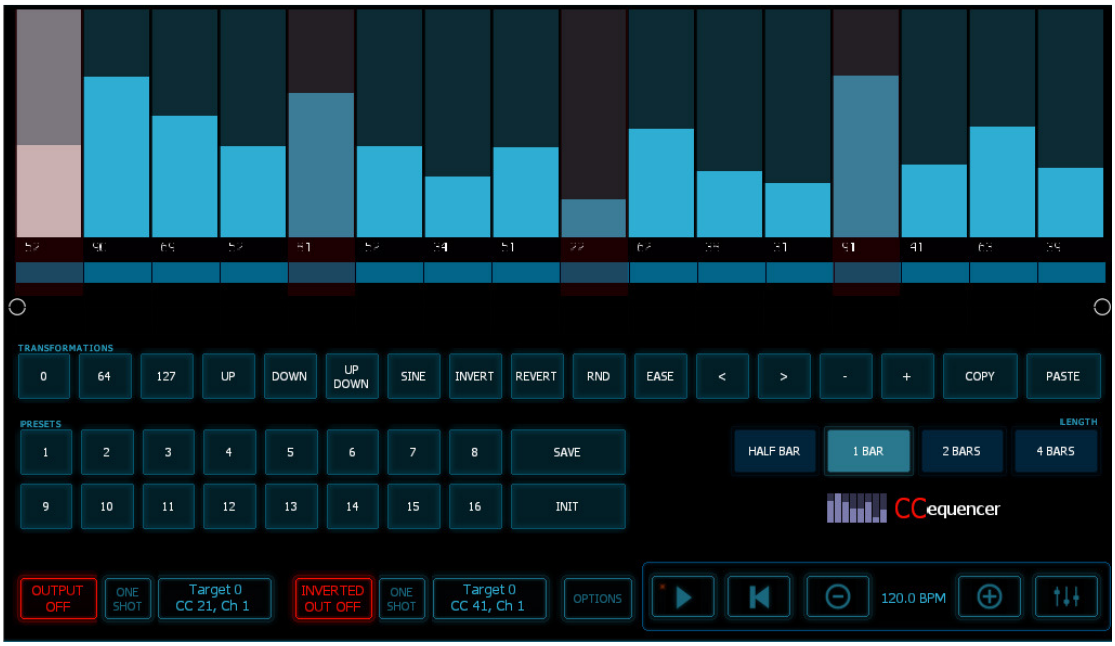
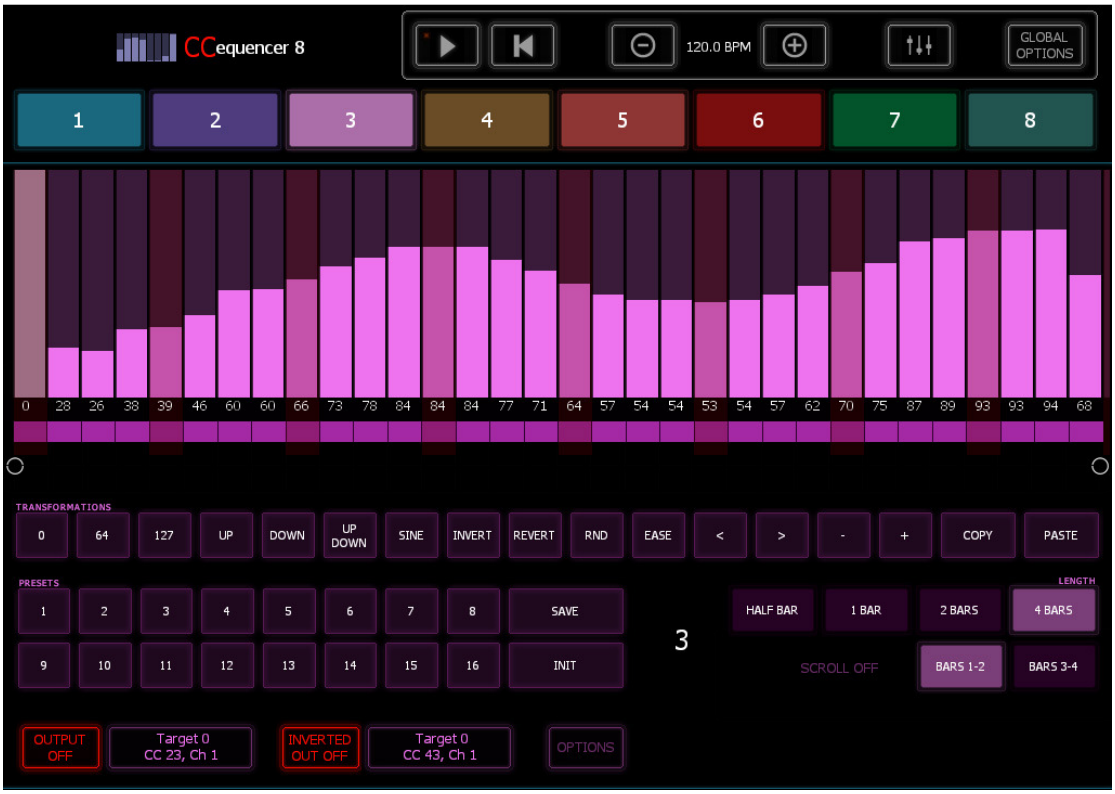
CCEQUENCER V2





