

THE SEQUETRON TROUBLESHOOTING

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

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1. GENERAL

- The status bar at the bottom of each window shows a brief overview of each control or menu item as you move the mouse over them.



- All documentation can be accessed for viewing and/or printing via the Help menu.

The Command Reference is a full description of each run-time command key, and the values they require; these keys refer to the MIDI source/keyboard, **not** the PC, so they are only relevant when the Sequetron is running and processing incoming MIDI.



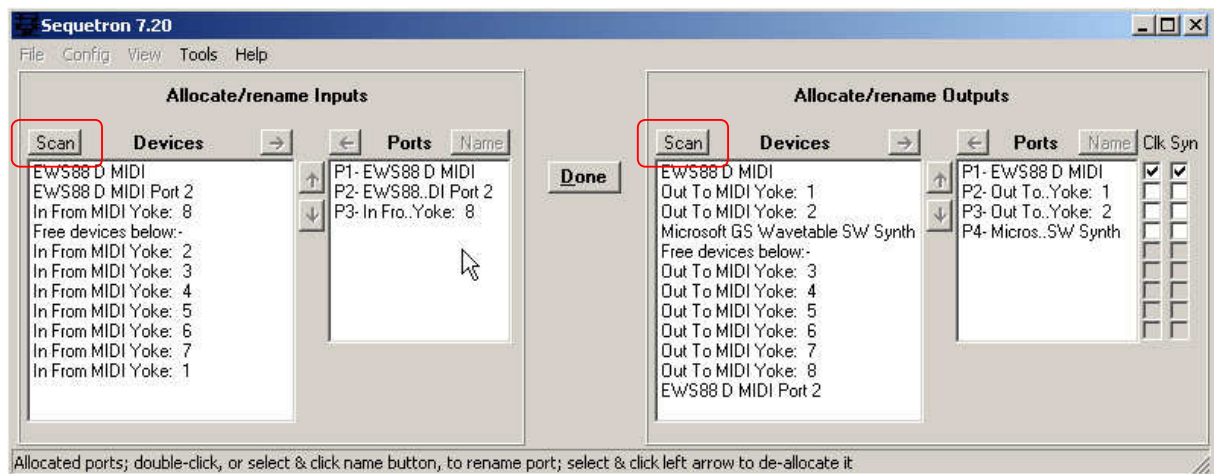
The Tutorial has detailed examples showing exactly which keys to press; work through all examples if possible.

2. STARTUP

- The program needs at least one MIDI device allocated for input and output. If none are allocated then the Run button is disabled (this can be overridden for test purposes by enabling the 'qwerty input' option in the diagnostics window).

Click 'Config, Ports' to show the port allocation & naming options. Allocate and/or rename the devices to be used for the Sequetron (where they are called 'ports' and allocated a port number for reference), leaving the rest free for other applications.

The screen shows a device & port list for inputs, and a similar pair of lists for outputs. The device list shows what was detected when the Sequetron first started. If nothing is listed, click the Scan button, especially if you have newly-inserted MIDI hot-plug devices. If this doesn't work, try restarting the Sequetron and/or PC.

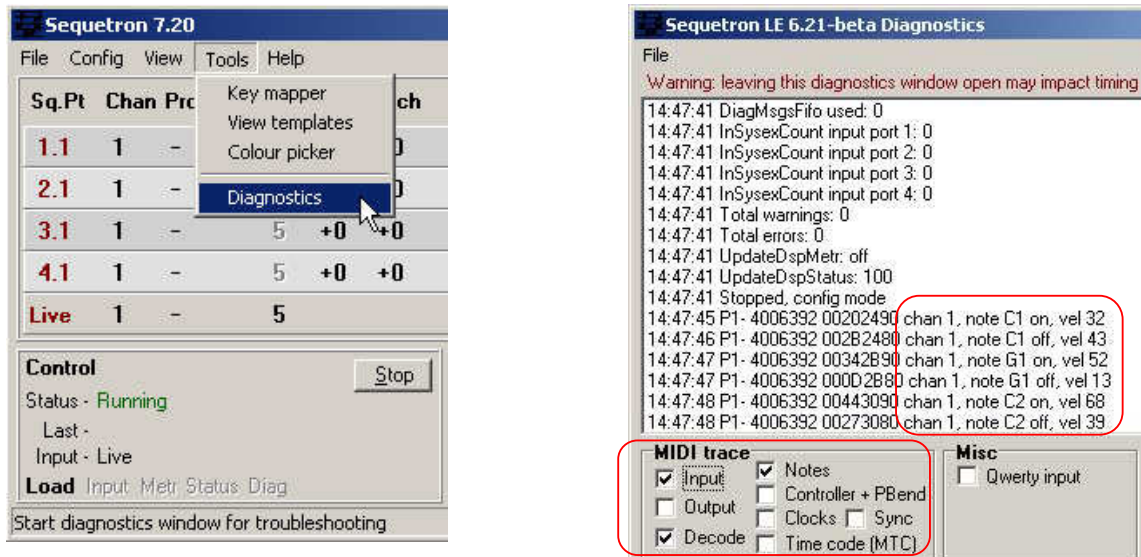


Once devices appear, you can double-click them to allocate them as 'ports' to be used by the Sequetron, and they should appear in the ports list. You can de-allocate them by selecting them and clicking the left arrow above the Ports list. See the tutorial for a step-by-step guide.

