

HY-SeqCollection2



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Registration

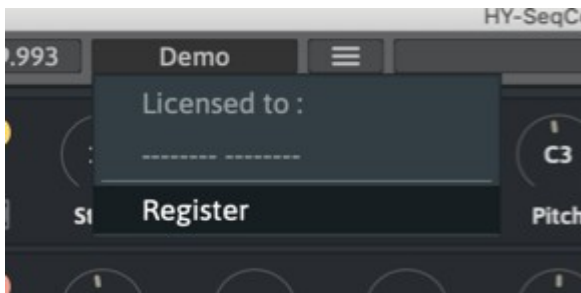
There are 2 ways to register the HY-SeqCollection2 plugin.

1, Drag and drop

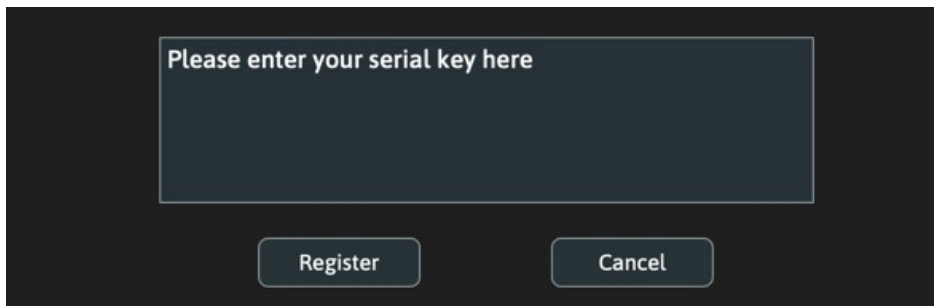
Drag and drop your **keyfile** onto the plugin window directly.

2, Copy&Paste

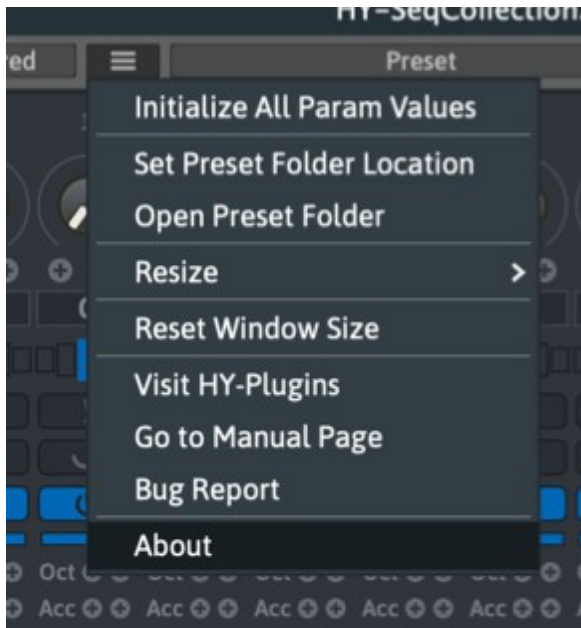
1. Open your **keyfile** with a text editor and copy all strings
2. Click "**Demo**" button > select "**Register**" > paste it > press "**Register**"



Once the plugin is registered, the "**Demo**" text will be replaced with "**Registered**".



Plugin Menu



Initialize All Param Values: Initializes all parameter values

Set Preset Folder:

If you want to change the plugin preset folder location, you need to set a new location with this function

Open Preset Folder: Opens the preset folder

Use Corner Resizer: Turn on/off the corner resizer

Resize: You can resize the plugin window with this menu instead of using the corner resizer

Reset Window Size: Resets the window size

Visit HY-Plugins: Jumps to the HY Plugins homepage

Go to Manual Page : Jumps to the manual page

Preset



You can load a stored preset file by clicking the preset button or by clicking the arrow buttons using your mouse.

Save: Overwrites the current loaded preset file

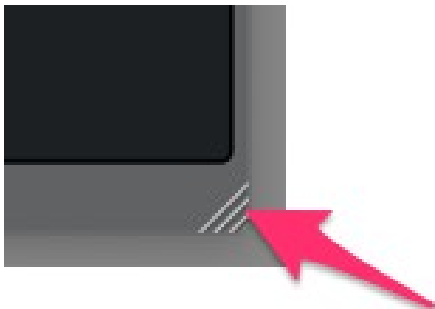
Save as: Save the current settings as a new preset

Default Preset Folder Location:

Mac : *Library/Audio/Presets/HY-Plugins/HY-SeqCollection2*

Win : *C:\Users\user name\Documents\HY-Plugins\HY-SeqCollection2*

Resizing Plugin Window



You can change the plugin size with this corner resizer.

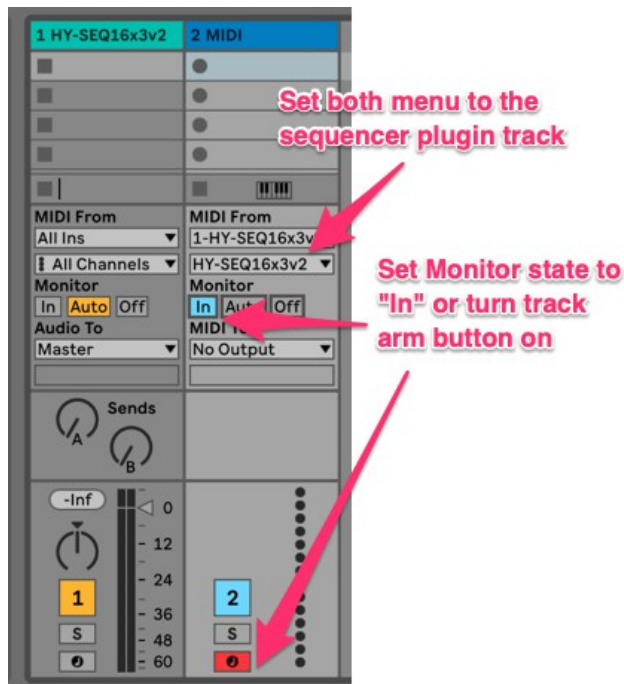
Sequencer Setup

AU version is only for Logic user.

So if you use other hosts, please use VST version.

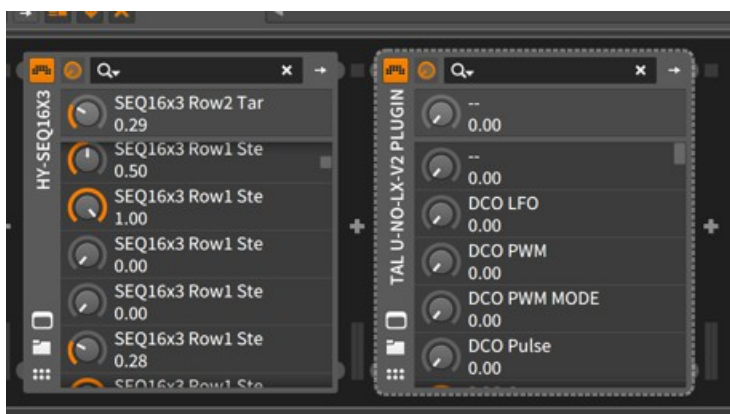
*Propellerhead Reason doesn't support VST MIDI out. So you can't use this one in it.

Ableton Live



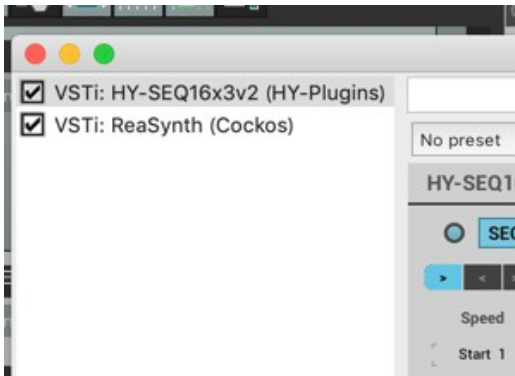
1. Load the HY Sequencer plugin
2. Create a new midi track and load the target instrument
3. Set both "**Midi From**" menus on the target track to the sequencer plugin
4. Set the "**Monitor**" state of the target track to "**In**" and arm the record button.

