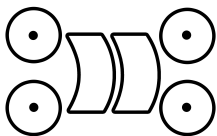


MGenBend Manual v1.0

for Windows and Mac

Reference manual by Tomavatars



Tomavatars

Game dev, sound design, music, playful technologies...

Contact support : www.tomavatars.com

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Main information	4
1.1 Plugin overview.....	4
1.2 System Requirements	5
1.3 Installation Instructions.....	5
1.4 Navigation.....	5
MGenBend	7
2.1 First step.....	7
2.2 Controls	7
2.3 Options	8
Sequencers	9
3.1 The Sequencer	9
3.1 The Pitch Sequencer	10
3.2 The Velocity Sequencer	11
3.3 The Gate Sequencer.....	12
Presets	13
A final word	14

Main information

1.1 Plugin overview

MGenBend is a Max for Live MIDI effect made by [Tomavatars](#). It's a midi sequencer, where you can bend time and play with different parameters in order to get quick and interesting results.

Main features:

- Curve based sequencer : add points and bend the curve to change the rate of the midi notes triggering
- Unique way to control midi: MGenBend triggers notes relatively to the clip or arrangement notes
- Easy pattern generator
- Set the length of the loop and the number of steps. Polymeter and Polyrythm at your fingertips in seconds.
- Pitch, Velocity and Gate sequencers
- Strum and arpeggiator when playing chords
- Presets and Morphing between them
- Complete Push control and automation

Special Thanks

To all the Unfiltered Audio Underground peeps, thank you all for your support and your kindness! Thanks to Darren at Isotonik for the support and distribution. Peter Kirn, Chapelier Fou, folks on Max For Live Facebook group and Instagram for your interest.

To my patrons on Patreon: Sam Lundell, François E., Dawesome Music, Dylan Ratner, Naomi and Josh.

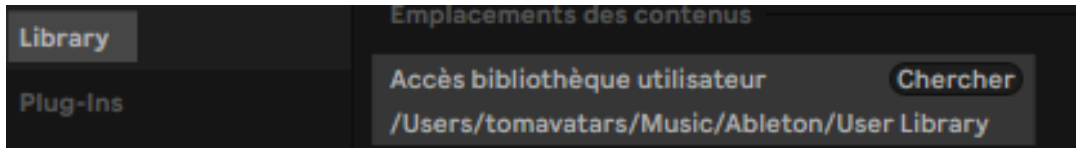
To all my family members and friends that always believed in me. I'll make it one day, oh yes!

1.2 System Requirements

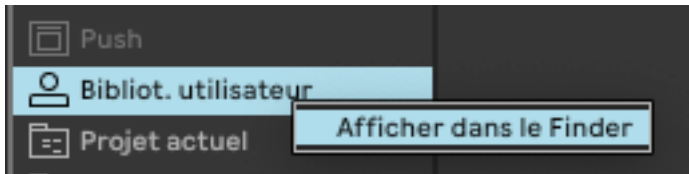
- Live Version: 12 with Max for Live (11 might work)
- Operating System: Windows, Mac

1.3 Installation Instructions

Unzip the ZIP file and copy the plugin amxd file to your User Library folder. There are two ways to find where your User Library is located: Go to Preferences – Library – Location of User Library

