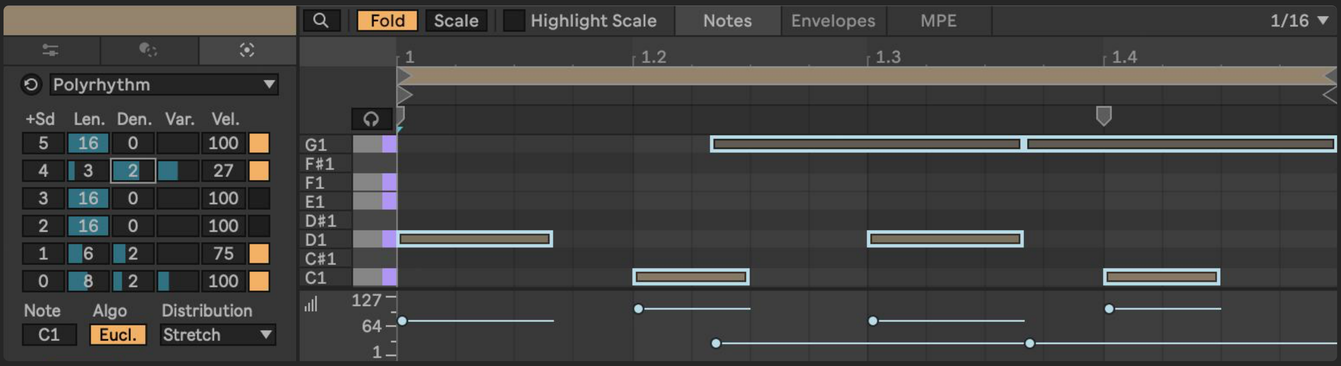
- `Hug` and `Fill` creates polymeters
- `Stretch` creates polyrhythms.
- `Fit` is like `Fill`, but it causes the clip length to be resized to prevent the pattern from being truncated



+Sd	Len.	Den.	Var.	Vel.	
5	16	0		100	■
4	3	1		27	■
3	16	0		100	□
2	16	0		100	□
1	6	2		75	■
0	8	2		100	■

Note	Algo	Distribution
C1	Eucl.	Fill

A polymetric pattern using the `Fill` distribution.



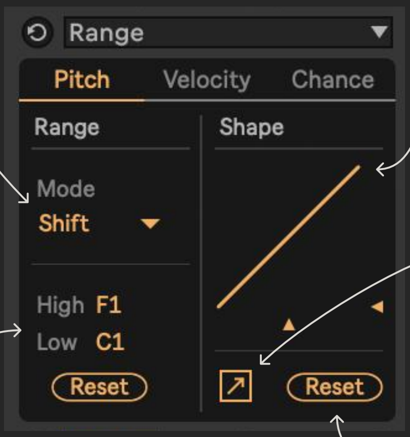
+Sd	Len.	Den.	Var.	Vel.	
5	16	0		100	■
4	3	2		27	■
3	16	0		100	□
2	16	0		100	□
1	6	2		75	■
0	8	2		100	■

Note	Algo	Distribution
C1	Eucl.	Stretch

A polyrhythmmic pattern using the `Stretch` distribution.

Range Transformer

Stretch, compress, and shift the range of pitch, velocity and chance.



Mode

Changes how the High and Low parameters transform the range of values in the MIDI clip.

- Shift: The difference between High and Low remains fixed, and the entire range is shifted.
- Stretch: The range of values is stretched or compressed
- Wrap: Reduces the range and wrap the overflow
- Fold: Reduces the range and folds the overflow
- Clip: Reduces the range and clips the overflow

Shaping Function

Re-maps the values according to the function shown. Click and drag or use the sliders to modify the function.

Function Direction

This parameter controls this device's chord detection algorithm.

