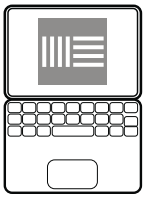
2.2 A Simple Expressive Sequence.

While Mono is a simple sequencer mode on OXI ONE MKII it is still is packed with powerful features and is the perfect starting point. Here we build an expressive and playable sequence and demonstrate how quick it can be to get creative and be inspired by OXI ONE.

Link to Oora's workflow video here.

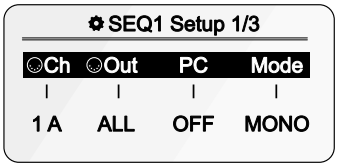
► Expressive Mono Sequencer Phrase



1. Ensure the synths are connected or for this example maybe connect to a DAW on a Mac or PC using MIDI. Set 3 tracks with instruments. Track 1 and 2 pulse / pluck style sounds and track 3 a bass pad. Each of the following sequencers will connect to these DAW tracks. Hold [Shift] + hold [Clear] each sequencer 1,2,3.

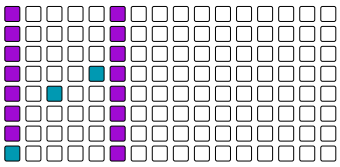
2. Set the project tempo. Hold [Shift] + turn (BPM) knob 1 to set to 120 beats per minute.

3. Select sequencer 1 and set to Mono mode. Tap Seq [1]. Hold [Shift] + [1] to open the sequencer settings. Turn (Mode) to set the sequencer to 'MONO'. This is in page 1 of 3 for SEQ 1.



   I. Set scale and root. While holding [Shift] + turn (Scal) knob 3 and (Root) knob 4. Set to Minor C2. The octave range is set with (Oct) knob 2.

   II. Set the pattern length to 6 steps. Hold [End] + tap a pad in column 6. Alternatively knob 3 will change end step while holding [End]. The first step, set with [Init], should by default be 1.

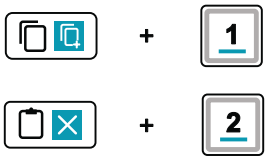


   III. Add 3 steps as follows: Step 1 to C2, Step 3 to F2 and Step 5 to G2. To set these steps, columns represent steps, so use column 1,3 and 5. Rows represent the notes. The display shows the notes when tapping a pad to set the step note. Pads assigned with notes are lit.

   IV. Hold Step 3 [Pad] + tap [Page] to select the accumulator page. While holding Step 3 [Pad], turn knob 1 (Amt) and set to +1st. Repeat for Step 5, setting the accumulator (Amt) to -1st.

   V. Press [Play] to listen to the pattern created over the 6 step range.

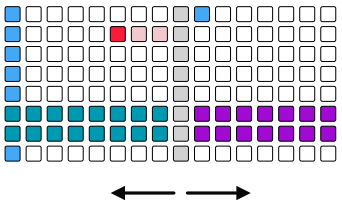
4. Copy sequence 1 to sequencer 2. Hold [Copy] + tap Seq [1] then hold [Paste] + tap Seq [2]. The sequencer will be copied. If this is controlling a different track in the DAW it may need to change channel to match the DAW track. Channel is set for the sequencer in its settings, [Shift] + Seq [1], then turn (Ch) Knob 1.



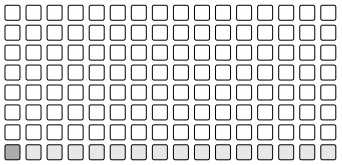
Link to Oora's workflow video here.

► **Expressive Mono Sequencer Phrase** (Continued)

5. Both sequencers play the same pattern. However pressing, [Perf] will open the performance page. This allows each of the sequencers to be transposed or rotated on the fly allowing ad libs and performances to be played out. Row 1 represents sequencer 1 and row 2, sequencer 2. The central white column is the original state, i.e. no transposition. Press a pad either side in these rows to transpose up or down.Hold [Shift] + [Pad] in row 1 and 2 to rotate patterns. Try these out and experiment with the performer while the sequencer plays.



6. Create a third mono mode seq on track 3. Follow the previous steps to create and configure the sequencer as a mono mode sequencer. Add a long note for C2, bottom row. Hold Step 1 + tap step 16 to assign a tied note.This will represent a long bass pad and should be set to the channel for this track in the DAW.



