Phrase

Key Trigged Sequencer Player

Rack Extension for Reason

What's New

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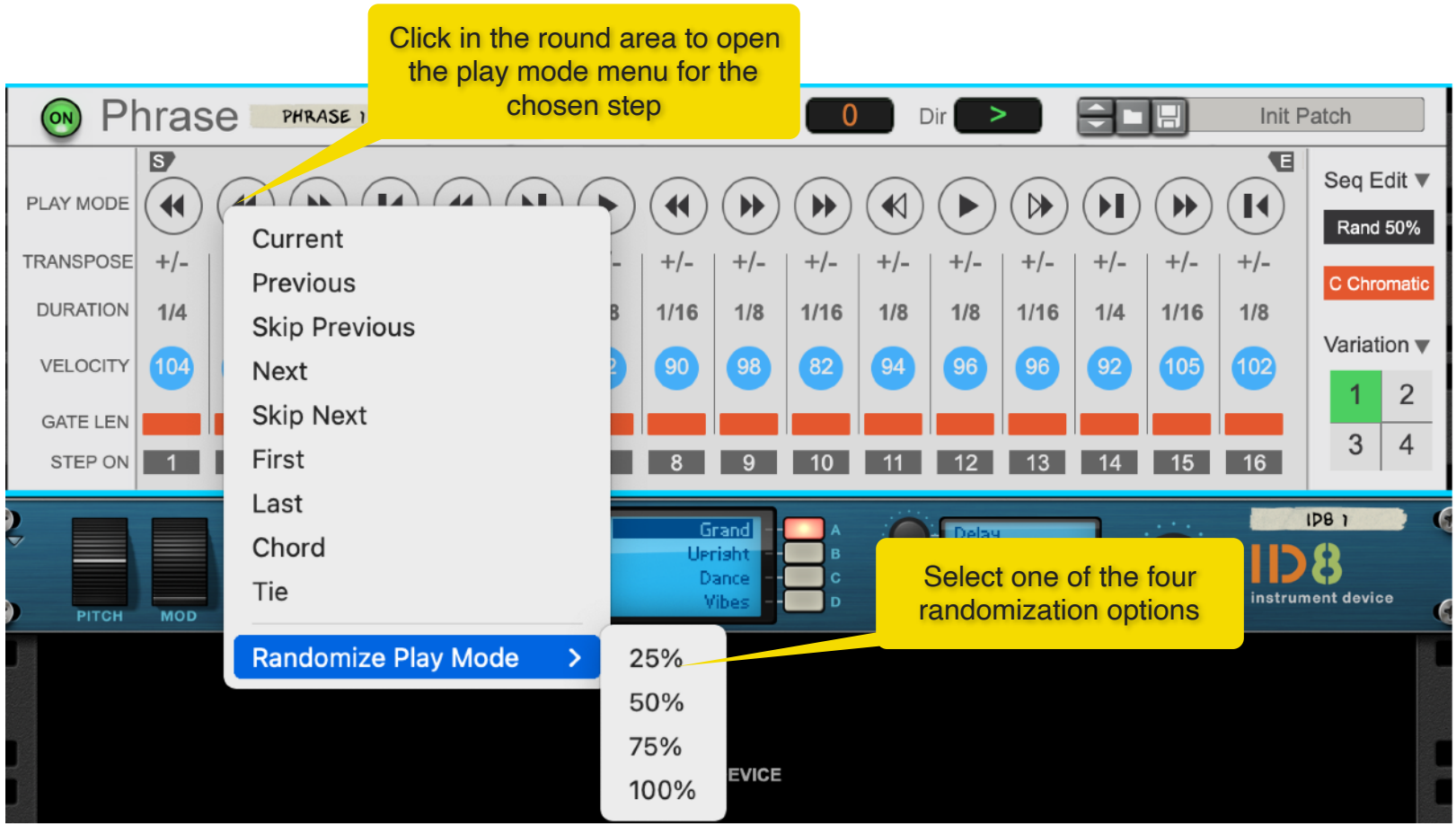
1. What's new 1.2.0

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.



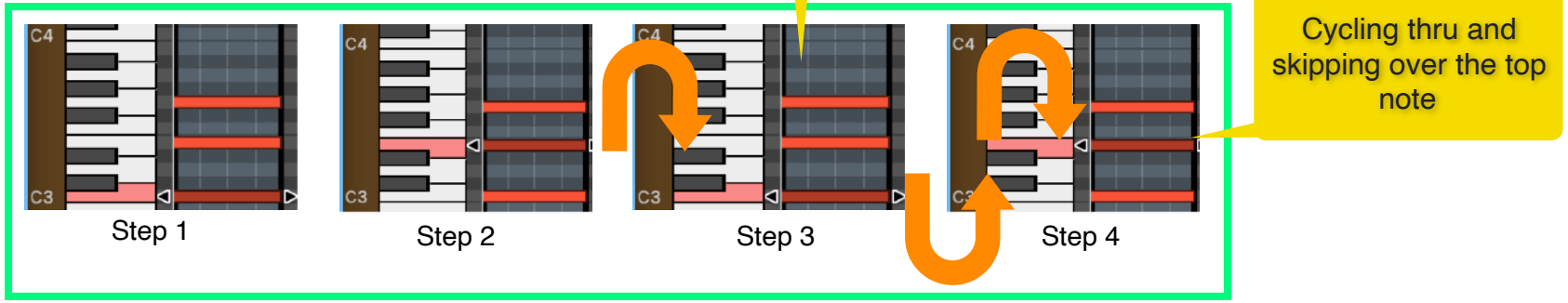
With the first option selected, there is a 25% chance that when the step is triggered, the play mode is selected randomly from all the available options, otherwise the original play mode is used. With 100% selected, the play mode is always chosen randomly every time the step is triggered.

