



Audiofier SEQUI2R EX User Manual

December 2016

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Welcome to SEQUI2R EX

Thank you for buying SEQUI2R EX!

The focus of SEQUI2R EX is to provide a new way of creating sequences, without being bound to an arpeggiator type of workflow. SEQUI2R EX enables the user to record and perform custom phrases, which are altered by SEQUI2R EX engine in order to follow the composition's chords progression. But it does not end here. As you'll see there are many applications for SEQUI2R EX. So please, read on, as, even though the user interface is not overly complicated and does not comprise many different pages, a few important features might not be apparent on the GUI at a first glance.

Audiofier EULA

BY DOWNLOADING AND INSTALLING SEQUI2R EX YOU AGREE TO THE FOLLOWING:

SEQUI2R EX library is licensed, not sold to you. This license is personal and non-transferrable.

YOU MAY use SEQUI2R EX in your own compositions (including library music) and/or commercial work for clients/media, without any restrictions or additional fees.

YOU MAY install SEQUI2R EX on multiple computers of yours, as long as you are using the library and you are not sharing/giving/lending your license with others.

YOU MAY NOT make copies of this library, as a whole or in part, with the intent to re-distribute, sell or give them away - this includes making available any of the content on a network, e.g. through internet file sharing services or pirate sites.

YOU MAY NOT re-use or re-package any of SEQUI2R EX content in another virtual instrument or sample library.

Installing the SEQUI2R EX library implies that you agree to the above terms and conditions. © 2016

SEQUI2R EX System Requirements

To install SEQUI2R EX you need at least 5GB of hard disk space (over 10GB uncompressed). While a fast hard drive is required, a solid state drive is highly recommended in a fast computer, due to SEQUI2R EX's high number of samples and demanding CPU engine.

SEQUI2R EX requires the retail Native Instruments Kontakt 5.5. SEQUI2R EX will not work with Kontakt Player. You will need an extraction utility to unpack the .rar or .zip archives (whichever you received). This library is intended for use with MIDI controller keyboards - ideally with 76 keys. Due to the layout of SEQUI2R EX it is recommended to have a few MIDI controllers (sliders or knobs) available, to take fully advantage of SEQUI2R EX capabilities.

MAC RECOMMENDED SYSTEM

- Mac Pro Quad-Core Intel Xeon 2.66GHz or higher
- 16GB RAM or more
- Mac OSX 10.7 or later
- SSD (Solid State Drive)
- NI Kontakt 5.5

PC RECOMMENDED SYSTEM

- Intel Core 2 Quad, or AMD Quad Core 2.66GHz or higher
- 16GB RAM or more
- 64-bit Windows/Host Sequencer
- Sound card with ASIO drivers
- SSD (Solid State Drive)
- NI Kontakt 5.5

Tutorials on the web

Please check Audiofier YouTube channel for video tutorials. Since SEQui2R EX is the latest version of SEQui2R family, you can learn from older videos of SEQui2R, SEQui2R 1.1, SEQui2R 1.2. Bear in mind that since the following videos are in chronological order, you might find some of the explained methods or functionality outdated in the earlier videos and then up to date on later videos.

Audiofier YouTube Channel:

<https://www.youtube.com/channel/UC2Nk5CLZO4jLdGtvD9Sopg>

SEQui2R - In-depth Tutorial:

<https://www.youtube.com/watch?v=27DonIAZjFs>

SEQui2R Tutorial Bits: Getting started:

<https://www.youtube.com/watch?v=IMGdbrsBZac>

SEQui2R Tutorial Bits: Patch and Phrases Creation:

<https://www.youtube.com/watch?v=OfooRqYyCZE>

SEQui2R 1.1 Update - New Features Walkthrough:

<https://www.youtube.com/watch?v=Hs7TkfP5GBU&t=2s>

SEQui2R 1.2 Update - New Features Walkthrough:

<https://www.youtube.com/watch?v=XaHf1UIRQfo>

SEQui2R EX - Overview:

<https://www.youtube.com/watch?v=zVVFsa41A4s&t=23s>

Installation

Locate your downloaded file and use a zip extraction utility to uncompress SEQui2R EX. SEQui2R EX makes use of Kontakt's snapshots feature. Please refer to Kontakt's user manual to learn how to load and save snapshots. To install SEQui2R EX factory's snapshots, copy SEQui2R EX folder (located inside Snaphots folder) to:

- On Mac OS X: Macintosh HD/Users/Your Name/Documents/Native Instruments/User Content/Kontakt/
- On Windows:C:\Users\Your Name\My Documents\Native Instruments\User Content\Kontakt/

Do not copy the folder "Snapshots" but only the folder named "SEQui2R" into the path above.

Failing to do so will result in the incapacity of loading SEQui2R factory patches. While this may be a big handicap, this library can still be used without them, but the user will have to create his own patches/snapshots from scratch.

Snapshot loading workaround.

Note: In some PC configurations the snapshot Kontakt folder is not created when Kontakt is installed, but only when the user creates his first snapshot. Therefore the path to the snapshots does not work if no user snapshots has ever been created prior to SEQui2R installation. If you do not see a Kontakt folder in the snapshots path indicated in the manual please use this workaround:

1. Do not move SEQui2R snapshot folder in the suggested path yet.
2. Load SEQui2R in Kontakt.
3. Follow Kontakt instructions on how to save a snapshot, and save a dummy snapshot with any name.
4. Pls check that you see it afterwards in the snapshot list.
5. Open Kontakt's hood clicking on the wrench and click on instrument options.

6. Select the tab "Snapshots" and click on "show". Kontakt should point you directly to the folder "it wants you to put the snapshots in".
7. Drag all the folders that you find inside SEQui2R snapshot folder: The file INIT and the folders, Electronic, Organic, Guitars and Rhythms.
8. Now check the snapshot list again and you should see all presets snapshots.

Minimizing loading time

Some computer configurations might take long to load Sequi2r EX samples the first time its booted. After the first boot it is recommended to do a BATCH RESAVE following these steps:

Step 1: BACK UP SEQui2R EX by copying the whole folder in a different location.

Step 2: Go to Kontakt Files menu and hit Batch Resave. Select "YES" at the dialog popup. Note that you do not need any patches loaded in Kontakt for this to work.

Step 3: In the "Browse for Folder" popup, select SEQui2R folder.

Step 4: A dialog might pop up displaying any missing samples in that folder. At the bottom, make sure "Allow alternate file types" is checked (this will check for both WAV and NCW), and then use the "Browse for folder" option to select Sequi2r Samples folder, where you NCW samples are stored.

Step 5: Load SEQUI2R EX again, and you'll be good to go.

FOR WINDOWS 10 USERS ONLY

There might be a problem with Windows trying to scan all the samples for virus. Please try the following, which worked for other windows users:

In your PC try to go to: SETTINGS / UPDATE & SECURITY / WINDOWS DEFENDER and look for EXCLUSIONS in the right pane, selecting ADD EXCLUSION. Go with a "Folder Exclusion" for the directory where your Kontakt libraries are. Copy your downloaded Sequi2r zip file in that folder and try to unzip it once again, inside that folder.

FOR THE OWNERS OF SEQUI2R 1.2

Apart from a few graphic differences, SEQui2R 1.2 owners should find their way around SEQui2R EX pretty quickly.



If you have created custom snapshots or edited any factory one, you can still use them but you need to turn off the **Sub Sources Button** off till it turns red. This way, no sub layers will play accidentally. If you load a custom snapshot, created prior updating to SEQui2R EX, please save it again with the **Sub Sources Button** off. All the snapshots provided in this new release are updated so you can simply replace the old ones. But, as mentioned, if you have edited any SEQui2R 1.2 snapshot, please, load it and save it with a different name with the **Sub Sources Button** off.

Getting started

In order to load SEQUI2R EX, navigate on Kontakt 5.5 browser and locate the folder where you extracted SEQUI2R EX. Double click on SEQUI2R EX.nki and wait for the loading progress bar to disappear and the GUI to be fully formed on screen.

While SEQUI2R EX seems to be constituted of only one file, up to 400 sources sounds (Factory plus Expansion 1) can be accessed on the very same interface.

SEQUI2R EX makes use of the Kontakt's snapshots feature. Please refer to Kontakt's user manual to learn how to load and save snapshots.

Very important considerations before using SEQuiR

When you load SEQUI2R EX you will be presented with the initialised patch called INIT. It will not make any sound and all memory is purged. In order to use SEQUI2R EX, please load a snapshot or create a patch and phrases of your own (please see below Recording and Editing sections).

When you load any patch/snapshot, which includes Key/Scale settings, the **Key/Scale Control** could be switched off, but the key and scale are already set. In order to play on any other key, please change the Key/Scale Control to the key or scale of your liking.

