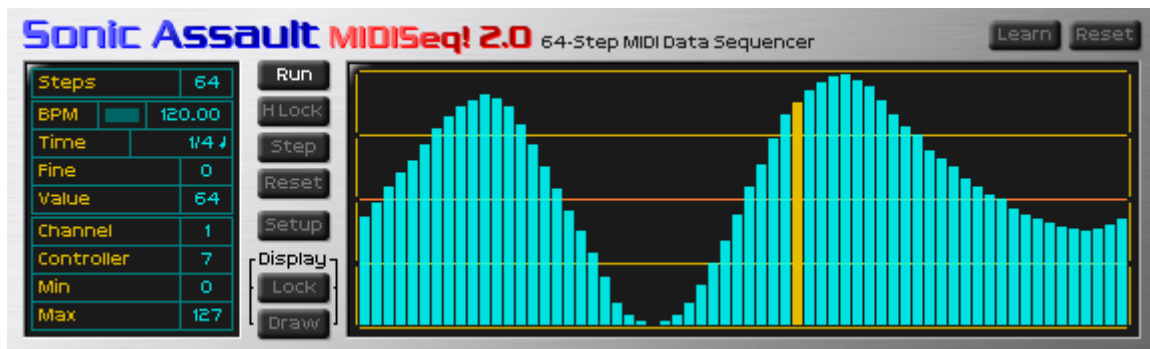


# MIDISeq! 2.0

64 Step MIDI Data Sequencer



## Features:

User Selectable 2-64 Step Sequencer

Draw and Single Step editing

Step / Interpolation control

All Step Randomise

Host Locked / Free Run operation

Scalable MIDI Output

Normal Loop / Sync Reset / Single Step / Triggered Single Sequence modes

User selectable MIDI Channel / Note / CC input triggering

Manual BPM Override

Data Output Reduction

MIDI Thru Channel Router

Global MIDI Reset

User Assignable Automation capability

## CONTROL SWITCHES



**RUN** - Activates the sequencer. In FREE RUN mode the sequencer will start immediately the button is depressed. In HOST LOCK mode it will start after the next bar start message sent by the host application.

**H LOCK** - Locks the starting control of the sequencer to the host application.

**STEP** - Turns off the interpolation between steps.

**RESET** - Sends a MIDI note and controller reset command on all MIDI channels, and additional restarts the sequencer.

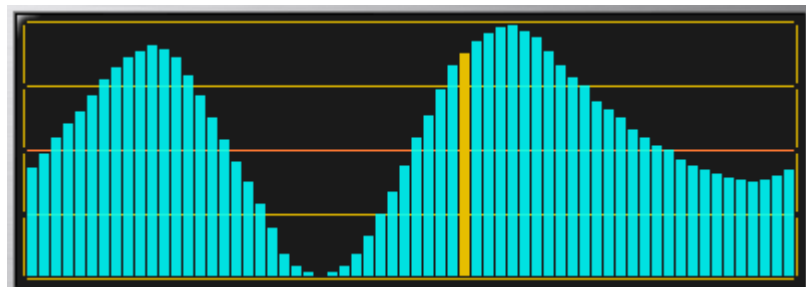
**SETUP** - see below.

## Display Switches

**LOCK** - Locks the STEP DISPLAY and STEPS SELECTOR to prevent accidental editing of a stored sequence.

**DRAW** - Allows the user to draw sequences directly onto the display. Click and hold the left mouse button down and drag the mouse across the display to draw the required sequence. Switch DRAW off to return to the default SINGLE STEP editing mode.

## STEP DISPLAY



In SINGLE STEP edit mode, holding down the keyboard SHIFT key whilst editing will allow fine adjustment of individual steps, and using the CONTROL key allows ultra-fine adjustment. No fine adjustment is possible in DRAW mode. Holding down the CTRL and SHIFT keys together, then clicking the LEFT mouse button on the display will randomise all step levels.

## PANEL CONTROLS

Steps	64
BPM	120.00
Time	1/4
Fine	0
Value	117
Channel	1
Controller	7
Min	0
Max	127

**STEPS** - Selects the number of steps required for a sequence.

**BPM** - Overrides the host programs tempo setting. Enter the required BPM value in the text box and click on the blue switch to the left of the box to activate.

**TIME** - Selects the duration of a single step. Values range from 1/16<sup>th</sup> triplet to 8 bars. Time values below 1 bar scroll through dotted, whole and triplet values indicated by the note symbol after the selected time value.

[Note: The 'SONIC' font supplied in the downloaded zip file must be installed in order for the note symbols to be displayed - see later]

**FINE** - Manual fine adjustment over the basic TIME setting [+/-10%].

**VALUE** - Shows the value of the step currently being edited. The reading is automatically scaled to the MIN/MAX settings. Clicking on the yellow VALUE label will reset the last selected step to its default value [64].

**CHANNEL** - Selects the output MIDI output channel for the sequencer.

**CONTROLLER** - Selects the outputted MIDI controller.

**MIN/MAX** - Scales and offsets the MIDI output by adjusting the highest and lowest possible MIDI values generated by a sequence [0-127]. The output can be inverted by setting the MIN value above the MAX value.

SETUP Panel Controls

**CHANNEL (In)/THRU I/O LABEL**– Clicking on the blue label toggles to show either the input MIDI channel selector or the MIDI THRU controls.

**CHANNEL (In)** – Selects the MIDI input channel for externally controlling the SYNC/STEP/TRIG run modes [see later].

**MIDI THRU I/O**

**THRU IN** – This control sets the incoming MIDI channel(s) for the THRU data to be passed to the output control [Off/All/1-16].

