GHOSTS

COMPATIBLE WITH:
PUSH
LAUNCHPAD
MASCHINE JAM

ARCADE SERIES

ISOTONIK STUDIOS

GHOSTS

The Arcade Series is a collection of generative sequencers that can be used on their own or integrated with Ableton supported controllers. Designed and created by Ableton Certified Trainer Mark Towers each device takes its inspiration from the hours spent in front of flickering screens down the local Arcade…

Ghosts is a random looping melodic sequencer inspired by the classic arcade game. The device is fully compatible and controllable with 8x8 grid based controllers (Push, Launchpad and Machine Jam)

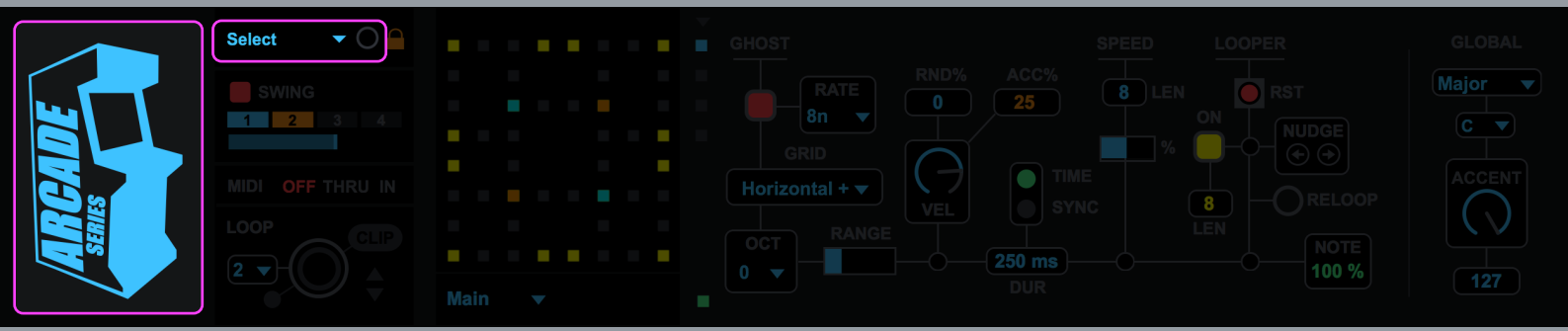
GLOBAL SETTINGS

Control Surface Active

When the control surface is selected in the menu, the arcade activator button will become active turning blue taking control of the control surface's 8x8 pad grid. Switching tracks, devices or modes in Live will resume usual behaviour until selecting the device again. Switching the activate button off will resume usual behaviour of the control surface whilst keeping the device running in the background.

Control Surface Select Menu

Press the round button to refresh the list of connected control surfaces, select the correct control surface from the menu as per the device version (Push1, Push2 etc.) Each supported control surface has its own dedicated arcade device.

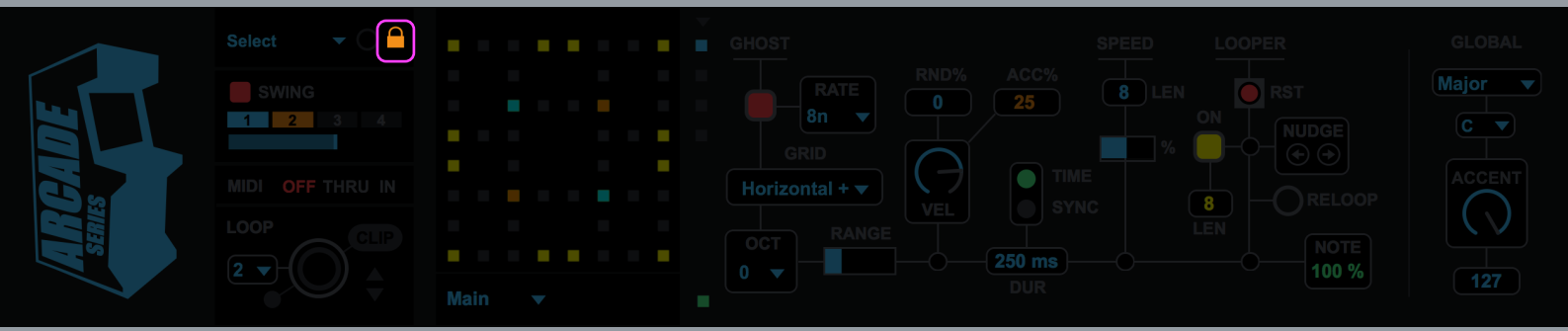


GLOBAL SETTINGS

Device Lock

Activating the device lock will lock the control surface to the device. This means that switching track or device selection will not affect the 8x8 pad grid which will still display and control the Arcade device. This allows you to have multiple control surfaces being used with multiple Arcade devices.

Nb. this feature only works with Arcade devices and has not been tested with other Max for Live devices that make use of a control surfaces 8x8 grid matrix.