7. Lets add some variation with the flow button. Flow steps will only play while the flow button is held. Set steps 4 and 6 to notes G#2 and A#2 respectively. To dd these notes hold [Flow] + tap [Pad]. This assigns the steps as only flow steps. When playing the sequence, hold [Flow] to trigger these steps or release to play without these steps being triggered.

8. Experiment once again in [Perf] mode to transpose sequencer patterns in harmony.

9. Ensure the project is saved, hold [Shift] + tap [Save]. This will be a good starting point from which to progress further.

2.3 Chords, Repetitions and Harmonization.

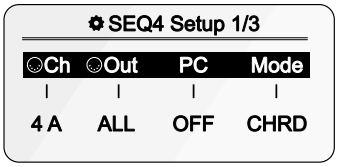
Chord mode allows a melody of chords to be selected from a library of scales, chords and voicing available and patterns to be build from these. Add flow steps to create variations and link the pattern to the previous project to play all patterns in harmony.

Link to Oora's workflow video here.

► Building a Chord Pattern

1. Start from the previous project.

2. Select sequencer 4 and set to Chord mode. Tap Seq [4]. Hold [Shift] + [4] to open the sequencer settings. Turn (Mode) to set the sequencer to 'CHRD'. This is in page 1 of 3 for SEQ 4.



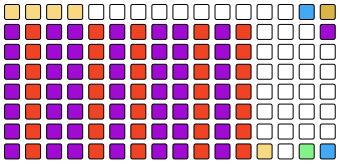
3. Now to assemble some chords.

   I. In the main sequencer view, set scale and root. Hold [Shift] + turn (Scal) knob 3 and (Root) knob 4. Set to Minor C2. The octave range is set with (Oct) knob 2.

   II. Press [Keyboard] to open the scale pads and chord selector.

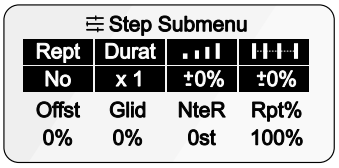
   III. Column 13 & 14 will select chord types, column 15, voicing / inversions and column 16 voice spread. The second top row in the 16th column will selected between the chord banks.

   IV. Audition the chords to find the ones to save. To store a chord, hold the pad keyboard for the chord and at the same time hold an empty, top row pad 1-12 for a few seconds. The pad will illuminate yellow when a chord is stored.



4. The stored chords can now be used to sequence a melody. To pick and place a chord from sequencer view, hold [Keyboard] to show the chord view page and tap a stored chord pad 1-12 top row. Release the [Keyboard] button and tap any step pad to place the selected chord on the grid. Repeat for other chords to build a melody.

5. Now consider adding more interest and variation with some repeats. The OXI ONE repeat engine offers a wide range of options to add repeats, spread their intervals, add ramps and more. Hold a chord step [Pad] + tap [Page] to select the step submenu for the repetition settings. While still holding the pad, turn knob 1 (Rept) to set repetitions.

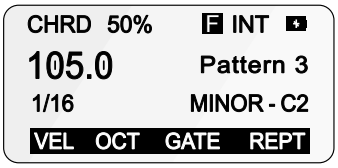


6. While still holding the step pad, try adjusting other parameters. Maybe set the repetition spacing with knob 4 and adjust the ramps with knob 3. Experiment while playing the chords.

Link to Oora's workflow video here.

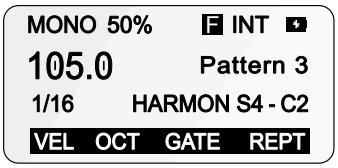
► **Building a Chord Pattern** (Continued)

7. An alternative control for repetitions is to press (Rept), knob 4 from the main sequencer screen. This will open the pad column editor for repeats. Tap [Pad] to add repeats and [Shift] + [Pad] will adjust repeat duration, indicated by the red lit pads.

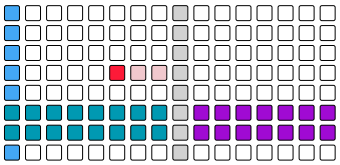


8. To use flow to trigger only selected step repetitions, hold the step to edit [Pad] + tap knob 4. This switches focus to edit the lower Rept% parameter in the step submenu. With the pad still held, turn knob 4 to set Rept% to 'Flow'. Now the repeats will only be applied when the [Flow] button is held.

