

Phrase

Key Trigned Sequencer Player

Rack Extension for Reason

The screenshot displays the 'Phrase' rack extension in Reason software. The top control bar features an 'ON' indicator, the name 'Phrase', a 'PHRASE 1' label, a 'HOLD' button, and parameters for 'Steps' (12), 'Offset' (0), and 'Dir' (>). A 'Init Patch' button is also present. The main sequencer grid consists of 16 steps, each with a 'STEP ON' indicator (1-16) and a 'GATE LEN' bar. The parameters for each step are as follows:

Step	Play Mode	Transpose	Duration	Velocity	Gate Len
1	Stop	-4	1/16	105	On
2	Play	+/-	1/16	104	Off
3	Play	+/-	1/8	90	On
4	Play	+/-	1/16	87	On
5	Play	+/-	1/8	104	On
6	Play	+/-	1/16	105	On
7	Play	+/-	1/8	105	On
8	Play	+/-	1/16	104	On
9	Play	+3	1/16	85	On
10	Play	+/-	1/16	99	Off
11	Play	+/-	1/16	87	On
12	Play	+/-	1/8	100	On
13	Play	+/-	1/16	100	On
14	Play	+/-	1/16	100	On
15	Play	+/-	1/16	100	On
16	Play	+/-	1/16	100	On

The right-hand panel includes a 'Seq Edit' dropdown menu with 'Rand 50%' and 'C Chromatic' options. Below it is a 'Variation' dropdown menu with options 1, 2, 3, and 4. Option 1 is currently selected.

What's New

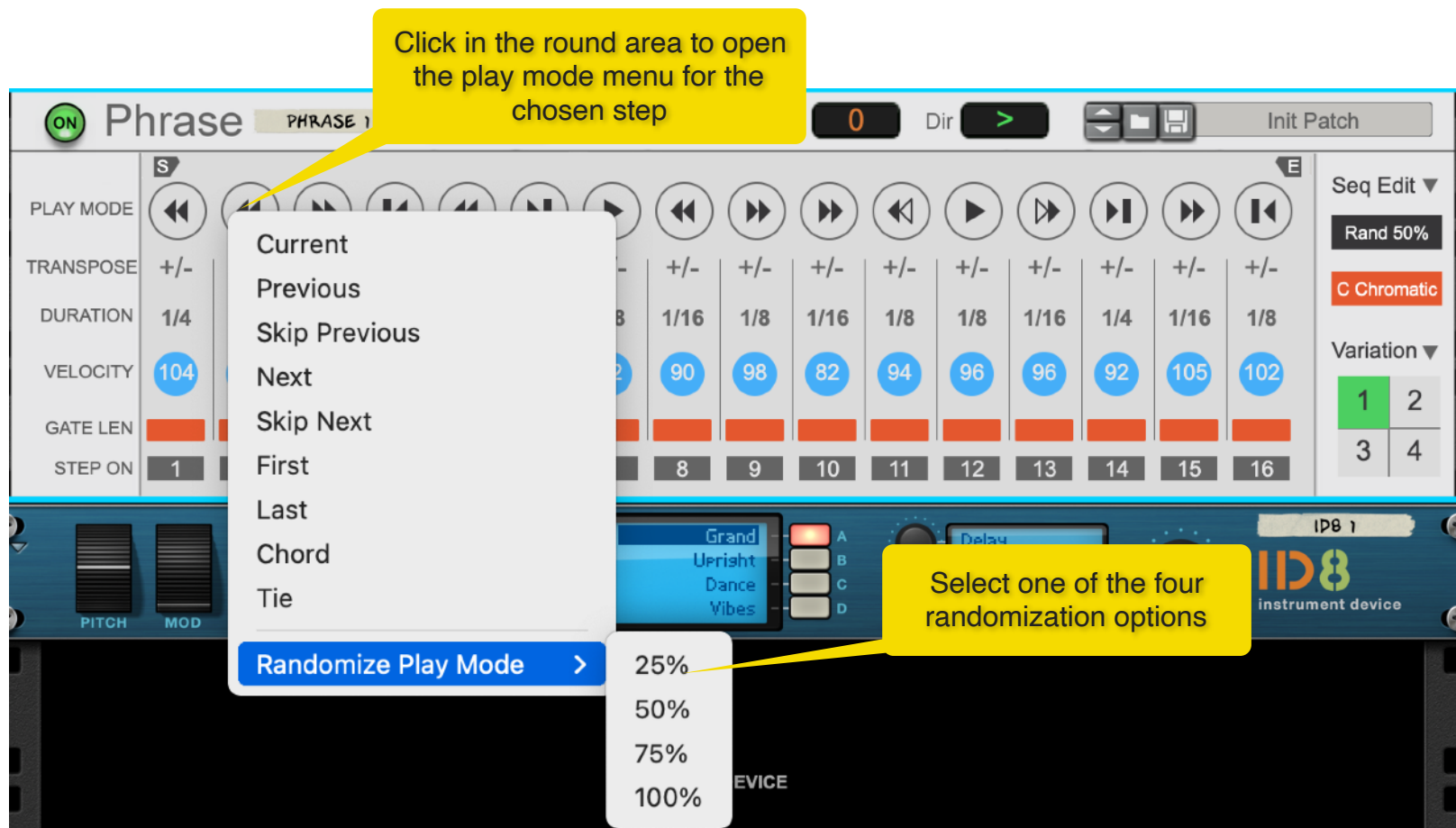
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1. What's new 1.2.0

