



MIDI TOOLSET 001

MANUAL + USER GUIDE

MIDI Toolset 001

Obligatory Legal Stuff

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MIDI Toolset 001

Important Info

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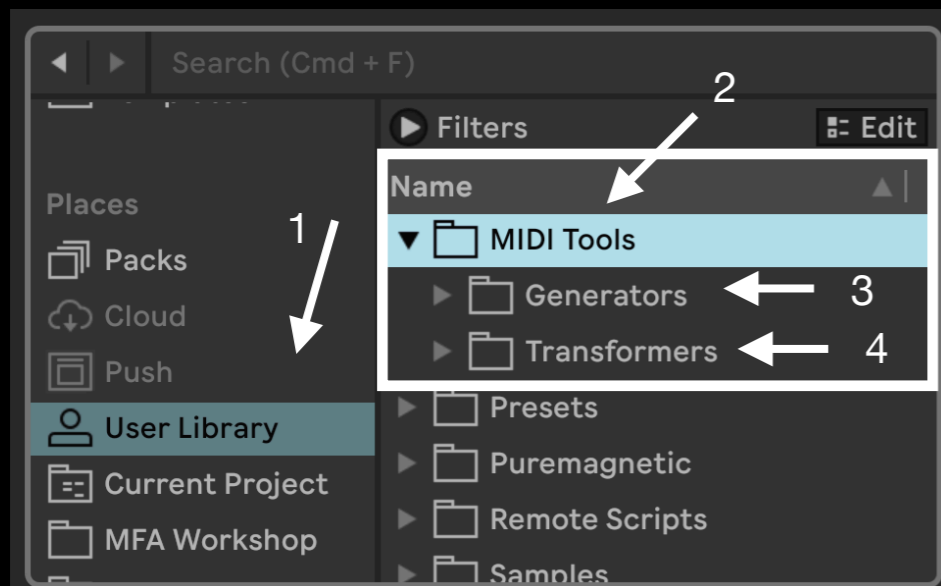
These tools require Live 12 or Live 12 Suite with Max for Live installed; we strongly recommend Live 12.x or higher with Max 8.6.x or higher.

Please note that once installed, since MIDI Tools are not Max MIDI Effects, they cannot be dragged and dropped onto MIDI tracks: they can only be loaded via the Generator and Transformer tabs of the MIDI clip editor.

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Installation Instructions

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To install MIDI Toolset 001, first double-click to decompress the ZIP archive it arrived in. Presumably you've already done this, because you're reading the manual, also included in said ZIP — good job!

In Live's Browser, navigate to the User Library in Places (1). Then find the MIDI Tools folder located there (2). If you don't see a folder called MIDI Tools in your User Library, simply create it yourself.

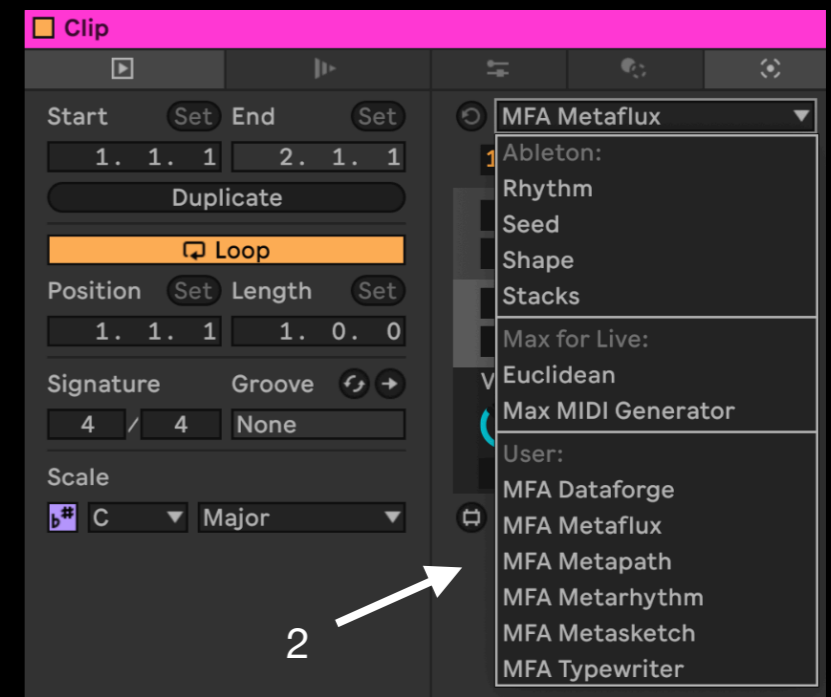
Finally, drag our Generators to the Generators subfolder (3), and our Transformers to the Transformers subfolder (4). Again, if these subfolders don't exist yet, create them yourself.