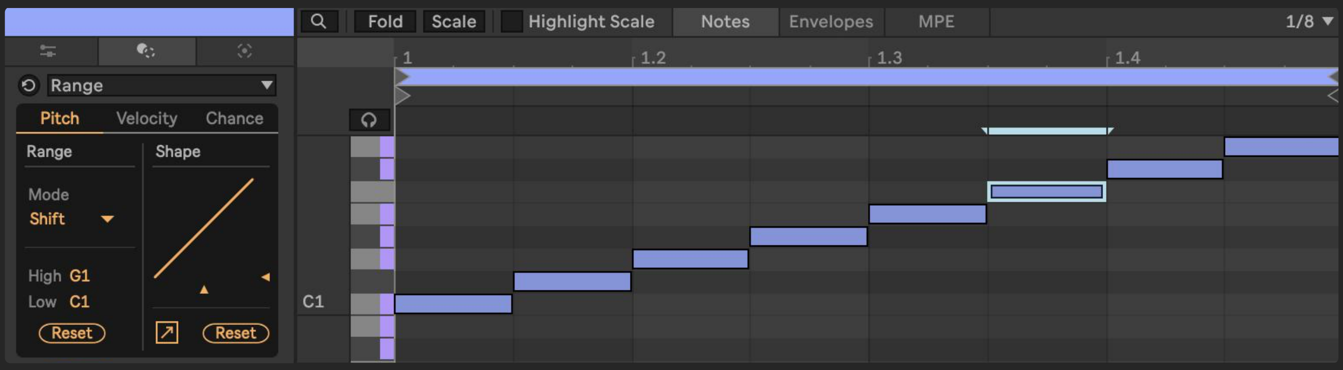
A higher value means that notes are more likely to be grouped together, resulting in fewer chords.

Range High and Low

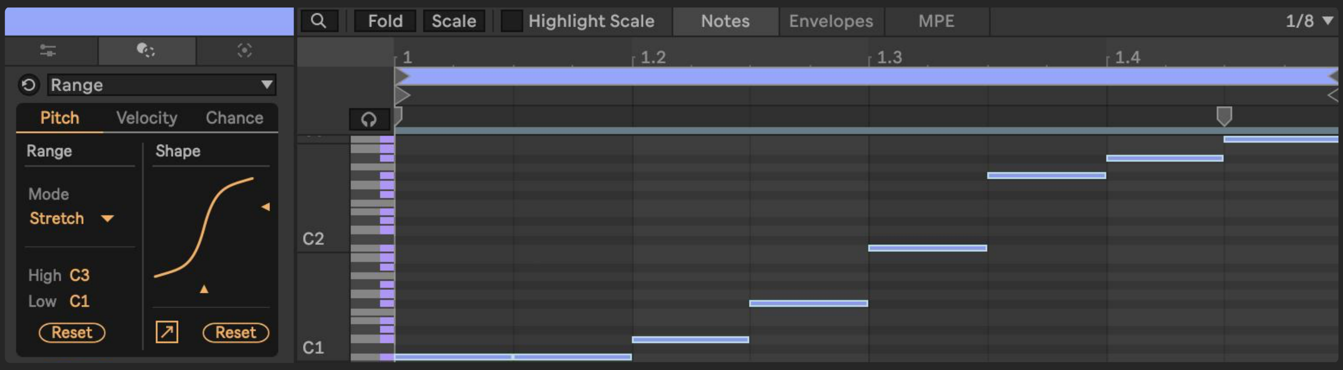
Sets the new upper and lower bound of the range of pitch, velocity, or chance values. The Reset button resets High and Low to the original state of the clip

Function Reset

Resets the function to the default state.



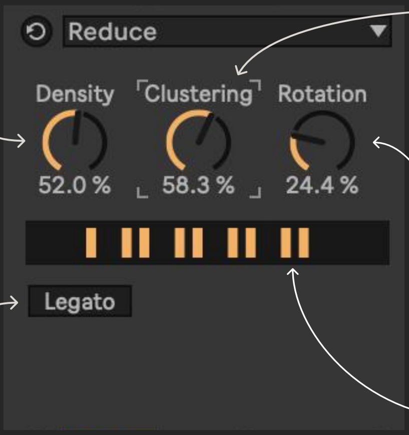
Starting with a simple staircase for the untransformed clip...



Then, stretch the clip by about an octave and apply an S-shaped curve.

