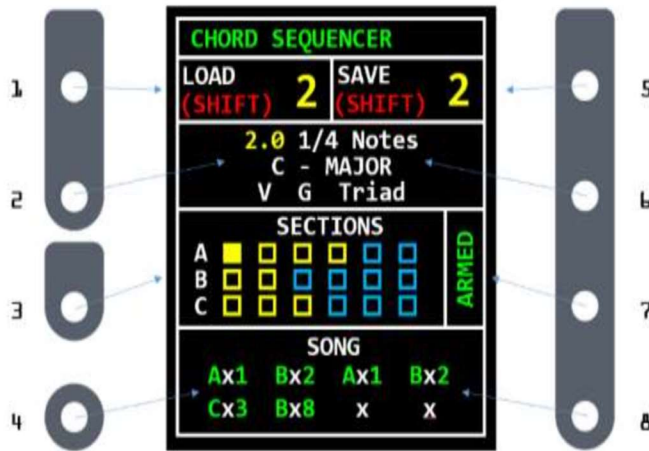


Chord Sequencer Tutorial

Access the chord sequencer by pressing [shift+menu] then pressing encoder button 1



Each area of the chords sequencer screen is associated with either a single knob (knobs 1,3,5, and 7) or a right/left pair of knobs (2+6, 4+8). These screen areas are broken up by white lines so as to indicate which knob is for which area, if there is a white vertical line it means that the right and left knob are independent for that screen area.

Load and Save

Turn encoder 1 to select a chord sequence to load (there are 6 slots, labeled 0-5) press [shift + the encoder button to load a sequence.

You can do the same with encoder 5 to select and save a sequence once you find something you like.

As denoted by the white vertical line in the middle of the top screen section (under the banner) these two knobs are independent of each other.

Structure of a Chord Sequence

The structure of a chord sequence is made up of a few ingredients, to understand it, it can be helpful to look at things from the bottom up:

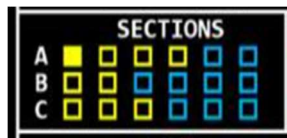
Songs, Sections, and Steps:

The Sequence is made up of a Song:



The song plays back the various Sections in the order you want (with however many repeats of each section you choose).

The Sections:



There are 3 sections labeled A,B, and C and each is made up of between 1 and 6 "steps"

The Steps:



Each step details what you want to happen on that part of the sequence. The KEY and MODE as well as the CHORD DEGREE and CHORD TYPE are all selected here. The other key piece of info that each step contains is how long of a duration the step will last. This can be between 0.5 and 16 quarter notes.

The way these are arranged on the screen is from the bottom up with Song on the bottom, the sections above that and the step currently being edited above that.

Choosing a step to edit

The first step we will edit is A1, which is the default step which is chosen with a new sequence, however it is important that we understand how to select a step before we begin editing. By turning encoder 3 clockwise we are able to scroll through the potential steps of Section A, then it wraps around to B, and finally C. The currently selected Step will be yellow, and all Steps with a duration greater than zero will show up with a green outline around them. Now that we've explored this, return the cursor to the first slot on the first row (A1), and get ready to edit the Step data.

Editing Step Data

Now that we've selected Step A1 to edit, we will jump up a zone on the screen and proceed to use encoders 2 and 6 to enter our values into the step. We will use encoder 2 to move between editing points (what we refer to as tab-stops) and encoder 6 will edit the parameters at each stop. The currently selected Tab-Stop will be lit yellow, rather than white. I often describe this as an etch a sketch style of editing. Left hand changes the slot to edit, right hand changes the value.

- So the first Tab-Stop is the Duration. We can select 4 $\frac{1}{4}$ notes here (using encoder 6) to keep things nice and simple.
- Then using encoder 2, select the second Tab-Stop (it will be lit yellow) and use encoder 6 to Choose A for our Key.
- Again using encoder 2, select the next Tab-Stop, MODE, and use encoder 6 to select MINOR.
- Next use encoder 2 to select the Chord Degree Tab-Stop and encoder 6 to enter Roman Numeral i for the A minor Chord.
- Finally use encoder 2 and select the Chord Type Tab-Stop. Use encoder 6 to enter 7th as our chord type.

To summarize, for our first step we chose to play 1 Bar of the chord A minor 7th, which is the 1st chord degree of the scale/mode A minor.

Select another step

We can now jump down one zone on the screen and use encoder 3 to choose our next step. For our next step we will choose step A2. Follow the steps outlined in the **choosing a step** heading above and get ready to enter the data for the second step.

Step two

We will follow the steps layed out above in the **editing step data** to enter the following data:

1. Duration = 4 $\frac{1}{4}$ notes
2. Key = A
3. Mode = Minor
4. Chord degree = VI F
5. Chord type = 7th

Step three

Do it a few more times

Repeat these steps to enter B1 – B3 with the following data:

1. B1 and 2 will be 4 ¼ notes, B3 will be 8 ¼ notes long.
2. Key for all three will be A
3. Mode = Minor
4. Chord Degree B1 = i Am, B2 = iv Dm, B3 = VII G
5. Chord type = 7th for all

Now put it all together

Our next step is to enter the order we want it played into the Song structure at the bottom of the screen. We will use the etch a sketch controls again with the 4th and 8th encoders, 4th choosing the slot to edit, 8th choosing the value for the data. The song is made up of up to 8 instances of any of our 3 sections (A,B and C) followed by a number of times we want that section repeated. This could be like A is Verse, B is Chorus, C is Bridge, and we want to play:

Verse

Chorus

Verse

Chorus

Chorus

Bridge

Verse

We would make the Song as follows:

AX1 Bx1 Ax1 Bx2

Cx1 Ax1 x x

For our little demo we're keeping it pretty simple, using encoder 4 select the first Tab-Stop on the Song Screen and using encoder 8 change the value to A then move over to the repeats with Encoder 4 and make sure it says x1. Do this again and make the 2nd Tab-Stop say Bx1, and leave the rest of the slots blank.

We are now ready to play our first Chord Sequence!

Save!

Before we continue, let's save our work as a jumping off point for further exploration. Using encoder 5 select Slot 1, then press [Shift+Encoder button 5] to save our work. We can now use encoder 1 to reload slot 1 any time we want even after power cycling.

Enable playback

First make sure all playback is stopped, then to enable the chord sequencer to take over control of the NDLR we first need to use encoder 7 to change the red DISARM label to a green ARMED label. Once this is done, press the Play All button to the above- left of the Display. The Chord Sequencer will begin playing back the chords and scales you set in the sequence and will continue until you press stop or disarm the Chord Seq with encoder 7.

That's all folks

I hope this demo is helpful, I am terrible at making videos, so I figured I would start with this and hope it does the job. If not, I may be able to whip up some potato level video of the info presented here in a pinch. Let me know if it's needed.