

# PatDrummer QuickView

**Device ON/OFF** → ON

**Change number of steps played (from 16 to 1)** → Steps: 16

**Shift the initial step in patterns** → Offset: 0

**Transpose all the trigger notes of 16 notes (other bank in Drum Rack).** → Transp.: 0

**Pattern slot selectors:**  
Red numbers = Pattern selector  
Black numbers = Pattern variation  
periodicity

**Pattern Modifiers:**  
light green button = Shift a Pattern-pair left  
dark green button = Shift a Pattern-pair right  
light brown button = Copy a Pattern-pair in memory  
yellow button = Paste a Pattern-pair from memory  
blue button = Generate a random Pattern-Pair  
gray button = Erase a Pattern-Pair

**Part Note triggers**

**Part Step Number /Offset**  
allow poly-rhythmic effects independently for each part.

**Step Probability**

**Bypass the swing/groove/dynamics for specific parts:**  
kick bypass  
snare bypass  
clsd hats bypass  
open hats bypass  
perc bypass swing

**Solo/Mute for specific parts**

**Swing amount:** random fluctuation of the trigger time, independent for each part.  
**Groove amount:** real drummer's performances timing added to the pattern  
**Dynamics amount:** random fluctuation of the velocity, independent for each part.  
**Swing/Groove Mix:** mix the Swing and Groove effects  
**Groove scheme:** scheme for grooving (1-10)  
**Swing complete bypass:** bypass all swing/groove/dynamics effects  
**Mix reset:** reset to 50%-50% the mix between Swing and Groove

**Pattern random launch buttons**  
[Part]-RP = Select Random Pattern for [Part]  
[Part]-VP = Select Random Pattern for [Part] one time variation

**All Pattern random launch button**  
Select a new pattern for all parts.

**Part Tempo**

**Part Direction**

**MIDI Velocity used by the parts:** hi-vel for pattern rows 1, 3, 5, 7, 9; lo-vel for pattern rows 2, 4, 6, 8, 10

**Export current sequence to MIDI Clip in Ableton Live Session view**

**Preset Operations**  
Read/Write/Update

**Operations on all the parts patterns**

**Pattern Editor:**

- Row 1: Kick Drum (high velocity, by default pitch is C1, velocity 100)
- Row 2: Kick Drum (low velocity, by default pitch is C1, velocity 20)
- Row 3: Snare Drum (high velocity, by default pitch is D1, velocity 100)
- Row 4: Snare Drum (low velocity, by default pitch is D1, velocity 20)
- Row 5: Closed Hats (high velocity, by default pitch is F#1, velocity 100)
- Row 6: Closed Hats (low velocity, by default pitch is F#1, velocity 20)
- Row 7: Open Hats (high velocity, by default pitch is A#1, velocity 100)
- Row 8: Open Hats (low velocity, by default pitch is A#1, velocity 20)
- Row 9: Percussion (high velocity, by default pitch is A1, velocity 100)
- Row 10: Percussion (high velocity by default pitch is A1, velocity 20)