PatDrummer Quick View

[Steps] Define the active number of steps across *all* parts
[Offset] Offset the starting step
[Reset] Reset directions to the right (*button*)
[Auto] when enabled setting [Steps] to 16 resets the step number of each part to 16
[Block] Tranpose all the triggers to a different drum-rack 16-block
[Transpose] Transpose low-velocity triggers to different notes from high-velocity triggers

[Part RP] Select (randomly) a new pattern for the part

[Pattern Editor]
Row 1: Kick Drum (high velocity)
Row 2: Kick Drum (low velocity)
Row 3: Snare Drum (high velocity)
Row 4: Snare Drum (low velocity)
Row 5: Closed Hats (high velocity)
Row 6: Closed Hats (low velocity)
Row 7: Open Hats (high velocity)
Row 8: Open Hats (low velocity)
Row 9: Percussion (high velocity)
Row 10: Percussion (high velocity)

The [MIDI Trigger] and [MIDI Velocity] for each part can be defined individually (eventually separating low/high velocity parts as separate tracks)

[Part Step Number] and **[Part Step Offset]**
In combination can be used to create polyrhythmic effects across the parts

[Shift Left]
(light-green button)
[Shift Right]
(dark-green button)
[Copy Part]
(dark-yellow button)
[Paste Part]
(light-yellow button)
[Randomize]
(blue button)
[Erase]
(gray button)

[Part Solo]
Solo control for each part

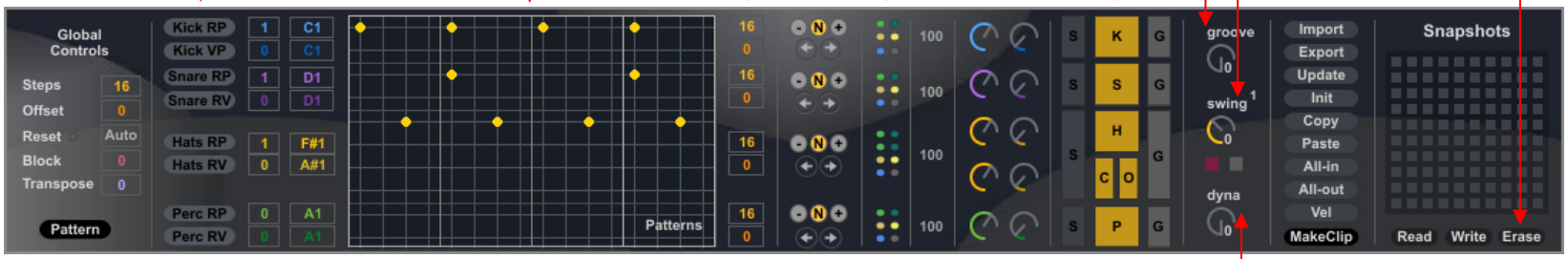
[Part Mute]
Mute control for each part

[Groove] Adds subtile random time variations to triggers

[Swing] Reshape timing to follow a certain *swing type*. Values +/-50, +/-33, +/-25 shift triggers to "hot spots" for triplets or 1/32 notes, depending on the [Swing Type]
[Swing Type] Defines the flavour of swing to be used, with 12 variations
[Swing Bypass] (*gray toggle*) bypass the swing effect immediately
[Swing Quantize] (*magenta toggle*) changes apply only on a new bar

[Snapshots]
SHIFT + CLICK to create a snapshot
CLICK to recall a stored snapshot
Note: MIDI program changes recall snapshots

[Read]
Load snapshots from a file
[Write]
Save snapshots to a file (*.maxpresets* extension needed)
[Erase]
Erase all snapshots in memory



[Pattern]
Generate a new pattern for all parts

[Part RV] Select (randomly) a new pattern for the part for *one bar variation*

[MIDI Trigger]
The MIDI note used for each part trigger

[Pattern NR]
The number id for the part pattern

[Periodic Variation]
The period in bars for automatic random pattern variation/fill-in

[Part Tempo]
Define the tempo (ratio) of each part independently. "N" is the current main tempo, "-" slows down in fractions, "+" speed up in fractions
[Part Direction]
Define the direction of playback for each part independently.

[Probabillity]
Define the probability of triggering steps (a value of 100 always triggers)

[MIDI Velocity]
Define the MIDI velocity for the triggers of each part

[Groove Bypass]
Exclude a part from Groove / Swing / Dynamics processing

[Velocity Dynamics]
Adds subtile random velocity variations to triggers

[Import/Export] Import/Export pattern bank to a pattern bank file
[Update] Save any changes done in the Patter Editor into the current loaded pattern bank
[Init] Reset all controls to defaults
[Copy] Copy all patterns (from all parts)
[Paste] Paste patterns (to all parts)
[All-in] Un-Mute any part
[All-out] Mute all parts
[Vel] Randomize [MIDI Velocity] controls
[MakeClip] Create a MIDI clip in Live with the selected pattern (including swing, groove and dynamics but excluding step tempo, direction and number)