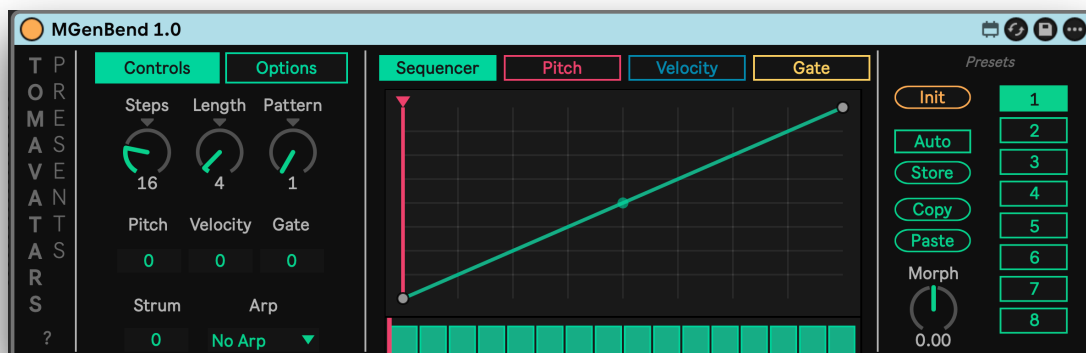


Or [right-click] on the User Library in the Browser – Show in Finder (Explorer)

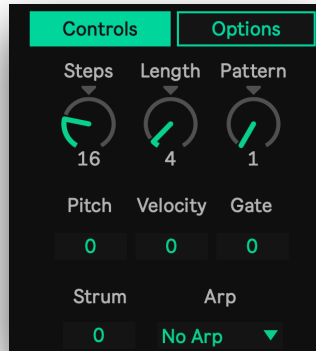


1.4 Navigation

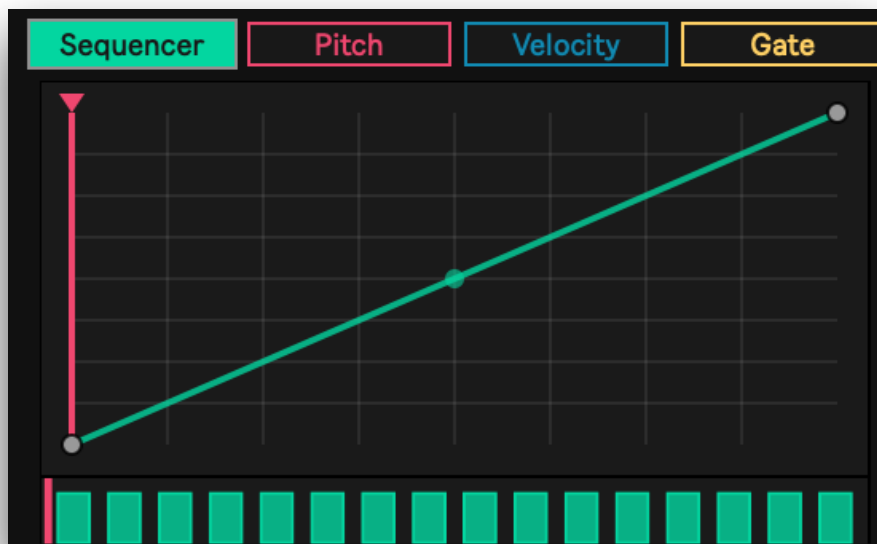
MGenBend unit



Left Section: two tabs, Controls and Options. Controls displays a few controls for the sequencer. Options are edition and play options.



Sequencers: on the central panel, four tabs to display four sequencers: the main curve sequencer, pitch, velocity and gate sequencers.



Presets: on the right side, the presets panel where you can initialise the current preset, store, copy/paste and morph the presets



MGenBend

2.1 First step

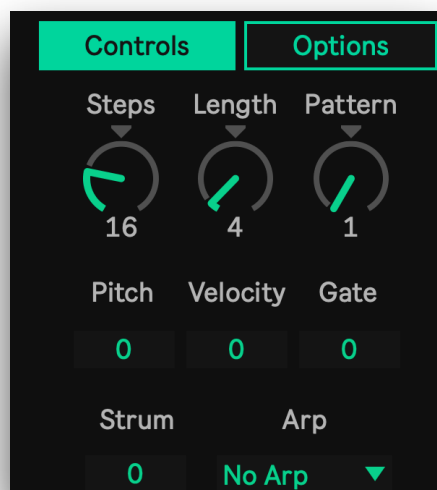
Create a clip with note or notes.