Live should automatically detect them and within the next few minutes, they should appear in the dropdown chooser of Live's Generators or Transformers in the corresponding tab of any MIDI Clip's Note Editor.

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Generator Instantiation

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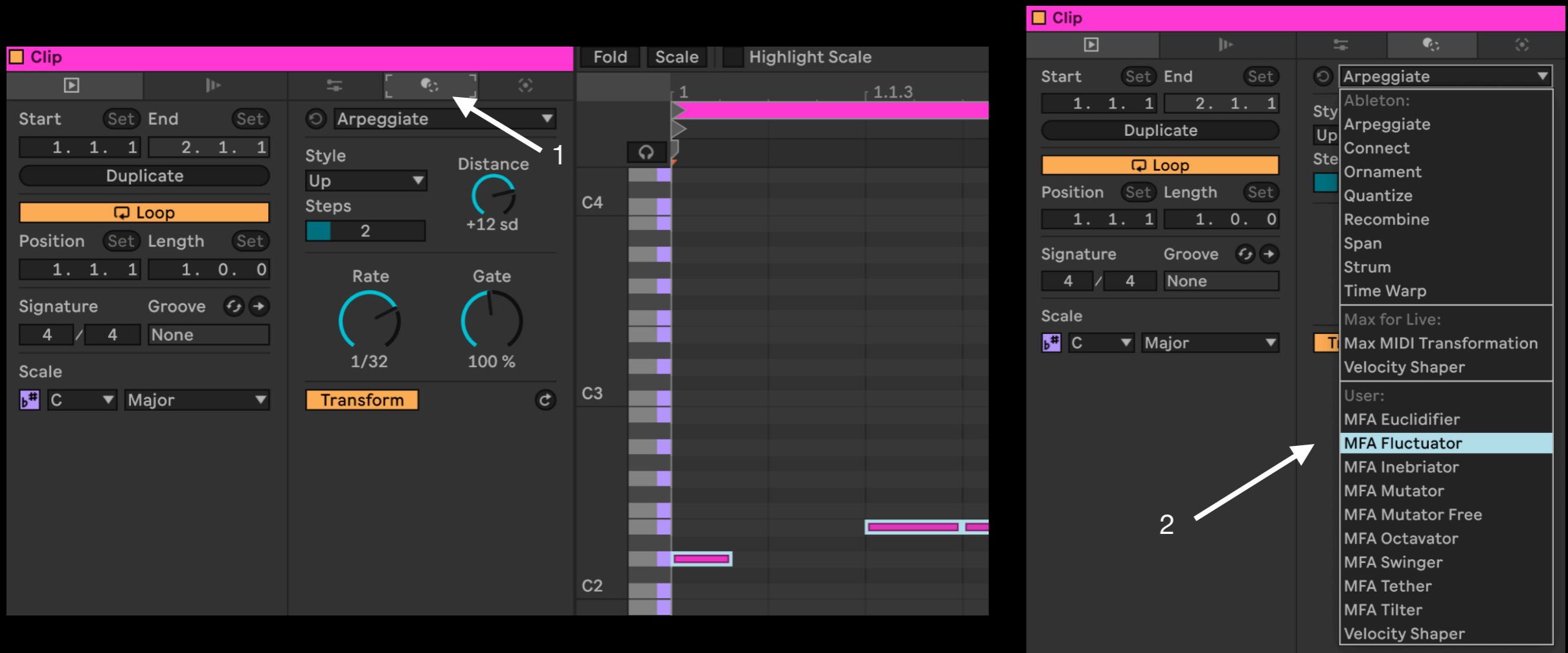
Now that you've installed your MIDI Tools in Live's User Library, they can be accessed via Live's MIDI clip editor.

To load one of our Generators, select the Generator tab (1) and choose one from the User section of the drop-down menu (2).

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Transformer Instantiation

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Transformer MIDI Tools are also accessed directly in Live's MIDI clips, but are only active when MIDI notes are already present.

To access our Transformers, select the Transformer tab (1) and select one from the User section of the drop-down menu (2).

