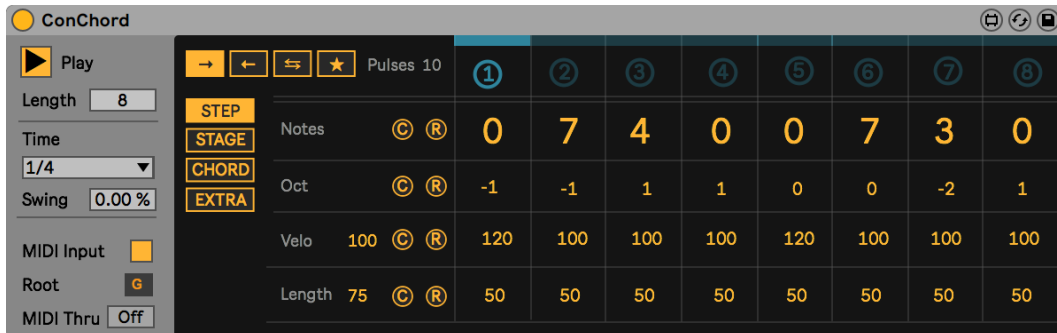


# ConChord by Max for Cats

## 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 left Panel

Playback on/off

Play Direction: forward, backward, alternate, random

Length: maximum 8 steps (but each step can have up to 7 pulses)

Time: set speed in note value

Swing: the feel, set in %

When MIDI Input is enabled, the global root note of the sequence can be set via MIDI, otherwise in the appearing dropdown menu with the mouse.

MIDI Thru: set if incoming MIDI is to be sent through or not

The Pages of ConChord:

- Step (mono or root note of chord)
- Stage (pulses per step modes)
- Chord (chord settings)
- Extra (global note scale & mapping)

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## The Step Page

	1	2	3	4	5	6	7	8
Notes	0	7	4	0	0	7	3	0
Oct	-1	-1	1	1	0	0	-2	1
Velo	100	120	100	100	100	120	100	100
Length	75	50	50	50	50	50	50	50

Set step notes in semitones (-12/+12) with 0 the root note

Set octave per step (-3/+3)

Set velocity per step (0-127)

Set step lengths (0-100)

Randomise

Reset (Notes & Oct reset to 0, Velo to 100 and Length to 50)

Global velocity & global length

(click and move the mouse up or down to adjust the value for all steps at once)

## The Stage Page

The overall pulse count for the sequence, which depends on the sequence length and the pulse count setting per step (max. 56 pulses)

	1	2	3	4	5	6	7	8
Mode	II I-	II I-	II I-	II I-	II I-	II I-	II I-	II I-
Division	1 2	1 2	1 2	1 2	1 2	1 2	1 2	1 2
Pulse Count	2	1	1	2	1	1	1	1

Shared with Step & Extra Pages

Sets the playback mode of stage

Controls the step division that will be used for Mode II

Pulses per step (0 (none) to 7)

### 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

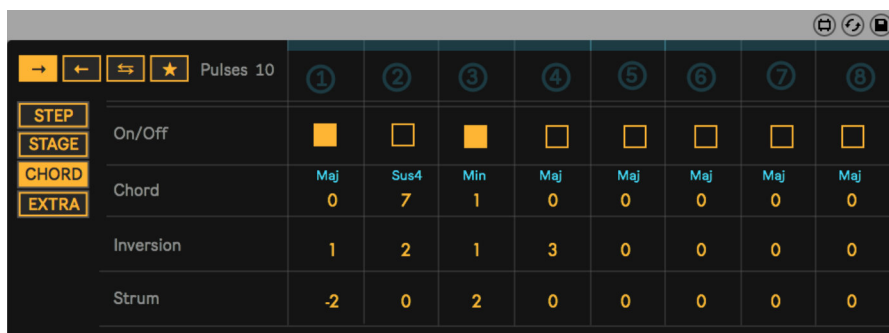
2 = a note will be triggered on every other pulse (1st, 3rd, 5th etc.)

3 = a note will be triggered on every third clock pulse (1st, 4th, 7th)

4 = a note will be triggered on every fourth clock pulse (1st, 5th)

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## The Chord Page



- Turn chord function on or off
- Set chord type (root note determined by set Note)
- Set chord inversions (0 (none) - 4)
- Set strumming order and speed (-12/+12)

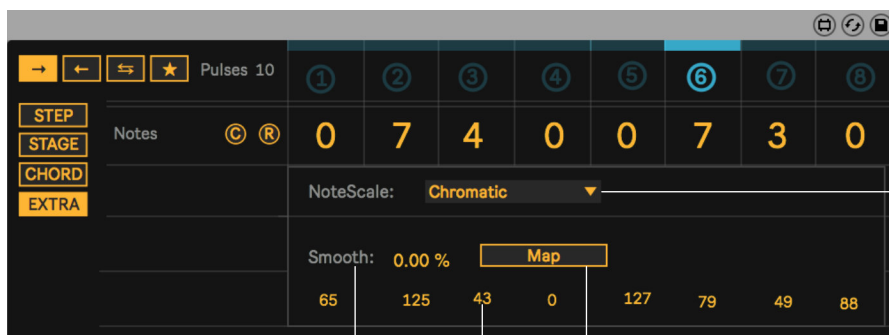
### Chord:

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



- Shared with Step & Stage Pages
- Set the global scale (13 scales available)

Smooth the movement between set values of the mapped parameter, set in %

Map to any parameter in the Live Set by clicking on map and then the desired parameter

Set the parameter value for each step (0 -127)

