



Getting Started

# Chordjam





Chordjam is an innovative plugin that builds chords and progression patterns through intuitive user-guided randomisation.

The plugin allows you to choose from a variety of scale types, Chord types, voicing parameters, grooves and progressions, or have its powerful sequencer conjure up unlimited progression patterns.

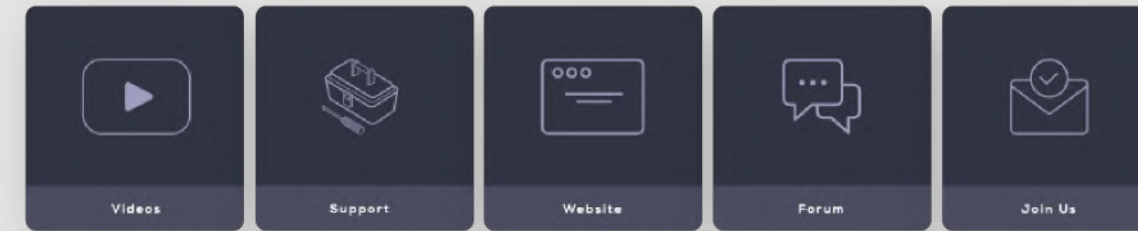
Chordjam is available as VST · VST3 · AU · AAX · Clap for Windows and MacOS and AUv3 for iPadOS.

### Developed By:

Vladislav Sakov, Maximos Maximilianos, Katerina Mantzari and the Audiomodern team

Special Thanks to all Beta Testers!

## Want to learn how to make the most out of our software?



### Quick Start

Double-click the installer found inside the main folder and follow the instructions.

*For Windows users: During the installation you may select the formats you want to be installed ( VST2, VST3, AU, AAX or Standalone) and the installation path for the VST2 Version.*

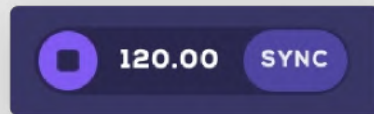
Once the installation is completed, you will be able to see Loopmix in your DAW's plugin list and your Plugins folder.

The first time you open Chordjam, you will be asked to authorize the plugin. Enter your license key and your registration email to authorize Chordjam.

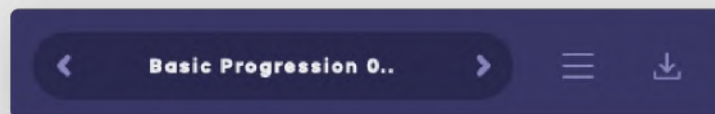
You may access your license key through your Audiomodern account > My License Keys tab.

## Top bar controls

### Sync




The top bar displays the current tempo in BPM. Activate the "Sync" button (default) and Loopmix will always play synchronized to your DAW. Deactivate Sync and Loopmix will use its own clock. Adjust the BPM slider to set your preferred tempo.

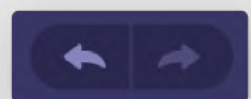


Presets & Packs Manager

Chordjam 1.5 has been build with an innovative Presets Manager which allows you to create your custom Presets & Packs, import or share them across devices with one click.

Click the  button, or alternatively the currently loaded Preset name to enter the Presets Manager. Use the Right and Left arrow buttons to easily navigate through Presets.

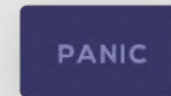
Click  to enter a name for your Preset and save it for later use.



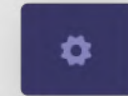
Undo & Redo.



Resets Chordjam to its default state.



Resets MIDI in case you are experiencing issues, such as hanging notes.



Settings tab.



Resize window.

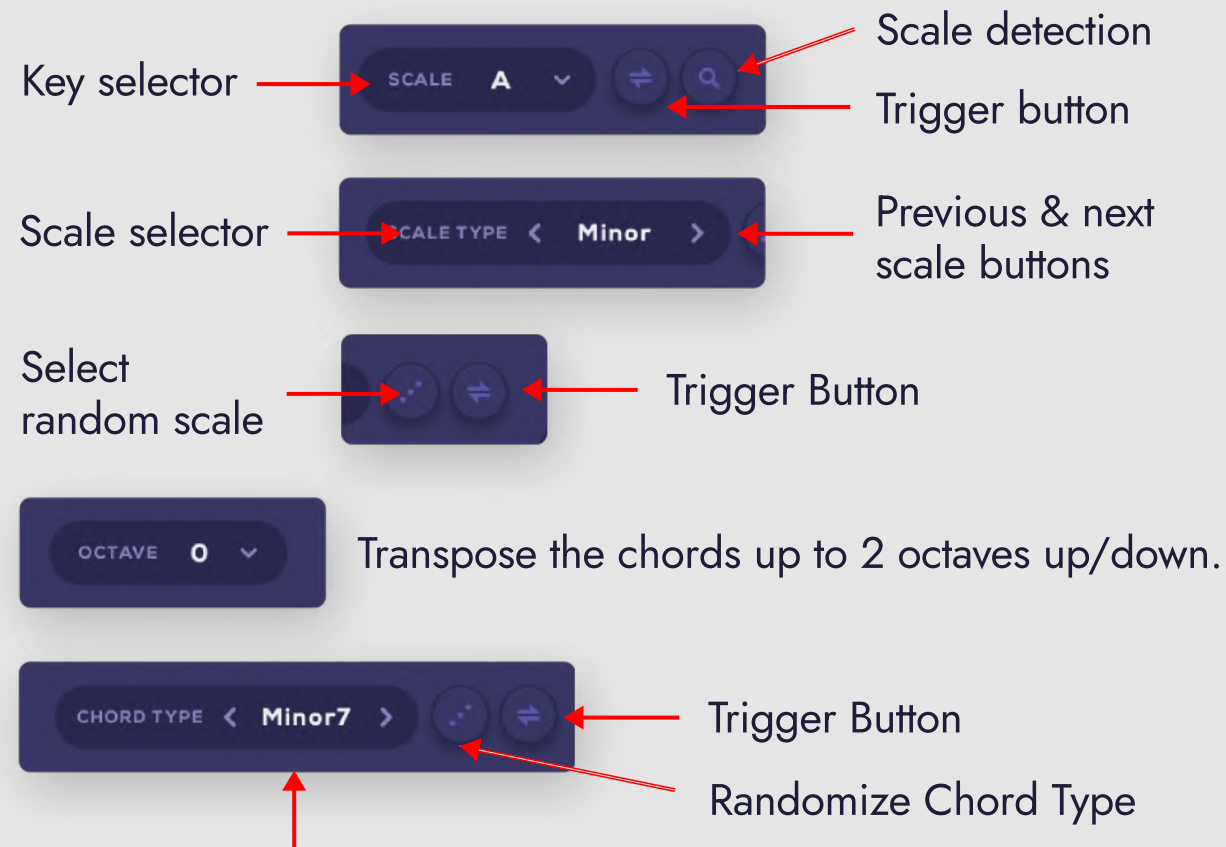
## Overview

Chordjam uses three main sections:

1. The Chord Creation section
2. The sequencer section
3. and the Pads section.

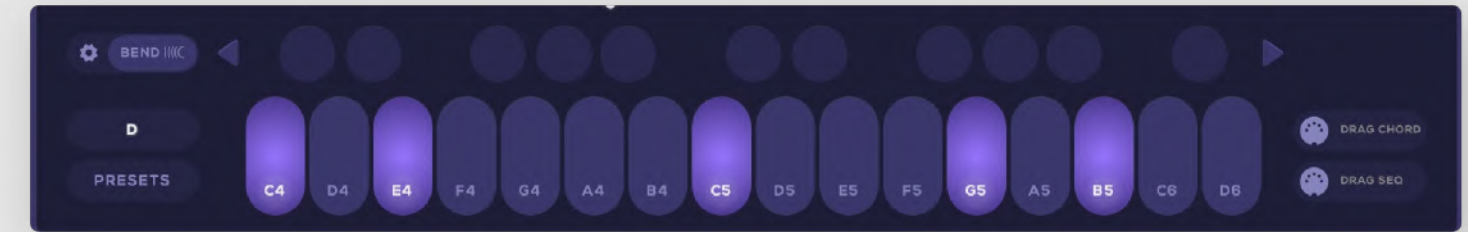
## Chord Creation Section

This section allows you to select the scale type and chord type that you are going to use for your project and edit up to five voices individually, through a wide range of parameters.



Select the kind of Chord Type that Chordjam will generate chords from. Alternatively, You can use the left and right arrows to switch between the different chord types.

## Keyboard



The highlighted keys (purple) are the active notes of the chord playing. Use the left and right arrows to change your octave up or down.

## Keyboard mode

Through the Settings tab (the Gear icon), you can access the keyboard mode. This allows you to select between Absolute and Relative pitch.



By setting the Keyboard mode to "Absolute", the keyboard will always play the actual notes. By selecting "Relative", the root note of the scale will always be played by pressing "C" and so on.

For example, if you have selected the A minor scale within Chordjam, and press the "C" key: In Absolute mode, the keyboard will play "C", but in Relative mode, the "C" key will play the root note, "A".

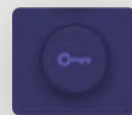


## Chords Randomization



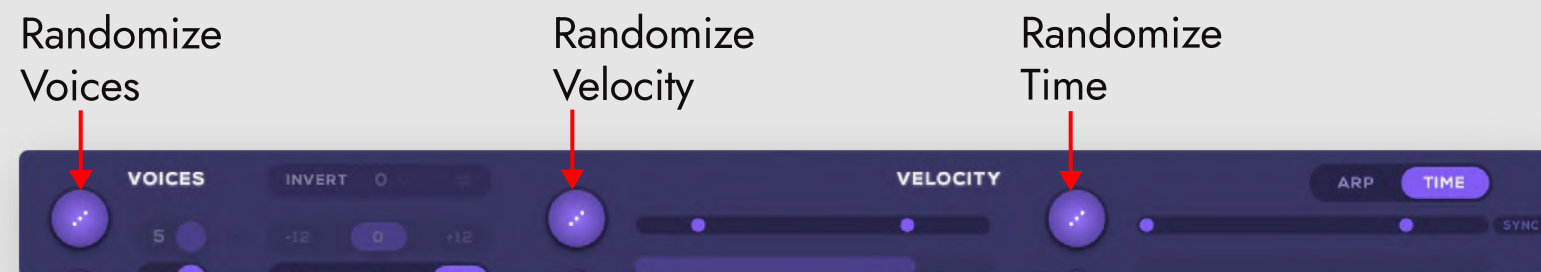
The main Randomization Dice button allows you to randomize all the parameters for Voices, Time and Velocity at once.

