

BEADWORK

P1

x3

P2

x1

P1

x3

Patterns, chains and scenes: how to arrange a song

Beadwork has four layers for arranging a drum part. They stack on top of each other, and nearly all the confusion comes from not knowing which one is in charge at a given moment. This guide takes them one at a time, says exactly who wins when they disagree, and then builds a song with all four.

1 PATTERN

One lane's rhythm.
Every lane has 16 slots,
P1 to P16.

2 CHAIN

Plays one lane's
patterns in order: P1
three times, then P2,
round and round.

3 SCENE

A snapshot of which
pattern every lane is
on, and which lanes
are muted.

4 SCENE CHAIN

Plays scenes in order,
each for a number of
bars. That's a song.

The one idea that makes it click

A scene doesn't contain any rhythms. It's a list of slot numbers, one per lane, plus which lanes are muted. The rhythms live in the lanes' pattern slots.

	P1	P2	P3	P4	P5	P6	P7	P8	... P16
KICK	●●●●	●●●●	●●●●						
SNARE	●●●●	●●●●							
CL HAT	●●●●	●●●●	●●●●						
OP HAT	●●●●	●●●●							
CLAP	●●●●	●●●●							

SCENE 1 "VERSE"

KICK P2

SNARE P1

CL HAT P2

OP HAT P1 M

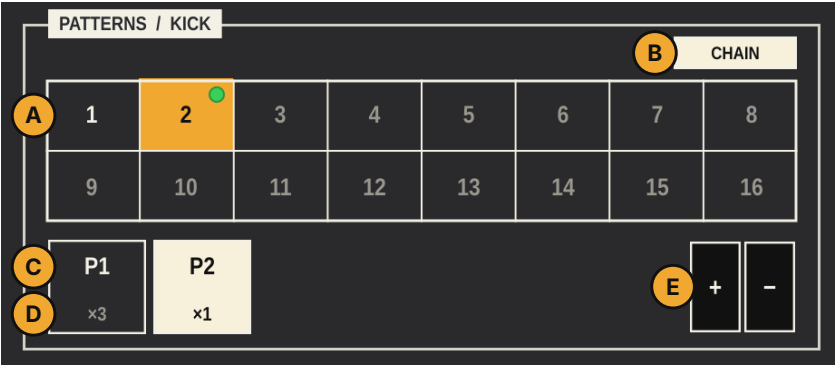
CLAP P2

Shaded slots hold patterns. The outlined ones are what Scene 1 picks: slot numbers and mutes, nothing else.

So: edit the kick's pattern 2 and every scene that uses kick P2 changes with it. If you want a variation for one scene only, copy the pattern into a free slot first and point that scene at it.

1 Patterns

Each of the twelve lanes has sixteen pattern slots. Click a lane row to focus it; the **PATTERNS** box always shows the focused lane (its name is in the box's label, "PATTERNS / KICK").



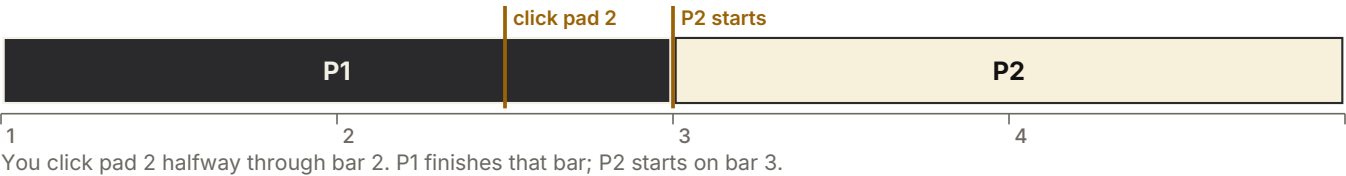
- A The 16 pattern slots. Amber is the one on screen. The green light is the one playing. A dim number means the slot is identical to P1 (fresh slots start as copies of it).
- B CHAIN on/off for this lane (next section).
- C A chain slot's top half: which pattern. Drag up or down to change it.
- D Its bottom half: how many times it repeats (x1 to x16). Drag up or down.
- E + adds the highlighted (amber) pattern to the end of the chain; – removes the last slot. Click a slot itself for a menu: pattern, repeats, insert, delete.

