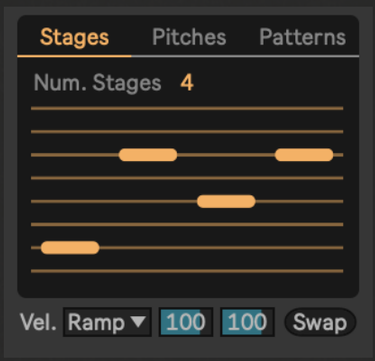
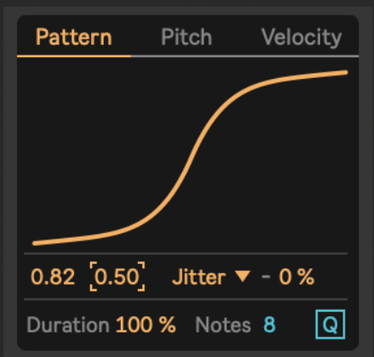
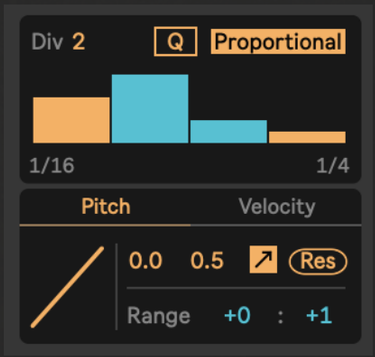
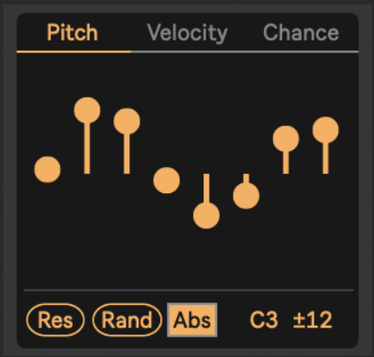
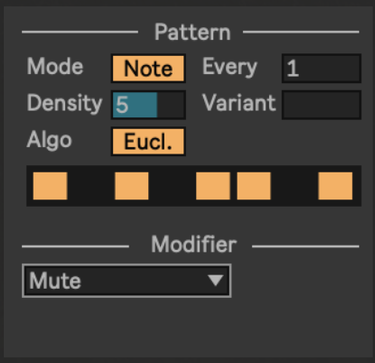
Meyer Devices MIDI Tools

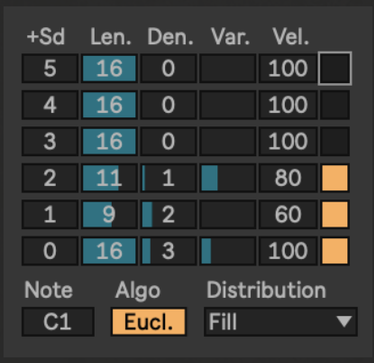


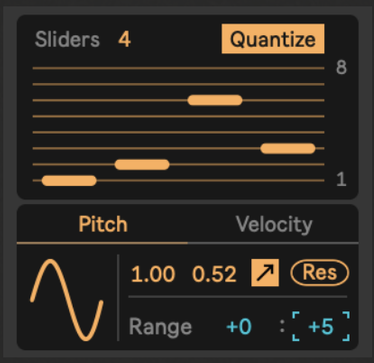












meyer-devices.com

Philip Meyer MIDI Tools

Troubleshooting

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

Questions, Feedback, Ideas

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**

Philip Meyer MIDI Tools

Thank you!

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

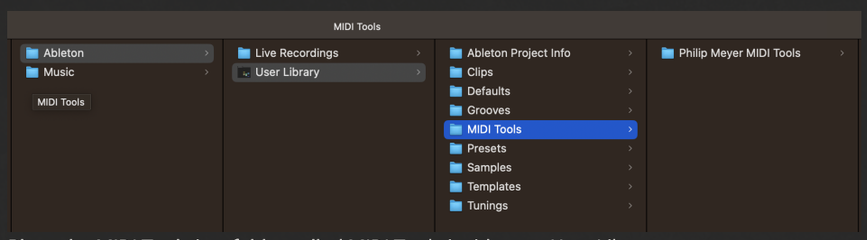
Requirements

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

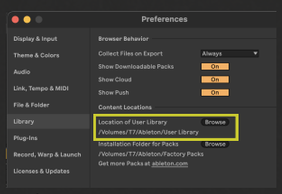
Installation

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

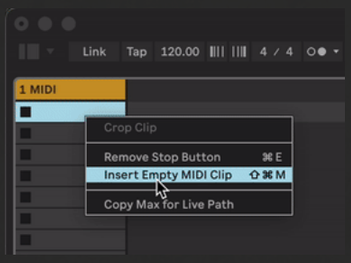


Make sure your Live Preferences are pointed at the correct User Library

Usage

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.



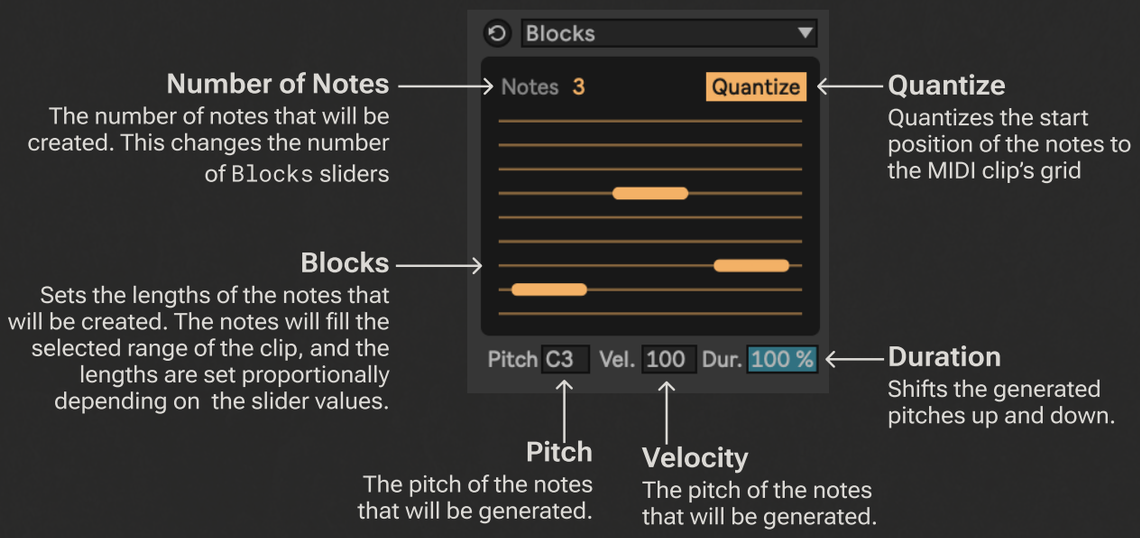
Create a new MIDI clip or select an existing one to see MIDI Tools