Bitwig Studio



1. Load the Hy Sequencer as an instrument
2. Load the target instrument plugin after it in the chain

Reaper



1. Load the HY Sequencer plugin as an instrument
2. Insert the target instrument after it in the chain

Studio One



1. Add an instrument track and load the HY Sequencer
2. Add another instrument track and load the target instrument
3. Open the target plugin's editor panel and set it to mirror the settings in the above image

Tracktion



1. Load the HY Sequencer plugin
2. Insert the target instrument plugin after it in the chain

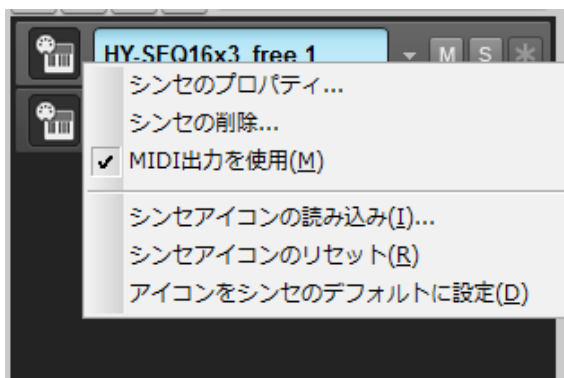
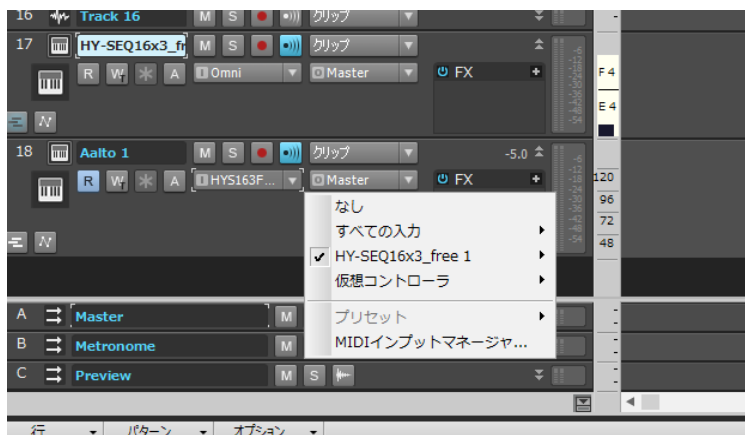
Cubase



1. Add an instrument track and load the plugin
2. Add another instrument track and load the target plugin
3. Set the midi input menu of the target plugin to the HY Sequencer output
4. Turn on **monitor button** or **speaker button**

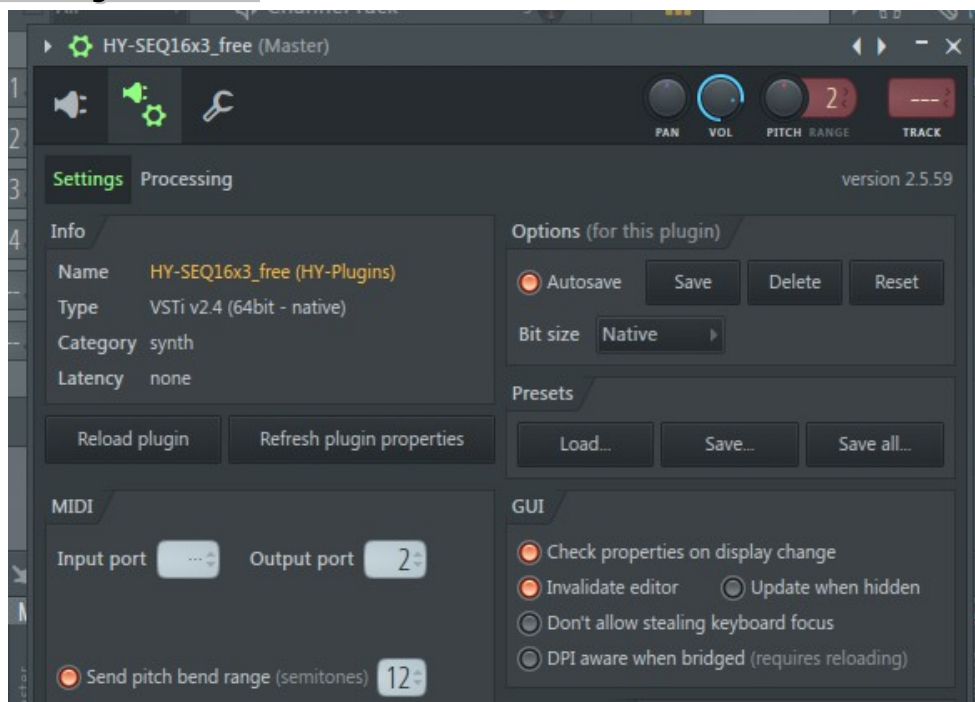
*If you use **Asio-Guard**, and its level is high, please lower the level to normal or lower.

Sonar



1. Add an instrument track and load the HY Sequencer plugin
2. Check **"Enable Midi Output"** option
3. Add another instrument track and load the target plugin
4. Set the midi input menu of the target plugin track to the HY Sequencer output

Fruity Studio



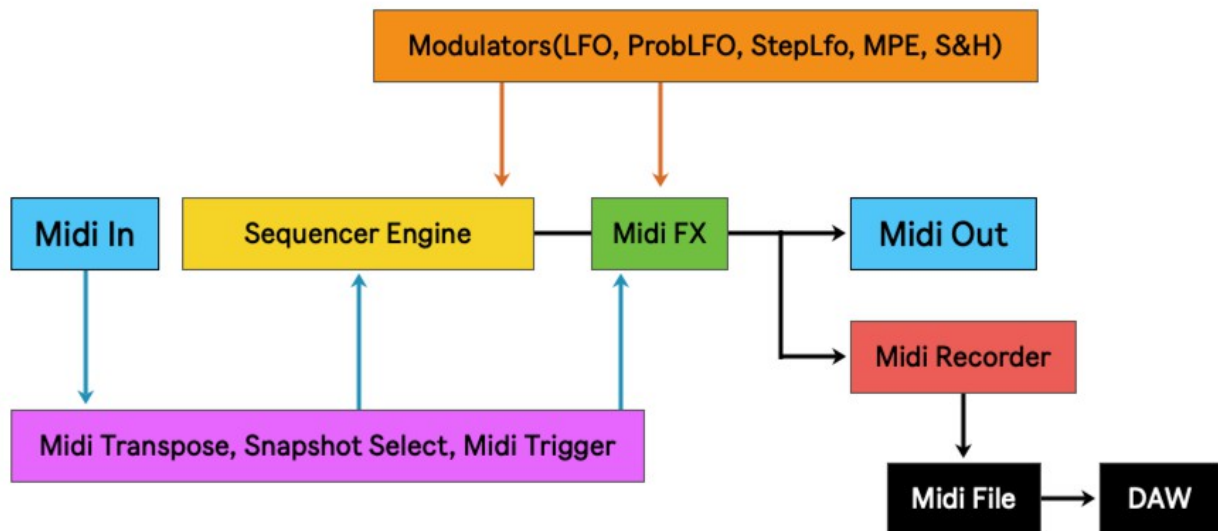
1. Load the HY Sequencer plugin as an instrument
2. Load a target instrument
3. Set **Midi Output Port** of the HY Sequencer plugin and **MIDI Input Port** of the target plugin to the **same number**

Logic Pro



- 1, Load the HY Sequencer plugin as a Midi FX

Signal Flow

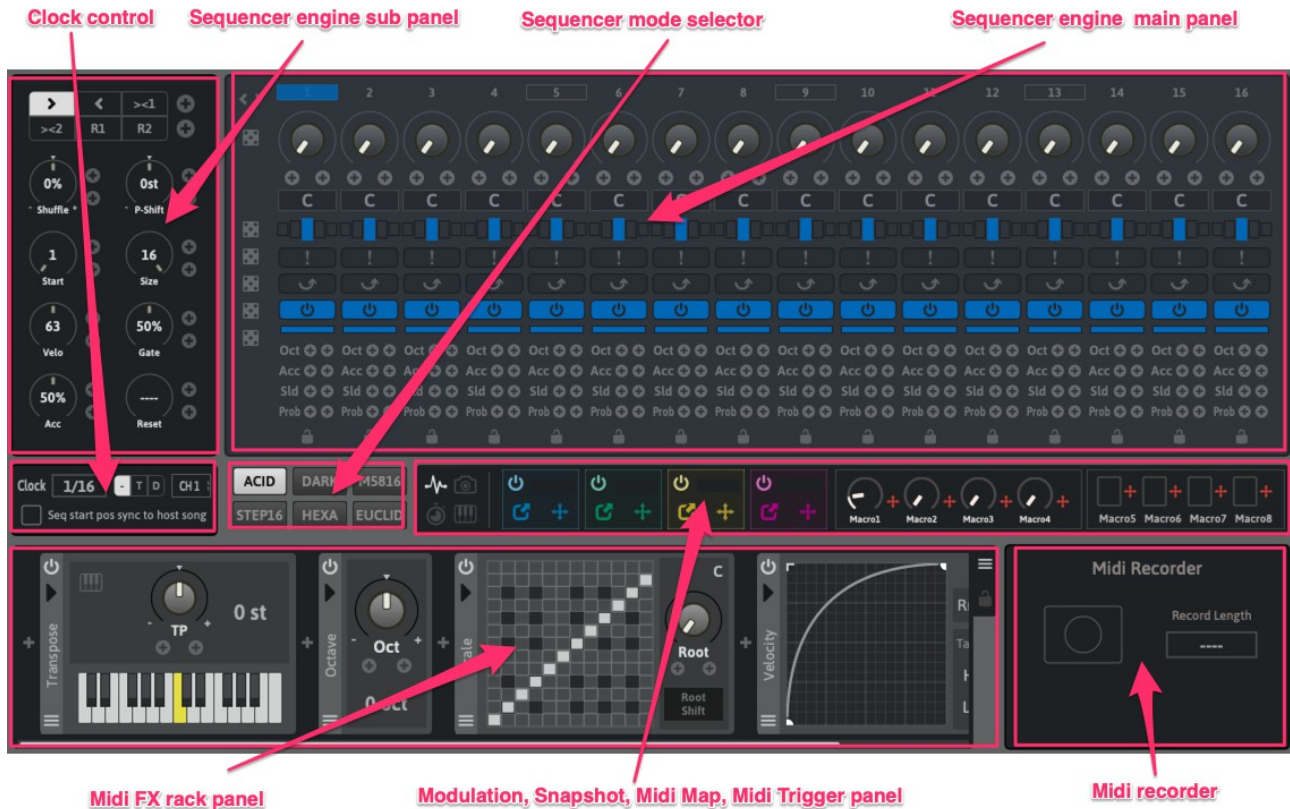


There are 6 sequencer engines available. (Acid, Dark, M5816, Step16, Hexa, Euclid).