CCequencer is a Lemur template that can be used to sequence MIDI CC (Control Change) in order to control parameters of MIDI compatible software like DAWs, synthesizers and effects.

SINGLE OR 8 SEQUENCERS

Starting from version 2, CCsequencer comes in two templates – CCequencer and CCequencer 8. The second one features 8 sequencers on one interface for simultaneous and independent control of 8 different parameters (+ 8 inverted).

The CCequencer 8 version features a row of buttons to select which sequence to edit and LEDs light up below any sequence that has either its output or its inverted output enabled (more on the outputs later)



There are also some other additions which are presented below.

SEQUENCE MAIN FUNCTIONS

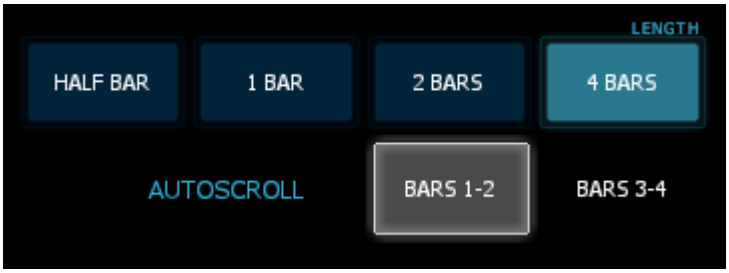
These functions are common in both versions and refer to EACH sequence in the case of CCequencer 8.

LENGTH



The sequencer is always running in 1/16 division and you can set its length (amount of steps) to either “half”, “1 bar”, “2 bars” or “4 bars” (8,16,32,64 steps respectively). In any length configuration, the darker steps, provide a visual guide by displaying the 1/4 divisions.

In the case of 4 bars, due to the fact that the length is quite big to fit in the iPad’s screen, the sequencer is displaying half of its length and you can navigate to “bars 1-2” or “bars 3-4” with two buttons.