1.1 Randomize Play Mode

The play mode selection menu has four new entries for randomizing the mode type for the chosen step in the sequence. The options are 25%, 50%, 75% and 100%. Select an option to activate it. Once activated, select that option again to deactivate it.



With the first option selected, there is a 25% chance that when the step is triggered, the play mode is selected randomly from all the available options, otherwise the original play mode is used. With 100% selected, the play mode is always chosen randomly every time the step is triggered.

If the randomization is active, the graphic circle around the play mode goes from solid to partially or fully dashed as shown below

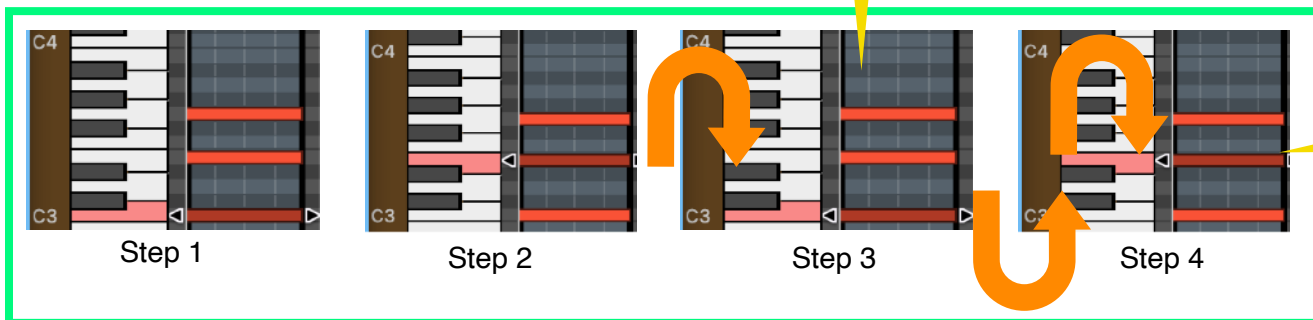
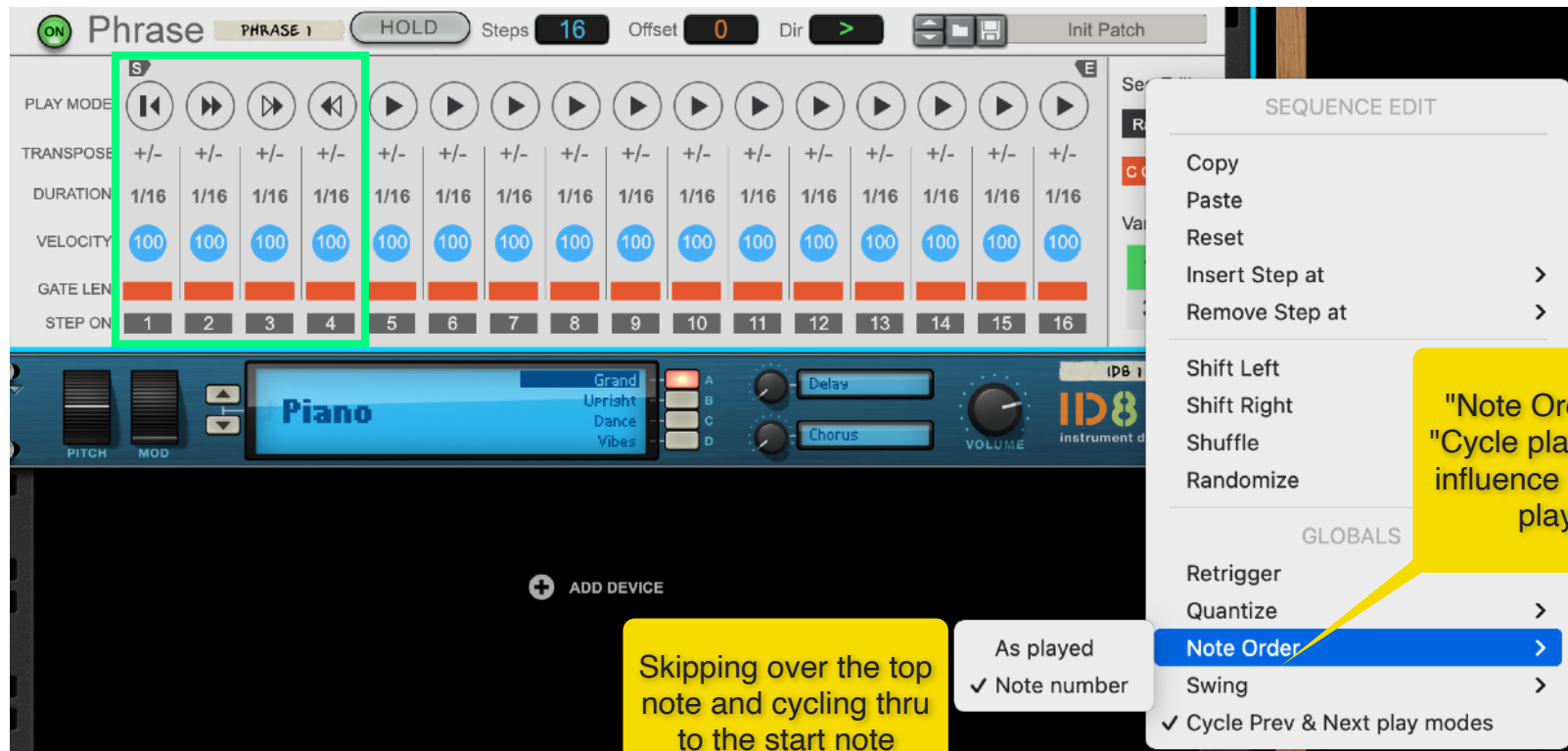