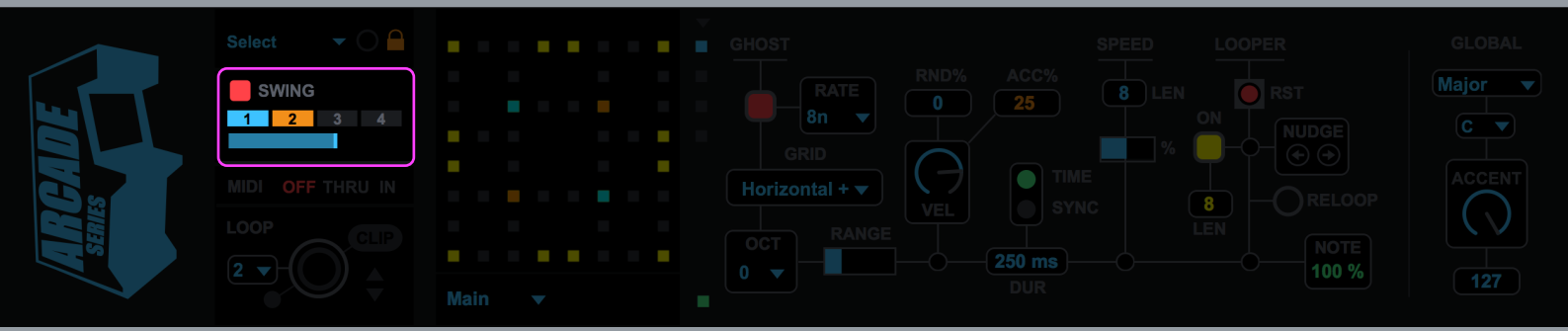


GLOBAL SETTINGS

Swing

The swing panel provides a quick and easy way to control the swing settings of the device. Use the top power button (red) to activate/deactivate swing globally. Then use the individual power buttons (blue) to activate/deactivate swing for each sequencer engine 1-4. Use the bottom slider to choose how much swing is applied. All the way left results in no swing, all the way right results in maximum swing.

Swing is only applied to sequencer engines which have rate settings of 8th, 16th or 32nd notes. If a sequencer is not set to any of these rate values, swing for that sequencer will be bypassed and the individual power button will turn orange.



GLOBAL SETTINGS

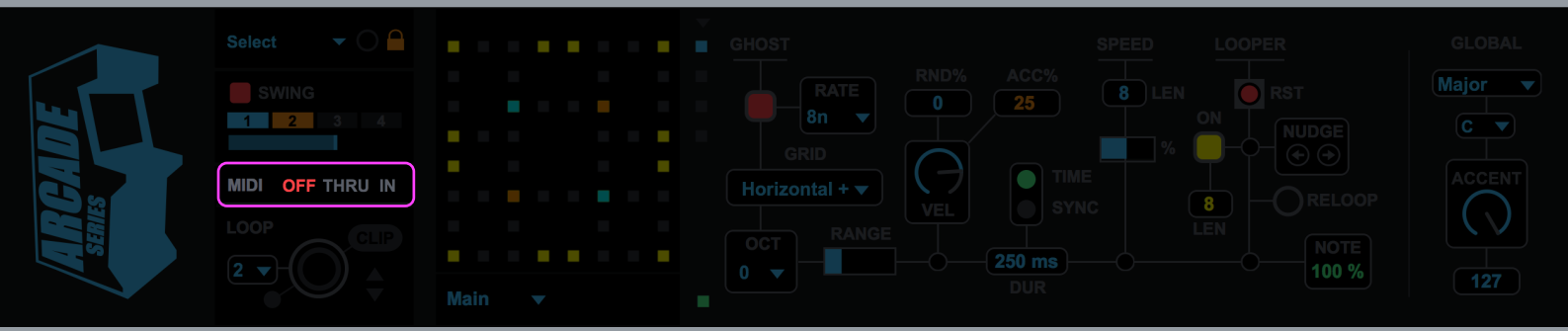
MIDI Routing

Using the MIDI panel, it is possible to route MIDI data coming from a clip or control surface in and out of the device:

***OFF** = Any MIDI data coming into the device from a clip or control surface is terminated at the input stage of the device having no effect on it.*

***THRU** = Any MIDI data coming into the device from a clip or control surface is sent to the output stage along with any MIDI data generated by the device.*

***IN** = Any MIDI notes coming into the device will change the root note of the selected scale (C - B) Octaves are ignored as these are specific to each sequencer engine.*



