

# NoteSet Player

Harmony based Note Corrector II Filter

Rack Extension for Propellerhead Reason



USER MANUAL

version 1.0.0

## Table of Contents

NoteSet Player	1
Introduction	3
Set Up	4
Usage	5
Note Correction (default)	6
Note Filtering	7
Chord Thru Mode	8
MIDI Implementation Chart	10
CC	Parameter 10
Remotable Items	11

# Introduction

**NoteSet** is a player device for Propellerhead's Reason which works in conjunction with the ChordSet Rack Extension. The player corrects or filters incoming notes to the closest note in the chord received at the CV inputs from the ChordSet device.

It can be used to correct or filter notes played live from a MIDI keyboard, from MIDI clips in the sequencer or from devices like Matrix or similar.

In contrast to the Scale & Chords player, NoteSet does not use a predefined musical scale, it's always adapting to the chords being played. So the same incoming notes are corrected or filtered to different notes with each new chord, and this can create more interesting melodic and bass parts. In some cases, for example with parallel or more Jazzy progressions, there is often no defined underlying musical scale, so note correction or filtering based on the chord notes is likely to produce better results.

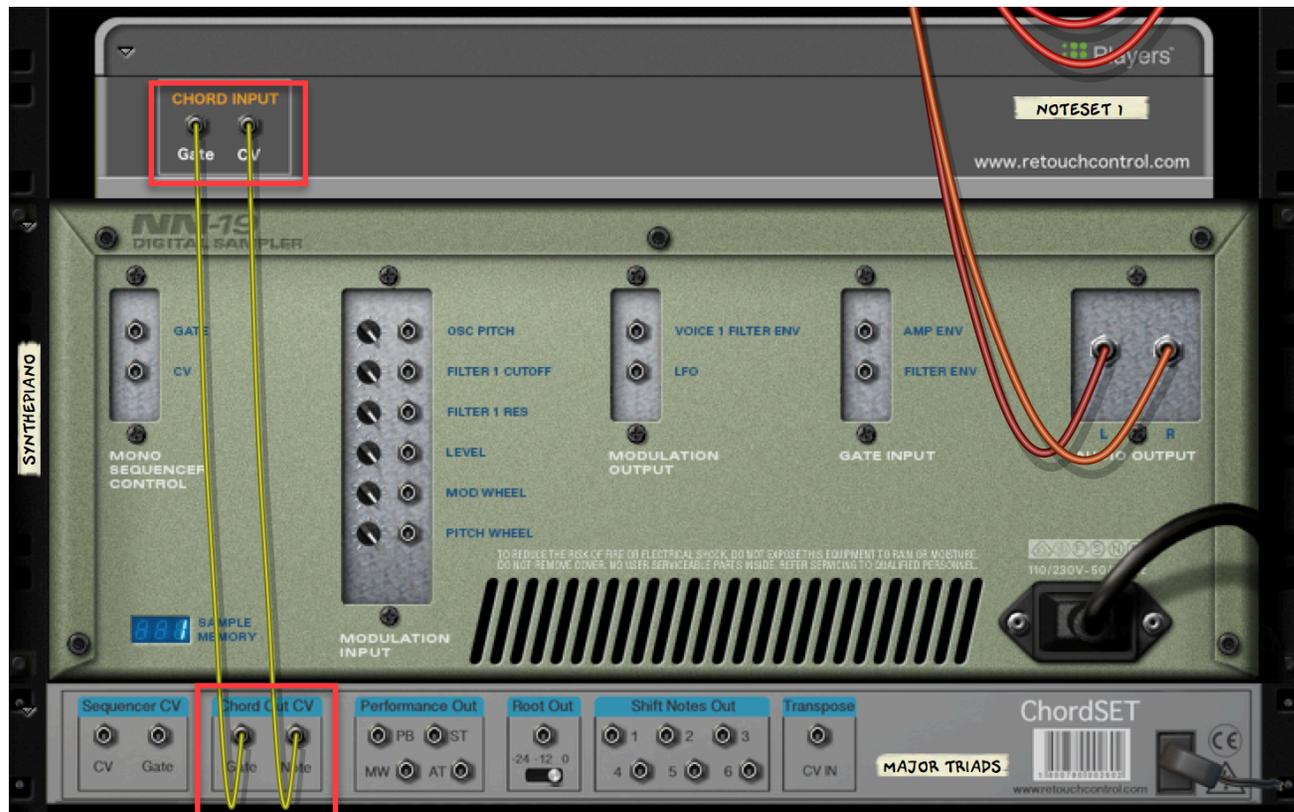
The main features of the device are:

- correction or filtering of incoming notes based on the chords inputted via CV at the back of the device
- works in conjunction with the ChordSet device or similar\*
- the left side of the display shows the chord notes received at the CV inputs
- the right side of the display shows the incoming note and the outgoing note (corrected or filtered)
- Chord Thru mode: when enabled, the player can be used to write the chords received from the ChordSet RE to midi notes in the sequencer or pass them to a connected device
- when the player is turned Off, it forwards incoming notes down the line to connected devices without correction or filtering

\* NoteSet does not implement Blamsoft PolyCV protocol

# Set Up

In order to use the NoteSet player, it has to be connected to the ChordSet device or similar\* to receive the chord input notes. This is done via the CV and Gate inputs in the back of the device as shown below.