9. Let's link the chord sequencer playback to the mono sequencers playback in an harmonious way. First, select sequencer [1]. Set the scale using [Shift] + (Scal) knob 3 to 'HARMON S4'. This takes sequencer 1's harmonization lead from chord sequencer 4. Repeat for sequencer 2.



10. Press [Perf] mode and experiment by transposing sequencer patterns. These will now play and transpose in harmony. The mono sequencers 1 & 2 will follow the harmonic lead of sequencer 4. Transposing the chord sequencer in the performer grid will control the chord and mono sequencers harmonization.



11. Ensure the project is saved, hold [Shift] + tap [Save]. A good habit to get into for saving iterative development of the project.

2.4 Multitrack for Drums.

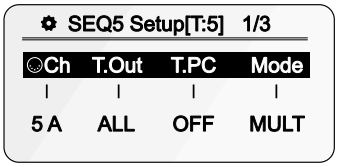
Multitrack mode allows each row to act an independent sequencer. Individual MIDI channels can be set per row. If all sequencers were set to multitrack mode, OXI ONE would offer 64 tracks of sequencing. Lets create a drum pattern using the multitrack sequencer.

Link to Oora's workflow video here.

► Building a Drum Pattern

1. Start from the previous project.

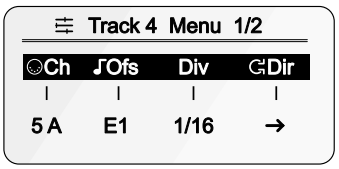
2. Select sequencer 5 and set to Multitrack mode. Tap Seq [5]. Hold [Shift] + [5] to open the sequencer settings. Turn (Mode) to set the sequencer to 'MULT'. This is in page 1 of 3 for SEQ 5.



3. Destination instruments can be configured using one MIDI channel per drum, for example kick on channel 5. However some instruments will respond to a single channel when each note represents a drum instrument. For example, Elektron Digitakt can be used with an individual note for each track. Both can be used in OXI ONE with a multitrack sequencer.

4. Setting up a multitrack track.

   I. To open the track menu, hold Sequencer [5] + Press Column 1 [Pad] for the track to select. Alternatively, press [Track], then press column 1 [Pad] to select a track.



   II. Turn (Ch) knob 1 to set the MIDI channel. This is for the selected track and not for the sequencer globally.

   III. Hold [Shift] + tap [Keyboard] to set preview mode. Any sounds triggered from the MIDI output will be audible.

   IV. Turn (Ofs) knob 2 to select a note offset. This is the note that the steps on the track will trigger and send to the MIDI channel. The note should represent the destination instrument, example 'C1'.

   V. Repeat for all tracks to configure.

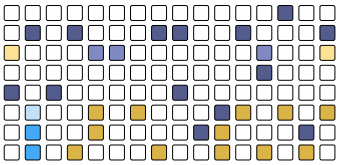
5. The behaviour when programming multitrack steps can be changed in the [Shift] + [Config] > workflow options. This depends on your personal preference:

   Track Select priority in multitrack.

   - Yes: First tap of a step will select the track to edit, then subsequent step taps will assign triggers to the chosen step.

   - No: Trigger steps can be added immediately on any track when tapping a pad.

5. Each track will represent a drum instrument, for example kick, snare, hi hat etc. Program steps on each track to create a drum pattern. Playing the track will help to test sequence options.

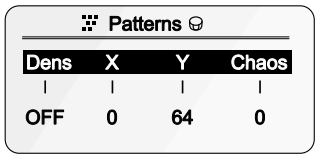


6. Each track is independent so lengths, time divisions and direction. Also variations in the sound can also be applied. For example:-

   - Tap (Vel) knob 1 when in the main page to control velocity of the selected track using the grid pad column editor.

   - Tap (Rept) knob 4 when in the main page to assign repeats to each step of the selected track using the grid pad column editor.
   - Tap (Gate) knob 3 and then turn to adjust all gate lengths for the selected track.
   - Hold [Shift] + press [Flow] to open the groove editor for the selected track. Grooves can be also be applied per track.

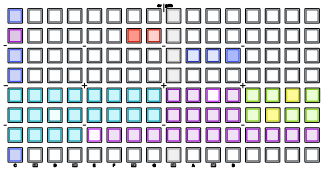
7. An alternative drum programming feature is the drum generator. This will automatically generate patterns for the first three tracks of a multitrack sequencer.