What a pattern holds, and what belongs to the lane

In the pattern (changes when you switch slots)	Part of the lane (the same in every slot)
STEPS, FILLS, ROTATE, STEP length, FIT and BARS, DIRECTION, VELOCITY, ACCENT, GATE, CHANCE, and every bead edit: added and removed beads, accents, ratchets, per-step chance, nudge and velocity.	The MIDI note, LANE CH, ON CHANGE, the M and S buttons, LEVEL, and the lane's name.

Picking a pattern, and when it switches

Click a pad and it turns amber straight away: that's the pattern you're now looking at and editing. But the lane keeps playing its current pattern until the next **PATTERN CHANGE** point (one bar, unless you change it in **FEEL**), so switches always land on the beat. The green light shows what's actually playing and jumps across when the switch happens.



PATTERN CHANGE	A newly picked pattern starts...
INST	immediately
STEP	on the lane's next step
BEAT	on the next beat
1 BAR (default)	on the next bar line
2 / 4 / 8 BAR	on the next 2-, 4- or 8-bar line, counted from the start of the song (or your last RESTART)
LOOP	when the lane's current loop finishes

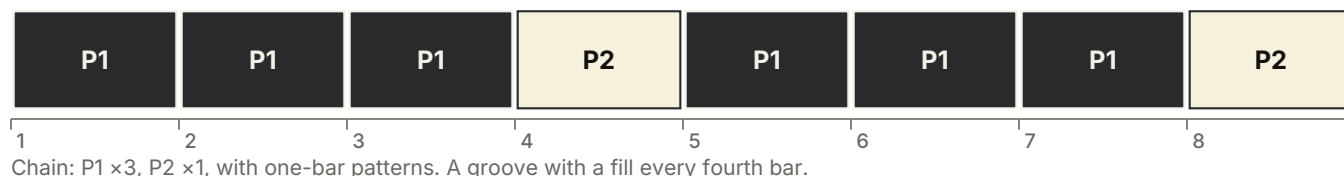
ON CHANGE (under the necklace) decides how the lane enters the new pattern: **FREE** carries on from the same place in the loop, **RELATCH** starts the new pattern from step 1, and **ONCE** plays the new pattern one time and then goes quiet until you pick again. **ONCE** is for one-off hits, like a crash at the top of a section; for a fill that returns to the groove, use a chain.

Making variations

- All 16 slots start as copies of P1, so a fresh slot is a starting point, not a blank.
- To build on a pattern: right-click its pad → **Copy**, right-click a free pad → **Paste**, click that pad, and edit. The **COPY** and **PASTE** buttons in the EDIT bar do the same for the pattern on screen.
- Right-click → **Clear** gives an empty pattern (no beads, no edits). **Copy to every slot** resets the whole lane to one pattern.
- To work on the whole kit at once: right-click a pad → **Copy all lanes** copies that slot from all twelve lanes, and right-click another pad → **Paste all lanes** drops every lane into it. Copy all lanes from pad 1, paste into pad 3, and pattern 3 is a copy of the whole groove, ready to vary.
- Each lane's pattern is also a host parameter (Lane 1 Pattern ... Lane 12 Pattern), so you can automate pattern changes in Live's arrangement.

2 Chains

A chain plays one lane's patterns in order, by itself. Turn on **CHAIN** and the lane follows its chain instead of the pad you picked: each slot plays its pattern the number of times it says, then moves on, and after the last slot it goes back to the first.