Set minimum and maximum values to be generated for Velocity and Time, using the sliders in the upper part of each section:



Excludes Voices, Velocity and ARP/Time from the main randomization.

You can randomize the Voices, Velocity and Time sections individually, by clicking the Randomization Dice button for each section:




## Trigger

The "Trigger" buttons are available for the Key selection, Scale Type, Chord Type and ARP drop-down menus.

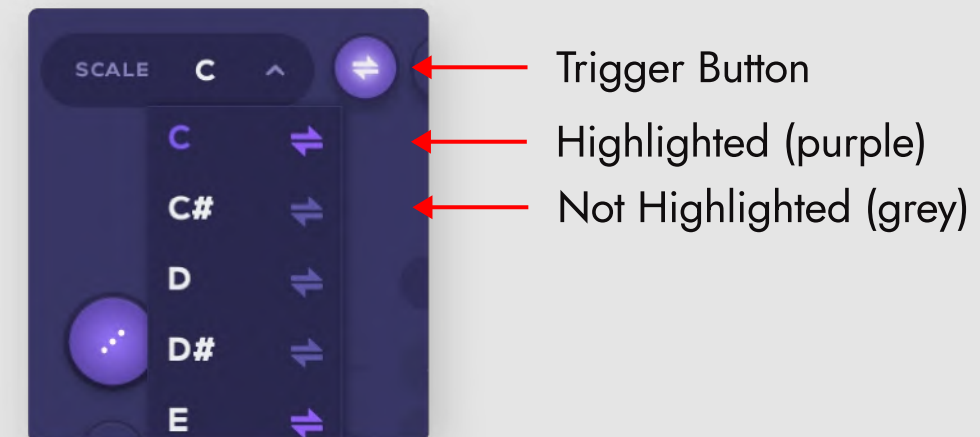
By activating the Trigger button for any of these drop-down menus, the value of the parameter will be randomized with any single MIDI key press. The "Trigger" function is similar to the "Infinity" function, but provides more control over the parameters that will be randomized.

Through any of these drop-down menus, you can select the values that Chordjam will be choosing from, while Trigger is activated.

On the right of each value included in the drop-down menus, the same Trigger icon button is included: 

By clicking to highlight any of these Trigger icon buttons, you select the values that Chordjam will choose from to be triggered. Double click/tap on any Trigger icon button to select or deselect all values automatically.

Below is an example for the Key selection drop-down menu:

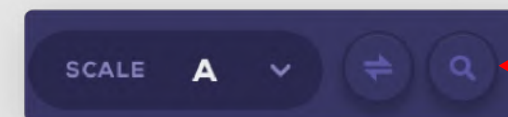


In this example, the highlighted keys are: C and E.

While the "Trigger" button is activated, with any single MIDI key press, Chordjam will be randomly choosing any of these keys to create chords.

The same logic applies to the Scale Type, Chord Type and ARP drop-down menus.

## Scale Detection

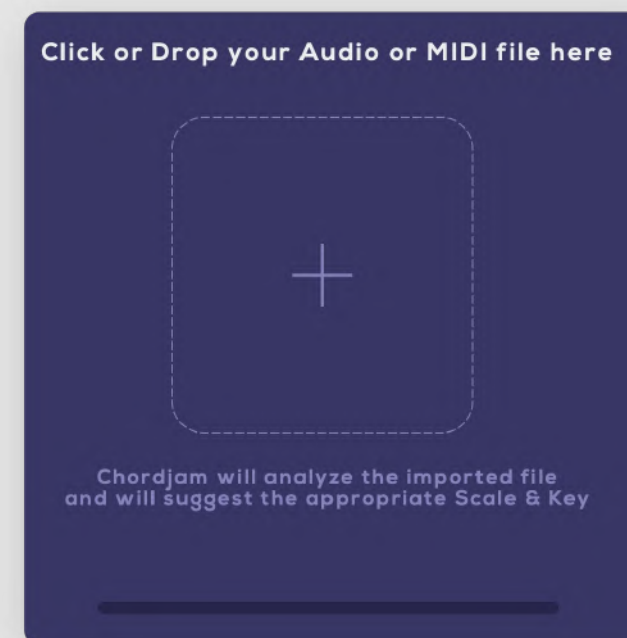


Click the magnifying glass button to enter the scale detection page.

Drop an audio or MIDI file in the area below. Chordjam will analyze and suggest three possible types of chords and scales in the imported audio file.

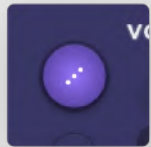
When the detection will be completed, you will be able to chose which option is the most appropriate for that audio file.

File format supported: WAV and MIDI files.



## Voices

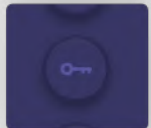
Chordjam can generate up to five different voices from just hitting one key on your keyboard.



Randomization Button: Allows to randomly mix the different parameters between voices section.



Infinity Button: While enabled, every single time you hit a key on the keyboard, the voices section will be randomized.

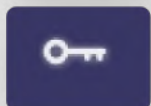


Lock: This will prevent the voices section from being randomized by clicking the randomization button.



Enable or disable different voices within the playing chord.

For chord types that do not support 5 active voices, e.g. "Major Scale" chord type, the unused voices will be automatically deactivated.



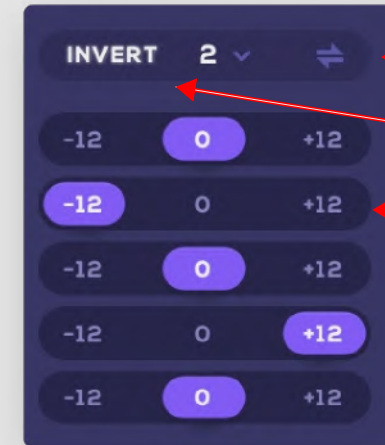
Lock individual notes:

This will prevent the selected voices from being randomized.



Reset:

This will revert the voices back to the default state.



Trigger Button

Click "Invert" to activate Voices Inversion

Shift the individual voices up or down an octave.

### Inversions:

Inversions allow the notes within a chord to change their position, giving the chords harmonic richness. The "tonic" or root of the chord will no longer be the bass note.

Example:

By applying the +1 inversion to the C Major chord C2-E2-G2, the inverted chord will be E2-G2-C3.

### Modulation / Pitch Functionality:

Chordjam 1.1.0 provides the option to add expression or to modulate (change) the voicing parameters of your chords, using your MIDI Controller's modulation wheel.

### Sustain Pedal Functionality:

You can also use your sustain pedal to allow the notes to play for longer, even when the keys are not held down anymore.

## Velocity



Randomize Velocity



Infinity Button: While enabled, every single time you hit a key on the keyboard, the velocity section will be randomized.



Lock: This will prevent the voices section from being randomized by clicking the randomization button.



Select the minimum and maximum values of randomization. The random results will be generated between these two values.

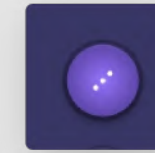
Set the velocity for each individual voice.



Reset:  
This will revert the velocity section back to the default state.

## Time

The Time section allows you to delay the individual notes within the chords and create more "humanized" chords.



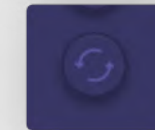
Randomize Time



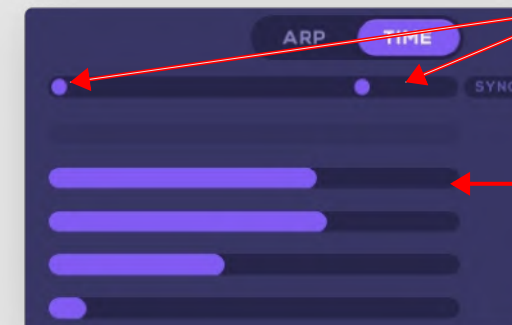
Infinity Button: While enabled, every single time you hit a key on the keyboard, the timing section will be randomized.



Lock: This will prevent Time from being randomized.

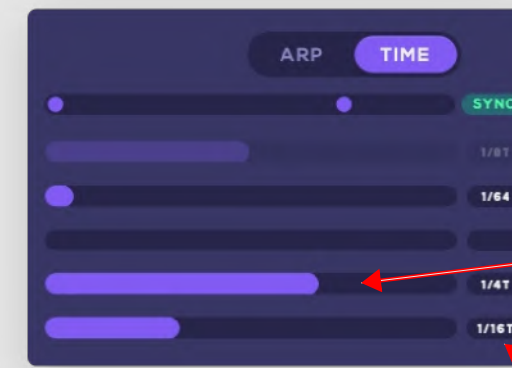


Reset: This will revert the time section back to its default state.



Set the minimum and maximum values of randomization.

Set the time for each individual voice.



The "Sync" option allows you to sync the delay parameters with the DAW.

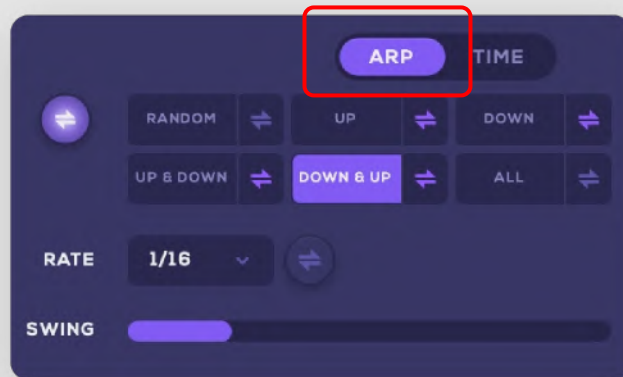
By adjusting the delay parameters, you will be able to see the timing values on the right side.

Timing values.



## ARP

This allows you to turn the generated chords into an arpeggiator. Click ARP to switch to the arpeggiator mode:



**Direction Buttons:** The direction of the arpeggios can be adjusted by this section.



**Random:** The notes included in the arpeggio will be played in a random order.

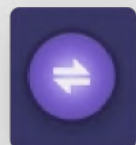
**Up:** The arpeggio is played from the lowest note to the highest note.

**Down:** The arpeggio is played from the highest note to the lowest note.

**Up&Down:** The arpeggio plays up and down, from the lowest note; the highest and lowest notes repeat.

**Down&Up:** The arpeggio plays down and up, from the highest note; the lowest and highest notes repeat.

**All (Chord):** All notes in the arpeggio are played as a chord.



**Trigger Button:** While enabled, you will be able to select any of the Direction Buttons to be triggered. Every time you hit a key on the keyboard, another Direction Button will be randomly selected.