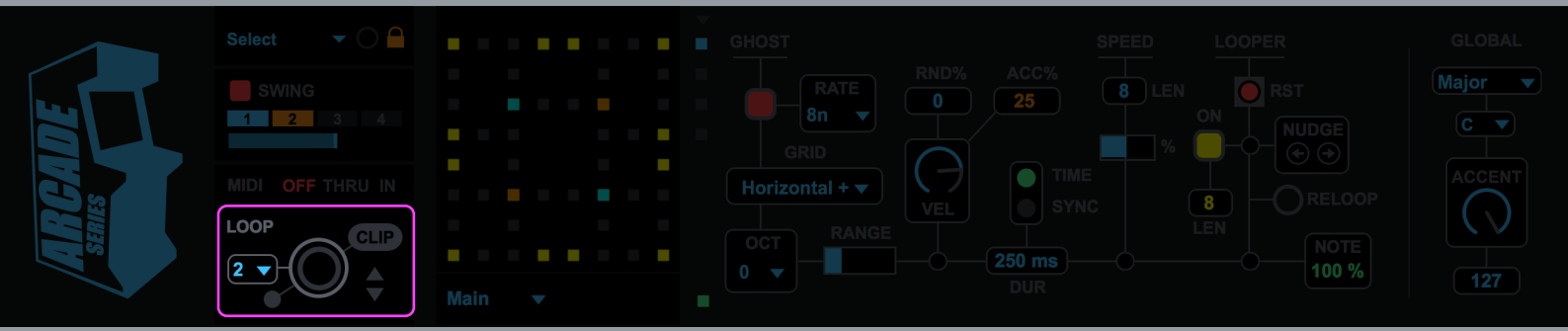
GLOBAL SETTINGS

Looper

The MIDI looper allows for real-time capture of all note data being generated by the device. This can be useful for capturing elements to be used in composition or to loop segments in live performance.

Length *= determines the length of the next recorded loop 1/2/4/8 bars are available. These options are related to the time signature settings in the current Live set, so if the time signature is set to 3/4 a setting of 1 bar in the looper will record a single bar in 3/4.*

Record/Playback *= press to start recording a loop. The looper will wait until the next bar to begin recording and turn red. Once a loop has recorded (at the current length) the loop will automatically playback turning green. This means the device is now outputting the recorded MIDI loop and not the internal device sequencer system which will run silent in the background. Press the record/playback button again to record a new loop, this will immediately continue playback of the internal device sequencer system, bypass the previously recorded loop and wait for the next bar to begin recording again.*



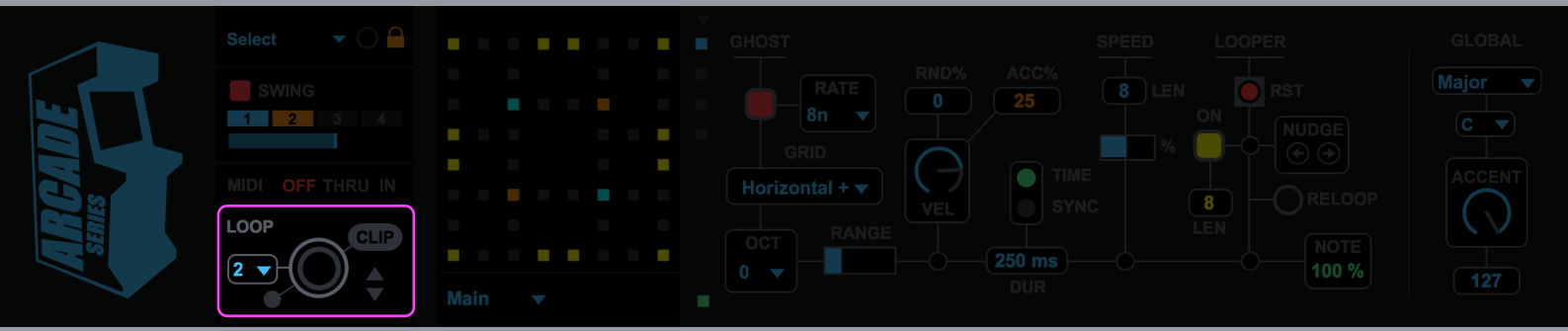
GLOBAL SETTINGS

Looper

Stop *= at anytime stop can be pressed which will either stop recording a loop or stop playback of a recorded loop and return to the internal device sequencer system.*

Create Clip *= Any loop that has been recorded is stored in a temporary buffer and can be exported as a MIDI clip on the track containing the device. Pressing this button will create a clip in the selected clip slot.*

Clip slot navigation *= use the up/down arrows to navigate clip slots on the track containing the device. Clips can only be created by the device in empty clip slots!*