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Overview

MIDI Tools are an innovative new category of creative devices available in Live 12. Designed to accelerate workflow, enhance creativity, and access new musical ideas, our inaugural MIDI Toolset includes four MIDI Generators and eight MIDI Transformers.

Harness the power of seven different randomization algorithms to generate compelling new melodies and chords with Metaflux, take polyrhythmic expression to the limit with Metarhythm, intuitively draw complex gestures with Metasketch, and carve new melodic contours with Metapath.

Then take things further and transform your MIDI by imposing unique rhythmic patterning on existing sequences with Euclidifier, adding dramatic variations with Fluctuator or more subtle changes with Inebriator, harness note activation to rapidly generate pattern variations with Mutator, use Octavator for randomized transpositions by octave, use Swinger for randomized per-note shuffle timing, Tether to randomly add note ties, or apply Tilter to adjust chance, velocity, and length on a key-scaled, pitch-relative basis.

All MIDI Tools are scale aware and Info View annotated to seamlessly enhance your creative experience.

MIDI Generators

Visual Guide

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Generator 1: Metaflux



Up top we find the chance of randomization, the randomization algorithm applied, and the base pitch of non-randomized notes when note randomization is below 100%. In the center, the large dial offers the algorithm-based chance parameter; with Luck enabled, there are currently 48 note choices available in the selected pitch range between C1 and C5, and will be output in the current scale and key. Below this we can specify the number of voices for chord generation.

At upper left, we have the minimum pitch and velocity output, and at upper right, the maximum pitch and velocity output. If desired, all output can be constrained to specific rhythms via Euclidean options in the lighter colored areas on the sides below the ranges: at left, the total number of steps at the current grid count, and the number of those that will be filled; at right, step fill pattern rotation, direction, and inversion.

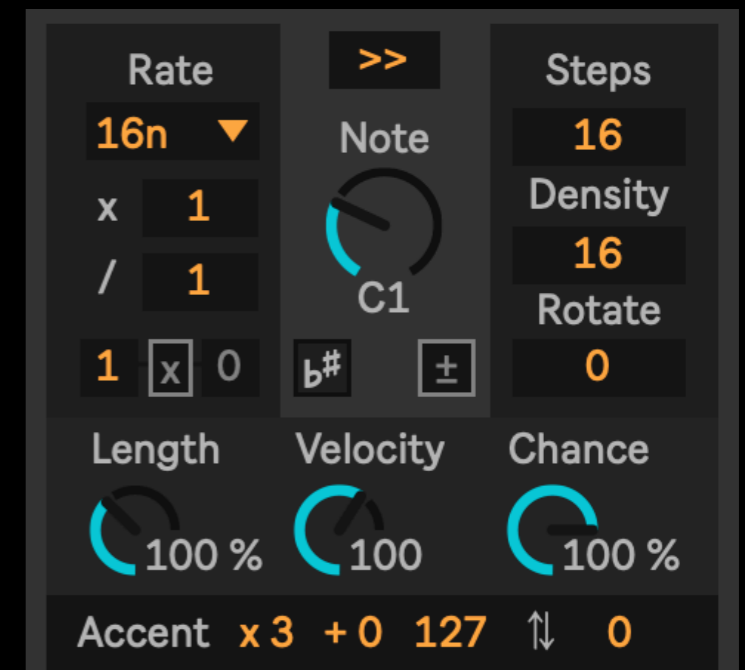
The dials at bottom govern the chance of velocity randomizing with the default velocity set below, density of notes in the pattern, and note length, with base grid percentage as the default length set below. Velocity and length are calculated per-step rather than per-note. Between the base velocity and length values, you find our all-new count masking: set which notes will be output by count, offset the count start, or invert the count pattern.

Generator 2: Metarhythm

In the center we find the MIDI note where rhythms will currently be generated. Above the note dial we find the pattern direction, and below it, optional scale awareness and pattern inversion.

At upper left, we have the pulse rate, defined by a base rate with optional multiplier and divider for a huge range of rhythmic intervals; below this we find the count masking options. At upper right, we have our Euclidean options: the number of steps in the pattern, the density of filled steps, and the rotation of their start point.

The dials at bottom govern the base length, velocity, and chance of generated notes. Along the bottom are our accent count, rotation, and value, followed by velocity deviation range.