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

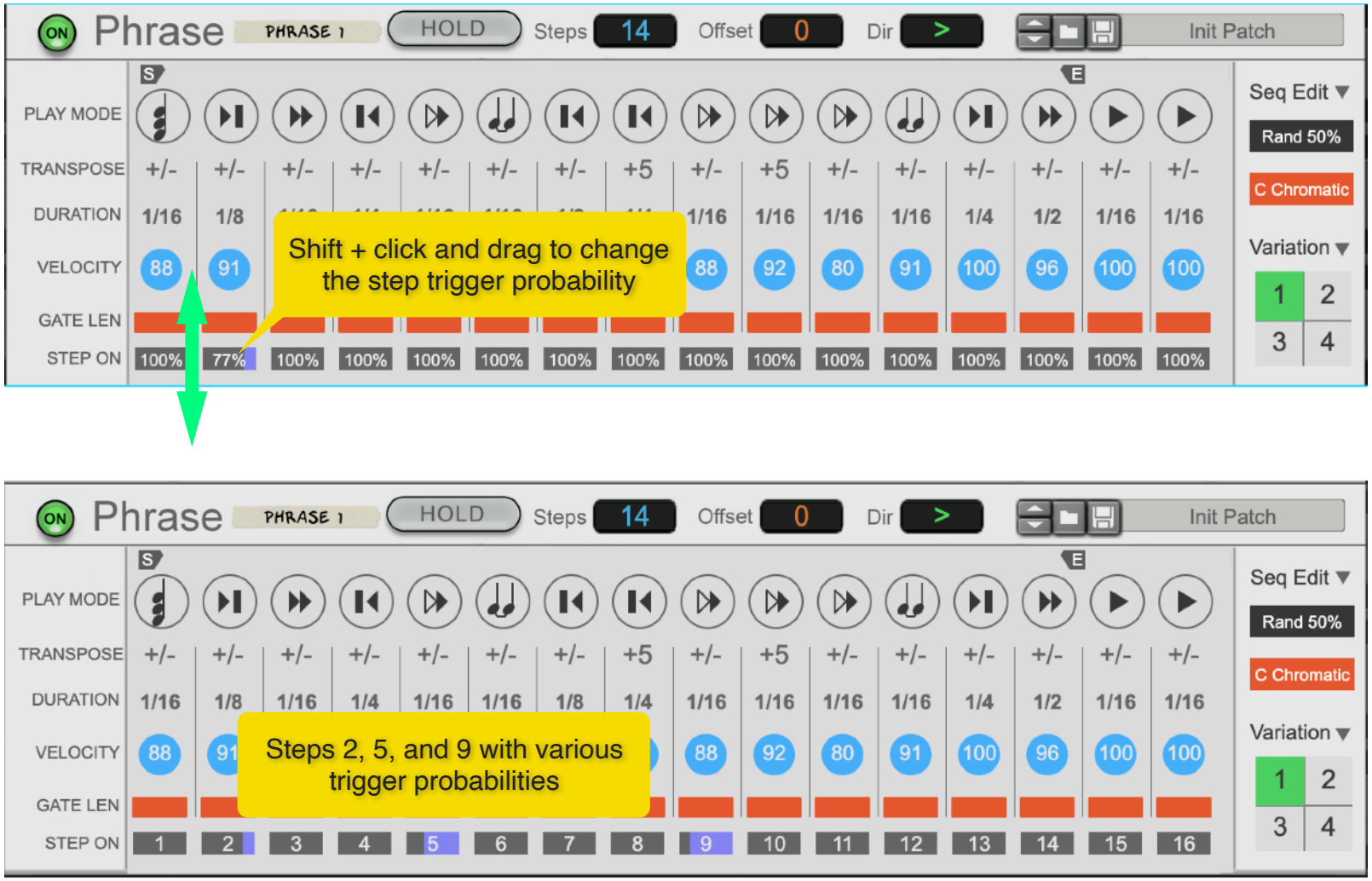
There are two new plays mode available, and they are "*Skip Next*" and "*Skip Previous*". As the names suggest, in the case of "*Skip Next*", if you hold down a 3 note chord and the first note was playing in the previous step, the current step will play the third note in the chord, thus skipping over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

