Midi Sequencer

This midi sequencer is inspired by the ideas of Steve Reich and specifically aims to translate audio phase looping into midi processes. This sequencer does this via its mode '**note select**' in which the user is able to select the step in the sequence that they want moved to the beginning each time it completes.

(Windows) To install the device, place it within **HD\Users\[username]\Documents\Ableton\User Library\Presets\MIDI Effects\Max MIDI Effect**

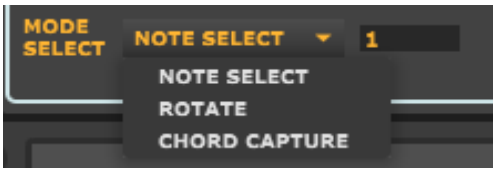
(Mac) To install the device, place it within **HD/Users/[username]/Music/Ableton/User Library.**

Starting from the top, **gates** can be either randomly generated using the random button, or they can be programmed in by hand. These will trigger a note when **on** and won't when **off**.

The **pitches** can also be set by hand or randomly generated; however, it is worth noting that the numbers when **scaled** do not correspond to normal midi values and you may get results that are unexpected.

The **clock** functions simply let you drive the sequence at specific note timings, 4n, 8n, 16n, etc. The **steps** number box allows the user to set the length of the sequence.

The **scaling** options include every root note, and popular scales as well as alternatives. This feature must be enabled by the user with the toggle to the **right** of the scale box. This is due to some **modes** needing to circumvent the note scaling.



The note select mode is the main function of this sequencer, the number box to its right corresponds to the red outline you can see around the gating steps. When this note select number is increased, the red box will move indicating the step to be moved to the front of the sequence when it repeats.

The **rotate** mode will move the **last** note in the sequence to the front each time it ends, this will change depending on the length of the sequence.

The final mode is **chord capture**, when using this mode note **scaling** is turned off to not interfere with the drawn midi. Once toggled, playing a chord in Ableton will have the sequencer capture the notes and then allow you to use either of the two previous functions with the new sequence. When capturing a chord, the sequencer will automatically set the sequence steps to the number of notes captured.