Reduce Transformer

Subtract notes from a clip



Density 52.0 %

Clustering 58.3 %

Rotation 24.4 %

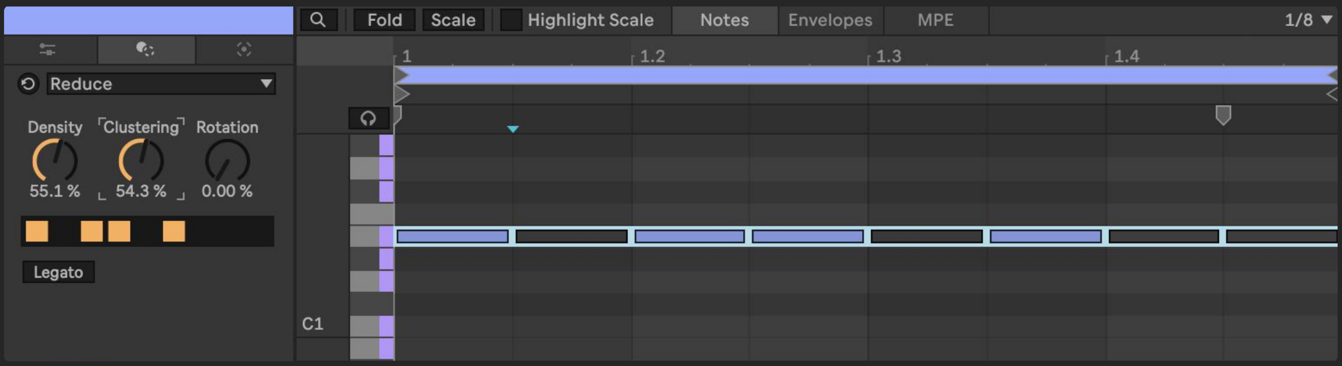
Density
Determines the number of events in the masking pattern. The masking pattern will then be used to determine which notes are muted, and which aren't.

Legato
When enabled, the duration of unmuted notes will be extended (or, in unusual cases, shorted) to end when the next unmuted note begins.

Clustering
Lower values result in an evenly-distributed euclidean pattern. Higher values result in a pattern with events grouped together.

Rotation
Shifts the events in the pattern left and right

Masking Pattern (View Only)
Displays the masking pattern that results from the Density, Clustering, and Rotation dials. This pattern will decide which notes in the MIDI clip are muted.



Density 55.1 %

Clustering 54.3 %

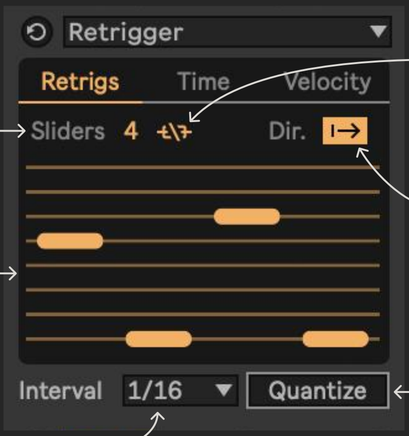
Rotation 0.00 %

Density and clustering of about 50% keeps most of the notes toward the beginning of the clip.

Retrigger Transformer

A transformer for repeating notes.

This device is available exclusively through a free Ableton Pack.



Slider Count
Sets the number of Retrigger sliders. `Link` matches the number of notes in the clip.

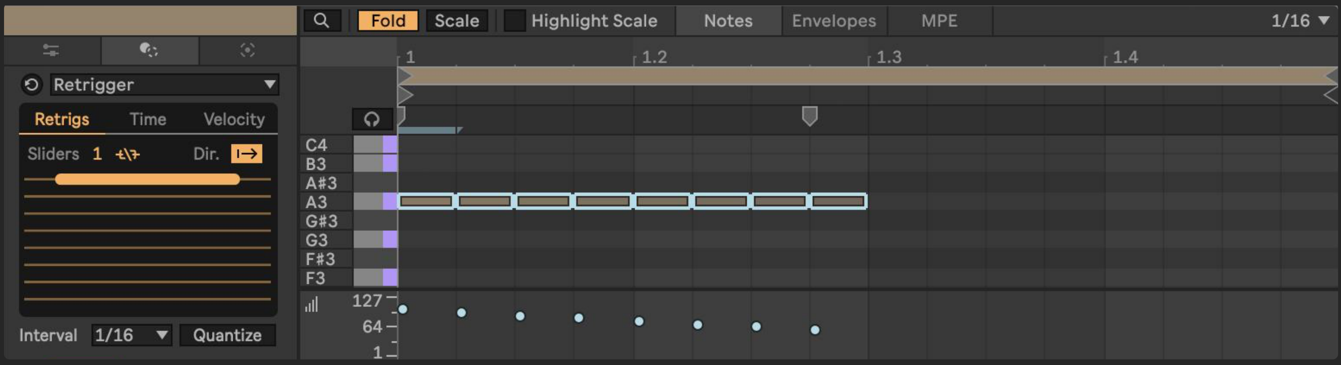
Retriggers
Sets the number retriggered notes. If there are more notes than sliders, it wraps around.

