SEQUND

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Hello and Welcome! SEQUND is a versatile and inventive polyrhythmic sequencer with an aim at facilitating creativity in Electronic Music. We've put a lot of love and attention to the functionality in order to create simple -or very complex- sequences in a breeze whilst maintaining the fun factor. SEQUND has a unique architectural design which makes it stand out from more traditional alternatives. We could have packed it with many more functions but we believe that simplicity is paramount and instead focused on enhancing features we consider essential, resulting in an intuitive yet powerful and inspiring tool.

USER MANUAL

Version 1.0.0

PLUG-IN INSTALLATION

Double-click on your installer (Seqund.pkg for Mac / Seqund installer.exe for Win) and follow the installation procedure prompted on screen. Enter your Serial Number to access all features and disable Demo Mode. It is essential to be connected to the internet when entering your Serial Key.

HOST INTEGRATION

SEQUND is a MIDI Plug-in and therefore doesn't generate any sound. It "only" generates MIDI data. Due to its format, it is sometimes mistaken by some DAWs for an AU/VST instrument, therefore not permitting to chain it with another AU/VST instrument in the same MIDI Track in your DAW. The setup must be made as follows:

- **Ableton Live** - Create a MIDI Track and drag and drop SEQUND in it. Create a second MIDI track and insert the Soft-Synth of your choice. In the Soft-Synth channel, open the MIDI Input drop down menu below and select MIDI from "?-Seqund" and in the drop down menu just below, instead of "Post FX" select "Seqund" again. Set the MIDI Input Monitoring to "IN", set some gates in SEQUND and then press Play.
- **Bitwig** - Create an Instrument track and insert SEQUND before your Soft-Synth target. Set some gates in SEQUND and then press Play.
- **Cubase** - Go to "Devices" and choose "VST Instruments" from the drop down menu. Choose SEQUND and in a further instance the synth you want to control. Choose SEQUND as MIDI input in the MIDI track for your Soft-Synth. Set some gates in SEQUND and then press Play.
- **FL Studio** - Add SEQUND and the Soft-Synth of your choice to your Channel Rack and set SEQUND's MIDI output to the same MIDI input channel of your Soft-Synth. Set some gates in SEQUND and then press Play.
- **Logic** - Create an Instrument Channel Strip, select SEQUND in the MIDI FX slot and select your Soft-Synth in the INPUT slot. Set some gates in SEQUND and then press Play (or vice-versa).
- **Reaper** - Create an Instrument track and insert SEQUND. Insert your Soft-Synth after that. Set some gates in SEQUND and then press Play.
- **Studio One** - Create an Instrument track and load SEQUND as an insert. Create a Track with your Soft-Synth and set the MIDI input to SEQUND and activate record on the same track to receive the MIDI signal. Set some gates in SEQUND and then press Play.
- **Sonar** - Insert SEQUND as a Soft-Synth on a channel and activate the MIDI output option in the Insert Soft-Synth Options Box. Route the MIDI output from SEQUND to the Soft-Synth of your choice. Set some gates in SEQUND and then press Play.

HOW DOES IT WORK?

SEQUND is divided in 2 main windows: The EDIT WINDOW and the GLOBAL SETTINGS WINDOW.