There are also 4 modulation signal generators and 8 macro controls available.

You can also create a midi file by using Midi recorder and drag and drop it to your host instrument/midi track. This is useful for quickly generating patterns for multiple instruments including native instrument plugins who do not easily connect to third party plugins but do accept midi note information.

Plugin Window Overview



Clock Control:

You can control the sequencer's running speed here.

Sequencer Mode Selector:

You can change the sequencer type here. (Acid, Dark, M5816, Step16, Hexa, Euclid).

Sequencer Engine Sub Panel:

You can control the shuffle amount, pitch shift, start step, step size, velocity, gate factor here.

Sequencer Engine Main Panel:

You can control the sequencer engine's step note values and other parameters here.

Midi FX Rack Panel:

You can add/delete midi FX units and control them in this area.

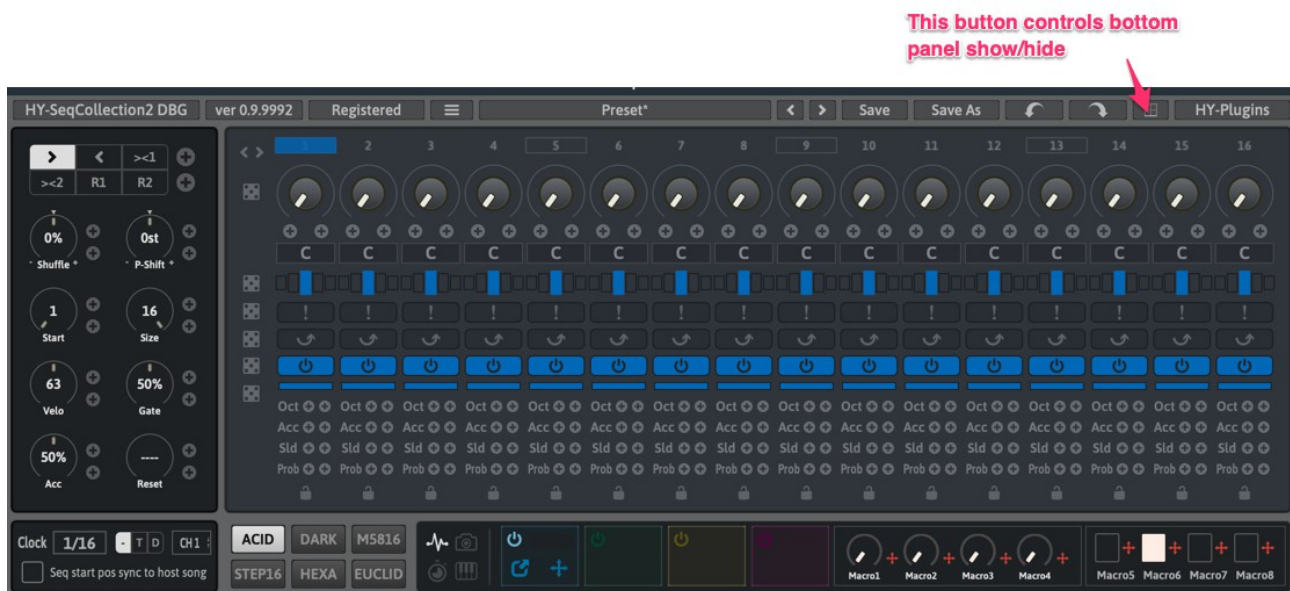
Modulation, Snapshot, Midi Map and Midi Trigger Panel:

You can adjust the modulation generator settings, snapshot selection, midi triggers and midi mapping in this area of the plugin.

Midi Recorder:

You can record the sequencer engine's output and create a midi file here.

You can then drag and drop this file to your host sequencer's (DAW) instrument's midi track.

Bottom panel show/hide

You can control bottom panel show/hide with the bottom panel button on/off.

Sequencer Engines

Changing one of step parameter value changes all values



When one of step parameter value is changed with holding down the shift key, all other step values will be changed according to it.

Currently this behavior is available for step octave, step velocity and step gate in M5816 seq and Step16 seq.

Acid Seq



This sequencer mode is inspired by Roland TB-303 sequencer.

Each step has accent and slur/tie buttons for emulating the acid bass sequencer.

Sub Panel Parameters:

- Directions: Sequencer running directions. Please see below for more details.
- Shuffle: Shuffle amount +/- 100%
- P-Shift: Shift the sequencer's output pitch values
- Start: Sets the sequencer's starting step
- Size: Sets the length of the sequencer from the starting step point.
- Velo: Output velocity level
- Gate: Gate time factor 0~100%
- Acc: Accent level
- Reset: Sets the sequencer's reset count. After this count, the sequencer will restart from the starting step.

Running directions

- >: Runs forward direction
- <: Runs backward direction
- ><1: Like this: 1 > 2 > 3 > 4 > 3 > 2 > 1 > 2...
- ><2: Like this: 1 > 2 > 3 > 4 > 4 > 3 > 2 > 1 > 1 > 2...
- R1: Random1: The sequencer is completely randomized*
- R2: Random2: In this mode step order is randomized*

*In R1, the sequencer may run like this, 5 > 3 > 5 > 2 > 1 > 10 > 10....

As you see, the same steps are sometimes triggered more than once.

In R2, the sequencer runs like this, 5 > 12 > 7 > 1 > 9 > 4 > 11....

Since the step order is shuffled, each step will be triggered only once for each clock cycle.

Main Panel Parameters:



If the step lock is active, that step will ignore randomized actions.

You can randomize the step parameter values by left-clicking the dice buttons.

And you can initialize the step parameter values by right-clicking the dice buttons.

Dark Seq



This sequencer mode is inspired by the Doepfer Dark Time sequencer.

Sub Panel Parameters:

- Directions: Sequencer running directions. Please see below for more details.
- Octave: You can set different octave values for both the upper and lower rows.
- Shuffle: Shuffle amount +/- 100%
- Velo: Output velocity level
- Gate: Gate time factor 0~100%
- Knob Range: Sets the octave range of all the steps pitch (1~5 octave)
- Reset: Sets the sequencer's reset count. After this count, the sequencer will restart from the starting step.

Running directions

- >: Runs forward direction
- <: Runs backward direction
- R: Runs randomly

Main Panel Parameters:



Step button1:

- On: Step will be triggered
- Off: Step will not be triggered
- Skip: Step will be skipped

Step button2:

- Cont (Continue): Sequencer runs normally
- Jump: Please see below for the details
- Stop: Sequencer will stop on this step

Step Jump Behavior:

One Jump

If there is only one jump:



Jump step will reset the sequencer clock.

Therefore after step 6 plays, the sequencer will restart from the first step.

You can use this behavior for defining step size.

Two Jumps



Now there are two jumps (step6 and 13).

In this case, the sequencer will run between 6 and 13.

Therefore, you can use this behavior for defining the starting and ending point of a sequence.

More than two Jumps



When there are more than two jump steps in a sequence, only both ends of jump step will become effective.

So in the above case, the sequencer will run between step 2 and 15 with the other jump steps (step 6 and 13) acting like they were set as a “**Cont**” step.

M5816 Seq



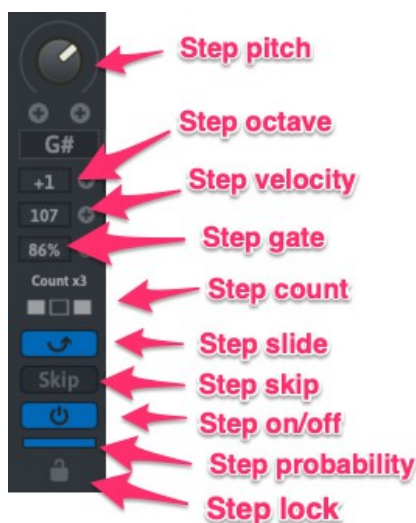
This sequencer mode is inspired by M185 mk2 sequencer by Ryktnk.

Each step can be repeated or divided by values of 2-4.

Sub Panel Parameters:

- Directions: Sequencer running directions. Please see below for more details.
- Shuffle: Shuffle amount +/- 100%
- P-Shift: Shift the sequencer output pitch values
- Start: Sets the sequencer's starting step
- Size: Sets the running step size
- Velo: Output velocity level
- Gate: Gate time factor 0~100%
- Reset: Sets the sequencer's reset count. After this count, the sequencer will restart from the starting step.

Main Panel Parameters:



There is a Global/Step button below the Velo/Gate knob on the sub-panel.

When the "step" is selected, you can set the velocity/gate values for each step.

Please see the next page for the step count details.

Step Count



When pressing the step count section for each step, a popup window will appear.

You can then define the step count behavior here.

If you set a step count to x1, x2, x3, x4, that step will be repeated by that count number.

