The Sequetron Configuration Guide

Last updated on 5-Apr-2011 for V7.21

1. CONFIGURATION

The start-up configuration initially comes from built-in ‘factory' settings. Any changes you want to keep, such as calibrating the cmd key, changing MIDI channels, ports or key maps, need to be saved otherwise they will be lost when you close the program.

You can quickly save the current configuration to a default file by clicking ‘Config, Save as default'

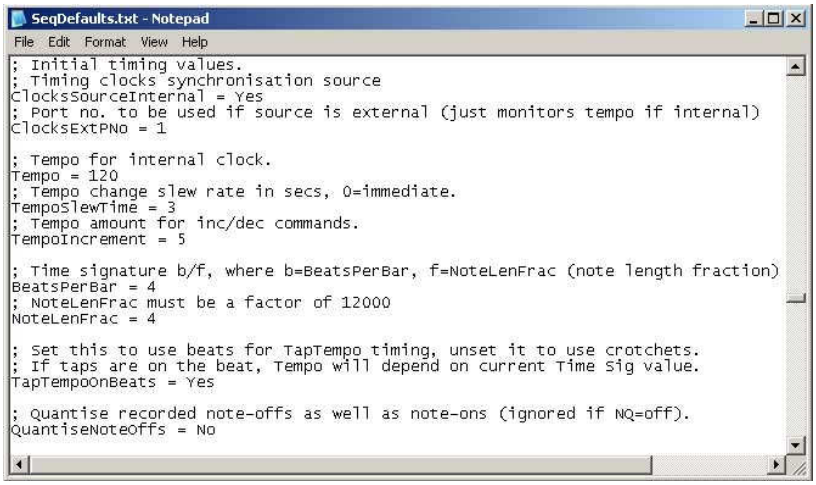
This, and the 'Default config file' options all refer to a fix-named file used for auto-loading & running when the program next starts, so use these if you only have a single configuration.

The 'Named config file' options will prompt for a filename, so you can keep several configurations for different setups. These can also be used for auto-loading & running if reqd. (see section 2. Auto loading & running).

To load a saved file, click ‘Config, Default...' or 'Config, Named...' as required, then click Load…’. If any file causes problems, click ‘Config, Reset’, then re-save.

The config file contains descriptions of every setting, and is a simple text file so you can view/edit it using a basic text editor such as Notepad.

If you use a word processor, make sure you save the file in plain text format.



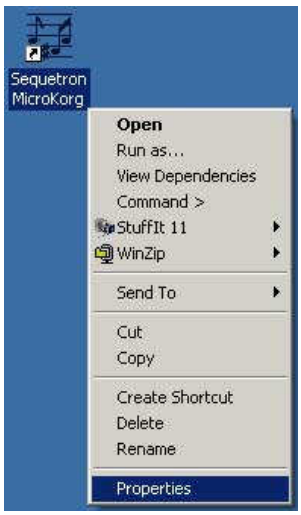
N.B. You may never need to tinker with the config file as most settings can be changed via the screen, or via commands from the MIDI keyboard when running.

2. AUTO LOADING & RUNNING

There are two options for auto-loading & running from a config file:-

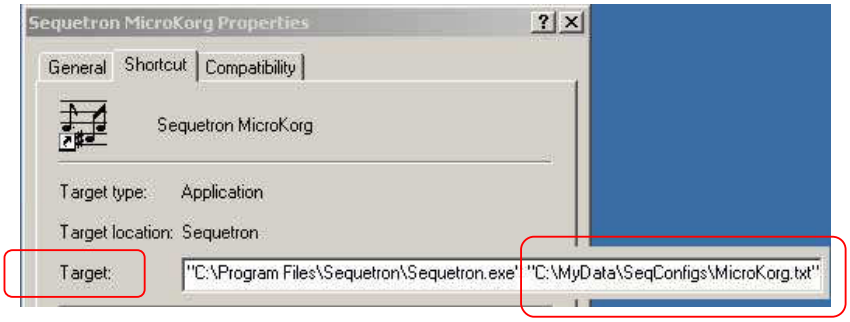
a) Save the config to the default file by clicking 'Config, Save as default...'
When the program next starts, it will load the file if it exists, and start running automatically. If the file has been corrupted and is causing problems at startup, you can delete it via 'Config, Default..., Delete'

b) Save the config to a named file of your choice by clicking 'Config, Named..., Save...', and change the properties of the shortcut used to run the program by appending the file's full path and name as a parameter.



e.g. save the config as file MicroKorg.txt, then alter the shortcut properties to be:-

.....Sequetron.exe “C:\MyData\SeqConfigs\MicroKorg.txt”
The double-quotes are essential if the path or file names contain spaces.