MGenBend needs notes in clips to trigger, you need to send some midi for it to trigger. Create a clip in session or arrangement view and play it.



MGenBend will now trigger notes accordingly to the controls.

2.2 Controls



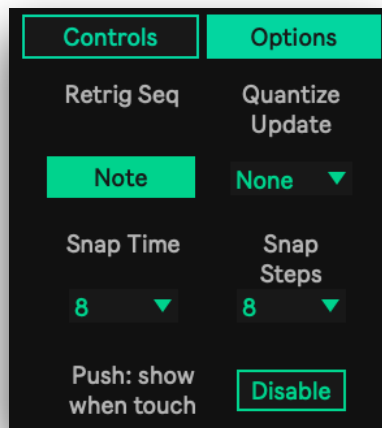
- **Step:** will set the number of midi notes triggered, contained in a loop



Steps are visible below the sequencers

- **Length:** the length of the loop. 1 unit is one bar
- **Pattern:** an auto pattern generator. Up to 79 patterns with steps and silences
- **Pitch:** controls the root note of the played notes from -12 to 12 semitones and relatively to the pitch sequencer
- **Velocity:** controls the velocity relatively to the notes velocity and the velocity sequencer
- **Gate:** controls the gate of the notes played relatively to the gate sequencer.
- **Strum:** adds delay between notes when playing a chord
- **Arp:** sets the arpeggiator type: ascending, descending, random

2.3 Options



Options tab

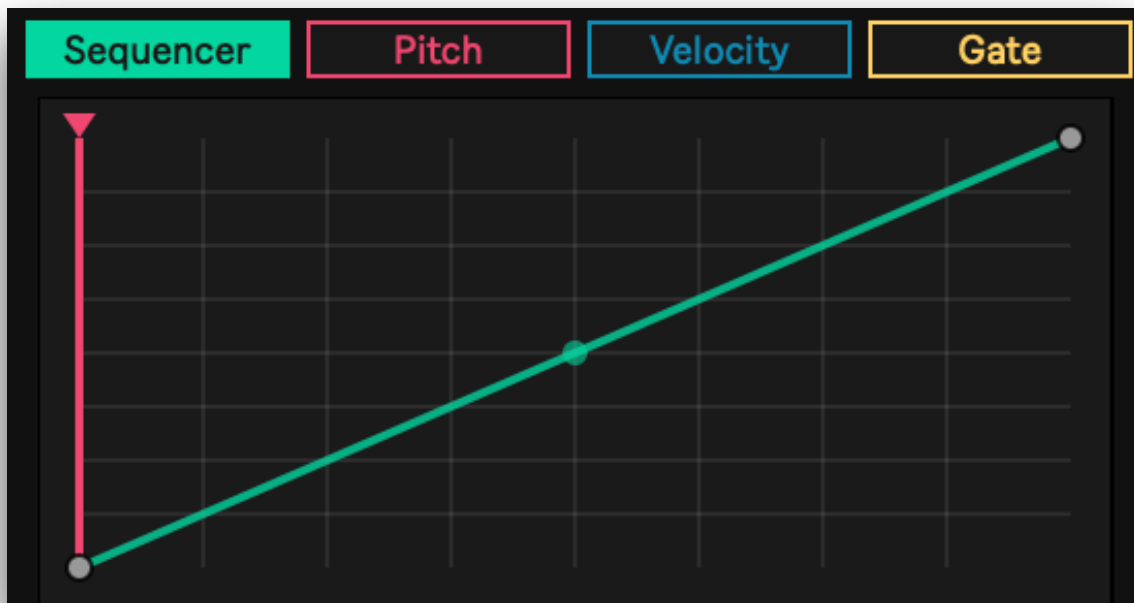
- **Retrig Seq:** sets how the sequence is triggered: with each MIDI notes incoming or freely based on Live playhead.
- **Quantize Update:** sets how the sequence is updated when you edit it: freely or quantized on 1 measure, 1/2 measure, 1/4 measure, 1/8 measure,

1/16 measure. Also act on preset change. When changing a preset, will update accordingly to the quantification.