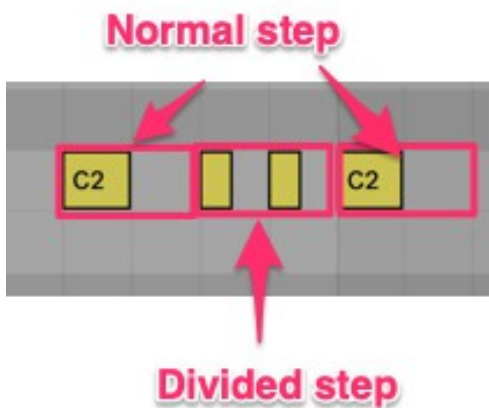
On the other hand, when you set a step count to /2, /3, /4, that step will be divided by that factor.

For example:



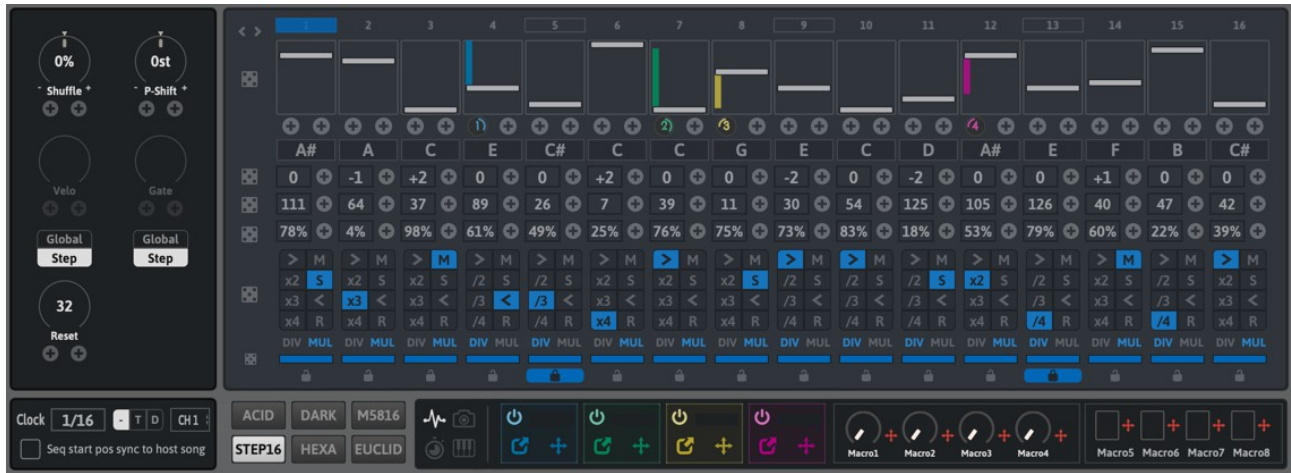
This step is divided by 2.

So the resulting notes will be as shown below:



On the divided step (middle), the corresponding sequencer clock (main clock 1/16) is divided into 2. So in this case, this step will act like a 1/32 clock speed and play 2 notes in the space of one note.

Step16 Seq



This sequencer mode is inspired by [Analog Solutions EKG](#).

Sub Panel Parameters:

- Shuffle: Shuffle amount +/- 100%
- P-Shift: Shifts the sequencer's output pitch values
- Velo: Sets the output velocity level
- Gate: Sets the gate time factor 0~100%
- Reset: Sets the sequencer's reset count. After this count, the sequencer will restart from the starting step.

Main Panel Parameters:



Step Action

- >: Normal step. Moves to next step
 - /2,/3,/4,x2,x3,x4: This step will be divided/repeated by the number
 - M: Mute step. This step will not be triggered
 - S: Skip step. This step will be skipped
 - <: Reverse step. After playing this step, the sequencer will reverse the running direction.
 - R: Reset step. The sequencer will restart from the first step. And this step will not be triggered.
- DIV/MUL: Switches the step division/repeat behavior

Hexa Seq



Probability Base Sequencer

You can define the sequencer's behavior with 3 probability control tables and 3 number boxes.

Probability Table:

Each slider represents the playback probability for each desired action. Longer sliders represent a higher probability.

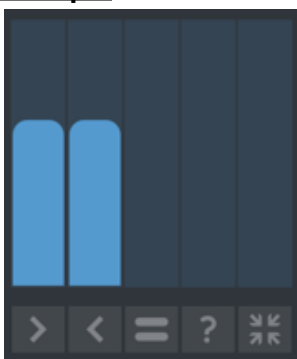
Step Action Table:



You can control the behavior of the note playback sequence (outer knobs) with this table.

- >: Moves clockwise
- <: Moves anticlockwise
- =: Repeats the same step
- ?: Moves to random step
- Arrow: Moves to the center step

Example



In this instance, only ">" and "<" have a chance to be chosen.

And the probability values are same, so the sequencer will move back and forth between the two actions.



In this instance, “=”, “?” and “Arrow” have been set to a chance of occurring. And “?” will be likely to be chosen most with “=” and “Arrow” only occurring sometimes.

Therefore, the sequencer will move randomly and sometimes repeat same step as well as move to the center step from time to time.

Center Step Table



You can define the center step behavior with this table.

- =: Repeat center step
- 1~6: Moves to the corresponding step

Step Octave Table



You can control the octave value with this table.

Step Pitch



You can set the pitch of each step here.

These pitch settings are not probability based.

Euclid Seq



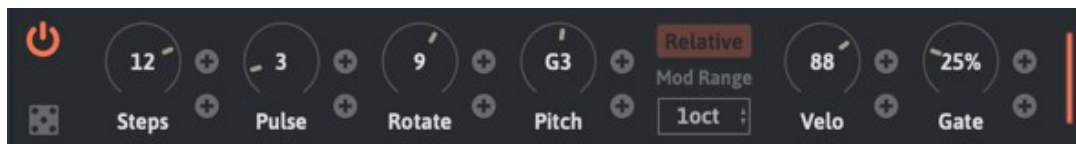
4-track Euclidean Sequencer.

This sequencer mode is inspired by *The Euclidean Algorithm Generates Traditional Musical Rhythms* by Godfried Toussaint

Sub Panel Parameters:

- Shuffle: Shuffle amount +/- 100%
- P-Shift: Shifts the sequencer output pitch values
- Velo: Sets the output velocity level
- Gate: Sets the gate time factor 0~100%
- Reset: Sets the sequencer's reset count. After this count, the sequencer will restart from the starting step.


Track Panel Parameters:



- Power Button: Turns the track on/off
- Dice: Randomize steps and pulses and rotate parameters
- Steps: Sets the total step size (on steps + off steps)
- Pulse: Sets the number of on steps
- Rotate: Rotates the rhythm sequence
- Pitch: Sets the trigger note pitch of this track
- Relative: Relative pitch mode switch. Please see below for more details.

- Mod Range: Sets the pitch modulation range (1~5 octaves)
- Velo: Sets the velocity output level of this track
- Gate: Sets the gate time factor of this track

Relative Pitch Mode



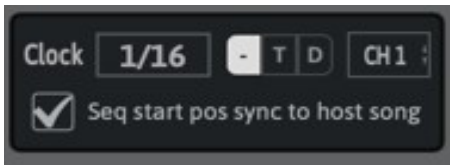
The screenshot shows a vertical stack of four track controls. Each track has a circular pitch knob, a 'P-Shift' button, a 'Mod Range' dropdown, and a 'Relative' checkbox. To the right of each track, a red text label shows the calculation for the output pitch.

Track	Pitch Knob	P-Shift	Mod Range	Relative	Calculation
Track 1	C3		1oct		C3: Base note for other tracks
Track 2	-9st		1oct	Relative	C3 - 9st = D#2
Track 3	+8st		1oct	Relative	C3 + 8st = G#3
Track 4	+12st		1oct	Relative	C3 + 12st = C4

If "Relative" is active, the output note of that track will be relative to the pitch of Track1.

In the above instance, P-shift of Track2 is set to -9st, and base pitch (Track1) set to C3. Therefore, the actual output pitch of Track2 will be $C3 - 9st = D\#2$.

Clock Panel



You can control the clock playback speed and midi channel here.

And you can decide the clock to playback as normal, triplets and dotted notes using the options next to the base clock number box. (- T D)

Seq start pos sync to host song

If this option is checked, the sequencer's start position will sync to the host's pos song start pos.

For example,



A bar is divided into 16 steps, and the song starts from the second 16th note.

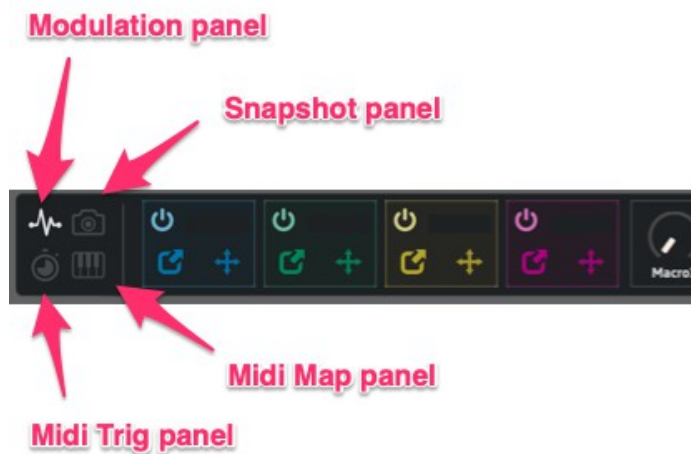
And 1,2,3,4... represents step position of the SeqCollection2 in 16n clock speed.

