

Patterning 3

User Manual
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THIS DOCUMENT IS A WORK IN PROGRESS - PLEASE LET US KNOW IF YOU FIND ERRORS or OMISSIONS.

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Getting Started

Thank you for purchasing Patterning 3 : Drum Machine! If you're new to Patterning, hopefully you will find it easy and intuitive to get started. There's a lot under the surface, but the foundations are simple :

In Patterning, musical time is arranged in a series of concentric circles, each divided into a number of steps. (See #6 on the image below)

To add a note, touch inside the circle. Drag outwards to make the note louder, inward to make it quieter or to remove it entirely.

Switch between different instruments using the column of dots on the left side of the screen. (#4)

At the center of the circle is a large play button. Press that to hear your creation.

User Interface Overview



1. File Menu and Navigation Bar

Use the File Menu to access project settings (save, export audio, MIDI Input, etc), as well as global settings such as clock source and color theme.

The Navigation| Navigation Bar switches between the main user interfaces pages : Pattern, Record, Timeline, Mixer, and Drum Kits

2. Project Name & Parameter View

The current project name is displayed here. In addition, after changing a parameter, the value of the parameter is displayed here, often with a MIDI Learn Icon that is used to map MIDI inputs to that control.

3. Transport

The transport contains controls for the Tempo, Metronome, Timeline, Recording Automation | Record, Previous Pattern, Play/Stop, Next Pattern, Duplicate Pattern, and New Pattern.

4. Track Selector

Patterning has 9 sequencer tracks. The first 8 are Instrument Tracks|instrument tracks - used to trigger samples. The last track is an FX track that is used to automate changes to the effects - Delay and Reverb| Delay, Reverb, EQ, Distortion, and Compression|EQ, Distortion, and Compression

The track selector selects the current track to be displayed in the main UI and in the Editor View.

5. ALT and FILL

ALT and Pattern Fills are two powerful new tools in Patterning 3.

Both controls will "latch" if you slide off of the control before letting go of it. You can "unlatch" by press it again.

Press ALT to display alternate controls in the current context. With the instrument settings, for example, the ALT control allows you to map modulations to parameters.

The FILL button overrides the currently playing pattern with an alternate version of the pattern. See [PATTERN FILLS](#)

6. Main View

The Main View contains the current view - Pattern, Drum Pads, etc, as selected with the Navigation Bar.

7. Editor Navigation

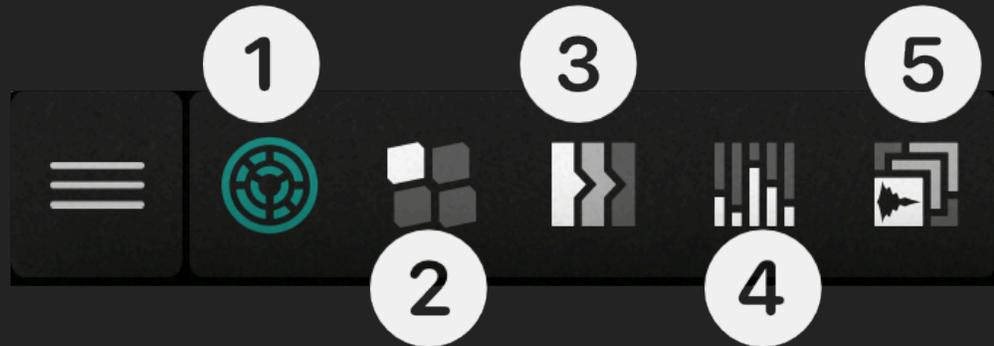
In Pattern and Record views, this navigation bar shows the different editor screens. Some of the pages have multiple sub-pages, which can be cycled through by pressing multiple times on the icon - or selecting from the sub-page titles.

If you have a keyboard attached to your device, the TAB and shift-TAB shortcuts cycle through these pages for quick navigation.

8. Editor View

This view shows the editor for the current context. In Pattern and Record view, this will show the controls for the current track. In Timeline view, this shows controls for the timeline.

Navigation



Patterning's main interface is divided into 5 pages : 1) PATTERN EDITOR, 2) DRUM PADS, 3) TIMELINE 4) MIXER and 5) DRUM KITS. These are accessible from the menu bar on the top of the screen.

1. Pattern Editor

The Pattern Editor is the primary editor, containing the circular interface that you probably think of when you think of Patterning. If you never think of Patterning, it's a wonder that you ended up here, on a webpage dedicated to learning about a thing you never think of.

2. Drum Pads

The Drum Pads, formerly known as "RECORD" is used to play and record using drum pads. Both the Drum Pads and Pattern Editor give you access to the editor controls for the sound engine.

3. Timelines

The Timeline page is for creating sequences of Patterns.

4. Mixer

The Mixer page is a mixing board view of all of the tracks.

5. Drum Kits

The Drum Kits Library is where you go to download, save, and load drum kits.

File Menu



The file menu contains project and global level settings. Tap the three lines (aka the "hamburger") in the top left of the screen to access the File Menu.

Current Project

Open

Open a project. This will open a FILES browser to your Patterning 3/Songs folder, but you can open files from anywhere on your device.

New

Create a new Patterning 3 project. Patterning 3 will auto generate a descriptive name for you, using a proprietary blend of nouns and adjectives from the natural world.

Save

Save the current project. The file is saved as an .onps file type. When saving this way, the samples are NOT saved with your project. If you wish to include samples with your project, use the SHARE (Incl Samples) function instead.

Autosaving

Though you must "SAVE" a song to store it to disk, any changes you make while using the app are autosaved every few minutes into a temporary file. When launching the app, this temporary file is re-opened, allowing you to get right back to work regardless of whether the song was saved to the the songs browser.

Save As...

Make a copy of the current project and save to the Patterning 3/Songs folder.

Share (Incl. Samples)

Use the SHARE function to create an .onps file of your Patterning project - including any samples used in the project. This is ideal for moving between devices, where the audio samples needs to be included for the project to work.

Export Audio...

Opens the export audio view, for exporting audio files from your project in a variety of formats, including Ableton Live Sets.

Project Settings

MIDI Input

Tap to open the MIDI Learn and Input Mappings|MIDI Learn view to configure existing MIDI learn mappings and create new ones.

Global Settings

Clock Settings

Display the clock settings including Ableton Link and MIDI Clock.

MIDI Bluetooth

Displays the system menu for connecting to MIDI via Bluetooth.

Theme

The color theme editor for Patterning 3. Pick three colors from the color palette, and the rest of the colors will be generated from there.

Background Audio

Enabling Background Audio ensures that Patterning will keep running (or waiting for message to Run from MIDI, Link, etc) even when the app is not in the foreground. Be warned - if this is enabled you will want to manually quit Patterning when not in use -- otherwise you can drain your battery!

More

User Manual

You probably have already pushed this button, no?

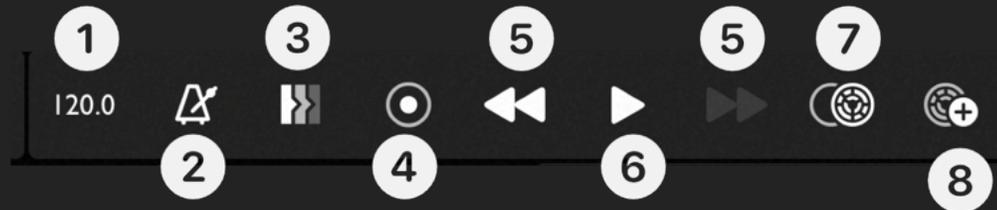
Contact & Links

Links to join our mailing list, get in touch, join the discord, etc!

Demo Song

Tap to load the demo song.

Transport



1. Tempo

Tap to open the tempo control for setting tempo and meter settings. See [Tempo Changes](#) for more information.

2. Metronome

When enabled, Patterning will play a metronome click. Useful for recording.

3. Timeline Enable

Enable the Timeline.

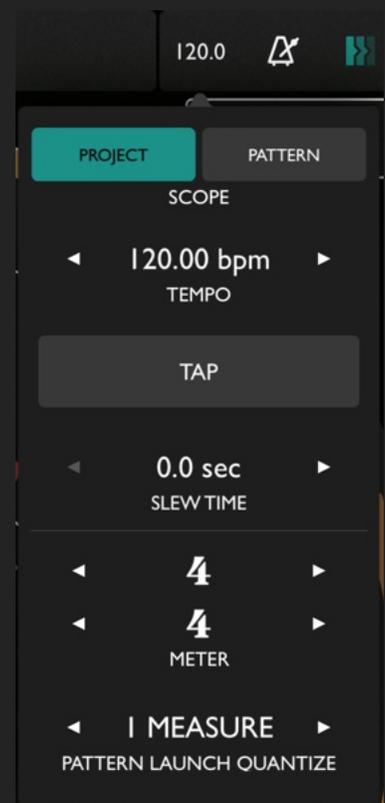
4. Record

When enabled, playing the drum pads and changes to parameters will be recorded to the current pattern.

Automation values written using MIDI Input will be written through the the remainder of a loop, and recording of that parameter will reset at the loop beginning until the MIDI value changes. The beginning of the loop is defined as the first step, not accounting for any rotation that has been applied.

5. Previous Pattern and Next Pattern

Move to the previous or next pattern in your project. These will be greyed out if there are no patterns to navigate to. The Previous Pattern and Next Pattern buttons switch to an adjacent pattern. If Pattern Quantize Launch from the Clock Settings is enabled, it will wait until the appropriate time to switch patterns.



6. Play

Play! Press to play/stop playback. Also available via the giant Play button in the Pattern editor.

7. Duplicate

Duplicate the current pattern. This will create a copy of the current pattern and immediately change to the new pattern for editing.

8. New Pattern

Create a blank new pattern. This will create a blank new pattern. It will copy all of the current pattern's loop settings (e.g. step count, step duration, swing, etc) but not copy any of the sequence information.

ALT - Transport

Use the ALT button to show [Copy, Paste, Append, Double & Half](#) controls instead of the Transport, when available.

Clock Settings

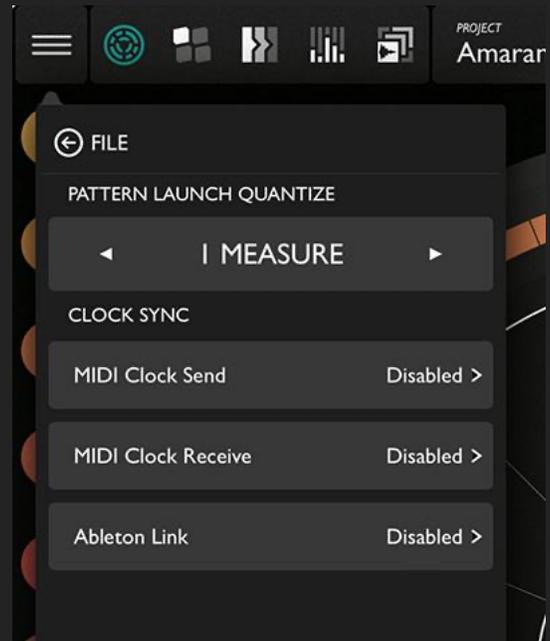
The Clock Settings menu is available from the File Menu.

