



 **AUTOBEAT**

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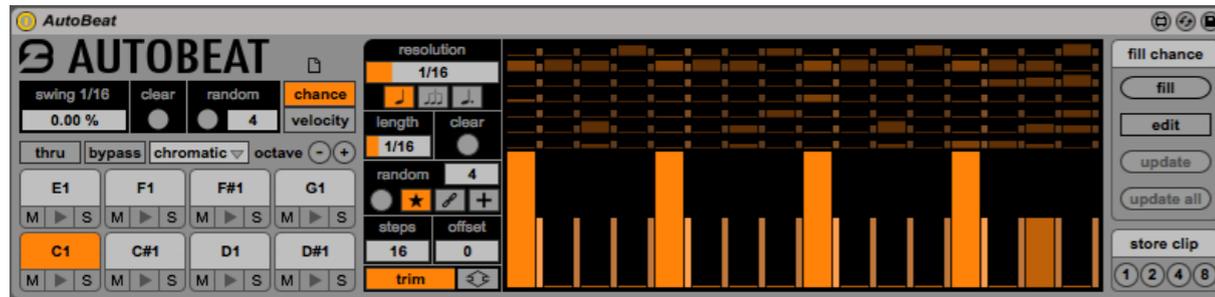
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1. This is AutoBeat

Thank you for choosing AutoBeat!

AutoBeat is a Max For Live MIDI device designed to easily create rhythmic beats of MIDI notes with variations, playing based on probabilities you will define.



This document will guide you through a complete overview of the product. After reading it, you should be able to use it on perfect, so we recommend that you take the time to read this guide in its entirety.

Ableton Live 9 and the Max For Live add-on are required (refer to our website to know which are the Live version supported for every released version): AutoBeat is a Max For Live instrument and works both on Mac OS® X and Windows®.

AutoBeat is currently available as single product.

Thanks to the Max For Live total integration, you will find a description for each AutoBeat parameter in the Live Info View, and you can easily automate each parameter inside Live.

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K-Devices

2. Installation

To install the device double click on the .alp file contained in the downloaded package. Device, presets, instrument racks and drumkit will be automatically installed.

AutoBeat device will be installed in the Ableton Live Library: you can find it in “packs” tab of the Live 9 browser.

3. Pack Contents

AutoBeat contains in addition to the Max For Live MIDI device:

- 15 presets;
- 10 Instrument Racks;
- 3 Drum Racks.

4. Interface Overview



AutoBeat button shows the software version.

The small newfile icon, similar to a small paper sheet, sets all device parameter at their **default** value.

The interface is composed by five main areas:

- Global Functions Area;
- Pad Area;
- Edit Area;
- Fill Area;
- Store Area.

4.1. Global Functions Area

Parameters that affects all 8 voices are placed in the Global Functions Area.



Swing slider sets the swing amount applied to the pattern. Swing is based on the lower resolution in use by the 8 voices: its resolution is displayed as a description beside the swing parameter name. To modify this value just change the lower resolution in the 8 voices (see [Edit Area Macro](#)). Swing works and consider the normal note resolution only ♩, excluding triplets ♩♩ and dotted notes ♩.

Chance/velocity switch defines on which mode you want to act: it allows you to modify current steps, and to use exclusive functions for the selected mode. Depending on the selected mode, its steps increase width to allow editing and to improve visual feedback.

Clear sets all steps to “0” in the displayed step sequencers, depending on the mode in use (**chance** or **velocity**).

In **chance** mode, the **random** button randomizes steps values, depending on the mode in use (**chance** or **velocity**). In chance mode you can even define how many steps for each voice should be randomized; other steps will be set to “0”.

Thru and **bypass** work as follow:

- **thru**: if active, allows incoming MIDI messages to pass thru the device;
- **bypass**: AutoBeat does not send generated MIDI notes.

4.2. Pad Area



In this area you can manage MIDI notes created by AutoBeat.

To change the notes in use just click on the note pad then click and drag on the MIDI note name. You can even use the “**quick note setup**” menu, which sets all the note pads with default setups (chromatic scale, tone, GM, major and minor natural).

Octave + and **-** are useful to transpose all the eight note pad of one octave with just a click.