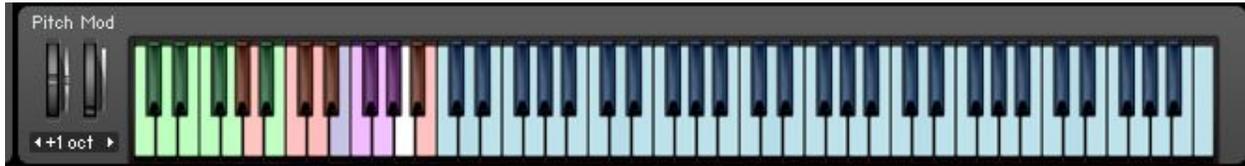
If the patch/snapshot does not include Key/Scale settings, it will transpose the phrase starting from the pressed key.

Phrases that comes within a factory patch/snapshot can be edited.

The **Sound Sources** that constitute a factory patch/snapshot can be changed with any of the included Sound Source of any category (see below for more info).

User Interface: SEQUI2R EX Main Page

Responsive Keyswitches layers.



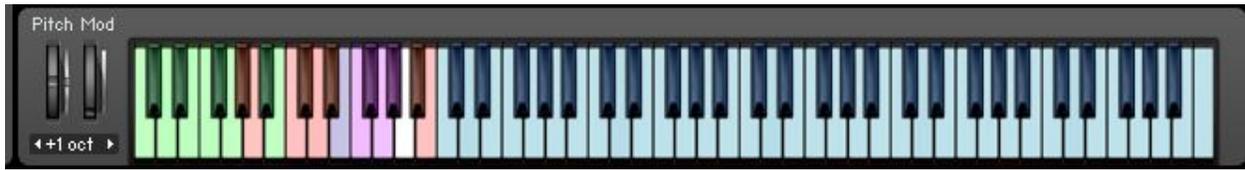
As you'll notice, Kontakt's graphic keyboard color layout has been changed to reflect new features.

Fixed Key-switches:

These keys will not trigger any sound, but they will activate different functions:

- Green keys (C-1, G-1): these keys activate each of the 8 available phrases per patch. They can be pressed both while idle or while a phrase is already playing. These keys override the 8 Sequences Selectors and the Recall Button altogether.
- Red key (G#-1, A-1): these keys control the Optional Start function. It overrides the legato start function. They can be pressed both while idle or while a phrase is already playing. A-1 activates the Optional Start function, while G#-1 deactivates it.
- Green keys (A#-1, B-1): these keys control the Legato function. It overrides the Optional Start function. They can be pressed both while idle or while a phrase is already playing. B-1 activates the Legato function, while A#-1 deactivates it.
- Red keys (A#0, B0): these keys control the **Tempo Behaviour** (see below "Tempo Behaviour Menu").
 - A#0 doubles the speed of the ongoing phrase.
 - B0 halves the speed of the ongoing phrase.

Variable Key Switches:



The following keys will show and be active only in Play Mode (Not in Recording Mode):

- Red keys (C0, D#0): These keys trigger the four optional starts. See **System Page Controls**.
- Purple Keys (E0, G#0): E0 activates the scale selected in the Key/scale control Menu. From F0 to G#0 they trigger the four scale variations. **System Page Controls**.

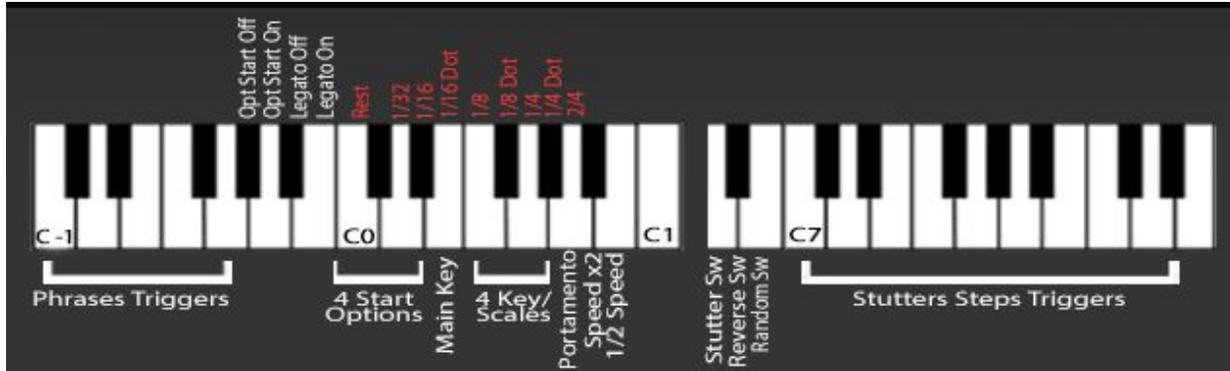


The following keys will show and be active only in Recording Mode (Not in Play Mode):

- Red key (C0): it's the pause/rest key. To be used while recording a phrase.
- Purple keys (D0, A0): these keys select the note value while recording a phrase. They override the Note Value Menu on the GUI. The values are from 32nd note (D0) to 2/4 (A0).

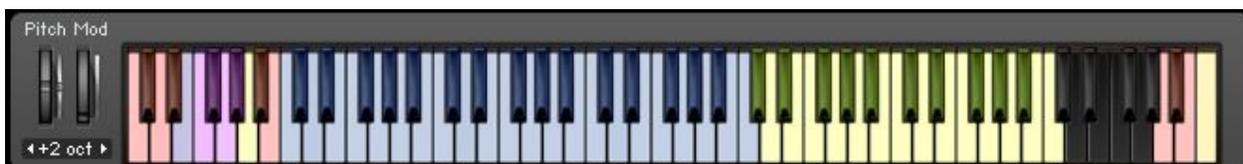
Special functions Keyswitches

The following picture can be accessed on the System page, by clicking on the menu at the centre of the page.



- Yellow key (A0): this key switches the main Portamento function on/off.
- Red key (A6): this key switches the main Stutter/Ornament function on/off.
- Red keys (A#6): this key switches the main Reverse function on/off.
- Red key (B6): this key switches the main Random Notes function on/off.
- Yellow Keys (C7,E8): these keys kill momentarily the Stutter/Ornament function. Each of these 16 keys controls one of the 16 sequencer steps. As soon as the note that triggers the playback is pressed again the Stutter/Ornament function is again active on the step that had been previously deactivated with the correspondent keyswitch.

Sound ranges.



When 2 Sound Sources are loaded, the keys with mapped samples will color Blue (Group A) and Yellow (Group B). keys with no samples will remain all black.

If group A is selected, only Sound Sources A samples (Blue) will be displayed.

If group B is selected, only Sound Sources B samples (Yellow) will be displayed.

Sound Menu Panel:

SEQUI2R EX sound patches can contain up to 2 Sound Sources in the 2 distinct Groups, A and B. There are 660 Sound Sources available to choose from and are divided in categories (Factory plus Expansion 1,2,3,4):



The menu functionality.

To load Sound Sources on group A or B follow this steps:

1. Select the sound Category on the Category menu (ALL CAPS title)
2. The Sound Source previously loaded becomes red (the sound is still loaded but SEQUI2R is waiting for a confirmation of the new sound to be loaded).
3. Click on the red sound name and select the desired new sound name.

The main difference between version 1.1 and 1.2 is that previously a random sound sources was loaded as soon as the new category was chosen. Now we have only one sound change and it is under the user's control.

Up and Down Arrows.

They allow to scroll through the Sound Sources without the use of the menu. The Sound categories will change automatically if the user recalls a sound before the first one or after the last one in the sound list.

The same Sound Source cannot be loaded on both groups at the same time. As a matter of fact, once a Sound Source is loaded in one Group, its name will disappear from the other Sound Source's Menu.

On top of the arrows you'll find the **Purge Button**. When active, the Sound Source is loaded, otherwise the Sound Source samples are purged and the memory freed up. In "purged" mode the menus are colored in red to signify they are inactive.

When you change a Sound Source within a preset patch, you must note that the patch might contain filters and envelopes settings which might not be optimal for the new Sound Source. For instance, if you replaced an electronic synth with a strings patch, the outcome might be a highly processed strings sound. It is recommended to check the step fx statuses when changing Sound Source, to avoid confusion.

Below each Sound Source Menu are the **Mute** and **Solo** buttons, which are self explanatory.

Sound Panels:



Both Group A and B have same parameters controls.

The four **Page Selectors** (**Main**, **Eq**, **Env** and **Sub** buttons) allow to access different parameters and knobs:

Main Buttons page:

- **VOLUME:** this is the Master Volume of each group. It is totally independent from the automatable Step Volume/gater. Control/ALT click to reset its value.

- PAN: this is the Master Pan of each group. It is totally independent from the automatable Step Panner. Control/ALT click to reset its value.
- CHORUS: this knob controls simultaneously the amount, the rate and depth of the chorus effect. Each group has an independent chorus effect. When this knob is at zero, the effect is bypassed.
- PHASER: this knob controls simultaneously the level, the rate and depth of the phaser effect. Each group has an independent phaser effect. When this knob is at zero, the effect is bypassed.
- DELAY: this knob controls the amount of delay effect. Once the knob is touched, the nearby value edits will display **Delay time** and **Feedback value**. Each group has an independent delay effect. When this knob is at zero, the effect is bypassed.
- REVERB: this knob controls the amount of reverb effect. Once the knob is touched, the nearby value edits will display a **Reverb Type Menu** and **Reverb Time**. The Reverb Type Menu includes a choice of Impulse responses. When one of these is selected, the convolution reverb unit is activated. Each group has an independent convolution reverb effect. The Reverb Type Menu includes also a Digital Reverb effect option. When this is selected, the **Reverb Knob** controls the effect send of kontakt internal reverb and the convolution effect unit is disabled. Both groups share the same main digital reverb. When the digital reverb time is edited for one group, it will be modified the same way for the other group as it is the same reverb effect.