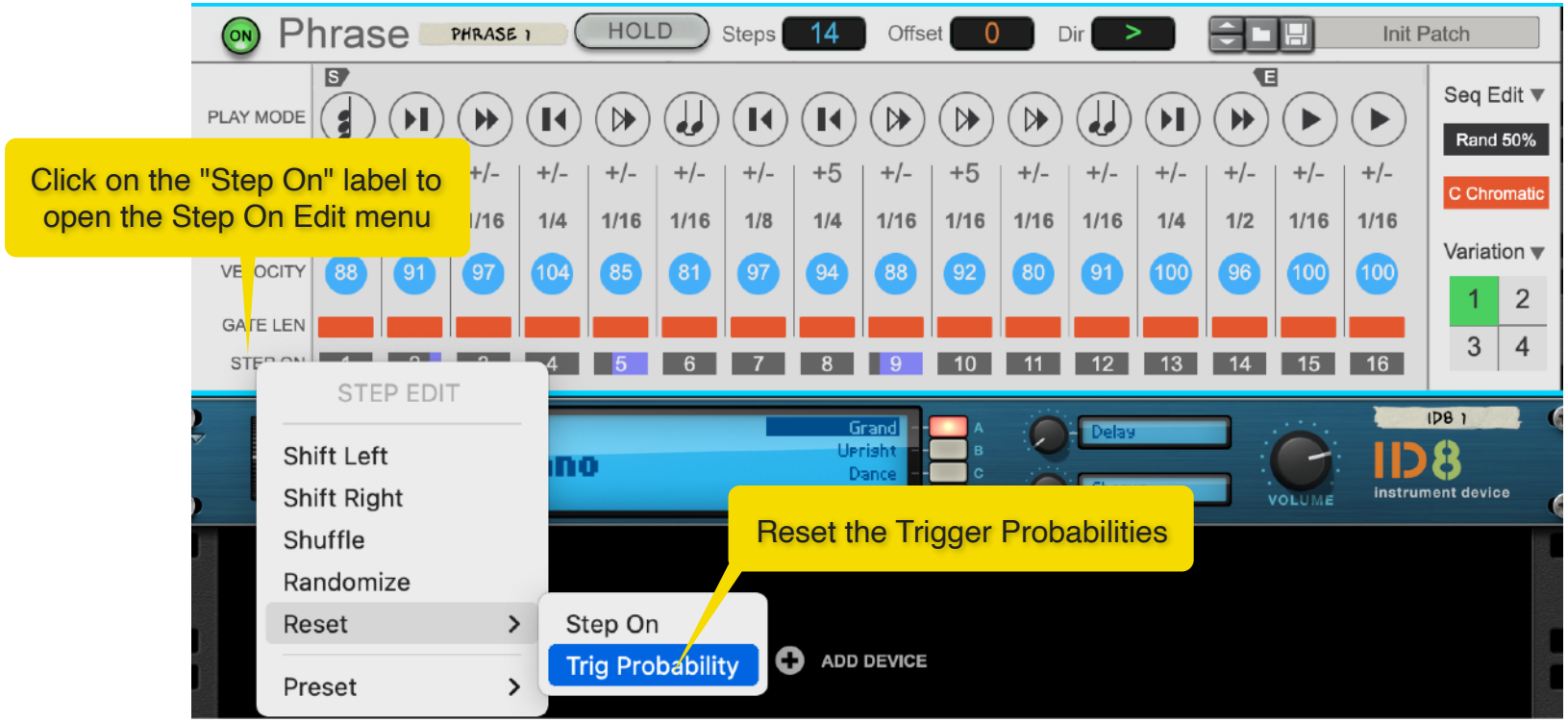


1.3 Step Trigger probability

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.