Each note pad is provided with **mute** and **solo** buttons: activating **mute** for one or more voices, you can block the output of these MIDI notes. **Solo** is exclusive by default. To solo more than one voice at a time just hold down cmd key (OsX) or ctrl (Win).

Between mute and solo, there is the **play** button: this is helpful as preview (create a MIDI note just clicking on it) or as a visual feedback: each time a MIDI note on is generated the button lights e and it turns off when the relative MIDI note off message is sent.

4.2.1. Integration with Drum Rack

AutoBeat works great with any live instrument or third party plugin: it can work with synthesizers or sampler but it has been designed for beat oriented instruments. That's why we added some special features if used with Ableton Live **Drum Rack**, in order to improve your experience with it!

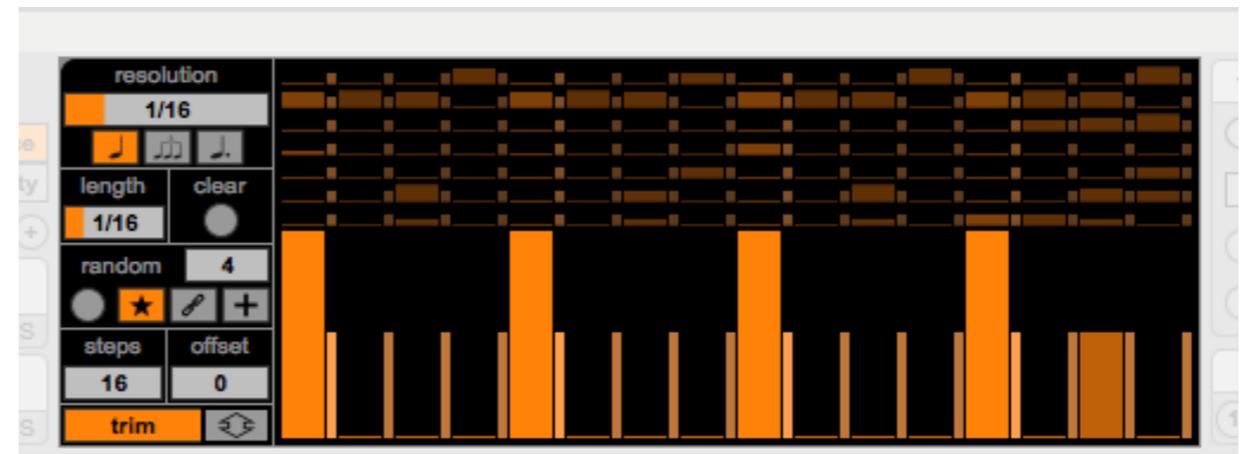
Just place a Drum Rack in the same track with AutoBeat and:

- note pads will be updated displaying the name of the sample used in the relative MIDI note;
- even Drum Rack can select note pads in AutoBeat; this is really helpful since when editing a drum pad in the drum rack, AutoBeat will be updated displaying all the settings for that drum pad.

If a Drum Rack is placed in an Instrument Rack, we suggest to move AutoBeat in it.

4.3. Edit Area

In this area you will find all the parameters needed to modify each single voice (chance or velocity step sequencers, and several functions). It can be split in two sub parts: **macro** host all the parameters in the left, and **steps**, with its step sequencers in the right.



To select a voice (and to edit it) just click on a note pad or on a step sequencer (inactive step sequencers are darker than the active one, in order to improve the visual feedback).

4.3.1. Macro



Macro parameters refer to the selected voice and acts on it only.

Two parameters are placed in the **resolution** panel: these define the time resolution for the selected voice only. You can choose it using the slider (1/32 - 1/1), and then define its mode via the triple switch (normal notes ♩, triplets ♪♪♪, dotted ♩.).

Length defines the length of the MIDI notes generated by the selected voice: this parameter is really helpful if AutoBeat is used with non percussive instruments (bass lines, arpeggiators and so on).

