

Sequencer-Ki Reference Manual v1.2

for Windows and Mac

Reference Manual by killihu

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Plugins, skins and other resources for computer-based audio production

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This book has been inspired by the Ableton Live Reference Manual, with the aim of making it easier for Ableton Live users to read.

Contents

Main information

1.1	Plugin Overview	5
1.2	System Requirements	6
1.3	Installation Instructions	6
1.4	Performance Issues	7

Rack Controls

2.1	Open Sequencer	8
2.2	Show Info	8
2.3	Sequencer On Top	8
2.4	Save Preset	8

Track Controls

3.1	Main Track Controls	9
3.1.1	Track Selection / Rename	9
3.1.2	Preview Button	9
3.1.3	MIDI Out Note	9
3.1.4	Steps	10
3.1.5	Steps per Beat	10
3.1.6	Play Modes	10
3.1.7	Track Activator	11
3.1.8	Track Solo	11
3.1.9	Track Move	11
3.1.10	Note Length	11
3.1.11	Random Note Length	12
3.1.12	Velocity	12
3.1.13	Random Velocity	12
3.1.14	Track Swing	13
3.1.15	Track Color	13
3.2	Envelope Track Controls	14
3.2.1	Probability	14
3.2.2	Envelope Activator	15

3.2.3	Smoothing Envelopes	15
3.2.4	Mapping controls	15
3.2.5	Sending MIDI CC	16
3.2.6	Envelope to Note Length	16
3.2.7	Lock Parameters	17
3.2.8	Randomize Parameters	17
3.2.9	Reset Parameters	17

Main Controls

4.1	Top Controls	18
4.1.1	Main Selector	18
4.1.2	MIDI In Select Track	18
4.1.3	MIDI Transpose	18
4.1.4	Link	19
4.1.5	MIDI In Change Pattern	19
4.1.6	Main Move	20
4.1.7	Main Swing	20
4.2	Global Controls	21
4.2.1	Zoom	21
4.2.2	Extra	21
4.2.3	Global Reset	21
4.2.4	Global Random	22
4.2.5	Track Copy / Paste	22
4.2.6	Get Track Names	23
4.2.7	Global Colors	23

Patterns

5.1	Pattern Selection	24
5.2	Copy Patterns	24
5.3	Saving Patterns	24
5.4	Random Pattern	25

Export

6.1	Export Sequences	26
6.2	Export Envelopes	26

Main information

1.1 Plugin Overview

Sequencer-Ki is a 16-track sequencer for Ableton Live.

Main features:

- 16 tracks with independent trigger probability, length and speed, velocity and random velocity, note length beat synced and time-based, random note length, swing and random swing.
- Different playback modes per track: Forward / Backward / Ping-Pong / Ping-Pong Reversed / 4 Random modes.
- Selectable MIDI output notes and master transpose.
- 16 velocity lanes, one for each track.
- 32 envelope lanes that can be mapped to Live controls, output MIDI control changes or control the note length and the probability per step of the tracks.
- Variable smoothing of the values sent by the envelopes.
- Selectable trigger probability for steps and envelope lanes.
- Randomization of notes and envelope lanes.
- Copy / Paste data between tracks (notes and envelopes). Envelopes can be copied and pasted into any other envelope.
- 32 patterns that can be changed by MIDI input notes or automatic randomization.
- Custom track names and colors.
- Auto-rename tracks based on Live Drum Rack names.
- Link button to change parameters on all tracks at once.
- Available zoom levels: 100% / 110% / 120% / 130% / 140% / 150% / 160% / 170% / 180% / 190% / 200%.
- The interface colors automatically change to match the color theme of Live.

