# S7epper_mk2

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S7epper_mk2 is based on part of the 7up device for the original grid controller, the monome, with expanded features for the Launchpad. The device lets you sequence 7 midi notes across the grid, and allows 8 'pages' of patterns, which can also be sequenced. Nearly all of the options and functions can be accessed directly from the device itself without any need for mouse clicking. It also has presets which mean that many patterns can be saved and loaded to the device within the same Live set.

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Pattern Input
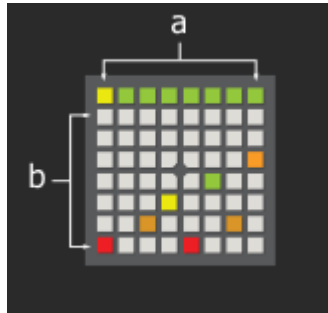
a) Pattern Page selector – There are 8 pages for pattern input. The current page selected is shown by a yellow pad. The pattern from any page can be copied and pasted to another page by holding one Page pad and pressing another. Hold the one you would like to copy and then press where you want it copied to. To clear the current page, double-tap the pad.

The currently playing page will also be shown by a dim orange pad (mk1) or white pad (mk2). It is also possible to set the Scroll function (see below) which will force the Launchpad to display the currently playing pattern page.

b) Pattern Input – The bottom 7 rows of the Launchpad are to input the patterns for sequencing. Each row corresponds to a MIDI note which can be changed on the device GUI. When the device is playing, each note is played from left to right. The pads have a different individual colour to help remember which note each one will play.
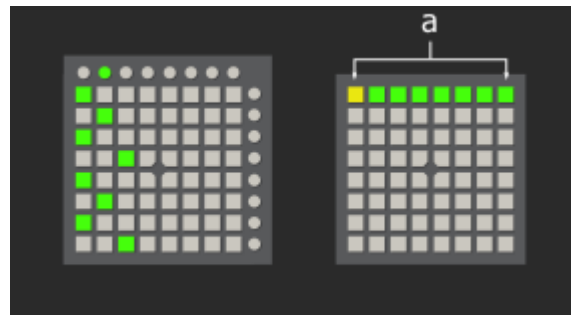
The Menus

There are 2 sets of menu/function buttons. Pressing the **a** *(up)* button will switch between the 2 sets of buttons in the **b** section.

Buttons I, II, IV and V will launch option pages over the 64 pads. Buttons III and VI will trigger specific functions.

Menu Pages

I.   Page Sequencer

The sequencer plays through 8 pages, and by default each is set to page one, which is shown by the green pads all to the left. You can see the currently playing page by the white indicator on the corresponding row if the transport is running. You must set the sequence of the pages here.

In the image above the pages sequencer is set to play the following sequence of pages –

1-2-1-3-1-2-1-3

This way you are not stuck to one small loop playing out, and can create variation and fills.

II.   Options Page

There are a lot of options which can be set on this page, so it will be helpful to break it down into sections. The following images show the MK2 colours.

Speed Options

a) **Sequencer speed –** The left and right pad correspond to 8n and 16n speed of the transport. You can see the option change on the device GUI and notice the change of playback speed of course.

b) **Swing speed** – The speeds are as above but this sets the swing speed.

Load & Save
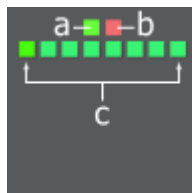
a) **Load** – Pressing this button will unlock the row of presets below. You can then press a pad to load a preset. This way it is harder to lose any unsaved work by loading a preset.

b) **Save** – This will unlock the row of preset pads for saving. This is shown by the flashing pads. Any saved presets will be stored in the Live Set.

c) **Presets** – Here you can save and load to 8 presets slots by using the above pads. On the device GUI you can see there are more slots if you need to save more than 8 you can do it there. The slots on this page correspond to the first 8 slots on the GUI.

Swing
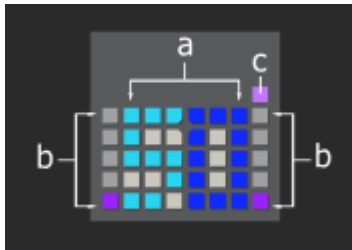
a) **Numerical Display** – Shows the currently set swing/groove value. 50 means a swing of 0 as the offbeat is positioned exactly halfway between one beat and the next. 66 is equal to triplets.

b) **Swing amount controls** – The left control changes the amount in 10s. The bottom pad will set to 50 and the top to 90. The right control sets units, bottom to top being 0 2 4 6 8. Pressing button **c** will change these numbers to odd numbers – 1 3 5 7 9.

c) **Unit shift** – Switches the unit value between even and odd numbers.

III.   Transport Control

The transport controls are not so simple as just play and stop.

If Live's transport is stopped, then pressing this button will begin playback immediately.

If Live's transport is started by any other means, this will not automatically begin playback from the device. Instead you can see the movement of the transport by the play indicator, but output will not come from the device until you press the play button. In which case, it will begin from the beginning of the next page.

If the device is playing, pressing the button will stop output from the device, but will not stop Live's transport. Similarly it will show the movement of the transport on the Launchpad.

To stop both the device and Live's transport you must double-press this button.

IV.   Beats/Delay
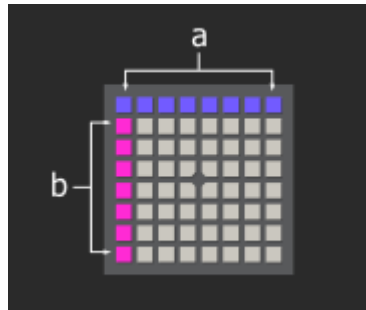
a) **Beats per page** – This is essentially the time signature of the sequencer. The default is set to 8 beats, in which case the movement indicator will pass across the entire page. Experiment with interesting time signatures!

b) **Note delay –** You can set a small delay for each note to create interesting timing. If the pad is lit to the leftmost column there is no delay. When in the rightmost column you see a colour change, then the delay will be exactly half of the distance between an undelayed note and the next beat in the sequence.

One way to use this creatively is to have 2 identical drum hits, with one delayed to be half a step ahead. Then by pressing all the pads for each hit in the pattern input, you effectively have them playing at double the normal speed of the sequencer.

V.   Velocity Control
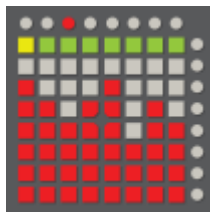
Velocity control is set for each step in the sequence of each page.

Currently there is no velocity control for individual notes in the sequence, although this could be implemented in a future update if I can find a suitable method.

VI.   Scroll display

This button toggles the scroll display feature. By default, the device will only show the page you are currently editing in the pattern input page. If scroll is set to on, the device will instead display whatever page is currently playing, according to the page sequencer. This can be used for quick editing on the fly, or just to visualise exactly what is happening.