**THRU OUT** – Sets the output MIDI channel(s) for the THRU data [All/1-16]. When set to 'All' the THRU OUT control passes all MIDI data on the same selected THRU IN channel. If individual input and output channels are selected, the THRU IN channel is re-routed to the THRU OUT channel. When the THRU IN is set for 'All' channels, THRU OUT will merge all incoming active channels to the channel currently selected.

**TRIG KEY/TRIG CC LABEL** – Toggles the TRIGGER KEY/CONTROLLER selector.

**KEY/CC SELECTORS** – Selects either a MIDI key [0-127/All] or MIDI controller [CC0-CC127/All] to externally trigger the sequencer.

**RESET KEY/RESET CC LABEL**– Clicking on the blue label toggles the RESET KEY/CONTROLLER selector.

**KEY/CC SELECTORS** – Selects either a MIDI key [0-127] or MIDI controller [CC0-CC127] to externally reset the sequencer.

**RUN MODE/REDUCE DATA LABEL** – Clicking on the blue label toggles the display to reveal the RUN MODE or REDUCE DATA switches.

**RUN MODE** – The sequencer has four run modes:

**NORM** – Generates a continuous repeating sequence. Neither the selected TRIGGER nor the RESET key/controller has any influence in this mode

**SYNC** – As NORM, but allows the sequencer to be restarted by use of the selected external TRIGGER key/controller. The RESET key/controller has no effect.

**STEP** – Each step in the sequence is individually triggered by the TRIGGER key/controller. The RESET key/controller resets the sequencer to the beginning of the sequence.

**TRIG** – When triggered by the TRIGGER key/controller the sequencer will produce a single complete sequence, unless the TRIGGER key/controller is used to restart the sequence or the RESET key/controller is used to cancel the completion of the full sequence.

**REDUCE DATA** – Reduces the amount of MIDI data output by the sequencer. [See below]

MIDISeq! can produce a large amount of MIDI data when run at high BPM rates and short step timings. In some hosts this may result in 'glitches' in the data flow.

To combat this problem the REDUCE DATA control acts to regulate the flow of MIDI data by only allowing data to pass in specified timed blocks [approximately 90-120 samples].

Whilst this effectively reduces the MIDI data flow, in some instances it can result in noticeable quantization effects when run using the normal interpolation setting. The MIDI THRU function is unaffected by the data reduction.

## MIDI AUTOMATION

Three internal controls are set for MIDI CC automation.

RUN - CC102

HOST LOCK - CC103

STEP - CC104



Using the MIDI LEARN function it is possible to map these controls to other MIDI controllers [64-127] if required. To do so, activate the 'LEARN' switch and toggle the control you wish to automate. Then adjust/switch the external controller you wish the plugs control assigned to. Use 'RESET' to erase all the assigned values.

## NOTES

**STEP DISPLAY** - In SINGLE STEP edit mode, holding down the SHIFT key whilst moving the mouse will allow fine editing of individual steps when using the STEP DISPLAY, and using the CONTROL key whilst editing a step allows ultra-fine adjustment. No fine adjustment is possible in DRAW mode.

Apart from the STEPS SELECTOR, clicking the mouse on a control's yellow label will reset the control to its default value.

All controls can be fine adjusted by holding down the CONTROL key whilst scrolling.

**KEY/CC INPUT SELECTORS** - Do not set the TRIG and RESET values individually to the same external MIDI key or controller, unless you are using a MIDI key for controlling one function and a MIDI controller for the other. In the instance of the TRIG KEY/CC function being set for 'ALL', the selected RESET KEY/CC will take priority of the note/controller selected.

**REDUCE DATA** - It is impossible to accurately predict when the use of REDUCE DATA will be appropriate, as individual system specifications, host applications and the generated sequences themselves will play a large determining factor.

However, if MIDISeq! is being used to record data sequences, by reducing the tempo of the host application to record fast changing sequences, this will help to reduce overall MIDI data flow, CPU load, and maintain the resolution of a sequence.

The REDUCE DATA function will not resolve all data flow issues, and a certain amount of experimentation will be needed.

**INSTALLING MIDISeq!** - Please consult your host application's documentation for specific instructions on installing VST plug-ins.

**SONIC FONT** - The 'Sonic.fon' file provided in the archive must be installed in your Windows system font folder to display the text in the selector boxes correctly.

This is a copyright free font file originally designed for use with the Sonic Assault plug-ins, and you may use it as you see fit (although, a credit in this direction would be nice ☺).

Please note: The version dated 10/08/09 supersedes all previously released versions of the font, but is fully compatible with earlier Sonic Assault VSTs.

To install the Sonic font in Windows:

1. Open 'Fonts' in Control Panel.
2. On the 'File' menu, click 'Install New Font'.
3. In 'Drives', click the drive the required font is stored on.
4. In 'Folders', double-click the folder that contains the font you want to add.
5. Tick 'Copy fonts to Fonts folder'.
6. In 'List of fonts', click the font you want to add, and then click 'OK'.

NO LEGAL REQUIREMENTS OR OBLIGATIONS ARE MADE BY THE CREATOR AS TO THE USE OF THIS VST PLUG-IN. LIKEWISE; NO LEGAL REQUIREMENTS OR OBLIGATIONS WILL BE MADE ON ITS CREATOR. THE PLUG-IN IS FREE - YOU USE IT AT YOUR OWN RISK.

HOWEVER, PURLEY AS A MATTER OF COURTESY, I DO ASK ANYBODY WHO WISHES TO DISTRIBUTE THIS PLUG-IN ON A WEB SITE OR COVER DISK CONTACT ME BEFOREHAND.

I can make no guarantees that MIDISeq! will run on any specific system, or in all available host programs, and am unable to provide support for individual setup or host programs issues. Sorry.

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All the best... Jez