

RHYTHM ENGINE

MANUAL + USER GUIDE

RHYTHM ENGINE

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Obligatory Legal Stuff

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Important Info

Rhythm Engine is a MIDI effect, which means it cannot be used on audio tracks, and must be placed before instruments so it can process the MIDI notes being fed into them.

Finally, this device requires Live Suite or Live Standard with Max for Live installed. We strongly recommend Live 12.1.x or higher with Max 9.0.x or higher.

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Change Log

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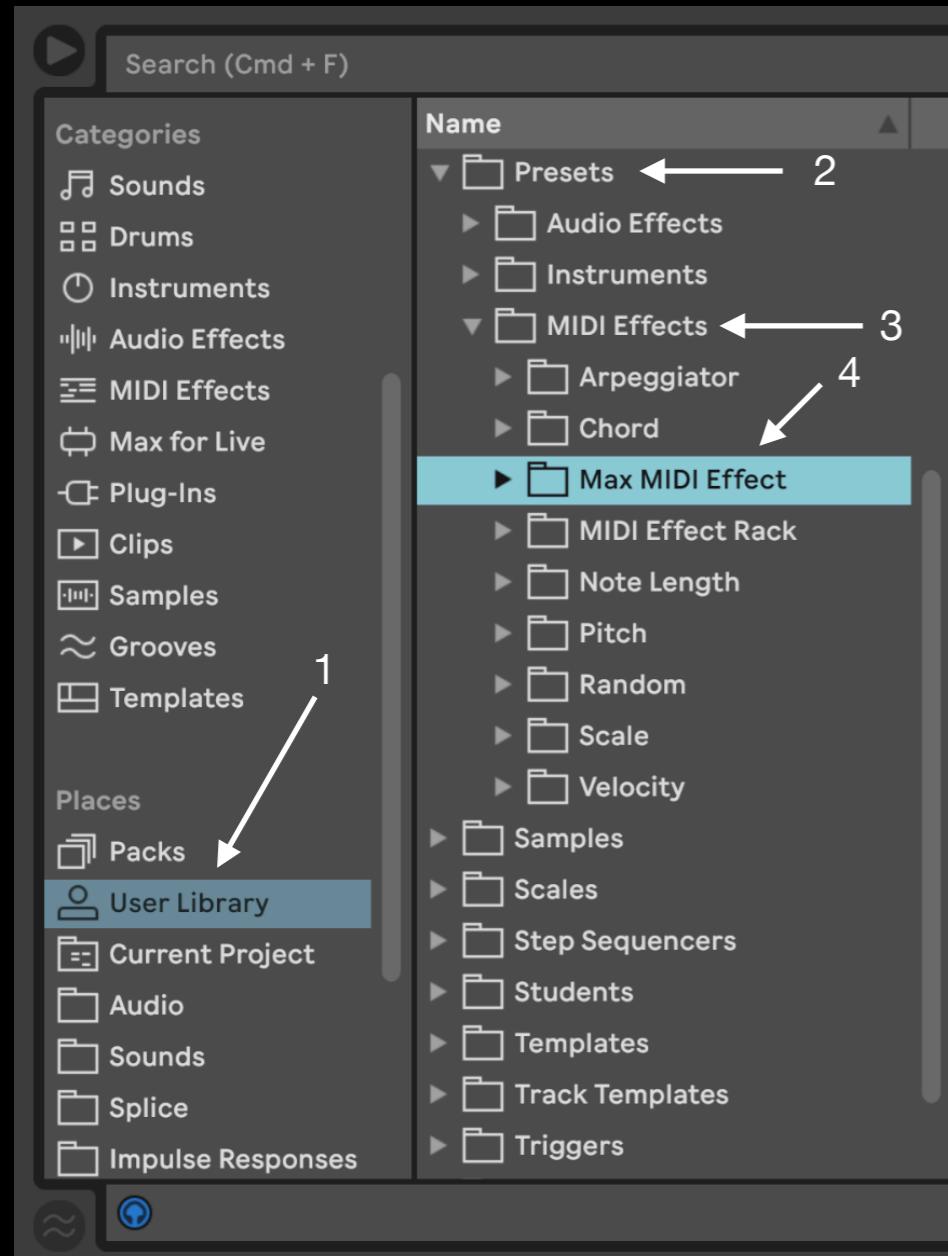
V1.1:

Added new Grid mode

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Installation Instructions

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To install Rhythm Engine, first open Live. Then navigate to the Rhythm Engine folder accompanying this PDF from the ZIP archive it arrived in.