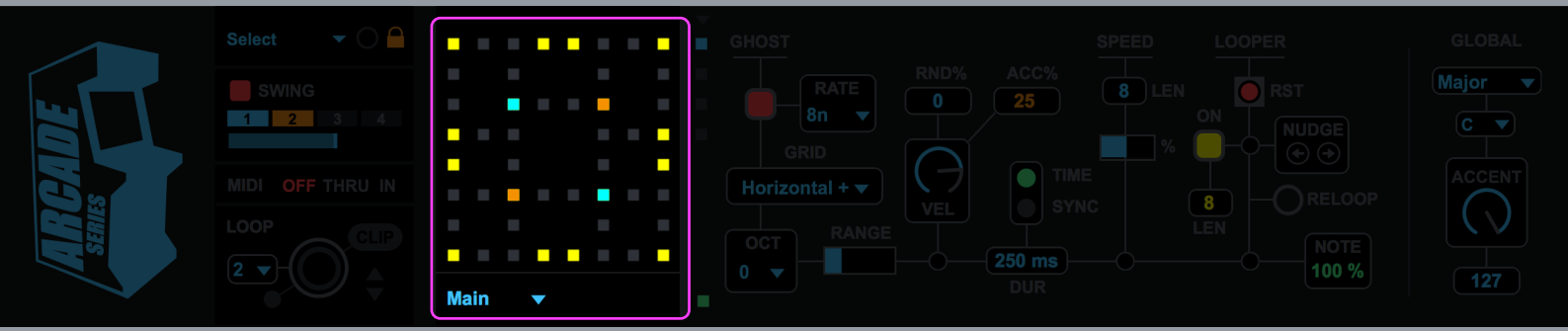
GRID INTERFACE

Grid User Interface

The grid interface is the primary way to interact with Ghosts. Both control surface 8x8 button grids and mouse clicks can be used to control the UI.

The 8x8 grid represents a maze in which the ghosts will move around. Whenever a ghost reaches a junction, they make a random decision of which way to go. When ghosts land on a yellow step, a note is triggered. When they land on a blue step a speed boost/ reduction is triggered for a specified amount of steps. Landing on an orange step triggers and accentuated note.

Up to four ghosts can run simultaneously and each have their own dedicated controls such as speed and note information.



GRID INTERFACE

Grid Menu

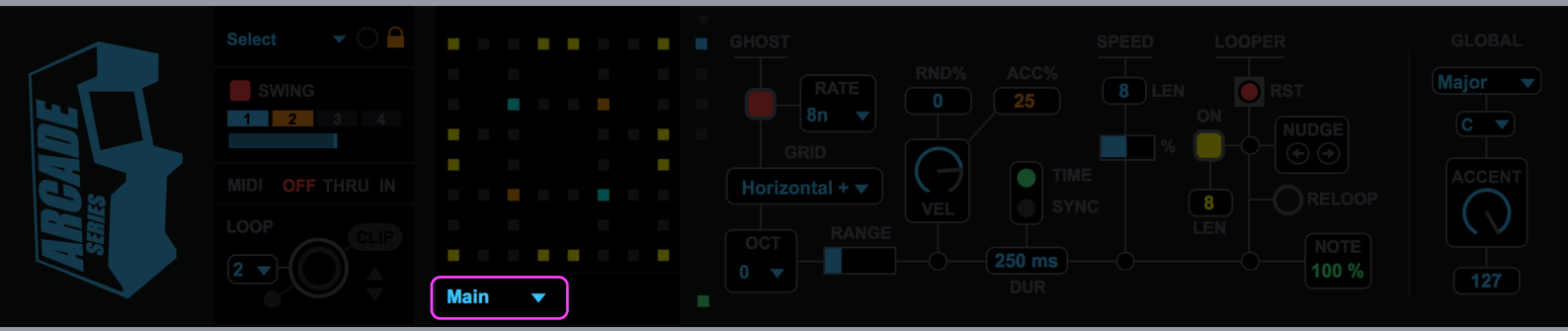
Path Grid = *Select via the 'grid edit' tab below to edit the path which ghosts will follow. Only single file paths are allowed!*

Note Grid *= Select via the 'grid edit' tab below to edit add/remove note triggers to the grid. When ghosts land on a step with a trigger a note is generated. Notes can only be added to steps within the current path grid!*

Accent Grid *= Select via the 'grid edit' tab below to edit add/remove accent notes to the grid. Accent notes can only be added to steps within the current path grid!*

Speed Grid *= Select via the 'grid edit' tab below to edit add/remove speed triggers to the grid. When ghosts land on a speed trigger, the ghost will either speed up/slow down for a specified duration. Speed triggers can only be added to steps within the current path grid.*

Main *= Displays an overview of all grids in the 8x8 UI. Triggering the grid in this mode will trigger/re-trigger the currently selected ghost sequencer.*



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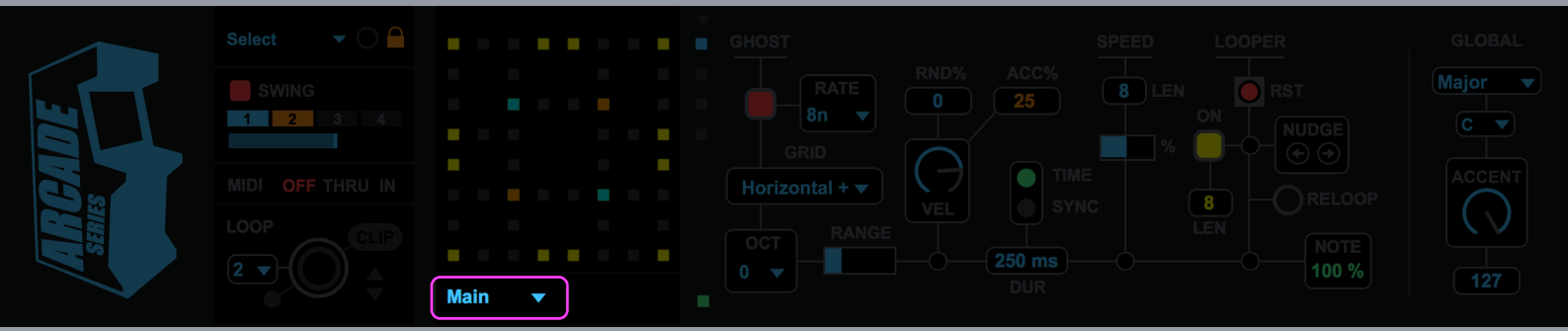