EQ Buttons page:

This switch reveals the 6 knobs of Kontakt's 3 bands parametric equalizer. Gain and frequency are fully selectable from 20hz to 20000hz. Each Sound Source has a 3 bands parametric equalizer. Control/ALT click on the **Frequency Knobs** to reset its value and bypass the eq.

Env Buttons page:

This one reveals a few more controls.

- CUTOFF: The Sound Source main filter cutoff control. It is overridden by the controller chosen for filter cutoff in the options page. Each Sound Source has an independent main filter effect

- FILTER TYPE SWITCH: this is a small yellow led button that alternates the filter type. If “on”, a Lowpass filter is chosen. Otherwise a Highpass filter will be activated instead.
- RESONANCE: The Sound Source main filter resonance control. Each group has an independent main filter effect.
- ATTACK: the volume envelope Attack for each group.
- SUSTAIN: the volume envelope Sustain for each group.
- HOLD: the volume envelope Hold for each group.
- RELEASE: the volume envelope Release for each group.

The **Pitch** value edit controls the pitch for each group.

The **Dyn** value edit controls the velocity response of each group.

Sub Sound Sources layer page



This page reveals the sub layer function of SEQui2R EX. it is possible to load a completely different sound source in this slot using the category and sound source menus in this page (exactly the way we load the main sound sources sounds). But this new layer will only play when the sequencer is on and when the velocity of the step sequencer is below the value set on the VEL control. So if we choose 76, like in the picture,, when a note from the sequence is below 76 of velocity, the sub layer will play, otherwise the main sound source, in this case sound source A, will play.

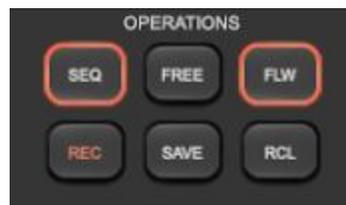
The SENS control allows to change the sensibility of the Sub layer. Since Most of Sequi2r EX sound sources are multisampled in different velocities, it is possible that the velocity sensibility will need to be adjusted to make the most of each sound in terms of dynamics.

Sequences Selectors:



The Sequences Selectors are a series of 8 buttons which allow to choose what phrase to be played (8 phrases in total). They do not recall phrases in real time, instead, after selecting the desired button, the **Recall Button** must be pressed in order for the phrase to be loaded. To recall a phrase in real time it's opportune to use the Green Keys (C-1,G-1) as explained above. These buttons are also to be used when saving a newly recorded phrase in conjunction with the **Operations Buttons**.

Operations Buttons:



These buttons are the heart of SEQUI2R EX as they provide the means to record and playback custom phrases.

- SEQ: this is the phrase/sequencer power switch. When on, SEQUI2R EX will act as a phrase repeater, with playback and recording capabilities. When off, SEQUI2R EX can be played as a normal synth, in real time.
- FREE: This button locks the sequencer to the current phrase selected for:
 - Editing purposes: as SEQUI2R EX normally reloads all stored sequence parameters any time a key is pressed, the **Free** Button allows the user to edit new parameters while playing, without them being wiped out at any newly pressed key. This is useful when perfecting velocities or filters shapes, while hearing the modifications in real time, as the phrase repeats. Once the desired balance of parameters is achieved, by pressing **Save**, the phrase is stored. Editing will be again possible while idle, or when the Free button is again

pressed. These functions will be later referred to as Editing While Playing (EWP) and Editing While Idle (EWI).

- Recording purpose: if Free edit is active when recording a phrase, the values of Step volume, Step pan, Cutoff, Lo-fi, Talk, Distortion will be preserved as they were before the notes were recorded. This is useful when the user wishes to duplicate a phrase, maintain all the step fx parameters and change all or a few notes.
- FLW: This is the **Follow** button. When pressed, any recorded phrase will start from the key pressed as SEQUI2R EX will transpose it accordingly. When depressed, SEQUI2R EX will repeat the recorded phrase without transposing it, no matter what key is played. In conjunction with the **Key/Scale Controls**, the user has the options to transpose each phrase maintaining the original notes intervals or altering the notes intervals to keep the phrases within a predefined scale/key.

It is worth noting how SEQUI2R EX transposes a phrase. For instance let's assume we record a phrase starting from C4, continuing as a simple major scale. When FLW Button is activated, SEQUI2R EX will repeat the exact same phrase only if a C4 is played. In other words:

- 1. If the original starting note is played SEQUI2R EX will repeat the exact recorded phrase, if FLW button is pressed.**
- 2. If a different note is played, SEQUI2R EX will transpose the recorded phrase starting with the newly played note, if FLW button is pressed.**
- 3. If the KEY/SCALE control is activated, SEQUI2R EX will modify the recorded phrase according to the key/scale selected. Therefore all the intervals in the phrase will be changed accordingly in order for all the notes to be within the selected key/scale.**
- 4. If FOLLOW button is not pressed, the recorded phrase will be repeated exactly, no matter what note is played.**

- REC: This is the **Record** Button.

- As soon as it is pressed, the chosen phrase (in the Sequences Selectors Panel) will be wiped out and all parameters will be reset. It is good practice to press the desired Sequences Selector button first, then press Record. As soon as the new phrase is recorded, the Save button will light up. This means the phrase is recorded and saved already on the selected location.
- If Free edit is active when recording a phrase, the values of Step volume, Step pan, Cutoff, Lo-fi, Talk, Distortion will be preserved as they were before the notes were recorded. This is useful when the user wishes to duplicate a phrase, maintain all the step fx parameters and change all or a few notes.
- **SAVE:** This button must be used in different situations.
 - Firstly it's recommended to press **Save** anytime the user has finished recording the new phrase, even though the Save button might already be lit as a sign that the phrase is already saved. This is because the phrase can also be recorded partially. The user can choose to record only a few notes at the beginning of the phrase and leave the others note steps blank. By pressing save at this stage, SEQUI2R EX will fill in the blanks with the required number of rests.
 - Also the Save button must be used anytime an edit is performed, such as a velocity parameter edit or a step filter parameter edit.
- **RECALL:** this button recalls whatever phrase (and all its parameters) is chosen with the Sequences Selectors buttons.

The Key/Scale Controls Panel:



This is a very powerful tool with very few controls:

- **PWR:** the power switch button. It activates the key/scale function. When off, it keeps all the scale parameters that might have been previously chosen or created.

- PRESETS Menu: this offers a selection of scales and keys. Available scales at the time of writing are:
 - Major/ Minor Natural
 - Harmonic Minor
 - 8 Notes Diminished (T+S)
 - 8 Notes Diminished (S+T)
 - Wholenote scale

The Presets menu also offer the option to save one User Scale preset. To do so, after you have created the intervals you desire in the **Key/Scale Controls Keyboard** (see below) just hit “Save User” in the Presets menu and the preset will be named User. At this point it is available like all the other scales presets.

You cannot recall a Key/Scale User Presets in a Snapshot/Patch in which you have not previously saved any. It may cause a problem which can be troubleshooted by recalling any other Key/Scale Presets.

At the moment of writing the Key/Scale User Presets is saved for all SEQUI2R EX patches.

- BEHAVIOUR MENU: this menu offers three options:
 - Semitone up: while modifying the intervals in order to keep the phrase within the chosen scale/key, SEQUI2R EX will transpose any undesired note one semitone up. If an acceptable note is not reached, SEQUI2R EX will transpose again, by shifting a semitone up , until a note within the desired scale/key is reached.
 - Semitone down: while modifying the intervals in order to keep the phrase within the chosen scale/key, SEQUI2R EX will transpose any undesired note one semitone down. If an acceptable note is not reached, SEQUI2R EX will transpose again, by shifting a semitone down , until a note within the desired scale/key is reached.
 - Silent: while modifying the intervals in order to keep the phrase within the chosen scale/key, SEQUI2R EX will skip any undesired note leaving a gap in the phrase.



- **KEYBOARD:** this is an interactive series of keys. Red dots will appear on keys which are not part of the chosen scale. The user can also generate custom scales by clicking on each key accordingly. Keys with red dots will not be included in the scale while obviously all keys without the red dot will be included. It is possible to save one user preset per Snapshot/Patch. Please see above on the **Presets Menu**.

Note that the key/scale is set for the whole patch. So the 8 recordable phrases share the same key and scale parameters.

More features in the Key/Scale Controls Panel.

The PRESETS Menu now includes a few more items. Apart from the original choices of keys/scales, there are a few new features.