Clear e random buttons, acts on the steps of the mode defined in the **chance/velocity** switch only. **Clear** sets to a "0" all the steps. **Random** (in chance mode) has different modes, defined by the three way switch in the bottom:

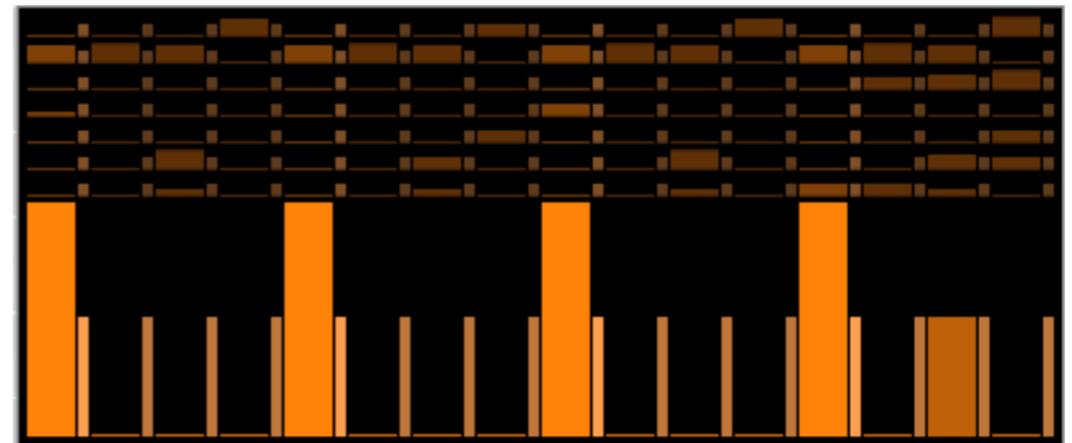
- **new** ★ randomizes the steps number set in the numbox and sets the other to "0";
- **chain** ✂ observes the steps with value different from "0" and randomizes their value;
- **add** + adds to the current configurations random steps (according to the steps number set in the numbox), replacing only the steps with value equal to "0" (it is obviously irrelevant if all the steps have value different from "0").

Steps and **offset** define which and how many steps are active (playing).

Trim/continued sets the mode for the global step modification, dragging up or down the **up/down** ⇄ button:

- **trim**: each time a step reaches the minimum or maximum edge, AutoBeat keeps their original difference value. In this way, you can bring back the configuration without "rectifying" the steps values;
- **continued**: each time a step exceed the minimum or maximum edge, it takes the opposite value, continuing increasing or decreasing its value.

4.3.2.Steps

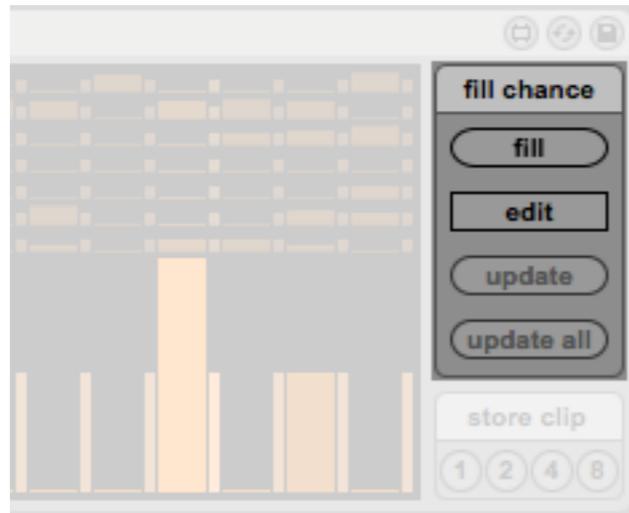


Step sequencers allows to edit each step of the selected voice using the mouse. Modifications acts on the steps of the selected mode (**chance/velocity**) only; the steps of the selected mode are highlighted with a bigger width, but you always can see in background values of the inactive mode. Velocity steps use a different color than chance steps, and are always placed at their right.

Chance steps defines the amount of chance for the MIDI note messages to be triggered: from 0% (so no chance to trigger the note on that step) until 100% (this step will always trig a MIDI note, with velocity depending on the value of that step in velocity mode).

Velocity steps defines the velocity of the possible MIDI note. It is important to consider that steps with velocity equal to 0% and chance 100% will never play, because they would create a MIDI note with velocity equal to 0, or a note off.