### Rate:

This drop-down menu allows you to adjust the time value of the steps played in the arpeggio.

By selecting e.g. 1/16, each note in the arpeggio will be equal to a sixteenth note. In addition to straight steps, triplets note values are available from this drop-down menu.



**Swing:** At the minimum setting, all the events are aligned straight to the tempo grid. As the control's setting is increased, the events will have a greater swing groove. At high settings the swing will be very exaggerated.

## Bend chords

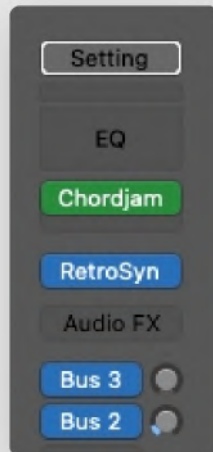
Chordjam version 1.5+ supports MPE (MIDI Polyphonic Expression), giving you capabilities to create more spontaneous, expressive chords and chord progressions.

 Click the Bend button to activate it.

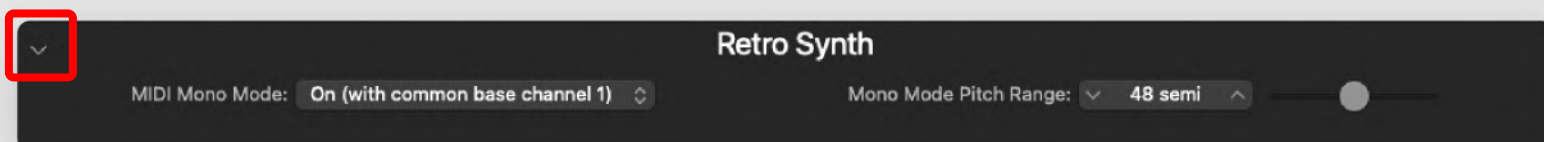
\*Please note that since the Bend feature uses MPE, it can be used only through DAWs that support MPE.

According to your DAW, you may need to activate or change your instrument's settings for use with Chordjam's MPE.

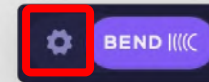
In the example below, we are using Logic Pro, where Chordjam is driving a plug-in that supports MIDI Mono Mode:

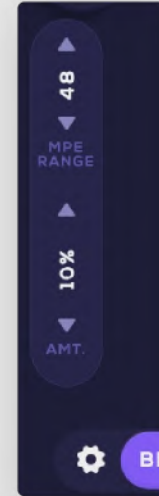


To view the extended parameters, click the disclosure arrow at the bottom left of the plug-in window. Choose On (with common base channel 1) from the MIDI Mono Mode pop-up menu:



The process is similar for other DAWs that use MPE.

 Click the gear icon next to Bend to expand its menu.

 Through this menu you can adjust the amount of Bend that will be applied to your chords and the pitch bend range of the MPE.

The higher the Bend's amount is, the slower the transition will be between the different chords.

By default, the Pitch Bend's range is set to of  $\pm 48$  semitones. It can be adjusted using the MPE Range slider and can be set from  $\pm 12$  to  $\pm 48$  semitones.

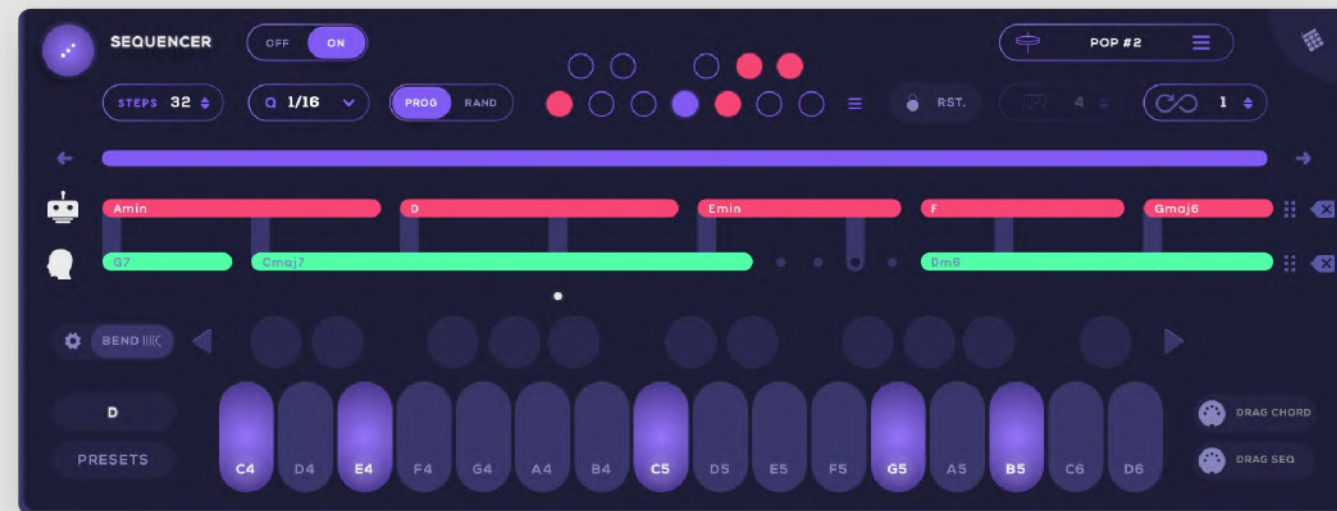
# Sequencer

Chordjam combines Sequences and Chords Creation with a modern approach, providing multiple options to generate chord progressions using both random procedures and controllable algorithms.

The Sequencer Section includes:


1. The Robot Sequencer, that generates Chord Progressions for you
2. and the User Sequencer, where you can manually add your own chords.

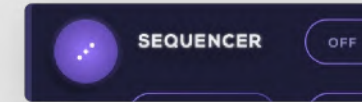
Both Sequencers run simultaneously, in sync with the DAW and can be combined to create unique and complex chord structures and evolving progressions.



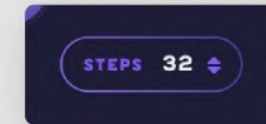
 Activate/deactivate sequencer

 Robot sequencer

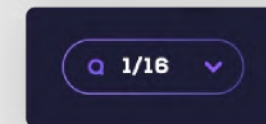
 User sequencer



Randomize sequencer: Click this button to generate a new progression for the Robot Sequencer.



Sequencer Steps: Adjust the amount of steps within the Sequencer. Patterns can be from 2 to 64 steps in length.




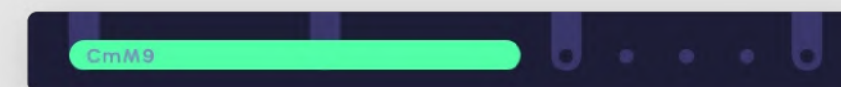
Quantize: The time signature.

## User Sequencer

The User Sequencer allows you to enter your own chords in the sequence manually. To enter a chord in the sequence, first press the chord that you want to enter on your MIDI keyboard.

Then click the sequencer step that you want your chord to be entered. See example below:

1. Press a key on the MIDI keyboard to create a chord.
2. Click a step on the User Sequencer to enter the last played chord. The chord will have 1 step length and will be displayed as the green dot here. 
3. Drag the green dot to the right or left to set your preferred length:



4. Press "Play" to hear the chord playing in the sequence.

## Editing the Sequencer

Click the "User" button on the left, to activate or deactivate the sequencer → 

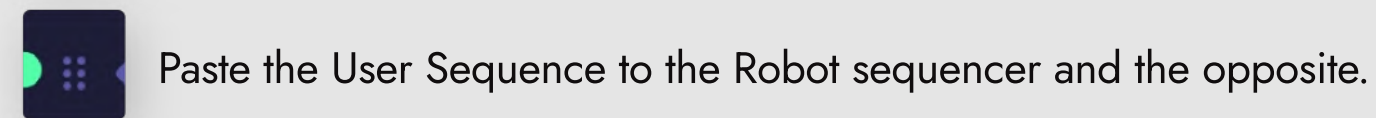
You can change the length of each chord by dragging one of its edges to the left or right, or move the chord to another position in the sequencer by dragging it.

To edit the Velocity, Voices or Timing for any of the already existing chords in your sequencer, just click the chord to select it and enter the Edit mode, as shown below. You can also change the actual chord by selecting it and pressing a key on the MIDI keyboard:

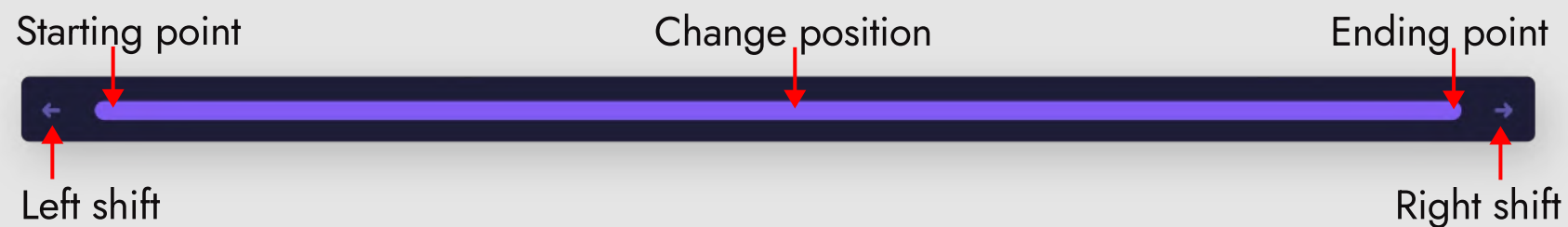


While a chord is highlighted, you are able to edit any parameters that apply to this chord. To stop editing the highlighted chord, click the chord in the sequencer to stop being highlighted.

Double click a chord to delete it.



You can also edit the sequencer's length by using the bar on top of the sequencer. Drag any of its edges to the left or right to increase or decrease the length, or drag the bar to change its position. Double click the bar to set it to maximum:



## Robot Sequencer

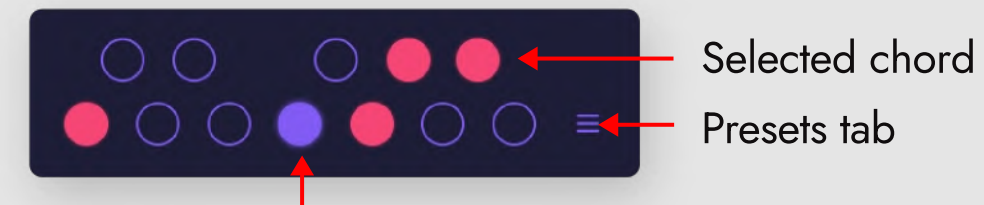
The Robot Sequencer generates random patterns for you, based on multiple parameters.

