

# Paragome

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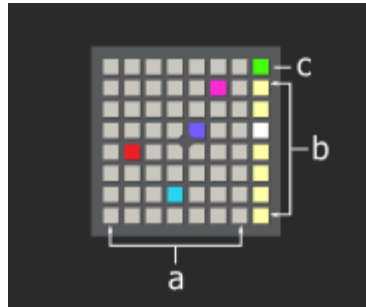


Paragome is a dynamic pattern instrument which creates automated arpeggios and melodies. It based on the classic Polygome app, made by Stretta for the monome. The 64-pad matrix is mapped to a selected scale, ranging in pitch from bottom to top. Holding a pad will trigger a selected sequence from that root note. I have expanded the device from the design of the original to increase the functionality and allow for multiple different patterns to play at once.

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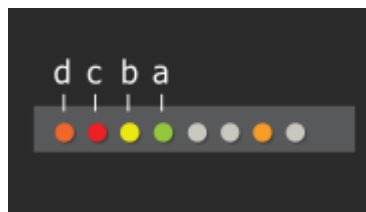
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## Performance Matrix



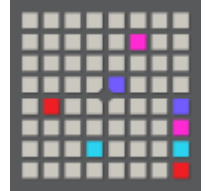
- a) **Performance matrix** – Hold any pad to play the currently selected sequence from that root note. Each playing sequence has its own colour. Sequences can also be held by two methods. By pressing the hold button – **c** – each pad pressed will play a sequence which will not stop until the hold button is turned off.
- b) **Sequence selector** – The device has 7 presets to save and edit sequences. Whichever sequence is selected here will play upon the next pad press. If the hold button – **c** – is on, then any currently playing sequences will change to reflect the selected sequence.
- c) **Hold button** – If this is on, then any pressed pads will be held on and will play whatever sequence is currently selected. This is the same functionality as the original Polygome device.

## Sequence Layering



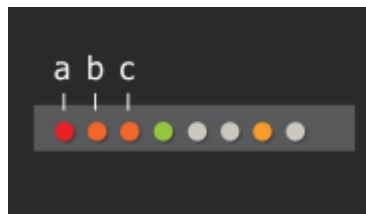
This device has a second mode of holding and layering sequences which is much more dynamic than the original device, and allows for up to 6 different sequences to be played at once. Buttons **b**, **c** and **d** are used to allow this functionality.

- a) **Freeze** – This button will freeze the sequence of any currently held pad to its own layer. Changing the sequence selector will not affect this sequence. Pressing this button a second time will remove and stop all frozen layers.
- b) **Add Layer** – If the freeze button is already on, this button can be used in the same way to add any further held pads to its own layer and freeze it. The device has a maximum of 6 layers.
- c) **Remove Layer** – Pressing this button will bring up the remove layer page. Here you can see in the right column of the matrix which sequences are currently playing, distinguished by its own colour. Press to remove. This way you can choose which layers should keep playing and which you want to stop.
- d) **Edit Sequence** – Brings up the edit pages for the currently selected sequence. See below.



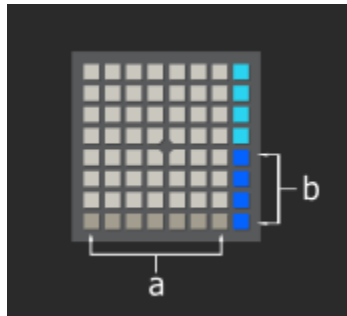
## Sequence Editing

Press the edit sequence button (up) to bring up the editing pages. The top buttons will change to allow access to 3 editing pages – **Pattern Edit**, **Velocity Edit**, and **Time Edit**.



- a) **Edit Sequence** – Toggles editing mode.
- b) **Edit Page Down**
- c) **Edit Page Up**

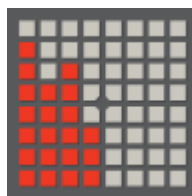
## I. Pattern Edit



- a) **Silent Notes**
- b) **Sequence Length**

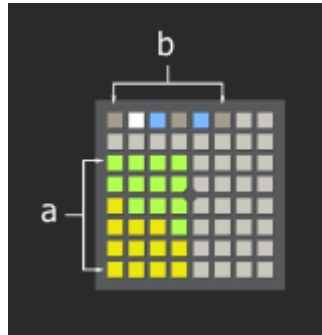
The maximum sequence length is 8 notes. The length of the sequence – **b** – should be set first. Pressing any blank pad in the matrix will set the first note of the sequence, and any further notes are saved by their relationship from that note. Any silent note can be set by pressing any pad in the bottom row – **a**. As you play a pattern you can see the length ‘fill up’ in the right column.

## II. Velocity Edit



Velocity is set for each note in the sequence as a red vertical bar. Any silent notes in the sequence are shown with zero velocity and cannot be edited.

### III. Time Edit



- a) **Note length** – The yellow bar shows the length of the note. From bottom to top –  $128n$ ,  $64n$ ,  $32n$ ,  $16n$ ,  $8n$ ,  $4n$ . Again, any silent note in the sequence will not have a space for editing, so you can see clearly where there is space for a longer note.
- b) **Sequence Speed** – Select from 6 speeds, from left to right –  $8n$ ,  $16n$ ,  $8nt$ ,  $32n$ ,  $16nt$ ,  $64n$ .