1.2 System Requirements

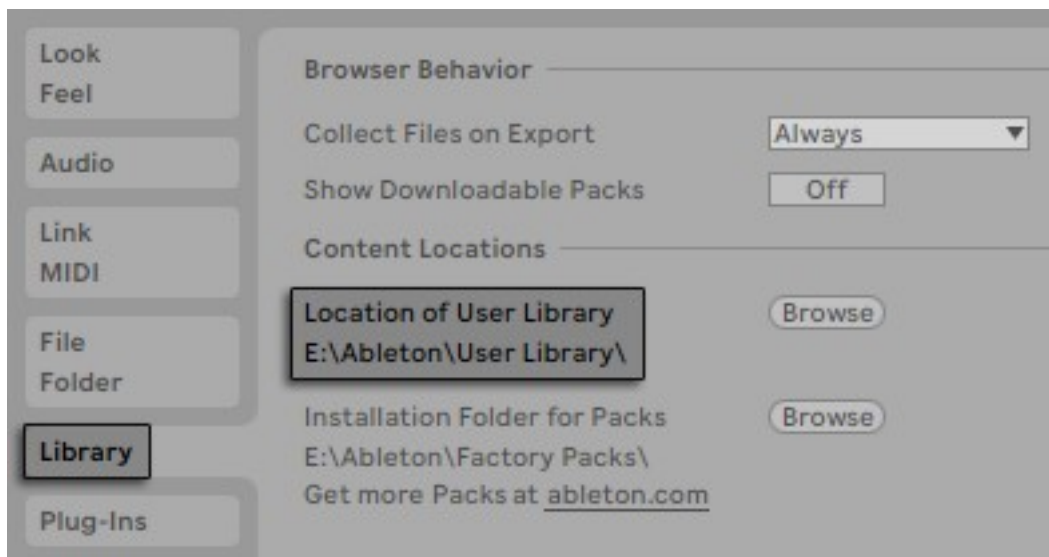
- Live Version: 10 with Max for Live
- Operating System: Windows, Mac

The technical specifications for the computer are the same as for Live 10. On computers that are slow or only meet the minimum requirements for Live 10, a drawing delay may be experienced when drawing on the envelope lanes.

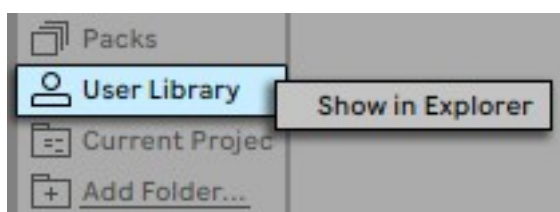
1.3 Installation Instructions

Unzip the zip file and copy the plugin amxd file to your User Library folder. There are two ways to find where your User Library is located:

Go to Preferences – Library – Location of User Library



Or [right-click] on the User Library in the Browser – Show in Explorer



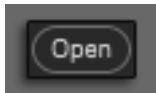
1.4 Performance Issues

Due to the nature of *Max for Live*, some elements are not drawn at optimal speed. This is not a problem because the audio is not interrupted and the plugin always works in sync with Live. You may experience a drawing delay when changing patterns very quickly using MIDI input notes.

Rack Controls

2.1 Open Sequencer

Press this button to show the sequencer window. This button can be mapped.



2.2 Show Info

Click to show the current version of the plugin



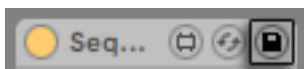
2.3 Sequencer On Top

When activated this button the sequencer window stands on top of all windows.



2.4 Save Preset

If you wish to change the initial settings of the plugin you can save a preset as the same way of any other Live plugin. This is useful if you want to start working with a defined configuration.



Track Controls

3.1 Main Track Controls

The main track controls are located to the left and right of the step sequencer grid. Some controls are only visible when activating the Extra button.

3.1.1 Track Selection / Rename

Select the track for which to display its envelopes window. Click and drag to quickly switch between tracks.



When a track is selected can be renamed using the [CTRL][R](PC) / [CTRL][CMD][R](Mac) shortcut.

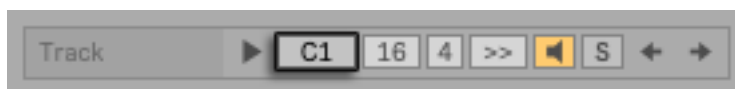
3.1.2 Preview Button

Press this button to send a MIDI note. The note sent is determined by the MIDI Out chooser.



3.1.3 MIDI Out Note

Use this chooser to select the MIDI note that will be output by the track, from C-2 to G8.



3.1.4 Steps

Adjust the number of steps in the track, from 2 to 32.



3.1.5 Steps per Beat

Select how many steps will be played per beat. Options: 1/2/3/4/6/8.