Pattern Launch Quantize

Pattern Launch Quantize controls the amount of time to wait before changing to a new pattern or timeline. It uses the Project's Time Signature - see Tempo and Time Signature - to determine the length of a measure.

Clock Sync

Patterning 3 can send and receive MIDI Clock, or synchronize with other apps via Ableton Link.



It is recommended when possible to use Link to synchronize between apps, rather than MIDI clock. When integrating into a hardware setup, it is recommended to use Patterning (or another Link app) as the primary clock, and use MIDI Clock Output to control the hardware. This is a by-product of the way MIDI is received on a computer (iPad) -- it's more reliable, time-wise, to send the MIDI than to receive it.

When running as an AudioUnit, Patterning will follow the host app's clock.

Copy & Paste



Touch the ALT button to display the editing controls at the top of the screen where the transport usually lives.

1. Copy

Press the COPY button to make a copy of the currently visible Pattern / Loop.

2. Paste

PASTE will paste into the currently visible Pattern, Loop, using the SCOPE (6) control to set which. When copying and pasting, the settings of loops are also copied and pasted, e.g. the step duration, swing settings etc.

3. Append

Use APPEND to write the copied data at the end of the current Pattern, Loop, changing the number of steps for the pattern or loop. This does not change or overwrite other settings such as step duration, swing, etc.

4. Double (x2)

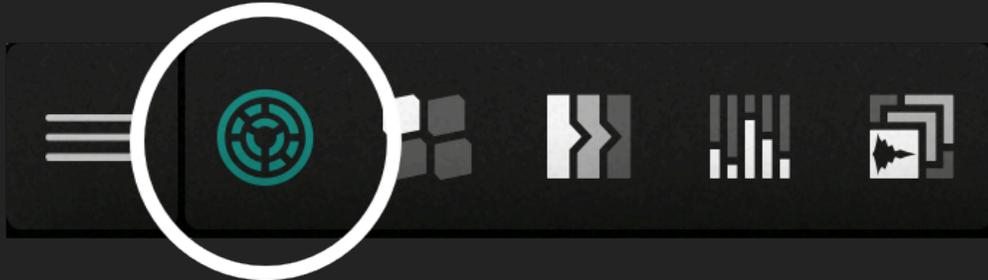
5. Half (/2)

The x2 and /2 buttons are used to quickly double or half the current Pattern or Loop based on the current Scope.

6. Scope

Choose where the edit actions (paste, append, double, half) are applied - to either the entire Pattern or the current Loop.

Pattern Editor



The PATTERN page is where (most) of the magic happens. Here's an overview of the interface for the PATTERN page.



I. Pattern Editor

The Pattern Editor is the interface for editing rhythms and automation layers in Patterning. It visualizes the current pattern using 9 concentric rings, 8 for the sampler instrument loops and one for the FX track. Each ring is subdivided into wedges of equal sizes, each representing a step in the loop. A loop can have multiple pages, as well. See [Loop Pages & Grid Spacing](#) for more info about that.

Touch anywhere inside a step to edit it. Drag towards the outside of the circle to increase the velocity of the step, making it louder. Dragging inwards will make the step quieter. Dragging all the way in will set the velocity to 0, disabling the step. You can drag around the loop to quickly edit or create multiple steps.

Hold down any parameter (e.g. COARSE TUNE) in the editor to display the Automation Layer for that parameter.

In the FX Track velocity is used as a Modulation, LFOs, Randomization, and Velocity Mapping. Read more on the [FX Track](#) page.

2. Loop Selector

The Loop Selector selects which loop in a pattern to edit. You can also select a loop by touching an unselected loop in the pattern editor.

3. Pen Tool

The Pen Tool has two modes : Draw and Erase. Draw mode edits the value of a step when touching it, while erase clears the value.

Hold down the Pen Tool button to bring up the Pen Echo menu. Pen Echo mode is a special editing tool that allows you to draw in multiple values across a loop at a repeating interval. For example, with Pen Echo set to On and the Pen Echo Interval set to 4, editing a step in the Pattern Editor will cause edits to be “echoed” 4 steps later. Echoes don’t wrap around to the start of loop.

When Erase mode is enabled, parameters which have active automation on the current loop will display a X button. Tap the X to quickly clear the automation and modulation of the parameter for the current loop.

4. ALT and FILL

The ALT button displays context-dependent alternate controls for the user interface, including modulation assignments, copy/paste, and quick mute/solo controls. Read more in the [ALT](#) page.

Use the FILL button to play from an alternate version of the current pattern. Read more in Pattern Fills.

Both ALT and FILL are momentary buttons. However, you can latch them "on" by touching and dragging off the control before releasing.

Pattern Fills

The FILL button is in the bottom left hand corner of the screen.

Use the FILL button to toggle fill mode for the current Pattern. In fill mode, the pattern is replaced by an alternate version of the current pattern. Tapping the FILL button temporarily engages fill mode, while swiping off the button releasing will engage fill mode indefinitely until the button is pressed again.

Both ALT and FILL are momentary buttons. However, you can latch them "on" by touching and dragging off the control before releasing.

When you first engage FILL for a pattern, it will automatically copy all of the current patterns' information to the FILL pattern, including all step velocities, automation, etc.

While fill mode is engaged, the pattern background will go dark, and any edits to the pattern will be applied to the fill pattern only.

Please note that changes to the instruments / drum kit settings are saved with the drum kit, rather than the pattern. If you wish to change samples or non-automated sampler settings for the fill, create a new Project Drumkits|Drumkit for the FILL and make edits to the FILL drum kit only. Then, your instrument changes will be applied only to the FILL pattern.

Track Selector and Editor

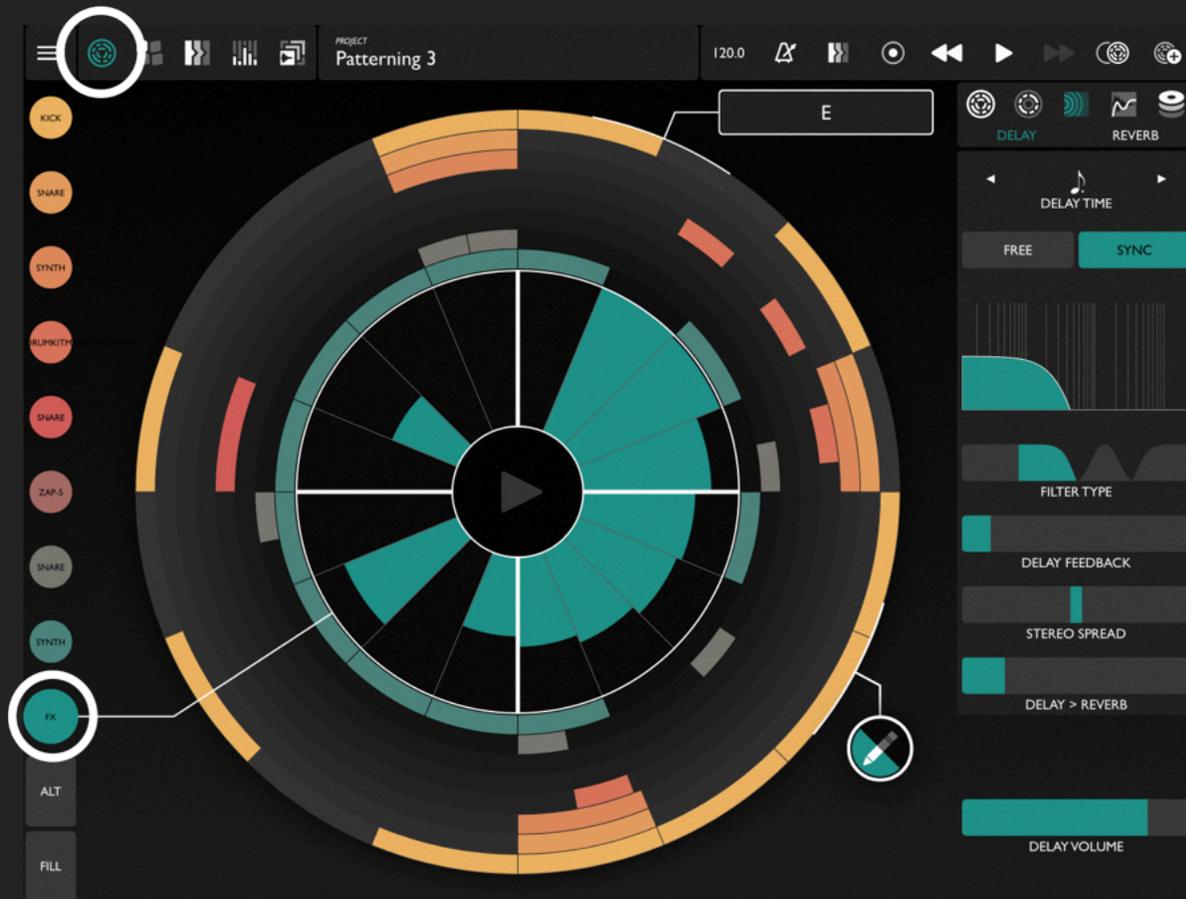


1. Track Selection

Use the Track Selector to select which instrument to edit in the Pattern Editor. There are 8 instrument tracks and one FX track in each pattern.

2. Parameter Editor

The parameter editor for the current Pattern Parameters|pattern, Loop Settings|loop, and instrument or FX settings appear on the right of the screen.



FX Track

In addition to the 8 instrument loops, Patterning 3 has an FX loop that can be used to automate effect parameters.

Select the FX Track using the Track Selector to display the FX Track and FX Settings

There are 2 effect sends - Delay and Reverb, as well as 3 master bus effects - EQ, Distortion, and Compression.

In the FX loop, the "velocity" layer is used as a modulation source that can be assigned to effect parameters using the Modulation, LFOs, Randomization, and Velocity Mapping assignments via the ALT button. In addition, active steps in the FX Loop (i.e. with a velocity greater than zero) are used to trigger new random modulation values.

Pattern Parameters

Pattern

Select from existing patterns. Use the Lock icon at the top to re-order and delete patterns.

To create new patterns use the duplicate pattern and new pattern buttons in the Transport

Project Drum Kits

Within a project, you can have multiple drum kits. A Drum Kit can be assigned to any number of Patterns.