1.2 New Play Modes

There are two new plays mode available, and they are "Skip Next" and "Skip Previous". As the names suggest, in the case of "Skip Next", if you hold down a 3 note chord and the first note was playing in the previous step, the current step will play the third note in the chord, thus skipping over the second note. Similarly, with "Skip Previous", if you hold down a 3 note chord and the last note was playing in the previous step, the current step will play the first note in the chord, thus skipping again over the second note in the chord.



Please note that the order in which held notes are played is determined by the "Note Order" settings in the "Global" section of the Sequence Edit menu. Furthermore, if you have "Cycle Prev and Next play modes" enabled, held notes are continuously cycled thru, so if the "Skip Next" or "Skip Previous" modes are selected, it's skipping over the next or previous notes in the cycle, as shown below.



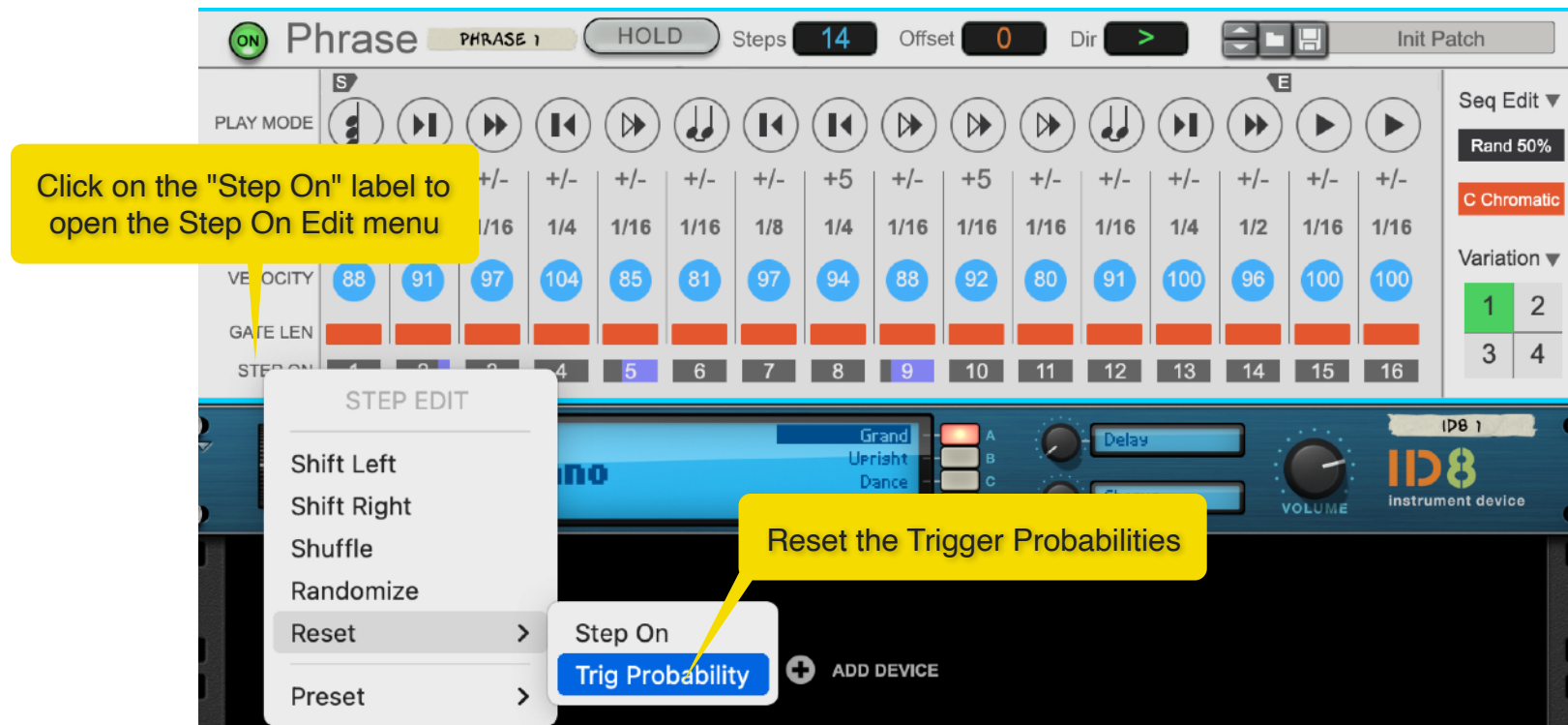