Example 16/4



Example 12/3 (triplets)

3.1.6 Play Modes

There are 8 different play modes for each track.



- >> Forward
- << Backward
- >< Ping-Pong
- <> Ping Pong Reversed
- r1 Fast random mode not adjusted to the project tempo.
- r2 Random mode adjusted to the project tempo.
- r3 Same as r2 but no step is repeated until all steps was triggered.
- r4 Randomly triggers only the steps that are close to the last triggered step.

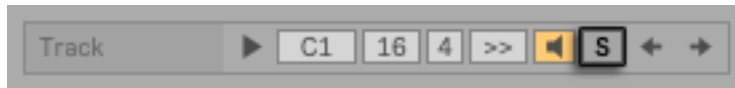
3.1.7 Track Activator

Activate this button to hear the track, or deactivate to mute the track. Each time this button is deactivated, a note off MIDI message is sent.



3.1.8 Track Solo

Enabling this switch will solo the track. When a Solo is activated, the rest of the tracks send a MIDI note off message.



3.1.9 Track Move

Move the steps and envelope lanes of the track to left or right.



3.1.10 Note Length

Adjust the length of MIDI notes played by the track. The Note Length Sync button (T by default) toggles the note length mode between beat synced and time based.



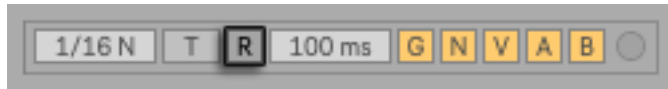
1/16 N T Beat synced

100 ms ms Time based

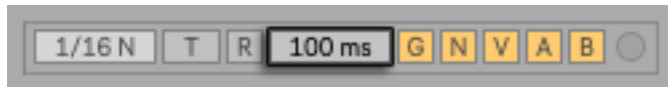
3.1.11 Random Note Length

Random note length controls are only visible when activating the Extra button.

Activate the R button to randomize the note length of the track. It only works if the note length type is set in time-based (ms) mode.



The note duration range is determined by the control to the right of the R button. If the value is greater than the note duration, it sets the maximum duration value. If the value is less than the note duration, it sets the minimum duration value.



3.1.12 Velocity

Adjust the minimum and maximum note velocity sent by the track. Velocity values sent by the velocity envelope will be scaled based on these parameters.



3.1.13 Random Velocity

Activate this button to randomize the note velocity sent by the track. The value range is determined by Velocity Min and Velocity Max values.



3.1.14 Track Swing

The Sequencer-Ki swing is not the typical swing that we are used to. It's a different approach to randomizing note triggering.

The Swing control slightly delays triggering of notes. It should be used in conjunction with Random Swing to achieve note triggering similar to that of live performances.



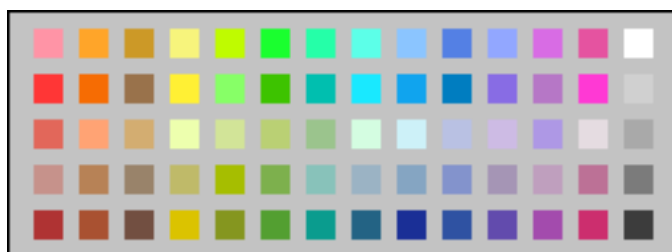
To get the best results follow this example: Set the Swing controls on all tracks to 50% and use the Live Track Delay to adjust the sequencer to the project tempo. Turn on the Live metronome and set the Track Delay value negatively until you notice it's in sync. Set the Swing value of some tracks between 30% and 40% and increase the Random Swing between 20% and 30%. You will notice a slight delay in the triggering of notes that will make the sequence more organic.