## Keyboard Diagram

The diagram below represents all the different keys on the keyboard and allows you to generate chord progressions. Each one of these keys is a different chord, that will be included in the newly generated pattern.

The keyboard diagram represents the scale notes in relative pitch. For example, by selecting the A minor scale, the "C" key in the keyboard diagram will represent the root note of the scale, which is "A" and so on.

You can include your preferred chords by clicking any of these keys to highlight them. If you want to audition any of these chords, click a key on your MIDI keyboard and you will see it glowing in this diagram.

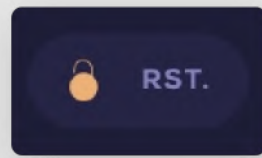


Currently Playing chord

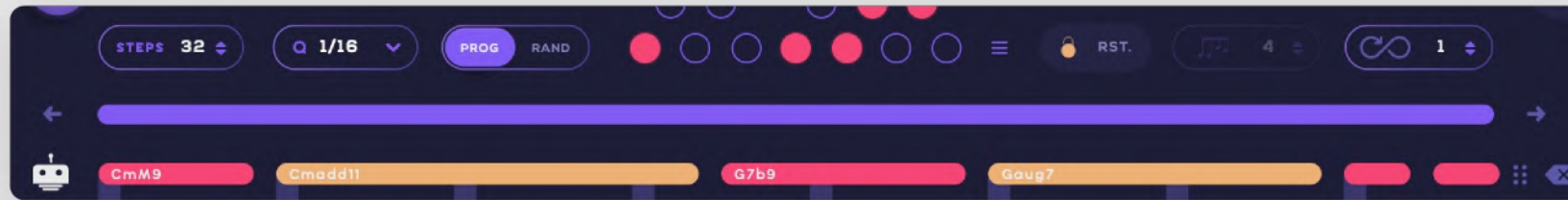
When you will have included your preferred chords, click the Randomization button for the sequencer and the new pattern will include the selected chords:







Click the lock button to lock individual chords.  
While it is enabled, you can select the chords of your choice in the Robot sequencer to be locked:

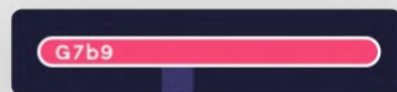


The locked chords (orange color) will not be randomized by clicking the randomization buttons.

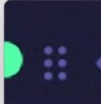
Click the Lock button to exit this mode. → 

Click "Rst." to reset your selection. → 

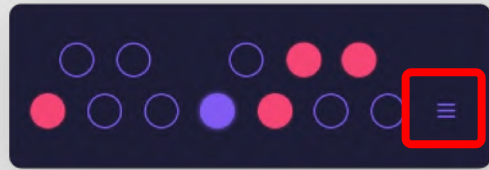
You can edit each chord individually by clicking the chord in the sequencer to highlight it and enter the Edit mode. By selecting a chord, you can edit the Voices, Velocity and Time, or change the actual chord by pressing a key on your MIDI keyboard. Click the highlighted chord to exit the Edit mode:



 Delete the whole sequence.

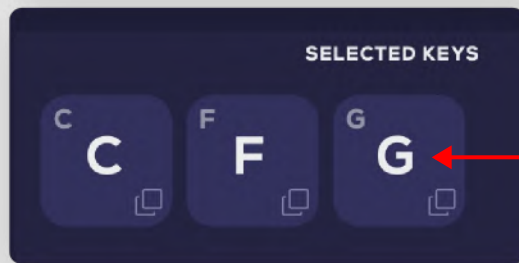
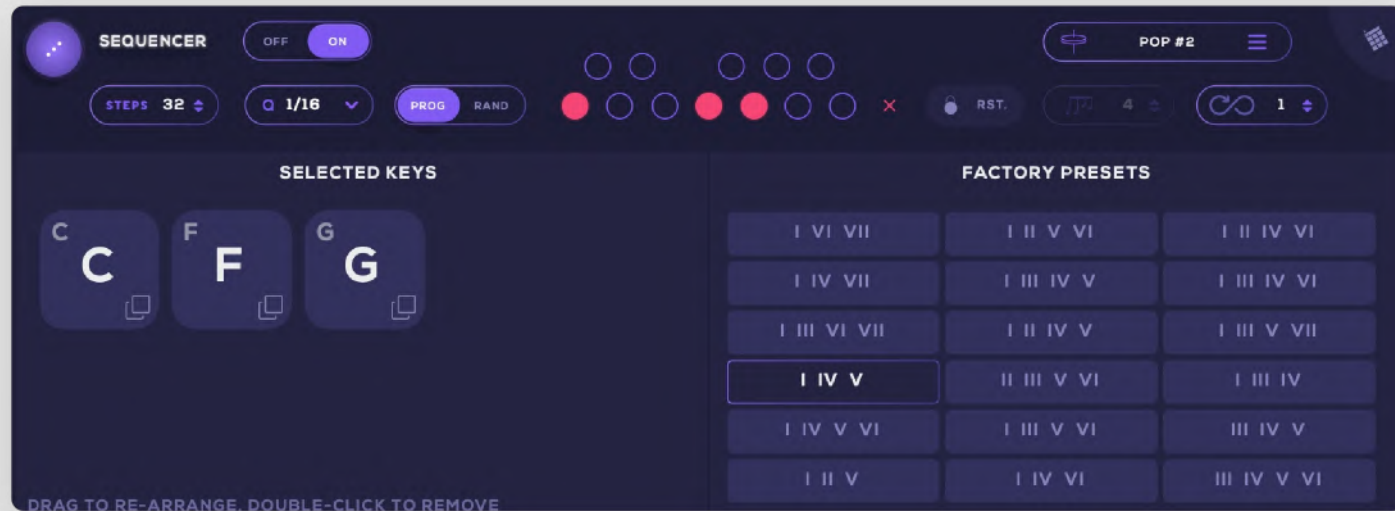
 Paste the User Sequence to the Robot sequencer and the opposite.

# Chord Progressions



Click to enter the chord progressions menu.

The menu below allows you to select, or edit a Chord Progression to be generated:



Selected keys to create chord progressions.



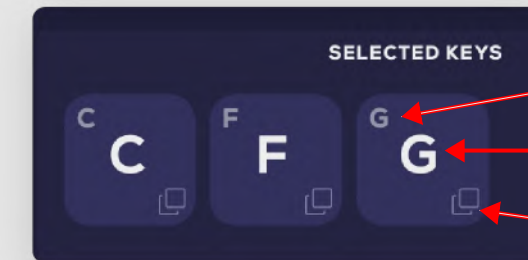
All built-in presets. Click a preset to load it.

By selecting a preset, the pattern in the Robot Sequencer will automatically include the selected chord progression in the sequence (C-F-G):



The "Selected Keys" area and the Keyboard diagram will also be automatically updated, including notes coming from the selected keys. You can also include or exclude a key, by activating or deactivating a key from the keyboard diagram.

By selecting another key for your scale, you will be able to see the absolute and relative notes for the selected keys. In the example below, we are using E minor:



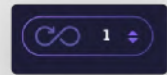
Absolute  
Relative  
Duplicate

The C-F-G keys in the center of each correspond to the selected keys on the keyboard diagram. The E-A-B keys at the top-left edge of each area, are the actual keys (chords) that Chordjam will play.

Drag a key to the right or left to change its position. Double-click a key to remove it, or simply deactivate it from the keyboard diagram. Both of these functions will update the Robot Sequencer automatically with the new chord progression.

## Infinity Mode

While enabled, the infinity mode takes full control of the Robot Sequencer and generates a completely new pattern each time a new pattern starts (loop) so you can just sit back and have it perform for you.

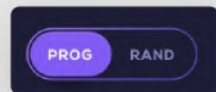


You can also select how many times the pattern shall remain the same until it re-generates a new one.

For example: if X 2 is set, then each pattern shall play two (2) times, until the mode re-generates a new pattern and so on..

Use the right and left arrow buttons to increase or decrease the Infinity Mode number, or scroll up or down (drag) the Infinity Mode number to make faster changes.

## Progression and Random Mode

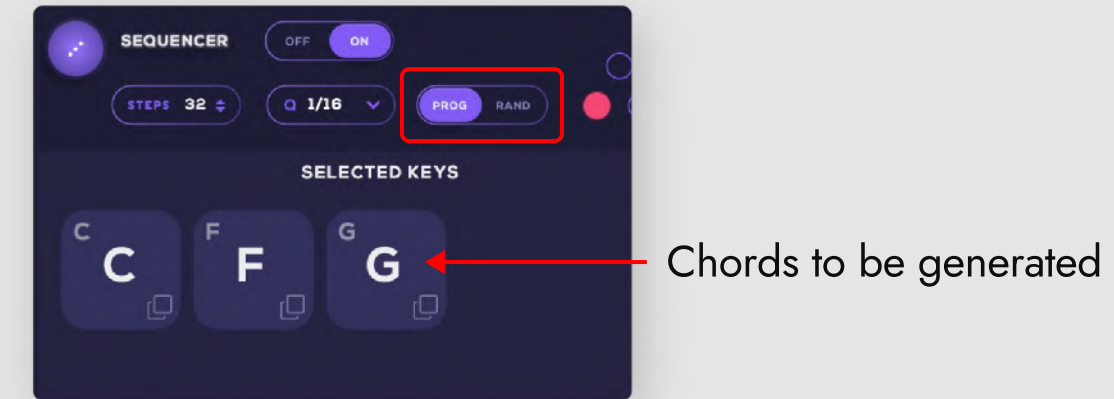


Select between two modes: the "Progression" mode and the "Random" mode.