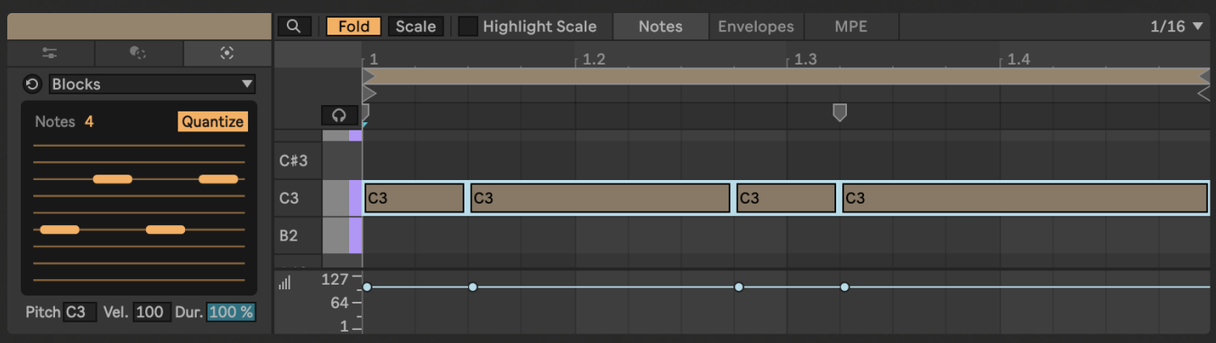
MIDI clip tools panel with the Blocks Generators (vertical view)

MIDI tools panel with the Blocks Generators (horizontal view)

Blocks Generator

A generator proportionally divides a clip to make nested rhythms.

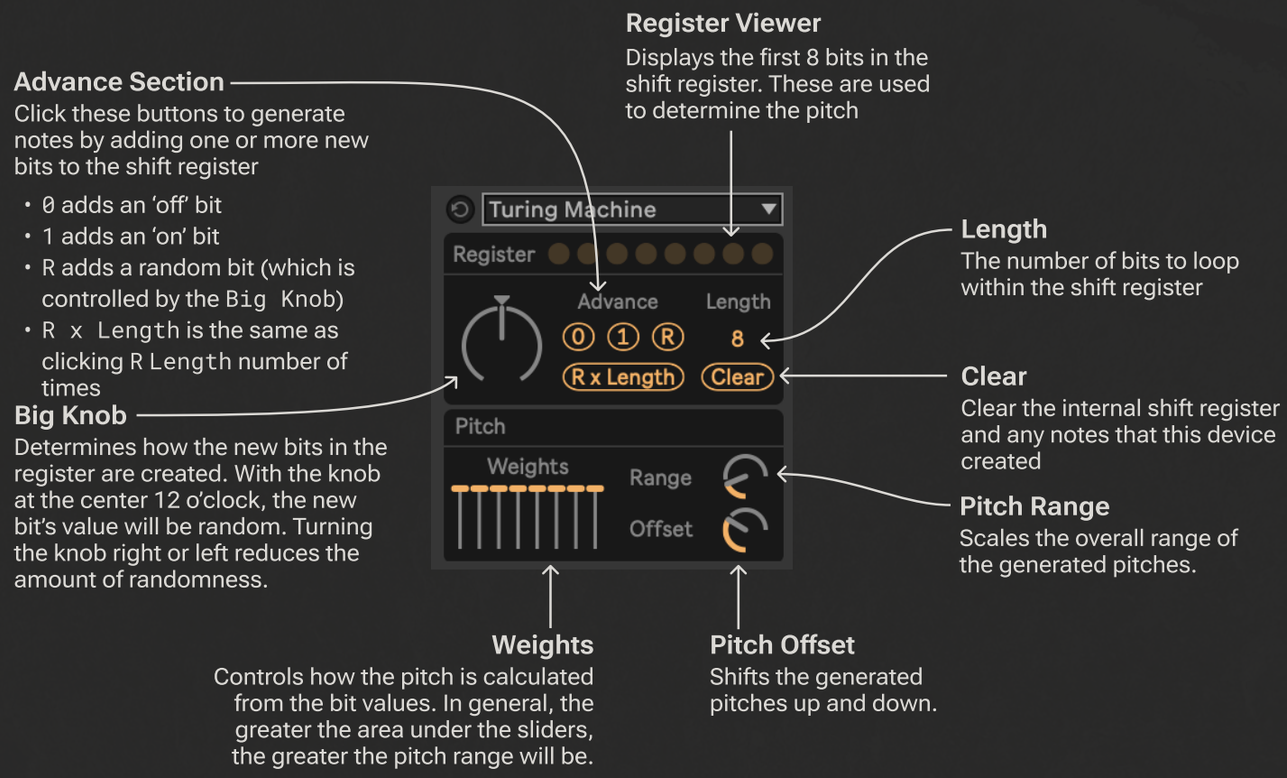


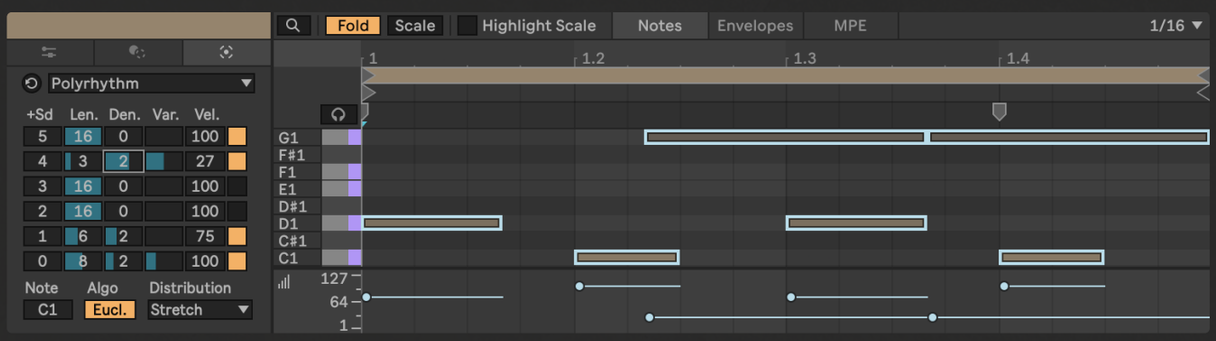


Moving the sliders in Blocks changes the relative spacing of the notes in the MIDI clip.

