Random v1.1 by NOISS COKO

DESCRIPTION

Random is the audio effect version of CC Random, a simple but versatile device that offers a new and different approach to randomness. It generates patterns from a limited group of values, used to produce real time modulations over any parameter inside Live. From a maximum of eight possible values to choose from, Random creates aleatory combinations depending on a set of parameters that add more or less variations to the sequence.

FEATURES AND FUNCTIONS

Main Section

Range

Random creates random sequences from a set of predetermined control values, used to modulate almost any parameter inside Live. From a minimum of two and a maximum of eight alternative values, Range determines the number of possibilities that could be part of the sequence. For instance, if Range is set to five, only the first five values could be included while the others are ignored. If set to two, the sequence will randomly alternate between this pair of values.

Mode

This dial switches between three different modes that are available for Random, which directly affect how its pattern behaves. Each one determines within the current range, a specific group of possible values to be selected next.

- **Any**: If this mode is chosen, every value inside the range is a possible value to be selected next, including the last one. This allows consecutive repetition.
- **Other**: This mode doesn't allow any consecutive repetition, unless the end of one part and the beginning of the next share the same number. Otherwise, once a value is selected it can't be part of the sequence until every other value was already sent.
- **Drunk**: This mode limits the number of values that can be selected, avoiding big steps from one value to the other. For instance, if Range is set to eight and the last selected value was number four, only number two, three, five or six could be selected next. This means that just the two contiguous values, above and under the current value (a maximum of four possibilities), could be selected afterwards. Like Other mode, Drunk doesn't allow consecutive repetitions.

Chance

Determines the chances for each random selection to be executed or not. For instance, if Chance is set to its maximum there is 100% chances for a new control value to be selected and immediately sent, therefore, all selections will be performed in this case. Otherwise, when Chance is set to its minimum every potential selection will be ignored, because there is 0% chances for the next control value to be sent. Any other alternative within that range is possible and will produce an unpredictable sequence depending on the current percentage. Every time a message is ignored, the last value will remain until a new selection is randomly made.

Rate

This dial determines the speed or frequency at which all control values are randomly selected.

Rate Mode

Rate different behaviours could be defined according to the next three alternatives:

- **Sync**: Time between one value and the next is determined by beat divisions, synchronized with Live's global transport. In this case, Random won't start unless Live's transport is running.
- **Free**: Time between one value and the next is determined by milliseconds, not synchronised with Live's global transport.
- **Track**: When this mode is chosen, the Rate dial is disabled and selections are only triggered by every incoming MIDI Note On message. Each note triggers a new selection.

Random

Randomly assigns modulation values each time it's selected. Only those values within the current range will be changed when the button is pressed. This principle also applies to the Auto function, which disables the Random button while Auto is set to On. Random can't be manually selected unless the Auto function is turned off.

Auto

This parameter works as a complement for the Random button. Instead of assigning values by pressing its button, all values within the current range will be automatically changed every time a new message is sent. The frequency at which this happens is determined by the Rate parameter. While this function is active, the Random button is disabled. Two modes are available for Auto:

- **Off**: All modulation values within the range could be individually changed either manually or randomly assigned using the Random button.
- **On**: New random values are automatically assigned to each single number box at a speed determined by the Rate parameter.

It is very important to consider that in Ableton Live almost every single parameter variation is saved in the history. Therefore, every time a new set of values is randomly selected, all changes involved will be stored in the Undo/Redo History. Please use this feature being aware of this behavior!

Range Section

Attenuate

Controls the incoming signal, allowing to attenuate its original gain. This could be specially helpful if various copies of this same device are placed inside an Audio Effect Rack.

Minimum Value

Control values could be scaled and limited before being sent in order to fit a certain range. This parameter is used to set the minimum value for the output range. By default this value is 0.

Maximum Value

This parameter is used to set the maximum value for the output range. By default this value is 127.

Lag

Every time a new modulation value is defined, Lag produces a smooth transition between this value and the previous one. How long the transition takes is determined by this parameter.

Map Section

In Thru

Turn this on in order to output all incoming audio signals from previous devices and effects placed before Random. No audio will pass through the device while In Thru is off. This could also be specially helpful if various copies of this same device are placed inside an Audio Effect Rack.

Normal - Invert

This function creates an opposite representation of the selected values, also within the total range defined by the Minimum and Maximum values. For example, if 127 is selected, then 0 is output and vice versa.

Stereo - Mono
Defines how the output signal behaves, in terms of the stereo field. If it’s set to Mono, both left and right channels will be merged, existing no difference between the information that one channel and the other presents.

Monitor
Displays all control values being sent. This is only for monitoring the signal, therefore, it can't be modified manually nor automated.

Map Out
Turn on this button in order to output all control signals produced by Random, assigned through the Map function. When it's off, all random values produced by this device will stop having effect over the selected parameter.

Map
Random allows to map and modulate any parameter inside Live. In order to assign a new parameter, click over Map, and while the button is blinking, select the parameter that wants to be controlled by Random. When this action is done, the button will show the name of the recently selected parameter.
To undo this action click over Map once again and wait five seconds without making any other selection. After this time the previous parameter will be cleared and the Map button default state restored. The current parameter will also be displaced and released every time a new one is assigned.

CREDITS

ABOUT

DEVICES

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