Retrigger Interval
The grid interval of the retriggered notes.

Link Slider Count
Sets the number of sliders to the number of notes in the clip.

Direction
Toggles the retriggered notes from occurring before or after the note being retriggered

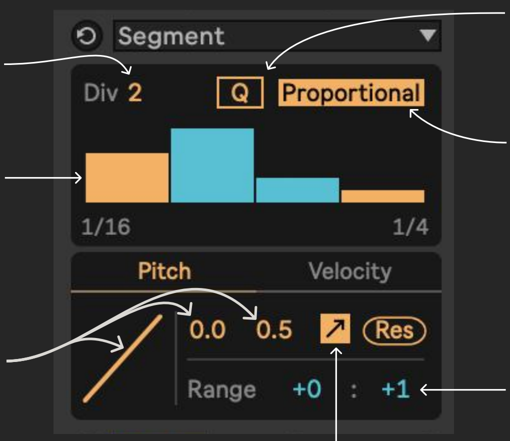
Quantize
Locks the generated notes to the grid.



Retriggering a single note 8 times with a 16th-note retirgger interval and a falling velocity.

Segment Transformer

Subdivide conditionally based on note duration.



Subdivision
Number of notes to divide the selected notes into

Histogram
The graph shoes the distribution of note durations. Click and drag to highlight specific values and select notes to be transformed.

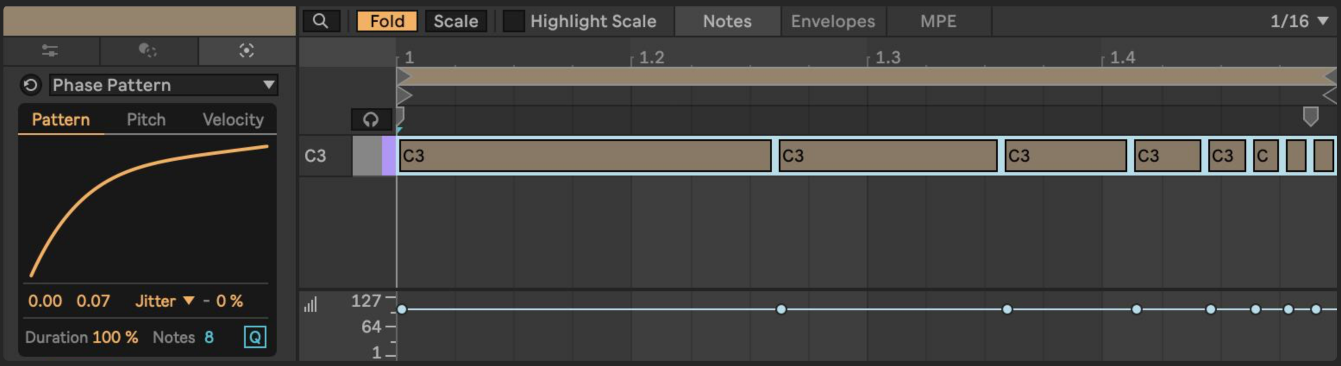
Function
Click and drag to modify the function, or use the number boxes. Its shape will modulate the pitch or velocity over each set of subdivisions.

Quantize
Quantizes the start position of the notes to the MIDI clip's grid

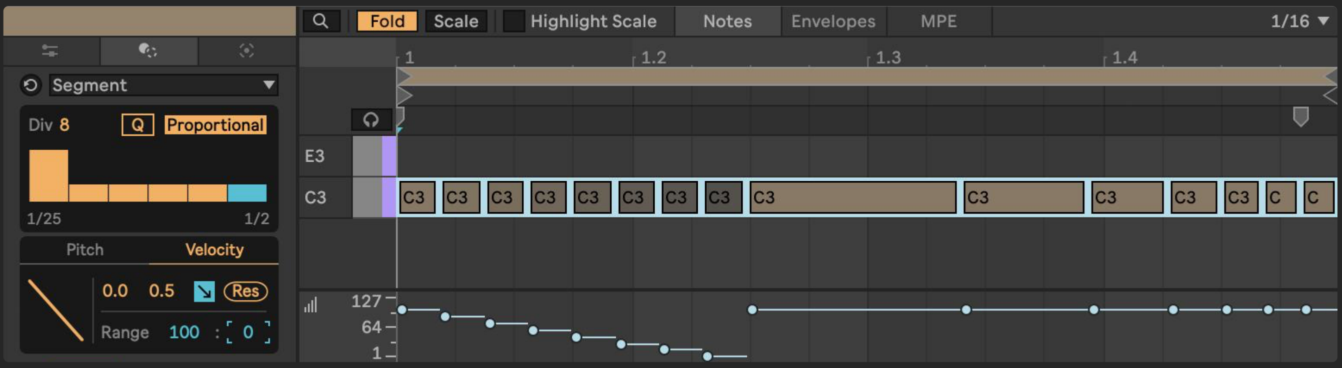
Division Mode
By default (Proportional), Segment will divide each note into even segments. But sometimes, you want the resulting notes to all be the same length. Switch this to Fixed to do that!