- **Snap Time:** add snapping when editing the curve on the time axis (left to right)
- **Snap Steps:** add snapping when editing the curve on the step axis (bottom to top)
- **Push: show when touch:** this parameter is only UX. It will display the current parameter window when using the push control. Disable it when using automation as it'll be annoying.

Sequencers

3.1 The Sequencer



Sequencer tab is the main sequencer

The **Sequencer** tab displays the main sequencer of MGenBend.

It is a phasor based sequencer meaning that it'll play from left to right the numbers of **steps** contained in the **length** of the loop. If the curve is a straight sawtooth, it'll triggers notes accordingly to these parameters. But if you draw a different curve, then, time is bent and the timing of the triggers will change.

Conceptually, the horizontal axis represents time (from the length of the loop), the vertical axis represents steps.

- You can bend the curve with a segment central point to obtain acceleration et deceleration. Remove bending with shift + click
- You can add up to 6 more points by clicking on the curve, move them and remove them with shift + click
- You can also move the first and last point on the vertical axis

That's it. Have fun!

You can automate the parameters. I suggest that you turn off the Push: show when touch option if you automate.
The way the automation work is per points: Time 2 will be the time of the point 2 (if it exists). Point 2 etc will turn on/off the points.

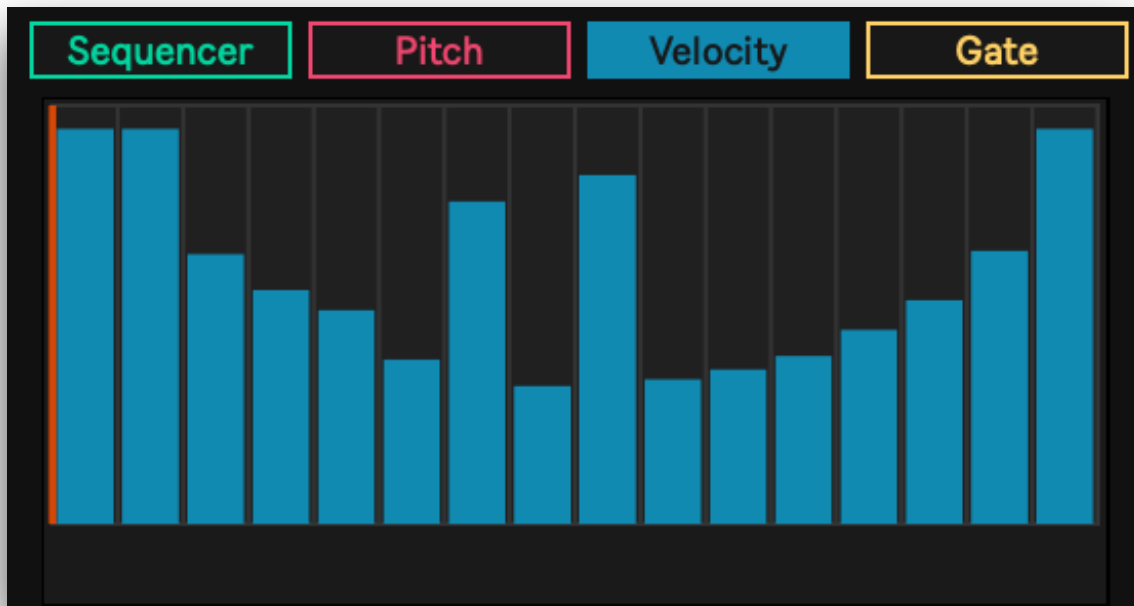
3.1 The Pitch Sequencer



Pitch tab

The **Pitch sequencer** allows you to set the current step pitch between -12 and 12 semitones relatively to the current notes pitch in the clip. Drag to set the sliders pitches. Double click to erase the current pitch slider.