GRID INTERFACE

Clear

Clear the currently selected grid.

Presets

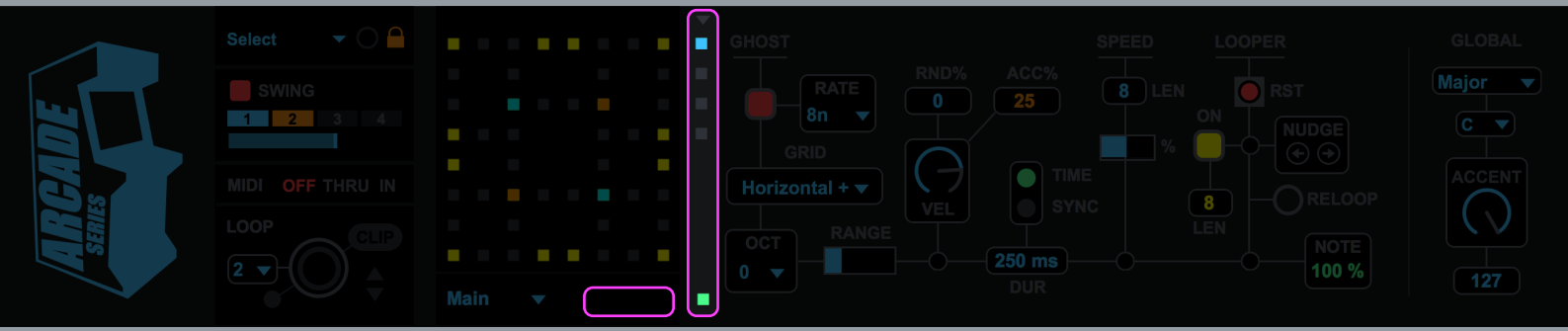
Select a preset to get started.

Ghost Sequencer Engine Selector

Use to select a ghost sequencer engine (1-4) to edit.

Expand (Green Button)

Click to expand/collapse the sequencer/global controls.



SEQUENCER ENGINE

Each of the 4 ghost sequencer engines have their own independent settings allowing for varied interaction between them.

RUN

Toggles the active state of the selected ghost. Clicking on the 8x8 grid will also start/re-start the selected ghost from the specified location.

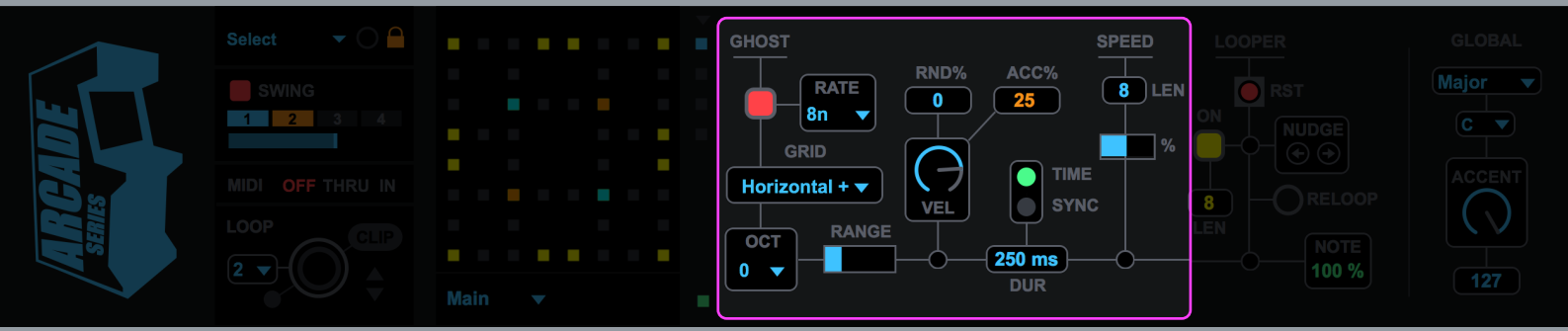
RATE

Select the rate the ghost will run at.

