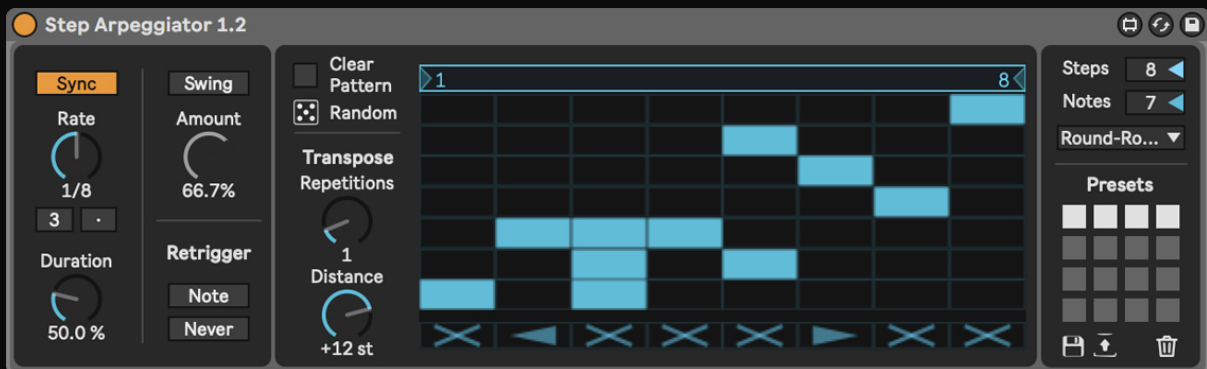


Step Arpeggiator

by Udo R. Bräuna

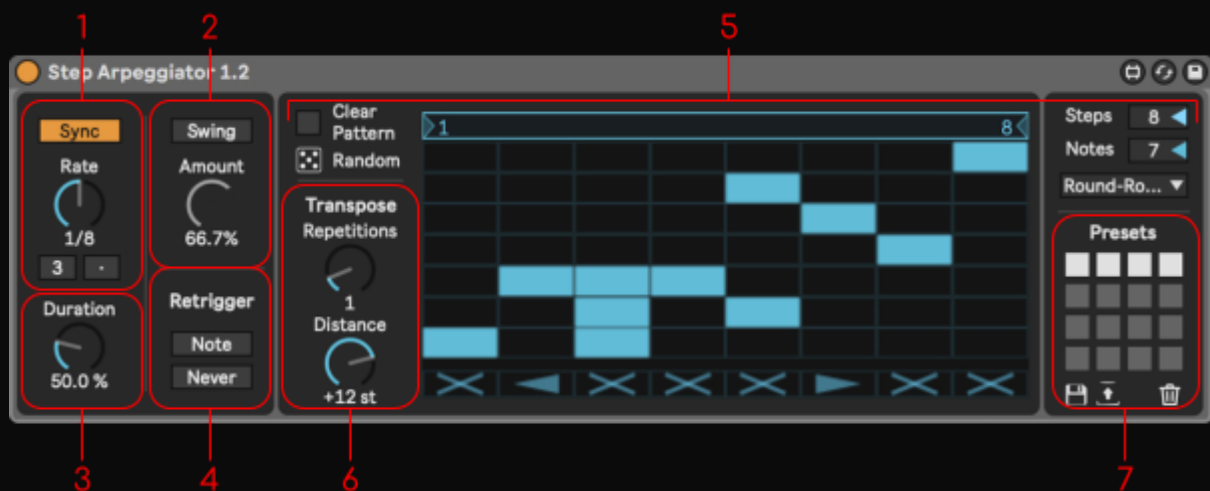


Define your patterns



Step Arpeggiator lets you program in which order the individual notes of a chord will be played and in which rhythm. In other words, it takes the idea of a conventional arpeggiator but lets you define the pattern instead of a predefined one (like “up” or “down”).

If you don't want to read this manual, it's ok. Learning something by trial and error is more fun, and you can always look at the “Info View” in Ableton Live and hover the mouse over any element. It will explain its function.



1 - Rate



This section lets you define the speed and rhythm at which the pattern will be played.