1.3 Step Trigger probability

It is possible to set trigger probabilities for each step in the sequence. Press "Shift", then click and drag in the "Step On/Off" area to set a probability for the selected step.

The screenshot shows the Phrase sequencer interface with 14 steps. The 'STEP ON' row at the bottom displays trigger probabilities for each step: 100%, 77%, 100%, 100%, 100%, 100%, 100%, 100%, 100%, 100%, 100%, 100%, 100%, 100%, 100%. A yellow callout box with a pointer to the 77% value contains the text: "Shift + click and drag to change the step trigger probability". A green arrow points from the 77% value down to the second step in the bottom screenshot.

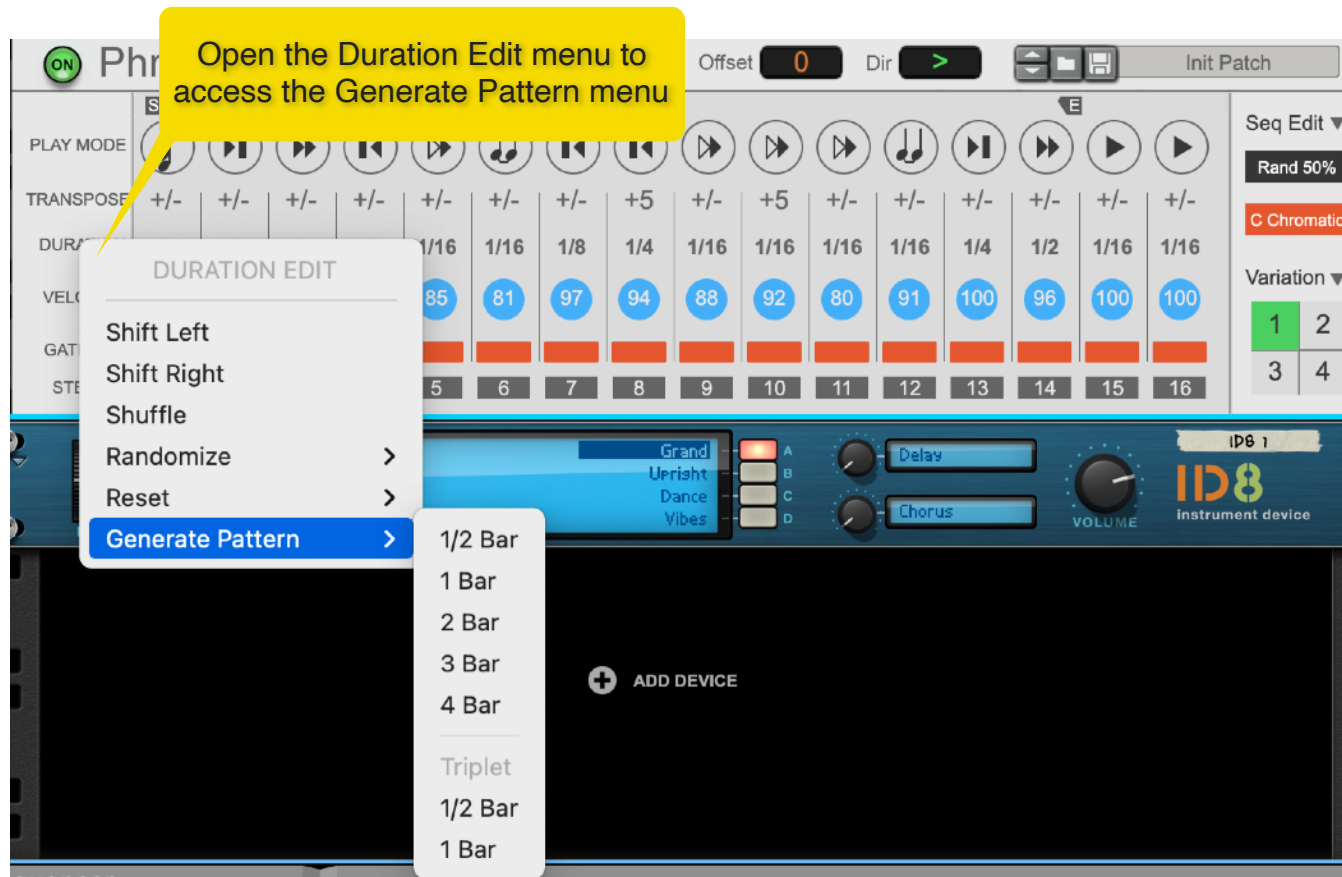
The screenshot shows the Phrase sequencer interface with 16 steps. The 'STEP ON' row at the bottom displays step numbers from 1 to 16. A yellow callout box with a pointer to steps 2, 5, and 9 contains the text: "Steps 2, 5, and 9 with various trigger probabilities".