***n** = whole note*

***nt** = triplet*

***nd** = dotted note*



SEQUENCER ENGINE

Note Grid

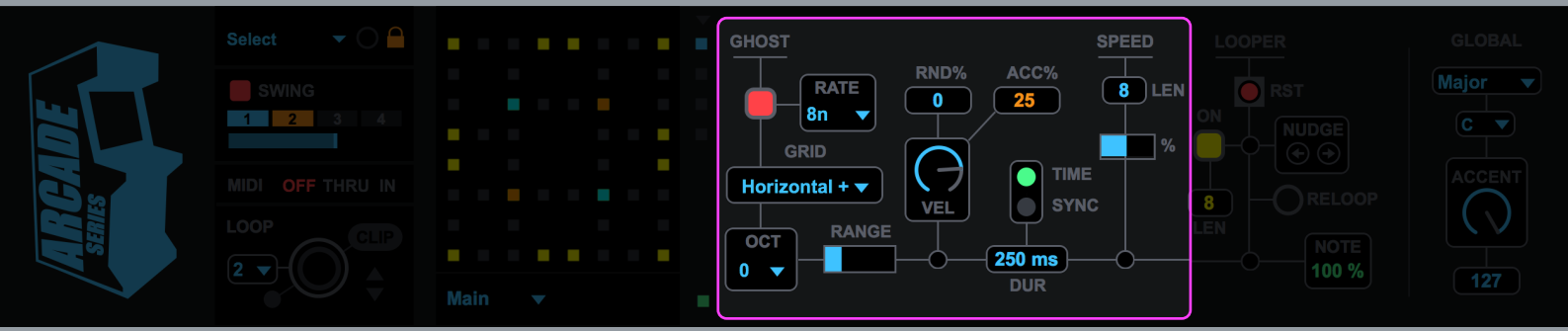
The pitch of each note generated is determined by the grid pattern selected. Each pattern arranges notes triggered by the selected sequencer engine in their own unique way. See the 'Grid Patterns' for illustrations. All grid patterns conform to the currently selected root note and scale.

Octave

Transpose the octave of notes generated by the selected ghost sequencer.

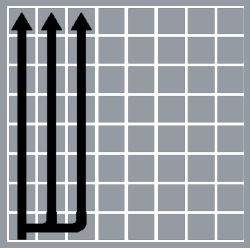
Note Range

Set the range of notes being generated. At maximum notes will span the entire range available (C-2 - G8) at minimum only the root note will be triggered. Notes will be offset by the selected root note and octave so if the root note is C, the octave is 2 and the range is on maximum, the range will be from C2 - G8.

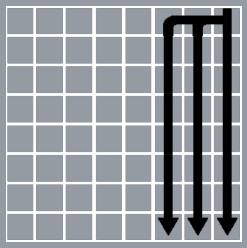


GRID PATTERNS

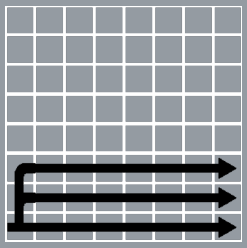
Vertical +



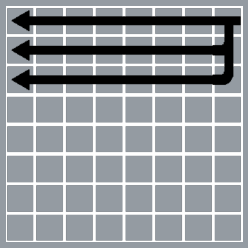
Vertical -



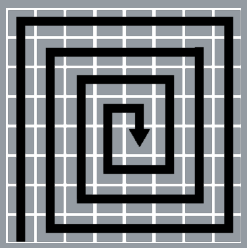
Horizontal +



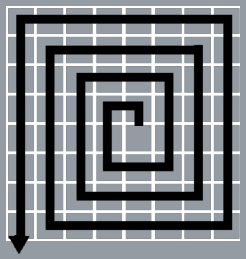
Horizontal -



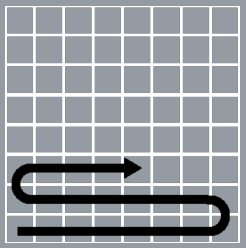
Spiral +



Spiral -



Snake



SEQUENCER ENGINE

Velocity

Set the velocity for any notes generated by this ghost sequencer.

Random Velocity Amount

Controls the amount by which the velocity of each note will be randomised.

Accent Amount

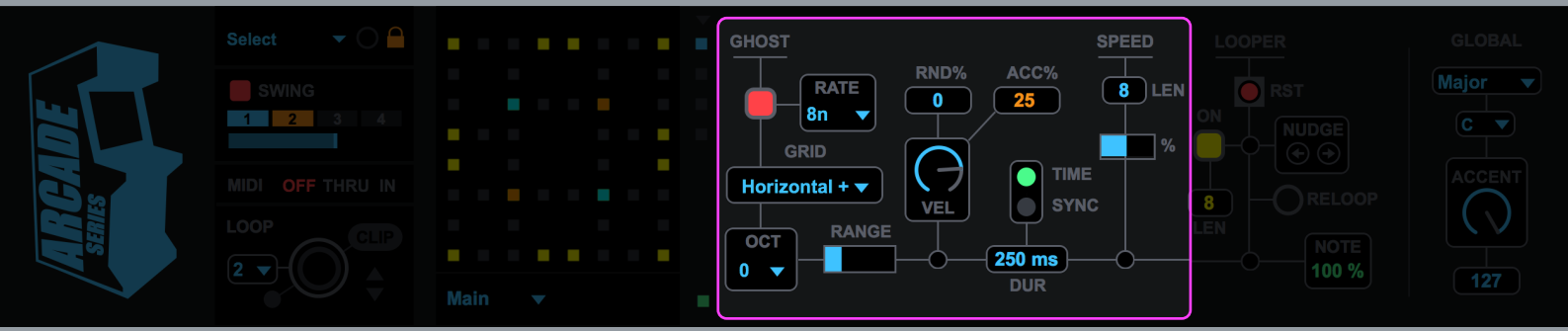
Controls the amount of accent applied to any accent notes.