So in the above instance, SeqCollection2 will start from step2 in 16n clock mode when this option is active.

Midi Channel

You can set output midi channel. This option locks no matter what preset is loaded.

Modulation, Snapshot, Midi trig and Midi Map



There are 4 panels for modulation: Control/assignment, Snapshot control, Midi trigger setting and Midi map edit.

You can access each section by clicking the corresponding icon as shown above.



Modulation Panel

There are 12 modulation sources available (4 modulation signal generator units, 4 macro knobs, and 4 macro buttons).

There are two ways for creating a modulation assignment.

1. Drag and drop: You can drag and drop cross arrow icon to a modulation target icon for a creating modulation assignment. If a parameter is modifiable, it has one or two target icons as represented in the image to the right.



2. Right-Click



Right-click on a small circle below a parameter you wish to modulate. A popup menu will appear.

You can then select a modulation source.

You can also clear a modulation assignment with “Clear” item.

Modulation Panel



You can control modulation source here.

There are 4 modulation generator units and 8 macro control available.

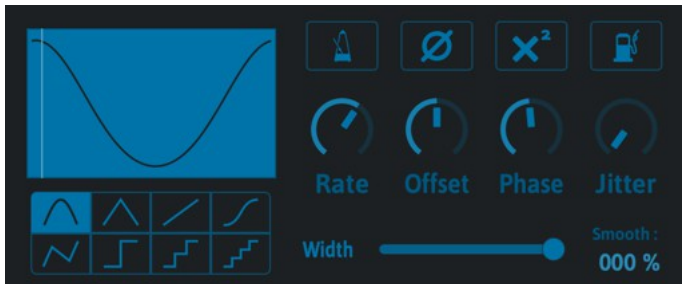
By clicking a popup icon, modulation generator unit panel will show up.



Each unit has 5 modulation engines (LFO, PLFO, SLFO, MPE, S&H).

- LFO: Low frequency oscillator
- PLFO: Probability based LFO
- SLFO: Step sequencer controlled LFO
- MPE: Multipoint envelope generator
- S&H: Sample and hold with source signal generator

LFO



Low frequency oscillator.

Parameters:

- Waveform: LFO waveform
- Rate: LFO speed
- Offset: Adds an offset value to the output signal
- Phase: Controls the start position of a waveform
- Jitter: Adds some randomness to the output signal
- Sync: Syncs to host BPM
- Invert: Inverts the waveform
- Square: Squares the output signal
- Saturate: Saturates the output signal
- Width: Controls the amp width of the output signal
- Smooth: Smooths the output signal

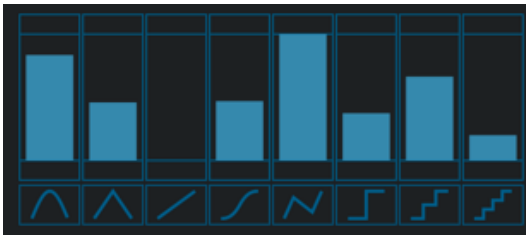
PLFO



Probability based LFO.

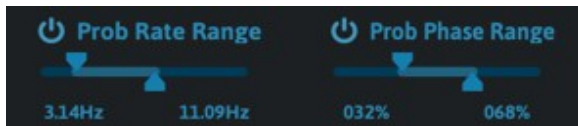
Waveform generation is defined by the probability table.

Probability Table for Waveform



Each slider represents a probability corresponding to the waveform to be chosen. Longer sliders indicate a higher probability. If you set the slider to 0, that waveform never been triggered.

Probability for Rate and Phase



The LFO speed and it's start phase position is chosen from the selected range.

If you want to use a fixed rate/phase, you can turn these off with the power button.

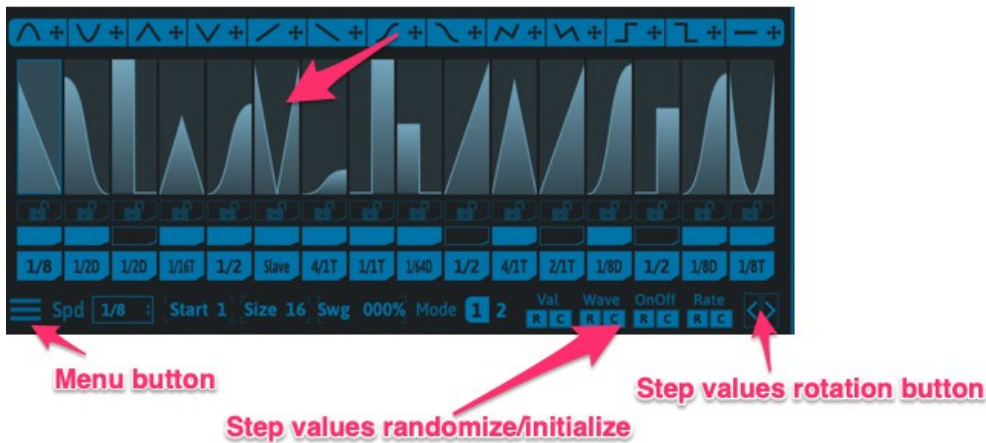
Parameters:

- Rate: LFO speed
- Phase: Controls the start position of a waveform
- Sync: LFO speed syncs to host BPM
- Invert: Inverts the waveform
- Square: Squares the output signal
- Saturate: Saturates the output signal

Step LFO

Waveform items

Drag and drop to change a step waveform



Step sequencer controlled LFO.

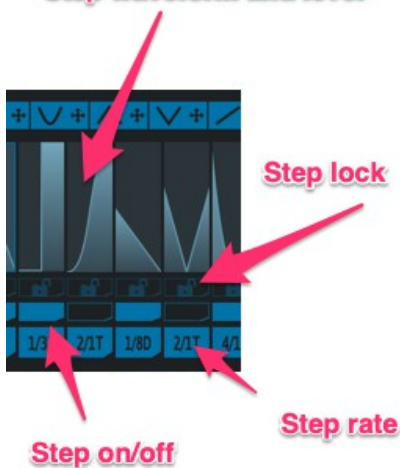
You can trigger different waveforms per step and also set different playback speeds per step.

You can also change a step's waveform using drag and drop.

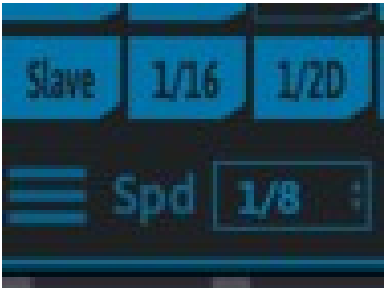
If you want to change the waveform of multiple steps, simply move your mouse across those steps while holding down the shift key. If a step lock is active, that step will ignore any waveform changes.

Step control

Step waveform and level



- Step waveform/Level: You can set different waveforms and levels per each step
- Step lock: If a step is locked, that step will ignore any randomization action
- Step on/off: If this is off, that step doesn't generate any modulation signal
- Step rate: You can set different lfo speeds for each step. Please see below for more details.



Step rate

There are 2 step rate modes available.

Mode1

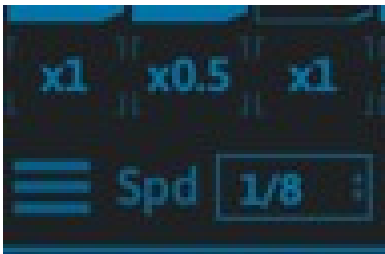
In this mode, the step rate is independent from the sequencer's step lfo speed. (except when in a slave state)

In the picture, the step rate of first step is **"Slave"**.

In this case, the sequencer speed is **"1/8"**. Therefore the step rate of the first step is **"1/8"**.

The step rate value of the second step is **"1/16"**. Therefore, 2 intervals of the waveform will be triggered during this step because the step rate is 2 times faster than the step seq speed.

Mode2

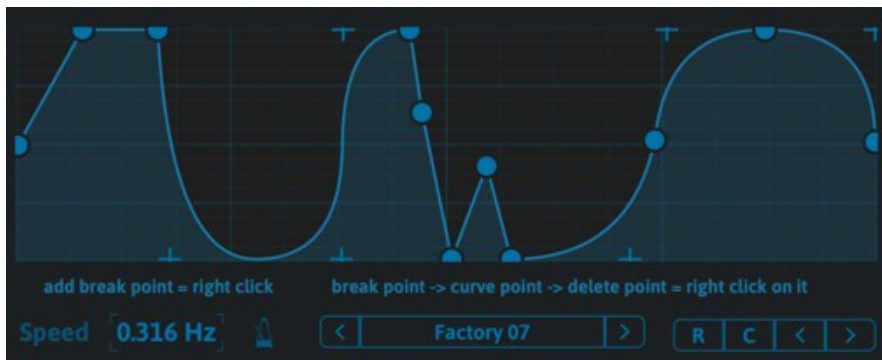


In this mode, the step rate is relative to the sequencer's step lfo speed.

In the picture to the left, the step rate value of the first step is **"x1"**. This means the lfo rate of the first step is $1/8 * 1.0 = 1/8$.

The step rate of the second step is **x0.5**, so actual speed of this step is 2 times slower than the master seq speed = $1/4$.