EDIT WINDOW

The Edit window consists of 4 Modular panels where lanes can be folded or unfolded by clicking on the corresponding [Show/Hide Lane] buttons. In these lanes you can input or randomly generate the necessary data to create your sequence.
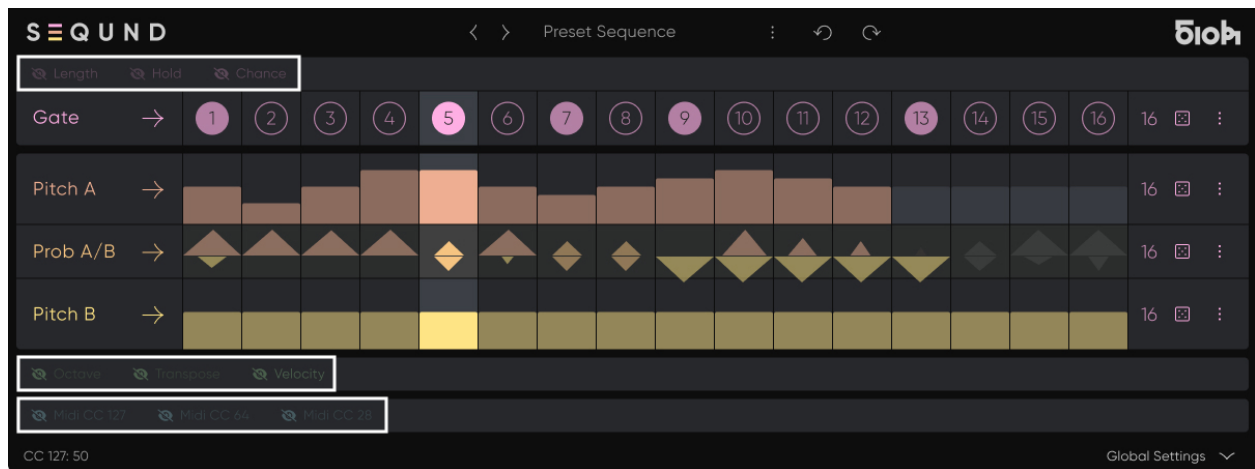

ATTRIBUTES

SEQUND has Gate, Hold, Length, Chance and Prob A/B lanes allowing you to alternate between the two Pitch lanes, as well as Octave, Transpose, Velocity and three assignable MIDI CC lanes, each with its own user definable amount of steps.

GATE / HOLD / LENGTH / CHANCE
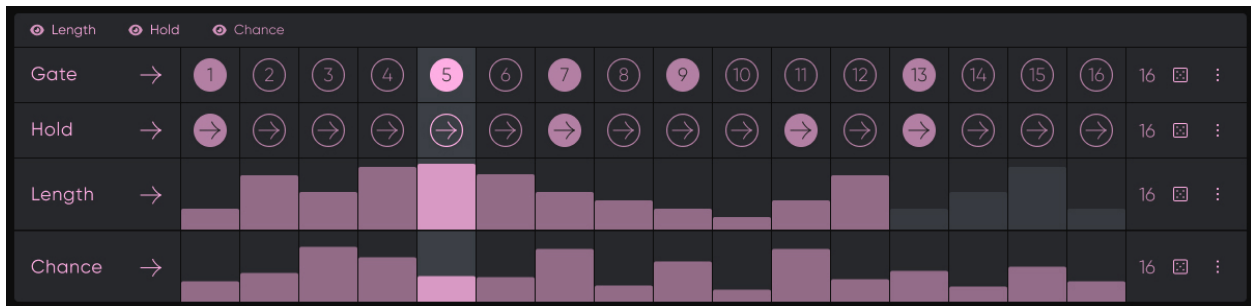
- **Gate** - The gate lane is where the rhythm pattern gets written and each step increment is defined by the clock division setting adjustable in the bottom left panel of the plugin window. By default, the speed is set to 16th notes. Gates need to be written in order to trigger the Pitch Lanes and result in a note.
- **Hold** - The hold lane is most functional when paired with a mono synth with glide or portamento enabled. If enabled the step will extend the active note until the next gate occurs, resulting in a longer note and in a trigger of the instrument's glide or portamento when available.
- **Length** - The length lane - which when made visible overrides the global length settings- allows you to define the gate length of the current step, with a maximum length corresponding to the clock-division setting (e.g. If the clock division is set to 1/16th, the maximum duration of the gate will be of 1/16th)
- **Chance** - The chance line sets the probability of a gate to play per step, allowing for more random programming. Set to 100%, the step will always play if it corresponds with a gate, resulting in a note being played. Lower values will increase the chance of not playing the note when corresponding with a gate.