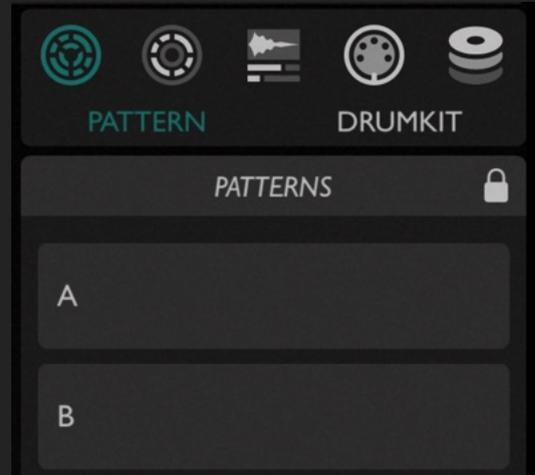
Each Drum Kit within a project can have its own collection of samples, playback settings, MIDI outputs, modulation routings, etc.

The Project Drumkits viewer is available from the Pattern Parameters and in the Drum Kits Library

To create a new Drum Kit and assign it to the current Pattern, tap ADD DRUM KIT.

In the Drum Kits Library you can drag drum kits into the Project Drum Kits window to create a new drum kit from that preset.

One fun idea is to create a new DRUM KIT while FILL is engaged to have a variation on your FX or samples play with the fill pattern.



Loop Parameters

One of the most essential and unique features in Patterning is the ability for each loop in a pattern to have its own duration. The following settings are applied to each loop individually within a pattern. However, you can use the Apply to All button to quickly copy these settings to the other loops in the current pattern.

Length

Mode

The Mode setting for the loop can be set to Standard or Divide. Standard mode is the default loop mode. In standard mode, a loop's length is determined with the Step Duration and Steps parameters.

Divide Mode, in contrast, divides a measure into subdivisions of equal duration. As an example, in 4/4 time with the steps parameter set to 13, the entire loop will be a single measure long, with each step 1/13th of the total duration.

When in divide mode, a Measure button will appear for setting the loop's measure length. The measure here is independent to the song's time signature.

Swing is disabled in divide mode.

Step Duration

In Standard mode, the step duration is the length of each step in the loop. By default this is a 16th note.

Steps

A loop can have up to 512 steps. Long press on the STEPS arrows to make the loop longer or shorter by one page.

Movement

Auto - Rotate

The Auto-Rotate setting will make the loop rotate itself by a number of steps after each time through the loop.

Playback Mode



There are 5 loop Playback Modes. FWD, BKWD, PEND I, PEND2, and URN.

FWD is forward, and steps are played in clockwise order. In BKWD mode, steps are played backwards, moving counter-clockwise through the circle. PEND I or Pendulum I mode is forwards, and then backwards, repeating the first and last steps on the turnaround. PEND2 is the same as PEND I, but without repeating the first and last steps. In URN mode, steps are played in a random order, never repeating a step until all steps have been played.

Offset

A loop can be offset by a step (or fraction of a step) or a number of ticks. This rotates the starting point of the current loop.

Apply to All

The Apply to All button copies the current loop's settings to all of the other loops in the pattern.

Loop Parameters - ALT - Loop Pages and Grid Spacing



Use the ALT button while on the Loop Parameters page to access Loop Pages & Grid Spacing controls

Loops can be subdivided into pages to aid in the editing of longer loops.

I. Loop Page Selector

If a Loop is longer than the page size, the Loop Page Selector will be displayed.

The Pattern Editor will automatically follow the currently playing page as the loop progresses. Touching anywhere in the editor (e.g. drawing in a not) or tapping the LOOP PAGE selector will lock the editor to the current page. Tap the LOOP PAGE selector again to toggle between page-following and page-editing modes.

When editing a page, arrows appear next to the LOOP PAGE selector for moving forward and backwards through the pages of the loop.

2. Current Page Indicator

When a loop has more than one page, a thick white circle will appear around the loop to indicate the current page and give an overview of the entire pattern. In addition, the current page number is displayed at the top of the loop editor.

3. Setting the Page Size

Use the ALT button while editing the Loop Settings to set the page size for the current loop. The default page length is 32 steps. You can change the Page Length to be up to 64 steps. If you wish to set the page size for all loops in your project to use by default, tap the "SET AS DEFAULT" button.

4. Grid Spacing

The Grid spacing sets the frequency of the thick lines in the pattern editor. 4 is the default, but if you're like me you probably want to set this to 5, or 7.

Swing and Quantize

Parametric Swing

Patterning 3 introduces a new concept in musical swing we call “Parametric Swing.”

 [Patterning 3 - Swing](#)

Swing Scope

The Swing can either be applied to the entire pattern or just the current loop.

Swing Bounds

Generally in a drum machine, “swing” is achieved by taking every-other 16th note and moving it later in time, closer to the following 16th note. The result is a musical rhythm where two 16th notes are of different lengths.

You can think of this traditional swing as having an outer bounds of an 8th note, where you move the inner 16th note around inside that bounds.

In Patterning 3, we allow you to change that outer bounds to different values, so that the “swing” is now moving around all of the notes within that period of time.

Swing Amount

The Amount controls the timing of the center point of the swing. 50% is the middle of the bounds - which means no swing. Moving the number up to 66% would turn the swing into a “triplet” feeling, moving the center point $\frac{2}{3}$ of the way towards the end of the bounds.

Swing Curve

The Curve setting creates a non-linear curve between the inner points of the swing.

Quantize

Each step in a loop can be “nudged” off the grid by a percentage of the step size. This “nudge” value is either 1) recorded when using the drum pads or 2) drawn in manually using the nudge layer. The Quantize setting brings nudged steps back towards the grid by a percentage. 100%



quantize means that nudge data is ignored altogether. 50% means that a step will move 50% closer to the grid than the originally recorded value was.

The Quantize value can be set for the entire Pattern or just the current loop, using the “Quantize Scope” control.

Instrument Track

Parameters

Sample

The Sample editor gives you access to the sample playback parameters such as volume envelope and tuning.

The waveform viewer shows the waveform of the current sample. Tap the to open the Sample Library for selecting and importing samples.

Envelope

The three volume envelope parameters are Attack, Hold, and Decay. Together, these determine the amplitude envelope of the instrument. Attack is the amount of time for the sample to fade-in from silence to full volume. Hold is the amount of time (as a percent of the remaining sample duration) to stay at full volume before fading out. Decay is the amount of time to fade out the sample after the hold period ends.

Tuning

The Coarse Tuning and Fine Tuning parameters change the playback speed of the sample.

Quantized Coarse Tune

The Coarse Tuning parameter can be quantized to allow only certain intervals to be played, making melodic use of samples in Patterning much easier. Use the ALT button to display the quantization keyboard.

From there, use the keyboard to select the intervals to quantize to, relative to the note C. For example, enabling the note D from the quantize keyboard will allow transpositions of +2 semitones or -10 semitones. Enabling G will allow +7/-5 semitones. Please note that if the original sample is not tuned to C, the actual sounding pitch of your transposed sample will not be "in tune" with the notes off the quantize keyboard.

This can be combined with randomization and LFOs to generate melodies.



Trigger

Choke Groups

A Choke Group assigns an instrument to a group in which only one instrument can play at time. The common use case is an open hi-hat / closed hi-hat pair. When the closed hi-hat sample is triggered, you want to immediately stop the open high-hat sound from ringing out. Assigning them to the same choke group allows only one of the instruments to play at a time.

Polyphony

Video : Polyphony(<https://youtu.be/W8VakBYG910>)

The polyphony parameter determines how many instances of an instrument can be playing at the same time. The options are MONO and POLY. When set to MONO, only one voice can play a time per track. This can be used to cut short longer samples when they re-triggered. In POLY mode (default), up to 32 voices can be playing at the same time.

Holding on a parameter's control will display the automation layer for that parameter in the PATTERN editor for quick editing on a per-step basis. In addition, the ALT button will display modulation controls for the parameters.

Mix

The MIX page displays filter, effect sends, and panning for the current track.

Filter

The FILTER has four modes - off, low pass, band pass, and high pass. Use the FILTER TYPE control to set the filter type.

Use the filter graph to set the filter frequency (x-axis) and resonance (y-axis).

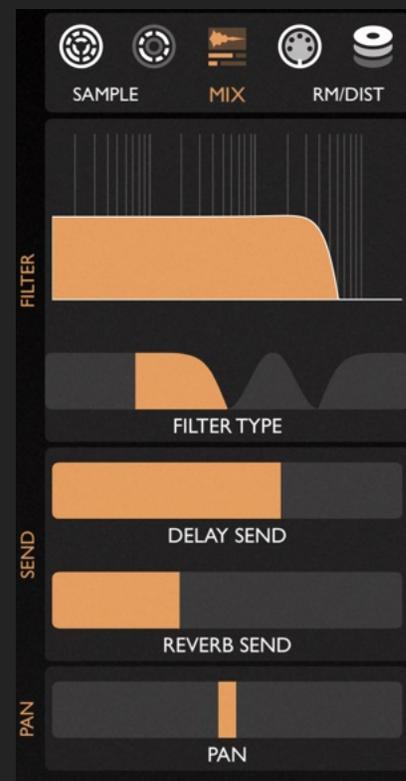
FX Sends

The DELAY and REVERB SENDS control the amount of signal that is sent to the effects.

Pan

PAN controls the left-right balance of the signal.

Holding on a parameter's control will display the automation layer for that parameter in the PATTERN editor for quick editing on a per-step basis. In addition, the ALT button will display modulation controls for the parameters.



RM/DIST

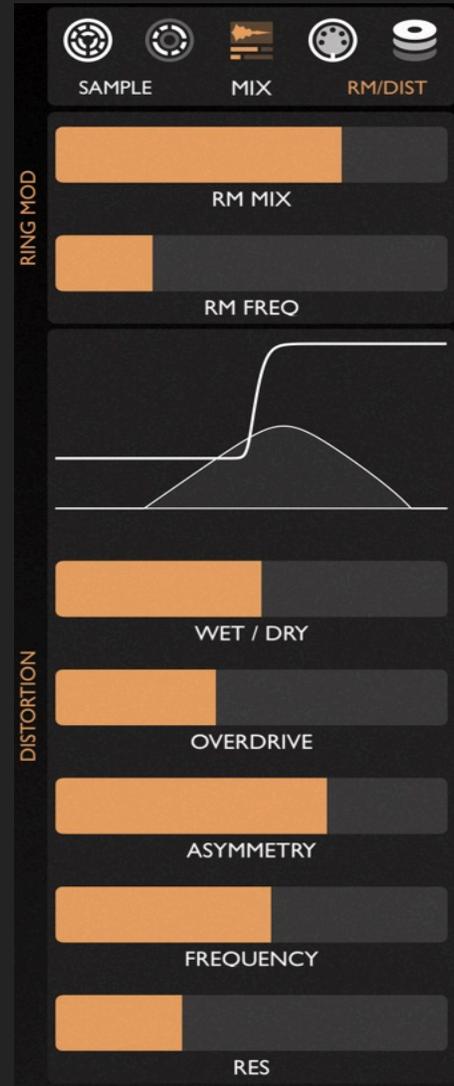
Patterning 3 has a per-instrument Ring Modulation and Distortion effect.

