

# J74 ARPline

**[S]** Select an arpeggio pattern for all lines

**[R]** Randomize the arpeggio pattern for all lines

**[Arpeggio Editor]**  
Each line has two rows. The upper row plays triggers for the MIDI note assigned to the line. The lower row plays triggers for the MIDI note given by note assigned to the line *in combination with* the [Octave] setting.

**[Line Direction]** Define the direction of playback for each line independently.

**Line Operations:**  
**[Select]** (Purple) new pattern for the line from the memory bank  
**[Random]** (Blue) Randomize pattern for this line. **[Random%]** setting affects the probability of a trigger being added.  
**[Erase]** (Gray) Erase the line pattern  
**[Shift Left]** (Wine) Shift to the left  
**[Shift Right]** (Mag) Shift to the right  
**[Swing/Groove]** Activate / deactivate swing for the line

**Global Operations:**  
**[<<]/[>>]** Define the direction of playback for all lines.  
**[:2]/[\*2]** Half/Double the tempo of all lines  
**[16]** Reset all lines to 16 steps  
**[N]** Reset tempo for all lines to normal  
**[<]/[>]** Shift all lines to the left / right

**Global Parameters**  
**[Order]** Define the line trigger assignments as either by sorted or playing order  
**[Direction]** If [Order] = Sort then UP sorts notes from low to high and DOWN does the opposite  
**[Steps]** Active number of steps across *all* lines  
**[Offset]** Offset all lines to the starting step  
**[PitchOffset]** Shift the pitch of line second rows  
**[Duration]** Define the trigger duration  
**[Random%]** Define the probability of adding a trigger by random generation (global or per-line)

**[Snapshots]**  
 > [SHIFT] + CLICK to store  
 > CLICK to recall  
 > [SHIFT] + {ALT} OPTION + CLICK to delete

**Note:** MIDI program changes recall snapshots

  

**[Hold]** Hold notes (ignore note off MIDI messages until new notes are entered)

**[Line Voice]** The MIDI note associated to each line

**[Line Step Number]** defines the number of steps in the line.

**[Line Step Offset]** defines the starting step in a line.

Use in combination to create poly-metric effects across the lines

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

**[Line Tempo]** Define the tempo (ratio) of each line independently. 0 is the current tempo; negative numbers are divisions of the current tempo (3/4, 1/2, 3/8, 1/4 and so on); positive numbers are multipliers of the current tempo (6/4, 2, 12/4, 4 and so on).

**[Line number]** The number id for the line pattern memory

**[Line Periodic Variation]** The period in bars for automatic random arpeggio variation/fill-in

Memory slots can be exported/imported from a .txt (text) file.  
**[E]** Export a bank file  
**[I]** Import a bank file  
**[C]** Copy all patterns  
**[P]** Paste all patterns  
**[U]** Update pattern bank buffer with the edited changes

**[Velocity Mode]** "fixed" for the MIDI velocity specified by the [up\_vel] and [dn\_vel] settings; "input" uses the velocity of the input MIDI notes.  
**[up\_vel / dn\_vel]** MIDI velocity for the triggers of the lines, upper row and lower row respectively  
**[Velocity Dynamics]** Adds subtle random velocity variations to triggers

**[Groove]** Adds subtle 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  
**[Swing Type]** The flavour of swing (12 variations)  
**[Swing Enabled]** Enables/Disables Swing for all lines

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