

NOISEBUD SEKVENS – QUICK USER GUIDE



THIS IS A EARLY ALPHA RELEASE, CONSIDER YOURSELF WARNED.

SEKVENS IS A SEQUENCER MADE FOR LIVE USE ON STAGE. APART FROM ALL REGULAR SEQUENCER FUNCTIONALITY IT HAS A COUPLE OF FEATURES THAT MAKE THIS MORE OF AN INSTRUMENT THAN A SEQUENCER; YOU CAN SAVE ANY STATE AT ANY TIME AND RECALL THAT STATE WITH JUST THE PUSH OF A BUTTON, THE SAVED STATES WILL BE THERE THE NEXT TIME YOU OPEN YOUR PROJECT (EVEN IF THE PROJECT CRASH) SO YOU CAN BRING THAT EPIC SEQUENCE WITH YOU FROM ONE GIG TO ANOTHER. MAP THE FOUR TRIGGERS TO DRUM PADS (OR ANY MIDI BUTTON) FOR PLAY IN REAL TIME.

INSTALL:

1. CLOSE YOUR DAW
2. COPY THE DLL TO YOUR 32BIT VST FOLDER.
3. START YOUR DAW AND LOAD THE PLUGIN

BASIC USE:

WE'RE NOT GOING TO EXPLAIN THE OBVIOUS, IF THIS IS THE FIRST SEQUENCER YOU SEE YOU WILL NEED MORE THAN THIS GUIDE. SORRY ABOUT THAT.

TIP! YOU CAN HOVER THE MOUSE OVER THE FIRST KNOB OR BUTTON ON ANY FUNCTION AND A SMALL DESCRIPTION OF THE FUNCTIONALITY WILL SHOW UP.

FIRST THING:

1. LOAD SEKVENS ON A CHANNEL
2. SEE TO THAT THE MIDI FROM SEKVENS ARE SENT TO A SOUND MODULE (HARDWARE OR VST, WHAT YOU PREFER)

SELECT SOUND:

3. USE THE KEYBOARD ON THE SEKVENS GUI TO CHOOSE SOUND
4. IF YOU WANT THE WHOLE SEQUENCE TO USE THAT SOUND ON EVERY STEP JUST HIT THE 'FILL' BUTTON (GREEN CIRCLE IN THE PICTURE). THIS WILL OVERWRITE ALL PREVIOUS SET NOTES.

5. IF YOU JUST WANT THE FIRST, THIRD OR MAYBE THE EIGHT STEP TO PLAY THAT SOUND, DOUBLE CLICK ON THE 'NOTE' KNOB UNDER THE RELEVANT STEP (RED CIRCLE IN THE PICTURE).

VELOCITY:

6. TO THE LEFT OF THE BUTTON MARKED WITH A BLUE CIRCLE YOU HAVE THE 'QUICK' OR 'MASTER' VELOCITY KNOB. SET THIS TO MAX FOR NOW (VELOCITY 127).
7. IF YOU WANT ALL STEPS TO PLAY AT THE SAME VELOCITY USE THE 'FILL' BUTTON (MARKED WITH A BLUE CIRCLE IN THE PICTURE).
8. IF YOU WANT JUST A HANDFUL OF STEPS AT THIS VELOCITY YOU CAN DOUBLE CLICK THE VELOCITY KNOB UNDER THE RELEVANT STEP/STEPS.
9. THE 'ADJUST' KNOB TO THE RIGHT OF THE 'FILL' (MARKED BLUE) BUTTON WILL INCREASE OR DECREASE THE VELOCITY OF ALL STEPS. DOUBLE CLICK THE KNOB TO SET IT TO DEFAULT STATE. THIS LEAVE NO TRACE ANYWHERE ELSE SO REMEMBER TO CHECK THIS KNOB WHEN VELOCITY DOES NOT BEHAVE AS YOU INTENDED.

SEQUENCER QUICK BUTTONS (MARKED WITH A YELLOW SQUARE IN THE PICTURE)

10. 'RANDOM' WILL RANDOMIZE THE PATTERN (STEP ON/OFF ONLY, IT WILL LEAVE VELOCITY AND NOTE INTACT).
11. 'FILL' WILL FILL THE WHOLE PATTERN.
12. 'RESET' WILL CLEAR THE WHOLE PATTERN (IT WILL ONLY SET ALL STEPS TO OFF, IT WILL LEAVE 'NOTE' AND 'VELOCITY' VALUES INTACT)

DELAY / SHUFFLE:

13. YOU HAVE A DELAY KNOB FOR EACH STEP, BY USING THESE YOU CAN MAKE A RHYTHM FEEL MORE ALIVE, GET THAT SHUFFLE FEELING OR JUST WEIRD (IN A NICE WAY). THE SHUFFLE KNOB WILL OVERWRITE ANY MANUAL SET DELAY AND APPLY A STANDARD SHUFFLE PATTERN.

TRIGGERS:

14. THIS IS JUST A DRUMPAD THAT YOU CAN MAP TO ANY MIDI BUTTON, PAD, KEY OR WHAT EVER YOU HAVE AVAILABLE. GREAT FOR THAT EPIC COWBELL SOLO. THE 'NOTE' AND 'VELOCITY' KNOBS WORK THE SAME WAY AS FOR THE SEQUENCER STEPS.

MEMORY HANDLING:

15. EVERY MIDIPRG HAVE 8 MEMORY SLOTS (MARKED WITH A GREY SQUARE IN THE PICTURE).
16. THE 'WRITE' BUTTON WILL SAVE THE STATE OF ALL STEPS, NOTE, VELOCITY AND DELAY VALUES.
17. 'LOAD SYNK' WILL LOAD THE PREVIOUS SAVED PATTERN AT THE NEXT BAR.
18. 'LOAD' WILL LOAD THE PREVIOUS SAVED PATTERN IMMEDIATELY.
19. WHEN YOU CHANGE MIDIPRGCH, SEKVEN'S WILL LOAD PATTERN 8 BY DEFAULT

THIS IS CRAZY IMPORTANT!!!

20. 'RENAME THE MEMORY FILES' – SEKVEN'S SAVE THE INTERNAL MEMORIES IN BASIC TEXT FILES SO IF YOU USE SEVERAL INSTANCES OF SEKVEN'S IN ONE TRACK, OR USE SEKVEN'S IN DIFFERENT TRACKS AND USE THE SAME MIDIPRGCH YOU'LL HAVE TO NAME THE MEMORY FILES TO SOMETHING UNIQUE. OTHERWISE SEKVEN'S WILL SHARE PATTERNS BETWEEN INSTANCES OR TRACKS AND MESS EVERYTHING UP. THE COOL THING WITH THIS IS THAT YOU CAN SAVE AND OR TRANSFER FAT PATTERNS BETWEEN COMPUTERS BY COPYING THESE FILES.

KNOWN BUGS (REMEMBER, THIS IS A ALPHA RELEASE):

1. LOTS OF FUNCTIONS WILL NOT WORK WHEN THE GUI IS CLOSED.
2. RANDOM MIDI NOTES AND VALUES MIGHT BE SENT UPON MIDIPRGCH
3. MIDI NOTE VALUE CAN BE A COUPLE OF NOTES OFF. THIS IS ONLY COSMETIC, IT DOES NOT EFFECT FUNCTIONALITY.
4. IN WIN 7/8: IF THE VST FOLDER DOES NOT HAVE WRITE RIGHTS, SEKVEN'S WILL PLACE ITS MEMORY FILES IN A RANDOM LOCATION (MOST PROBABLY C: OR AT YOUR DESKTOP).