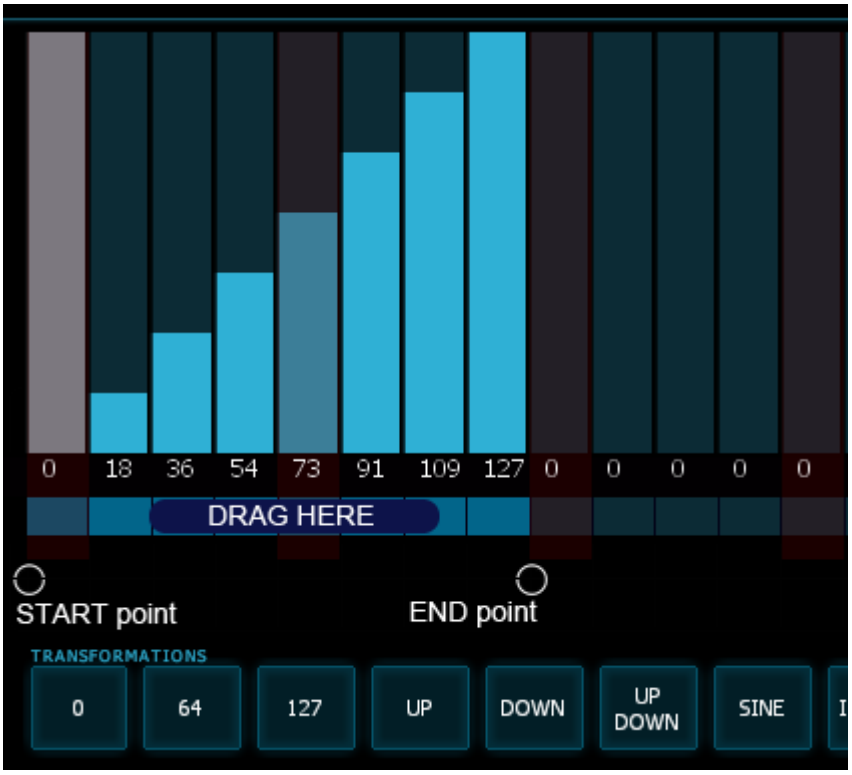


With “AUTOSCROLL” enabled, the screen is scrolling to the bars that are currently playing. By tapping on the “bars x-x” buttons “AUTOSCROLL” is momentarily disabled for a certain duration set in options.

TRANSFORMATIONS



The transformations are always applied to the selected part of the sequence. You can change the selection “start” and “end” points by using the small circular “handles” and you can move around the whole selection by dragging it.



The functions performed by the buttons of the transformations are:

0, 64, 127 (or 0, 50, 100 in percentage): Set selection to the value of the button

UP: Set the selection to a rising sequence starting from value 0 and ending at value 127

DOWN: Set the selection to a dropping sequence, starting from value 127 and ending at value 0

UP-DOWN: Set a triangle shaped sequence starting at value 0, reaching to 127 in the middle of the selection and then dropping to 0 at the end.

SINE: UP-DOWN but with a sine wave shape

INVERT: Invert the values of the selection i.e. 0 becomes 127, 5 becomes 122, 64 stays the same.

REVERT: reverse the selection – the first step becomes the last, the second one, second one from the end and so forth.

RND: randomize the selection

EASE: The average value of the selected part is calculated and then on each subsequent press the changes of values of the selection are smoothed based around this average value. This is particularly useful for random patterns generated by RND with lots of sudden – huge changes.

<, >: Shift the selection left or right. In “left“ the first step becomes the last, in “right” the last step becomes the first.

-, +: subtract or add to the selection one unit of MIDI CC (1/127 of a parameter)

COPY – PASTE: copy a selection and then paste it to a different one. Notice that the “paste” function can be specified with a DIFFERENT length than the copied one thus you can for example copy-paste a random generated pattern of a half bar over to a whole bar. When doing so, the values of the copied selection are stretched to fill the “paste” length. This is also useful, in the case of working with 4 bars. As there is no way to apply for example UP, DOWN or any other predefined shape over the length of 4 bars, it is though possible to work with 2 bars and then use copy – paste and the 2 bars selection to create any of the shapes.

example: how to make an “UP” shape over the length of 4 bars.
Select 4 bars length. Select “Bars 1-2”. Expand selection bar to cover the whole of “Bars 1-2”. Tap on “UP” button. Then carefully select the “second half” of the sequence (the second bar). Copy it, tap button “Bars 3-4” and expand selection bar to cover the whole sequence. Tap on “Paste”. Now go back to “Bars 1-2” and select the first half part of the sequence. Tap on “copy” and then select the whole 2 bars. Tap on “paste”. You are done – the “UP” shape now covers the 4 bars.