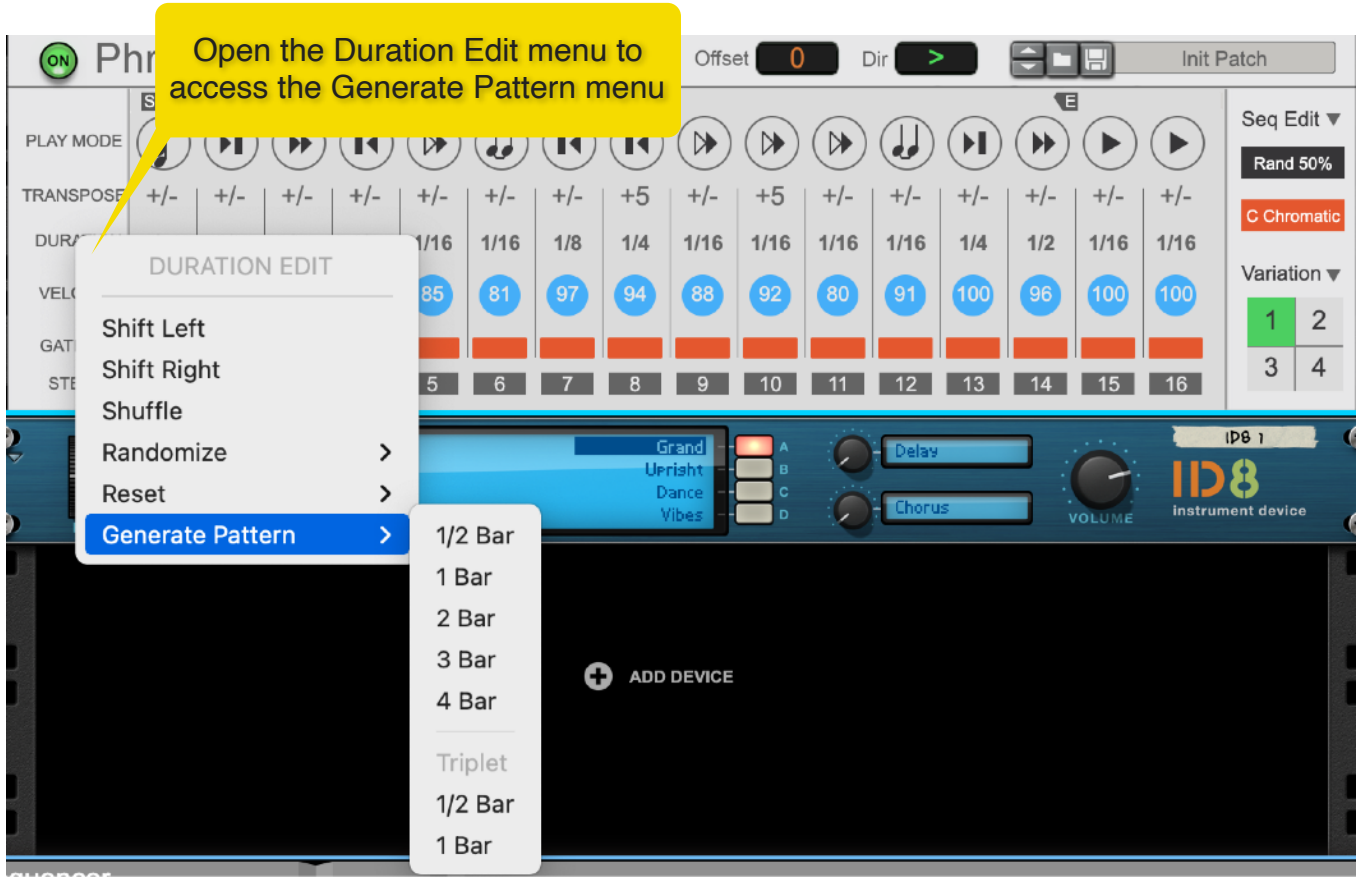


You can reset all trigger probabilities at once by going to the Step On Edit menu and using the Reset menu option, as shown below.



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.

