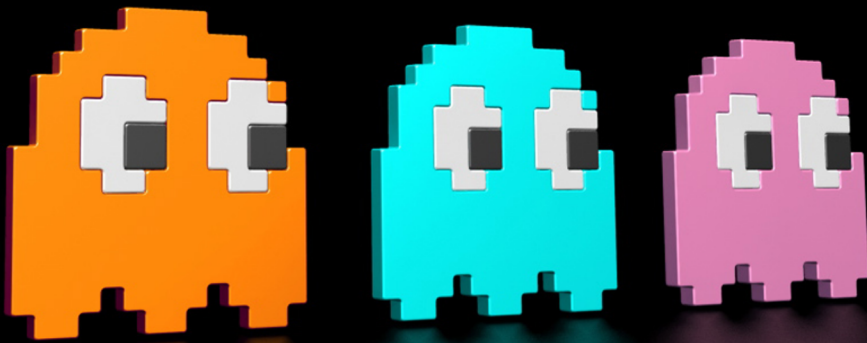




GHOSTS LE



★
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..

GhostsLE is a random looping melodic sequencer inspired by the classic arcade game.

GLOBAL SETTINGS

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 key for the scale to operate in.



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.

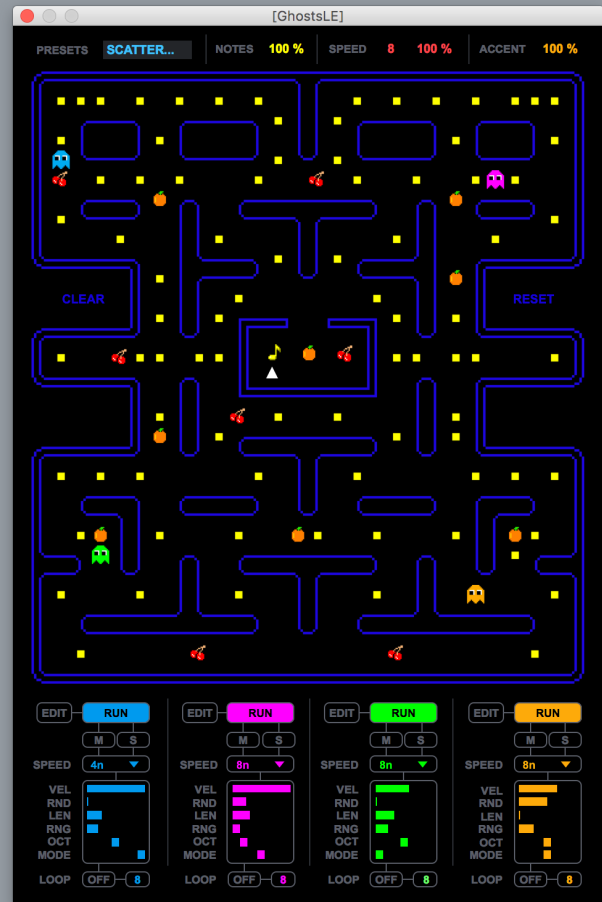
Clip slot navigation = use the up/down arrows to navigate clip slots on the track containing the device. Clips can only be created by the device in empty clip slots!



GLOBAL SETTINGS

Floating Window

Click to open the main interface as a floating window



GRID INTERFACE

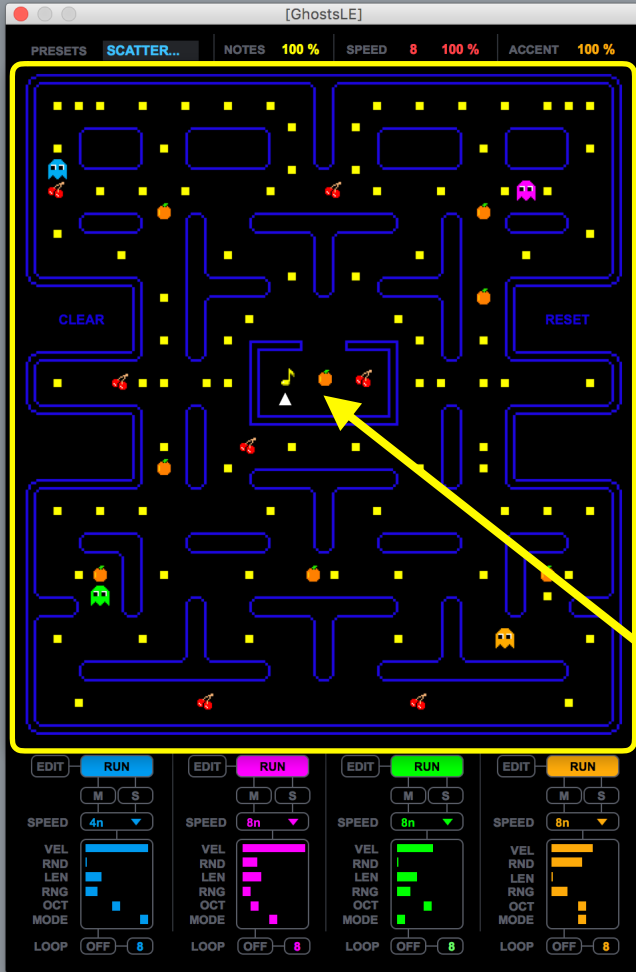
Grid User Interface

The grid interface is the primary way to interact with Ghosts.

The 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 **cherry** a speed boost/reduction is triggered for a specified amount of steps. Landing on an **orange** triggers and accentuated note.