PITCH A / PROB A/B / PITCH B
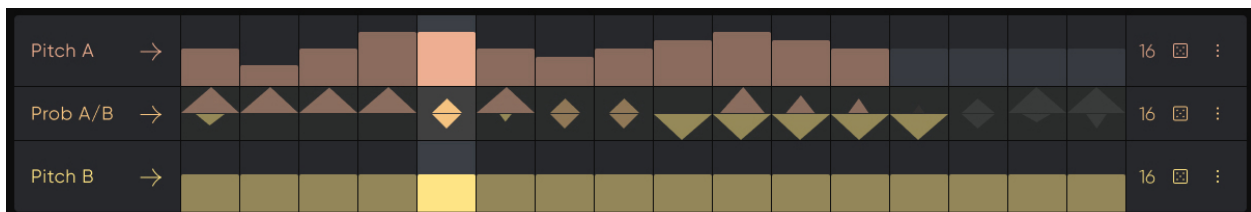
- **Pitch A / Pitch B** - The 2 Pitch lanes A and B are where the Melodic Patterns get written. Only one can play at a time according to the setting of Prob A/B. Available values are quantized to the selected Root Key and Scale set in the Scale Panel from the Global Settings.

- **Prob A/B** - This lane Allows you to alternate between both pitch melodies the following way: At 100/0 %, Only the top lane (Pitch A) plays. At 0/100 %, only the bottom lane (Pitch B) plays. In between values will alternate between both lanes according to the probability percentage.

## OCTAVE / TRANSPOSE / VELOCITY
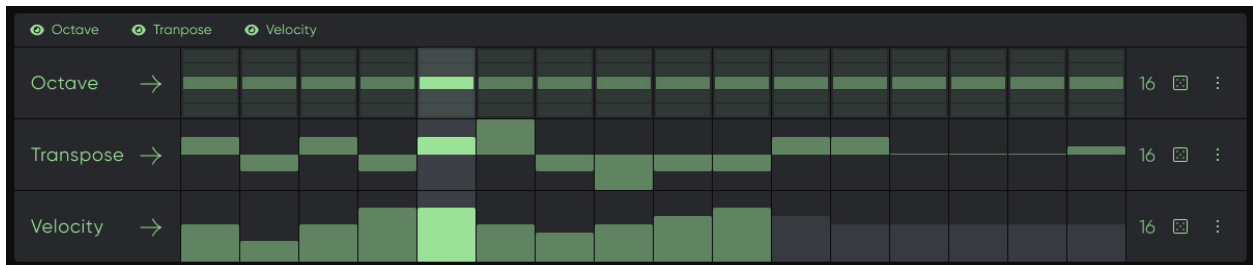
- **Octave** - The Octave lane will shift each step up or down octaves according to the programmed value.
- **Transpose** - This lane will shift each step up or down as much as 12 semitones.
- **Velocity** - The Velocity lane will shift each step up or down in velocity steps between 0 and 127. A velocity value of 0 will trigger a note off value.

MIDI CC
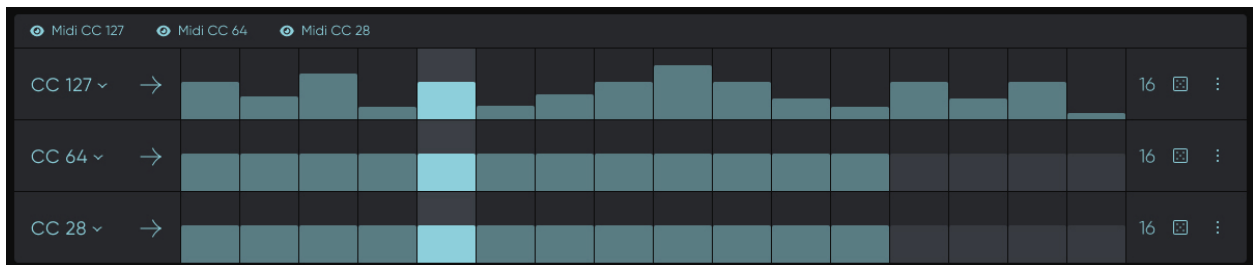
- **CC** - There are three MIDI CC lanes, each can be set to the parameter of your choice available on your MIDI synth or MIDI CC capable soft synth, allowing the sequencing of parameters such as Cutoff or Decay. For instruments that must learn the CC#, simply hide all other MIDI CC lanes then set the remaining CC lane to the desired number (0-127), program some steps then begin sequencing via your DAW. Only one CC will send signal, thus allowing your instrument to detect the right CC#. You can repeat this procedure for each of the three MIDI CC lanes and then make all lines visible if each MIDI CC target requires learning.