Turing Machine Generator

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

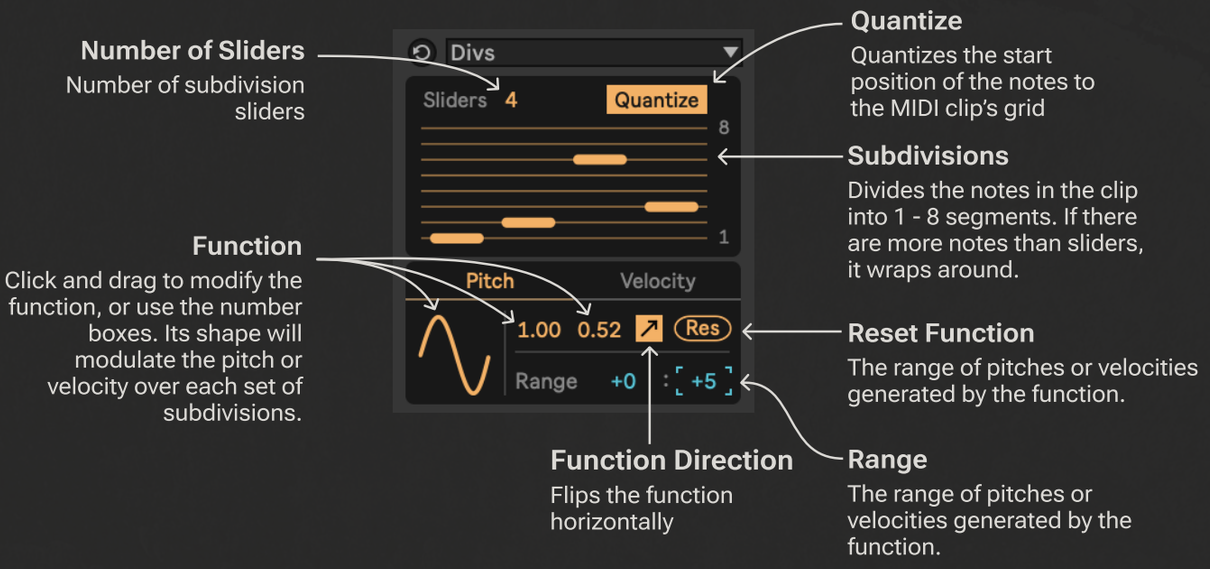


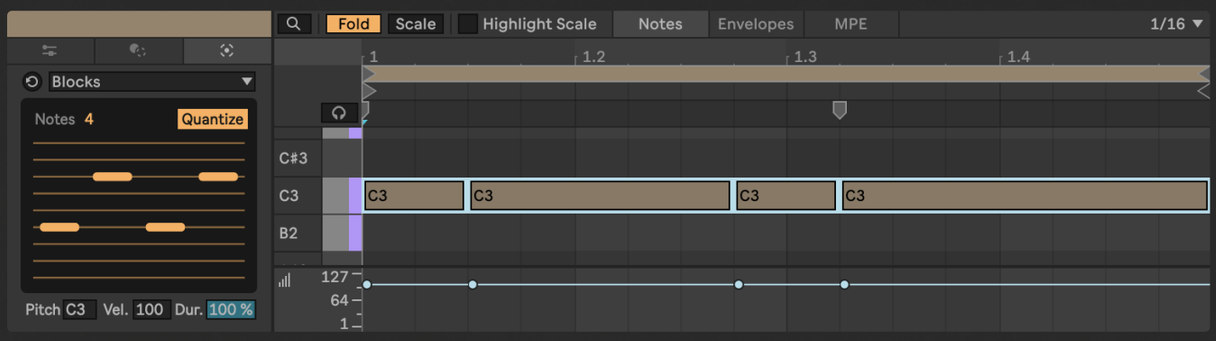


Click the buttons in the Advance section to build the clip. Clicking 0, 1, or R will build the pattern 1 bit at a time. Clicking R x Length builds the entire pattern from Length bits.

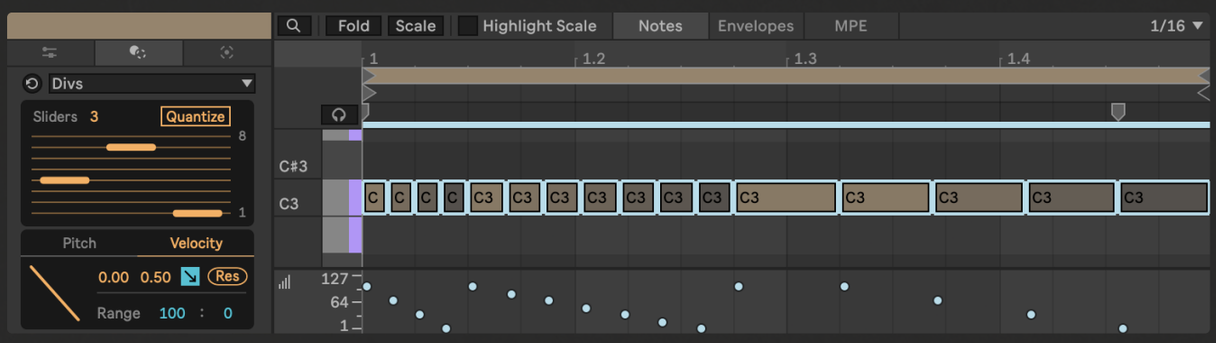
Divs Transformer

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





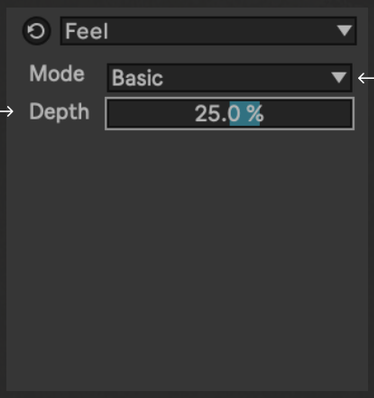
We'll start with a pattern generated by blocks.