Range
The range of pitches or velocities generated by the function.

Function Direction
Flips the function horizontally



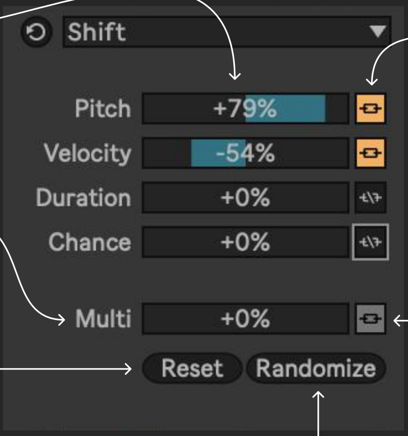
Here, we started with a 8th notes at a constant pitch of C3. Using Pattern Transform, we applied a Euclidean pattern and increased the pitch by 1 scale degree of any notes that fall into the active steps of the pattern.



Then, we'll select the longest note note by clicking on the histogram in Segment. Segment will divide only this note into 8 segments with a declining velocity, creating an echo effect.

Shift Transformer

Create variation by shifting note attributes across notes.



Shift

Pitch +79%

Velocity -54%

Duration +0%

Chance +0%

Multi +0%

Rotation per Attribute
These controls will rotate the attribute values throughout the notes independently.

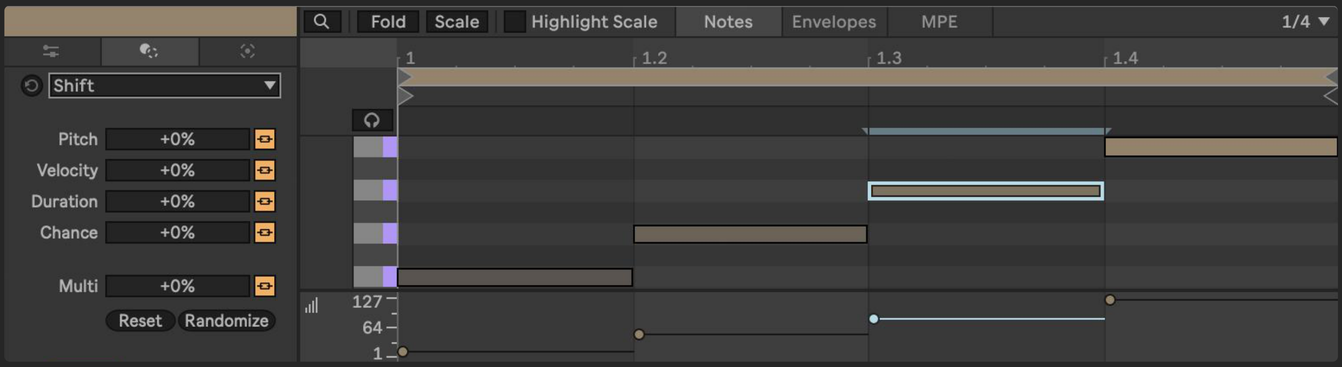
Link Multi
When enabled, changes made to the Multi Shift will set this attributes shift.

Multi Shift
Shifts multiple attributes simultaneously. The attributes that have `Link Multi` enabled will be shifted.

Toggle All Multi Link
Enables/disables `Link Multi` for all attributes.

Reset
Resets the shift value to `0` of all attributes that have `Link Multi` enabled.

Randomize
Randomizes the shift values of all attributes that have `Link Multi` enabled.