When the program starts, it will load the file if it exists, and start running automatically.

You can create several shortcuts, each with a different config file, e.g. for different keyboards and different key mappings.

3. Turnkey (hands-free) startup

For full turnkey operation (i.e. hands-free from PC switch-on to Sequetron running), copy one of the auto-run program shortcuts described above to the Start Menu, Programs, Startup folder.

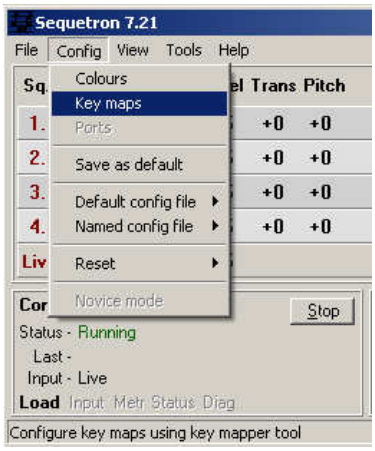
If you find MIDI devices are not detected when used this way, try adding the startup delay parameter '/d' on the shortcut properties to give Windows time to load all its drivers.

e.g.1 for a 10 second delay using the default config file:-
....Sequetron.exe /d10

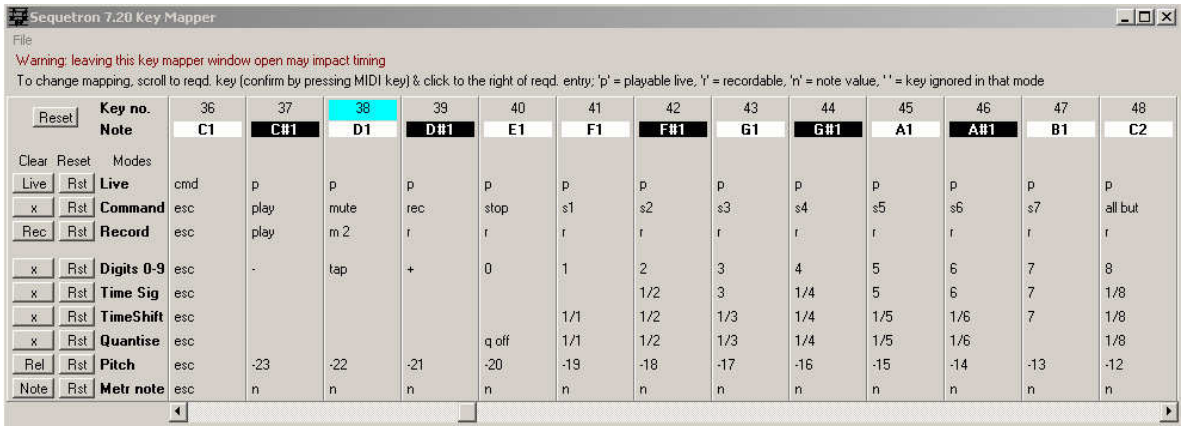
e.g.2 for a 5 second delay using a specific config file:-
....Sequetron.exe /d5 “C:\My Data\Seq Configs\Karma.txt”

4. Key mapper

The key maps can be changed at any time by clicking ‘Config, Key maps’.



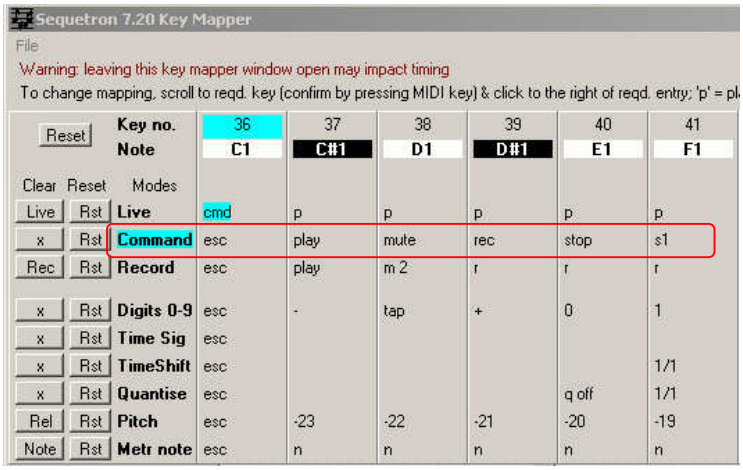
This displays a scrollable list of all 128 keys and their current mappings for all modes. If you press a key on your MIDI keyboard, the relevant key will light up, e.g. D1



If the Sequetron is 'running', the different modes will also light up to show how the keys are being interpreted; this mirrors the input line display on the main screen.