   I. The track layout will automatically generate a kick on track 1, snare on track 2 and hats on track 3.

   II. Hold [Random] + tap column 1 [Pad] for track 1, 2 and 3. This changes the status to drum generator tracks. Pads will be light bright blue when activated.

   III. Set the track length to 32 steps. The drum generator is optimised for this length. Press [32] then hold [End] + tap the last column pad rows for the three tracks. Remember a multitrack can have the length setting per track.



   IV. Press [Play] to generate patterns for these tracks.

8. Try using [Perf] to manage the drum tracks on the fly, using mutes and the preset variations to play ad libs and improvisations.

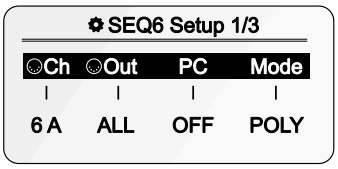
2.5 Magic of Modulation Lanes

Modulation is a term that refers to the control of a parameter to add movement and variation. For example a whammy bar on a guitar modulates the strings. In electronic music modulation is typically applied through envelopes and low frequency oscillators. This example focusses on a unique feature in OXI ONE, modulation lanes. These are track lanes dedicated to the modulation or external and internal parameters. Modulation is an application and setup specific. Therefore this workflow is only a general introduction to the principles of using modulation lanes in OXI ONE.

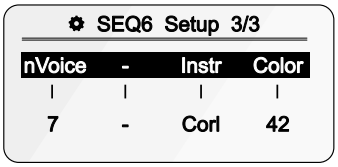
Link to Oora's workflow video here.

► Instrument Definitions

1. OXI ONE supports instrument definitions. What does this mean? Several profiles are loaded onto the device using the OXI App which act like MIDI presets. They provide the predefined mapping between the OXI ONE and the external device. This makes life easier where all CC controls are pre-configured and can simply be loaded to a track.

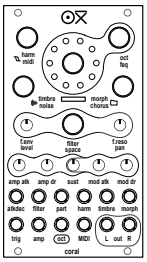


2. As an example, create a 'POLY' track on say sequencer [6]. Follow the previous guidance for MIDI and sequencer configuration.



3. To assign an instrument definition to seq 6, open the sequencer setup using [Shift] + Sequencer [6]. Tap [Page] button to choose page 3/3

4. Then turn (Instr) knob 3. The loaded definitions are listed. New definitions can be added to the device from the app. As an example, choose OXI Instruments Coral, a Eurorack effect module.

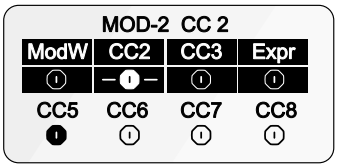


5. Connect OXI ONE to the Coral device, in this example using the USB connection option.

6. Press [Mod] to view the mapped parameters for sequencer 6 and Coral device.

► Modulation Lanes

1. Track 6, for this example will focus on modulating another device. In this case OXI Coral is the destination. It is assumed audio will be channelled through Coral, maybe as generated in one of the other workflow examples.



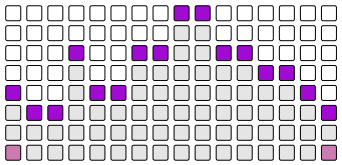
2. On sequencer 6, press [Mod]. This opens the modulation function with 8 individual modulation lanes available. Think of these as modulation sequencers.

3. If an instrument definition has been used the destinations are pre-mapped. If not [Shift] + [Mod] opens the modulation matrix settings.

4. In the mod page, the 4 knobs represent a lane. Tap and hold a knob to turn the modulation lane on or off. Tap a knob to switch the focus between the upper 1-4 and lower 5-8 lanes.

5. Turning a knob, when active, will adjust all the step modulation amount simultaneously. This is the value sent to the destination parameter from OXI ONE mod lane. Think of this as a set of steps, each adjusting the parameter value as the sequencer plays. Good examples are a filter cutoff, amount of reverb applied or the overall dry/wet mix of an effect.

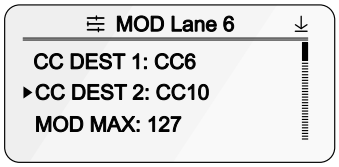
6. With a mod lane selected, the pads can be tapped to assign a value to each. Swiping across the pads to draw a modulation curve is possible. The grid pads act as column editors.