Random Swing

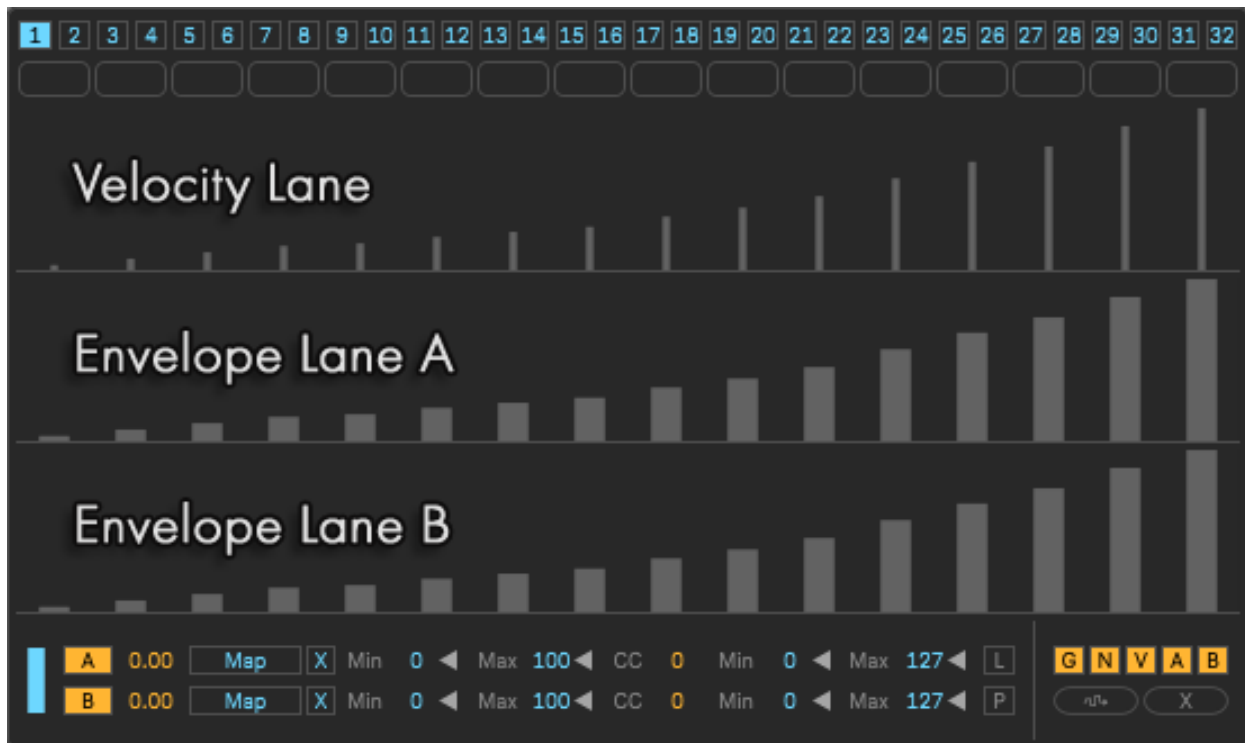
3.1.15 Track Color

Select the track color using a color picker similar to Live's color picker.



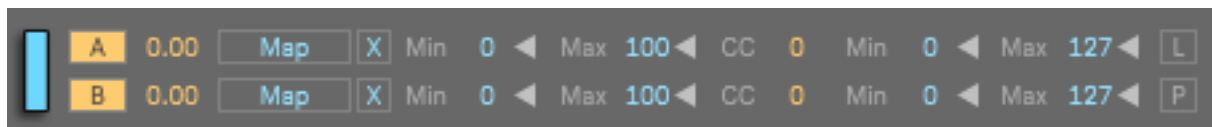
3.2 Envelope Track Controls

Selecting a track displays the envelope lanes view for the track.



3.2.1 Probability

Select the random probability of triggering events on this track.

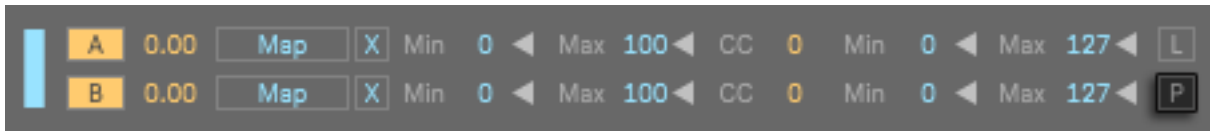


When the Extra button is on, it is possible to toggle on and off how the trigger probability affects steps, Envelope Lane A and Envelope Lane B.



The first switch corresponds to steps, the second to Envelope Lane A, and the third to Envelope Lane B.

When the P switch is on, the Envelope Lane B controls the trigger probability. In this way it is possible to apply the trigger probability only to the desired steps.