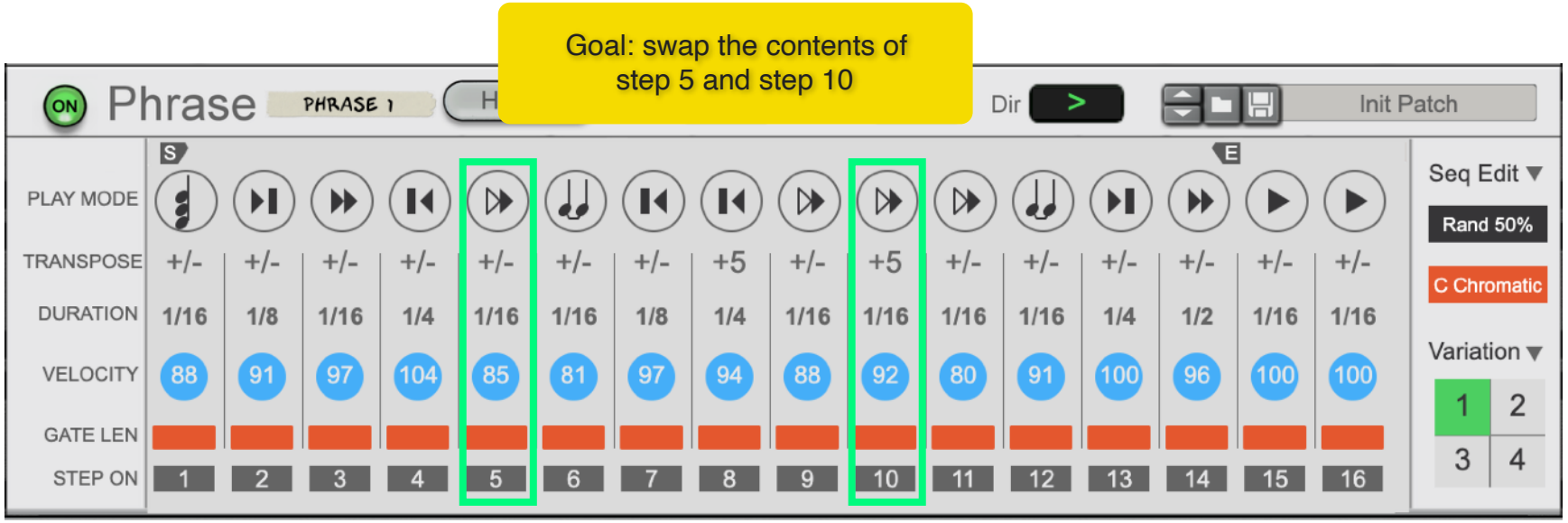


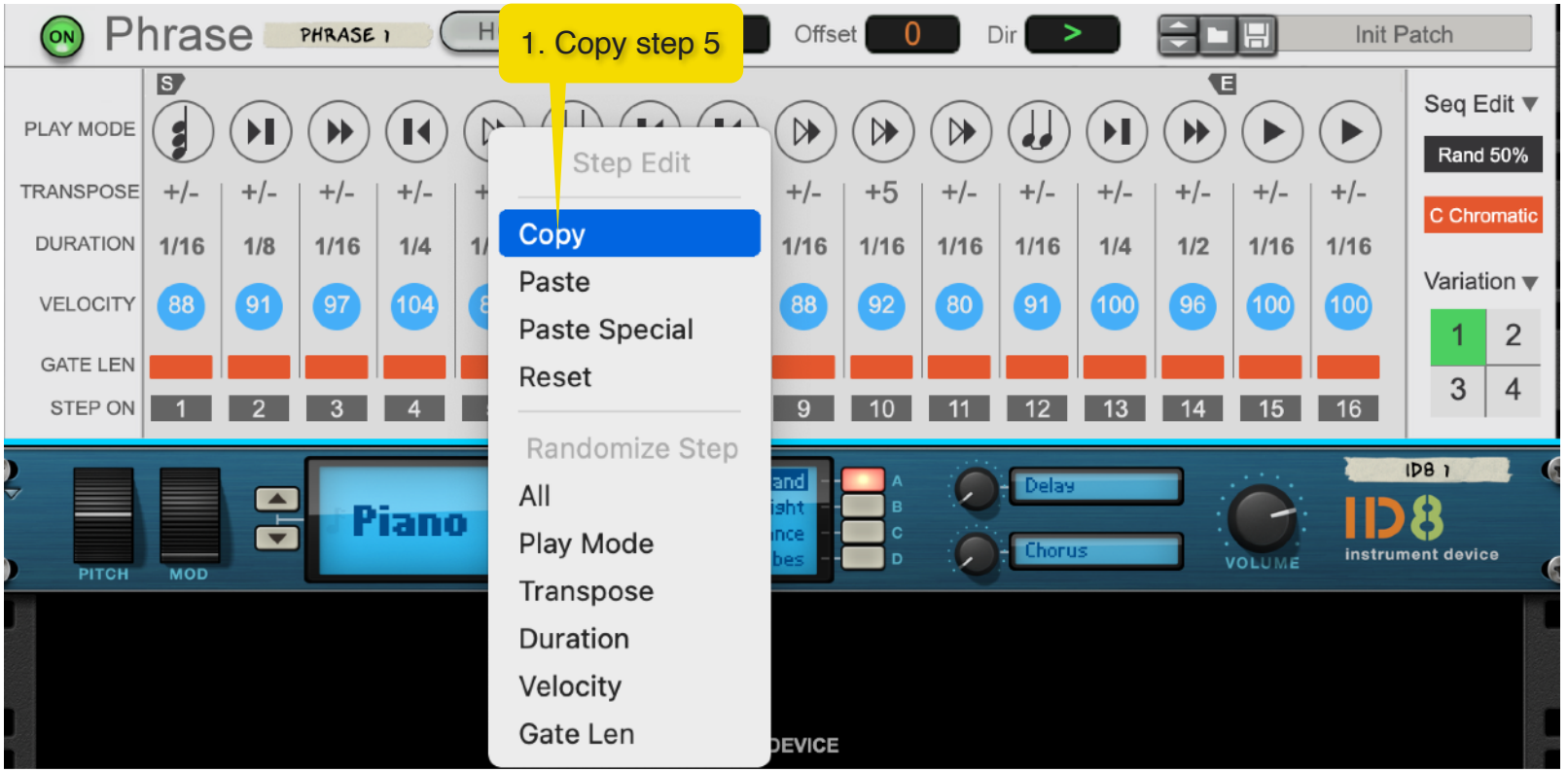
1.5 Generate Phrase from the Variation menu