7. To edit the modulation matrix for a specific lane, hold [Shift] + tap knob of the modulation lane to edit. A set of options for the CC destination as well as range settings are possible. Internal destinations can also be applied.

8. Try setting loops or different time divisions. Also include more than one mod lane to modulate other device parameters in the same sequence but with independent shapes.

9. To get even more advanced with modulation routing, it is possible to route and external input, say a CV control from a Eurorack device, through OXI ONE and out to a MIDI destination. Experiment with routings and controls in the [Shift] + [Mod] settings. This all depends of course on your hardware configurations and setups.



3

Sequencer Basics

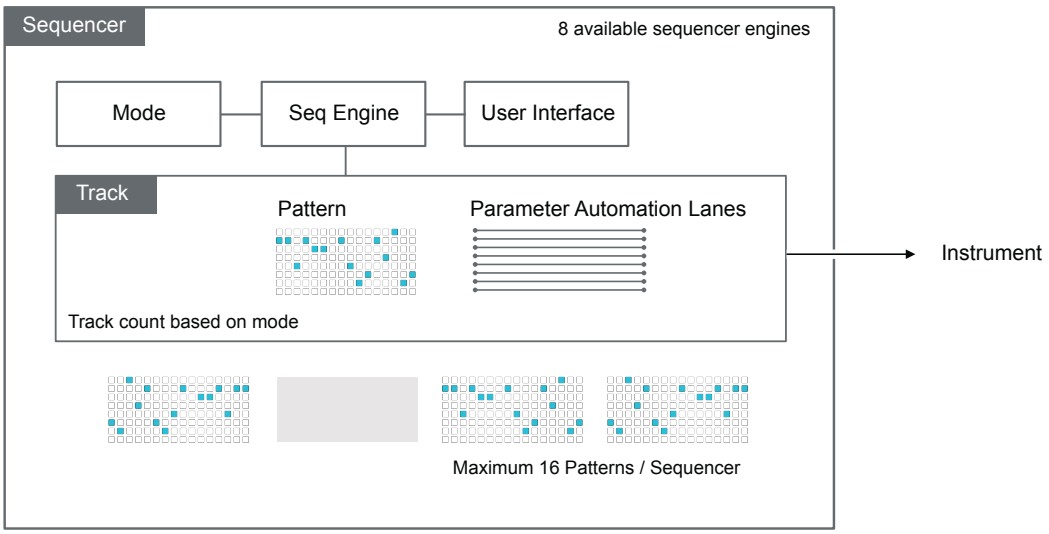
OXI ONE is a battery powered performance orientated sequencer, controller and composition tool. Equally at home on the stage for live performances or in the studio as a tool to help music production and sound design. ONE MKII is an evolution from the original model, Focusing heavily on evolving the sequencers, enhancing the workflow and enhancing with new features. ONE has 8 sequencers, each can be set to one of 6 unique sequencer modes. Whether creating basic bass lines, intricate melodies or composing drum beats the right tools are in the ONE toolkit. The three most fundamental areas when working with the sequencer are the user interface controls, the pad grid and the display screen. Some controls are dynamic and change based on the context. For example the 4 control rotary knobs will be assigned to parameters based on what function is selected and will display values to reflect these parameters. The grid is an important interface for creating patterns but is also used for editing parameters. The grid is multi purpose and will dynamically change its function to suit the sequencer mode and function selected. This section concentrates the basics of using the ONE sequencers. The content here is Focused on the more generic views and commands than can be applied in most sequencing environments. These are foundation topics that need to be familiarised before moving to more advanced detail later. The unique intricacies or specific details of an individual sequencing mode is covered later.

3 Sequencer Basics

3.1 What is a Sequencer?

From the perspective of ONE, a sequencer manages, creates, and enables editing of tracks and patterns. The sequencer is the operating environment when building patterns from steps and controls the general sequence playback and performance behavior. Only one sequencer can be selected at a time for editing and building tracks. There are six sequencer operating modes. Each mode offers a set of options and workflow tools that aim to fit the specific creative context. For example, mono mode is ideal for monophonic melodic or bass melodies.

The output created in the sequencer is typically a track. A track is a series of patterns, step events, and parameter settings laid out over a musical timeline that controls the output to an external device. Typically, each sequencer will manage a track, although there are exceptions for multitrack and matriceal mode, where the sequencer modes can manage eight and four tracks respectively. It is helpful to think of a track as an instrument, although technically multiple instruments can be connected to a ONE output. It is a standard practice to have one track represent each external instrument. For example, a poly synth controlled by a poly mode sequencer, a multitrack sequencer with a kick drum, snare and hat using three tracks, and a bass synth in mono mode could be a simple configuration.