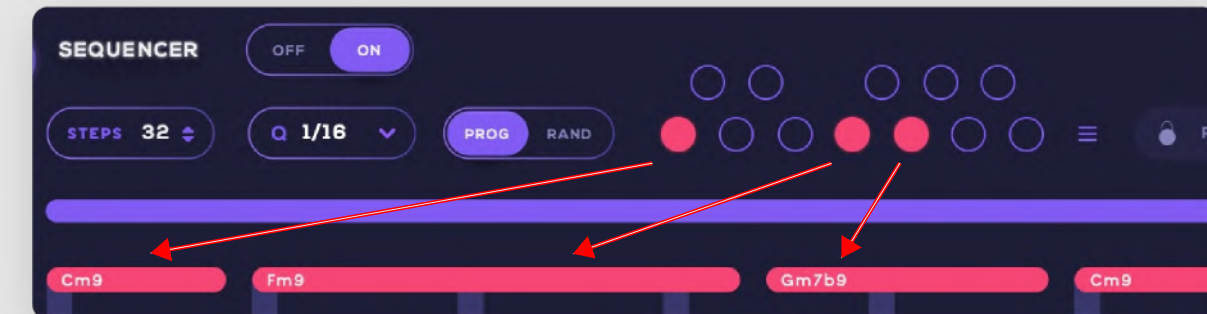
**Progression** allows you to specify the order of the notes (chords) that will be generated in the Robot Sequencer. Their order will be defined by the "Selected keys" area.

**Random** allows you to generate progressions by selecting keys through the Keyboard diagram, but the chords in the patterns that will be generated will always be in random order.

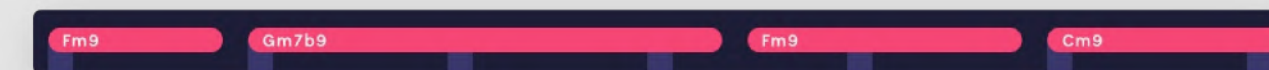
In this example, we set this toggle to "Progression" and in the "Selected keys" area, we have selected C-F-G:



By clicking the "Sequencer Randomization" button, the Robot Sequencer will generate the pattern C-F-G:



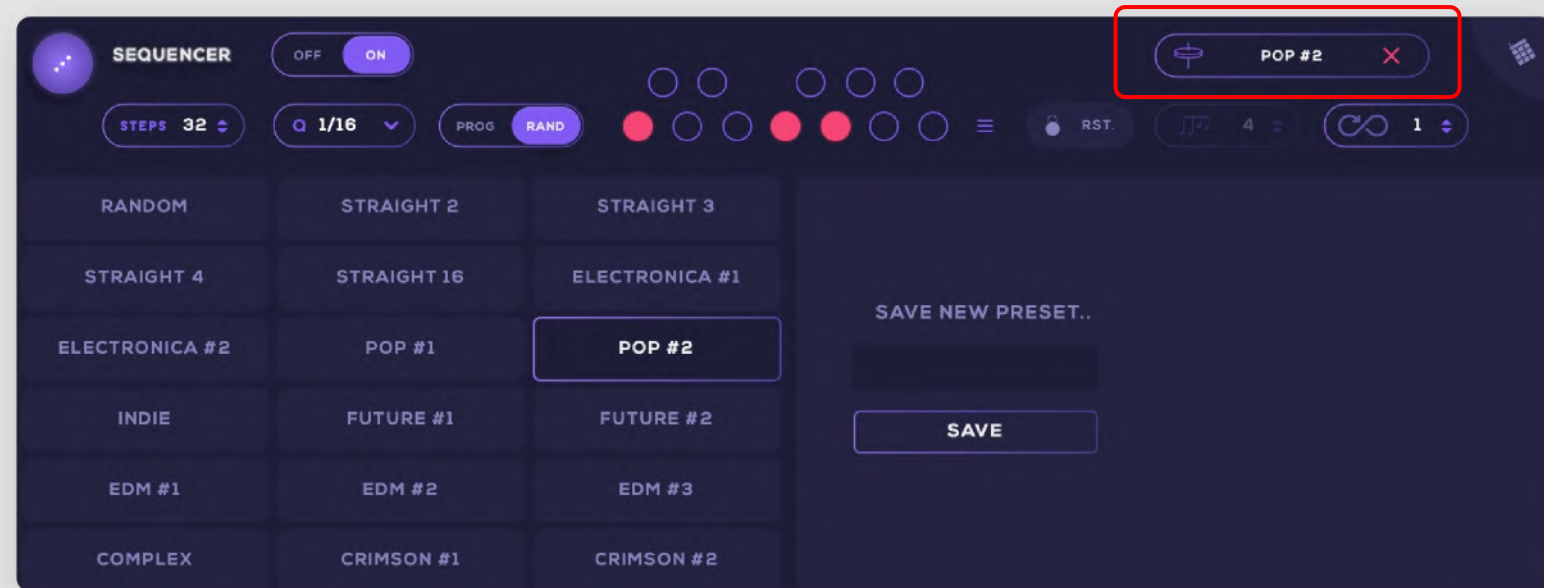
By setting the toggle to "Random" mode, the patterns that will be generated in the Robot Sequencer will include the selected keys (C-F-G), but their positions in the sequence will be random and will differ every time the sequencer will be randomized:

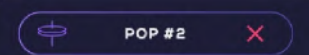


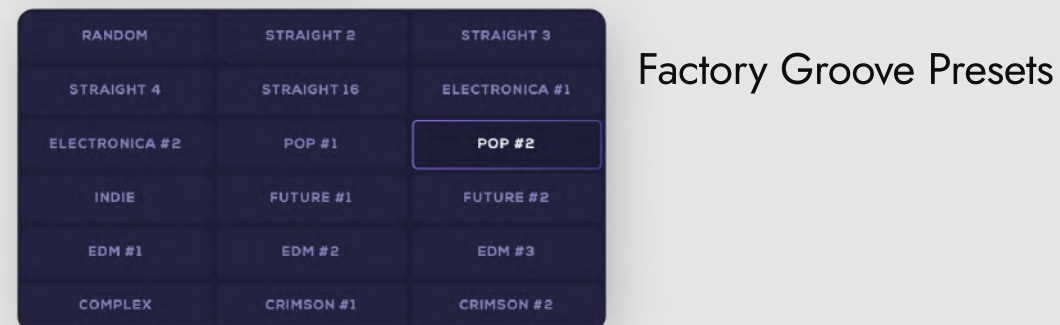


# Groove

The second parameter that is going to randomize the pattern with, is the Groove and is accessed by the menu below:



 Groove Presets Menu:  
Use this button to access or exit the Groove Presets Menu.

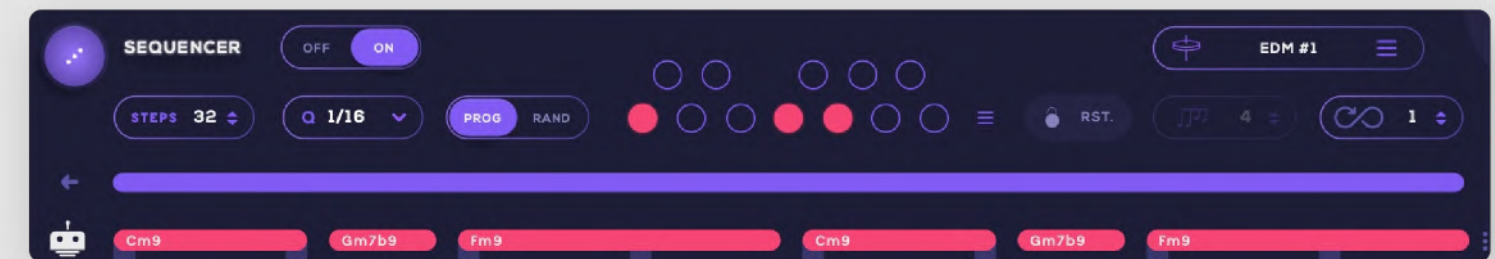


This area here include all user presets:

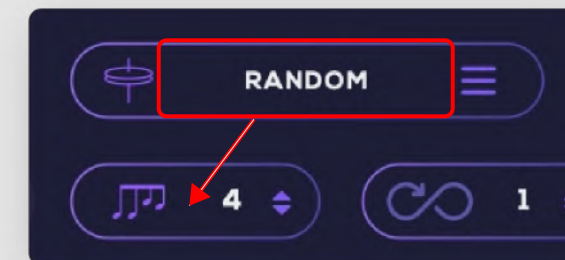


By selecting a preset, the pattern has automatically been generated in the Robot Sequencer.

This is the pattern coming from the selected Groove "EDM #1" and the chords coming from within the Keyboard diagram:



You can also generate random Grooves by selecting the "Random" preset in this area. By selecting this preset, you will also be able to adjust the number of chords that will be generated for your sequence using the "Number of notes" slider in the main page:





## Pads

Chordjam includes 16 assignable pads where you can assign Chords or Arps individually, and then trigger them via a MIDI Controller.

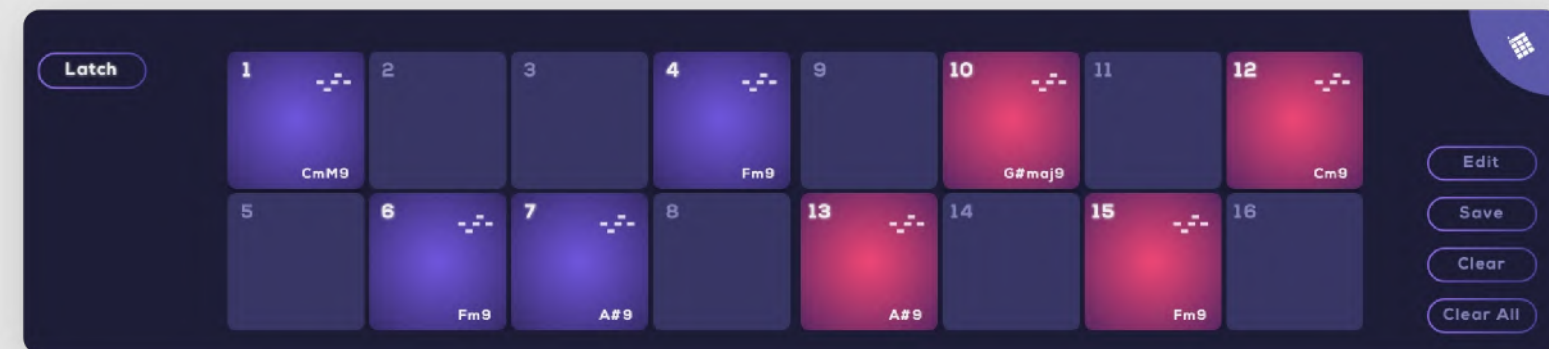
You can assign them to a MIDI Controller through the Settings tab -> MIDI CC Mappings -> Trigger Pad #1 - #16.


From Chordjam 1.1.0, you are able to trigger the saved pads using your MIDI keyboard.