MIDI Generators

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Generator 3: Metapath

Departing from a base pitch, Metapath will traverse a slope of note pitches over a specified distance in either current note grid or actual note intervals before changing directions and sloping in the opposite direction over the same distance. Below the distance, base, and slope dials are percentage controls for randomization of these parameters which are calculated at each pivot point to produce less repetitive pathways. Another slider beneath Slope helps it tend generally more upward or downward toward its final destination.

Beneath this we have a chance of note lengths being tied, a base velocity for all generated notes, and a pattern density to make it less busy. Finally we have the pitch range constraints to narrow the path output. Engage the crystal to increase randomization symmetry. To best comprehend the device, set the all randomization sliders to 0% and see how it behaves.

Distance	Base	Slope
3	C2	+12 st
Grid		0 st
50 %	25 %	50 %
Tie	Velocity	Density
0 %	100	100 %
C-2	Crystal	G8

Velocity	Density	Length
100	100 %	100 %
C1	1 x 0	C5

Generator 4: Metasketch

Unlike Live's own Shapes generator, which is restricted to 16 points, Metasketch automatically detects the current note grid interval and length, giving you one point to click and draw for each available interval.

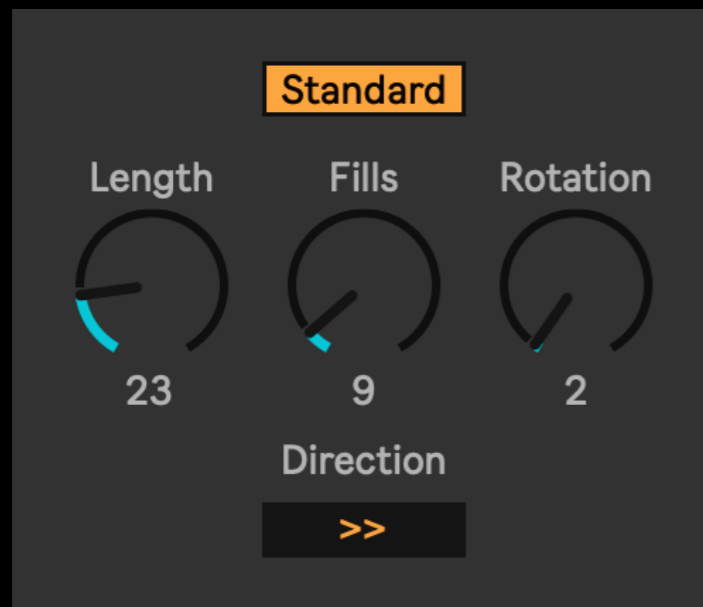
Below this you can decide base velocity and length, plus overall pattern density.

At bottom are your floor and ceiling pitch constraints, with count masking to impose more interesting rhythmic patterns on the drawn output.

MIDI Transformers

Visual Guide

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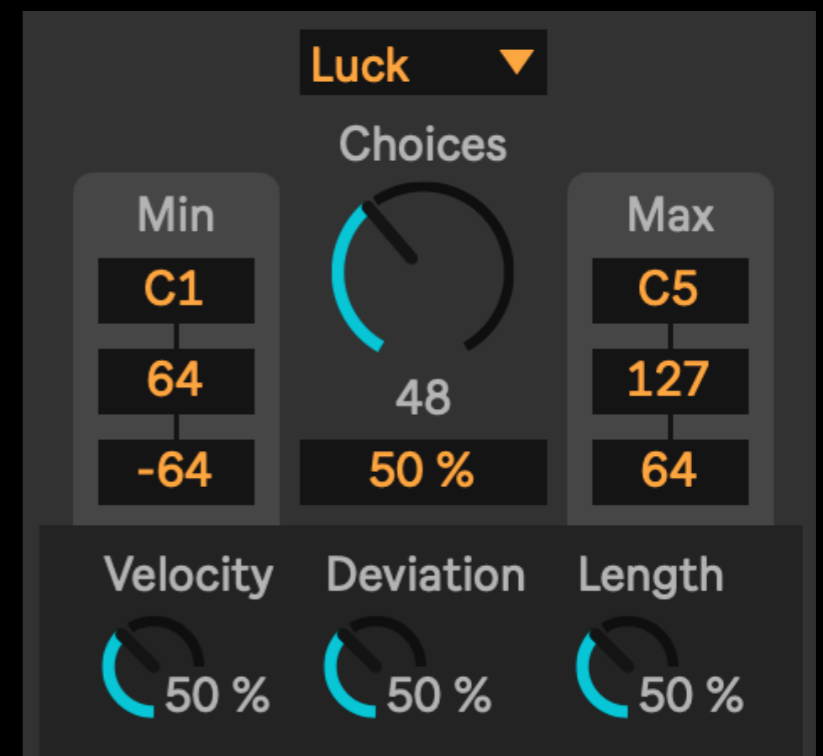