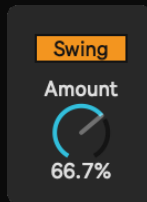
Step Arpeggiator will play the pattern of notes at the speed set by the Rate control, which can be defined in either milliseconds or beat-time using the Sync/Free button.

In Sync mode, the arpeggiator will be synced to the song tempo. You can select the note length from 1/64 to 1/1.

You can also set the note length to be a triplet or a dotted note by clicking at the “3” and “.” buttons below the Rate.

In Free mode, you can set the speed of the notes from 10 milliseconds to 1 second.

2 - Swing

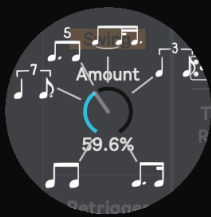


Click at the Swing button to activate the swing groove. You can define the groove amount with the dial below.

You can swing the notes with the Rate either in Sync mode or in Free mode.

In Sync mode, the swung notes will be determined by the transport, so if you are swinging eighths, the long one will always be at the beat.

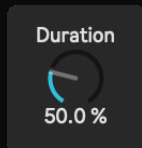
In Free mode, the long note will always be the odd number notes (the first, the third, etc.) and the short one will be the even number notes.



When clicking at the Amount dial, a little visual representation for the swing will appear.

You can set the swing amount from 50% (no swing, two eighth notes) to 75% (a 3:1 ratio, or dotted eighth - sixteenth note pattern). The typical amount for swing is at 66.6% (2:1 ratio, triplet notes).

3 - Duration



The Duration dial determines the length of notes played by the arpeggiator as a percentage of the current Rate setting. Any setting larger than 100% will therefore play notes that overlap (legato). This dial goes from 1% to 200%.

4 - Retrigger



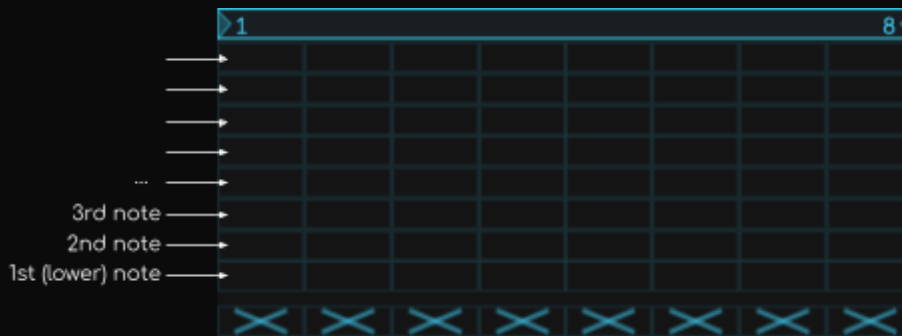
In this section you can decide when the pattern resets and starts again from the beginning.

If no button is pressed, the pattern will be retriggered whenever you play a chord. That is when it detects a change from 0 notes pressed to 1 or more notes pressed.

If the Note button is pressed, every time you add a note the pattern will retrigger. So if you are playing a chord and add one single note, it will retrigger.

If the Never button is pressed, the pattern will only retrigger when you play or pause the Ableton's playback.

5 - Arpeggiator



In this grid you can program the pattern of notes played by the arpeggiator.

The number of columns is the number of steps of the arpeggiator. Each step will be played at the Rate speed.

The number of rows is the number of notes played in one chord. The lower row represents the first note of the chord (the lower one), the second row is the second note, and so on.

Click on any cell to activate or deactivate it. You can click multiple cells per step.

The active cells represent the note that will be played at that position. So if you activate multiple cells in one step, multiple notes will be played at that step.

Below that you will find another row. Click on a cell to change its symbol to an arrow or to an "X".

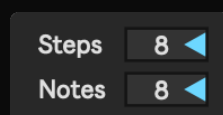


If a cell is set to an arrow, the notes played in that step will be the next or previous (depending on the direction of the arrow) notes played in the last step.

This allows you to set the arpeggiator to more traditional patterns like "always up" without having to write custom patterns for every chord.

