J74 SliceShuffler

[**Shift L/U/D/R**] Shift the triggers
[**Shift Amount**] Define the number
of steps for the shift actions

[**Loop**]/[**L**] Count-in for Capture (and loop)

[**Capture**]/[**C**] Capture and loop the input.

[**Freeze**]/[**F**] Freezes the current step.

[**Bypass**]/[**B**] Bypasses the effect.

[**Values**] Show
parameter values

[**Help**] Open the
help window

[**Random Steps**] Randomize steps slice selection
[**Original Step**] Reset steps to the original triggers
[**Mute all**] Mute all steps
[**All**] Set all steps to the same (random) slice

[**Random Directions**] Randomly
change step directions.
[**Reset Directions**] Reset the
steps direction.

[**Edit 1->2**] Copy first half of
steps into second half of steps
[**Edit 2->1**] Copy second half
of steps into first half of steps

[**Undo**] Undo all changes and
revert to the preset state
(applies to presets only).

[**Beats**] length of the
buffer expressed in beats
[**Link**] Link number of
Beats to number of Steps

[**Preset Layer parameters**]
Click to *load* a snapshot (if present)
SHIFT+ Click to *save* a snapshot
SHIFT+{ALT|OPTION}+ Click : *delete* a snapshot
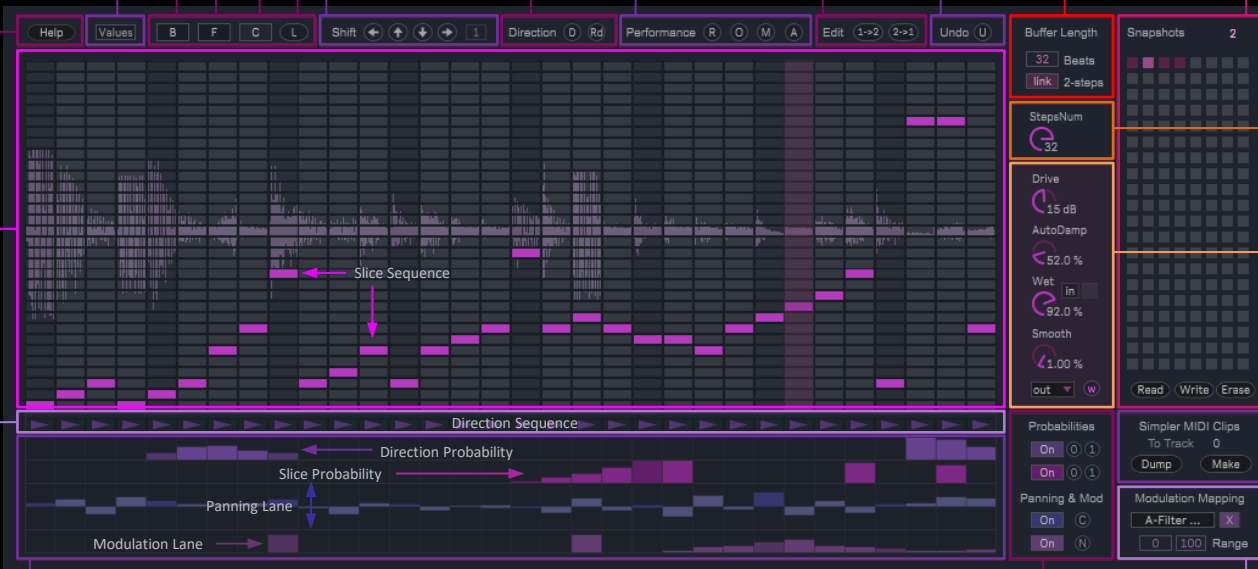[**Snapshot Id**]: *load* a snapshot by number
(MIDI mappable for automation and control)
[**Read**]: import a snapshot bank from a file
[**Write**]: export a snapshot bank to a file
[**Erasee**]: erase all snapshots currently stored

Note: snapshot banks must be saved with the
".maxpresets" file extension

[**Step Number**] The number of steps
of the sequence. This parameter is
global to all lanes and can be *linked*
to the Beats duration.

[**Drive**] Overdrive level [*]
[**Auto-Damp**] Compensate overdrive
[**Wet**] adjusts the balance between
dry and processed signals [*]
[**DrySelector**] select if dry signal is
live input (**in**) or capture (**cp**). By
default (toggle off) follows [Capture],
can be changed (set toggle on)
[**Smooth**] Smooths value transitions
from step to step [*]
[Display] Select the waveform display
(Input, Output or none)
[**WriteSample**]/[**w**] Save the output
buffer as a sample (.aif)

[**Dump**] Dump the snapshot bank
to MIDI clips for use with a Simpler
device (same sample, sliced with
corresponding beat length).
[**Make**] Dump this snapshot to a
MIDI clip for use with a Simpler
device (same principle as Dump)
Note: A MIDI track must be selected
by clicking on a MIDI Clip slot.