PRESETS



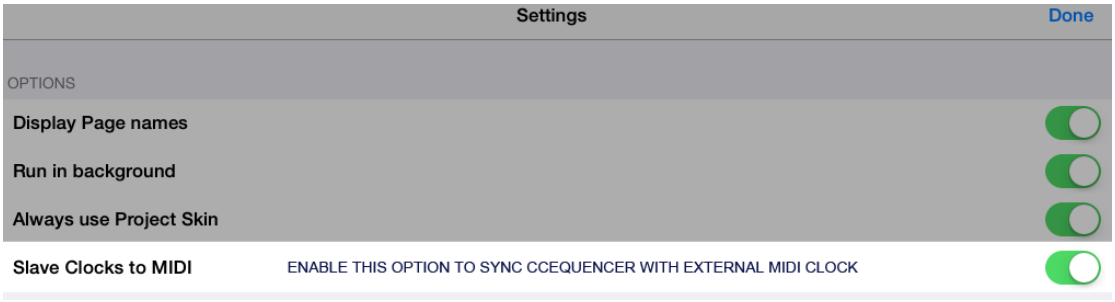
Sequences can be saved in 16 presets. To save a sequence, tap on “SAVE” button and keep it pressed – the 16 preset slots illuminate – tap on the desired slot to save the preset. To load a preset, simply tap on its slot.
Slots that are occupied with presets (have a sequence saved) are brighter than “empty” slots. The loaded preset is also even brighter. To avoid “accidents”, taping on a empty preset slot does not do anything to the sequence. To “empty” (initialize) a preset slot tap on “init”, keep it pressed and tap on the desired slot to empty.

NOTE: Keep in mind, that while “presets” can be stored while Lemur app is open, if you want to keep your presets for future usage (different sessions while Lemur app has been closed) you need to save the template (preferably with a new name). This way you can also have lots of presets stored in banks of 16 – each template will “carry” its own set of 16 presets.

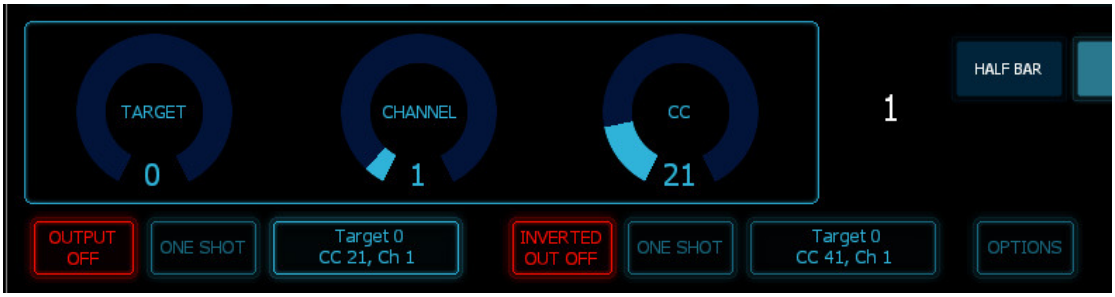
TRANSPORT BUTTONS



Here you can control the playback of the sequence. Notice that you can also set Lemur to receive MIDI Clock messages by using the relevant option in its settings. With this enabled, CCequencer will be synced to MIDI Clock messages received by Lemur on Target 0. **Notice that when in "slave mode" the "play", "jump to start" and "BPM" buttons are not functional.**



MIDI MAPPINGS – ONE SHOT - INVERTED OUTPUT



The "output" of the sequence can be enabled – disabled with the "output" button. This is useful if CCequencer is set to receive midi clock messages from external MIDI clock therefore there is no way to stop the sequence.