Ring Mod

The RING MODULATION (RM) controls the mix and frequency of the Ring Modulation Effect. Ring Modulation is created by multiplying the original signal with an oscillator, often creating a bell-like, metallic tone.

Distortion

The DISTORTION section contains controls for saturating the signal. It is a hyperbolic tangent-based saturator, with asymmetry for adding even harmonics. It also includes a pre-effect filter and wet/dry for mixing the original and distorted signals.



MIDI Output Settings

The MIDI page configures MIDI output for the instrument.

Track

Track Output sets the output type for the instrument. The options are Audio, Both, and MIDI. Audio mode plays audio from the track only, while MIDI mode disables audio and only sends MIDI. Both allows the track to send both audio and MIDI.

Output

Use the MIDI Port and MIDI Channel controls to configure MIDI output for the instrument.

Tap the port name to bring up a list of available ports.

Please note that when using virtual MIDI ports (i.e. “Patterning 3”) to send MIDI between apps, both the receiving and sending app must use the same port. So if you are sending MIDI data using port “Patterning 3,” you should also set the receiving app to receive on port “Patterning 3.”

Patterning 3 also supports sending MIDI via Audiounit. When using P3 as an AUv3 instrument, the MIDI outputs are always assigned to the host MIDI port.

Note

The MIDI Note and MIDI Note Transpose parameters are added together to determine which MIDI note is played on a given step.

Both parameters can be automated with layers, however they exist as two separate parameters to allow transposition of sequences and easier editing.

To make melodic MIDI sequencing easier, MIDI notes can be quantized, limiting the available notes to pitch classes from a scale or of your choosing. Use the ALT button to display the note quantization keyboard.

Mod

MIDI Pitch Bend sends pitch bend messages to the current instruments MIDI output. It can be used to record pitch bend automation or set a detune amount.



MIDI Gate Length sets the duration of MIDI notes in relationship to the loop's step duration. The default is 50%, meaning that if the loop's step duration is a quarter note, the MIDI note duration will be an eighth note. Durations longer than 100% will create notes longer than the step duration. If a MIDI note with a duration longer than 100% is followed by the same MIDI note on the following step, the notes will be tied together to create a longer duration. This parameter can also be automated and recorded.

Additionally, MIDI CC's can be sent via the Layers View.

Layers

In addition to velocity, a loop can sequence changes to instrument parameters like coarse tune or pan. This happens via Automation Layers.

Automation Layers can be accessed temporarily by touching a control (e.g. PAN) to display the automation layer for that parameter. You can also access layer information in the Layer Editor to draw in automation by hand.

Most instrument and FX parameters can be automated, along with parameter modulation amounts, MIDI CC messages, and trigger data like probability and ratcheting. FX Parameters can be automated using the FX Track.

The LAYERS selector chooses the current layer for editing in the Pattern Editor.

When editing a non-velocity layer on the Pattern View, a thick line shows the parameter's value before automation. The automation value will temporarily override the value for the step.

Remove automation on a step using the eraser tool. You can clear automation for a layer and remove it from the layer selector by swiping right-to-left on the layer's name in the LAYER selector.

Additional Layers

Some common layers are displayed by default, but many more can be accessed by pressing + button on the top of the LAYERS selector.

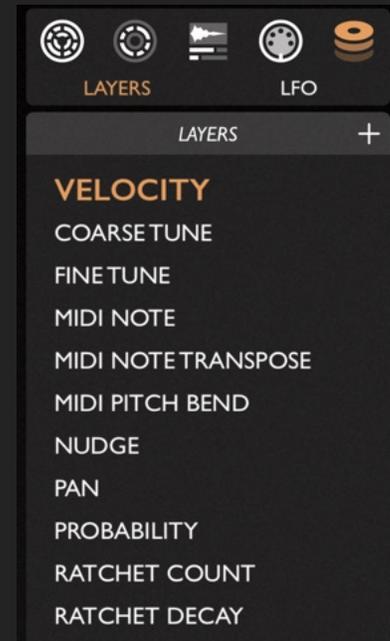
Trigger Layers

Trigger layers include probability, nudge, and ratcheting controls

Probability

The percent chance that a step will be triggered. 100% means always trigger, 0 % means never trigger.

Ratcheting



Watch

Video(<https://l.facebook.com/l.php?u=https://youtu.be/lq8ULXI4s7Y&h=AT0gvmfiacCuyM24ejg0lqRwYDekKFKA96SqlOvFWuWqKy3POW5DhcgovBl-oThSN9ouimtyAQdGBVBg0DlNxniki-RMKP2oH7ixEkj2dyRA-Q8fI5HA4rcLRueOhSA-V3llyqtxsu-MtlfZ35cTgX4Mgl2CVOvElhQlaH-9cnaNZZkXw>) : Ratcheting

Ratcheting is a sequencing technique in which an instrument is triggered multiple times within a step, creating a “stutter” effect.

Add ratcheting to a loop by selecting it from the Layers selector. There are two ratchet parameters : Ratchet Count and Ratchet Decay.

Ratchet Count determines the number of re-triggers within a step. The default (off) value is 1. With a ratchet count of 2, the step will be divided into two equal parts, and the note will be triggered twice. A ratchet count of 7 will create 7 equally spaced notes within the length of a single step.

Ratchet Decay sets the relative velocity of each subsequent trigger. 100% means no change : each trigger will have the same velocity of the first. Values below 100% will decrease the velocity on each subsequent trigger, while values above 100% will make each trigger louder than the previous value.

Playback Layers

The Playback layers encompass many parameters relating to the instrument : tuning, filter, panning, and non-CC MIDI parameters such as pitch bend and transposition.

MIDI Note + MIDI Note Transpose

The MIDI Note and MIDI Note Transpose layers are used to modify the MIDI note (see MIDI Note Quantization).

MIDI Gate Length

The length of outgoing MIDI notes can be sequenced as well. The range of this parameter is 25% to 200% of the step length.

If a step with a gate length of greater than or equal to 100% is followed by another note of the same pitch, the two notes are tied together, with the later step’s gate length overriding the original note. You can chain more than two notes together in this manner to create longer MIDI note durations.

Randomize, & LFO layers

Parameters can also be modulated on a per-step basis. The parameter randomize layer is labelled parameter name +/-, while the LFOs are labelled LFO >> parameter name. You can also randomize velocity using the velocity +/- layer. See Modulation, LFOs, Randomization, and Velocity Mapping for more info about parameter modulation.

MIDI CC

On MIDI enabled loops, you can also create layers for any number of MIDI CC messages. MIDI CC messages are sent only on steps where there a CC value has been explicitly written in.

LFOs

Each drum kit has two LFOs, which can be assigned to instrument and FX parameters using the ALT key.

LFO Sync / Free

LFOs can be synced to the clock or run freely. In Sync mode, the LFO duration is measured in musical durations. In Free mode, the rate is measured in Hz from 0.01 to 20hz.

Waveform

The LFOs have several waveform options - Sine, Saw, Tri, Square, and Random.

Offset & Skew

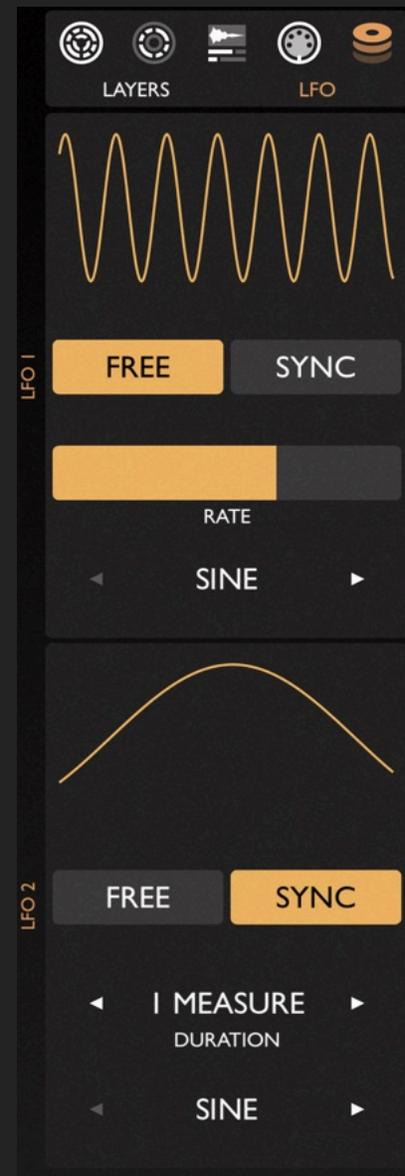
Using the ALT button, you can access the Offset and Skew controls for the LFOs. Offset changes the starting point of a sync'd LFO. Skew modifies the shape of the LFO.