Save User Function

When this item is selected, two new items appear on the place of the Key/Scale Power switch:



- Location Number value edit: this allows the user to select one of the ten user locations to store the user Key/Scale preset.
- Save led button: this small button opens a dialogue window which will ask for a filename for the user preset to be saved. After "Save" is clicked, the newly saved user preset will be recallable via the The PRESETS Menu, by clicking the correspondent user preset number that was previously selected with the **Location Number** value edit.

Import Key/Scale Function

By clicking this item two new items appear on the place of the Key/Scale Power switch:



- Location Number value edit: this allows the user to select one of the ten user locations to which import an user preset.
- Import led button: this small button opens a dialogue window which will show a choice of previously saved presets.. After “Open” is clicked, the newly imported user preset will be recallable via the The PRESETS Menu, by clicking the correspondent user preset number that was previously selected with the **Location Number** value edit.

User Presets Slots

These will recall any user preset saved through the **Save User Function**.

Each snapshot can include ten unique user presets as they are saved or imported for each patch/snapshot. The user can import in one patch/snapshot scales saved in other patch/snapshots.

Sequencer Panel:



This is a very important panel and needs to be understood properly in order to be able to record custom phrases.

SEQUI2R EX sequencer has 16 steps. The phrase length is dictated by the Tempo Behaviour Menu. The default length of a phrase is half a bar and this is because in most situations each phrase will be looped and different phrases will be triggered in order to achieve more complicated patterns. For instance phrase 1 can serve as the beginning of a riff, while phrase 2 and 3 can be two possible endings of the same riff. This way it is easier to create variations on the fly without having a bigger number of longer phrases which differ of only a few notes at the end.

The Sequencer Panel has the following controls:

- **TEMPO BEHAVIOUR MENU:** this very important menu gives the option to play the recorded phrase at the
 - Host tempo: this way the recorded notes values will coincide with the host note value. The phrase length will be of Half a bar of the host application.
 - Double tempo: this way the recorded notes values will be half the host note value. The phrase length will be a quarter of a bar of the host application.
 - Half tempo: this way the recorded notes values will be double the host notes value. The phrase length will be a bar of the host application.
 - Quarter tempo: this way the recorded notes values will be four times the host notes value. The phrase length will be half a bar of the host application.

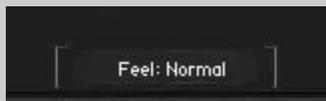
It's important to remember that the chosen Tempo Behaviour will be applied to ALL the phrases recorded in a single patch.

- **SEQUENCE LENGTH:** this value edit allows to select the number of steps/sliders per phrase, from a minimum of 2 to a maximum of 16.

It is possible to have different phrases with different numbers of steps/sliders.

- NOTE VALUE MENU: here note values from 32nd to 2/4 of a bar can be chosen. This menu is overridden by the green key switches (C-1, G-1) in recording mode.

At the time of writing, It is not possible to have simultaneously base 3 note values (triplets) and base 2 note values (normal 8th or 16th, etc...) in one given phrase. In fact the feel of the phrase, whether a triplet feel or a straight feel, must be chosen at a patch level using the dedicated menu at the center of the GUI.



The chosen feel will be applied to all the phrases within a patch/snapshot.

- POS value edit: this is a very handy feature that allows to edit the recorded phrase by re-recording from a specific step/position of the phrase. At the default value of 1, SEQUI2R EX will behave normally as explained in the Record section. If POS value is greater than one, SEQUI2R EX will keep untouched all notes in the phrase smaller than the displayed POS value and will await the user to record from the specified POS value onwards. When a POS value is chosen, a yellow border will surround the Notes Display to indicate which step is selected within the recorded phrase (as shown below, as the fifth step is selected).



- CHOKE value edit: This value allows to choke/shorten the note up to a 20th of the original value. This can be achieved while step recording, or as an edit, after the actual phrase is recorded. In some cases, when the Release time of the group is extremely high (as in a guitar sound with very long release time), there is

not much difference from a choked note to a not choked one. But this feature is really great on pulsing, arpeggiated sounds, when a kind of stuttering effect is required.

- **BEND**: this allows to create a bending effect to the selected note. It is depending to the **Bend Range** in the **Options page**, in that it only controls the amount of bend. Like a pitch bend wheel that can be touched just a little, instead to be used to it's full range.

Group Panel:



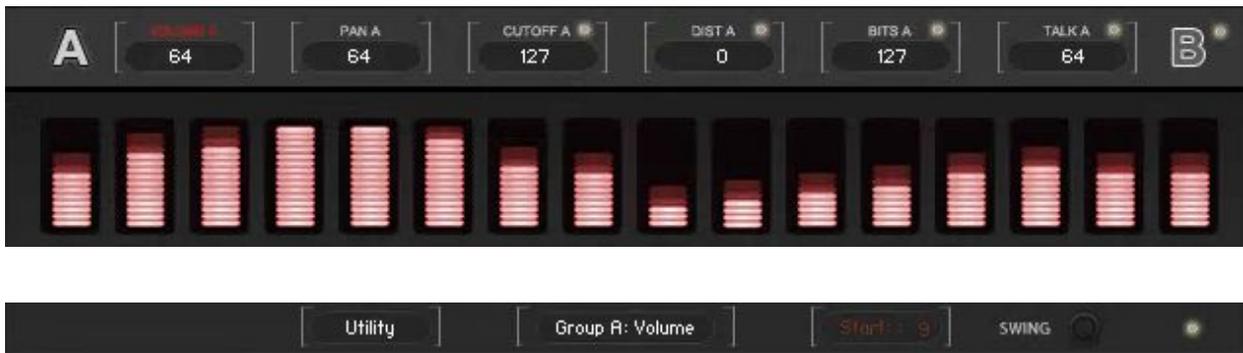
This Panel can be accessed by clicking either on the letter **A** (Group A) or the letter **B** (Group B). The pressed letter will change its state from a grey color to a white color to indicate which group is selected.

It's important to remember that each group corresponds to a Sound Source. The first Sound source corresponds to Group A, the second to Group B. In this way it is possible to make different edits to a phrase at a group level. For instance having different step filters patterns for each group.

Once a group is selected, more controls are revealed. These controls are independent for each group and can be edited while recording and/or while editing. Please check the Recording and Editing workflows further in this manual.

- **VOLUME (A or B)**: This value edit allows to create changes in the group volume step by step. It is totally independent from the Group Master Volume in the Sound Panel. While recording, a different value can be set for each note, before each note is played, in order to create step gater effects. By clicking on the actual Volume title, the writing will change its color to red to indicate the Volume is displayed step by step. In fact also the **Sequence Sliders** will change color and display the Volume values step by step. Also the **Indicator Label** at the bottom

of SEQUI2R EX's GUI will display: Group "x" Volume. Please check the pictures below.



When ALT/CONTROL clicking on the title of any of these value edit in the Group/Slot Panel, their values will be reset to default. Press Save to keep the changes.

- PAN (A or B) value edit: similarly to the Volume value edit, this value edit allows to create changes in the group Pan step by step. It is recommended to keep the Master Pan at unity if it is intended to make any panning effects to avoid conflicts. Even though the Master Pan could act as a overall "pan adjust" while the Step Pan dictates the panning movement . While recording, a different value can be set for each note , before each note is played, in order to create step panner effects. By clicking on the actual Pan title, the writing will change its color to red to indicate the Pan is displayed step by step. In fact also the **Sequence Sliders** will change color and display the Pan values step by step. Also the **Indicator Label** at the bottom of SEQUI2R EX's GUI will display: Group "x" Pan.
- CUTOFF (A or B): This value edit allows to create changes in the Filter Cutoff step by step. It is totally independent from the Group Master Filter in the Sound Panel. While recording, a different value can be set for each note , before each note is played, in order to create step filter effects. By clicking on the actual Filter title, the writing will change its color to red to indicate the Volume is displayed step by step. in fact also the **Sequence Sliders** will change color and display the Filter values step by step. Also the **Indicator Label** at the bottom of SEQUI2R EX's GUI will display: Group "x" Filter. The resonance values for this filter can be set in the Options Page.

- **FILTER SWITCH:** this is a small yellow led switch beside the cutoff title. It is the filter power switch. When off, no step filter effect will be audible, even though a filter shape might be displayed on the visual Sequence Sliders.
- **DIST (A or B):** This value edit allows to create changes in the Distortion effect step by step. It controls the gain amount of a distortion unit. While recording, a different value can be set for each note, before each note is played, in order to create step distortion effects. By clicking on the actual Distortion title, the writing will change its color to red to indicate the Volume is displayed step by step. In fact also the **Sequence Sliders** will change color and display the distortion gain values step by step. Also the **Indicator Label** at the bottom of SEQUI2R EX's GUI will display: Group "x" Dist.
- **DISTORTION SWITCH:** this is a small yellow led switch beside the Distortion title. It is the distortion power switch. When off, no step distortion effect will be audible, even though a distortion shape might be displayed on the visual Sequence Sliders.
- **BITS (A or B):** This value edit allows to create changes in the LO-FI effect step by step. It controls the bits reduction amount of a LO-FI unit. While recording, a different value can be set for each note, before each note is played, in order to create step LO-FI effects. By clicking on the actual Bits title, the writing will change its color to red to indicate the LO-FI value is displayed step by step. In fact also the **Sequence Sliders** will change color and display the LO-FI values step by step. Also the **Indicator Label** at the bottom of SEQUI2R EX's GUI will display: Group "x" Bits.
- **LO-FI SWITCH(A or B):** this is a small yellow led switch beside the LO-FI title. It is the LO-FI effect power switch. When off, no step LO-FI effect will be audible, even though a LO-FI shape might be displayed on the visual Sequence Sliders.
- **TALK (A or B):** This value edit allows to create changes in the Talk effect step by step. It controls the vowel filter amount of a Talk unit. While recording, a different value can be set for each note, before each note is played, in order to create step Talk effects. By clicking on the actual Talk title, the writing will change its color to red to indicate the Talk value is displayed step by step. In fact also the **Sequence Sliders** will change color and display the Talk values step by step. Also the **Indicator Label** at the bottom of SEQUI2R EX's GUI will display: Group "x" Talk.
- **TALK SWITCH:** this is a small yellow led switch beside the Talk title. It is the Vowel effect power switch. When off, no step Talk effect will be audible, even though a Talk shape might be displayed on the visual Sequence Sliders.