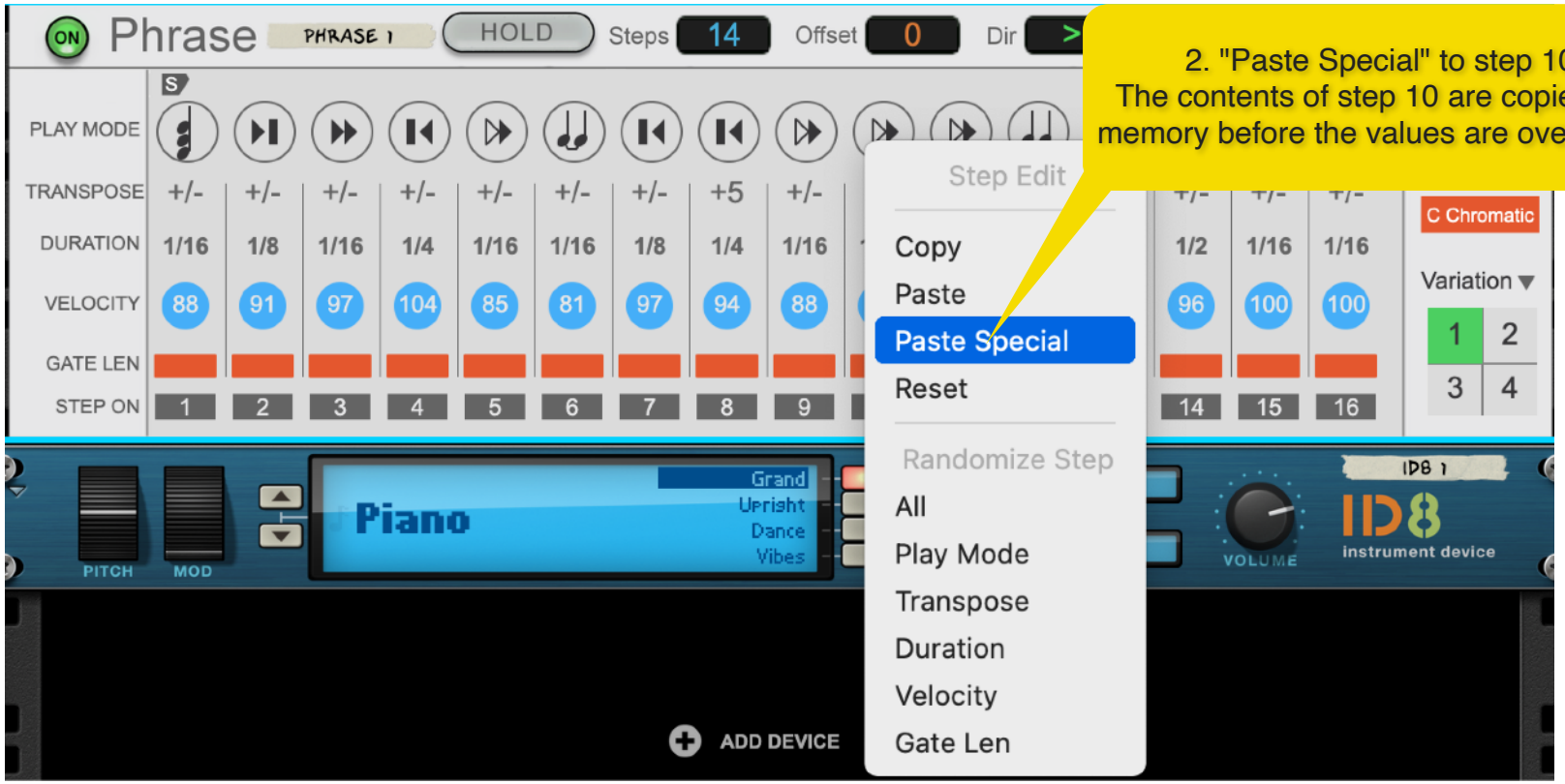
You can generate complete phrases by using the "Generate Phrase" entry from the Variation Edit menu. Select the desired length in bars, and voila' a new phrase to be used in your music! Please keep in mind that the length of the phrase is affected the "Direction" which is currently active. If for example 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.

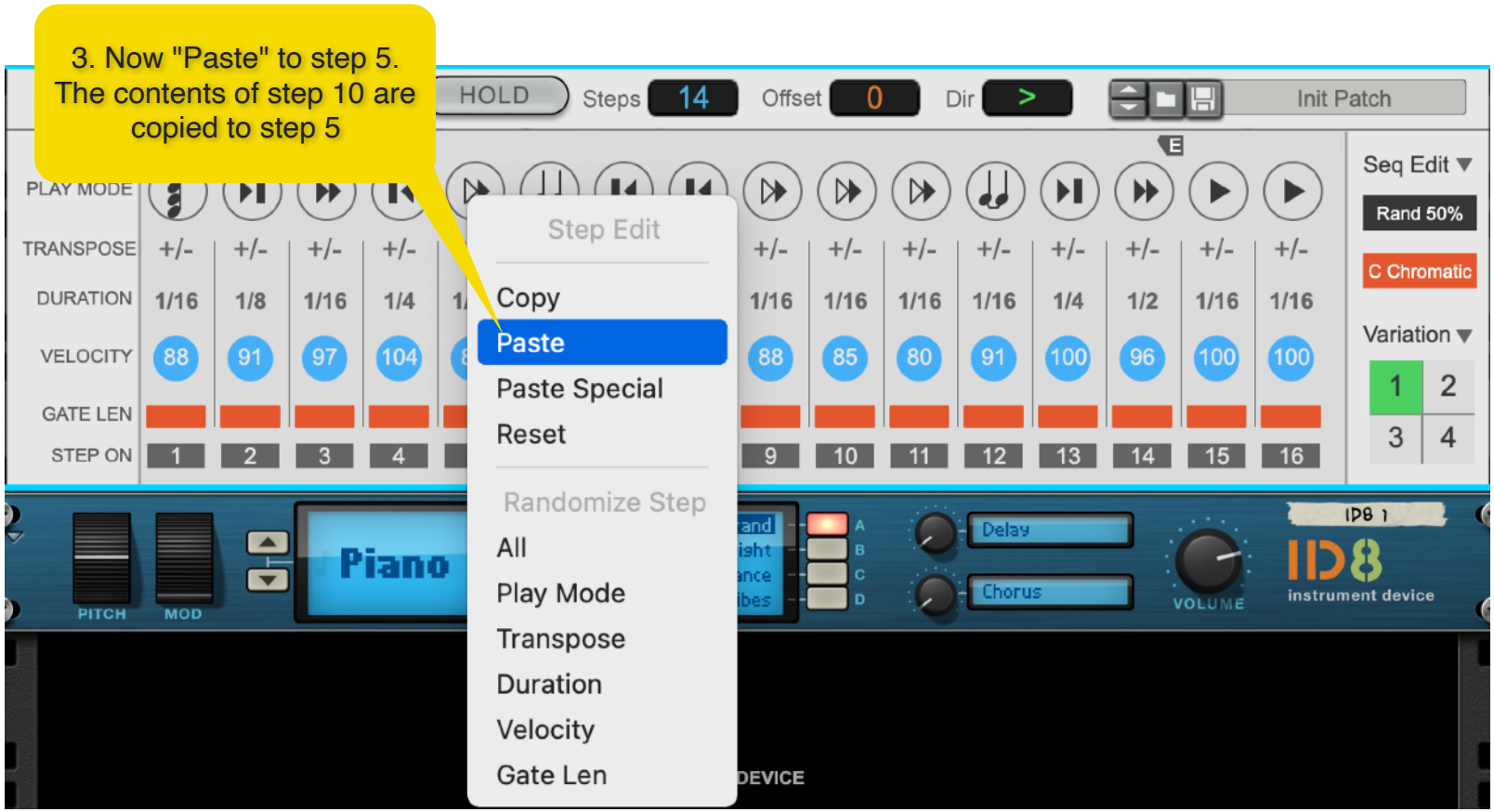
1.6 Paste Special from the Step Edit menu

