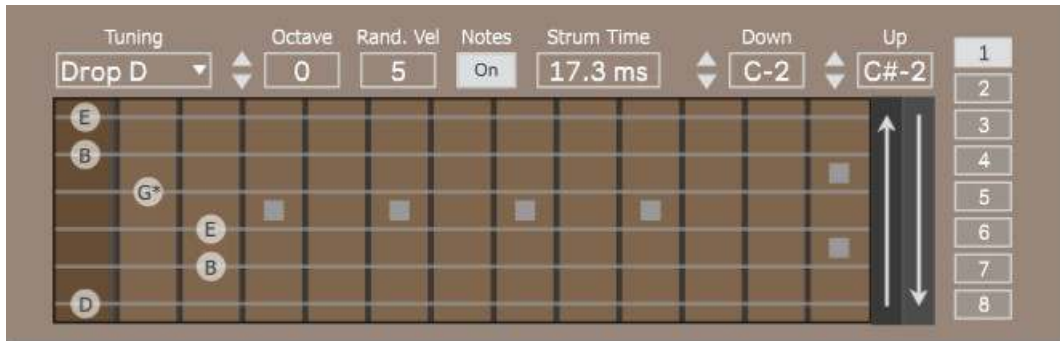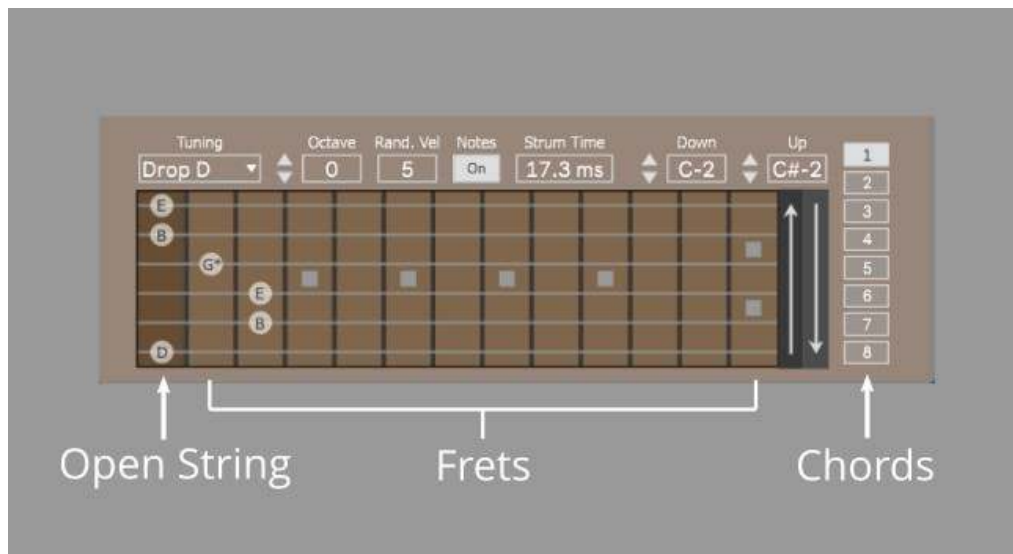# Strum Roll

Strum Roll is designed to make a clear, fast way to use guitar chords in Ableton and to provide better articulation of playback. With this device you can strum up and down the strings like a real guitar would, and playback up to 8 chords using a single midi note for each.

Nice open guitar chords can now be input directly without manually transposing each note into a piano roll and anyone can very easily find guitar chords online to copy into the device.

Main GUI

The display is an obvious guitar neck, with spots for the 3rd, 5th, 7th, 9th and 12th fret. The darker section on the left is the open string, if you would play without any finger down. Simply click on the desired fret for each string to setup the chord, or click and drag across the strings to set multiple frets on. If no fret has been clicked on any string then that string will not be played. On the right you can switch between the 8 instances to setup each chord.

The long arrows between the fretboard and the chord selection can be clicked to play the chord. The up arrow will play down the strings from the lowest to highest. The down arrow will play up the strings from the highest to lowest.

Tuning

Select from a few popular alternative tunings of the strings, such as Drop D and Open G.

Octave

Select the octave of the strings.

Randomize Velocity

This will randomize the velocity of each individual string to humanize playback.

Notes

Set this on to display the note inside the circles.

Strum Time

This indicates the time delay between each successive string played in the chord. The total play time of the chord depends on the space between the highest and lowest string which has a note on it. A selection of 10ms with a bar chord across all the strings will take 10 x 5 = 50ms to play through the entire chord.

MIDI Notes

Select a midi note which will trigger the down and up stroke of the chord. Now a strumming pattern can be easily made using the specified notes in the piano roll.

Note Length

In order to play through a chord which has a strum time greater than 0ms, the note length of the MIDI note must play long enough for the chord to be played through. This means that you can easily create some more variation in the playback by sometimes lowering the note length so that not all the notes of the chord are played.

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