- COPY A TO B button: this is located at the right of the B group letter. By pressing it, all Volume, Pan, Cutoff, Distortion, Lo-Fi and Talk values will be copied from Sound Source A to Sound Source B. After this it is strongly recommended to click Save, otherwise the copy will not take effect.

Sequence Displays Panel:



This Panel gives a visual representation of the recorded notes and parameters recorded in a phrase.

- SEQUENCE SLIDERS: these bars display by default the velocity values of each note. In this case their color is red and the Indicator Label reads “Sequence”. They will also change color and values to display Volume, Pan, Cutoff, Distortion, Lo-Fi and Talk values when these are selected on the Group Panel. These sliders can be used to edit the displayed values manually after the phrase has been recorded. When Free button is activated, these values can be edited while the notes are playing (EWP). Otherwise it’s better to edit when no key is pressed and click on Save button straight away no to loose the changes (EWI). The picture below shows the Sequence Sliders and Indicator Label states when the Bits (Lo-Fi) effect for Group A is selected.



- NOTES DISPLAY: This is a string of 16 buttons which shows the recorded notes names. When a different note from the original recorded phrase starting note is

played, the Notes Display will show the resulting notes after the transposition has taken effect. These buttons also provide the means to edit the recorded note.

The Notes Display is affected by the Key/Scale Controls and will display the notes name after the intervals have been changed to fit the phrase within the chosen key/scale.

Special Sequencer Functions Panel



On top of each step there are 16 new LED switches. By clicking on each of them we can access SEQui2R's New View Panel which contains new functions that are to be set for each sequencer step.

We will explore all the new functions in this panel from left to right.

Single group allow per step.



By clicking on A or B button, it is possible to select whether Sound Source A or B is playing in solo for the selected step. Both buttons on is equivalent to both switched off.

Stutter/ Ornament functions.



- Stutter Button: activates this function on the selected step.it acts as master switch for the Ornament function as well.
- Ornament Button: activates this function on the selected step. If off, this step will play in stutter mode.
- Random Repeats Value Edit: sets the number of Stutter/Ornaments notes: from 1 to 8. With this function SEQui2R is able to play triplets, quintuplets and more within a straight 16th notes pattern.
- Stutter/Ornament modes:
 - Mode 0: A buzz effect is generated on the step selected, for the length of the step alone.
 - Mode 1: The duration of the note that starts on this step is divided by the number of repetitions set on the Repeats Value Edit. Generally the stutter effect will cover the length of time to the next note, unless a rest note had been recorded, in which case the Stutter/Ornament effect will get only to the Rest note step.

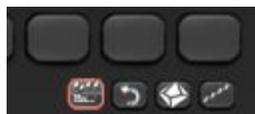
In random generated phrases SEQui2R can set rest notes that are not immediately visible. For this reason at times the Mode 1 Stutter will sound like Mode 0, because a rest note or a series of rest notes are placed immediately after the selected step in which we want to apply a stutter effect.

- Velocities table: allows to set the velocity of each stutter/ornament note, overriding the velocity set on the selected step.
- Ornament Rec: Ornament is a particular type of stutter that repeats notes played by the user
 - Switch Master Stutter on

- Switch Stutter Button on
- Set the number of repetitions with the Repeats Value Edit
- Click on Ornament Rec
- Play as many notes as indicated with the Repeats Value Edit
- SEQui2R will prompt you to save.
- The phrase will play the recorded ornament on the selected step.

If more notes than the amount indicated in the Repeats Value edit are played, SEQui2R will ignore this Stutter and it will have to be re-set again.

- Stutter/Ornament Copy (and Paste): Allows to copy and paste a Stutter/Ornament from one step to another.
 - Click on Copy once you have selected a step with desired Stutter or Ornament.
 - Select the destination Step
 - The button now will show “Paste”
 - Click on Paste
 - Save the phrase.
- Master Stutter/Ornament switch: activates and deactivates the Stutter/Ornament function on the fly. It is also controllable via keyswitch (See keyswitches map).



In random generated phrases the Stutter function might cause errors because of the nature of the random generated length. Use editing function (User Manual 1.0) to correct any problems in random generated phrases.

Reverse Notes per Step.



This function allows to reverse the sound on the selected step.

- Reverse Button: Switches the reverse function on the selected step on or off.
- Reverse All Button: Switches the reverse function on all steps at once on or off.
- Step Speed Knob: it adjust the speed of the reverse sound for the selected step. It works in conjunction with the Master Reverse Speed Knob which needs to be set first.

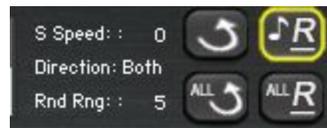


- Reverse Volume Knob: it adjust the volume of the reverse sound. It works in conjunction with the Main Group Volume.
- Master Reverse Speed Knob: it adjust the speed of the reverse sound at a master level. A faster speed will produce a more prominent “sucking” effect.

The Master Reverse Speed Knob needs to be set for each project as it does not adjust automatically to the song tempo.

- Reverse Master Switch: It controls the reverse function. It can be controlled with a keyswitch (See keyswitches map).

Random Notes per Step.



This function allows SEQui2R to generate random notes on the selected step. This effect is best achieved when a Key/Scale is set.

- Random Button: it switches on/off this function on the selected step.
- All Notes Random Button: Switches the random function on all steps at once on or off.
- Random Range: It sets the boundaries in semitones for the random notes to be generated. Up to 12 Semitones below and above the selected note.
 - Both: notes both above and below the note set on the step will be generated.
 - Up: only notes above the note set on the step will be generated.
 - Down: only notes below the note set on the step will be generated.



- Master Random Switch: it switches on/off this function. It can be controlled with a keyswitch (See keyswitches map).

When using Midi Drag and drop function of phrases that contain Random Notes, pls do not expect the MIDI FILE to play a random note as SEQui2R does. Likewise, if you layer SEQui2R with another instrument playing the MIDI FILE, do not expect SEQui2R to randomise the notes the same way they are in the MIDI FILE.

Similarly, the MIDI FILE will not contain any Reverse Sound information for another instrument to interpret.

Portamento

It generates a glide/legato effect on the selected steps.



- Portamento Switch: it switches on/off this function on the selected step.
- All Steps portamento: Switches the portamento effect on all steps at once on or off.



- Master Portamento Switch: : it switches on/off this function. It can be controlled with a keyswitch (See keyswitches map).



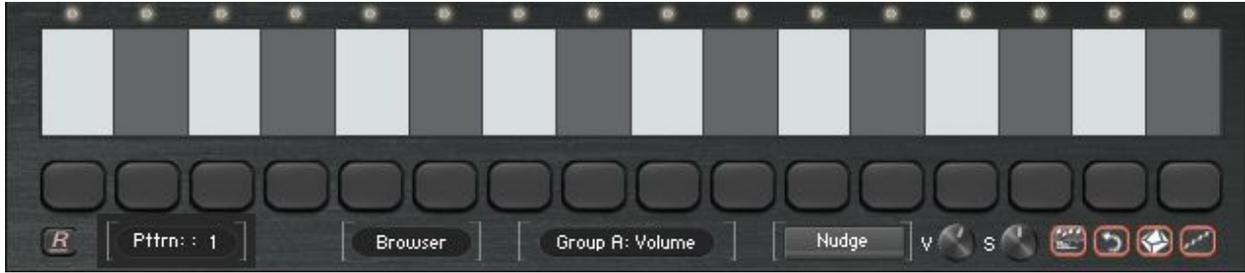
- Portamento Time: it controls the speed and amount of the glide effect. This control is located in the Options Page.