Mapping LFOS to Parameters

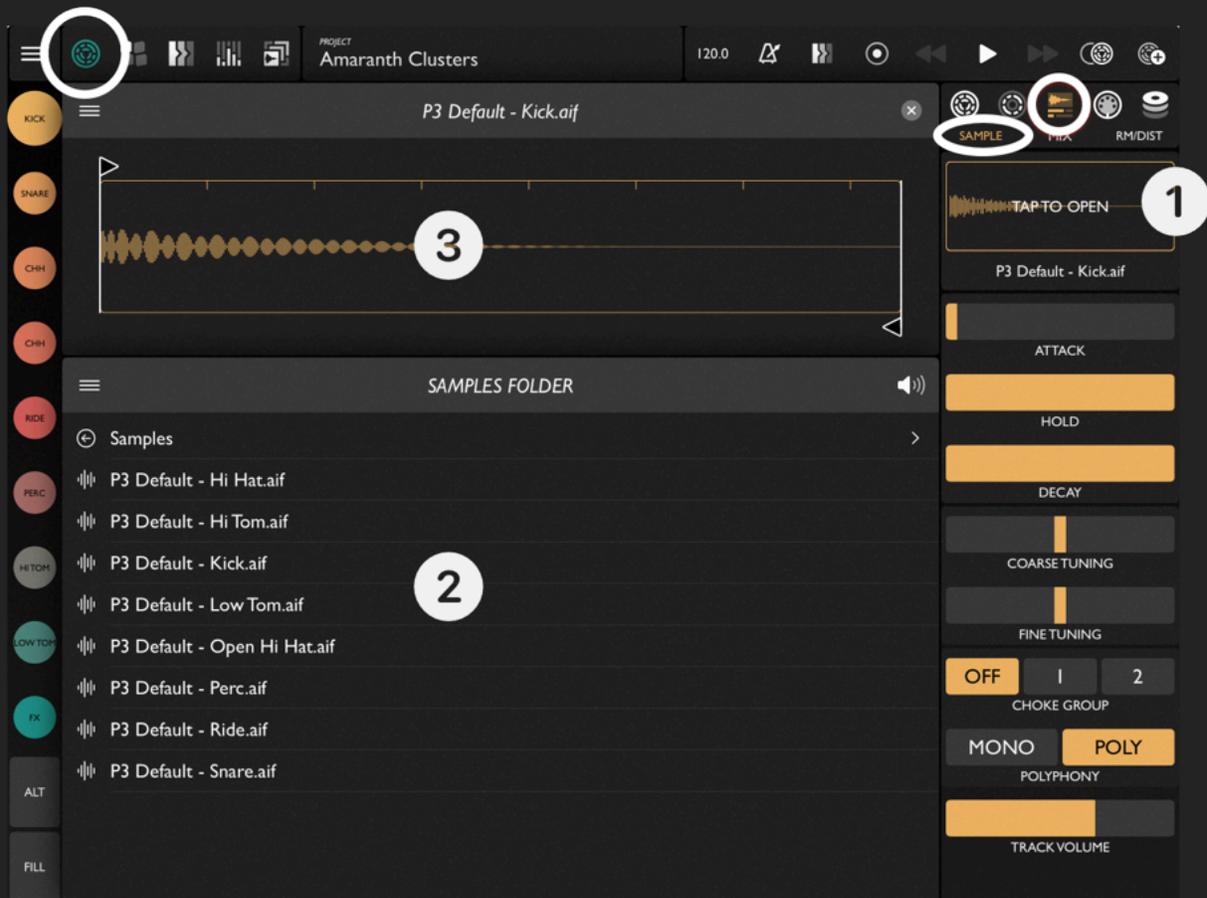
LFOs are mapped to parameters using the ALT button. While on any page showing parameters that can be modulated, press the ALT button and select LFO 1 or 2 to show the LFO > Parameter mapping.

LFOs applied to instrument parameters use "sample and hold" logic, meaning the value of the LFO is held for the duration of a note.

LFOs applied to FX parameters are smooth.



Sample Library



1. Accessing the Sample Library

The Sample Library & Editor is accessed by tapping the waveform viewer on the Sample sub-panel.

2. Sample Library

The Sample Library in Patterning 3 is a folder inside your iPad's FILES app, allowing you to organize files into folders as you see fit.

Importing and Opening Samples

In the top left of the Sample Library is a drop down menu for importing and opening samples.

Choose Import to copy samples into the Patterning 3/Samples/ folder, using the Files interface to access files on your device, iCloud Drive, Dropbox, etc.

Choose Open to open the sample without copying it to your folder.

In either case, Patterning will keep a "bookmark" to the file's location on your device.

Preview Samples

Enable sample previewing with the speaker icon on the top right of the Sample Library. When enabled, selecting a sample will trigger the sample using the current instrument settings.

Deleting Samples

Currently samples are organized and deleted using the Files app. Deleting samples and organization into folders inside the app is on the to-do list!

3. Sample Editor

The Sample Editor allows you to perform simple edits to your sample.

Use the two flags to change the sample start and end points.

Drag up & down to change the sample gain.

FX Track Parameters

When the FX Track is selected, the FX parameters are visible on the right side of the screen.

As with instrument parameters, the FX parameters can be automated and modulated.

Delay and Reverb

Delay and Reverb are on effect sends. To send a track's output to these effects, use the DELAY SEND & REVERB SEND parameters on the Mix editor or from the Mixer.

The Delay and Reverb parameters can be modulated using the LFOs and Randomization controls, and automated using the FX Track. Use the ALT button to view and assign modulations. Please see Modulation, LFOs, Randomization, and Velocity Mapping for detailed information.

Delay

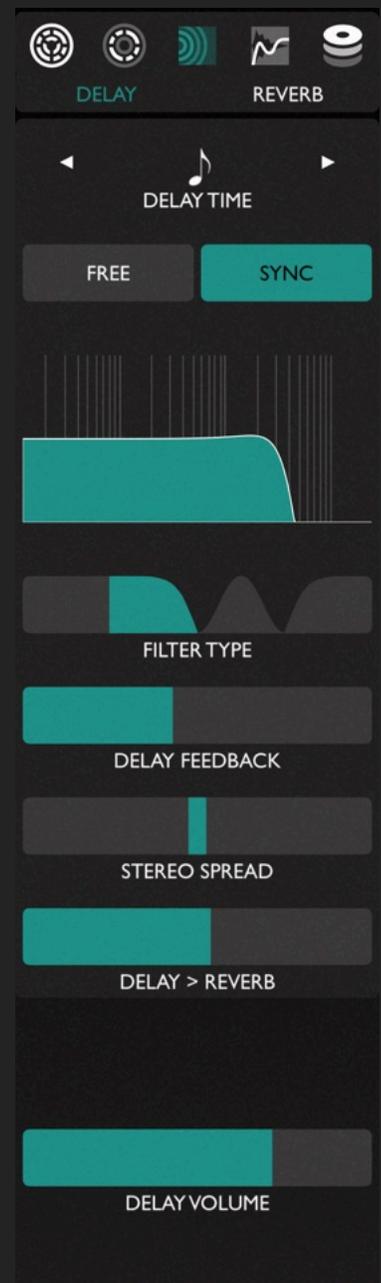
Delay has the following parameters : Time, Sync, Filter Type, Filter Frequency, Filter Resonance, Feedback, Stereo Spread, and Reverb Send

The DELAY TIME parameter controls the amount time between the original sound and the delayed sound. This can be measured in either Free or Sync mode. In Free mode, the delay time is set in milliseconds. In Sync mode, the delay time is set in musical durations, and will change with the tempo of the project.

The Filter parameters control the settings of a post-delay, pre-feedback filter. Because this filter is pre-feedback, it can be used to make repeated echoes get filtered repeatedly, creating a tape-echo degradation effect. Use the FILTER TYPE control to set the response type of the filter - Off, Low Pass, Band Pass, or High Pass. Use the graph to change the frequency (x axis) and resonance (y-axis) of the filter.

The DELAY FEEDBACK parameter controls the amount of delayed signal that is sent back into the delay, creating multiple echoes. Higher feedback means more repeats!

STEREO SPREAD creates a time difference between the left and right channels, making a thicker sounding echo. At large values, this can get weird!



DELAY > REVERB controls the amount of delay signal that is passed along to the reverb bus.



Reverb

The Reverb section contains parameters for controlling the reverb send effect.

ROOM SIZE and DAMPING control the main reverb effect's time and dampness.

CUTOFF and FILTER GAIN control the frequency and gain of a post-reverb high-shelf filter.

EQ, Distortion, and Compression

The EQ, Distortion, and Compression effects are on the Master Bus. All tracks are sent through them before the master volume.

When running P3 as an AUV3 plug-in using multi-out, these effects are only heard on tracks that are routed through the Main output.

The EQ and Distortion parameters can be modulated using the LFOs and Randomization controls, and automated using the FX Track. Use the ALT button to view and assign modulations. Please see Modulation, LFOs, Randomization, and Velocity Mapping for detailed information.

EQ

The EQ section has three bands of EQs (Low Shelf, Mid, and High Shelf) that can be moved around to change the gain and frequency of each filter band.

In addition, the MID band has a STEREO parameter for offsetting the frequency of the mid-band in the left and right channels.



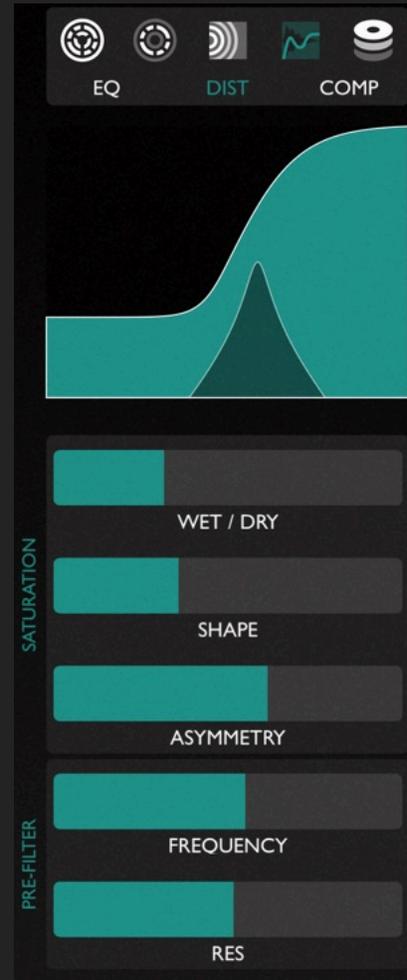
Master Bus Distortion

The **DISTORTION** effect is a waveshaper that adds grit and saturation to your mix.

WET/DRY controls the mix between the unprocessed and processed signals.

SHAPE sets the curve of the waveshaper, adding odd-order harmonics to the signal. The **ASYMMETRY** controls creates even-order harmonics.

The **PRE-FILTER** section controls which frequencies are passed into the distortion effect. It's a band-pass filter with **FREQUENCY** and **RESONANCE** controls.



Master Bus Compressor

New in Patterning 3 is a simple compressor on the master bus.

Compression is a fun topic, and I encourage you to watch one of the many many many YouTube videos on how compression works. I'm sure they will explain it better than I can!

The **RATIO** parameter can be set to 0 (off), 2, 4, 10, and 20. This controls the amount of gain reduction to the signal once the input signal passes above the **THRESHOLD**.

The **ATTACK** and **RELEASE** parameters control the amount of time for the compressor to begin gain reduction (attack) and to stop gain reduction (release) when the signal goes above or below the threshold. Typically with a drum machine, you would want medium to long attack times, so that the transients can pass through the compressor before the gain reduction starts.

The **MAKE-UP** gain can be used to compensate for lost gain due to compression. On the bottom left of the compressor graph, you will see the amount of gain reduction that the compressor is applying. Hint Hint.