You can assign them to any key by enabling the "Key" option for Trigger Pad #1 - #16 through the Settings tab and choosing your preferred note number.



In order to assign a Chord or Arp to a Pad, hit the key on your MIDI keyboard with the chord you would like to assign and then press the pad.

The Chord is now assigned to that pad and the pad will be highlighted.



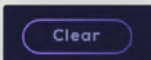
 Enter the pads tab.

 The name of the assigned Chord or Pad will be included in the bottom-right edge of the Pad. At the top-right edge, you will be able to see the type of content that is stored in the pad (Chord or Arp).

 Chord icon  Arp icon

 Edit the saved Pads

 Save a preset

 Clear one or more pads: To remove a chord or Arp from a Pad, click the "Clear" button and then hit the pad you want to clear. Once you finish clearing the pads, click the "Clear" button again to toggle that off.

 Clear all pads

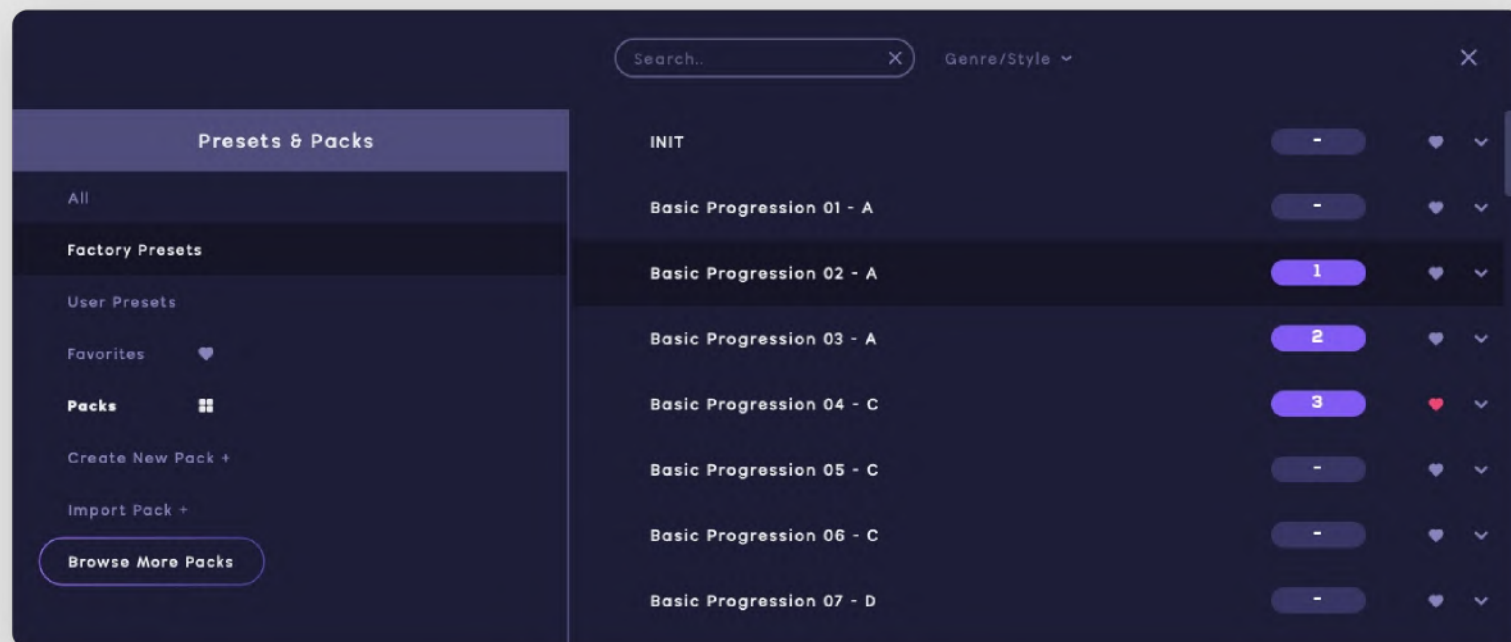
## Presets & Packs

Click the Load:  button, or the currently loaded Preset name (Cinematic 5 - C in this example) to enter the Presets Manager:



## Presets

Your Presets are organized in folders (left column). The selected folder's content will be displayed in the right column.




**All:** Includes all Presets

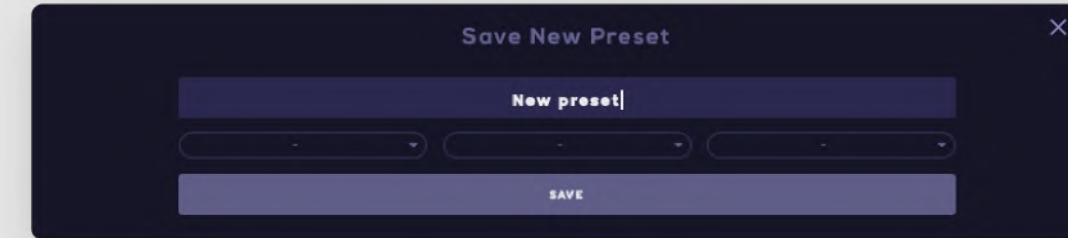
**Factory Presets:** Chordjam comes with a wide collection of built in Presets. All factory presets will be stored in this folder.

**User Presets:** All user presets will be stored in this folder.

**Favorites:** Your "favorite" Presets will be stored there.

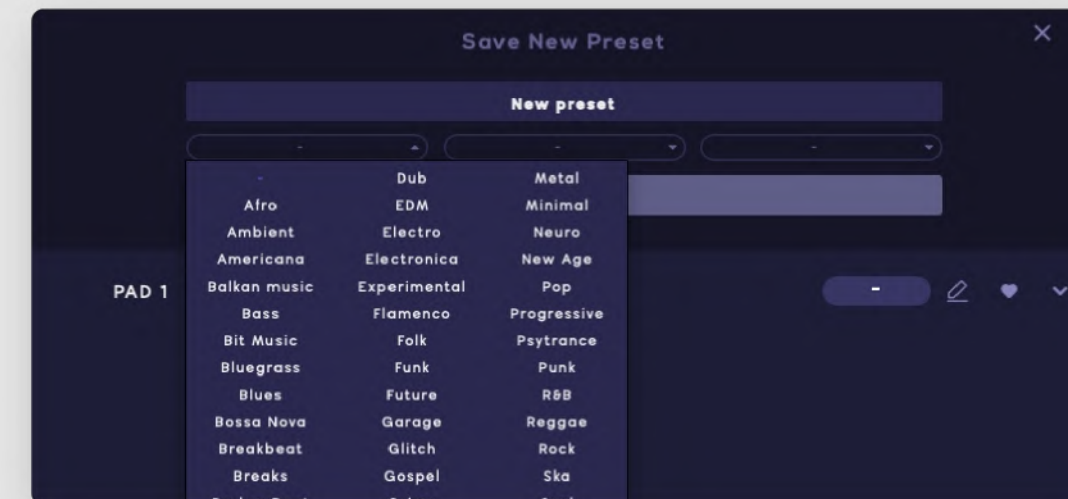
## Saving a preset

Click the Save:  button.  
Enter a name for your preset and click Save:



You can also use Chordjam's tagging system to give one or more music genres to your preset. It is useful to easily access them when you have a large volume of saved presets and packs.

Chordjam provides the option to use up to three tags for each Preset. Click the drop-down menus under the preset's name field to select your tags. Tags can also be edited later.

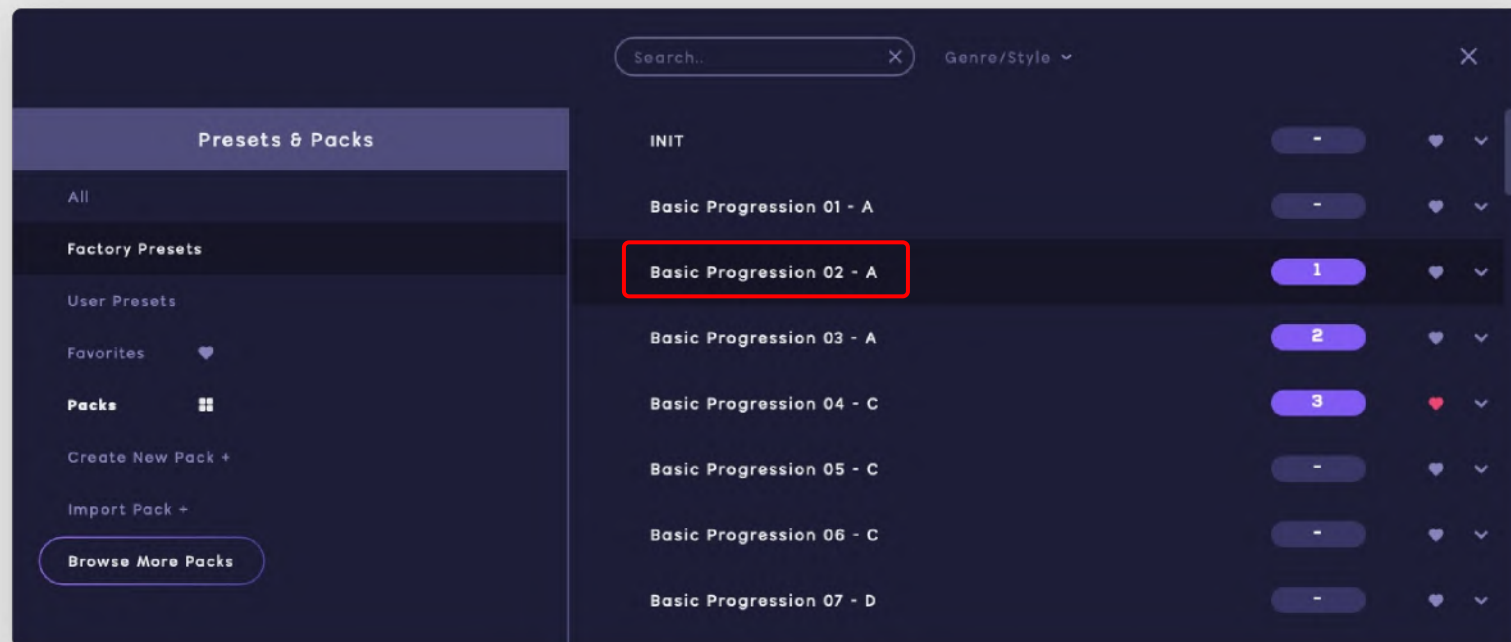


## Loading a preset

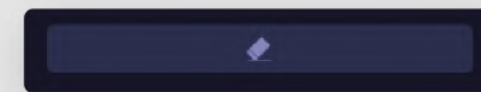
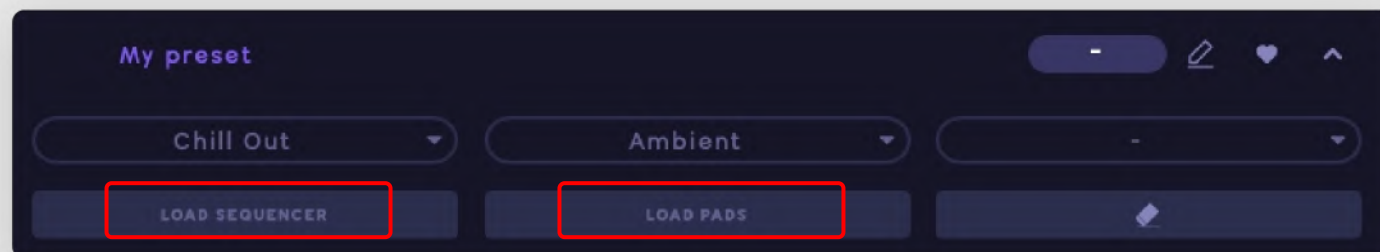
Click the Load:  button, or the currently loaded Preset name (Cinematic 5 - C in this example) to enter the Presets Manager:



Double-click your preferred preset from the middle column to load it.