MPE

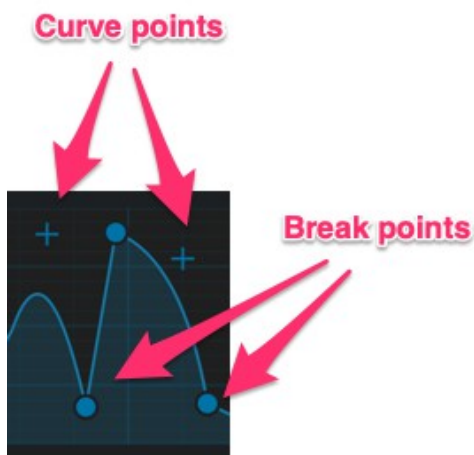


You can create your own shape using the line/curve editor.

Parameters:

- Speed: Shape scan speed
- Sync: Scan speed is synced to the host bpm
- R: Generates control points randomly
- C: Initialize the editor
- <>: Rotates control points

Control Point

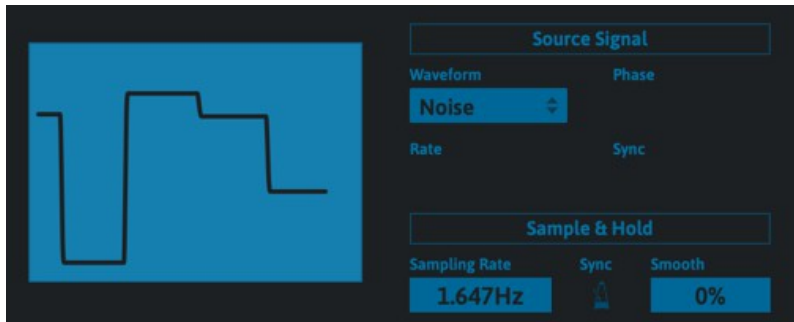


Circle point represents a break point and cross point represents a curve point.

Add/delete Control points:

- Right-click on blank space: Adds a break point
- Right-click on a break point: Changes to a curve point
- Right-click on a curve point: Deletes it

S&H



Sample and Hold processor + Source Signal Generator

This engine has its own signal generator with sample and hold in order to generate a modulation signal.

The source signal generator is a simple LFO.

Source Signal Generator :

Waveform: Source waveform

Rate: Source LFO speed

Sync: Source LFO speed is synced to the host BPM

Phase: Start phase position of a source waveform

Sample & Hold :

Rate: Sampling interval

Sync: Sampling speed is synced to the host BPM

Macro Control



There are 4 macro knobs and 4 macro buttons available.

If you assign multiple parameters to a single macro knob control, and then change the knob value, those assigned parameters will be modulated simultaneously.

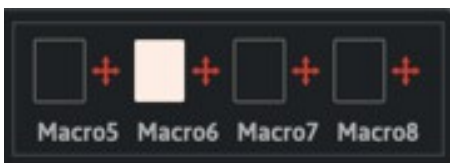
Example:



Macro 5 is assigned to shuffle, start and gate parameters.

When you press the macro 5 button, those parameter will be modulated.

Macro Button

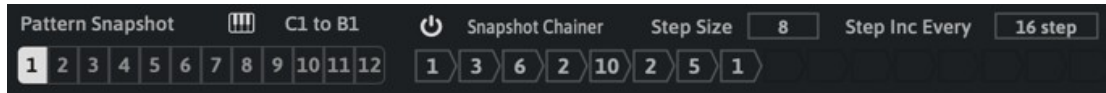


Macro button has two modes (momentary/toggle).

You can change it with right-click.

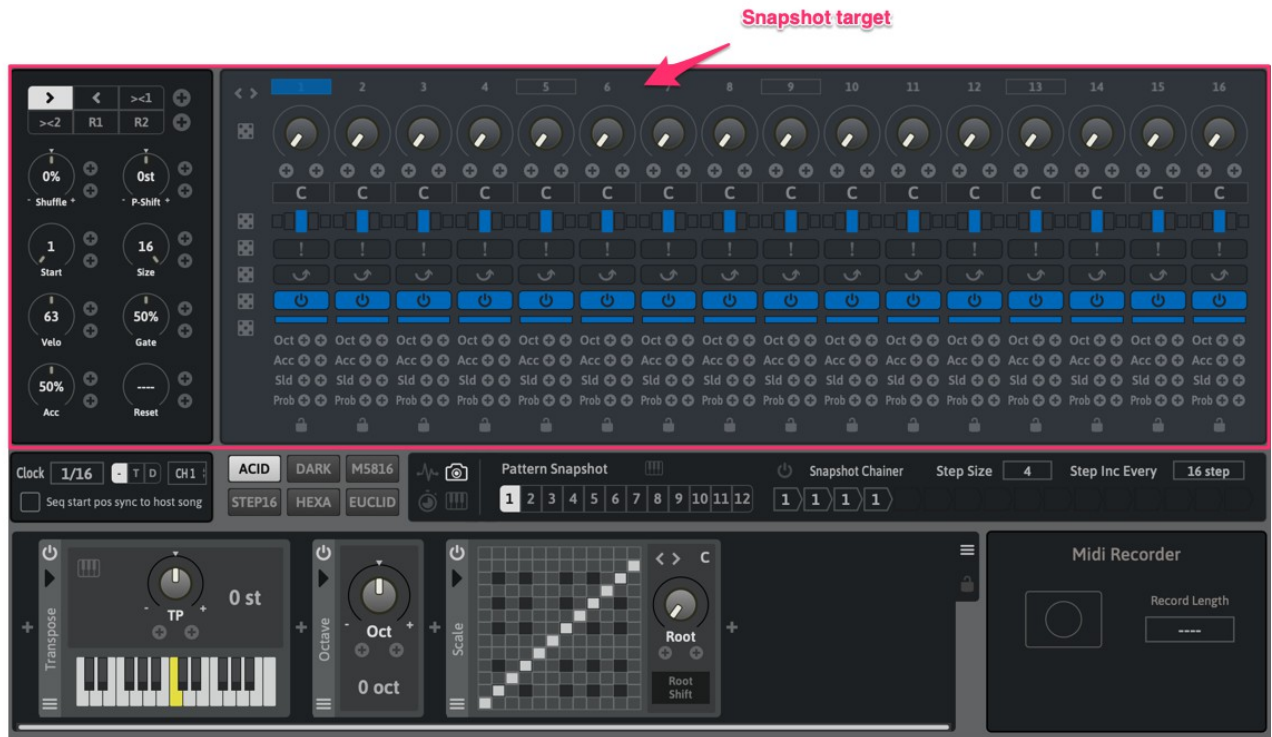
When the button is momentary mode, modulation signal only output when the button is held down.

Snapshot



You can create 12 parameter snapshots.

Snapshot target parameters can capture the sequencer, sub panel, and sequencer main panel parameters.



Clock parameters and MidiFX parameters are not included in a snapshot.

Midi Control

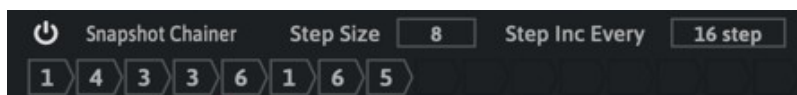
When the midi control button is active, you can select a snapshot via mapped midi notes.



In the image to the left, you can select snapshots 1~12 with midi notes C1~B1.

You can also edit the midi note map in the Midi Map section.

Snapshot Chainer



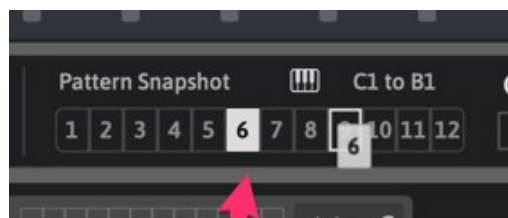
Snapshot chain

If the Snapshot Chainer is active, snapshots will be switched automatically along a snapshot chain.

The switch interval is defined by the “Step Inc Every” parameter.

Therefore, in the image above, snapshot will be switched from 1 > 4 > 3 > 3 > 6 > 1 > 6 > 5 on every 16 steps.

Copy & Paste Snapshot

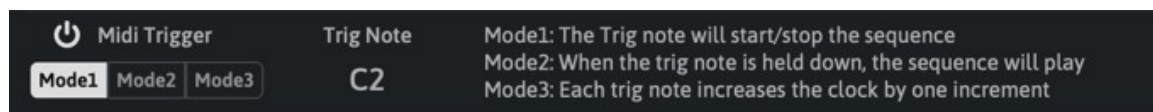


Drag & drop a snapshot to other slots

You can drag and drop a snapshot to other slots in order to copy them. .

For example, when you drag and drop the snapshot 6 button to the snapshot 11 button, the state of snapshot 6 will be copied and pasted to snapshot 11.

Midi Trigger



You can control the sequencer clock using mapped midi note inputs.

There are 3 trigger modes.

- Mode1: The trig note will start/stop the sequencer clock
- Mode2: When the trig note is held down, the sequencer will play
- Mode3: Each trig note increases the clock by one increment

In the case above, the trig note is mapped to C2.

You can change this using the midi map section.

Midi Map

Control the MidiFX Transpose, Midi Trigger, and Snapshot selection with midi note inputs.