COMMON LANE FEATURES
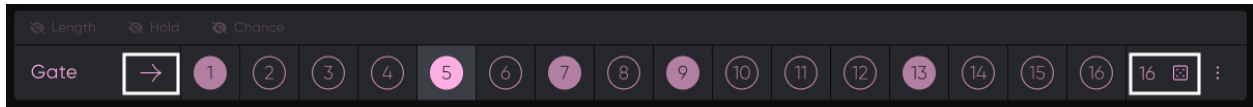
Each of these lanes features individual [Play Mode] and [Length] settings. Lane values can be randomized by clicking on the [Dice] on the right side of the lane.

INDIVIDUAL LANE LENGTH
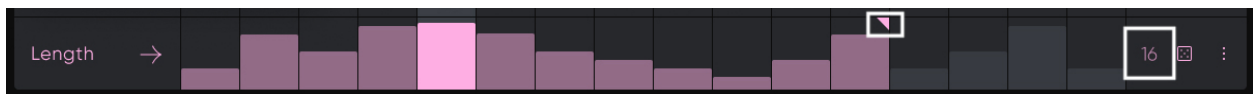
Each lane has a maximum of 16 steps. By reducing the amount of steps to the right of each lane it is possible to generate polyrhythms while melodies and correspondences shift, creating unexpected evolving patterns. You can achieve this by dragging the [Lane Length Cursor] triangle on the right side of each lane to the desired last step (Note that the triangle only appears when hovering on the lane). Alternatively you can change the amount of steps by dragging the [Lane Length Value] up and down.

PLAY MODES
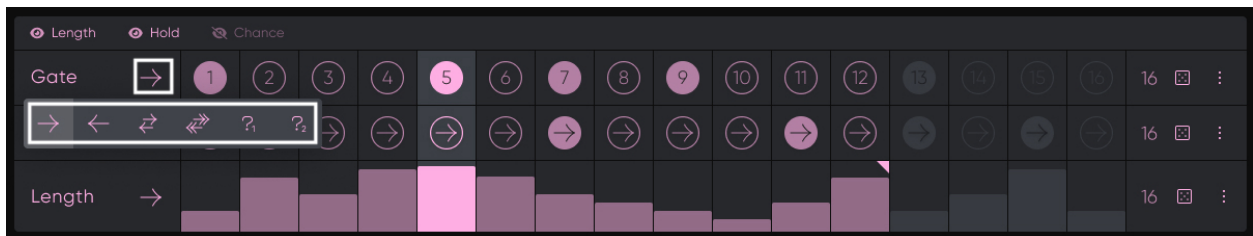
By clicking on the arrow next to the lane name, you can access the [Play Mode] Menu with the following available modes:

- **Forward** - The active step increases from step 1 to the highest active step and starts again according to the Advance Mode setting. (see Advance Mode below)
- **Backward** - The active step decreases from the highest active down to step 1 and starts again according to the Advance Mode setting.
- **Pendulum** - The active step increases and decreases starting from Step 1 to the highest active step without repeating the first and last steps.