Transformer 1: Euclidifier

Traditional Euclidean programming takes place on a per-pulse basis, but Euclidifier offers the option to impose Euclidean calculations on an arbitrary per-note basis without being restricted to any particular rhythmic interval. Set a length in notes and then determine how many of those notes will be active with the fills; the resulting activation pattern can be offset with the rotation control. Beneath this we find the direction of the pattern, while the toggle up top allows for the current note activation pattern to be inverted.

Transformer 2: Fluctuator

Building on the same architecture and seven algorithms offered with Metaflux, Fluctuator applies the same randomization to existing notes as a transformer, the addition of deviation randomization, also within ranges accessed below the velocity ceiling and floor.



MIDI Transformers

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Transformer 3: Inebriator

Use a drunken algorithm to make slight adjustments to pitch, length, velocity, and deviation.



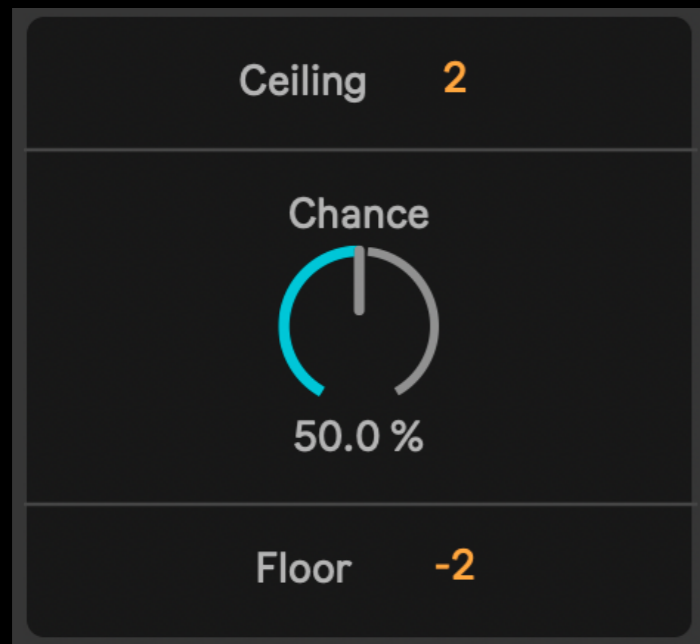
Transformer 4: Mutator

Rapidly produce variations of MIDI clips with a chance that note activations will be randomized. Use weight to set the likelihood randomized steps will be on at higher values or off at lower values — then use count masking to determine which notes are eligible for mute randomization.

MIDI Transformers

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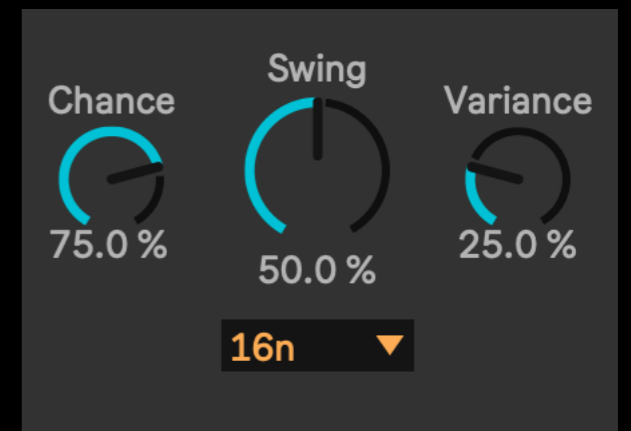


Transformer 5: Octavator

Randomize the octave of notes in a clip by the main percentage amount, within the octave ranges set by the ceiling and floor.

Transformer 6: Swinger

Probabilistically add a Swing amount set by the large dial at the interval in the chooser, with a specified chance eligible notes will be swung. With Chance set to 100%, it behaves like a normal swing timing control. Variance randomizes the swing amount of swung notes to add even more intricate rhythmic interest.