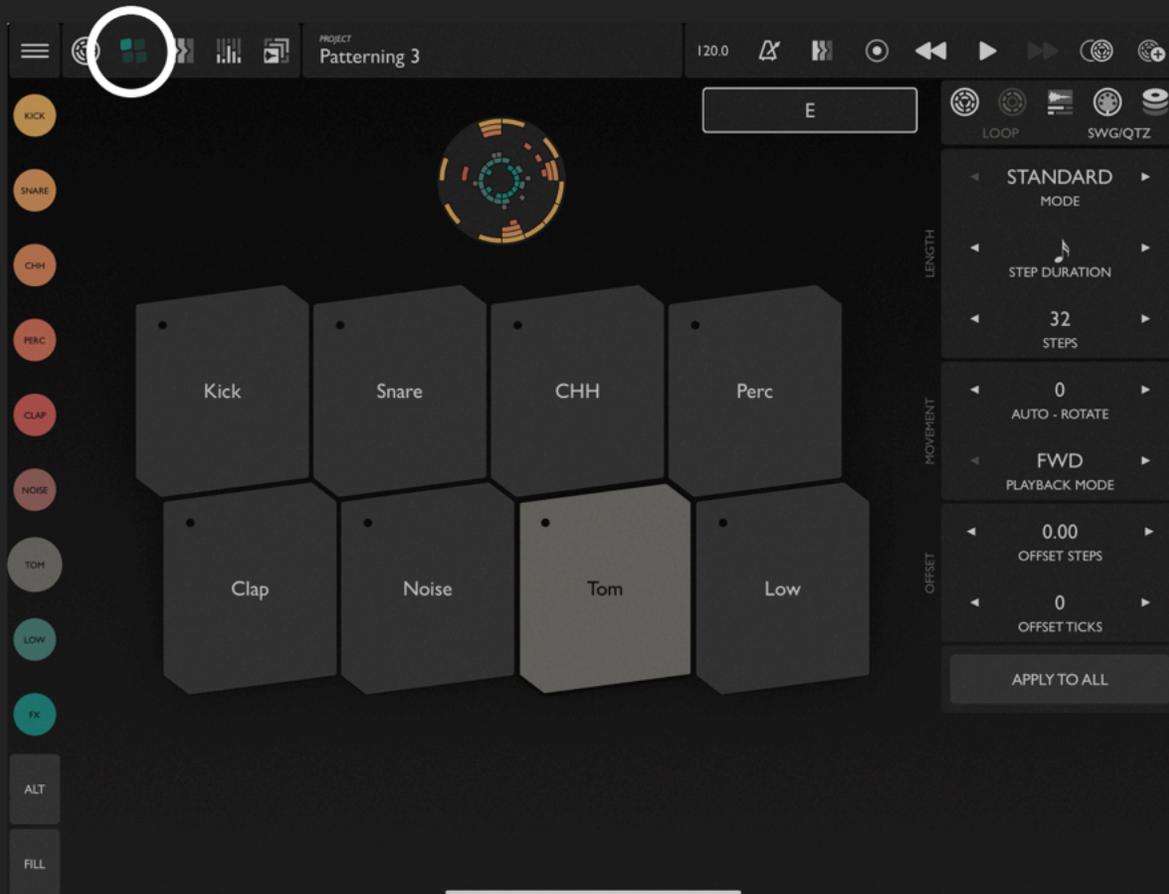
Use the **MIX** parameter to mix the compressed and uncompressed signals. At 100% wet, it's just normal compression. However, you can use the **WET/DRY** to create parallel compression effects that tend to be more subtle. Use your ears!

Compression parameters are not currently able to be modulated.

In addition, there is a master limiter on the output of the app. This can be disabled in the settings app, under Patterning 3 > Disable Master Limiter. This requires a restart of the standalone version of the app before it can take effect.



Record Pads



The Drum Pads page allows you to use pads to record beats into the current pattern. On the Drum Pads screen, you can access all of the instrument parameters that are available in the Pattern Editor, including the Pattern Parameters for changing patterns. You might also find the the Duplicate and New Pattern controls on the Transport useful while you're here.

Watch Video(<https://youtu.be/uzcIOWj3lFY>) : Recording Loops (Patterning 2)

Record Pads

The Record Pads are used to trigger samples from the current drum kit. When recording is enabled, the loop will record what you play. Velocity of the record pads is determined by the location of your finger in the pad - closer to the center is louder, while out towards the edges is quieter. Note that this behavior is different from Patterning 2.

Quantization and Nudge

In Patterning 3, recording is no longer quantized. Information recorded with the pads will be written to the nearest step, along with a "nudge" value to represent the distance ahead of or behind that step. You can enable quantizing to fix your not-so-precise finger drummer by a percentage - read more about that over on the [Swing and Quantize](#) page.

Recording

Use the Record button on the Transport to begin recording. Enable the metronome if there's nothing already keeping time for you.

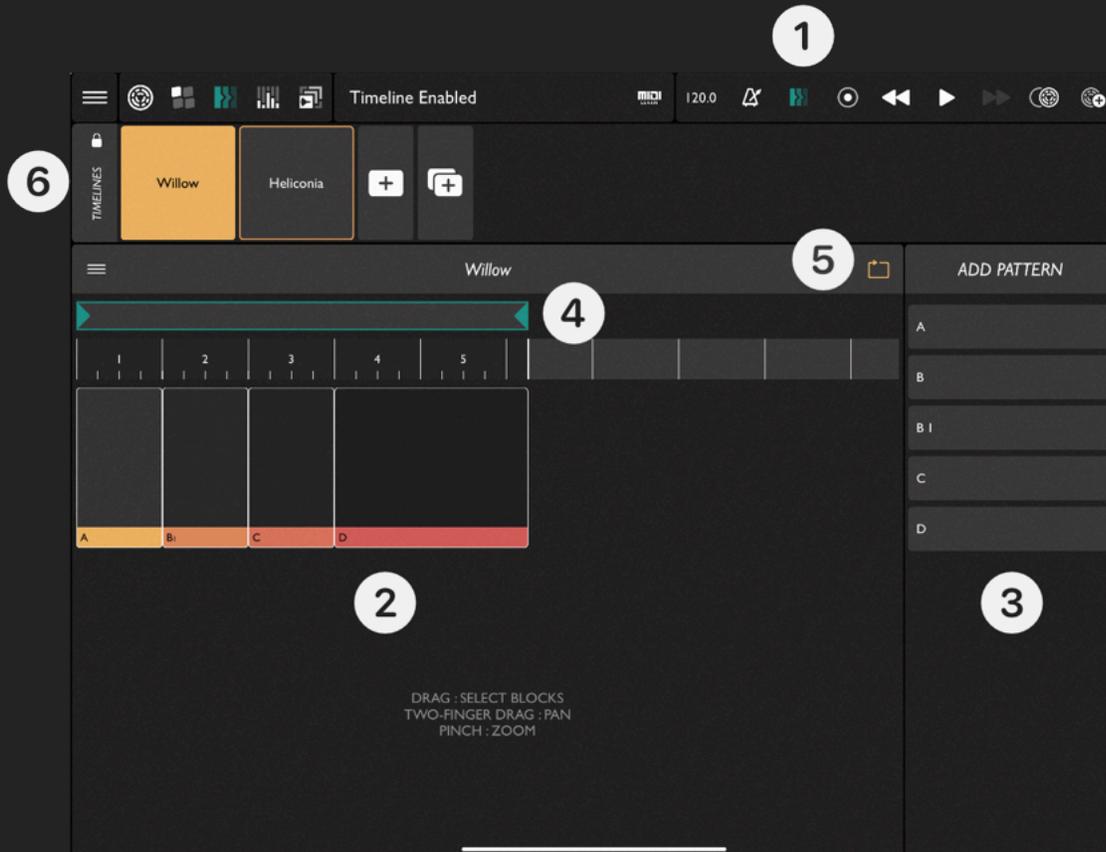
ALT

Use the ALT button to display the CLEAR ALL and CLEAR LOOP buttons which are used to quickly erase rhythms on a loop or entire pattern.

Recording with MIDI

The drum pads in Patterning 3 are mapped by default to the virtual input (Patterning 3) or the AU Host input, channel 1, using the white keys from middle C up to the next C. However you can edit this using the [MIDI Input](#) page.

Timeline



1. Timeline Enable

The timeline button on the transport enables the timeline. When on, Patterning will play from the current timeline.

Changing patterns manually (e.g. using the transport) while the timeline is engaged will disable the timeline.

2. Timeline Editor

3. Add Pattern

The current timeline is displayed in the timeline editor.

In the timeline, you can create a sequence of patterns to play one after another, optionally with looping.

The timeline consists of any number of blocks that reference a pattern in the project.

You can zoom in and out by pinching with two fingers on blank space in/below the timeline. If some of the timeline is offscreen, move sideways in the timeline with a two finger drag.

Add patterns at the end of the timeline using the “Add Pattern” (3) buttons.

To move a block, drag sideways from anywhere in the center of the block. To change the length of the block, drag sideways from either edge of a block.

Double tap on a block while the timeline is playing to jump to that place in the timeline on the next downbeat, according to the time signature of the song.

Timeline Editing

Select a block by tapping it or select multiple blocks by dragging around more than one block. With a block or multiple blocks selected, the Selection menu will replace the “Add Pattern” menu.

DUPLICATE will create a repeat of the current selection, writing over any blocks underneath.

DUPLICATE INSERT repeats the current selection while moving any existing blocks over in the timeline.

DUPLICATE AT END will copy the selection to the end of the timeline.

Use DELETE to remove the selection from the timeline.

Selection Trigger

When a pattern is triggered in the timeline it can optionally RESET the pattern to start at beat 1. In LEGATO mode the pattern does not reset to beat 1, but plays as if was tracking along with the previous pattern.

Selection Fill

Enable the FILL version of the pattern in the timeline.

Selection Pattern

Use this menu to change the pattern of the timeline selection.



4. Loop Points

5. Loop Enable

Use the loop markers to change the section of the timeline that will loop when looping is enabled.