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.

Feel Transformer

A transformer for creating swing, grooves, and microtiming

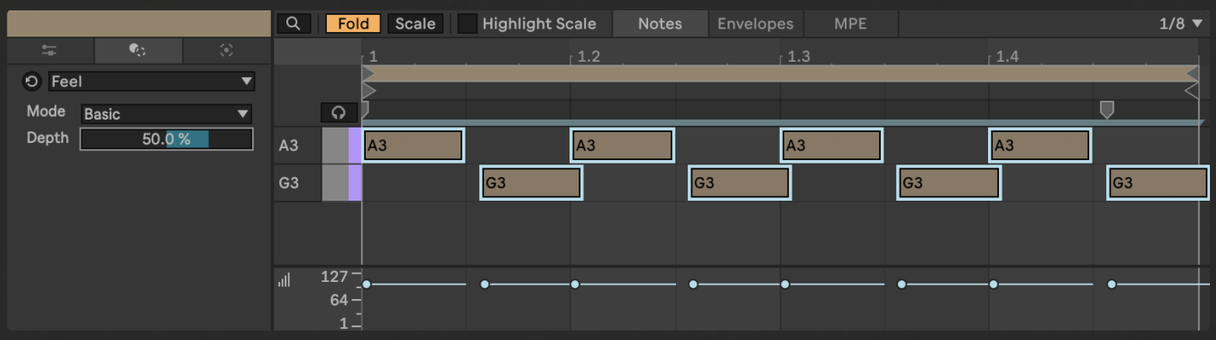


Swing Depth

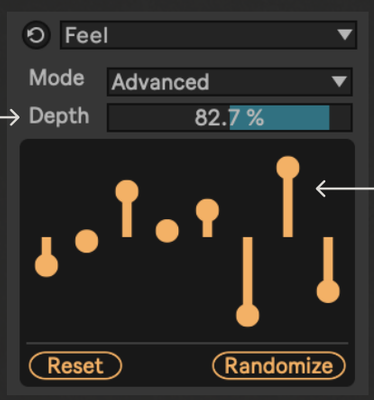
Amount of swing to apply to the pattern. Swing is applied using the clip's grid. Positive values shift every second note back, negative values shift them forward

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.



Basic swing

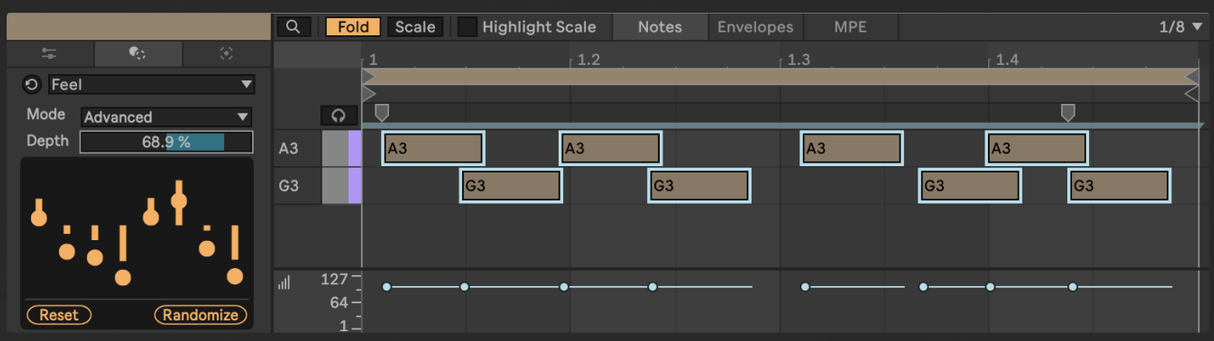


Depth

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`



Microtiming with advanced mode

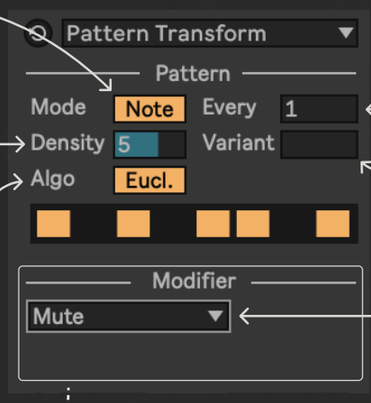
Pattern Transform Transformer

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.

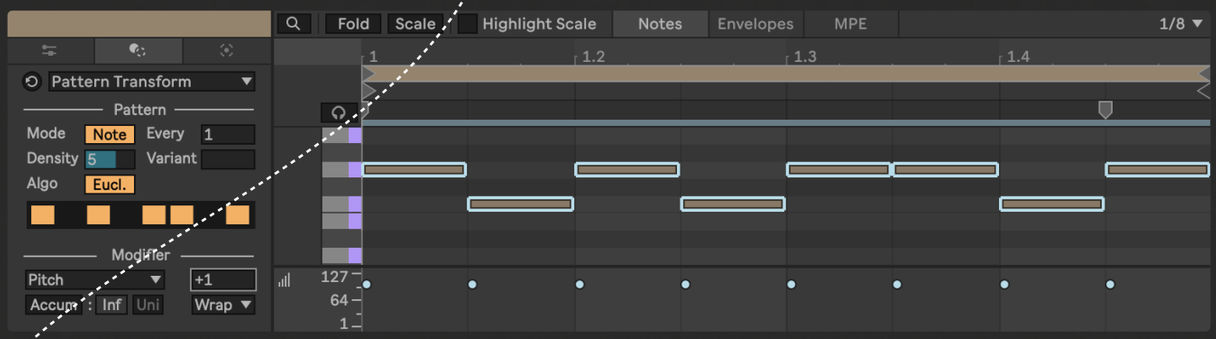


Every
Determines whether the pattern's steps are determined by a count of notes (Note) or an interval the clip's grid (Grid)

Variant
Eucl. mode: rotates the pattern.

