

RND MIDI Generator & Randomizer

Operation Manual

Version 1.0.2



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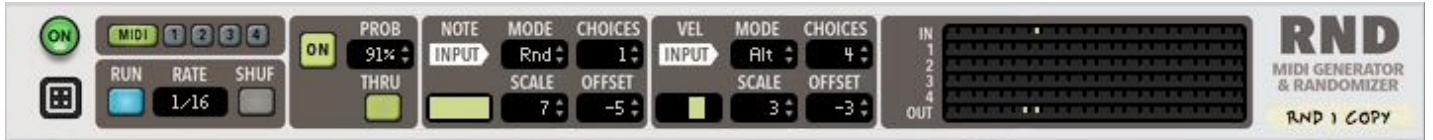
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Introduction

RND is a Player Rack Extension for Propellerhead Reason. It has MIDI randomizer that modifies incoming values. There are also four pulse note generators.



Front Panel - MIDI Processor



Front Panel - Pulse Note Generator



Back Panel - CV Connections

Device Selection



Selects the device to edit. MIDI is the incoming midi processor. 1-4 Selects one of the four pulse-note generators.

Main Clock



Run



Run the pulse-note generators.

Rate



Sets the main base clock rate. Available rates: 32/4, 28/4, 24/4, 20/4, 16/4, 12/4, 8/4, 7/4, 6/4, 5/4, 4/4, 7/8, 3/4, 5/8, 2/4, 7/16, 5/8T, 3/8, 4/8T, 5/16, 1/4, 3/16, 2/8T, 1/8, 1/8T, 1/16, 1/16T, 1/32, 1/32T, 1/64, 1/128.

Shuffle



The shuffle parameter will enable a shuffle into the playback. The shuffle amount is controlled from the Global Shuffle in Reason's Groove Mixer.

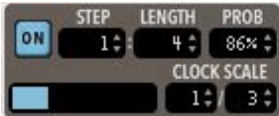
Pulse Note Generator



Pulse Note Generator Section Front Panel

There are four independent pulse generators in each RND instance.

Pulse Parameters



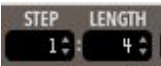
This sets the basic pulse and rate for each Pulse Note Generator.

On



Enables the pulse generator.

Step : Length



Determines the length of the generator sequence and which step to trigger on.

Step	Length	Result Pattern
1	4	
2	3	
4	8	
3	5	

Clock Scale



Scales the main clock rate to slow or speed up the pulse generator.

Main Clock Rate	Clock Scale	Pulse Generator Clock Rate
1/16	1/2	1/8
1/16	1/4	1/4
1/8	1/8	1/1
1/32	1/2	1/16

Probability



Sets the chance that the pulse will fire when its trigger step is reached.

Activity

Shows the current step during playback.



Note Parameters



This sets the rules for the generated note.

Note



The base note of the note generator.

Choices



The number of different note values that will be generated.

Scale



The semitone distance between each choice.

Offset



Shift to the final values.

Examples

Note	Choices	Scale	Offset	Final Values
C2	1	1	0	C2
C2	2	1	0	C2, C#2
C2	4	1	0	C2, C#2, D2, D#2
C2	3	12	0	C2, C3, C4
C2	4	3	0	C2, D#2, F#2, A2
C2	2	12	-24	C0, C1
C2	3	5	-12	C1, F1, A#1
C2	5	12	-24	C0, C1, C2, C3, C4

Mode



Determines the order the values are generated.

Rnd	(Random) Choices selected in a random order.
Fwd	(Forward) Choices selected from first to last E.x.: 1 2 3 4 1 2 3 4
Rev	(Reverse) Choices selected from last to first E.x.: 4 3 2 1 4 3 2 1
Pd1	(Pendulum 1) Choices selected from first to last, then last to first. E.x.: 1 2 3 4 4 3 2 1 1 2 3 4
Pd2	(Pendulum 2) Choices selected from first to last, then back and forth. E.x.: 1 2 3 4 3 2 1 2 3 4 3 2 1
Wlk	(Random Walk) will randomly chose to step backward, stay, or step forward with a bias for forward movement. E.x.: 1 1 2 1 2 2 3 4 3 4 4 1 4 1 1 2 2 3 4

Activity



Shows the current selected choice.

Velocity Parameters



This sets the rules for the generated velocity.