3.2.2 Envelope Activator

Activate this button to enable the envelope, or deactivate it to disable the envelope.



3.2.3 Smoothing Envelopes

Use this control to smooth the values sent by the envelope lane.



0 = Send the values immediately.

0.5 = Glide the values in half a step.

1 = Glide the values in on step.

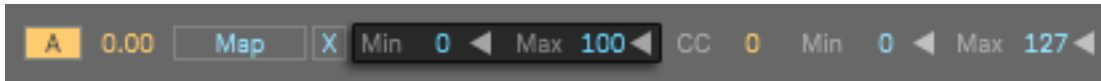
3.2.4 Mapping controls

Each envelope lane can be used to control any control in Live, including any Live plug-in.



When Map is turned on, the next Live parameter clicked on will be selected as a target and the button text will be modified accordingly.

The range of values sent by the envelope lane can be adjusted with the Min / Max controls, expressed as a percentage. If the Min value is higher than the Max value the range of values will be inverted.



To unmap the current mapped parameter, press the X button .



3.2.5 Sending MIDI CC

Each envelope lane can also send MIDI control changes from 1 to 127. Selecting a control change 0 disables the sending of MIDI control changes.



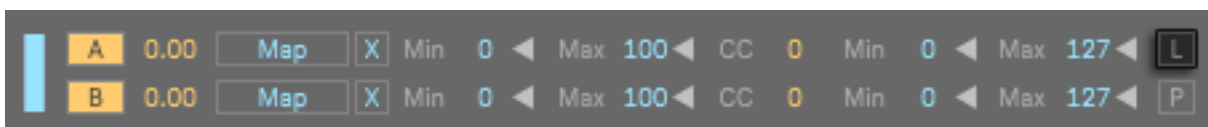
The values of the MIDI control changes sent by the envelope lane will be scaled according to the Min / Max controls.



Envelope lanes can be used to control mapped parameters and send MIDI control changes simultaneously.

3.2.6 Envelope to Note Length

Activating this button causes Envelope Lane A to control the note length of the track. Values 0 sent by the envelope lane will be ignored.



3.2.7 Lock Parameters

The G / N / V / A / B buttons correspond to the track's controls that can be randomized, disabling the buttons prevents randomization and resetting of the controls.



G = Grid (Steps and Steps per Beat)

N = Notes

V = Velocity lane

A = Envelope A

B = Envelope B

When the Extra button is activated, the Lock Parameters of all tracks are displayed to the right of the step sequencer grid.

3.2.8 Randomize Parameters

Press this button to randomize the track's unlocked parameters.



3.2.9 Reset Parameters

Press this button to reset the track's unlocked parameters.



Main Controls

4.1 Top Controls

The top controls are located at the top of the window, to the left and right of the step sequencer grid.

4.1.1 Main Selector

Click to display the step sequencer for all tracks.



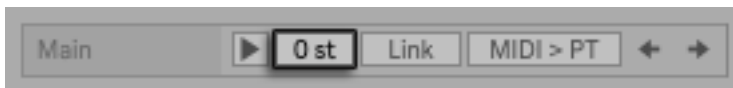
4.1.2 MIDI In Select Track

Activate this button to select tracks when a MIDI note is received.



4.1.3 MIDI Transpose

Transpose the MIDI notes sent by all the tracks, range from -64 to +64.



4.1.4 Link

When enabled this button, changes to controls on the first track will change controls on all tracks.



The affected controls are:

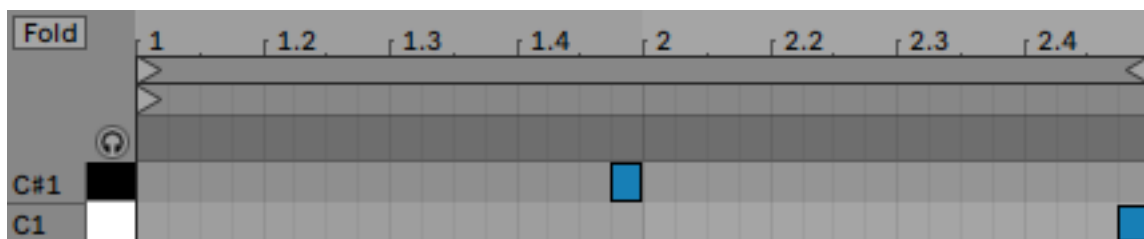
- Steps
- Steps Per Beat
- Playback Mode
- Track Activator
- Track Solo
- Probability switches
- Note Length Tempo
- Note Length ms
- Note Length Sync
- Random Note Length
- Note Length R
- Velocity Min
- Velocity Max
- Random Velocity
- Swing
- Random Swing
- Lock Grid
- Lock Notes
- Lock Velocity
- Lock Env A
- Lock Env B