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.



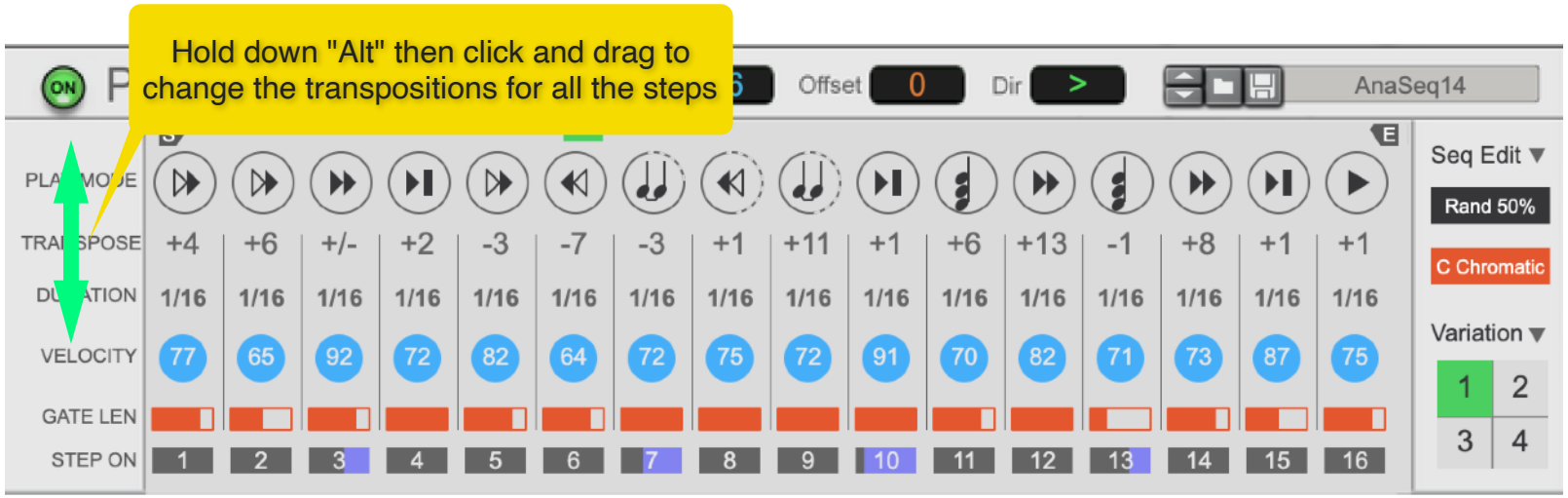

Phrase
PHRASE 1
Offset
0
Dir
>
Init Patch
1. Copy step 5
PLAY MODE
TRANSPOSE
DURATION
VELOCITY
GATE LEN
STEP ON
Step Edit
Copy
Paste
Paste Special
Reset
Randomize Step
All
Play Mode
Transpose
Duration
Velocity
Gate Len
Seq Edit
Rand 50%
C Chromatic
Variation
Piano
PITCH
MOD
Delay
Chorus
VOLUME
ID8
instrument device

