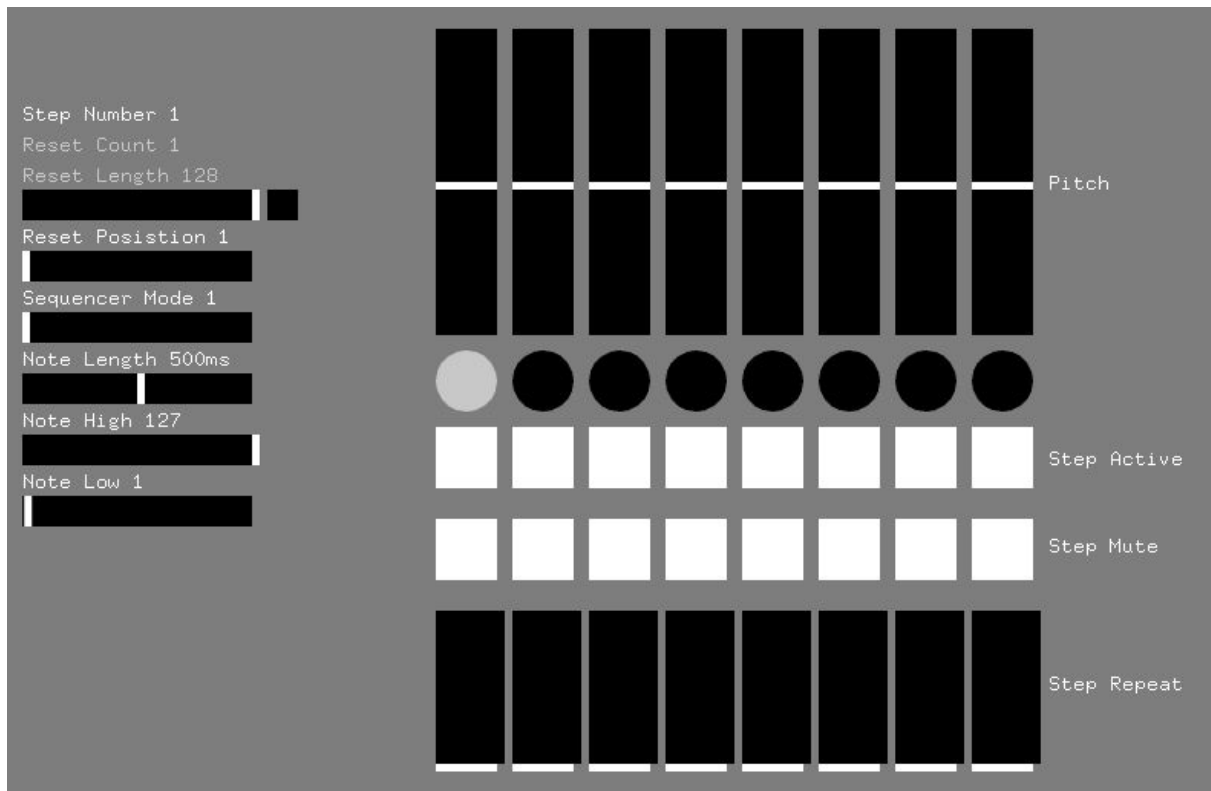# mySequencer Manual

A simple 8 step sequencer inspired by analog sequencers and designed for live improvised sequencing.

Upon running *mySequencer* the console window will prompt you to chose the Midi Input and Output you wish to use.

Any *note on message* from the selected Midi Input will advance the sequencer. The sequencers notes are sent as Midi messages via the selected Midi Output.

Pitch: Sets the steps pitch
Step Active: Toggles if a step in the sequencer is to be skipped
Step Mute: Allows step to be played but mutes the Midi Output for that step
Step Repeat: Repeats the current step up to 8 times before advancing the sequencer to the next step
Step Number: Displays current step
Reset Length: Slider changes how many steps required till the sequencer resets; button toggles if reset is active or not
Reset Position: Slider changes which step the sequencer is reset to

Sequencer Mode:

- 1 = Sequencer advances forward
- 2 = Sequencer advances backwards
- 3 = Sequencer switches direction upon either reaching the first or last step
- 4 = Same as sequencer mode 3 except sequencer length is fixed

Note Length: How long a note plays for

Note High / Note Low: Scales range of Midi Note output.

If the user wishes to compile the program code themselves they must use *openFrameworks* with the additional add ons *ofxMidi* and *ofxTimer*.

This program was tested and compiled as a *32 Bit program* running on *Windows 10 Pro 64 Bit* using *Microsoft Visual Studios.*