Building one

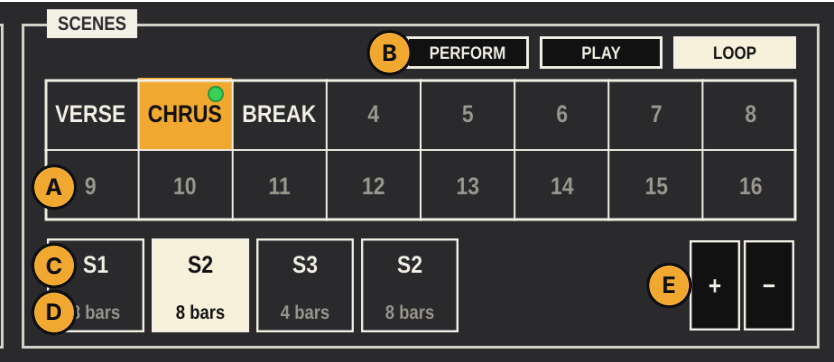
- Quickest: **shift-click** pads in the order you want. If CHAIN is off, the first shift-click starts a new chain with that pattern and turns CHAIN on; each one after adds a slot to the end.
- Set the repeats by dragging a slot's bottom half up or down. Drag the top half to change its pattern.
- Or click a pad and press **+**: it adds the highlighted (amber) pattern to the end of the chain. Click the next pad, press **+** again, and so on. **-** removes the last slot. Click a slot for **Insert a slot after** and **Delete this slot**. Up to 16 slots.

How chains behave

- **Repeats count loops, not bars.** A slot plays its pattern's whole loop that many times. A 2-bar pattern at ×1 lasts 2 bars; a 7-step pattern at ×4 lasts 28 sixteenths.
- A chain moves on at the end of a loop, so it ignores PATTERN CHANGE.
- Every time you press play, jump the playhead, or press RESTART, each chain starts again from its first slot.
- The lane's badge shows CH and the chain's length (CH2) instead of a pattern number.
- While Live plays, the screen follows the chain: you see, and edit, the pattern you're hearing. Click any of the lane's pads to look at and edit that one instead (and to pick it for **+**). The screen goes back to following the chain next time you press play, or when you turn CHAIN on.
- Lanes chain independently. A 3-slot hat chain against a 4-slot kick chain lines up again every 12 loops, which is an easy way to get a part that keeps evolving.

3 Scenes

A scene remembers, for all twelve lanes at once, which pattern each lane is on and whether it's muted. Think of it as a preset for the arrangement: VERSE, CHORUS, BREAK.



- A The 16 scene pads, lit like the pattern pads. Amber is the scene you last recalled or stored; the green light means the kit is playing exactly that scene. Bright numbers are stored scenes, dim ones empty. While the scene chain plays, both follow the chain.
- B PERFORM, PLAY, LOOP: whether the scene chain runs (section 4).
- C A scene-chain slot's top half: which scene. Drag to change.
- D Its bottom half: how many bars (1 to 64). Drag to change.
- E Add or remove scene-chain slots. Click a slot for its menu.

Storing and recalling

To...	Do this
store a scene	Set the lanes up (pick their patterns, mute what you don't want), then click an empty scene pad.
re-save one	Shift-click the stored pad, or right-click → Save all lanes to scene.
change one lane	Focus the lane (click its row), set its pattern and mute, then right-click the scene → Update current lane in scene. The other eleven lanes stay as they were.
recall one	Click a stored pad. It turns amber at once. Every lane switches to its stored pattern at the next PATTERN CHANGE point (the mutes change at once), and the green light comes on when the kit has landed.
name one	Right-click → Rename (up to five letters, so it fits on the pad).
empty one	Right-click → Clear.

Recalling a scene does exactly what you'd do by hand: it sets each lane's pattern and its M button. You'll see the pattern badges and M buttons change, and if Live is recording automation, the recall is recorded like any other knob move.

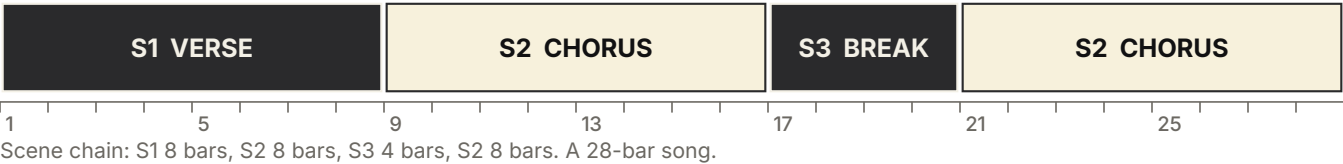
What a scene doesn't store

- The patterns' contents (see the first page): edit a pattern and every scene using that slot hears it.
- Chains. A lane with CHAIN on ignores the scene's pattern and keeps chaining, though the scene's mute still applies to it.
- Solo, LEVEL, the FEEL knobs, notes and channels.
- What a chain happens to be playing. Storing reads each lane's picked pad, not its chain.