This example shows C1 (key 36) being pressed. It was mapped to the cmd function in live mode, so the keyboard has now flipped to command mode. Pressing C1 again will invoke the esc function; pressing C#1 will invoke the play function etc.

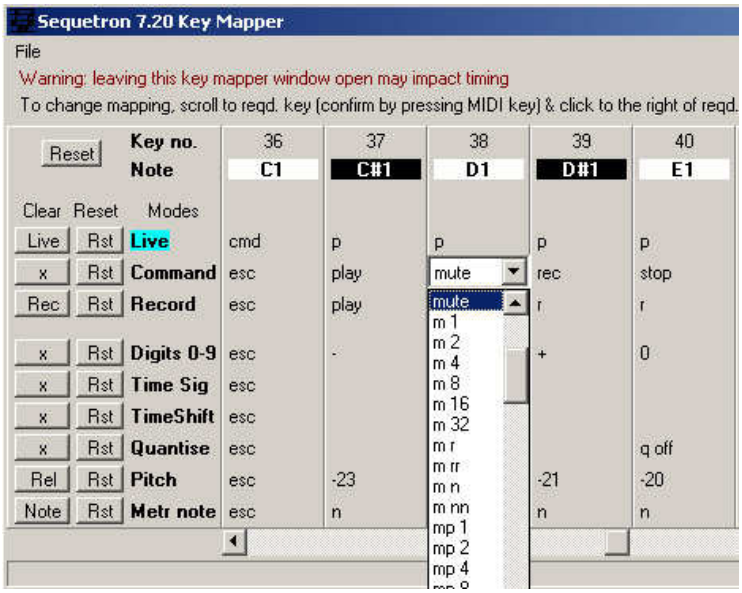
The mapping tracks any octave offsets applied to the *main* input port.



To change a map value, click **to the right** of it, and choose from a drop-down list of available functions for that mode.

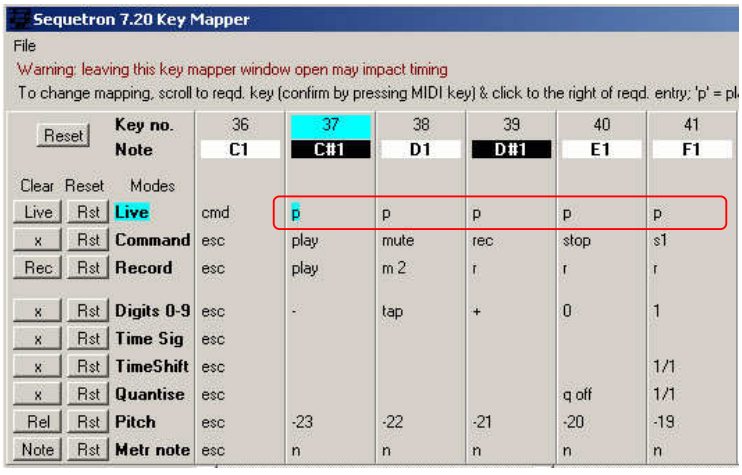
A function can be mapped to more than one key; it's up to you how many functions you use and where you map them. The only restriction is that you can only have **one** pitch origin key.

All functions are described in the Command Reference docm.



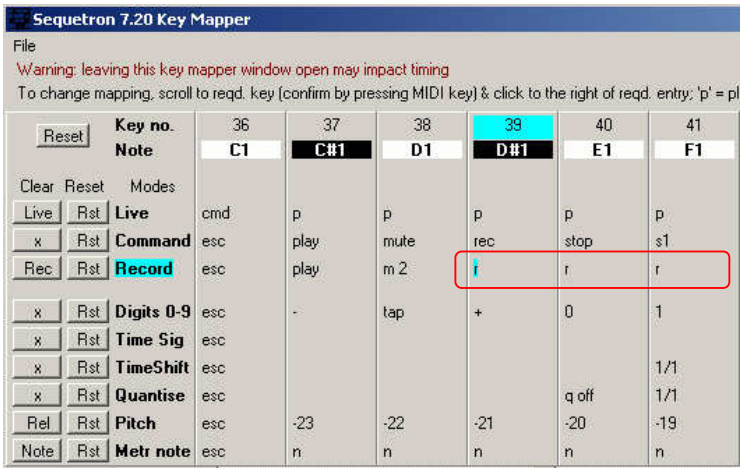
The 'p' functions on the live row show which keys are available for playing in live mode.

This example shows one key (C1) cannot be used for playing live as it functions as the cmd key in this mode.
The left-most playable key in this case is C#1.