**Connect the Chord CV outs from ChordSet to the Gate and CV inputs on NoteSet**

## Usage

Before the NoteSet player can do any note correction or filtering, it needs to receive a chord at the CV inputs. Once a chord is received, the left display will show the notes contained in the chord. The chord notes are all wrapped within an octave for illustration purposes and are shown in orange. This is depicted below where the chord received at the CV inputs is a Cmin9 chord.

A chord will stay in memory until another chord is received and replaces the previous one. This is true for the duration of the current session. If you close the song file and then reopen it, the chord memory is reset.

If you need to reset the chord memory during a session, click with the mouse anywhere on the keyboard where the chord notes are shown.



**Cmin9 chord received at the CV inputs  
and stored in chord memory**

click in the keyboard area  
to reset the chord memory

---

## Note Correction (default)

By default, the device is set up to do note correction. Any incoming note is corrected to the closest note in the chord in memory. The incoming and the outgoing corrected notes are shown on the right side of the display.

If a second incoming note is corrected to the same outgoing note as a first incoming note while the first note is still being held down, the outgoing note is not re-triggered but it continues playing until both the first and second incoming notes are released. This avoids incoming notes cutting each other off when they are corrected to the same outgoing note.



**Incoming “C#3” note corrected to a “D3” outgoing note**

## Note Filtering

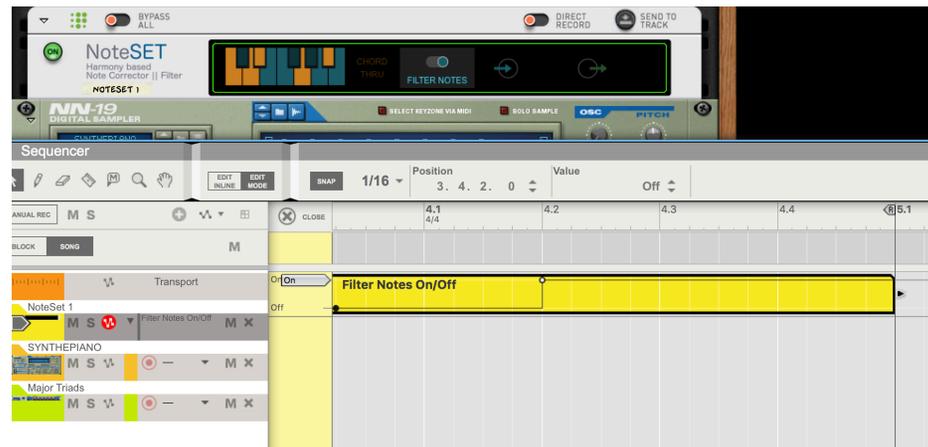
In order to activate note filtering, move the switch at the center of the display from left to right. Once enabled, the display shows the “Filter Notes” letters in more evidence. Please note, note filtering and note correction are mutually exclusive.

Note filtering does precisely that. It filters incoming notes so that only the ones which match those in the current chord in memory are passed thru, all others are blocked. When a note is blocked, it is shown with and orange “X” in the right side of the display.



**Incoming “C#3” note is blocked because it is not contained in the chord in memory**

Note Filtering On/Off can be automated in the sequencer.



**Filter Notes On/Off automation**

---

## Chord Thru Mode

When Chord Thru mode is active, the device simply passes the incoming midi chord downstream to the connected instrument or other player device. This is useful in few scenarios:

1. you want to record the chords outputted by the ChordSet device as MIDI notes in the sequencer - to do this, you can use the “Send To Track” or the “Direct Record” feature of the players container
2. you want to send the chord outputted by the ChordSet device to another player, for example the Dual Arp stock player which does not have by itself the ability to receive chords from CV

To activate/deactivate Chord Thru mode, click on the right side of the keyboard in the display area. The “Chord Thru” letters from very faint will be rendered more noticeable indicating that thru mode is on, and viceversa.

When Chord Thru mode is on, it supersedes both Note Correction and Filtering.



**Chord Thru mode ON**

click here to turn  
Chord Thru  
mode on/off



**Chords from ChordSet being set directly to the Dual Arpeggio player when NoteSet is in “Chord Thru” mode**

# MIDI Implementation Chart

## CC Parameter

[12] = "filter notes"

## Remotable Items

**Manufacturer**      **Device ID**  
Retouch Control      com.retouchcontrol.grid64N

<b>Remotable Item</b>	<b>Min Value</b>	<b>Max Value</b>	<b>Input</b>	<b>Output</b>
Filter Notes On/Off	0	1	--	Value