Shift

Pitch +0%

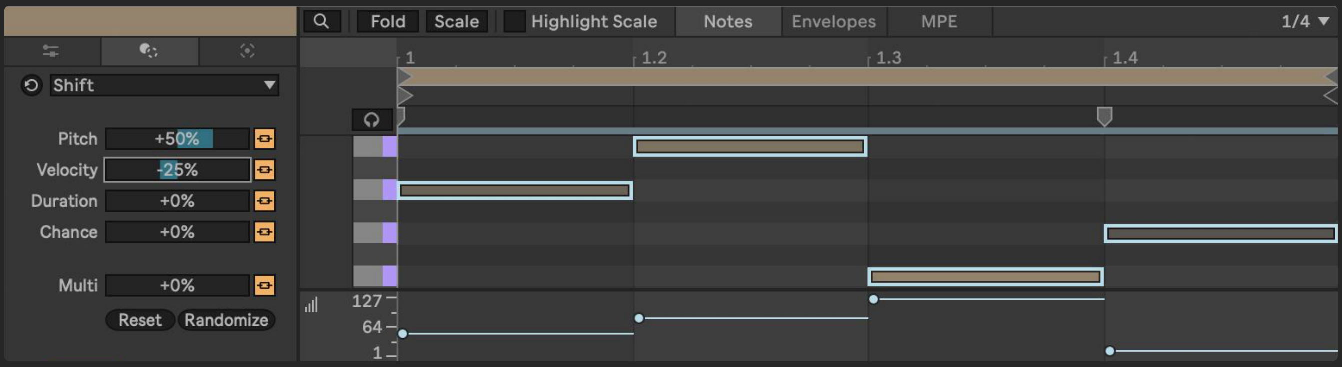
Velocity +0%

Duration +0%

Chance +0%

Multi +0%

In this original, untransformed clip, we have both a rising pitch and a rising velocity.



Shift

Pitch +50%

Velocity -25%

Duration +0%

Chance +0%

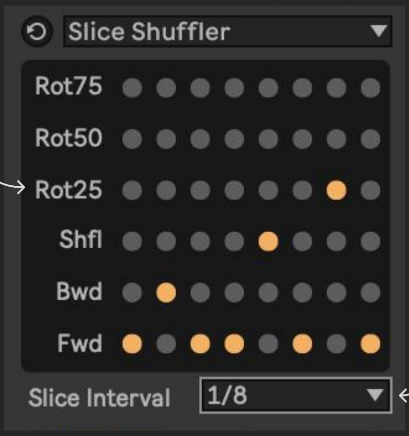
Multi +0%

Here, with the Pitch Rotation set to 25%, the pitches have shifted rightward and wrapped around, but the velocities have not. This is because each attribute can be shifted independently of the other attributes.

Slice Shuffler Transformer

Create groupings of notes, then reorder the notes within each group.

This device is available exclusively through a free Ableton Pack.



Slice Interval 1/8

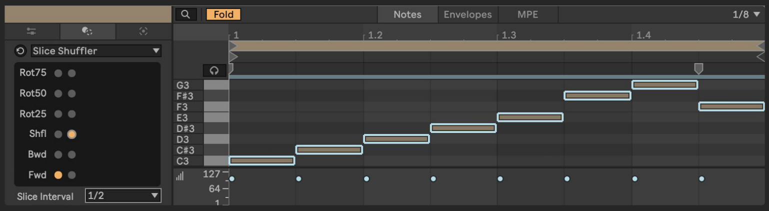
Note Order
Reorders the notes within each phrase. A phrase is a grouping of notes set using the Phrase Interval menu above.

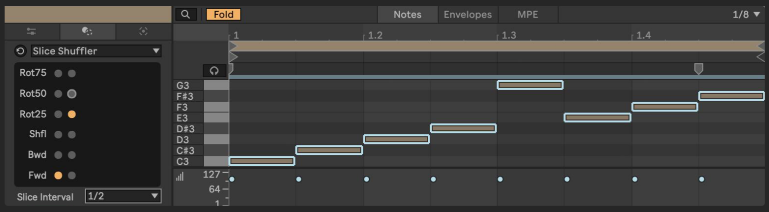
The number of columns in this grid will be equal to the number of phrases.

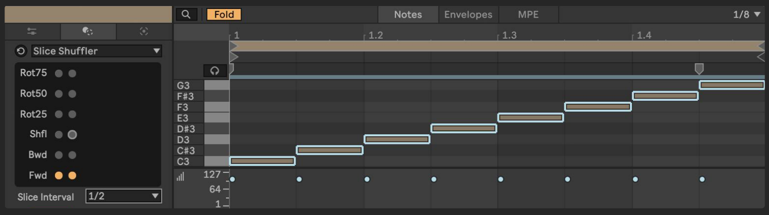
Slice Interval
The time interval that defines a slice.