You can reset all trigger probabilities at once by going to the Step On Edit menu and using the Reset menu option, as shown below.



1.4 Generate Pattern from the Duration edit menu

You can automatically generate duration patterns of different lengths from the Duration Edit menu. There are options for normal and triplet step times. Please be aware that the generate algorithm keeps into account the type of "Direction" selected. So for example if you have the "Pendulum" direction and you select to generate a 2 bar pattern, the algorithm will actually generate a 1 bar pattern which is traversed twice due to the change in direction of the pendular motion.



1.5 Generate Phrase from the Variation menu

You can generate complete phrases by using the "Generate Phrase" entry from the Variation Edit menu. Select the desired length in bars, and voila' a new phrase to be used in your music! Please keep in mind that the length of the phrase is affected the "Direction" which is currently active. If for example the Pendulum direction is active and you select to generate a 2 bar phrase, the algorithm will actually a generate a 1 bar phrase which is then equal to 2 bars when traversed in either direction.



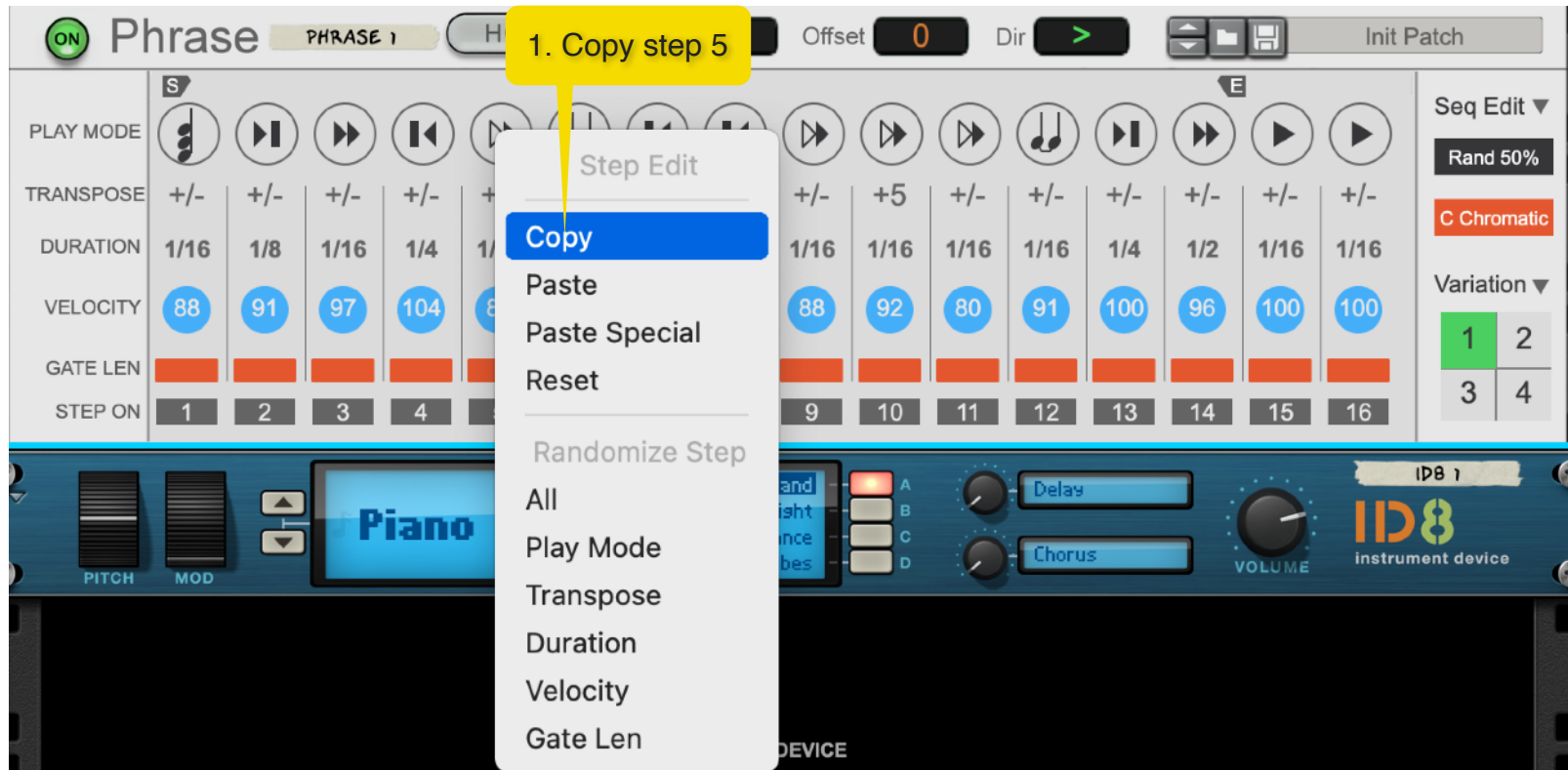
1.6 Paste Special from the Step Edit menu

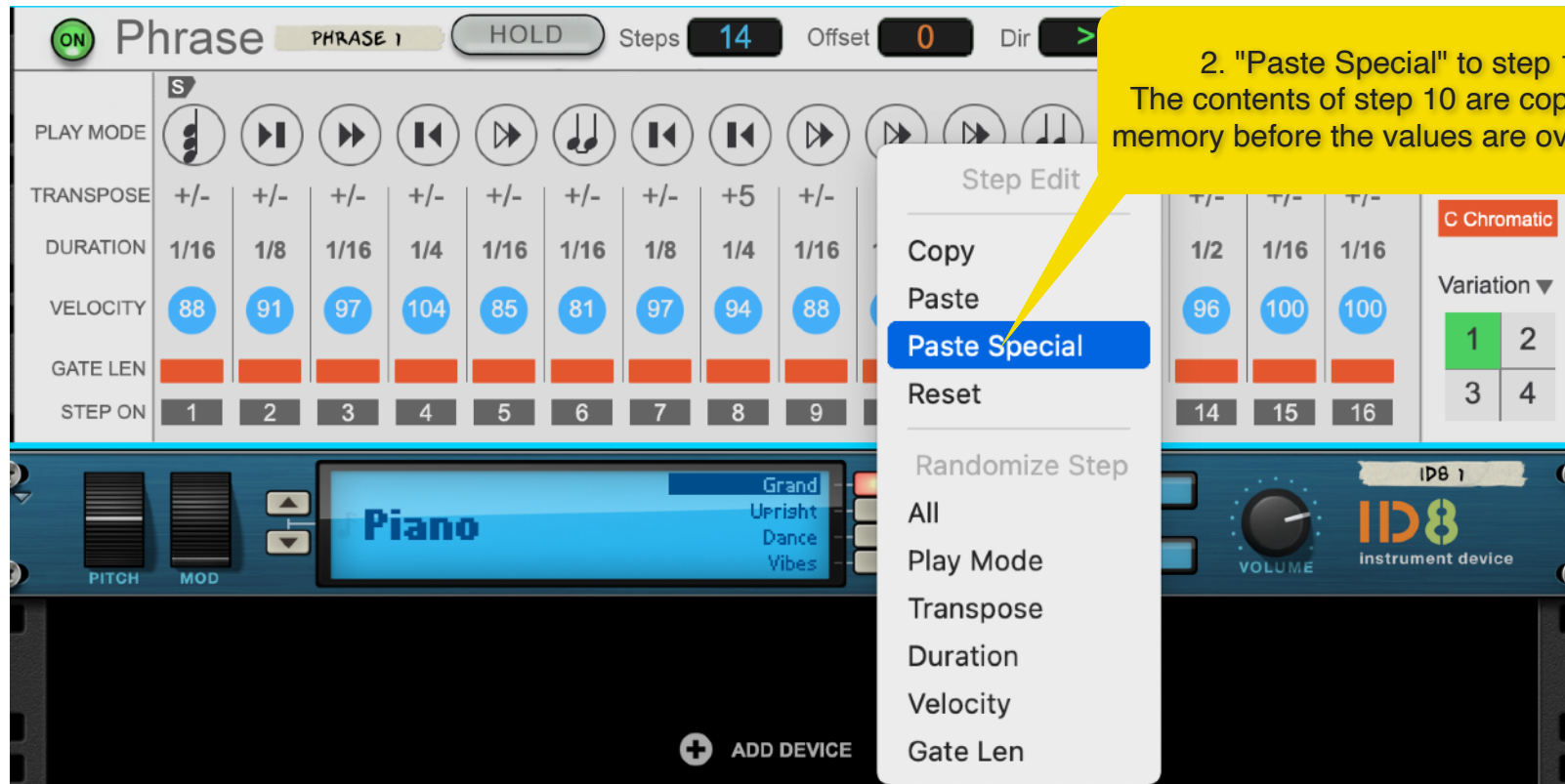
There is a new option from the Step Edit menu called "Paste Special". The difference from the regular "Paste" command is that when you use "Paste Special", the contents of the step which is being overwritten are copied into memory so they can be pasted somewhere else. This makes it easier to "swap" steps for example, as explained below.