4.1.5 MIDI In Change Pattern

When enabled this button the incoming MIDI notes change the selected pattern. MIDI input note range goes from C1 to G3.

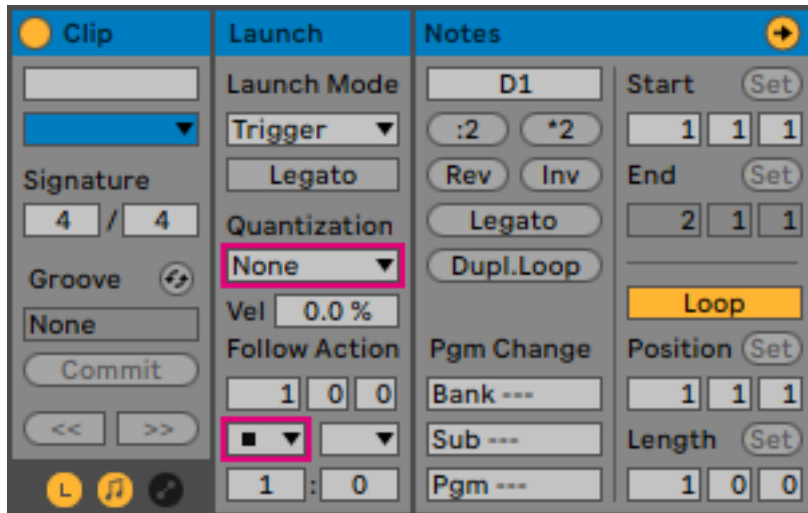


There is a one-step delay when changing patterns via MIDI. For the pattern change to take place at the appropriate time, the MIDI note must be sent a little earlier. To sequence the pattern change, the notes should be written as shown in the following image.



On the second measure, pattern 2 is played. When the clip is repeated, on the first measure, pattern 1 is played.

To use clips for pattern change in a live jam, MIDI notes must be written to the beginning of the clips and the launch properties of the clips must be set as shown in the following image.



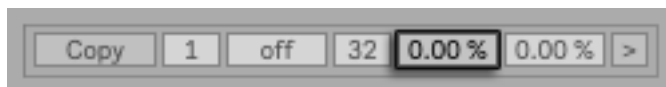
4.1.6 Main Move

Move the steps and envelopes of all tracks to left or right.



4.1.7 Main Swing

Global Swing and Global Random Swing affects all tracks equally. This is more useful for use with melodic sequences than with percussion sequences.



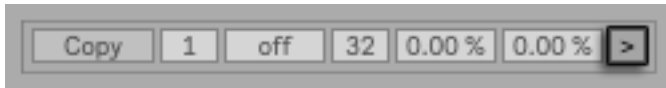
See the Track Swing section for more information about this control.



Global Random Swing

4.2 Global Controls

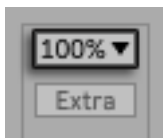
Global controls are displayed in the right part of the window when the Global Controls button is activated.



4.2.1 Zoom

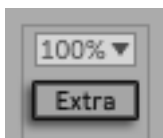
Change the size of the sequencer window. Available zoom levels:

100% / 110% / 120% / 130% / 140% / 150% / 160% / 170% / 180% / 190% / 200%



4.2.2 Extra

Show / Hide controls for Random Note Length, Probability Switches and Lock parameters for all tracks.



4.2.3 Global Reset

Press this button to reset all non-locked parameters of all tracks.



4.2.4 Global Random

Press this button to randomize all unlocked parameters of all tracks.



4.2.5 Track Copy / Paste

F = Full (Notes, Velocity, Envelope A and Envelope B)

N = Notes

V = Velocity

A = Envelope A

B = Envelope B

Left column copies data from the selected track.