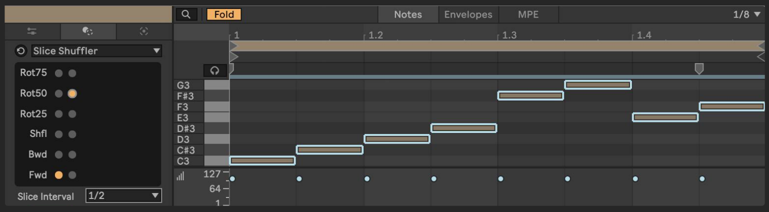
Note Orders

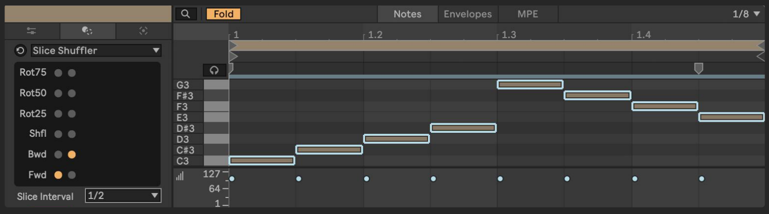
- **Fwd: Forward.** Won't reorder the notes
- **Bwd: Backward.** Reverses the note order
- **Shfl: Shuffle.** Randomized order
- **Rot25: Rotate 25%.** Shift rightward by 25%
- **Rot50: Rotate 50%.** Shift rightward by 50%
- **Rot75: Rotate75%.** Shift rightward by 75%\

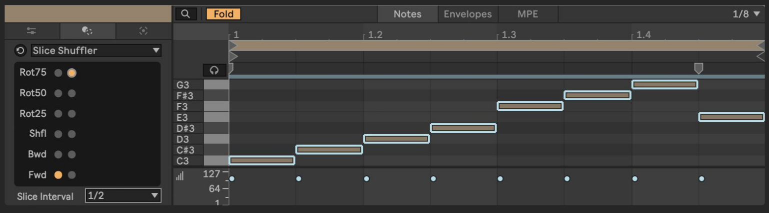








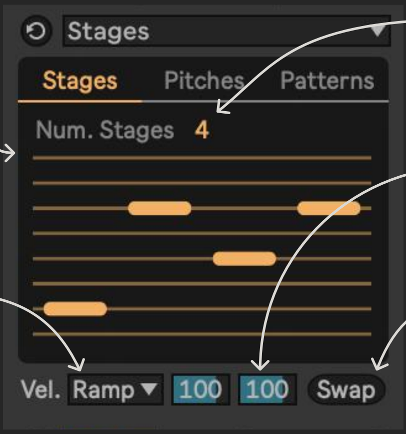




Stages Generator

A generator for punchy, Drexciyan beats and basslines

This device is available exclusively through a free Ableton Pack.



Num. Stages 4

Vel. Ramp 100 100

Stage Lengths

The number of notes that will be created for each stage. The total clip length is also affected by these sliders

Velocity Mode

The algorithm that generates velocity values for the notes. Ramp makes the velocity steadily increase or decrease over the length of the stage, while Rand. randomizes the velocity values.

Number of Stages

Changes the number of Stages and the number of Stage Length sliders

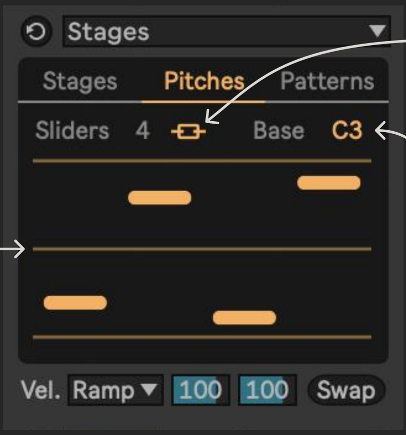
Velocity Range

The lower and upper bounds of the velocity range.

Swap / Refresh

Depends upon Velocity Mode.

- In Ramp mode, this button swaps the upper and lower bound values.
- In Rand mode, this button regenerates velocities with new random values.