Duration Mode

Toggles the duration mode of notes being generated by this row.

***TIME** = milliseconds*

***SYNC** = note divisions synchronised to Live's BPM.*



SEQUENCER ENGINE

Note Duration

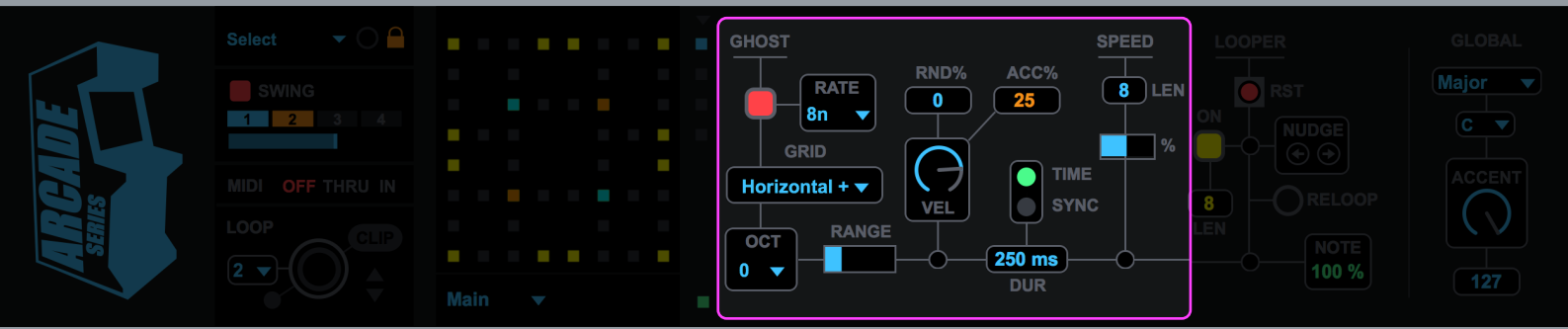
Sets the duration of notes generated by this row in either milliseconds or BPM synchronised note divisions.

Speed Length

Set the number of steps a ghost will travel whilst being influence by a speed trigger.

Speed Chance

Controls the chance of a ghost being influence by a speed trigger.



SEQUENCER ENGINE

Looper

The looper section allows for a pattern generated by the selected sequencer to be recorded and looped. This can be useful to retain some repeating elements amongst all the generative content.

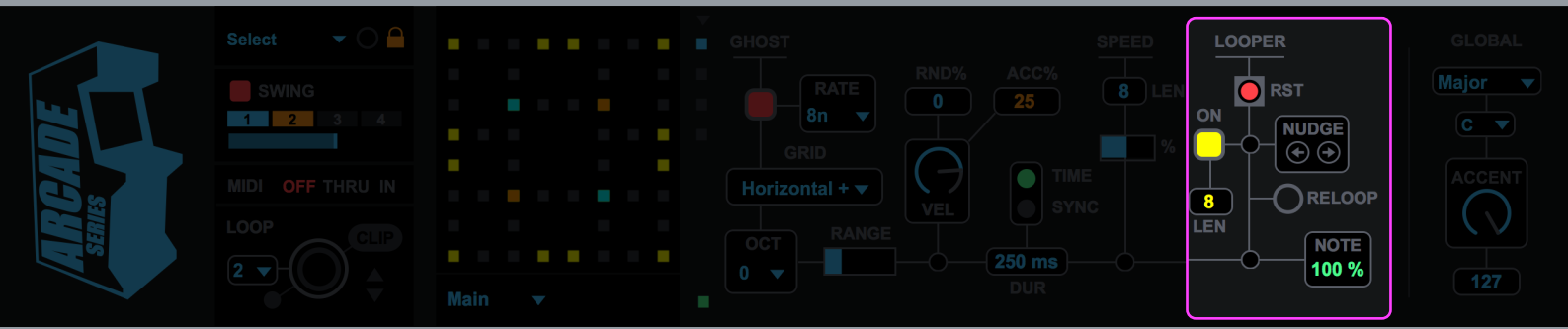
***Looper On/Off** = Turn on to capture a specified number of steps. Once the desired number of steps are recorded, the looper will playback the looped pattern. All other parameters that effect notes being generated are still available.*