- If the program is 'auto-running' a config file you saved earlier, and this is causing problems, either rename/delete the file and restart, or click Stop to return to config mode, click 'Config, Reset, Everything', re-configure as reqd. and re-save. See Configuration guide for more details.

3. INPUT

- To confirm the input ports are working, click 'Tools, Diagnostics' to open a diagnostics logging window.



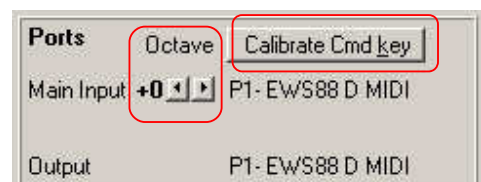
This normally logs general progress messages, but you can also enable/disable MIDI tracing to monitor MIDI traffic in and out.

If no input traffic is displayed as you press keys on your keyboard, there is a more basic problem with MIDI not getting into the program. Check the list of input ports to confirm that the correct one for your keyboard is selected.

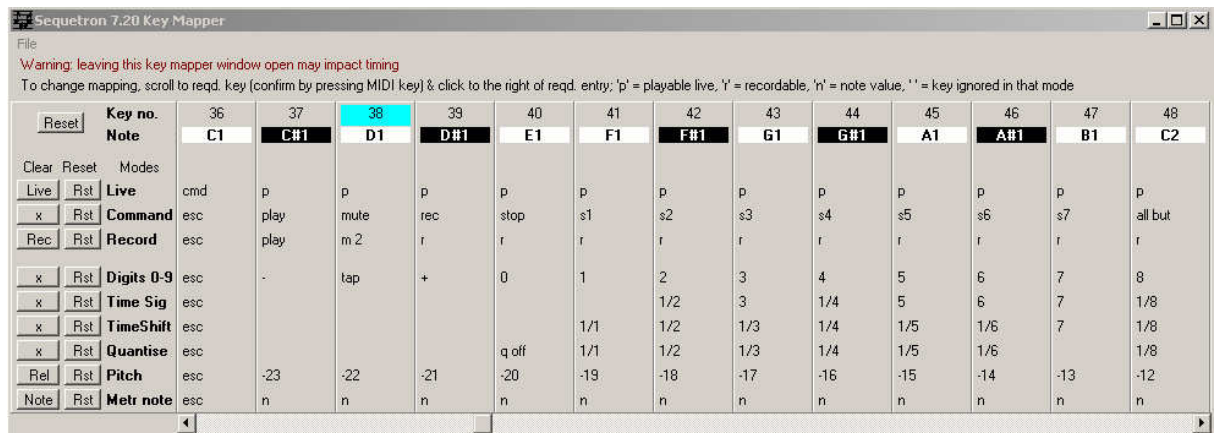
- Once you are able to click Run, the Input mode should display 'Live', and all keys except the designated cmd key should play your allocated MIDI output device. The Input mode will toggle between 'Live' and 'Command' when you press the cmd key on your MIDI keyboard. If this doesn't work, the factory key map may be incorrect for your keyboard, i.e. the key number assigned to the cmd key is incorrect.

The factory settings assume the cmd key is the C key (note number 36), which is two octaves below middle C, and that this is the bottom C key on your keyboard.

- If your keyboard cannot be brought into the correct range (e.g. by using its octave switch), you can apply an 'octave offset' to the Sequetron by either clicking the 'Calibrate...' button in the Ports section on the main screen, then pressing bottom C, or manually setting the offset via the octave buttons.



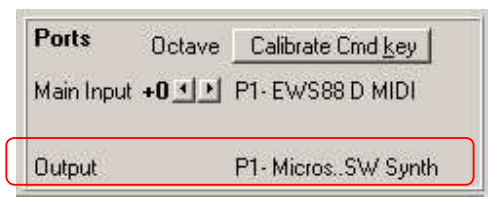
- The Key Mapper may also help diagnose problems; click 'Tools, Key mapper'. You may need to scroll the list sideways as the table shows all 128 keys. The relevant entry should light-up when you press a MIDI key.



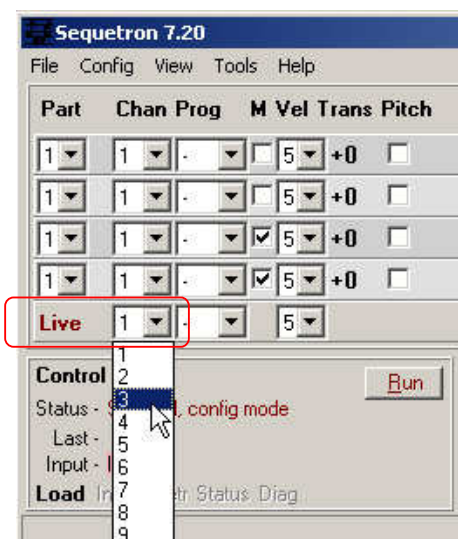
4. OUTPUT

- If the diagnostic MIDI trace shows incoming traffic in live mode, but you get no sounds from your synth, check the Sequetron is 'running'. If so, check the output port allocation.