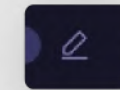
You can also expand the preset's drop-down menu to load only the Sequencer or the Pads included in your preset:



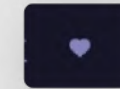
Delete user preset.  
Factory presets can not be edited.



Assign preset to a Quick-load slot.



Rename preset.



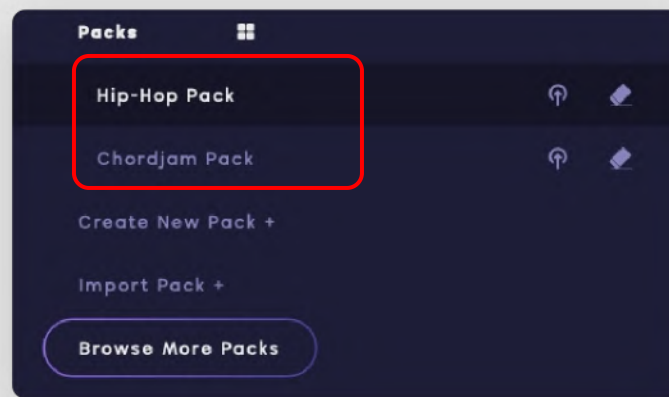
Mark as Favorite.

## Chordjam Packs

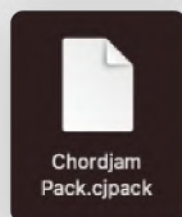
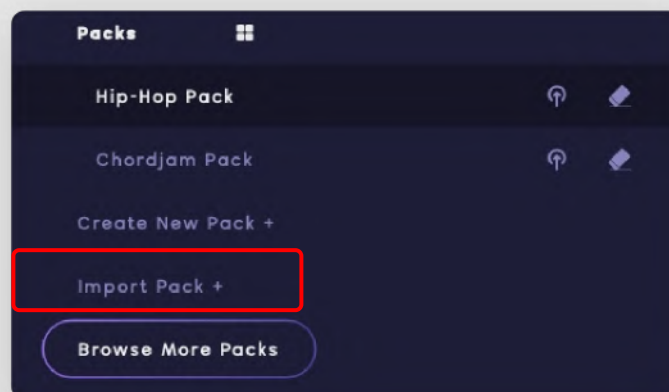
You can create your own pack, using your Author name, description and custom Artwork. Packs can be easily exported to be used by any device: Mac, PC or iPad.

The Chordjam Packs can also be used for the preset's neat categorization.

The names of your Packs will be visible under the "Packs" area in the Presets & Packs Manager:



To import a Pack, click the 'Import Pack +' below:




Locate and select the Chordjam Pack (.cjpack) you want to import from your Computer Folder and click Open/Import.

Done! The pack will be listed in the Packs area.

 Export Pack

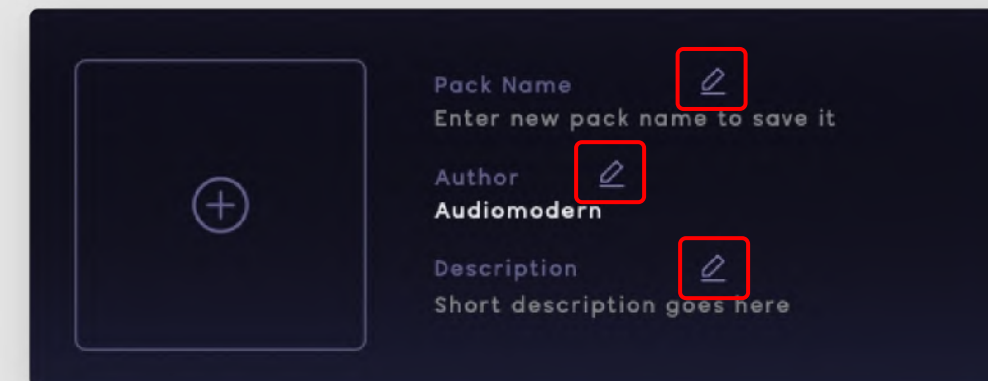
 Delete Pack

## Creating a custom Pack

 Create New Pack +

Click "Create New Pack+" to start creating your pack.

Use this area to create your own pack with its own name, artwork, description and your author name:



Click  to edit the Pack Name, Author and Description.

Click  to load an artwork to be used for your pack.



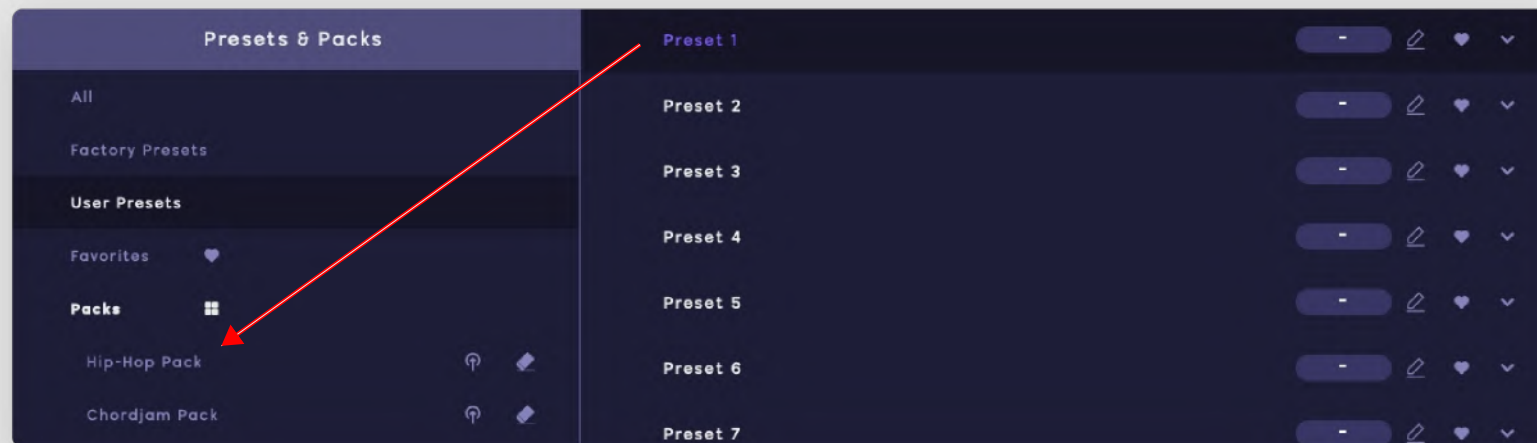
## Adding Presets to your Packs

All your custom Presets are visible through the "User Presets" folder.

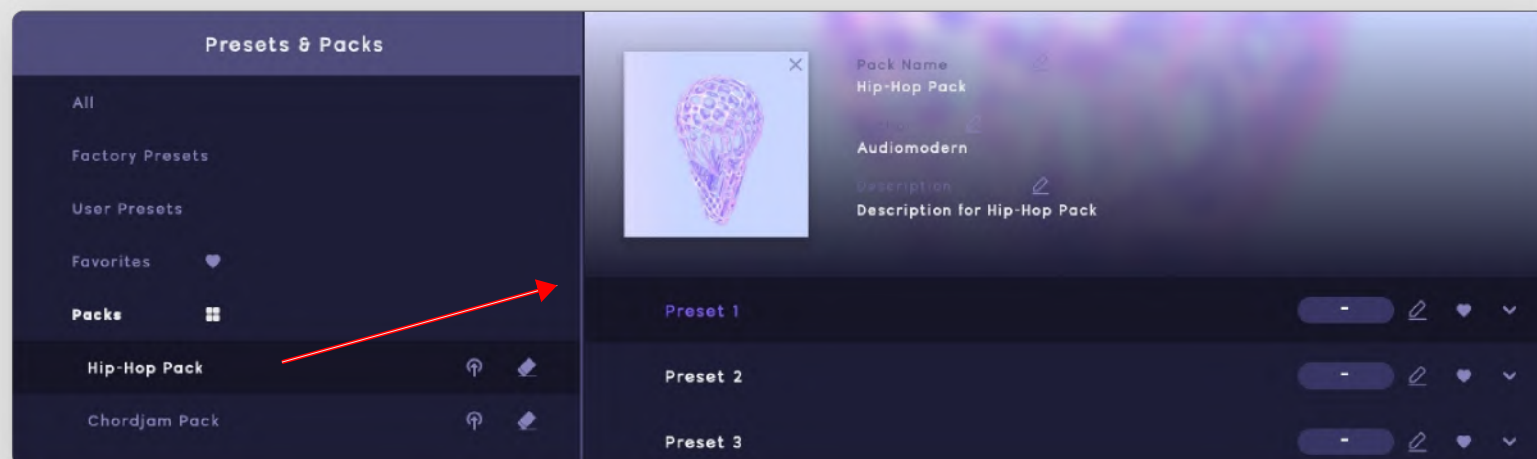
To add your Presets to your Pack, simply Drag your Presets from the right column and drop them to your Pack's name (left column).

Click and hold "Shift" to select multiple Presets to be imported to your Pack.