Bottom Panel:



This panel contains the following:

- **UTILITY MENU:** This menu offers options to facilitate editing and general phrase parameters changes.
 - **COPY:** the selected values among Volume, Pan, Cutoff, Distortion, Lo-Fi and Talk, which is visually represented by the Sequence Sliders and Indicator Label, can be copied and pasted onto another of the same or different kind. For instance a Step Volume pattern from Group A can be copied onto Group B Step Pan pattern.
 - **PASTE:** the selected values among Volume, Pan, Cutoff, Distortion, Lo-Fi and Talk, which is visually represented by the Sequence Sliders and Indicator Label, can be copied and pasted onto another of the same or different kind. For instance a Step Volume pattern from Group A can be copied onto a Step Pan pattern. To do so, first select the desired parameter in the Group Panel (its title needs to become red). Then in the Utility Menu, choose Copy. Now select the destination Parameter again in the Group Panel (its title needs to become red). Then choose Paste in the Utility Menu and Save straight away.
 - **BROWSER:** This utility reveals 10 (at the time of writing) premade patterns which are selectable with the **Pattern Select** value edit which will appear at the bottom left of the GUI when the Browser utility is chosen. The **Nudge** button also will appear, at the right of the Indicator Label. By clicking on this button, the pattern shown on the Browser will be nudged by one step, resulting in a slightly modified version of the pattern.



- IMPORT: This utility allows to import a phrase with all its parameters and effects from a folder where previously it was exported into as a .nka file.
- EXPORT: This utility allows to export a phrase with all its parameters and effects to a specified folder as a .nka file.

Please note that The Tempo Behaviour value will not be exported, therefore not imported.

- INDICATOR; This is a label that displays what values are selected for editing. Available values are: Sequence (Global), Volume, Pan, Cutoff, Distortion, Lo-Fi and Talk (for each group).
- OPTIONAL START: This value edit allows to select from which step the optional start feature will begin. When inactive, its writing is in red color. When active, it becomes white. This function is activated/disactivated with the Purple key switches (G#-1, A-1). It is overridden by the Green key switch (B-1) which activates the Legato Start function. In this case the writing “Start” is replace by “Leg on” to indicate this function is active.
- SWING: this knob controls the amount of swing of a phrase.
- SIMPLE PATTERN DRAWER ACTIVATOR: this small led button will lit when clicked and the normal Kontakt style table will replace the Sequence Sliders, allowing for a faster pattern shape drawing. It is recommended to Save as soon as the shape is drawn.

Smart Legato Phrasing Function

SEQui2R now recognizes when the user has left the keys for a specific length of time and starts the following phrase from its first step. Before this was not possible and the user had to switch the legato function off in order to start the following phrase from the first step and subsequently “legato on” in order to activate it. Now the legato keyswitch can be set at the beginning of a phrase and left on until desired (providing there is a sufficient gap of time between the last legato line and the following phrase that needs to start on the first step).



- **LEGATO START:** With legato activated, a knob appears beside “Legato on” label. This knob should be used with care. It sets the **Time Gap** SEQui2R waits before “deciding” to start the phrase from the first step, when triggered again. In other words once the user releases his hands from the keyboard, SEQui2R will wait for a set time, if no keys are triggered then SEQui2R will set the first step as the starting note.

Randomisation Engine



This engine allows to create random phrases, sounds and step effects.

- **Random Access Button:** Normally this is the only button displayed at startup. It reveals and hides all others random engine controls.
- **Random Button:** by clicking this button, the random engine is activated.
- **Random Pitches button:** when this is on, a random phrase can be generated when the random engine is activated. The steps duration is set as normal with the Note Length Menu.
- **Random Durations Button:** this overrides the Note Length Menu. When on, random durations notes can be generated when the random engine is activated.

- Random Step Effects: when on, random step effects (Pan, Filters, Distortion, Talk, And Lo-Fi) can be generated when the random engine is activated.
- Random Sound Sources: when on, 2 random Sound Sources are chosen among the Sound Category set in the menus.
- Random Sound Category Button: When on, 2 random Sound Sources are chosen among all SEQui2R's Sound Sources.

All this function can be set at once, randomizing phrases, sounds and step effects altogether.

In random generated phrases the Stutter function might cause errors because of the nature of the random generated length. Use editing function (User Manual 1.0) to correct any problems in random generated phrases.

User Interface: Options Page



The Global Options page offers a few controls which are to be stored in each Patch/Snapshot.

- **VIBRATO CC:** this allows to select which Midi controller will control the amount of vibrato for the whole patch.
- **VIBRATO SPEED:** this value edit allows to set the speed of the vibrato for the whole patch.
- **VIBRATO DELAY:** this value edit allows to set the time gap before the vibrato for the whole patch starts.
- **PITCH BEND RANGE:** this value edit allows to set the Pitch Bend range. Note that the Pitch bend Amount in the Sequencer Panel will be dependent on this value.
- **DYNAMICS CC:** this allows to select which Midi controller will control the amount of Velocity reduction for dynamic control. This allows real time dynamics (velocity) change of a pre-recorded phrase.

- VIEW NOTES: When this value edit is set to 1, every script generated note will be shown on the Kontakt Keyboard. On position 0, it will only show the keys that the user presses.
- DELAY PAN: this value edit allows to set the amount of stereo effect (ping pong) on the delay. This value is common for both Sound Sources.
- DIGITAL REVERB COLOR: this value edit allows to set the color/dampness of Kontakt's internal digital reverb.
- STEP FILTER RESONANCE: this value edit allows to set the resonance value of the step filter for which the cutoff is set in the Sequencer Panel. This value is common for both groups.
 - Step Resonance Control Knob: This is a small knob that has been added next to the Step Filter Resonance Value edit. Now the user can manipulate the resonance values (which are the same for both Group A and B) when using the Step Filter. Additionally this knob can be CC controlled.
- MOD FILTER A CC: this allows to select which Midi controller will control the cutoff for Group A's filter. It will override the Cutoff Knob in the main GUI.
- MOD FILTER B CC: this allows to select which Midi controller will control the cutoff for Group B's filter. It will override the Cutoff Knob in the main GUI.
- FILTER B BEHAVIOUR: this menu allows to choose whether Group B's main filter will behave normally or inversely in respect to Group A's main filter. In inverse mode, it is possible to create the effect of Sound Source A's filter closing when Group B's filter opens. A kind of crossfading filter behaviour.
- EFFECT AUTOMATOR: If activated it is possible to save different effect bypass states for each phrase in a patch. For instance a Step Filter Cutoff is automated in phrase 1, but totally bypassed on phrase 2. If inactive, the bypass states will not respond and each effect will maintain its state on every phrase.
- FILTER A TYPE: this menu allows to choose the type of Step Filter (not to be confused with the Main Group Filter which is controllable by the Cutoff

and Resonance knobs on the **Env** page of the Sound Panel). Find below a picture of all available types.

- FILTER B TYPE: this menu allows to choose the type of Step Filter (not to be confused with the Main Group Filter which is controllable by the Cutoff and resonance knobs on the **Env** page of the Sound Panel). Find below a picture of all available types.



LP 4Pole
SV LP4
Ladder LP4
AR LP24
Daft LP
HP 4Pole
SV HP4
Ladder HP4
AR HP4
Daft HP
BP 4Pole
SV BP4
Ladder BP4
AR BP4
AR BP24
Phaser
Vowel A
Vowel B
Pro52
SV Notch4
Lader Notch
BR 4Pole
Ladder Peak

Recording workflow

Notes only recording:

In order to record a new phrase please perform the following steps:

1. Click on the Sequences Selector button correspondent to the phrase number you desired to record onto. Its border will light up.
2. Click on REC button. It will light up.
3. Select the note value for the first note by using the Note Value Menu on the Sequencer Panel or by using one of the Purple keys (D0, A0).
4. Play the desired note. Available note range is generally from C1 onwards. Double check your Sound Sources playable range by clicking on letter A or B. All yellow and/or blue keys after C1 will trigger a sound.
5. To change the note value for the following note repeat step 3, then 4. Otherwise repeat step 4 only.
6. To insert a rest, first choose its value by using the Note Value Menu on the Sequencer Panel or by using one of the Purple keys (D0, A0), then press the red key (C0)
7. Repeat step 3,4,5 and/or 6 as required till the end of the phrase when the Save button will light up. At this point, for safety, press Save and, if REC is still on, depress REC.
8. Now play the phrase from the starting note and SEQUI2R EX will repeat it correctly.
9. To record a new phrase start from step 1 choosing a different Sequence Selector.
10. To edit any of the recorded notes please refer to the Editing section of this manual.

At the moment of writing, SEQUI2R EX doesn't like phrases starting with a rest. To work around this, start with a note at minimum velocity, 0 if possible (otherwise you can always re-edit the velocity value to 0 later).

It is possible to record notes up to a certain step only. Then press Save to complete the phrase. SEQUI2R EX will fill the remaining steps with rests.

Choose the Feel of the phrase (Normal or Triplets) before starting the recording process. In Triplets Feel, the notes values are to be considered as triplets. So that a 16th note will sound as 16th triplet (or 24th).

Advanced recording:

This method allows to record simultaneously notes and various parameters.