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

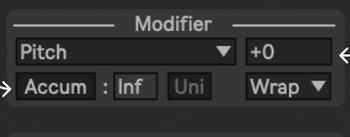
Modifier
The algorithm that will be used to transform the selected notes



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.

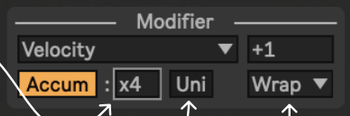
Modifiers

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



Increment
Amount to add

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



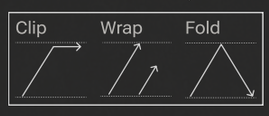
Iterations
Number of times to add to the accumulation total before clipping, wrapping, or folding.

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

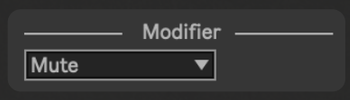
- Uni : 0 ↔ Iterations x Increment
- Bi : -Iterations x Increment ↔ Iterations x Increment

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

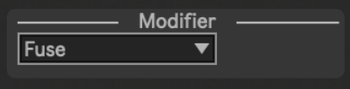
Overflow Mode
Controls how values that cross the maximum or minimum are handled.



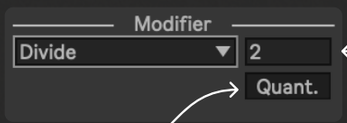
Mute Modifier
Deletes the selected notes.



Fuse Modifier
Joins the selected notes that fall within the pattern step



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

Condition Transform Transformer

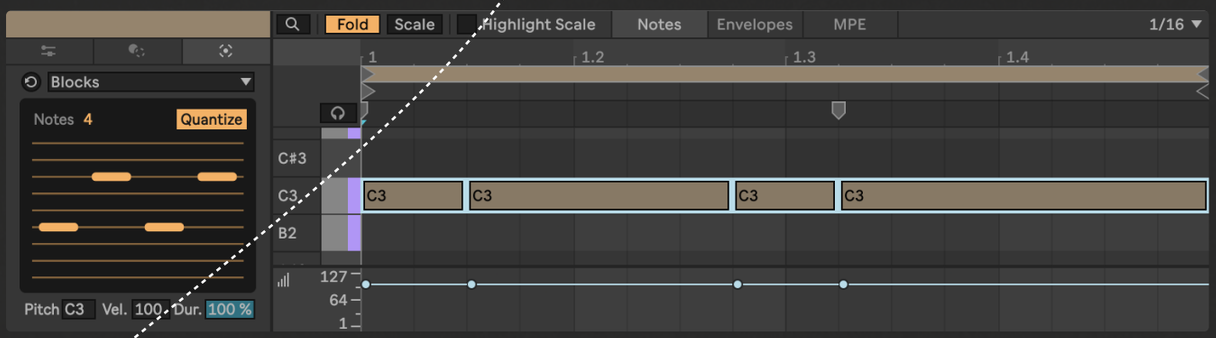
A multi-function transformer that modifies certain notes according to a rule.

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

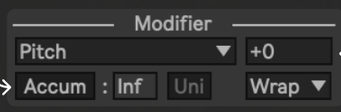


In this example, we've used the Pitch attribute to select all of the notes that have the two highest pitches. Then, we subdivided them by 4.

Modifiers

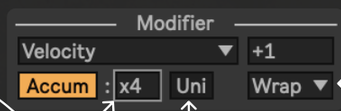
Increment Modifiers

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.

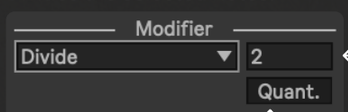
Polarity
Sets the maximum and minimum for the accumulation value.*

- 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.

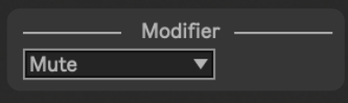


Divisions
Number of notes to divide the selected note into

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

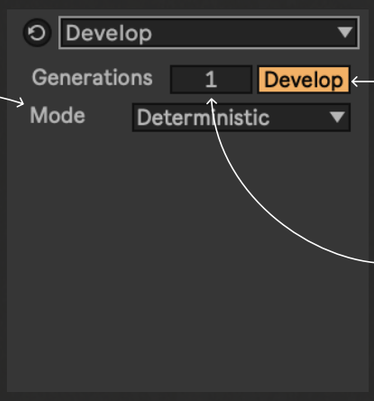
Mute Modifier

Deletes the selected notes.



Develop Transformer

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



Mode

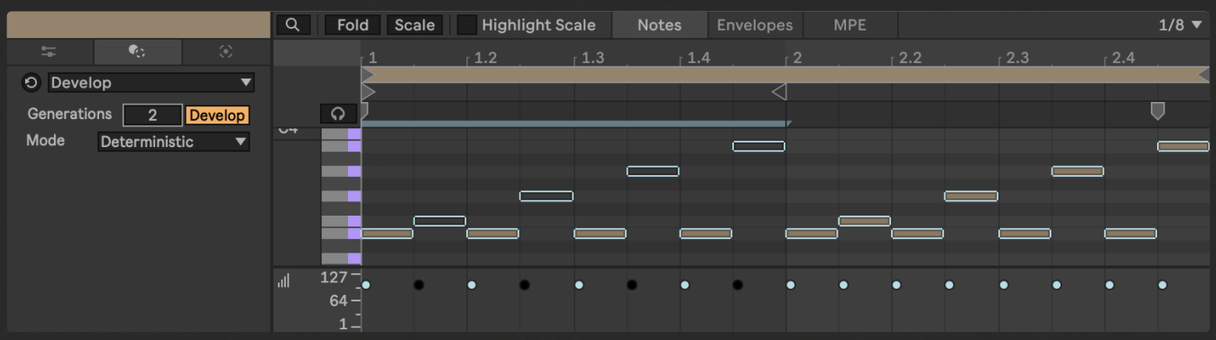
- Deterministic: Develops or degrades the pattern in a predictable fashion, using an evenly-spaced Euclidean algorithm and note muting.
- Probabilistic: Uses the chance attribute of notes to develop or degrade the pattern.