Sliders 4 Base C3

Vel. Ramp 100 100

Link Slider Count

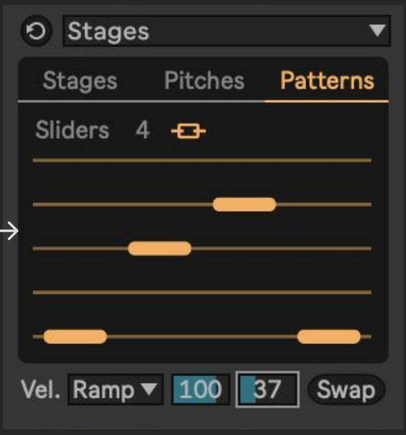
Links the number of sliders to the number of Stages

Base Pitch

Sets the default stage pitch. The sliders offset each stage's pitch relative to this default.

Stages Pitches

Sets the pitch of each stage relative to the base pitch (+/- 1 octave)



Sliders 4

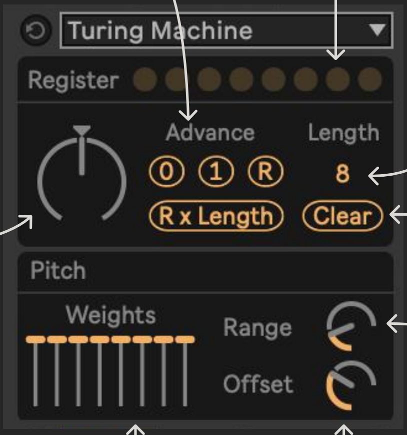
Vel. Ramp 100 37

State Patterns

Chooses a rhythmic pattern for each stage.

Turing Machine Generator

A generator based on the Music Thing Modular Turing Machine Eurorack sequencer module.



Register Viewer

Displays the first 8 bits in the shift register. These are used to determine the pitch

Advance Section

Click these buttons to generate notes by adding one or more new bits to the shift register

- `0` adds an ‘off’ bit
- 1 adds an ‘on’ bit
- R adds a random bit (which is controlled by the `Big Knob`)
- `R x Length` is the same as clicking R `Length` number of times

Big Knob

Determines how the new bits in the register are created. With the knob at the center 12 o’clock, the new bit’s value will be random. Turning the knob right or left reduces the amount of randomness.

Length

The number of bits to loop within the shift register

Clear

Clear the internal shift register and any notes that this device created

Pitch Range

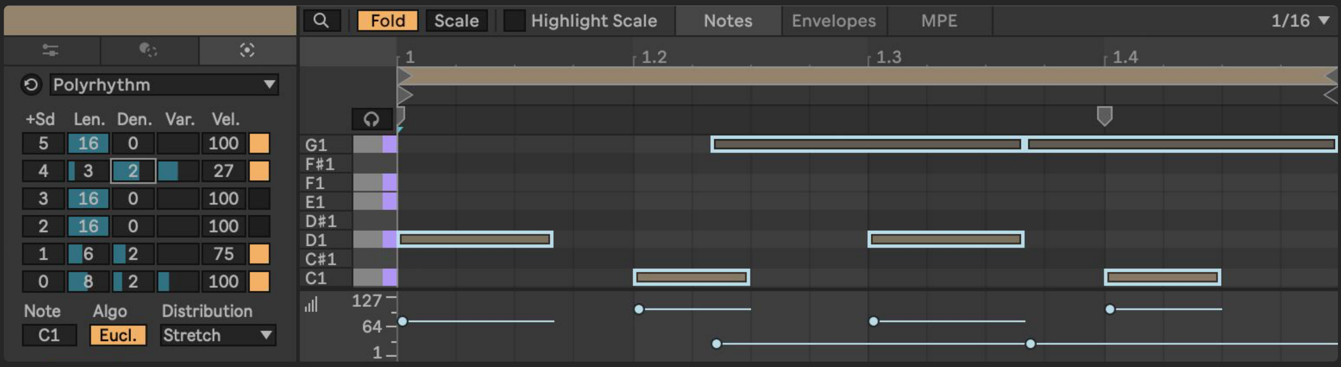
Scales the overall range of the generated pitches.

Weights

Controls how the pitch is calculated from the bit values. In general, the greater the area under the sliders, the greater the pitch range will be.

Pitch Offset

Shifts the generated pitches up and down.



Polyrhythm

+Sd	Len.	Den.	Var.	Vel.	
5	16	0		100	■
4	3	2		27	■
3	16	0		100	□
2	16	0		100	□
1	6	2		75	■
0	8	2		100	■

Note: C1 Algo: Eucl. Distribution: Stretch

Click the buttons in the Advance section to build the clip. Clicking 0, 1, or R will build the pattern 1 bit at a time. Clicking R x Length builds the entire pattern from Length bits.