4.4. Fill Area



Clicking **update all**, you can obtain the same pattern as the main chance: then you can edit it only where it needs attention.

This section is designed to allow creating a variation for chance parameters, recallable with a click. It can be used to create fill to change the main pattern and switch back from it on the fly.

Fill button activates the variation.

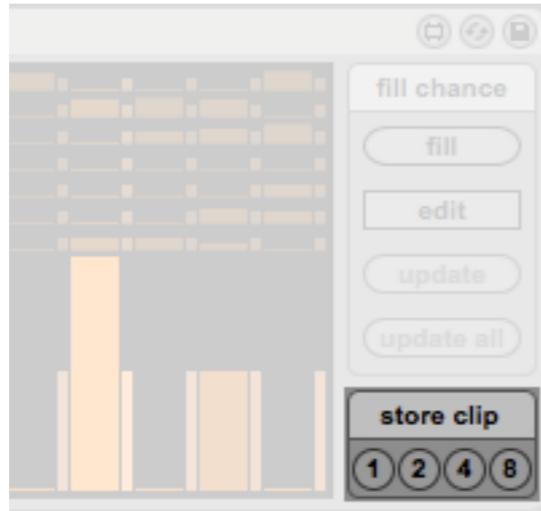
Activating **edit**, AutoBeat enters in edit mode: chance steps change color, becoming red, and the playhead disappears, to indicate that AutoBeat is not currently playing the steps you are looking at. We designed the edit mode to allow editing while playing, with no note interruptions. The chance configuration edited in this mode is the one that will be played using **fill**.

Update buttons are useful to create a fill based on the main pattern:

- **update** copy all the steps of the main pattern in the fill pattern (only on the selected voice);
- **update all** does the same for all the 8 voices.

4.5. Store Area

Store Area transform AutoBeat in a full featured MIDI composition assistant.



As soon as you created a pattern, you can store it clicking on the store buttons to create MIDI clip of 1, 2, 4, or 8 bars. These clips are filled with MIDI notes depending on the AutoBeat setup you used, on probability, velocity, mute status and so on...

Clips are created in the first empty slot in the used track.

5. Drum Racks

AutoBeat includes 15 Instrument Rack presets realized with AutoBeat and three exclusive Drum Racks.

- Concretism** Concretism is a Drum Rack designed for AutoBeat by [K-Devices](#) and [Federico Ascari](#). All sounds have been created using metal pieces, woods and objects you can find in a repair shop, including welding tools.
- nz_tx** nz_tx is a Drum Rack designed for AutoBeat by [Franz Rosati](#), sound/visual artist, electronic music producer and composer. All sounds have been created on a [Yamaha Tx81z](#) FM synth, then edited in Ableton Live.
- sydrums** Sydrums is a Drum Rack specially designed for AutoBeat by [Giona Vinti](#), aka [Hyena](#), electronic music producer and Ableton Live Certified Trainer.
- All sounds were meticulously crafted on a vintage FM synthesizer, the great [Yamaha SY99](#), then recorded in 24 bit format with 4 different layers of velocity to recreate the subtle variations generated by velocity in an FM algorithm and give more dynamic fun.
- The drum rack was then enriched with [Ableton Audio Effects](#), carefully mapped to macros to twist and mangle your drum patterns in subtle or extreme ways.

6. Integration with Push

AutoBeat is Ableton Push compatible. Here's the implementation chart for automatable parameters.

1st page	1	2	3	4	5	6	7	8
	swing		clear		random	random n		chance/vel
2nd page	9	10	11	12	13	14	15	16
	oct +	oct -			fill	fill edit	update	update all
3rd page	17	18	19	20	21	22	23	24
	midi thru		bypass		store 1 bar	store 2 bars	store 4 bars	store 8 bars
4th page	25	26	27	28	29	30	31	32
	note pad 1	note pad 2	note pad 3	note pad 4	note pad 5	note pad 6	note pad 7	note pad 8
5th page	33	34	35	36	37	38	39	40
	solo 1	solo 2	solo 3	solo 4	solo 5	solo 6	solo 7	solo 8
6th page	41	42	43	44	45	46	47	48
	mute 1	mute 2	mute 3	mute 4	mute 5	mute 6	mute 7	mute 8