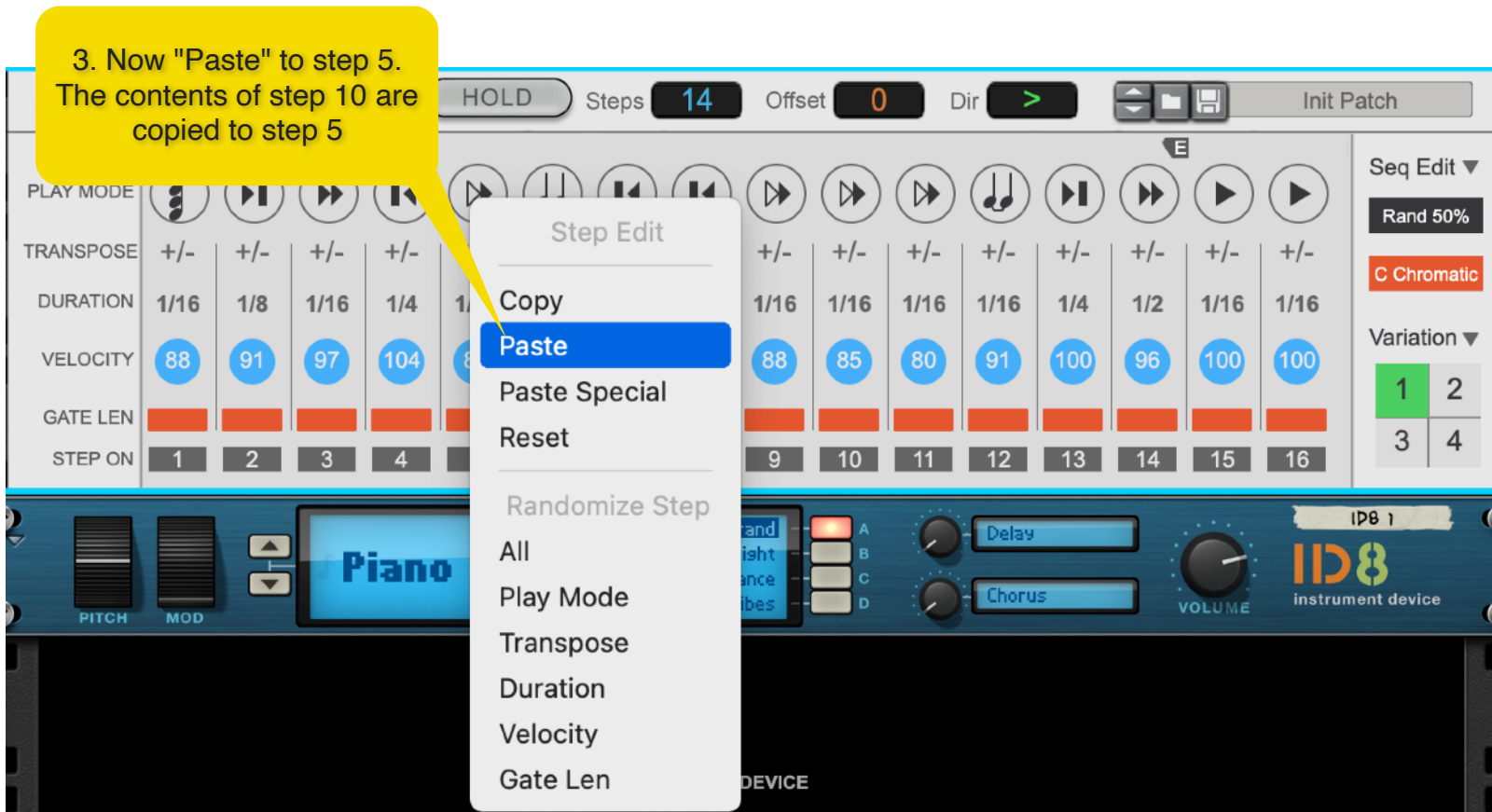
Goal: swap the contents of step 5 and step 10