Open Live's browser and drag the entire Rhythm Engine folder onto any appropriate location within Live's User Library. Feel free to select any location you want, but User Library (1) > Presets (2) > MIDI Effects (3) > Max MIDI Effect (4) would be ideal for Live's native folder structure.

You could alternatively move it anywhere on your hard drive, but placing it within Live's User Library ensures the Max for Live file is ingested to Live's Max for Live browser Category for easy future access.

You may wish to add it to an appropriate Collection in Live's browser, or add the containing folder to your Live browser's Places.

If you've placed the folder in Live's User Library, you should also find the MFA Rhythm Engine default Max for Live Device in the Max MIDI Effect folder of Live's Max for Live browser category.

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Device Overview

Looking for fresh rhythms? Let Rhythm Engine do its thing and unfurl endless rhythmic gestures with tight controls.

Designed to output stochastically constrained percolations, this unique Max for Live device randomly switches between a range of base rate multipliers (and/or divisors) on each newly generated note for endlessly changing yet highly focused rhythmic output.

Global swing and optional humanization imbue further dynamics, while pitch and velocity deviation inject controlled dynamism to bring your rhythms to life. Use it in arp mode as a melodic generator with transposition via MIDI input available in any scale or key, set locally or globally.

Highly playable controls like instant octave transposition and sustain allow for highly performative interactions, while gate and side modes allow for unique interactions with incoming MIDI. Switch to Drums mode anytime for easy chromatic percussion programming.

Finally, experiment with the pattern cycle mode to repeat a specific cycle of rhythmic outputs for more conventionally cyclic output — or experiment with the powerful grid editor for intricately tupletted sequencing potential. Rhythm for days.

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Visual Guide

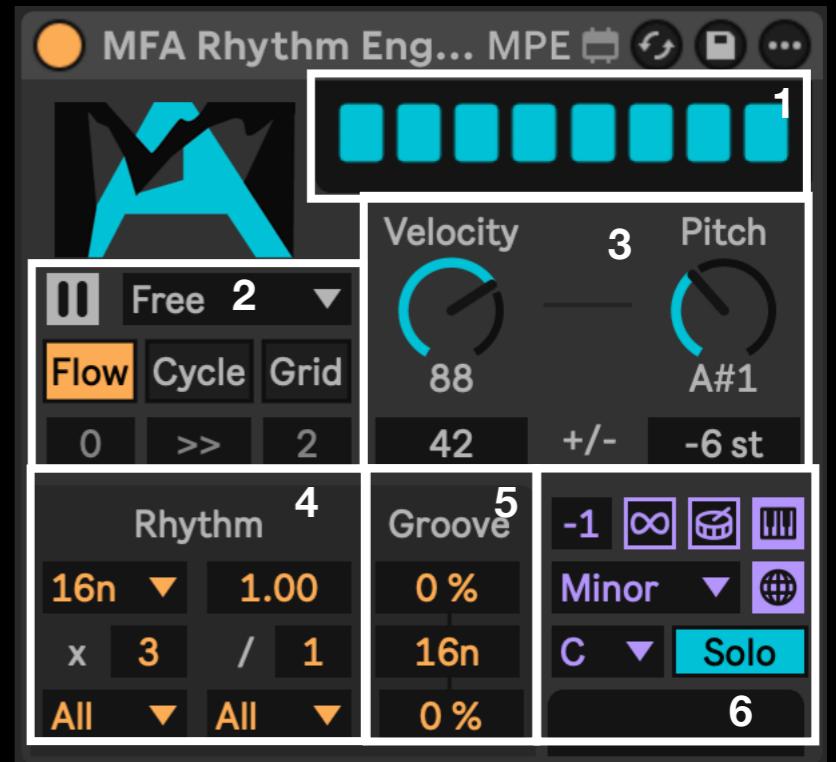
1 · Up top lies the current interval, displayed as divisions of one-half bar. It is not clickable and merely indicates the rhythmic division currently expressed.