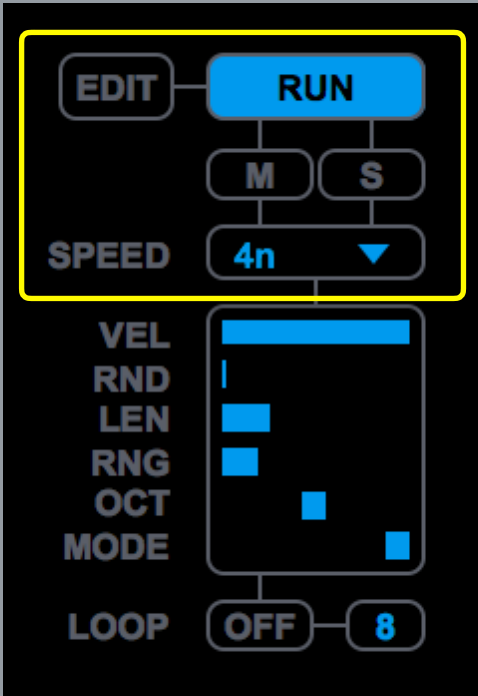
Select either **Notes**, **Orange** or **Cherry** to add/remove them from the grid

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



GHOST SETTINGS

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



EDIT

Selecting a ghost with the 'edit' button allows it to be placed somewhere on the main grid.

RUN

MUTE/SOLO

Mute or solo a Ghost

Toggles the active state of the selected ghost. Clicking on the 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

GHOST SETTINGS

Velocity

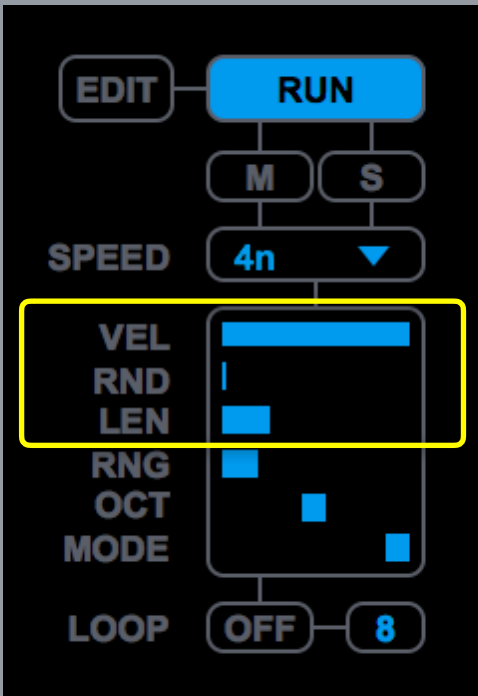
Set the velocity for any notes generated by this ghost sequencer.

Random Velocity Amount

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

Length

Set the length of the note.



GHOST SETTINGS

Note Range

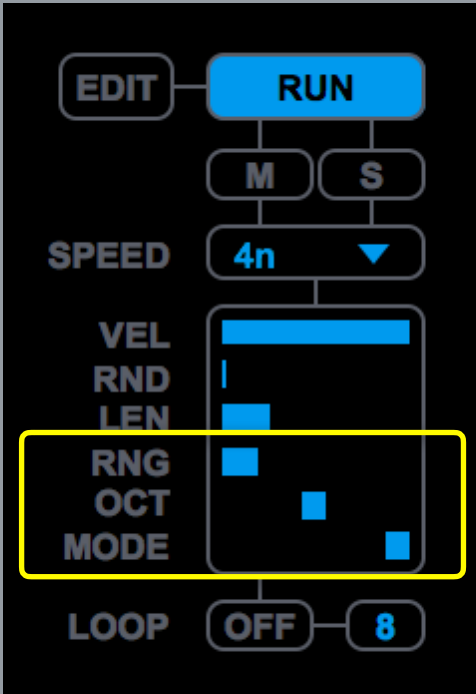
Set the range of notes being generated. At maximum notes will span the entire range available (C-2 - G8) at minimum only the root note will be triggered. Notes will be offset by the selected root note and octave so if the root note is C, the octave is 2 and the range is on maximum, the range will be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

Octave

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

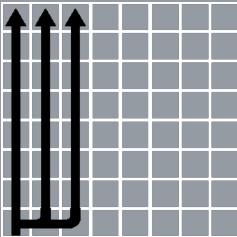
Mode

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.

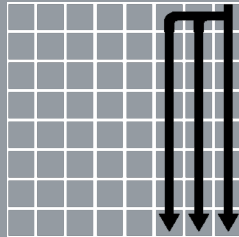


GRID PATTERNS

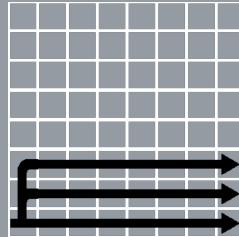
1 Vertical +



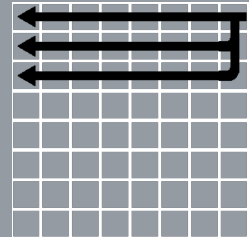
2 Vertical -



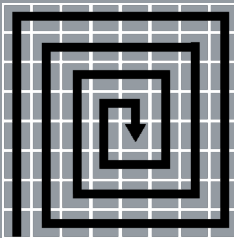
3 Horizontal



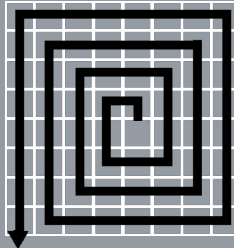
4 Horizontal



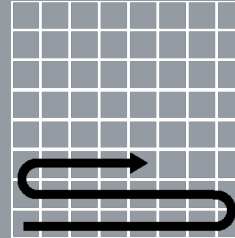
5 Spiral +



6 Spiral -



7 Snake



GHOST SETTINGS

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.