4 The scene chain

The scene chain plays scenes in order, each for a number of bars. Line up VERSE, CHORUS and BREAK, and Beadwork plays the song's structure on its own.

Mode	What happens
PERFORM	The scene chain is off. Scenes change only when you click them.
PLAY	The chain plays once from the start of the song, then holds the last scene.
LOOP	The chain plays round and round for as long as Live plays.



How it behaves

- **It follows Live's song position.** Press play at bar 17 of that song and you're in the BREAK. (Lane chains are different: they start from their first slot every time.) RESTART starts the scene chain, and every lane chain, from the top on the next beat.
- Bars are four beats long, counted from the start of the song.
- While it runs, each lane plays the current scene's pattern and mute. The pads you picked are left alone, and come back when you switch to PERFORM.
- Lanes the scene chain mutes don't light their M button. Their gate light just stops blinking.
- **A lit M button still counts.** It mutes the lane in every scene, on top of what the scenes say. Clear the M buttons before you start the scene chain and let the scenes do the muting.
- A slot that points at an empty scene hands control back for that stretch: the lanes play the pads you picked.
- Keep **PATTERN CHANGE at 1 BAR (or BEAT)** while using the scene chain. At 4 BAR, a scene that starts on bar 3 would wait until bar 5 to switch its patterns. Mutes always switch on time.

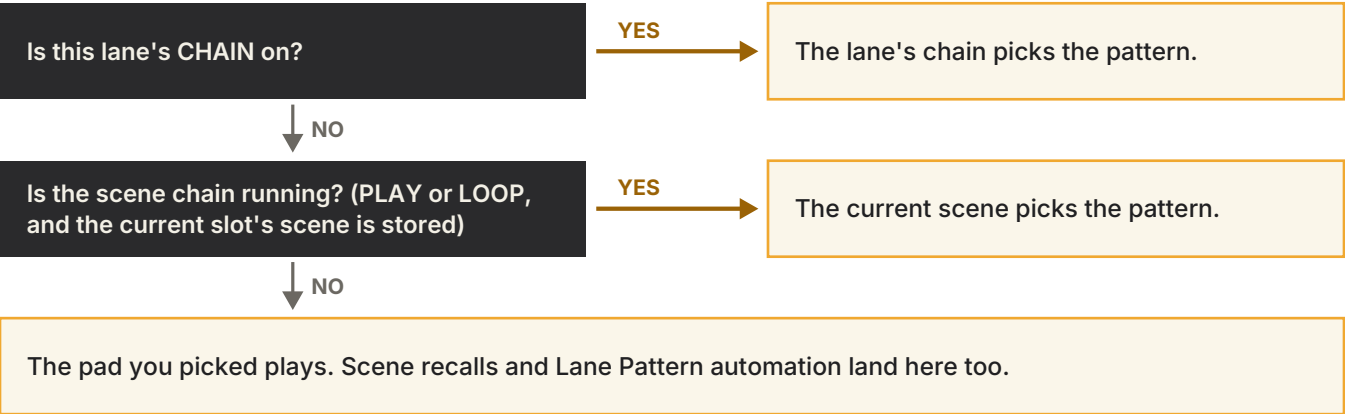
Building one

- Right-click a scene pad → **Add to the scene chain.** The first time, it replaces the placeholder slot the chain starts with; after that it appends.

- Or use + and drag: top half for the scene, bottom half for the bars. Click a slot for exact lengths (1 to 64 bars), insert and delete. Up to 32 slots.
- Then pick **PLAY** or **LOOP**.

Who's in charge?

When the layers disagree about which pattern a lane should play, Beadwork asks these questions in order, separately for each lane, and the first yes wins:



And whether it's heard at all

A lane is silent if any of these is true. Muted lanes keep running underneath, so they come back in time.

Silenced by	Notes
its M button	Also what recalling a scene sets. A lit M button applies on top of the scene chain, in every scene.
MUTE ALL	In the TRANSPORT section.
the running scene	Only while the scene chain plays (PLAY or LOOP). Applies even to lanes that are chaining.
someone else's solo	If any lane is soloed, only soloed lanes are heard.