***Loop Length** = Set the number of steps the looper will record and playback.*

***Reset** = If turned on, the looper will restart with Live's transport.*

***Nudge** = Shift the currently running loop back or forwards 1 step.*

***Re-loop** = Capture a new loop.*



SEQUENCER ENGINE

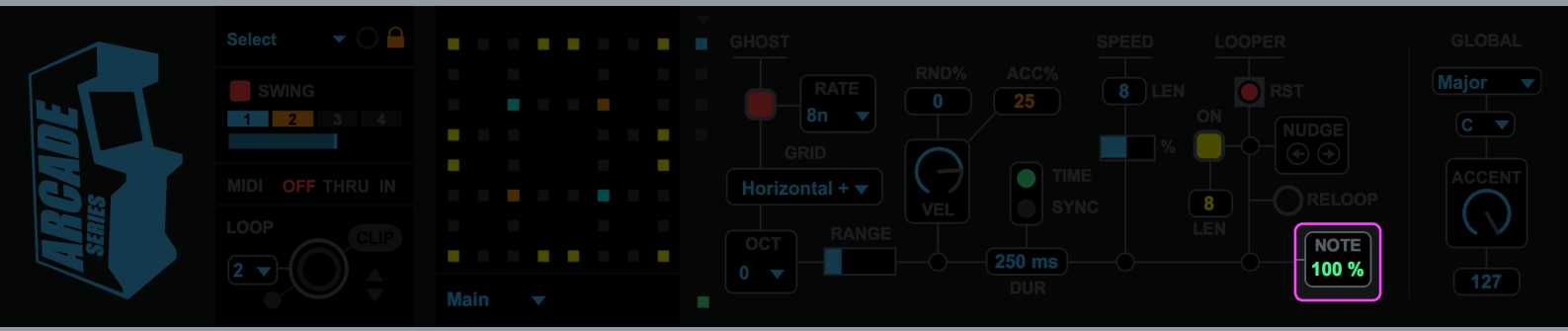
Note Chance

Control the chance of notes being generated by the selected sequencer engine.

***100%** = all notes will be generated.*

***0%** = no notes will be generated.*

***50%** = 50/50 chance of notes being generated.*



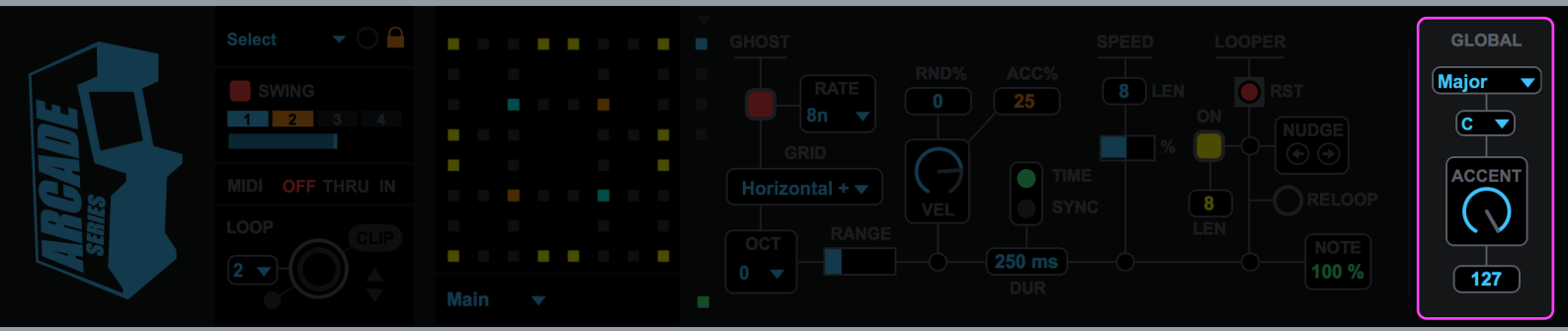
GLOBAL PARAMETERS

Scale *= Select a scale for the note output of the device. Any notes being generated will be forced into the selected scale.*

Key *= Select a root key for the scale to operate in.*

Accent Amount *= Select the amount of accent applied to the velocity of accent notes.*

Accent Max *= Set an upper limit for the accent applied to accent notes.*



CONTROL SURFACE

Ghosts is compatible with the following control surfaces:

Push 1, Push 2, Launchpad Mk1, Launchpad Mk2, Launchpad Pro, Maschine Jam

Controls

8x8 Pad Matrix

Depending on the selected layer(ghost engine, notes, accents etc.) the 8x8 pads will add or retriever ghosts, add or remove notes, accents, speed pills, or create entirely new maze paths.

Scene Launch Buttons

1-4 *= select one of the ghosts layer/engines for trigger with the 8x8 pads.*

5-8 *= select the path layer, note layer, accent layer, speed layer respectively for editing with the 8x8 pads.*

Shift

(Shift on Push1, Push 2, Launchpad Pro)

(User 2 on Launchpad Mk1, Mk2)

(Select on Maschine Jam)

Holding shift allows the scene launch buttons to clear their associated layer (see above) if pressed.

Please see the video tutorials at:

https://vimeopro.com/isotonikstudios/arcade-series-returns