ConChord by Max for Cats

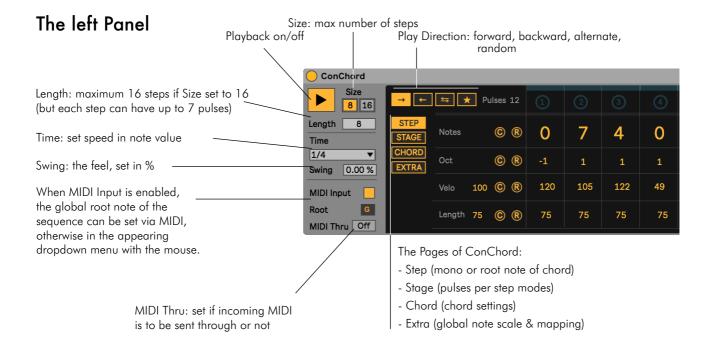
The pulse driven Chord Step Sequencer



ConChord is not yet another step sequencer. Although it can be used as a simple 8 step sequencer, its features allow much more musical and complex patterns. Besides the classic note/velocity/length parameters (Step page), each step can have a variable pulse count to allow rests, pauses and repetitions (Stage page).

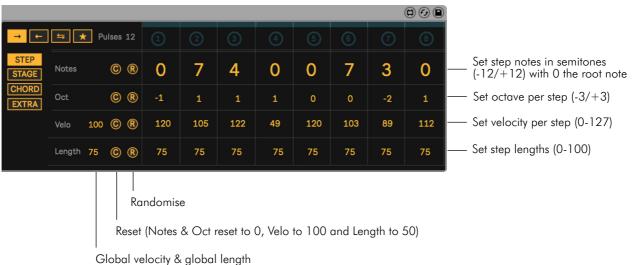
Additionally, each step can generate a chord and you can choose between 22 integrated chord types. Each chord can also be played back with inversions and/or with variable strumming (Chord page). Finally, the Extra page allows mapping a step to any other parameter in Live (similar to e.g. the LFO from the Core Library in Live) and you can select a scale for the note melody of the step page.

With this carefully chosen feature set, you are in full control of ConChord. The features from the so called pages of the MIDI effect can be mixed and matched, making very complex patterns possible.





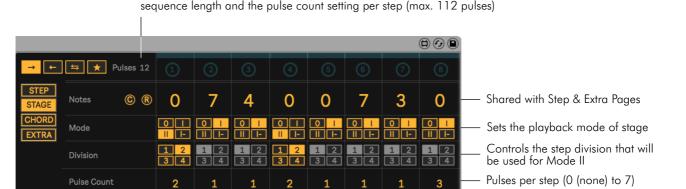
The Step Page



Global velocity & global length (click and move the mouse up or down to adjust the value for all steps at once)

The overall pulse count for the sequence, which depends on the

The Stage Page



Mode:

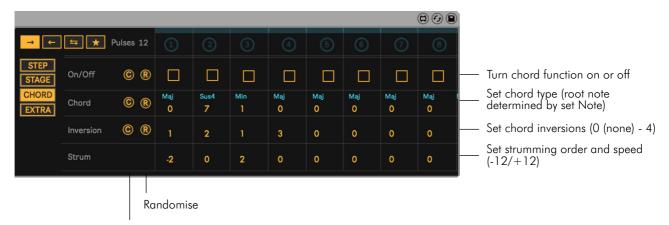
- 0 = no trigger (the stage will not trigger a note)
- I = single trigger (a note will be triggered at the first clock pulse of the stage)
- II = multiple triggers (a note will be triggered at every clock pulse except where the Step Division is set to a value larger than 1)
- I- = hold (a note will be triggered at the first clock pulse of the stage, but will be held as long as the stage lasts).

Division:

- 1 = a note will be triggered on every clock pulse
- 2= a note will be triggered on every other pulse (1st, 3rd, 5th etc.)
- 3= a note will be triggered on every third clock pulse (1st, 4th, 7th etc.)
- 4= a note will be triggered on every fourth clock pulse (1st, 5th etc.)



The Chord Page



Reset (On/Off resets to Off, Chord & Inversion reset to 0)

Chord:

Click and move the mouse up or down to set one of 22 chord types.

Strum:

When a positive value is set, the notes are strummed lowest to highest, with a negative value highest to lowest. -1 and 1 each have the slowest strum, -12 and 12 the quickest, nearing playing in unison.

The Extra Page