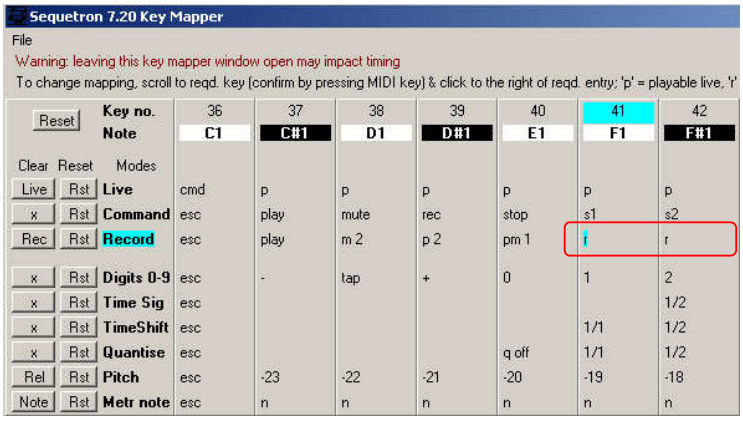
The ‘r’ functions on the record row show which keys are recordable in record mode.

This example shows that three keys (C1, C#1 & D1) are *not* recordable as they function as the esc, play & mute2 keys in this mode.
The left-most recordable key in this case is D#1.



Here we've re-mapped D#1 and E1 in record mode to be play2 (p 2) and play-mute1 (pm 1) respectively.

Those keys are no longer recordable, so the left-most recordable key is now F1. The playable keys in live mode have *not* been affected.

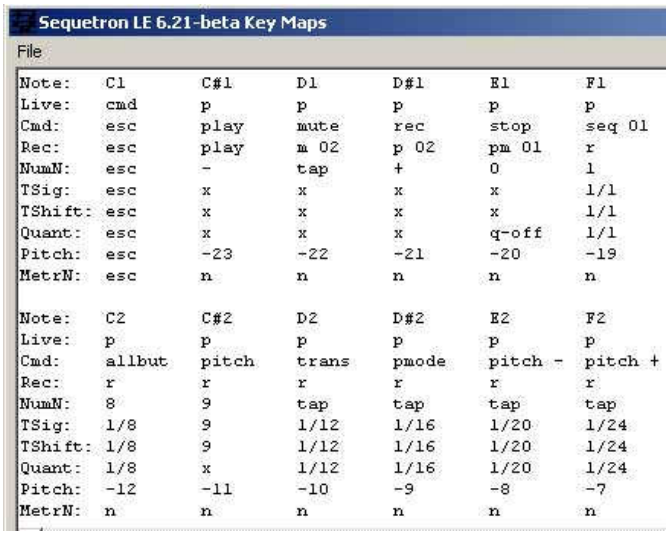


Use the aux input to avoid 'sacrificing' *any* keys; see the Advanced Operation guide.

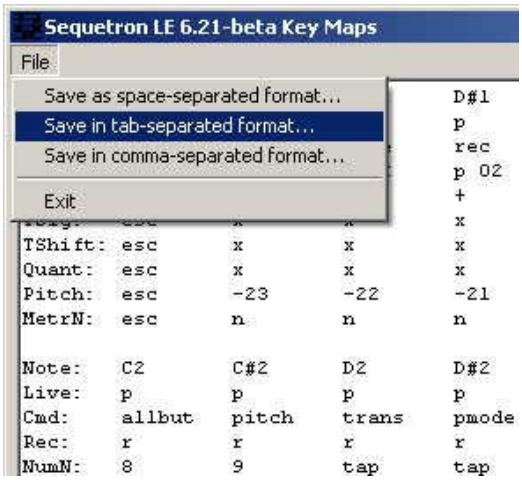
Altering maps while playing live or recording may cause unpredictable effects.

5. Key map templates

The current key maps can be displayed as a view-only table by clicking ‘Config, View key map templates’. This shows all 128 keys along with their assigned functions.



An automatic template maker is not yet available, but meanwhile there are options under ‘File’ to save these maps in various formats for creating your own templates, e.g. the tab-separated format if your word processor has a ‘convert text to table’ function; the comma-separated (CSV) format for spreadsheets; or simply copy/paste directly from the window by selecting the required text and pressing Ctrl+C to copy to the clipboard.



Alternatively, a set of fixed templates for various size keyboards can be viewed/printed by clicking 'Help, Keyboard templates'. These are pre-configured with the factory maps, but include an extra blank set. You can copy/paste these into your own word processor for tweaking, e.g.

esc esc cmd	play play -	mute2 mute tap	r > rec +	q-off stop 0	1/1 seq 1 1	1/2 seq 2 2	3 seq 3 3	1/4 seq 4 4	5 p 2 5	6 m 2 6	7 pm 2 7	1/8 allbut 8

If you have MS Word, click 'Help, MSWord macro' to see/customise the macro used to generate these templates.