- **Bi-Directional** -The active step increases and decreases starting from Step 1 to the highest active step repeating the first and last steps.
- **Random (Mode 1)** - The active step is randomly selected with a possible repetition of the last played step.
- **Random (Mode 2)** - The active step is randomly selected without repetition of the last played step possible

RANDOMIZATION
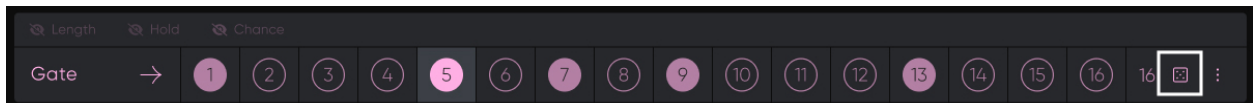
You can randomize the values using the [Dice] on the right side of the lane. The randomization and reset settings are available by opening the [Lane Menu] available by clicking on the three dots to the right of the [Dice].

LANE MENU

The available [Lane Menu] parameters differ slightly according to the needs of each lane, but all follow the same logic.

- **Nudge Steps** - You can nudge the active sequence left or right by one step by clicking on the [Nudge Steps] arrows.
- **Density** - Density is the chance a step will be altered when randomizing the lane. A higher value results in more steps being altered.
- **High/Low Values** - When available, high or low values represent the minimum and maximum value possible for any populated step. This way a range of action can be defined for the randomization.
- **Range** - When available in the menu, the range defined will not affect the pattern values that appear on the lane, but allows for real-time manipulation of the pattern's intensity, allowing for less extreme variation between each step. Inverting the effect of the lane step values is possible by swapping the minimum and maximum values. The conjunction of these two parameters allow to offset and attenuate or reverse the output of the lane.
- **Reset** - Reset will set each lane step to the 'Default Value'. Alternatively, you can reset each step individually by right clicking on a single cell.
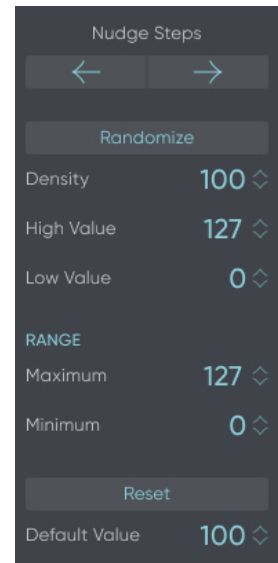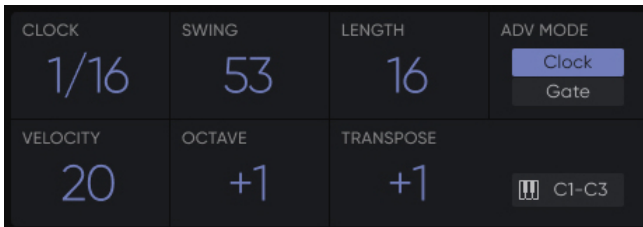
GLOBAL SETTINGS WINDOW
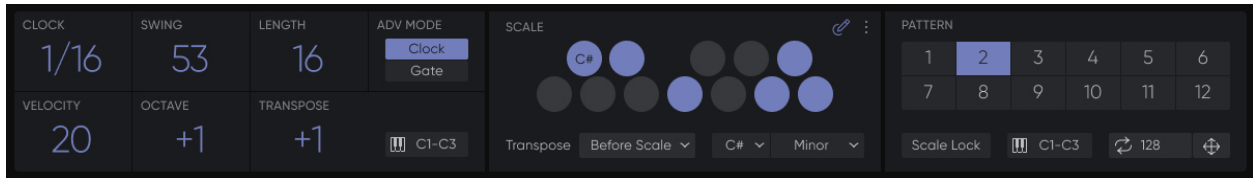
Located at the bottom of SEQUND, this window is divided into 3 different panels. A Global Settings Panel, a Scale Panel and a Preset Panel. This window can be hidden or revealed by clicking on the [Global Settings Arrow] on the bottom left of the Plug-in.