Two common surprises "My scene didn't change the kick." The kick's CHAIN is on, so its chain wins. Turn CHAIN off on that lane if the scenes should drive it. "Clicking pads does nothing." The scene chain is running, so the scene wins. Switch to PERFORM, or wait: your pick is kept for when it does.

Build a song in six steps

This uses every layer once. Start from the factory groove “Four To The Floor” (click GROOVE and pick it), with the General MIDI kit map so the lanes are named as below, and Live's tempo wherever you like. Leave PATTERN CHANGE at 1 BAR.

1

Make a kick fill

Click the **KICK** row. Right-click pad 1 → Copy, right-click pad 2 → Paste, then click pad 2. Turn **FILLS** up to 6, choose **RATCHET** in the EDIT bar and drag the last bead up to 3 hits. Click pad 1 again.

2

Make busier chorus hats

Click the **CL HAT** row, copy pad 1 into pad 2 the same way, click pad 2 and turn **FILLS** to 12. Click pad 1 again so the hats are back on the verse pattern.

3

Chain the kick

Click the **KICK** row. Shift-click pad 1, drag that chain slot's bottom half up to ×3, then shift-click pad 2. CHAIN lights. The kick now plays three bars and a fill, by itself.

4

Store three scenes

VERSE: mute **OP HAT** with its M button, then click scene pad 1. CHORUS: un-mute OP HAT, click the CL HAT row and pick its pad 2, then click scene pad 2. BREAK: put CL HAT back on pad 1, mute **KICK** and **CLAP**, then click scene pad 3. Right-click each to rename it.

5

Chain the scenes

First un-mute every lane: a lit M button would mute that lane in every scene. Then right-click scene pads 1, 2, 3 and 2 again, choosing **Add to the scene chain** each time. Set the lengths by dragging each slot's bottom half: 8, 8, 4, 8 bars. Click **LOOP**.

6

Play it from the top

Press play from bar 1. The scene chain walks VERSE, CHORUS, BREAK, CHORUS, and the kick keeps its own fill every fourth bar, because its chain wins over the scenes. Its mute in BREAK still applies. Then save the groove (GROOVE → Save as...) so you can use it in other sets.

Prefer to play it live? Leave the scene chain in PERFORM and click scenes as you go. Each one lands on the next bar line, so you can't be late, only early.

Cheat sheet

I want to...	Do this
See a lane's patterns	Click the lane's row. The PATTERNS box follows it.
Switch a lane's pattern	Click a pad. It lands at the next PATTERN CHANGE point (1 bar by default).
Make a variation	Right-click pad → Copy, right-click a free pad → Paste, click it, edit.
Start from empty	Right-click pad → Clear.
Copy the whole kit's pattern	Right-click pad → Copy all lanes; right-click another → Paste all lanes.
Add a fill every few bars	Chain the lane: groove x3, fill x1.
Chain a lane	Shift-click pads in order (or click a pad, press +, repeat). Drag slot bottoms for repeats.
Stop a lane chaining	Click CHAIN to turn it off. The chain is kept for next time.
Edit a chained pattern	Click its pad and edit. The screen stays on it until you next press play.
Store a scene	Set lanes and mutes, click an empty scene pad (shift-click to re-save).
Change one lane in a scene	Focus the lane, set it up, right-click the scene → Update current lane in scene.
Recall a scene	Click it. Patterns switch on the next PATTERN CHANGE, mutes at once.
Name a scene	Right-click → Rename (five letters).
Chain scenes	Right-click scene pads → Add to the scene chain; set bars; choose PLAY or LOOP.
Go back to clicking scenes	Choose PERFORM.
Find out why a lane is silent	Check its M and S buttons, MUTE ALL, other lanes' solos, and the running scene's mutes.
Start everything from the top	RESTART, or press play from bar 1.
Arrange in Live instead	Automate the Lane 1 to 12 Pattern parameters, or record scene recalls as automation.
Keep all of it	GROOVE → Save as... A groove holds every pattern, chain, scene and the scene chain. The lane notes and labels are the kit map, saved on their own.