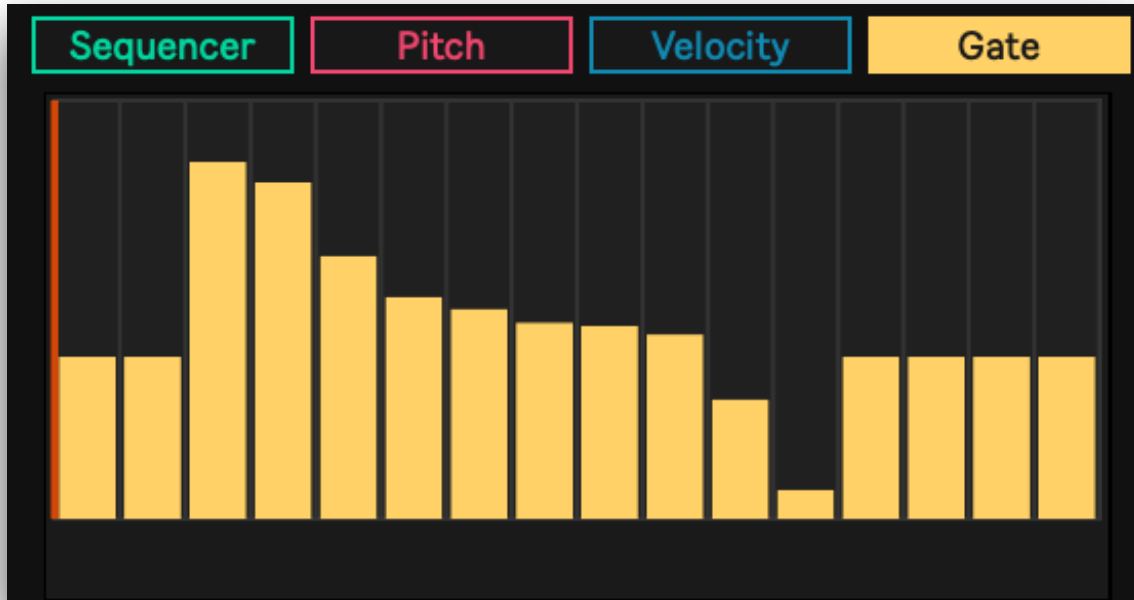
3.2 The Velocity Sequencer



Velocity tab

The **Velocity sequencer** allows you to set the current step velocity relatively to the current notes in clip velocity between 0 and 127. It's an average velocity. For example if your current playing note is 100 and the current step velocity is 80, the velocity will be 90. Drag to set the sliders velocity. Double click to erase the current velocity slider.

3.3 The Gate Sequencer



Gate tab

The **Gate sequencer** allows you to set the current step gate (length of sustained midi note) between 5 and 250 ms. Drag to set the sliders gate. Double click to erase the current gate slider.

Presets



Presets menu

MGenBend allows you to save and recall a set of 8 presets, including: curve shape sequencer, pitch/velocity/gate sequencers and all controls parameters (steps, length, pattern, pitch, velocity, gate, strum and arp).

- **Init:** init button will initialise all the current preset parameters and sequencers
- **Auto/Manual:** this toggle button will enable/disable auto storing of presets
 ⚠ by default, the auto store option is set on. This means that every changes you make will be automatically stored.
- **Store:** manual storing button
- **Copy:** will copy the current preset
- **Paste:** will paste the copied preset
- **Morph:** Morph enables to morph presets between that last, the current and the next preset
- **Presets buttons:** select which preset you want to load

A final word

MGenBend is an instrument designed with fun and experimentation in mind. I wanted a way to quickly generate bended generation of notes and a realtime equivalent of some of the MIDI transform tools.

I also wanted to add one more module for my future live sessions.

Thank you so much for purchasing MGenBend!