2 · Here we have the mode settings. Up top is the pause or play toggle and the behavior chooser where you can select from Free playback, Gate to play only when MIDI notes are received, Side to only play between received notes, or Arp, to reset, transpose and gate output simultaneously. Finally, choose between a continuous flow of available rhythms, or a repeating cycle of rhythmic outputs with length, direction, and reset in bars all available for control, or a highly controllable grid mode.

3 · These are the note output settings where you can specify the base velocity and pitch of all outgoing notes. Below both dials are the deviation amounts to induce random changes in a specified range above or below the base value set by the dial.

4 · Here are the rhythm settings. A base rate in musical intervals defines the timing from which rhythms will be extracted. To the right of this is the note length factor; try lower values for shorter, more staccato output. Below left is the base rate multiplier which sets the maximum value up to which rhythms can randomly be selected; the default value of 3 allows rhythms multiplying the base rate by 1, 2, or 3. At right is the division which similarly sets the maximum division to be randomized within. Below each is a chooser to select whether all values are eligible or whether randomizations include all possible values, only even values for more rigid rhythms, or only odd values for more syncopated rhythms.

5 · The groove settings allow you to specify a swing interval and amount, which is also controlled by a set's Global Groove setting when not pinned locally. Below is the humanization amount to induce slight random delays to the timing.



6 · These are the global output settings. Up top, transpose output in octaves, enable sustain, toggle to Drums mode for chromatic output, or enable transposition to transpose the output via MIDI note in. Below are the scale and key, set by Live 12's scale and key or an instance of Global Hub in global mode, or pinned locally to ignore. Toggle from Solo to Blend to allow incoming MIDI notes to be passed to the output. Finally, at the bottom is the outgoing note value display. Click here to flush stuck notes if needed.

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Grid Mode Visual Guide



1 · Grid settings define the rhythmic divisions available on the horizontal X-axis time domain, and the interval divisions spread across the vertical parameter range mappings when enabled — or toggle the grid off for freestyle control.

2 · Here we have the playback settings: play the grid pattern forward, backward, or randomly shuffle; reset the pattern at bar intervals from Live's transport when above 1 or click the back arrow to reset manually; use skew to accelerate or decelerate within the grid pattern cycle.

3 · Set the density of randomized patterns and click the dice to generate; click the erase button to clear any pattern.

4 · Enable vertical grid values to be mapped to Pitch, Velocity or note Length within invertible ranges relative to the current Pitch, Velocity, and Length values set at left, allowing for unique pattern sequencing.

5 · Click in the Grid editor to create new trigger points, Shift + Click on a trigger point to delete it, and with Grid enabled hold Alt/Option + Control to toggle it off.

RHYTHM ENGINE FAQ

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Output keeps transposing when I play MIDI notes – how can I stop this?

Disarm record input for the MIDI track containing Rhythm Engine, and toggle transposition off.

Rhythm Engine's scale and key are not stored with my Live Set or saved presets – why?

By default, Rhythm Engine is in Global scale and key mode, so it will inherit the scale and key from a Live 12 Set or any instance of the included Global Hub, which can be stored with your Live Set. To ignore Global Hub settings or to ensure scale and key are saved independently with older Live Sets or any presets, just toggle from Global scale mode to pin these settings locally.

I don't want Rhythm Engine to conform to Live 12 or Global Hub's scale and key – is this possible?

Any device that can be impacted by Global Hub or scale awareness has a Global toggle; click this to pin the scale and key to Local Rhythm Engine settings. Toggling from Local back to Global mode will automatically force the device to inherit Live 12 or Global Hub settings.

Rhythm Engine looks small – how do I make it bigger?

In the Look/Feel tab of Live's Preferences pane, simply increase the Zoom Display percentage slider to 125% or 150%. I'm getting glitches and drop-outs in Live – how can I avoid this?

In the Audio tab of Live's Preferences pane, increase the Buffer Size to at least 256 samples; we recommend 512.

Thank you for supporting us by purchasing this device – we hope it inspires your creativity!

For more information, video tutorials, and other devices, please visit us online at: **manifest.audio**

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