Right column paste data to the selected track. The Velocity, Envelope A, and Envelope B lanes can be pasted into any Velocity, Envelope A, or Envelope B lane.



4.2.6 Get Track Names

Get track names from a Drum Rack. Sequencer-Ki must be the first device on the track and the Drum Rack must be the second device on the track.

- 1 = Get names from C1 to D#2
- 2 = Get names from E2 to G3
- 3 = Get names from G#3 to B4
- 4 = Get names from C5 to D#6



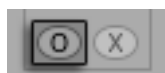
If the Drum Rack is inside a Live Rack, put Sequencer-Ki inside the Live Rack. It may happen that moving Sequencer-Ki inside the Live Rack causes the sequencer values to change. If that happens press [CTRL][Z] (undo) and the sequencer values will return to the correct state, and Sequencer-Ki will still be inside the Live Rack.

4.2.7 Global Colors

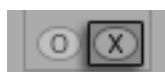
Randomize the colors of all tracks.



Select the same color for all tracks.



Reset the colors of all tracks.



Patterns

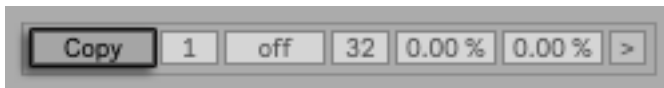
5.1 Pattern Selection

The Change Pattern selector is located at the top of the window, above the step sequencer grid.



5.2 Copy Patterns

Activate this button to copy the selected pattern to other pattern.



When enabled, the color of the pattern selector changes to indicate that it is in copy mode.



To cancel the copy process, press the Copy button again.

5.3 Saving Patterns

Patterns are saved:

- Every time you change the selected pattern using the Change Pattern selector.
- Clicking on the selected pattern number in the Change Pattern selector.

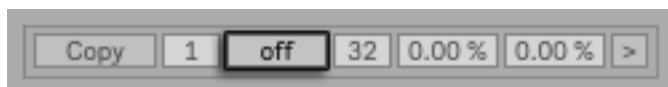
Patterns are not saved:

- When changing patterns by MIDI input notes.
- When changing patterns by the Random Patterns generator.

The issue of not saving patterns is because a performance problem of how Max for Live store presets. Take this in mind when working with MIDI pattern change and random pattern change, if you stop the transport of Live to make changes to the pattern remember to click on the selected pattern number to store it before you press play again.

5.4 Random Pattern

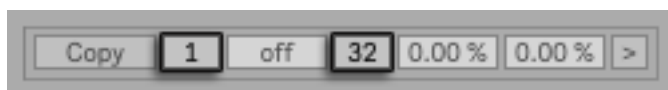
The Random Pattern selector sets the interval in beat synced mode at which the pattern will be randomly changed.



Options are:

- Off
- 1/4
- 1/2
- 1/1
- 2/1

Patterns played are defined by Random Pattern Min and Random Pattern Max values, located to the left and right of the Random Pattern selector.

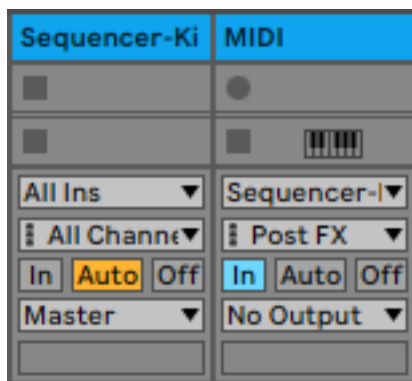


Export

6.1 Export Sequences

Route MIDI from track to track in Live to record sequences.

- Create a MIDI track in Live and select the track where Sequencer-Ki is located as MIDI input.
- Set the input channel to Post FX and the monitoring type to In.
- Press record on the created MIDI track to export the note sequences and automation of MIDI control changes generated by Sequencer-Ki.



6.2 Export Envelopes

Envelope lanes can be used to map Live controls and send MIDI control changes at the same time.

If you want to export envelopes that control Live controls, you can activate the MIDI control changes and these will be recorded in the Live automation.

Then you can copy the exported automation to the Live automation lane you want.