

Gotharman's Note Randomizer MKII



User Manual

Note Randomizer MKII front



Probability: At high settings more notes will be passed thru, from MIDI in to MIDI out, at lower settings less notes will be passed thru. When turned fully up (rightwards) all notes will get thru. Use this setting, if you only want the velocity or time (or nothing) to be randomized. At 0 very few notes will get thru. Note Randomizer MKII is 128 note polyphonic, and works on all MIDI channels at the same time. If more than 128 note-on's are received at the same time, the last ones will be ignored.

Velo To Prob: Adjusts how much the velocity value of incoming MIDI notes will affect the probability. The more you turn this knob up, the more velocity will affect probability. The higher the velocity value, the higher the probability. In order for this function to work, the probability knob must not be fully turned up.

Velo: Adjusts how much the velocity value of the incoming midi notes will be randomized.

Time: The new parameter on MKII. When turning this up, the MIDI timing will be randomized, by adding a random delay to each note. This is useful for creating acoustic-like "strumms" out of chords, for making "sterile" computer timing more alive, or just for plain time randomization of your own work.

Note Randomizer back connections



MIDI IN: Connect this to MIDI out from a MIDI device like a keyboard or a sequencer, that transmits MIDI note on's and off's.

MIDI OUT: Connect this to a MIDI device that are able to receive MIDI note on's and off's.

9 V DC: Connect a power supply to this, with the following specifications:

- 9-12 V dc
- Minimum 200 mA
- DC plug with 2.1 mm hole and positive voltage in the middle

Gotharman's note randomizer are a MIDI only effect, that treats incoming MIDI note on and off's. When it receives note data, it takes a look at the adjustable probability parameter, and the velocity value, if Velo to Prob is other than zero, and randomly decides if it will play that note or not. If it decides to play the note, it will have a look at the adjustable random velocity parameter, and if this is higher than zero, it will randomize the note velocity value with the adjusted amount. If the Time parameter is turned up, it will also create a random time delay, before it puts the note-on or off thru to the output. This effect is very useful for creating variations in repeating patterns.

All other MIDI data, than note on and off's, are passed thru, from MIDI in to MIDI out, without any treatment.

It works on all MIDI channels at the same time, so if you only wants to randomize the notes to one MIDI instrument, you will have to connect the note randomizer's MIDI output directly to that instruments MIDI input, and connect the note randomizer's MIDI input, the way you would usually connect the instruments MIDI input (i.e. to the MIDI output of your sequencer, master keyboard, computer, MIDI-thru box, or whatever).

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