GLOBAL PANEL

This is where you set the global values of SEQUND. You will notice that when any of the Length, Octave, Transpose or Velocity lanes are enabled, the corresponding controls in the bottom left panel of the Global Settings are disabled. Changing the visibility of each line allows you to switch between values set in Global Settings and your programmed sequence in real-time.You can also adjust the Clock Division and Swing values on the same panel.

- **Clock Division** - By default set to 1/16, this value defines the rhythmical resolution per bar. A setting of 1/16 will divide the bar in sixteen steps.
- **Swing** - This allows you to add swing to your patterns, negative values are also possible in order to create uncommon grooves.
- **Length** - Allows you to define the gate length on a global level, with a maximum length corresponding to the clock-division setting (e.g. If the clock division is set to 1/16th, the maximum duration of the gate will be of 1/16th). When made visible, the length lane overrides the global length settings.
- **Advance Mode** - Two Advance modes are currently available. Clock and Gate mode define how the plugin increases its steps:

    - **Clock** - Each step will increase with the defined clock division.
    - **Gate** - In this mode, Each step will only increase by one increment as each Gate becomes active (lights up) in the Gate Lane.

- **Velocity** - Allows you to define the velocity value on a global level. Each step will output the same velocity. When made visible, the velocity lane overrides the global velocity settings.

- **Octave** - Allows you to transpose your entire sequence by octaves. When made visible, the octave lane overrides the global octave settings.
- **Transpose** - This setting allows you to transpose or shift the scale depending on the transpose setting (before/after scale). See the Scale Panel paragraph (next) for further explanations.
- **Transpose via MIDI** - When enabling the [Transpose keyboard button] in the [Transpose] window, Sending MIDI from a keyboard or your DAW will allow for real-time transposition. The Transposition value is altered by -12 semitones (or -12 scale steps) when a C1 is played ranging through to +12 semitones (or +12 scale steps) with a C3 played.

SCALE PANEL
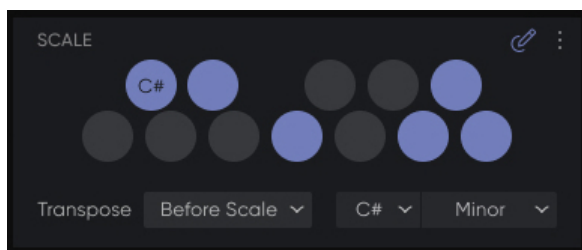
The notes programmed in the Pitch A and Pitch B Lanes are always forced within a key and a scale and can be set by clicking the drop down menus in the bottom part of the scale panel. The factory scales correspond with Ableton Live and Push 2's scales. Alternatively any scale can be edited or created by entering the scale edit mode simply clicking on the [Scale Edit] button on the top right of the panel.

Transpositions can be applied before or after the scale. When [Before Scale] is selected any transpositions will then be forced to fit within the scale and the transpose values won't act as semi-tones but as steps within the scale instead. The result would be the following: If you are in a Scale of C Major and play a C Major Triad (C/E/G), a transposition of one step the the next note in the scale would result in a D Minor Triad (D/F/A). With [After Scale] selected, transpositions will be true and thus may fall outside the selected scale, all values being transposed

You can access further scale functions by opening the [Scale Menu] at the top right of the panel, next to the [Scale Edit] button. You get access to classic management functions such as:

- **Save Scale** - Save the current scale without renaming provided it's not a 'factory scale preset'.
- **Save Scale as…** - Save a copy of the current scale under a new name in the User Scale folder.
- **Rename** - Rename your currently active User Scale.
- **Root Shift** - When engaged, this setting allows the root key change to act as a transpose when it makes the most sense with the active sequence. When disabled, a Root Key change will result in the notes adjusting to the closest value within the newly selected

Scale. In most cases it doesn't make any difference in your workflow, but we have set it to "ON" by default because it is the most expected behavior in a normal sequencer.