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
PLAY MODE																
TRANSPOSE	+/-	+/-	+/-	+/-	+/-	+/-	+/-	+5	+/-	+5	+/-	+/-	+/-	+/-	+/-	+/-
DURATION	1/16	1/8	1/16	1/4	1/16	1/16	1/8	1/4	1/16	1/16	1/16	1/16	1/4	1/2	1/16	1/16
VELOCITY	88	91	97	104	85	81	97	94	88	92	80	91	100	96	100	100
GATE LEN																
STEP ON	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Seq Edit ▾
Rand 50%
C Chromatic
Variation ▾
1 2
3 4







1.7 Transpose Edit ShortCuts

There are two new handy shortcuts when adjusting the transposition of all the steps between the Start and End locators. Instead of using the menu options "Shift Up" and "Shift Down" in the Transpose Edit Menu to adjust the transpositions, you can simply hold down the "Alt" key and then click + drag the mouse up or down on the Transpose label. Additionally, if you hold the "Alt" + "Ctrl/Cmd" keys and then click + drag the mouse up or down, the transpositions are adjusted only for the steps which have values other than zero transposition (" +/-").

The screenshot shows a music software interface with a sequence editor. A yellow callout box with a black border contains the text: "Hold down 'Alt' then click and drag to change the transpositions for all the steps". A green double-headed vertical arrow is positioned to the left of the 'TRANSPOSE' row, spanning from the 'VELOCITY' row to the 'TRANSPOSE' row. The interface includes a 'PLAY MODE' section with various playback icons, a 'TRANSPOSE' row with numerical values for 16 steps, a 'DURATION' row with '1/16' values, a 'VELOCITY' row with circular buttons containing numbers, and a 'GATE LEN' row with red progress bars. The 'STEP ON' row at the bottom shows step numbers 1 through 16. On the right side, there are controls for 'Seq Edit' (Rand 50%, C Chromatic) and 'Variation' (1, 2, 3, 4).

TRANSPOSE	DURATION	VELOCITY	GATE LEN	STEP ON
+4	1/16	77	<input type="checkbox"/>	1
+6	1/16	65	<input type="checkbox"/>	2
+/-	1/16	92	<input type="checkbox"/>	3
+2	1/16	72	<input type="checkbox"/>	4
-3	1/16	82	<input type="checkbox"/>	5
-7	1/16	64	<input type="checkbox"/>	6
-3	1/16	72	<input type="checkbox"/>	7
+1	1/16	75	<input type="checkbox"/>	8
+11	1/16	72	<input type="checkbox"/>	9
+1	1/16	91	<input type="checkbox"/>	10
+6	1/16	70	<input type="checkbox"/>	11
+13	1/16	82	<input type="checkbox"/>	12
-1	1/16	71	<input type="checkbox"/>	13
+8	1/16	73	<input type="checkbox"/>	14
+1	1/16	87	<input type="checkbox"/>	15
+1	1/16	75	<input type="checkbox"/>	16

Hold down "Alt" + "Ctrl/Cmd" then click and drag to change the transpositions for all the steps with non-zero transposition

STEP ON	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
TRANSPOSE	+4	+6	+/-	+2	-3	-7	-3	+1	+11	+1	+6	+13	-1	+8	+1	+1
DURATION	1/16	1/16	1/16	1/16	1/16	1/16	1/16	1/16	1/16	1/16	1/16	1/16	1/16	1/16	1/16	1/16
VELOCITY	77	65	92	72	82	64	72	75	72	91	70	82	71	73	87	75
GATE LEN	[bar]	[bar]	[bar]	[bar]	[bar]	[bar]	[bar]	[bar]	[bar]	[bar]	[bar]	[bar]	[bar]	[bar]	[bar]	[bar]

This step is not affected since it has zero transposition