ONE SHOT FEATURE: by tapping on the "ONE SHOT" button, the output of the sequence will be enabled quantized (i.e. on the next "start" of the sequence) and be disabled again at the end of the sequence.

Next to it, the current MIDI mapping of the output is displayed. To change the Lemur target, the MIDI Channel or the CC number of the output, simply tap on the current mapping display and a window with three knobs will appear. With these you can change the mapping of the output.

INVERTED OUTPUT: As a bonus, an inverted output is also featured – this will output inverted values of the sequence and can be individually mapped to a different MIDI CC, Channel or even Lemur target.

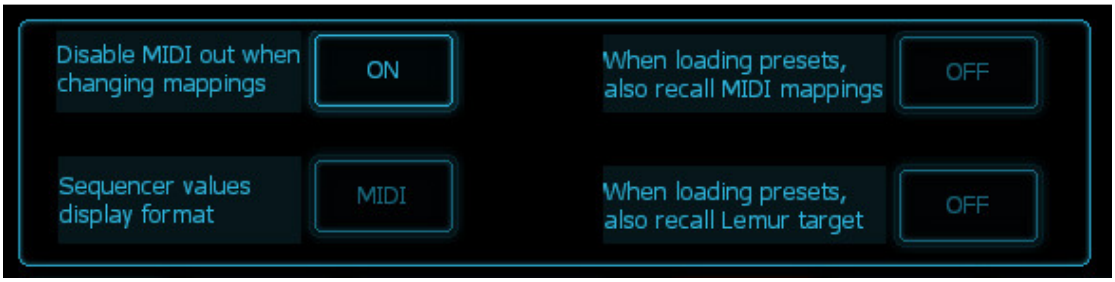
NOTE: if by accident, you set the "inverted output" to the same destination as the normal "output", only one of them will be enabled at a time.

OPTIONS

CCequencer SINGLE



CCequencer 8



Disable MIDI out when changing mappings: if set to "on" (default), when opening the MIDI Mappings for the "output" or "inverted output" the outputs are disabled until you set the desired mappings and close the mappings window. This is to prevent accidental change of a parameter when trying to set a new mapping.

Sequencer values display format (CCequencer 8 only): this option changes the display format of each step below the sequence. Default is MIDI (range 0 – 127) and there is also an option for percentage (range 0 – 100).

Mappings knobs mode: changes the way the mapping knobs react to touches. In "Linear" mode (default) tap an drag up-down the knobs to set them. In circular mode, set them with a circular motion of your finger. This option, in the CCequencer 8 version can be found in the **"Global Options"**

When Loading presets, also recall MIDI Mappings – Lemur target: by default, everytime you load a saved preset of a sequence, the values and length of the sequence is restored. It is possible however, that you would also like to recall MIDI mappings (in order to quickly change what parameter to control) or even targets (in case to also change what target software to control via MIDI).

NOTE: Setting the relevant option to "on" will enable the recall independently of whether the option was "off" when the preset was saved. In other words, when saving a preset, these settings are also saved – the option enables or disables JUST the "loading" of the mappings and Lemur target.

AUTOSCROLL bypass time: When AUTOSCROLL is enabled, tapping on buttons "Bars 1-2" or "Bars 3-4" momentarily disables autoscroll for a duration of time (in seconds) as specified by this setting.

This option, in the CCequencer 8 version can be found in the **"Global Options"**

FINAL WORDS

Tapping on the small logo of CCequencer, will reveal its current version number and shamelessly promote my website address. ;) The window will autoclose after a few seconds.

Check out a short video demo of CCequencer on Youtube:
http://www.youtube.com/watch?v=pNnU8ProtkE

Big thanks and my respect to Antonio Blanca who has been kind enough to share his knowledge with me on Lemur scripting. In fact, many of my templates are based on his marvelous work and mathematics. Also a big shout out to all the people who explore all possibilities of all new technologies for sonic manipulation and music creation without being close-minded about what music or a musical instrument is.

;)

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