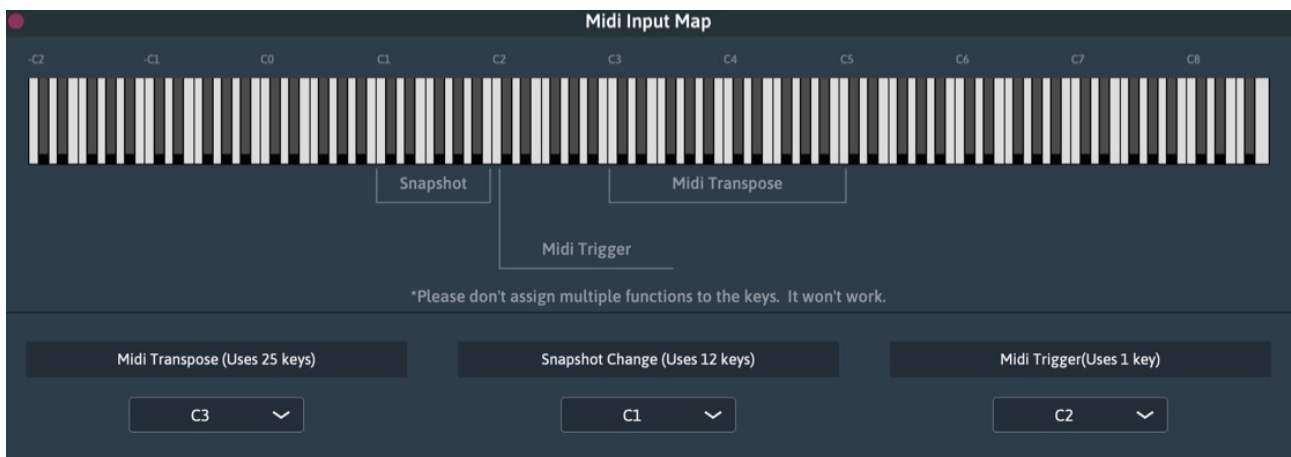
Map Editor

Midi Transpose
C3 to C5

Midi Snapshot
C1 to B1

Midi Trigger
C2

You can edit midi map for control the midi fx transpose, midi trigger and snapshot selection here.
In the case above, midi input C3~C5 are assigned to midi transpose, C1~B1 are assigned to snapshot select and C2 is assigned to midi trigger.



If multiple functions are assigned to the keys, it will not work properly.

Midi FX



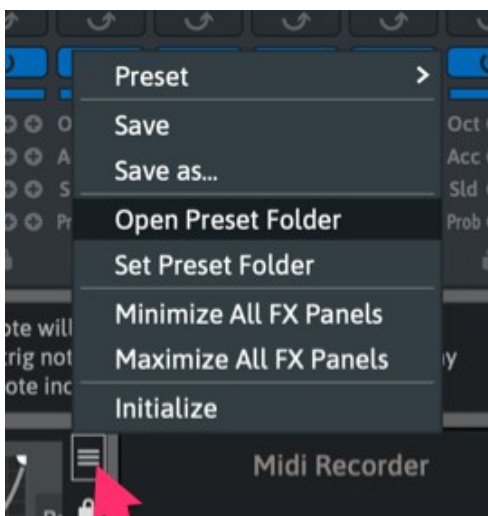
You can control midi effect units here.

Added effect units will be inserted after the sequencer engine from left to right.

In the image above, the transpose FX, octave FX, scale FX and velocity FX will be added after the sequencer engine.

There are 9 Midi FX units available (Octave, Transpose, Harmonizer, Scaler, Velocity, Note Chance, Note Echo, Midi Ctrl and Midi CC).

Rack Menu



Clicking the menu button, will display a popup menu.

- Preset: Recalls a midi FX rack preset
- Save: Overwrites a rack preset
- Save as...: Creates a new preset
- Open Preset Folder: Opens the preset folder
- Set Preset Folder: Sets the preset folder location
- Minimize...: Minimize the FX unit panels
- Maximize...: Maximize the FX unit panels
- Initialize: Initialize the rack

Rack Lock

If the lock is active, Midi FX units will ignore preset changes.



FX Unit Panel



If the on/off button is off, the midi FX process will be bypassed.

You can minimize the panel using the arrow button on the left side of the FX console.

You can save a new FX unit preset using the menu button option Save as.

FX Unit

There are 9 midi effects available.

An effect chain order sometimes affects the result.

For example, if you insert a Transpose FX before the Scale FX, the incoming midi notes will be transposed first then scaled. This means processed midi notes will always be in scale in this order.

On the other hand, inserting the Scale FX before the Transpose FX, will cause the incoming midi notes to be scaled first, then transposed. Therefore, the output midi notes can be out of a scale.

Octave FX



Octave shift effect.

The incoming midi notes can be shifted in +/- 2 octave range.

Transpose FX



Transpose effect

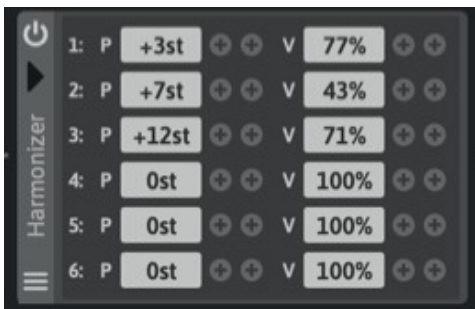
The incoming midi notes can be shifted in +/- 12 semitone range.

You can control the transpose value via midi note inputs when midi control button is active.

In the case left, control notes are mapped to C3~C5.

You can edit midi map in midi map section.

Harmonizer FX



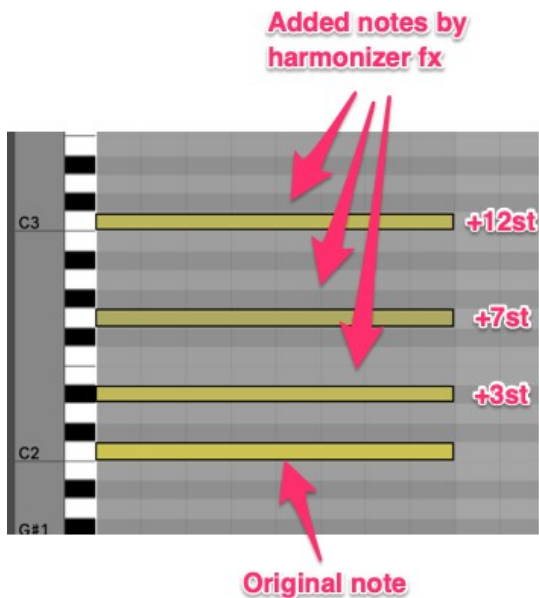
Harmonizer effect

Pitch shifted midi notes will be added to the incoming midi notes.

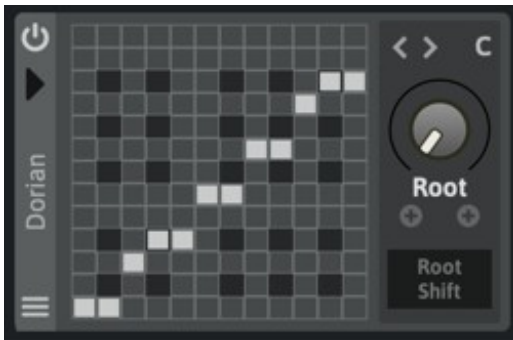
- P: If this values is other than 0st, pitch shifted note will be added to the incoming notes. The range is +/- 36 semitones
- V: Velocity level of adding note. This value is relative to the original velocity level. The range is 0~200%.

Example:

If you set like the picture above, the result will be like below.



Scale FX



Scale effect.

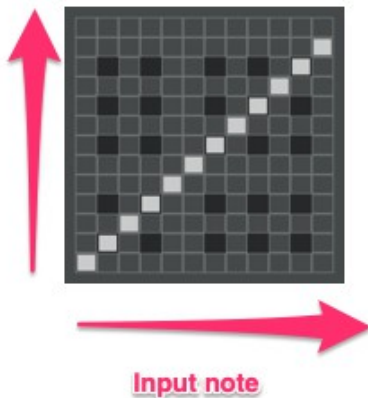
The incoming midi notes will be modified by scale map table.

You can create a own scale map with the scale map editor.

You can change a scale preset with the arrow buttons next to Root display.

Scale Map Editor

Output note



Each grid of x-axis represents input note and corresponding grid on y-axis represents output note.

In the picture right, C is mapped to C, C# is mapped to C# and D is mapped to D, so no incoming notes will be changed. This is the default setting.

Output notes

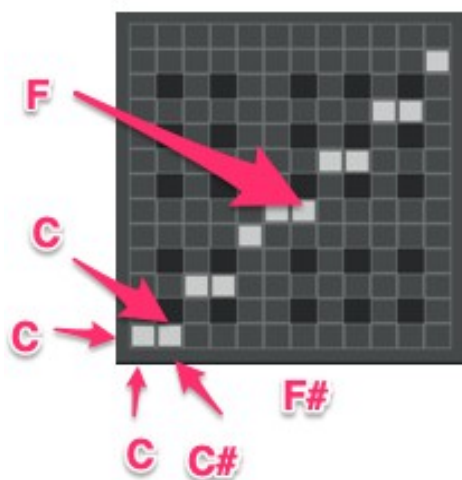


C D
C#

Input notes

Scale Example

C Major



This is a C Major scale map setting.