Velocity



The base velocity of the generator.

Choices



The number of different velocity values that will be generated.

Scale



The distance between each choice.

Offset



Shift to the final values.

Examples

Vel	Choices	Scale	Offset	Final Values
60	1	1	0	60
60	2	10	0	60,70
60	4	10	0	60,70,80,90
60	3	20	0	60,80,100
60	4	30	-30	30,60,90,120
60	2	10	-20	40,50
60	3	5	-20	40,45,50
60	5	20	-40	20,40,60,80,100

Mode



Determines the order the values are generated.

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Wlk	(Random Walk) will randomly chose to step backward, stay, or step forward with a bias for forward movement. E.x.: 1 1 2 1 2 2 3 4 3 4 4 1 4 1 1 2 2 3 4

Activity



Shows the current selected choice.

Note Length Parameters



This sets the rules for the generated note length.

Note Length



The base length of the generator. This is a multiplier of the step length.

Length	
0.5	
1.0	
3.5	
4.0	

Choices



The number of different length values that will be generated.

Scale



The distance between each choice.

Offset



Shift to the final values.

Examples

Length	Choices	Scale	Offset	Final Values
0.5	1	0.1	0	0.5
0.5	2	0.1	0	0.5, 0.6
0.5	4	0.5	0	0.5, 1.0, 1.5, 2.0
0.5	3	0.1	0	0.5, 0.6, 0.7
0.5	4	0.1	-0.2	0.3, 0.4, 0.5, 0.6
0.5	2	0.1	1.0	1.5, 1.6
0.5	3	0.2	0.1	0.6, 0.8, 1.0
0.5	5	0.5	0	0.5, 1.0, 1.5, 2.0, 2.5

Mode



Determines the order the values are generated.

Rnd	(Random) Choices selected in a random order.
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Pd1	(Pendulum 1) Choices selected from first to last, then last to first. E.x.: 1 2 3 4 4 3 2 1 1 2 3 4
Pd2	(Pendulum 2) Choices selected from first to last, then back and forth. E.x.: 1 2 3 4 3 2 1 2 3 4 3 2 1
Wlk	(Random Walk) will randomly chose to step backward, stay, or step forward with a bias for forward movement. E.x.: 1 1 2 1 2 2 3 4 3 4 4 1 4 1 1 1 2 2 3 4

Activity



Shows the current selected choice.

Rear Panel



CV Connections for Pulse Note Generators

Pulse CV Inputs



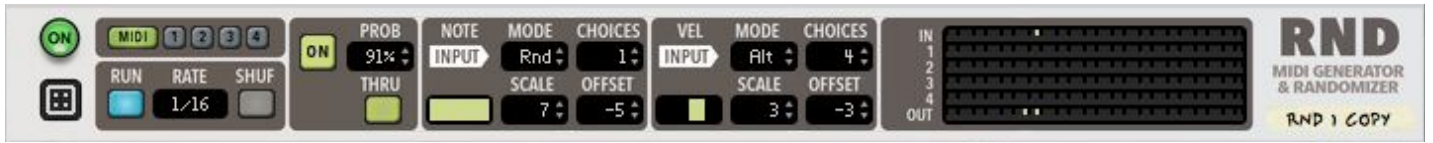
These CV inputs provide an override to the [Pulse Parameters](#) on each Pulse Note Generator. The normal pulse parameters will be ignored when CV is connected.

Pulse CV Outputs



Individual CV outputs for each Pulse Note Generator. These are the standard CV based sequencer gate/note pair.

MIDI Randomizer



MIDI Randomizer Section Front Panel

The MIDI Randomizer takes input MIDI and can then modify the values.

Randomizer Parameters



This sets the base parameters.

On



Enables the midi input randomizer.

Thru



Output the original MIDI message along with the new modified one.

Probability



Sets the chance that the input will be modified.

Note Parameters



These parameters are identical to the Note Parameters found in the Pulse Note Generator. The base value comes from the incoming MIDI. [See Note Parameters](#)

Velocity Parameters



These parameters are identical to the Velocity Parameters found in the Pulse Note Generator. The base value comes from the incoming MIDI. [See Velocity Parameters](#)

Activity Display



This display shows all the note activity for RND. The top row is the input MIDI. Rows 1-4 are Note Pulse Generators 1-4 respectively. The bottom row is all the combined output MIDI.