- **Fit to Chromatic** - Selecting "Fit to Chromatic" in the menu will result in switching from the currently active scale to the Chromatic scale while maintaining the correct pitch of your sequence, thus giving access to all available notes previously not in the scale. Please note that this applies to all patterns, not only the one currently active.
- **Initialize** - The scale setting goes back automatically to C Chromatic.
- **Open Scale Folder** - Allows you to Open your 'User Scale Folder' on your drive for quick file management.
- **Set Scale Folder** - Allows you to define a custom location of your 'User Scale Folder' on your Disk.
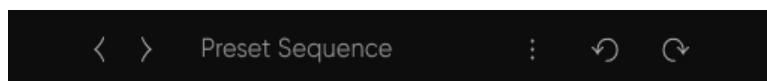
PATTERN PANEL
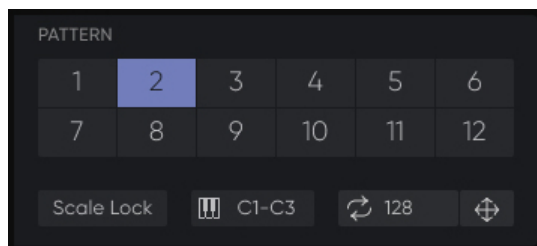
Each preset can hold 12 patterns, right-clicking on a pattern allows you to copy, paste or clear the block.

[Scale Lock] will force the current set scale to remain when switching between presets.

Enabling the [MIDI Pattern Control C0-B0] allows for real-time switching via a MIDI keyboard. Patterns will shift seamlessly within the phrase, never losing the sequence position even with complex polyrhythms. Pressing C0 on your keyboard (or sending a C0 from a MIDI clip) will call Pattern 1, C#0 Pattern 2, D0 Pattern 3... etc...

Bottom left of the pattern panel is the sequence export feature in case your DAW can't record MIDI directly from SEQUND (Hello Logic users...). First define the [Export Length] in bars, click on the [Generate] button on the left side of the [Export Length] value, and the [Drag] button will become active. Then simply drag and ddrop from SEQUND's [Drag] to your DAW MIDI Track *et voilà!* Your pattern data is exported.

PRESET SELECTION AND MANAGEMENT / UNDO / LICENSE MANAGEMENT

The performance that you record is called a "preset" and each preset can have up to twelve patterns. You can use the 1-12 buttons of the pattern panel or MIDI messages to switch patterns at any time and the change is instant.

Select a preset by clicking on the [Preset Window] located on the header of SEQUND. A drop down menu will give you access to the Factory, Artist or User presets. Alternatively you can scroll through all available presets by using the [Preset Arrows] located on the left side of the [Preset Window]. Note that the User Preset folder is unavailable until you save your first User Preset.

The three dots to the left of the [Preset Window] open the [Preset Menu] and give further access to the following preset management features:

- **New Preset** - Create a New Preset according to your default settings.
- **Open Preset** - Open a Preset from any location on your Disk.
- **Save Preset** - Overwrites or Saves your current Preset.
- **Save Preset as…** - Saves your current preset as a copy by prompting a renaming.
- **Save As Default** - Saves your current preset as the default template setting.
- **Rename** - Allows you to rename your current Preset.
- **Open Preset Folder** - Opens your Preset folder on your drive for quick file management.
- Set Preset Folder - Allows you to define a custom location of your User Preset Folder on your Disk.
- **Manage Your License** - Allows you to enable or disable your license. Enter your Serial in the [Serial Window] to enable all the features of SEQUND. When disabled, SEQUND will go back to Demo Mode. To reactivate, just enter your Serial number again and make sure you are connected to the Internet.

Any action can be undone or redone by using exclusively the [Undo/Redo] arrows to the right of the [Preset Window]. Note that this function is proprietary to SEQUND and cannot be accessed via the usual Ctrl+Z shortcut.

Have Fun!