Build Direction

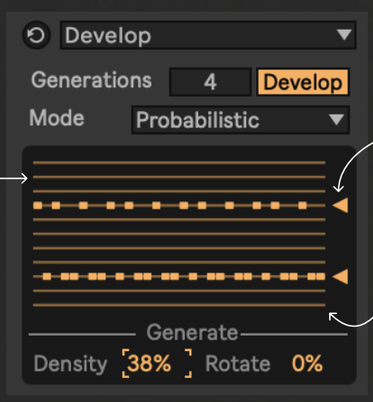
`Develop` starts with a sparse pattern and builds to the complete one. `Degrade` is the opposite.

Generations

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



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.



Probabilities

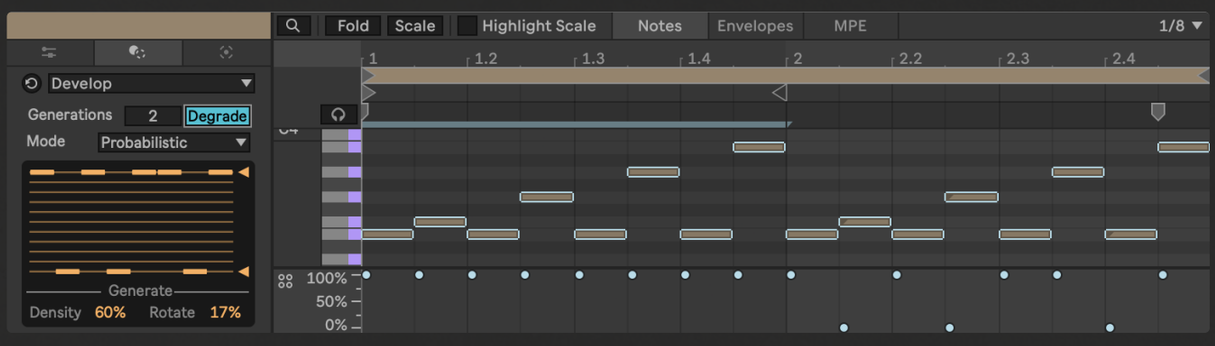
Sets the chance for each note at the 'most sparse' state, depending on the Build Direction. At the pattern's 'least sparse' state, the chance will be 100% for all notes.

Range Control

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

Generate Sliders

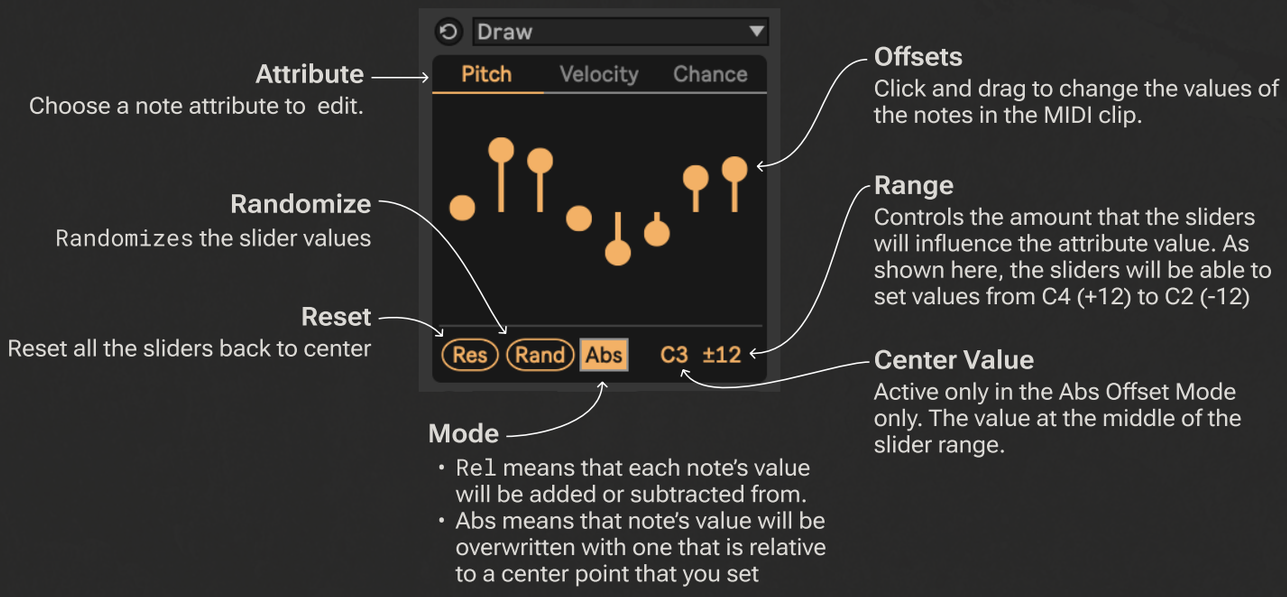
Modifying these parameter overwrites the slides with a Euclidean pattern



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.

Draw Transformer

Quickly manually edit note pitch, velocity, and chance.



Attribute
Choose a note attribute to edit.

Randomize
Randomizes the slider values

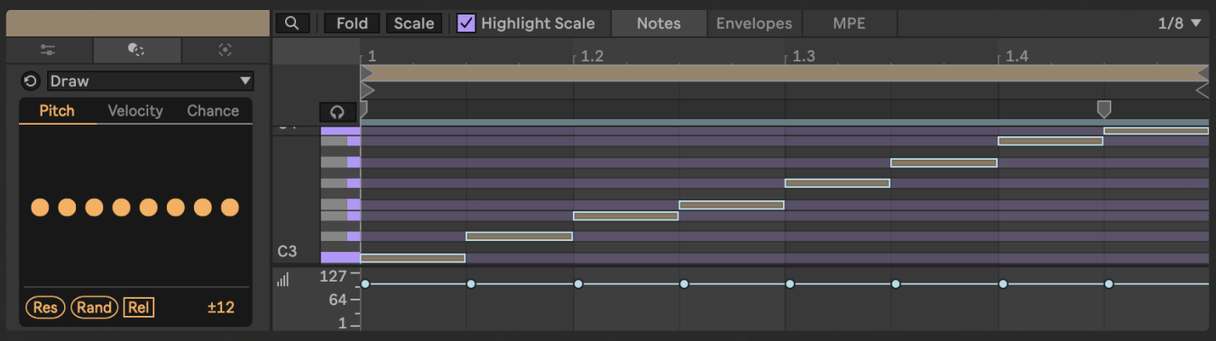
Reset
Reset all the sliders back to center