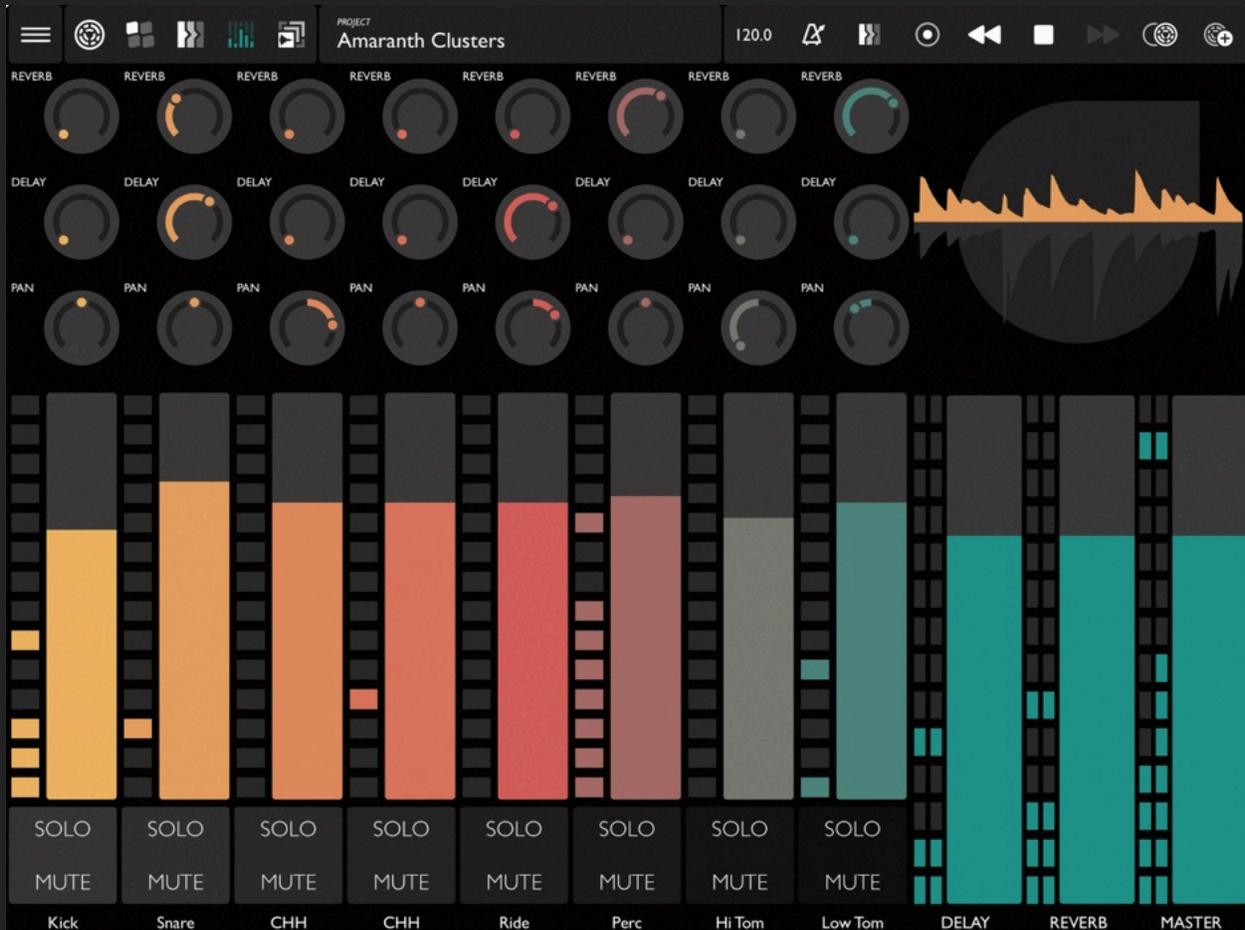
6. Timelines

In Patterning 3 you can have multiple timelines. Tap between them to switch to a new timeline, or use the buttons at the end to create a new timeline or duplicate the current timeline.

Changing the timeline while the clock is running will wait until the next quantized launch time (from the tempo drop down menu) to change to the new timeline.

Unlock the timelines selector to delete timelines from the project.

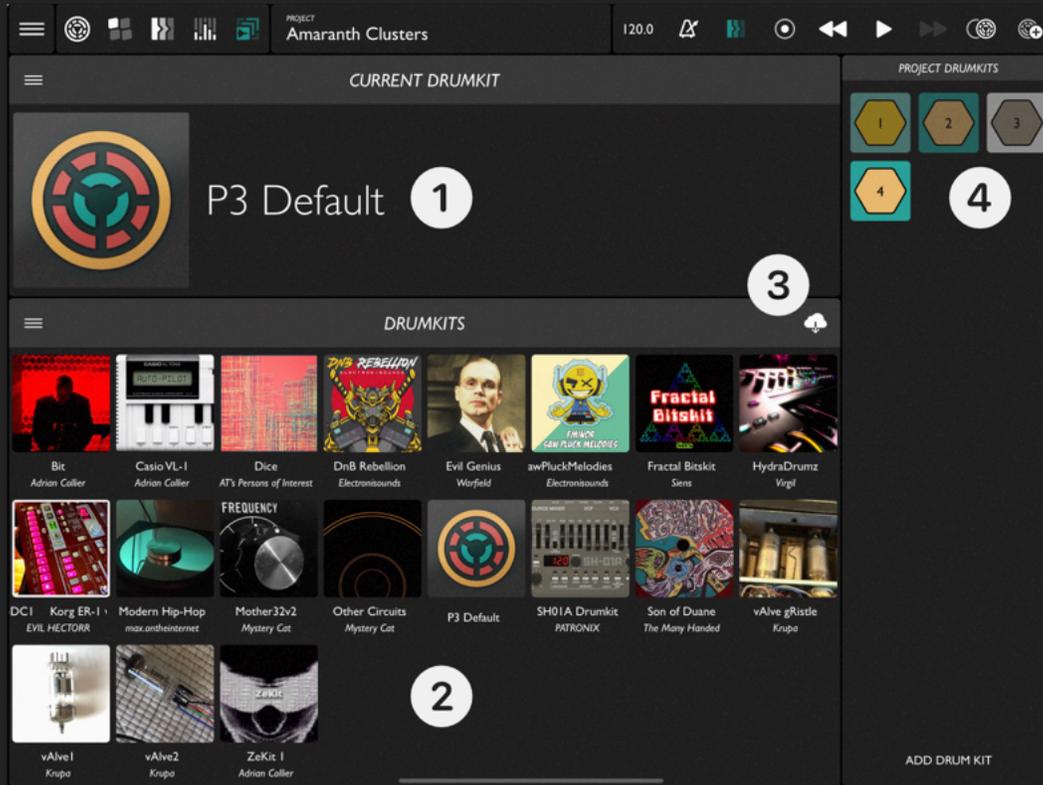
Mixer



The MIXER page is for controlling the volumes, panning, effect sends, and mute/solo for the current drum kit. If RECORDING is enabled, the panning and effects sends can be recorded. Track volumes are not currently automatable - instead use velocity.

Knobs on the MIXER page (REVERB, DELAY, PAN) are all vertically controlled knobs — that is, drag up or down, rather than in a circle, to change the value.

Drum Kits



The DRUM KIT page is for managing and loading drum kits.

A Drum Kit in Patterning is a collection of 8 sampler instruments, each corresponding to a loop within a pattern. An instrument can include both Audio and MIDI settings. The Drum Kit also includes effect settings, as well as modulation settings such as LFO and parameter randomization.

I. Current Drum Kit

The Current Drum Kit view displays the currently loaded drum kit. If the current drum kit originally came from Cloud Kits, a star will be displayed, allowing you to upvote the kit on Cloud Kits.

Tap the Drum Kit image to load custom artwork from your Photos library.

Current Drum Kits Menu

The SAVE button will save the current drum kit to the library, overwriting the kit in the Library from which it was originally loaded. Use SAVE AS... to instead save the current kit to a new drum kit in the Library.

Use EXPORT... to export the current drum kit to Cloud Kits or to an .onpd (Patterning Drum Kit) file for sharing between copies of Patterning. Patterning Drum Kit files can be imported from version 1 & 2, however they are not backwards compatible.

If you wish to embed the samples with the .onpd file - for example to share to another device - use the EXPORT option.

2. Drum Kits Library

The Drum Kits library displays the contents of the Patterning 3/Drum Kits folder. You can edit and access this folder using the FILES app.

Use the “OPEN...” to open a drum kit from elsewhere on your device.

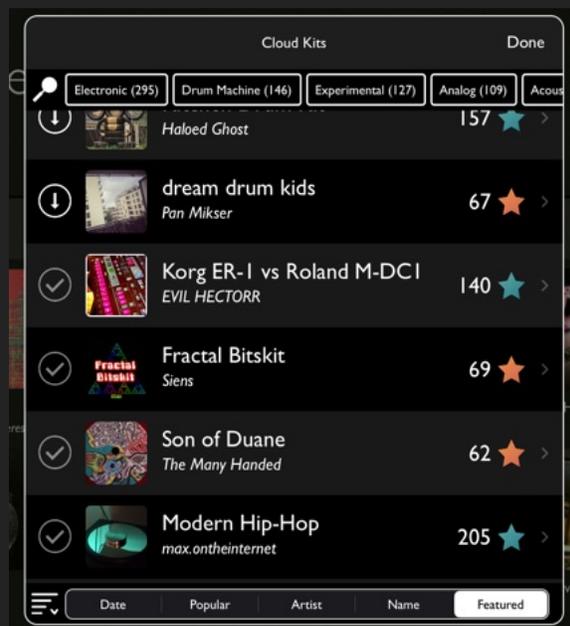
3. Cloud Kits

Cloud Kits allows you to download hundreds of factory and user created drum kits to bring into your Drum Kits library. All drum kits are free to download and are royalty free for use in creative projects. You may not, however, redistribute the samples for other sample libraries or for other purposes.

The Cloud Kits browser allows you to sort by tags or search (along the top bar) and to sort based on criteria (along the bottom bar).

To the left of the drum kit's picture is a quick download button. You can also tap on the drum kit to view more information, listen to a preview, or upvote (star) your favorite drum kits.

If the kit is one that you have shared, the DELETE button will allow you to remove the kit from sharing.



Sharing Cloud Kits

You can upload your own content to Cloud Kits to share with the world. We have over 650 kits uploaded so far!

Use the SHARE DRUM KIT button to walk through the process of uploading to Cloud Kits. All samples uploaded must be your original samples or clearly free from copyright. By uploading samples, you are asserting that the samples are yours to distribute and that you take all legal responsibility for content you upload. There's a legal document you will need to agree to when you first upload, but yea, be a good person so we can keep offering this cool way to share kits! If you encounter possible copyright infringement, please report the kit using the "REPORT..." button to ask for a review of the kit. We take copyright infringement very seriously and will remove any kits that appear to violate the terms and conditions.

4. Project Drum Kits

You can assign different drum kits to patterns using Project Drum Kits (aka Dynamic Drum Kits). This can be used to swap drum kits when changing between patterns, allowing you to do anything from loading an entire different set of samples and MIDI settings to simply making minor parameter tweaks.

An example. Patterns A and B use drum kit "808". Pattern C uses drum kit "909." Switching to pattern C will change all settings to match drum kit "909" while switching back to Pattern A or B will change all settings to match drum kit "808" Changes to drum kit "808" will affect both patterns A and B.

By default, all patterns use the same drum kit. To create a new drum kit, use the ADD DRUM KIT button to create a copy of the current drum kit and apply it to the current pattern. You can then load a preset drum kit, or just tweak the settings of the previous kit.

Project Drum Kits are also accessible from the PATTERN page's LOOP/PATTERN editor.

Note : A FILL pattern can have a different drum kit than its non-Fill pattern. This means you can swap out sample or playback/fx settings by using the FILL button!

ALT

Touch the ALT button to display alternate controls in the current context.

Both ALT and FILL are momentary buttons. However, you can latch them "on" by touching and dragging off the control before releasing.

Modulation, LFOs, Randomization, and Velocity Mapping

Most of the instrument and FX parameters can be modulated using the LFOs, randomized values, and the track velocity.

Use the ALT button to display modulations for a parameter. Next to the ALT button are buttons for accessing each of the four modulation sources.

LFOs

There are two LFOs that can be assigned to control instrument and FX parameters.

When using the LFOs, there is a difference between the behavior on instrument tracks vs the FX track. When used on an instrument track, the modulation value at the time of the trigger is held for the duration of the triggered note. This is also known as "sample and hold."

However, with the FX tracks, the LFOs modulate the FX parameter continuously.

Randomization

When assigning randomization, a new random value is picked for the parameter at the time of the trigger.

In the FX track, new random values are generated whenever there is a note on the main velocity layer. This value is held until the next trigger happens. This is useful, for example, to trigger a new EQ setting at the beginning of each loop.

Velocity

The velocity layer can be used to modulate parameters on the track as a sort of macro. A common use case might be to assign it so that as the note gets louder, the filter frequency goes up, making the louder notes brighter.

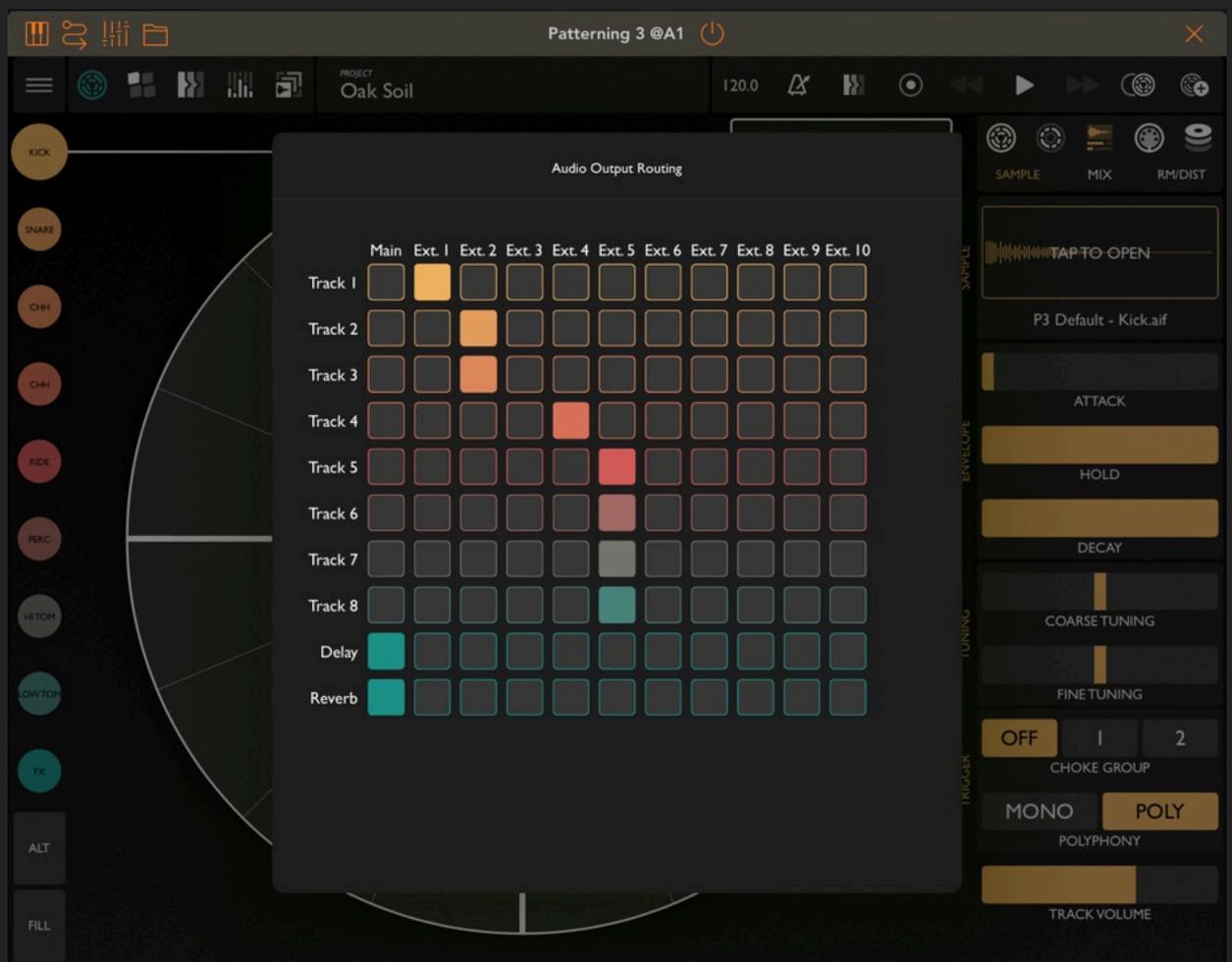
On the FX track, there is no "velocity" per-se, but can be assigned to modulate parameters. The velocity modulation value for a parameter is held until a new velocity is received.

Audiounit

Patterning 3 runs as an AUv3 inside iPad Audiounit Hosts such as AUM, Logic, and Loopy Pro.

Multi Out

In AUv3, Patterning can send audio out to any of 11 outputs to the host. Use the AU Multi Out Routing option from the main file menu to access it.



The Audio Output Routing matrix allows you to assign the 8 tracks, plus the delay and reverb, to the Main out, or any of the 10 Ext outputs. In this way, you can route individual outputs for further processing in your host.

The MAIN output will always include the master EQ, Distortion, and Compressor for any tracks that are also routed to the Main output.

*Please note that sending a track through both the **MAIN** and one of the **Ext** outputs has the potential to cause phase issues. This is because the **MAIN** output includes the master bus effects, which when combined with the dry signal, can exhibit phase interference due to the similarity of the two signals.*

Audiounit Parameters

Audiounit parameters are not yet supported, but it's pretty much the first thing on the to-do list once the initial launch gets off the ground! Thanks for your patience :)

Appendix

Folder Structure

Patterning 3 uses the FILES app to organize Songs (Projects), Drum Kits, and Samples.

Keyboard Shortcuts

[Watch Video](#)

When using an external computer keyboard several shortcuts are defined. Hold down the command key to see a list of available commands.

Toggle Play	Space Bar
Next Pattern	Right arrow
Previous Pattern	Left Arrow
Duplicate Pattern	d
New Pattern	n
Timeline Toggle	t
Timeline Loop Toggle	l
Metronome Toggle	m
Record Toggle	r
Trigger Instruments (1-8)	1 - 8
Next Editor Screen	tab
Previous Editor Screen	shift-tab

MIDI Learn

MIDI LEARNING...

Coarse Tune | Listening...



When you touch any MIDI Learnable control in Patterning 3, the parameter name will appear at the top of the screen with a “MIDI Learn” button.

Tap the “MIDI Learn” button to enter MIDI learn mode. Then move the control on your MIDI device that you’d like to assign to the parameter.

MIDI Input Mappings

For more fine grained control and to edit mappings, navigate to MIDI INPUT menu in the File menu.

From there you can set minimum and maximum values for the MIDI Mapping.

The plus button in the top left will bring you to the CREATE MIDI MAPPING screen, where you can define additional mappings that might not otherwise be accessible.

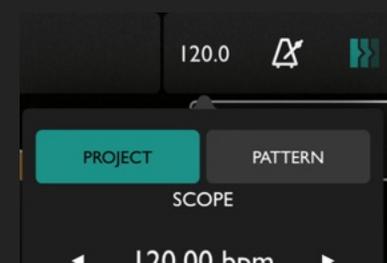
By default, there are MIDI mappings enabled to trigger the instrument tracks, using the virtual (or AU Host) MIDI Port.

MIDI Mappings are saved and recalled with the project. A future update will allow the saving and recalling of MIDI mappings.



Tempo Changes

Patterns can trigger a tempo change when launched. Tempo changes can happen instantaneously or gradually



(*accelerando* / *ritardando*), using the *slew* setting. Pattern tempo changes are enabled via the *Tempo* menu, available via the *transport*.

A pattern can have one of two tempo change modes which is set with the *SCOPE* control : *Project* or *Pattern*.

In *Pattern* mode, the pattern will override the current tempo and change to the pattern's tempo.

In *Project* mode, the pattern will trigger a tempo change back to the song's original tempo, if required.

Tempos can range from 20 to 400 BPM, and *slew* time can be set anywhere from 0 to 20 seconds. When the *slew* time is above 0, the tempo will gradually increase or decrease to the new tempo over that amount of time.

Pattern tempo changes override the song's tempo until another tempo change occurs.

Some Notes on Tempo Changes :

Tempo changes are disabled when using *AU Host* or *MIDI Clock Receive*.

When connected to *Ableton Link*, the default tempo behavior is to not override the shared *Link* tempo when opening a song. However, if any pattern tempo changes are enabled, *Patterning* will take control of the shared *Link* tempo and behave as described above.

Tempo slewing is also disabled when exporting audio. In addition, if the song has tempo changes, the "song" audio export mode is disabled. Instead, consider recording the output of *Patterning* in realtime to an *AU* host app such as *Logic Pro* or *AUM*.

Glossary

Some common language used throughout Patterning and the user manual.

Project / Song

A Patterning Project aka Song contains any number of patterns and drum kits, as well as MIDI mapping information and timeline data. Formerly known as a "Song" the file type for a Patterning project is ONPS - aka "Olympia Noise Patterning Song." Please note that when you save a project, it does not, by default, include the samples. This is to save space! If you'd like to include the samples with your ONPS file, use "Share (Incl Samples)" to create an onps file that does include the samples. This is identical to using Export Audio... and choosing ONPS, in the Export menu.

The MIDI Input Settings belong to the project, as does the main Time Signature.

Pattern

A pattern is a collection of 9 loops which play simultaneously. AKA "the whole circle."

Loop

A loop is a sequence of up to 512 steps that controls playback of a single instrument or FX track. Loops within a pattern can have independent step durations and lengths, creating complex rhythmic relationships within a pattern.

Step

A step contains information for a single point of time within a loop. A step contains velocity data as well as other automation layer information such as coarse tuning, panning, and ratcheting.

Drum Kit

A drum kit is a collection of 8 instruments as well as FX settings. A project can have any number of drum kits, each of which can be referenced by any number of patterns. This allows you to have different collections of sounds, MIDI destination, etc. within a project.

The Drum Kit file type is ONPD, aka "Olympia Noise Patterning Drum Kit." Please note that saving a drum kit to an onpd does not include the sample data by default. If you wish to share Drum Kits between devices, you can EXPORT to a file, which will include the sample data in the ONPD file.

LFOs belong to the DRUM KIT.

Instrument

An instrument contains sample and MIDI playback settings for a single track.

Sample

THIS DOCUMENT IS A WORK IN PROGRESS - PLEASE LET US KNOW IF YOU FIND ERRORS or OMISSIONS.

A sample is a sound file with associated information : name, track name, default sample gain, start and end points.

Acknowledgements

Patterning was created, designed and programmed by Ben Kamen.
Additional design by Papernoise <https://www.papernoise.net/>

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