Slice Sequence

Direction Sequence

Direction Probability
Slice Probability
Panning Lane
Modulation Lane

[**Direction Probability**] Sequencing probability changes for direction selection.
[**Slice Probability**] Sequencing probability changes for step slice selection.
[**Panning Lane**] Define the panning for each step individually.
[**Modulation Lane**] Define the external parameter modulation for each step (lock values).

[**Direction Sequence**] Define the direction for each step (normal/reverse/mute)

[**Slice Sequence**] Define the slice for each step (as a matrix/grid selector)

[**ON/Off**] enable/disable each lane
[**All DP 0%**] All DP set to zero
[**All DP 100%**] All DP set to max
[**All SP 0%**] All SP set to zero
[**All SP 100%**] All DP set to max
[**All Pan C**] All Pan set to center
[**All Mod N**] All Mod set to zero

[**Map**] When enabled, the next parameter
clicked in Ableton Live will be mapped for
value modulation (parameter-locking).
[**Un-map**] Removes the parameter mapping.
[**Min**] Minimum modulation value
[**Max**] Maximum modulation value

[*] Values of the corresponding parameter can be recalled if the snapshot bank has a section #<X><NUM> (where <X> is {**d, a, w, s**}) in the file name.
Example: snapshot bank "drum_tests#d25#a75#w90#s5.maxpresets" will recall [Drive] to 25dB, [Auto-Damp] to 75%, [Wet] to 90% and [Smooth] to 5%.

J74 SliceShuffler (additional notes)

A snapshot recalls values of the sections highlighted in yellow below:

- [**Slice Sequence**]
- [**Slice Probability**]
- [**Direction Sequence**]
- [**Direction Probability**]
- [**Panning Lane**]
- [**Modulation Lane**]

The device has been built so that *anything can be done without audio interruptions*. This applies to recalling snapshots (jumping around), to loading snapshot banks and any function like Random, Mute, ON/OFF selectors, shift, Copy1->2, Copy2->1, etc. The Undo can be used at any time to revert to the state of the last loaded snapshot.

Note that changing the Beats number causes the device to temporary switch to the recorded output of the previous bars in order to re-fill its input buffer for the new amount of beats (the device background becomes red when doing this).
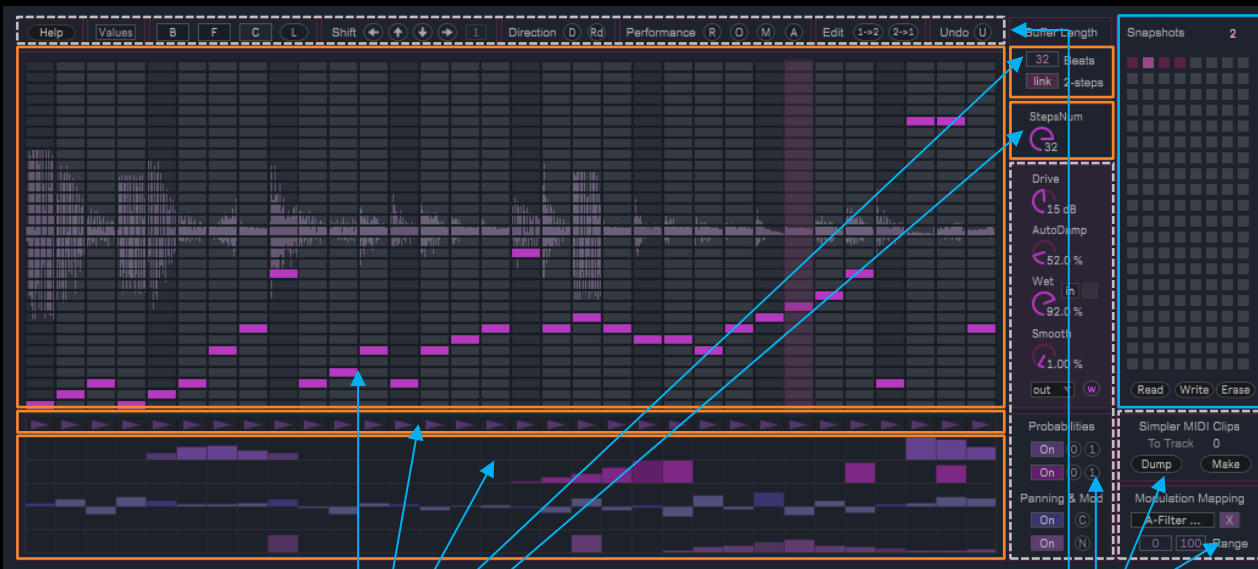
Part of snapshots

Not part of snapshots

This is done *on purpose* so that transitions from snapshot to snapshot (and bank to bank) are smooth AND so that new mixed combinations can be created by having [ON/OFF] controls for the Probability, Panning and Modulation lanes set independently.

Please note that, instead, the complete state of the device (every parameter) is saved with the Ableton Live project. This also applies to the mapped modulation destination.