1. Click on the Sequences Selector button correspondent to the phrase number you desired to record onto. Its border will light up.
2. Click on REC button. It will light up.
3. Select the note value for the first note by using the Note Value Menu on the Sequencer Panel or by using one of the Purple keys (D0, A0).
4. Set any of the desired value of Choke and/or Bend in the Sequencer Panel.
5. To set any value of Step Volume, Pan, Cutoff, Distortion, Lo-Fi and Talk, first click on the letter A or B (whether you want to set the values for Group/Slot A or B)
6. Play the desired note. Available note range is generally from C1 onwards. Double check your Sound Sources playable range by clicking on letter A or B. All yellow and/or blue keys after C1 will trigger a sound.
7. To change the note value for the following note repeat step 3 to 6. Otherwise repeat from step 4 only.
8. To insert a rest, first choose its value by using the Note Value Menu on the Sequencer Panel or by using one of the Purple keys (D0, A0), then press the red key (C0)
9. Repeat step 3 to 6 and/or 7 as required till the end of the phrase when the Save button will light up. At this point, for safety, press Save and, if REC is still on, depress REC.
10. Now play the phrase from the starting note and SEQUI2R EX will repeat it correctly.
11. To record a new phrase start from step 1 choosing a different Sequence Selector.
12. To edit any of the recorded notes or effect values please refer to the Editing section of this manual.

At the moment of writing, SEQUI2R EX doesn't like phrases starting with a rest. To work around this, start with a note at minimum velocity, 0 if possible (otherwise you can always re-edit the velocity value to 0 later).

It is possible to record notes up to a certain step only. Then press Save to complete the phrase. SEQUI2R EX will fill the remaining steps with rests.

Choose the Feel of the phrase (Normal or Triplets) before starting the recording process. In Triplets Feel, the notes values are to be considered as triplets. So that a 16th note will sound as 16th triplet (or 24th).

Recording maintaining Step-fx values:

This method allows to record notes while keeping all various parameters of Step Pan, Volume, Cutoff etc....including choke and Bend values. it is useful when a phrase has been copied and it is required only to re-record notes.

1. Click on the Sequences Selector button correspondent to the phrase number you desired to record onto. Its border will light up.
2. Click on Free Edit button. It will light up.
3. Click on REC button. It will light up.
4. Select the note value for the first note by using the Note Value Menu on the Sequencer Panel or by using one of the Purple keys (D0, A0)
5. Play the desired note. Available note range is generally from C1 onwards. Double check your Sound Sources playable range by clicking on letter A or B. All yellow and/or blue keys after C1 will trigger a sound.
6. To change the note value for the following note repeat step 4 to 5. Otherwise repeat step 5 only.
7. To insert a rest, first choose its value by using the Note Value Menu on the Sequencer Panel or by using one of the Purple keys (D0, A0), then press the red key (C0)
8. Repeat step 4 to 6 and/or 7 as required till the end of the phrase when the Save button will light up. At this point, for safety, press Save and, if REC is still on, depress REC.

9. Now play the phrase from the starting note and SEQUI2R EX will repeat it correctly maintaining all various parameters of Step Pan, Volume, Cutoff etc....including choke and Bend values which were already in the phrase.

10. To edit any of the recorded notes or effect values please refer to the Editing section of this manual.

At the moment of writing, SEQUI2R EX doesn't like phrases starting with a rest. To work around this, start with a note at minimum velocity, 0 if possible (otherwise you can always re-edit the velocity value to 0 later).

It is possible to record notes up to a certain step only. Then press Save to complete the phrase. SEQUI2R EX will fill the remaining steps with rests.

Choose the Feel of the phrase (Normal or Triplets) before starting the recording process. In Triplets Feel, the notes values are to be considered as triplets. So that a 16th note will sound as 16th triplet (or 24th).

Recording from position:

This feature allows to "edit" the phrase while re-recording manually from a point of the phrase onwards.

Once a phrase is recorded:

1. Set the value of POS in the Sequencer Panel. A value greater of 1 will cause SEQUI2R EX to record the new notes without wiping the existing notes prior to the POS number.
2. Select the note value by using the Note Value Menu on the Sequencer Panel or by using one of the Purple keys (D0, A0).

SEQUI2R EX will replace the old notes with the new ones from the step indicated by the POS value. If the new chosen note value differs from the previously recorded one it might be possible that a few of the old notes will remain in the phrase. For instance:

- We record a phrase of only 16th notes. The Sequence Sliders will show a pattern of velocity values which fall on every odd step while the even steps will be empty.
- We decide to edit from step 5, but this time we record 8th notes.
- On step 5 the old note will be replaced by the new one. Step 7 will be left untouched and step 9 will be again replaced and so forth.

This is a good method if we need to insert new notes, as SEQUI2R EX is not wiping out the old notes, but replaces only the ones that are on the same step.

3. From this point onwards you can follow the normal recording process as described above.

it is possible to use “Recording maintaining Step-fx values” and “Recording from Position” in conjunction.

Editing

It's good to note that there are 2 different ways to edit a phrase: **Editing While Playing** (EWP) and **Editing While Idle** (EWI). These feature are true for all kind of phrase editing.

- If EWP is desired, then the **Free Button** must be active so that SEQUI2R EX will not load the stored values for notes and effects anytime a loop cycle or a new note is activated. In EWP we can press any playable key and listen to the changes in real time. This is most desirable when checking the notes velocity, pitch but also Step Volume patterns and so on. After the edit is performed, the user need to press Save and Free to exit EWP to be able to change phrase and/or listen to the synced phrase in the host application.
- EWI is preferable when we are totally sure of the edit we need to perform. Any edit can be performed without the use of the Free function. But it's recommended to press Save before pressing any playable key to avoid losing the edit.
- It is also possible to make edits just by playing one note on the keyboard and making the desired changes while the phrase is looping. Then it is required to press Save before playing a new note on the keyboard, otherwise all the edits will be lost as soon as the new note is played.

Notes pitch editing:

The best tool to edit the recorded notes pitches is the Note Display Panel. This is a string of 16 buttons which shows the recorded notes names. When a different note from the original recorded phrase starting note is played, the Notes Display will show the resulting notes after the transposition has taken effect. This buttons also provide the means to edit the recorded note.

Each button in the Notes Display is editable. By clicking/scrolling up or down, the note name/pitch will change. this method allows only to change a wrong pitch, not the value of the note, for which case it's recommended the **Recording from position** function. Follow EWP or EWI guidelines for saving.

If the user intends to change the starting note, then it's useful to remember that the phrase will play correctly if after the editing, the played key is the same as the newly edited starting note. In other words, if the user edits a starting note C1

to E1, the phrase will play correctly if he/she plays the edited phrase from E1 and not the original C1. Please refer to the Editing section of this manual.

Remember to press Save in EWI before playing any new note on the keyboard.

Remember to Save in EWP before releasing the Free button.

Manual Step Effects Values Editing:

This is valid for all kind of values of Velocity, Step Volume, Pan, Cutoff, Distortion, Lo-fi and Talk. It can be performed in EWP or EWI (Read above).

1. Select the parameter/effect to be edited.
 - a. For velocity values make sure that neither A nor B letter are selected. the Indicator Label will read "Sequence".
 - b. For all values of Step Volume, Pan, Cutoff, Distortion, Lo-fi and Talk, select A or B according to the requirement, then make sure that the desired effect title is red. The Indicator Label will show the name of the desired effect.
2. Adjust the Sequence Sliders to achieve the desired effect.
3. Follow EWP or EWI guidelines for saving.

The values of Velocity, Step Volume, Pan, Cutoff, Distortion, Lo-fi and Talk don't have to necessarily fall on the same steps as the notes. As a matter of fact, nice effects can be achieved if Cutoff or Volume values are on steps where a rest is or where a sustained note is. For instance a Volume Gater effect can be achieved when a ¼ note is recorded and a 32th on/off Volume values pattern is set on the note sustain.

Choke and Bend editing:

Possible only in EWI. To edit Choke and/or Bend amount, we need to scroll through the phrase step using the POS value edit. Each POS value will correspond to a step on the Notes Display lighting up. We can change the Choke or the Bend value per step this way. Of course press Save when done.

Editing by drawing:

This type of editing involve the use of the SIMPLE PATTERN DRAWER ACTIVATOR. This small led button will lit when clicked and the normal Kontakt style table will replace the Sequence Sliders, allowing for a faster pattern shape drawing. Follow EWP or EWI guidelines for saving.

1. Decide for EWP or EWI.
2. Select the parameter/effect to be edited.
3. For velocity values make sure that neither A nor B letter are selected. the Indicator Label will read "Sequence".
4. For all values of Step Volume, Pan, Cutoff, Distortion, Lo-fi and Talk, select A or B according to the requirement, then make sure that the desired effect title is red. The Indicator Label will show the name of the desired effect.
5. Click on the SIMPLE PATTERN DRAWER ACTIVATOR.
6. Use the mouse to draw any pattern on the Kontakt style table.
7. Follow EWP or EWI guidelines for saving.

Editing using the Browser:

Velocity, Step Volume, Pan, Cutoff, Distortion, Lo-fi and Talk values can be chosen among a set of 10 pre-made patterns. It can be performed only in EWI (Read above).