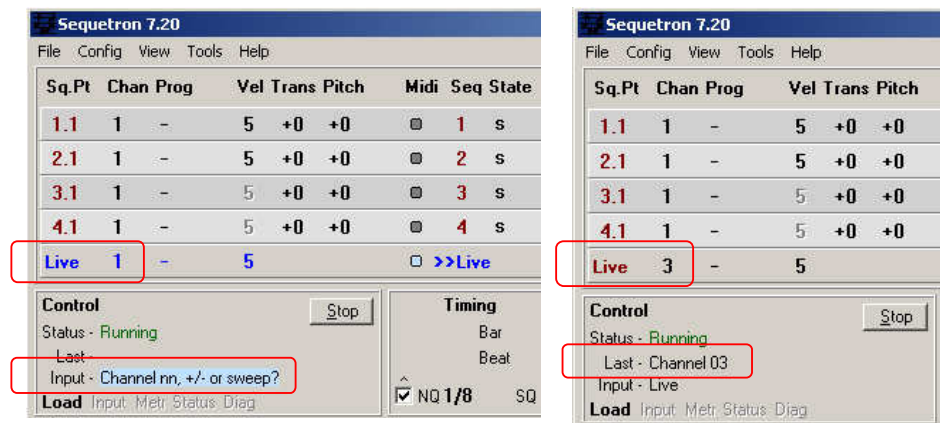
The first output device detected by MS Windows is usually the internal Microsoft GS Wavetable SW Synth, which may not be what you want. It *does* work, but may be too sluggish to be practical.



- The main screen also shows the channel being used by the live output (the factory settings use channel 1); check your synth is set to receive this, or change the live output channel using the on-screen config controls...



...or the run-time channel command



- You can also monitor outgoing MIDI traffic via the diagnostics window.
- If the cmd key itself produces a sound, then you need to disable 'local control' on your keyboard. It may just be called 'local'; the exact details will depend on your keyboard, but either way you need to disable the direct MIDI path from your keyboard to the sound generators; they must receive MIDI data *only* from the Sequetron.
- If you synchronise to an external input which is not generating MIDI clocks, the sequences will stop playing briefly, although the Sequetron should automatically switch back to internal clocks after a short delay. Timing clocks can be displayed via the diagnostic MIDI trace options.

5. RECORDING

- If recordings sound garbled or drift out of sync with each other, make sure the quantise & time signature settings are correct **before** you record, and always follow the audible or visible metronome. Quantisation only takes place during recording and there are currently no editing facilities, so the only way to fix problems is to stop the sequence (if playing), then re-record over the top.
- Keep in mind the design aims of the Sequetron - a live, hands-on instrument for creating & experimenting with musical ideas on-the-fly. There is currently limited support for very long sequences, e.g. zooming & scrolling, although long seqs can be aborted with the reset command. To develop your ideas further, transfer the seqs to conventional sequencers/DAWs by saving them as standard MIDI files, or recording the whole performance via the MIDI output stream.
- The *visible* metronome runs continuously during run mode, but you can optionally nominate a spare sequence to act as an *audible* metronome. This sequence can be stopped, started and controlled just like any other sequence. If it gets deleted or recorded over by mistake, it will be restored whenever you next use the time-sig or metr commands.

- If the first key you press after priming for record is a 'stop/play' key (see Overview guide), the recording will start but it will just record rests until you press a recordable note key. Once a recording has started, it will not stop until you press a 'stop/play' key, so if you see any sequence with a flashing 'r', then it's recording.

6. OTHER

- If some functions are not working, you may be in novice mode or using the LE limited edition version. The window title bar will indicate both of these.
 - Novice mode removes items such as seq/part nos, transpose & quantise from the display, and also resets the config so that only the basic play, record & pitch functions are mapped. You can still map extra commands in this mode if reqd.
 - The LE version has a full display, but with limited nos. of seqs, parts and scenes, and fewer command variants, e.g. play-2 will work, but not play-n. The available variants are displayed in the Key Mapper's drop-down assignment lists.
- Some buttons and menus, such as configuring MIDI ports and loading config files, will be disabled (greyed out) if the Sequetron is running, so click the Stop button on the main control section of the screen.
- If you change any settings to customise the Sequetron for your system, you must save the configuration otherwise they'll be lost when you close the program (see Configuration guide).
- Further details can sometimes be displayed by clicking 'Tools, Diagnostics' to open a diagnostics logging window, then repeating the action. If the log shows errors which aren't covered by the rest of this section, save the log by clicking 'File, Save diagnostics log', and send it to me at the email address on the web site www.philizound.co.uk

As a last resort, please contact me via the email address shown on www.philizound.co.uk