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

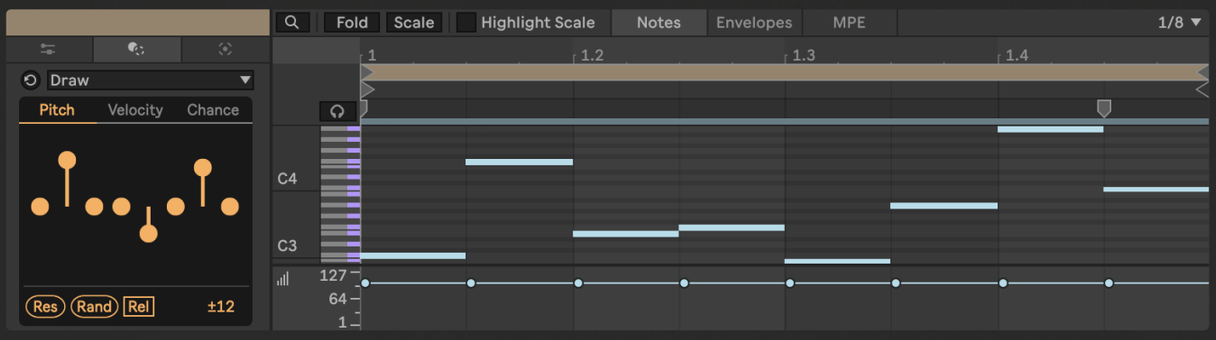
Offsets
Click and drag to change the values of the notes in the MIDI clip.

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.



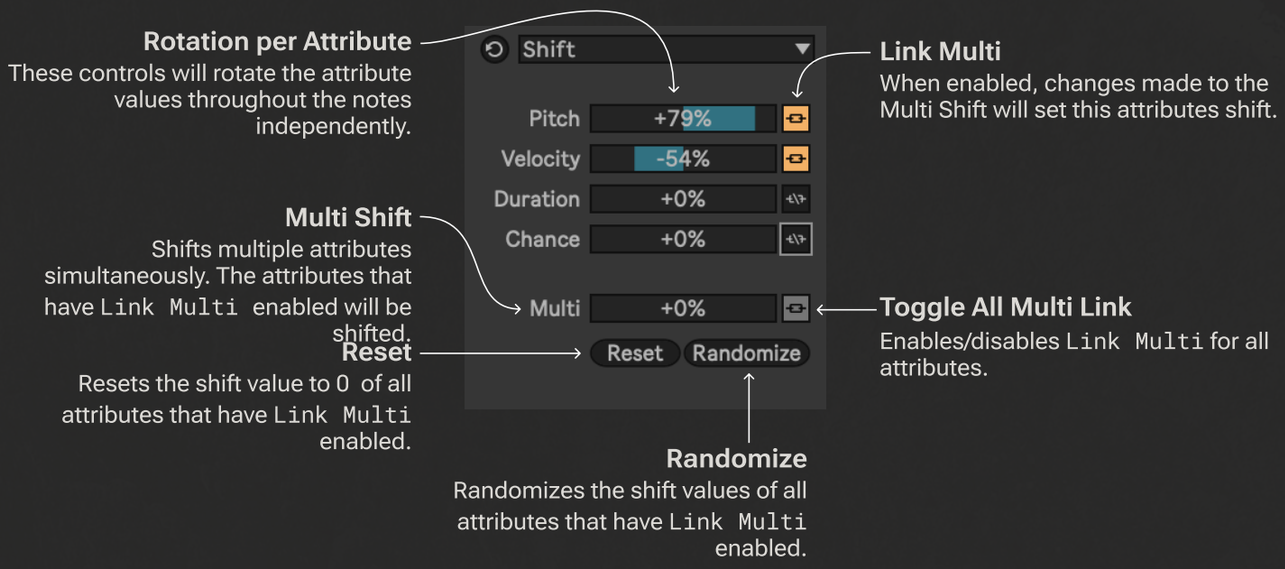
To start, we have a clip with a simple rising pitch. Next, we'll transform it with Draw.

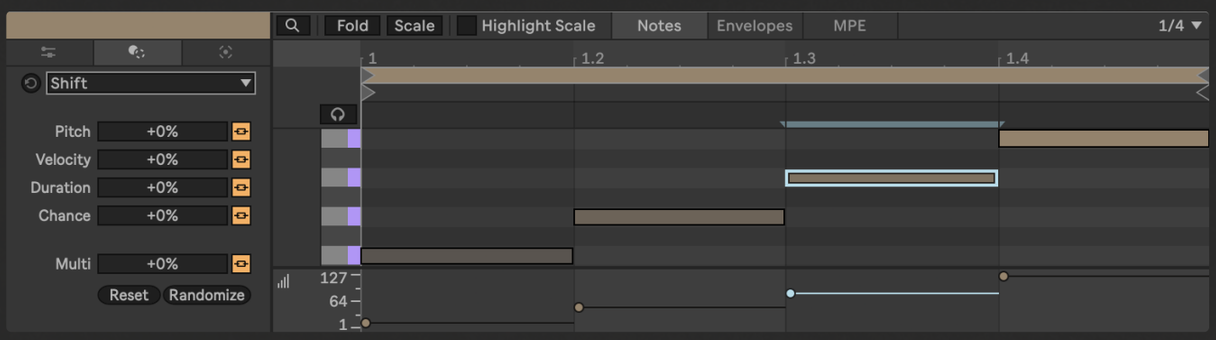


Adjusting the sliders in Draw in Rel mode offsets the pitches of the notes relative to their original position.