1. Select the parameter/effect to be edited.
2. For velocity values make sure that neither A nor B letter are selected. the Indicator Label will read "Sequence".
3. For all values of Step Volume, Pan, Cutoff, Distortion, Lo-fi and Talk, select A or B according to the requirement, then make sure that the desired effect title is red. The Indicator Label will show the name of the desired effect.
4. Click on the Utility Menu and choose Browser. The Pattern Selector value edit will appear.

5. Chose among the 10 pre-made patterns by scrolling the Pattern Selector value edit.
6. Use the Nudge button to slide the pattern by one step at a time in order to modify it if required.
7. Follow EWI guidelines for saving.

Editing with Copy and Paste:

Velocity, Step Volume, Pan, Cutoff, Distortion, Lo-fi and Talk values can be copied and pasted among them.

1. Select the parameter/effect to be copied.
2. For velocity values make sure that neither A nor B letter are selected. the Indicator Label will read "Sequence".
3. For all values of Step Volume, Pan, Cutoff, Distortion, Lo-fi and Talk, select A or B according to the requirement, then make sure that the desired effect title is red. The Indicator Label will show the name of the desired effect.
4. Click on the Utility Menu and choose Copy.
5. Select the parameter/effect to be copied onto.
6. Click on the Utility Menu and choose Paste.
7. Follow EWI guidelines for saving.

Playback

SEQUI2R EX as a rompler/synth:

To play SEQUI2R EX in real time as with a normal rompler/synthesiser, SEQ button needs to be inactive. At this point a patch can be created by loading 1 or 2 Sound Sources, modifying effects and envelopes parameter like a normal rompler/synthesiser. But no phrase engine features will be available. Note that any loaded snapshot which contains phrases can be just used for its sound characteristics only, by deactivating SEQ button.

SEQUI2R EX as a phrase repeater:

To take advantage of SEQUI2R EX's phrase repeating technology, SEQ button needs to be active. All the factory snapshots contain phrases that can be instantly played simply by pressing keys within the playable range (usually above C1). There are a few playing tips that the user might find inspiring:

Playing tips:

- Phrases can be played one after the other, in sequence, from start till finish. But also it's interesting to change phrase by pressing different Green key-switches (C-1, G-1) while the phrase is ongoing. This way many variations can be achieved.
- Phrases can be played monophonically, but it's also great to play 2 notes at a time or more. Note that the polyphony increases considerably when more notes are triggering notes at the same time so more CPU power is required.
- Phrases can be played at different intervals of time. For instance we can trigger a phrase from C1 on the first beat of a bar, and without releasing the key, adding a G1 on the second beat, to create a polyphonic arrangement. Note that the polyphony increases considerably when more notes are triggering notes at the same time so more CPU power is required.
- A simple one note rhythmic ostinato can become more interesting when played as a chord.
- Mixing Legato and Optional Start playing modes (see below) makes even more variations possible.

- Using 2 Sound Sources with very different notes ranges (such as Bonus: Kicks and Bonus: Hits) can give creative results (like a drum rhythm in this case) if the phrase is recorded with the notes ranges in mind.

Although SEQUI2R EX can play polyphonically, it is not possible at the time of writing to play 2 different phrases at the same time.

Optional Start:

1. Select a step number on the Optional Start value edit.
2. Play a phrase from a desired key.
3. When required press the Purple key (A-1) to activate the Optional Start function. From this moment SEQUI2R EX will loop from the step set in the Optional Start value edit till the end of the phrase anytime a key is pressed.
4. To exit the Optional Start mode, press the Purple key (G#-1) for the normal playing mode, or the Green key (B-1) to activate the Legato mode.

Legato playing mode:

1. Play a phrase from a desired key.
2. When required press the Green key (B-1) to activate the Legato mode. From this moment each phrase will continue till the end then loop from its start, no matter what key is pressed and when. Each phrase will flow to the next pitch continuing the pattern. This is great for ostinatos but also for riffs that follow different chords.
3. To exit the Legato mode, press the Green key (A#-1) for the normal playing mode or the Purple key (A-1) to activate the Optional Start mode.

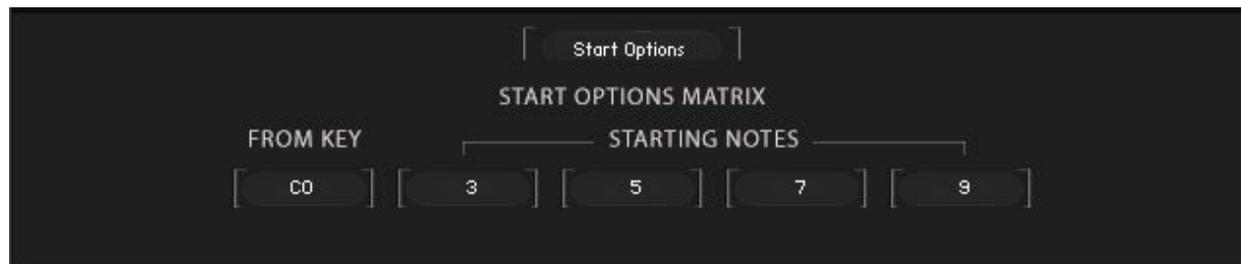
Legato mode can be quite difficult if the host latency buffer is set quite high. Legato mode relies on the user's precision, so that each key is pressed very close to the correct timing to avoid SEQUI2R EX changing pitch at the wrong time. Note that it takes a bit of practice to change key on time in legato mode especially at high BPMs. One workaround is to play the best one can, then edit the midi notes position in the piano roll of the host application. On a piano roll both the note on and note off need to be quantized.

The System Page



This page offers exciting features:

Start Options Matrix:



This matrix includes 4 slots where to set the optional starting notes. When these values are set, the optional start can be triggered and changed via keyswitch (see above new **Variable Keyswitches**).

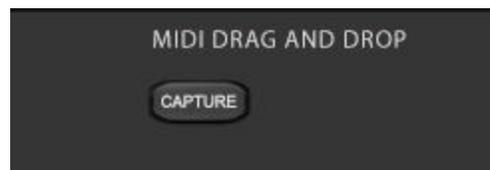
The label “From Key” is just a reminder of the first keyswitch that triggers the first optional starting note and it cannot be changed.

Scale Options Matrix



This matrix includes 4 menus where to set the optional four key/scales. When these values are set, the optional start can be triggered and changed via keyswitch (see above new **Variable Keyswitches**).

Midi Notes Drag & Drop



This brand new feature allows the user to drag a Midifile containing the full recorded midi performance on the preferred DAW.

1. Record your phrases in your DAW as you would normally using SEQui2R.
2. Press the **Capture** button and place your DAW's playhead just before the first keyswitch which triggers the first phrase you played. The button will light up.

3. Play the whole performance or a few bars of it.
4. Press again **Capture** button to deactivate it.
5. A Midifile icon appears after the capturing has finished.
6. Click on the Midifile Icon and drag it on your DAW where you have prepared a midi track or an instrument track. A new midi region will be created, containing all the midi notes SEQui2R has generated.

Only midi notes will be exported. No Midi CC or Pitch Bending CC.

If SEQui2R Midi performance is happening over a Bpm change it's recommended to temporarily move SEQui2R's midi region to a steady time part of the arrangement (or just after the end of it) and the capture the performance, as the tempo change will not be recorded and the sync will not be kept. Bpm speed does not make any difference as long as there is no Bpm change during SEQui2R midi capturing. The Exported Midi performance will adapt to the tempo change once is placed again in the correct song position.

Troubleshooting

These minor problems have been encountered only a few times. They are not extremely annoying or time-wasting, but it's worth to mention they they might present themselves.

1. A graphic glitch might occur when the Step Volume B is reset by Alt-clicking. SEQUI2R EX GUI might lose a the connection of some graphic elements and display a Kontakt Factory Slider instead of SEQUI2R EX own designed sliders. To troubleshoot this, just press a key to trigger a phrase and/or click on letter A till the Sequence Sliders appear again as normal.
2. Some snapshots/patches might sound as if the reverb effect is 100% wet, or the volume of a Sound Source is very low. To troubleshoot this, please use the Recall button to recall any desired phrase and all will be back to normal.
3. This is not a bug/known problem per se, but a tip instead. When arranging a few phrases on the host application, it's better to record a rapid change of phrase by pressing the green key-switches before the actual first midi note is recorded on the host application. In other words, if we want to start with phrase 1 (triggered by C-1), it's recommended to record on the host any of the other green keys (Csharp-1,G-1) first , then record C-1 (to recall the first phrase).
4. When working with tempo changes in a DAW, it is recommended to make the tempo change slightly before the first beat of the new bar to allow SEQUI2R EX to adapt to the new tempo on the first beat without losing the sync.
5. If a previous loaded patch had a particular Key/Scale active, the following patch that has Key/Scale control inactive might be still affected by the previous Key/Scale control. If it's so, just switch it on and then off again.

It's good practice to record in the host application the green key switch that triggers the phrase before the actual phrase starts in the arrangement, as you would do for a key-switch that triggers an instrument articulation. Many times one can forget to record the initial phrase key-switch and SEQUI2R EX will trigger instead the last triggered phrase.

A BIG THANKS GOES TO ICE NEAL
AND **GOD**.