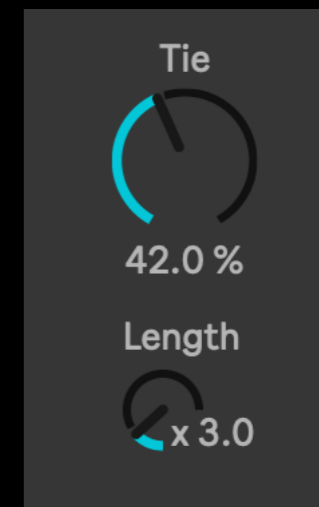
MIDI Transformers

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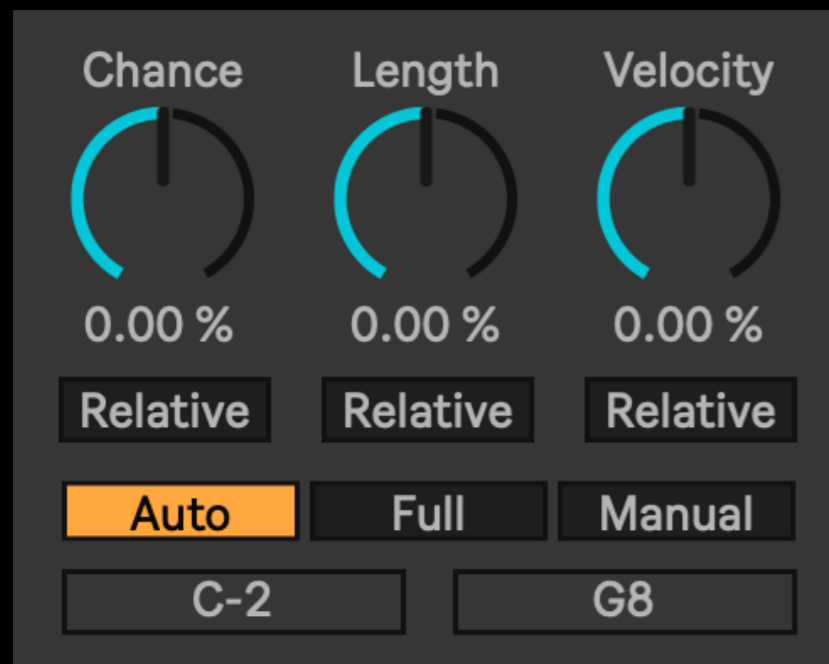
Transformer 7: Tether

A very simple transformer to probabilistically extend notes by a length multiplier to induce occasional legato ties within a selected string of notes.



Transformer 8: Tilter

Adjust note chance, length, and velocity relative to their pitch: for example, give low notes higher velocities and longer lengths while making higher notes less probable. Relative mode uses current parameter values as a base, while fixed calculates them purely based on their actual pitch. Auto calculates note pitches based on the current range of notes, full assumes the entire keyboard should be accounted for in calculations, while manual allows you to specify a range with the note sliders at bottom.



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FAQ

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Where can I find my new MIDI Tools?

Unlike Max for Live audio or MIDI effects, MIDI Tools are not accessed via Live's Browser. If installed as instructed in the MIDI Tools folder of your User Library, Live will automatically detect them and add them to the drop-down MIDI Transformer or MIDI Generator selection menus in the Transformer and Generator tabs of any MIDI Clip.

Why are my Tools not generating or transforming?

For notes to be generated or transformed, a selection of time or notes must be selected first. Then, be sure Generate or Transform is enabled beneath the MIDI Tool interface. Now changes to a MIDI Tool should be reflected in the Note Editor.

What if my MIDI Tools don't stop generating or transforming?

After achieving a desired state with your MIDI tools, click in the MIDI clip to reset the Apply Cycle so generation and transformation will only be applied to new selections and previous alterations will remain in place; to avoid continuous alterations during an Apply Cycle, disable the Generate or Transform button beneath a MIDI Tool and manually click the apply button to the right of it to see and hear your changes.

I don't want MIDI Toolset 001 to conform to Live 12's scale and key — is this possible?

If you want a MIDI Tool to ignore the current scale and key, disable Live's global scale and key settings; in the case of Metarhythm, scale awareness must be deliberately engaged to conform to scale and key settings.

Where can I learn more about my MIDI Tool?

All our MIDI Tools are Info View annotated: just open Live's Info View, then hover over a MIDI Tool parameter to learn more about it.

My MIDI Tools look small — how do I make it bigger?

In the Display & Input tab of Live's Preferences pane, increase the Display Zoom percentage slider to 125% or 150% (values in between may result in irregular display issues on certain systems).

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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