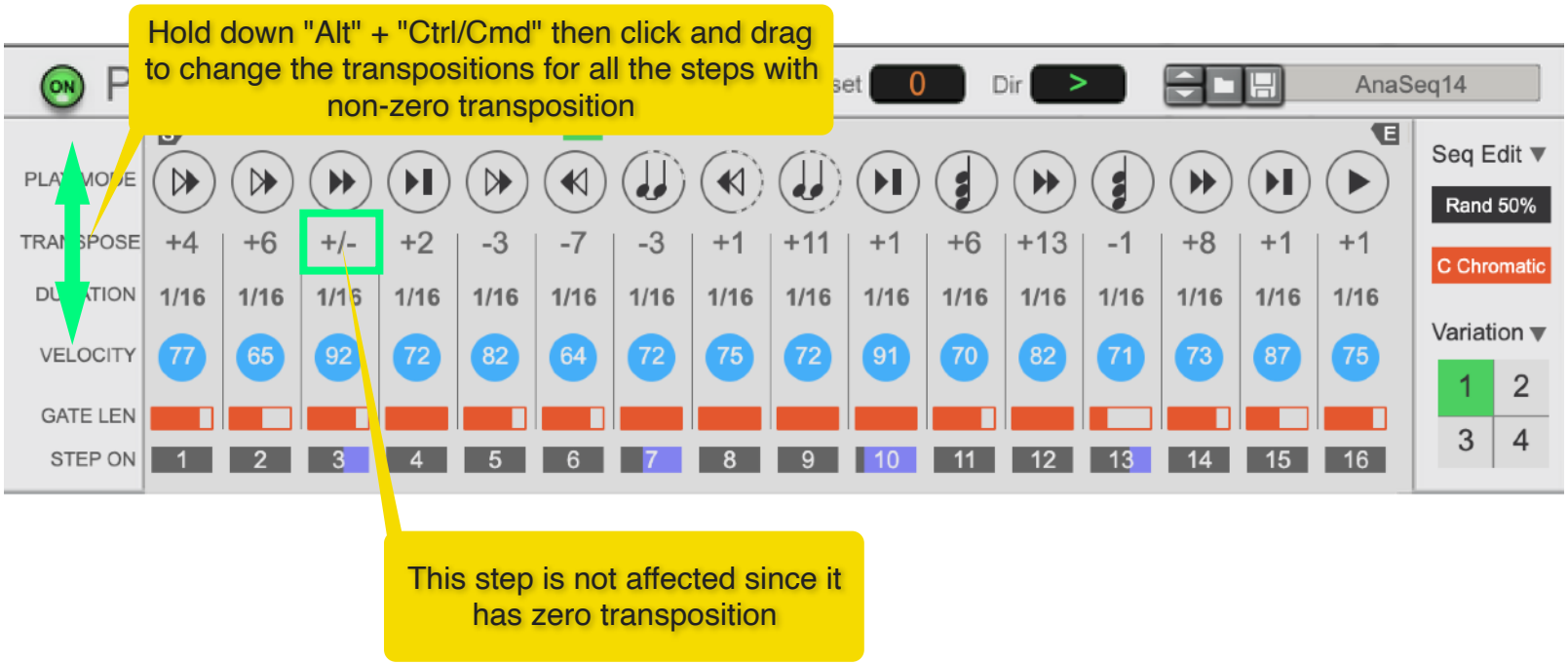

Phrase
PHRASE 1
HOLD
Steps 14
Offset 0
Dir
PLAY MODE
TRANSPOSE
DURATION
VELOCITY
GATE LEN
STEP ON
+/- +/- +/- +/- +/- +/- +/- +5 +/-
1/16 1/8 1/16 1/4 1/16 1/16 1/8 1/4 1/16
88 91 97 104 85 81 97 94 88
1 2 3 4 5 6 7 8 9
1/2 1/16 1/16
96 100 100
14 15 16
C Chromatic
Variation
1 2 3 4
Step Edit
Copy
Paste
Paste Special
Reset
Randomize Step
All
Play Mode
Transpose
Duration
Velocity
Gate Len
PITCH
MOD
Piano
Grand
Upright
Dance
Vibes
VOLUME
ID8 1
ID8
instrument device
ADD DEVICE
2. "Paste Special" to step 10.
The contents of step 10 are copied into memory before the values are overwritten


3. Now "Paste" to step 5. The contents of step 10 are copied to step 5
HOLD
Steps 14
Offset 0
Dir >
Init Patch
PLAY MODE
TRANSPOSE
DURATION
VELOCITY
GATE LEN
STEP ON
1/16 1/8 1/16 1/4 1/16 1/16 1/16 1/16 1/4 1/2 1/16 1/16
88 91 97 104 88 85 80 91 100 96 100 100
1 2 3 4 9 10 11 12 13 14 15 16
Seq Edit
Rand 50%
C Chromatic
Variation
1 2 3 4
Step Edit
Copy
Paste
Paste Special
Reset
Randomize Step
All
Play Mode
Transpose
Duration
Velocity
Gate Len
Piano
PITCH
MOD
Delay
Chorus
VOLUME
ID8
instrument device

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 ("+/-").




Hold down "Alt" + "Ctrl/Cmd" then click and drag to change the transpositions for all the steps with non-zero transposition
ON
Dir
AnaSeq14
PLAY MODE
TRANSPOSE
DURATION
VELOCITY
GATE LEN
STEP ON
+4 +6 +/- +2 -3 -7 -3 +1 +11 +1 +6 +13 -1 +8 +1 +1
1/16
77 65 92 72 82 64 72 75 72 91 70 82 71 73 87 75
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
This step is not affected since it has zero transposition