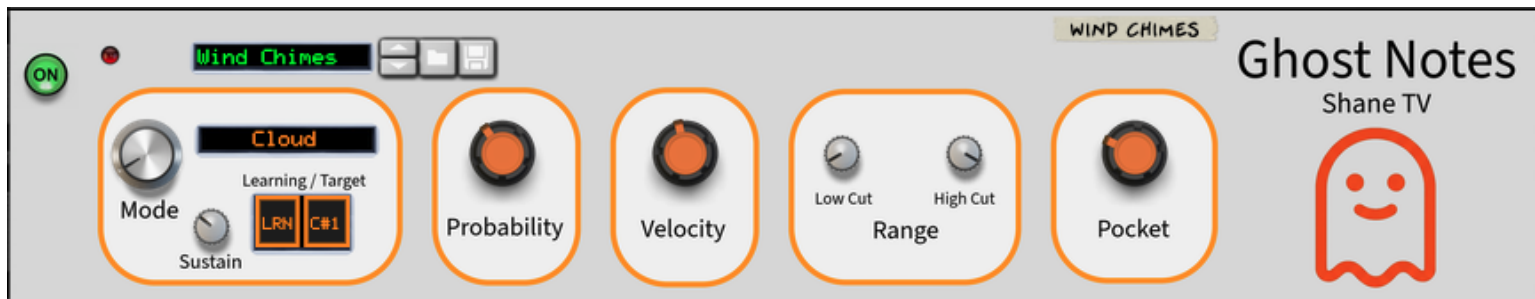


# Ghost Notes Operation Manual

Shane TV

## Front Panel



## Back Panel



**1. Introduction** Welcome to Ghost Notes! This Player device is designed to listen to your MIDI input and automatically generate rhythmic, evolving, and dynamic "ghost notes" to complement your performance. By combining probability, swing, and specific generative algorithms, Ghost Notes breathes human life into drum beats, basslines, and synth arpeggios.

**What is a ghost note?** Essentially a short, low-velocity filler note.

**2. The Five Ghost Modes** The **Mode** knob changes the mathematical algorithm that generates the ghost notes.

- **Cloud:** Generates a randomized "cloud" of intervals around your base notes (+7, +12, +24, and +36 semitones), weighted heavily toward octaves and fifths. Perfect for turning simple chords into sparkly, generative arpeggios.
- **Octave:** Generates strict octave jumps (+12 or +24 semitones) above your original notes. Excellent for expanding basslines and melodies.
- **Stutter:** Repeats the exact same pitch as your input notes, choking off the original input. Ideal for hi-hats, percussive elements, or fast, glitchy repetitions.
- **Response:** A strict "call-and-response" mode. This algorithm only triggers octave jumps when no original notes are actively being held down. Play a phrase, let go, and the device will answer you.
- **Target Note:** Forces all generated ghost notes to trigger one specific, user-defined pitch, ignoring your Low/High Cut filters. Designed specifically for drum programming (e.g., play a kick drum, and the device will automatically generate ghost-snare rolls on D1).

### 3. Global Controls

- **Probability:** Determines the likelihood (0–100%) that a ghost note will be generated on a given subdivision.
- **Velocity:** Scales the velocity of the generated ghost notes. Ghost notes naturally decay in velocity over time, but this knob sets their overall energy level.

- **Pocket:** Applies swing, lag, or push to the generated ghost notes, pulling them off the strict grid for a more humanized groove.
- **Sustain:** Adjusts how long the internal "ring-out energy" lasts. Turn this up to allow ghost notes to keep generating and decaying long after you release your MIDI keys.
- **Low Cut & High Cut:** Restricts the pitch range of the generated notes. If the algorithm tries to play a note outside this specified octave range, it is muted. (*Note: These filters are bypassed in Target Note mode*).

**4. The Learn Button & Saving (Target Note Mode)** When using Target Note mode, you can easily assign the specific drum hit or pitch you want the device to trigger using the **LRN (Learn)** button.

1. Click **LRN** to activate Learn Mode (the display will turn orange).
2. Press any key on your MIDI controller. The display will update to show the note you just played (e.g., D1).
3. **CRITICAL:** To permanently save this learned note into your Reason patch or song file, you *must* click the LRN button again to turn it OFF.

*Why? (The Realtime Loophole):* Due to Reason's strict separation of realtime performance data and saved document data, the device cannot overwrite your patch while Learn is actively listening to your MIDI keyboard. Turning Learn OFF acts as the "Save" command, securely writing your chosen note into the permanent memory of the patch.

*This is and always will be a free device. Thank you to the Reason community.*

*-Shane TV*