**\*For iOS users:** Tap and hold to drag'n'drop a preset to your pack.




Click the name of your Pack to view its presets:



# Settings

The Settings are accessed by the gear icon button at the top-right hand corner of the screen. The Settings tab includes all the different MIDI Settings.



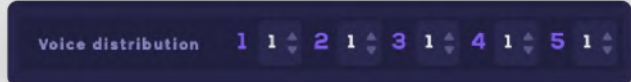
Through the MIDI CC Channel tab, you can select any channel you want, or set it to OMNI, which is the default.

Use the drop-down menus below to assign individual External MIDI Output for each section:




Robot sequencer  
User sequencer  
Keyboard  
Pads

Adjust the Settings below to distribute each voice separately to any channel in your DAW:




In the MIDI CC Mappings section, every parameter within Chordjam is available to be mapped. You can chose the parameter that you wish to be mapped to and click on the "assigning button to the right to select the MIDI CC control you want.



Reset Clear Remove all adjustments  
Default settings  
MIDI CC  
Parameter to be mapped

Click the "Reset button" to go back to the default settings. Click the "Clear" button to remove all adjustments.

Through the MIDI CC Mappings, you can enable the "Key" toggle button for "Load Preset 1 - 16" and "Trigger Pad #1 - 16" to Trigger Pads & Presets from your MIDI Keyboard. Click the note names drop-down menu to adjust them to you preferred keys:



Enable the "Key" option to trigger presets and pads with keyboard  
Select key to trigger your saved presets or pads.

Velocity mode: While enabled, the chords played by keyboard will respond to how firmly or softly you play the key:



The Stand Alone version, comes with a built-in sound. You can activate or deactivate the built-in sound, using the button below:



# Routing

## Live

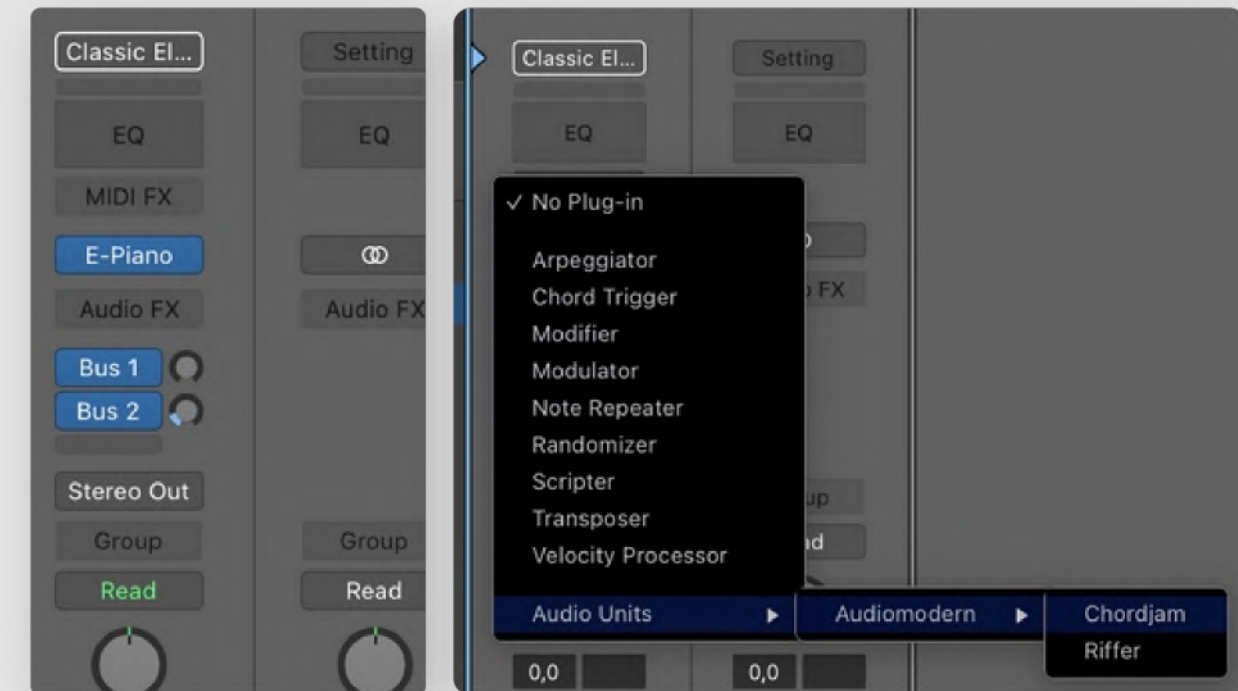
1. Click the 'I-O' button to show the inputs and outputs.
2. Create a MIDI track and load Chordjam on it.
3. Load any of your favorite Soft synths onto another MIDI track, set the MIDI track's input to the Chordjam plugin and hit play.
4. The new MIDI track is triggered by the Chordjam MIDI.



Activate the "Input" of the Chordjam channel to be able to trigger Chordjam using your MIDI keyboard.

## Logic

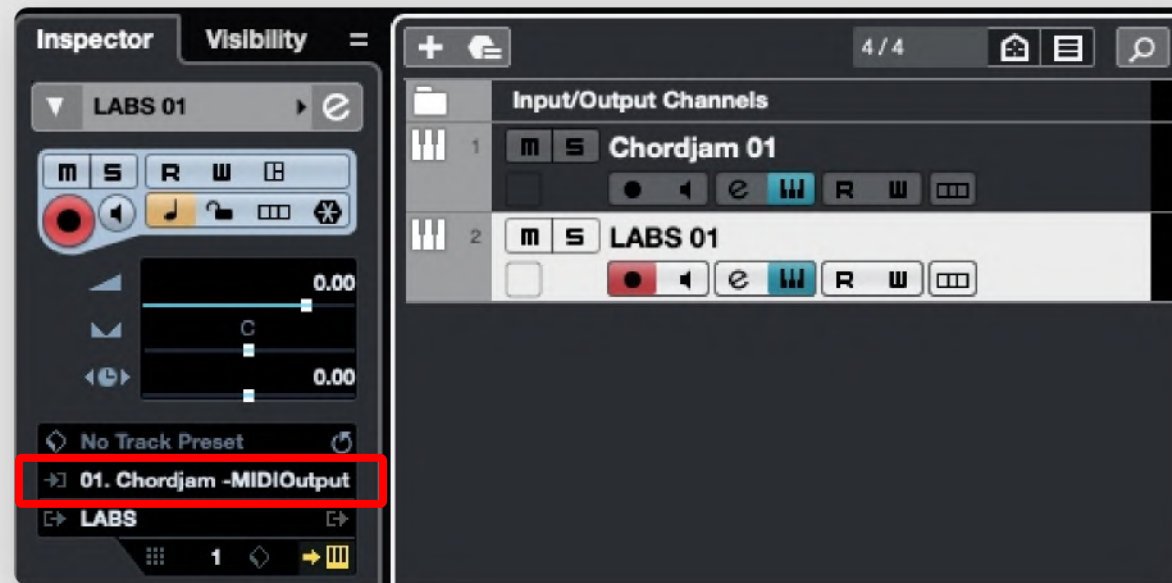
Load Chordjam in any instrument track through the MIDI fx slot.



In some devices, Logic requires a single MIDI message to be sent to Chordjam, in order to recognize and activate Chordjam's built-in keyboard. When you will have loaded Chordjam, press "Play" in your DAW, or send any other MIDI message, to activate Chordjam's built-in keyboard.

## Cubase

Create two instrument tracks. Load Chordjam in the first track and use the second track to load another software:



Set the MIDI Input of the software as Chordjam MIDI Out.

## Pro Tools

1. Create two Instrument tracks.
2. Load Chordjam on the first one and the synth/ sampler of your choice on the other.
3. Route the output of the Chordjam track to the input of the Synth/ Sampler track.
4. Arm both tracks. You need to hold down the shift key to arm them both at the same time.
5. Record on both tracks. Chordjam will write the midi notes of the chords into the Synth/ Sampler track as you play.

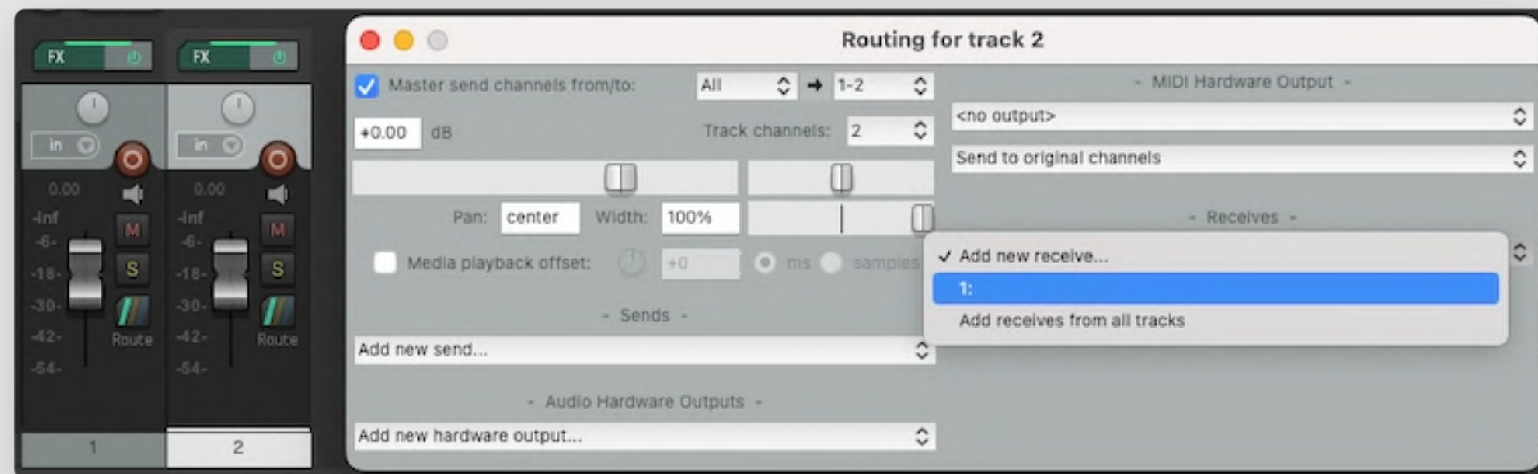




## Reaper

Create two instrument tracks, the first with Chordjam, and the second with any of your synths/sampler.

In the routing settings of your software, choose 'Chordjam' as MIDI Input source:



## Bitwig

Create an instrument track with Chordjam, and load any of your Synths/Sampler in the same track:



