



NOVEL MUSIC

# DEVIATE

<b>TRIGGER</b> 1 100 % RESET <input type="radio"/> none MEMORY L +2 16 x2 LOCK ▲ <b>DEVIATE</b>	<b>MIDI</b>		<b>MOD</b>	
	<b>OCTAVE</b> 0 % -/+ ▼ ⊖ 12 st	<b>PITCH</b> 0 % -/+ ▼ ⊖ 7 st	<b>SCALE</b> 0 % b# Inv C Major	<b>VELOCITY</b> 0 % -/+ ▼ ⊖ 50
	<b>DURATION</b> 0 % -/+ ▼ ⊖ 250 ms	<b>DELAY</b> 0 % SYNC ⊖ 1/16	<b>RATCHETS</b> 0 % F rise ▼ ⊖ 4x	<b>BEND</b> 0 % -/+ ▼ ⊖ 10 %

reference manual

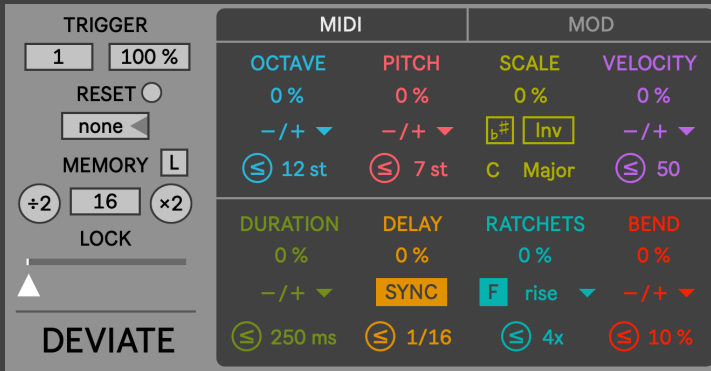
# DEVIATE

Version 1.8

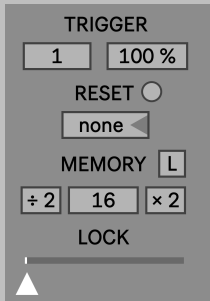
Tested with Live 12.0.0 / Max 8.6.1

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## DEVIATE



Deviat creates endless variations on your MIDI clips or live MIDI input. With a few simple controls, you can humanize performances, create new material from your existing clips, and organically build a track's momentum. Features a pattern soft lock with a 128 step memory buffer for more predictable deviations. In addition, you can map up to 4 parameters in your Live Set for further modulation.



### Trigger Interval

Determines how many incoming MIDI notes will be processed by the device.

For example: A setting of 2 would only allow every other incoming MIDI note to be potentially triggered and deviated.

### Trigger

Sets the chance that incoming MIDI notes will be triggered and processed by the other deviation parameters.

### Reset Interval

Select an interval (in quarter note beats) for automatically resetting the memory buffer to the first step.

If "bar" is selected, the buffer will reset on every downbeat of Live's current time signature setting.

### Clip Learn

Automatically matches the memory buffer size to the number of notes in the currently playing clip slot on Deviate's track.

### Memory Buffer Size

Sets the size of the memory buffer. Every incoming MIDI note takes up one space in the buffer.

### Half and Double

Halves or doubles the current pattern size. If the current pattern is an odd length, the halved value is rounded.

### Lock

Provides global control over the amount of randomness for each deviation.

When the slider is set fully to the left, non-repeating random values occur. As the slider moves from left to right, the chance of randomness decreases and the pattern begins to repeat without variation.



### Navigation Tab

Select to view and edit the MIDI or Mod menu items.

# MIDI Tab

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OCTAVE  
0 %  
-/+ ▼  
≤ 12 st

**Octave Chance**  
Sets the chance of deviation for incoming MIDI data.

**Octave Polarity**  
Sets the direction of modulation:  
Positive (+)  
Bipolar (-/+)  
Negative (-)

**Octave Modulation**  
Choose between two modes of deviation:  
= - The deviation amount is set to a single value.  
≤ - The deviation amount is less than or equal to the assigned value.

**Octave Range**  
Sets the range of modulation. (12st to 48st)

PITCH  
0 %  
-/+ ▼  
≤ 7 st

**Pitch Chance**  
Sets the chance of deviation for incoming MIDI data.

**Pitch Polarity**  
Sets the direction of modulation:  
Positive (+)  
Bipolar (-/+)  
Negative (-)

**Pitch Modulation**  
Choose between two modes of deviation:  
= - The deviation amount is set to a single value.  
≤ - The deviation amount is less than or equal to the assigned value.

**Pitch Range**  
Sets the range of modulation. (1st to 24st)

SCALE  
0 %  
b# Inv  
C Major

**Scale Chance**  
Sets the chance that incoming MIDI notes will be quantized to the selected Key and Scale.

**Use Current Scale (Live 12+ Only)**  
When enabled, the device's Key and Scale are synchronized with the Live Set's Key and Scale.

**Scale Invert**  
Invert quantized MIDI notes to stay within the selected Key and Scale.

**Key and Scale**  
Quantize incoming MIDI notes to the selected Key and Scale.

VELOCITY  
0 %  
-/+ ▼  
≤ 50

**Velocity Chance**  
Sets the chance of deviation for incoming MIDI data.

**Velocity Polarity**  
Sets the direction of modulation:  
Positive (+)  
Bipolar (-/+)  
Negative (-)

**Velocity Modulation**  
Choose between two modes of deviation:  
= - The deviation amount is set to a single value.  
≤ - The deviation amount is less than or equal to the assigned value.

**Velocity Range**  
Sets the range of modulation. (10 to 127)

**DURATION**  
0 %  
-/+ ▼  
⊆ 250 ms

**Duration Chance**  
Sets the chance of deviation for incoming MIDI data.

**Duration Polarity**  
Sets the direction of modulation:  
Positive (+)  
Bipolar (-/+)  
Negative (-)

**Duration Modulation**  
Choose between two modes of deviation:  
= - The deviation amount is set to a single value.  
≤ - The deviation amount is less than or equal to the assigned value.

**Duration Range**  
Sets the range of modulation.  
(10ms to 2s)

**DELAY**  
0 %  
**SYNC**  
⊆ 1/16

**Delay Chance**  
Sets the chance of deviation for incoming MIDI data.

**Delay Mode**  
Select between two delay modes:  
Time - An un-synced millisecond delay is applied to all incoming MIDI note-on and off messages.  
Sync - A tempo-synced delay is applied to all incoming MIDI note-on and off messages.

**Delay Modulation**  
Choose between two modes of deviation:  
= - The deviation amount is set to a single value.  
≤ - The deviation amount is less than or equal to the assigned value.

**Delay Range**  
Sets the range of modulation.  
(1/16 to 1 or 20ms to 2s)

**RATCHETS**  
0 %  
**F** rise ▼  
⊆ 4x

**Ratchet Chance**  
Sets the chance of deviation for incoming MIDI data.

**Ratchet Rate**  
Sets the tempo relative speed of ratchets (slow or fast).

**Ratchet Envelope**  
Apply a scaled velocity envelope over the ratchets:  
Flat - no envelope applied.  
Rise - a rising envelope from 0 to the input velocity.  
Fall - a falling envelope from the input velocity to 0.  
Random - a random selection of velocities.

**Ratchet Modulation**  
Choose between two modes of deviation:  
= - The deviation amount is set to a single value.  
≤ - The deviation amount is less than or equal to the assigned value.

**Ratchet Range**  
Sets the range of modulation. (2X to 16X)

**BEND**  
0 %  
-/+ ▼  
⊆ 10 %

**Bend Chance**  
Sets the chance of deviation for incoming MIDI data.

**Bend Polarity**  
Sets the direction of modulation:  
Positive (+)  
Bipolar (-/+)  
Negative (-)

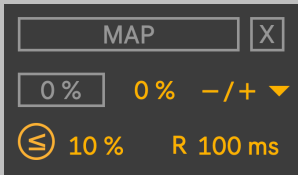
**Bend Modulation**  
Choose between two modes of deviation:  
= - The deviation amount is set to a single value.  
≤ - The deviation amount is less than or equal to the assigned value.

**Bend Range**  
Sets the range of modulation. (0% to 100%)

This parameter is represented as a percentage because the pitch bend range is defined by your hardware or software instrument's pitch bend settings.

# MOD Tab

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## Map

Click on the button to enable map listening mode. The text will flash orange until you click on any mappable parameter in Live. All control of the parameter will be given to Model until it is released by the map clear button.

## Map Clear

Confirm the release of the currently mapped parameter.

## Mod Chance

Sets the chance of deviation for incoming MIDI data.

## Mod Polarity

Sets the direction of modulation:

Positive (+)

Bipolar (-/+)

Negative (-)

## Mod Value

Sets the center value for the modulated parameter.

## Mod Modulation

Choose between two modes of deviation:

= - The deviation amount is set to a single value.

≤ - The deviation amount is less than or equal to the assigned value.

## Mod Range

Sets the range of modulation. (0% to 100%)

## Mod Ramp

Sets the time (in milliseconds) it takes modulated parameters to reach their destination value.