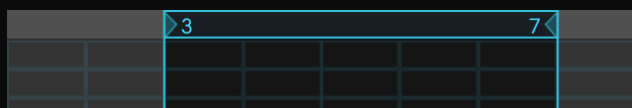
To do that, you can just set all these cells to a right arrow, and no matter how many steps and notes you play, the pattern will always be "up".

Of course, you can combine the cells and the arrows to make more interesting patterns. You can even leave some steps empty, so the rhythm will be funkier!

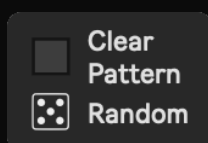


You can change the number of steps and notes (columns and rows) of the arpeggiator with these numbers on the right.

Drag the loop braces to change the position of the arpeggiator's loop. Try to midi-map these braces and change their position while playing a chord. You will find very interesting new patterns!



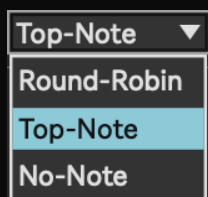
Finally, you can click on the Clear Pattern button to clear any pattern or the Random button to randomize the active cells.



When clicking on the Random button, every previous active cell will be deactivated. If you shift-click this button, you will maintain your pattern AND add a new random one.

But wait... what happens if you play a chord with less notes than the notes in the pattern?

Well, you can decide that in this menu.

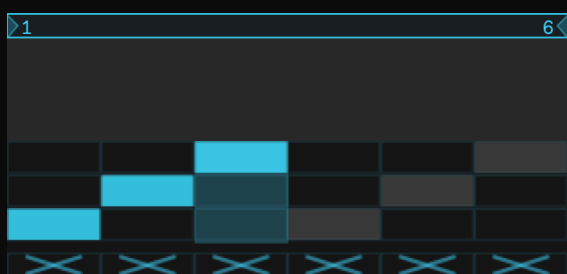


If Round-Robin is selected, the rows above the higher note will be "transposed" to the lower ones. For example, if you have a pattern for 6 notes and you only play 4 notes, the 5th row will be played as the 1st note and the 6th row as the 2nd note.

If Top-Note is selected, every row above the higher note will be played as the higher note.

If No-Note is selected, the rows above the higher note will not be played.

You will have a visual representation to know exactly what is going on.



In this example, the cells active in the 4th, 5th and 6th steps are the 4th, 5th and 6th, but because only 3 notes are pressed and Round-Robin is selected, these notes are played as the 1st, 2nd and 3rd ones. The highlighted step is the one it's being played.

6 - Transpose



This section allows you to transpose the notes out of the arpeggiator each time the loop is repeated.

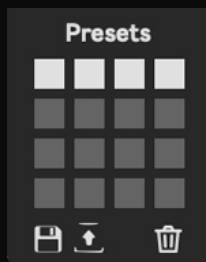
With the first dial, you can select how many times the pattern will be transposed and with the second dial, the amount that will be transposed in each repetition.

For example, if the Repetitions dial is set to 2 and the Distance dial is set to +12st, the first time the pattern is played, it will not transpose the notes. The second time (first repetition), it will be transposed an octave up (+12st). The third time (second repetition), it will be transposed another octave up, (+24st in total).

After that, the pattern will restart.

Try tweaking these dials, the results may surprise you!

7 - Presets



You can save and recall any pattern you want in this section. Even between Live sessions!

Every square represents a preset. Gray presets are empty.

- To save the current state of the Step Arpeggiator into a preset, Shift+Click any preset.
- To load a preset, just click it.
- To delete a preset, Shift+Opt+Click it. (Shift+Alt+Click on a Windows machine).

Step Arpeggiator comes with 4 saved presets. Feel free to delete them, they will always be there when you load the plugin again.

With the icons below, you can save/load all the current presets in an external file with the Save and Load icons, and you can delete all the current presets by clicking on the trash can.

Tip: You can automate and midi-map the selection of a preset, so you can program several patterns and load them automatically.

If you find any bug, error, or have any request or thing to say to me, please, write an email to UdoRBrauna@gmail.com

Thank you for purchasing my device!