In this case C is mapped to C, so not changed.

On the other hand, C# is mapped to C, so incoming C# will be changed to C.

In the way, F# is mapped to F, so incoming F# will be changed to F.

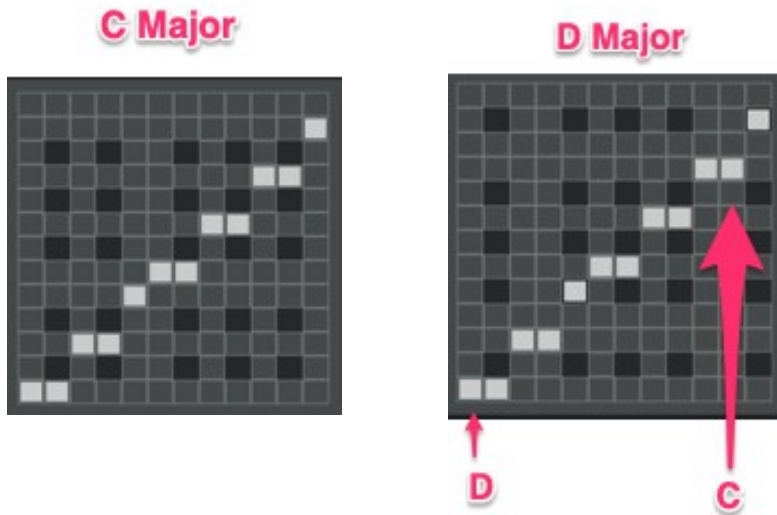
This is how the scale effect work.

And if a grid is off, corresponding note will be off.

Root and Root shift

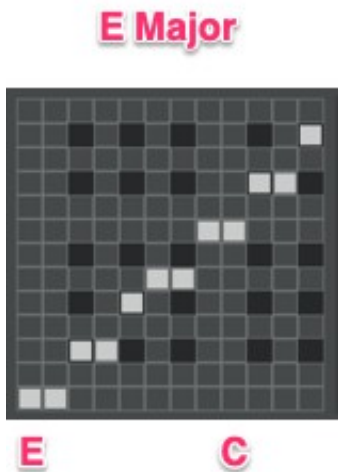
You can change root note of a scale map.

If you change C Major to D Major, the map editor change like this.



If “**Root shift**” is active, the incoming notes will be shifted by root value and then scaled.

For example, now these notes {C, C#, F#, G} are coming and root and scale is E Major.



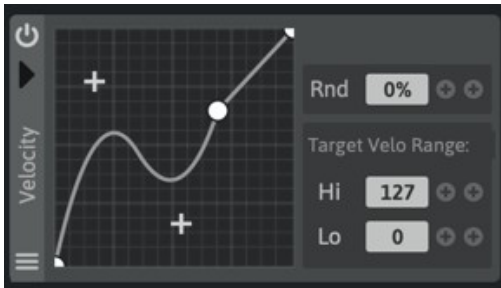
So in this case, incoming notes will be scaled like this.

{C, C#, F#, G} > scale > {B, C#, F#, F#}

Now root shift is turn on and the result will be changed to like this.

{C, C#, F#, G} > 4 semitone up > {E, F, A, B} > scale > {E, E, A, B}

Velocity FX

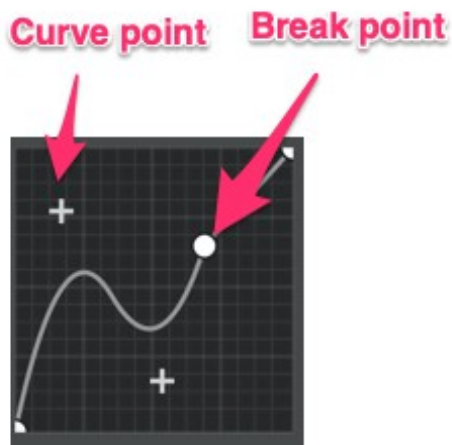


Velocity effect.

You can create velocity curve with the curve editor.

- Rnd: Randomize level, adding to random value to the incoming note velocity
- Target Range: Velocity value in this range will be processed by this effect, out range value will go through

Curve Editor



Circle point represents a break point and cross point represents a curve point.

Add/delete Control points:

- Right-click on blank space: Adds a break point
- Right-click on a break point: Changes to a curve point
- Right-click on a curve point: Deletes it

Note Chance FX



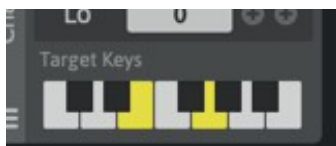
Note chance effect.

This effect controls the incoming note will be triggered or not based on "Chance" value.

If you set this value 100%, all the incoming note will be triggered.

If you set this 0%, the incoming midi notes will never been triggered.

- Target Pitch Range: You can set target note range with Hi/Lo values. Out range notes will be go through this effect.
- Target keys: You can set target keys with keyboard buttons.



So if you set like this, only E and G keys will be the target of this effect.

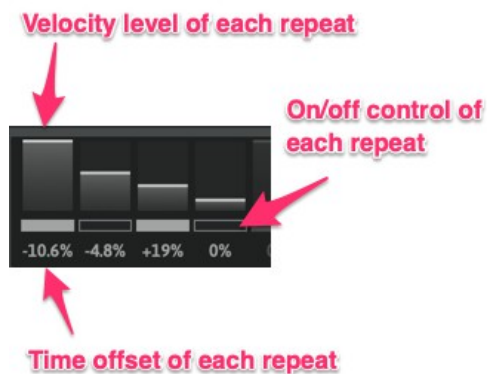
Note Echo FX



Note echo effect.

The incoming midi notes will be copied and output after the delay time.

- Delay: Delay time
- Offset: Delay time offset
- Repeat: Number of repeats
- Pitch: Pitch shift of the delayed notes



You can set velocity level, on/off state and time offset per repeat.

velocity level of repeat note is 0~100% of original note.

Midi Ctrl FX



This one controls mod wheel value, pitchbend value and after touch value.

- MW: Mod wheel control value
- PB: Pitchbend control value
- AT: After touch control value
- RNG: Sets the range of the output value
- Min: Minimum value of the output value

Midi CC FX

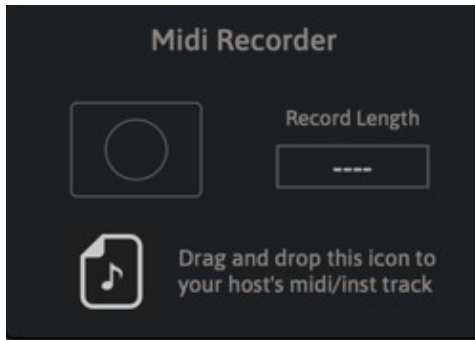


This one outputs midi cc control value.

You can control max 8 cc values at the same time.

- Menu box: Set the target cc number
- RNG: Output value range 0~100%
- Min: Minimum value of the output value

Midi Recorder



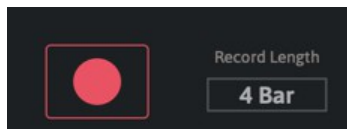
You can record the sequencer output and create a midi file with midi recorder.

The resulting midi file captures all midi FX, modulation and control sequences.

After recording, you can drag & drop resulting midi file to your host midi/instrument track.

Recording Procedure

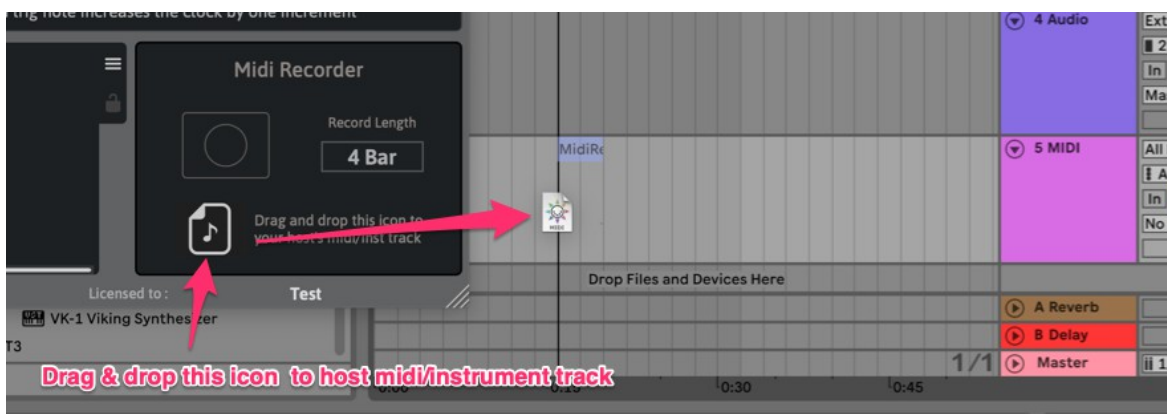
1. Stops host sequencer from running



2. Set the recording length (0~128 bar). If you set this value to 0, the recording will continue until a host sequencer stops or you turn off the rec button or when the sequence hits a maximum note length of 128 bars.
3. Turn on the rec button. Now the recorder is ready to start recording.
4. Hit the host sequencer start button

Midi File

After a recording, a file icon will appear below the record button. You can drag and drop this to your host's midi/instrument track as a midi file.



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