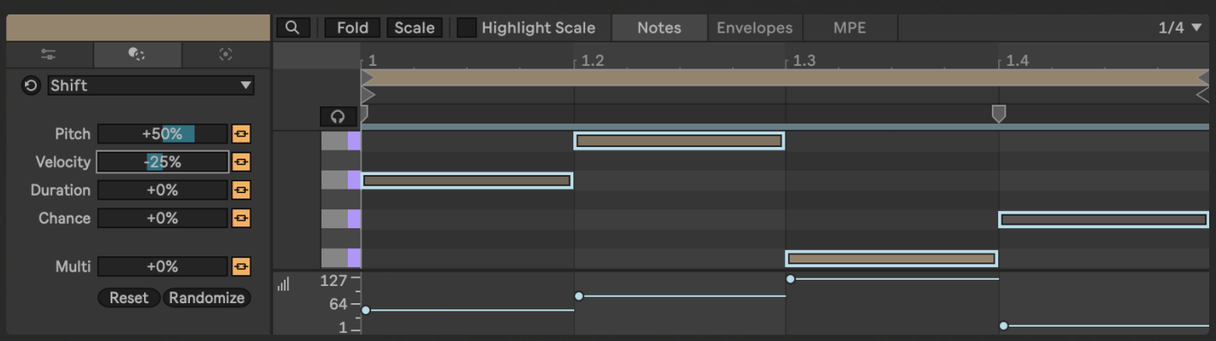
Shift Transformer

Create variation by shifting note attributes across notes.





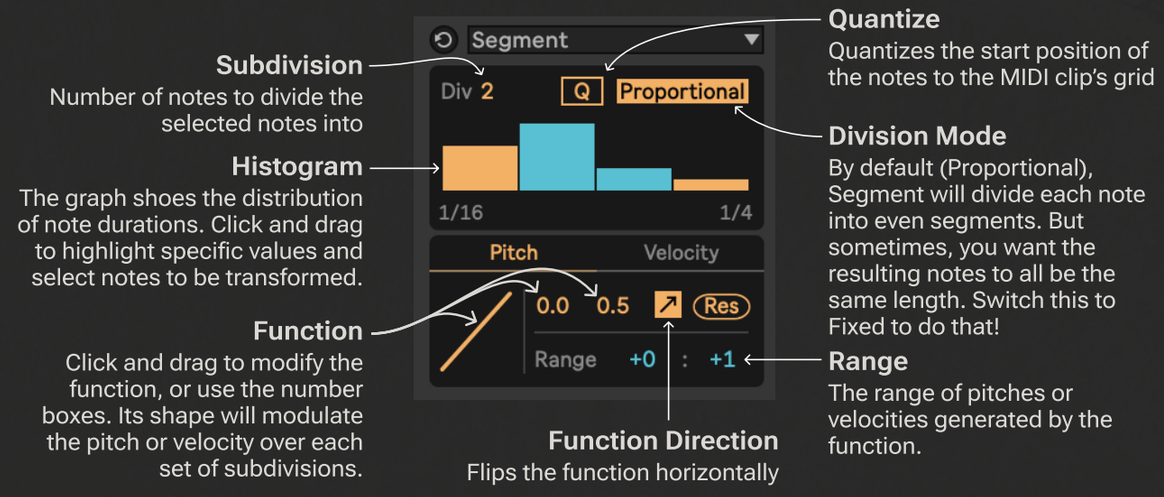
In this original, untransformed clip, we have both a rising pitch and a rising velocity.

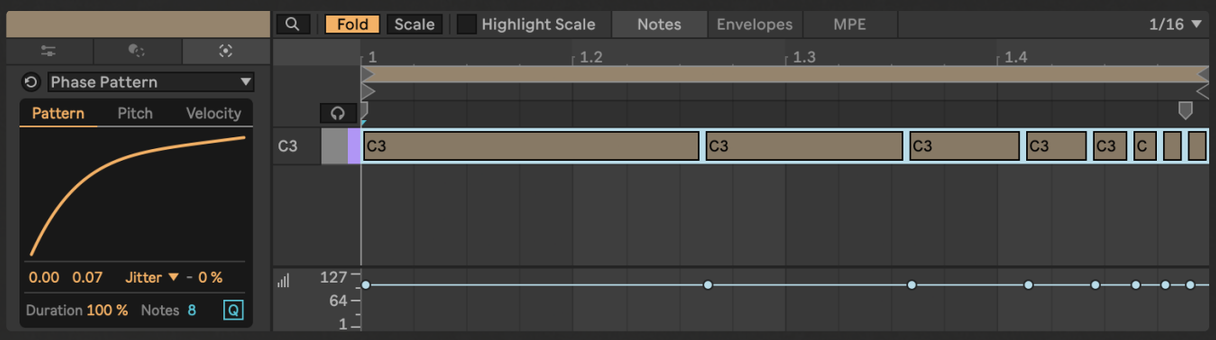


Here, with the Pitch Rotation set to 25%, the pitches have shifted rightward and wrapped around, but the velocities have not. This is because each attribute can be shifted independently of the other attributes.

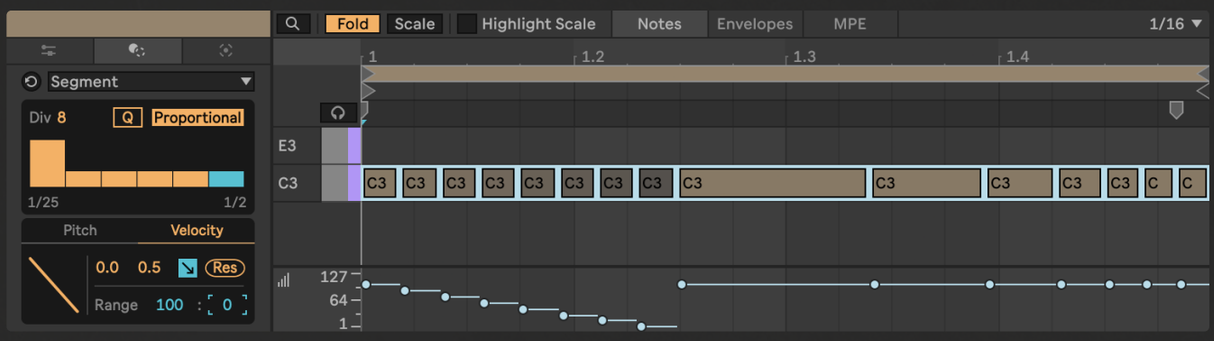
Segment Transformer

Subdivide conditionally based on note duration.





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.