3.2 Navigating the Sequencers

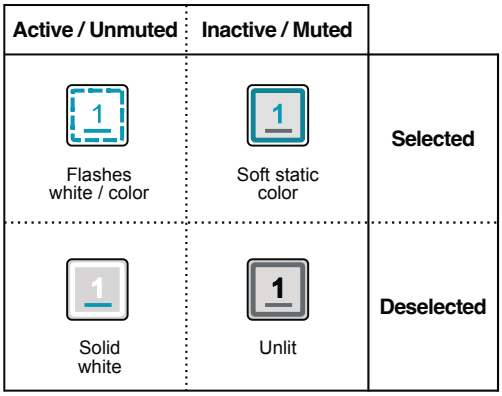
The default home location upon start up is the sequencer view. A number of basic commands are generically accessible when working with the sequencers. Note that some controls are unique to the mode selected but typically the following commands are generic.

Sequencer View & Command Options

Selecting a Sequencer

Press to select a sequencer to edit, tap [1] - [8]. Sequencer view allows patterns to be programmed into the grid using the pads to assign steps. The grid pad color will reflect the sequencer selected.

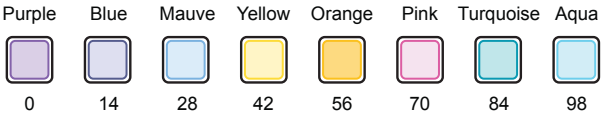
If the [Mute] button is latched on, pressing a sequencer will mute or unmute it. To select a sequencer while mute is latched on, hold [Shift] + tap [1] - [8].



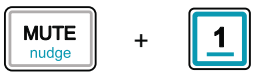
Sequencer Status

The color of the sequencer buttons will indicate the current status of each sequencer. Only one sequencer can be selected at a time for editing and viewing. The selected, active sequencer will flash in time with the tempo BPM setting. (1)

Default grid pad colors per sequencer. These colors can be also be optionally applied to the sequencer buttons. This option is selected in the config > workflow settings.



(1) The color scheme of the 1-8 sequencer pads can be selected in the config > workflow menu options. The color of the 1-8 pad when it is selected will therefore be the based on the multi color or the default turquoise sequencer pad color scheme.

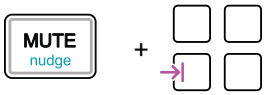


Activating / Muting a Sequencer

Hold [Mute] + tap [1] - [8]. To mute or unmute one or more sequencers. Transport bar is stopped.

When muting, holding [Mute] will delay the mute action for the chosen sequencer until the [Mute] button is released and then mute is activated immediately. The sequencer button will flash red to signify that the sequencer is armed pending mute. (2)

When unmuting, holding [Mute] will delay the unmute action for the chosen sequencer until the [Mute] button is released and is then based on punch in/out quantization. The sequencer button will flash green to signify that the sequencer is armed pending unmute. (2)



Hold [Mute] + tap any [Pad] in column 1 if the 16 x 8 grid. Muting / unmuting is applied immediately when using this method. Transport playhead continues.

(2) The default behavior is to mute the sequencer upon release of the mute button. The ‘armed’ mute state is indicated by the sequencer button color. The mute behavior can be changed in the config > performance settings.

Muting a Step

MO PO MT CH

Mute / Unmute a Step.
Hold [Mute] + tap [Pad]s.

Operates in mono, poly, chord and multitrack mode.

Tip. Use the alternate method below when muting column 1 steps. Used in conjunction with the [Mute] button, column 1 is reserved for muting the active sequencer, indicated by soft white grid pads.

Hold [Pad] + tap (Vel).

Alternate option for muting. Use the velocity knob from within the step parameter page which will be displayed while holding a pad.

Muted step pads will be dimly lit purple and the note icon is displayed in the header of the step screen when muted.

Sequencer view presents the grid as a series of steps formatted to suit the mode selected. For example, mono mode will show each column as a sequential step left to right in time and each row as a note pitch value from within the chosen note scale. Some views of the grid also represent parameter control settings and these are specific to the current operating context. Below are some generic structures and commands when using the grid for sequencers.

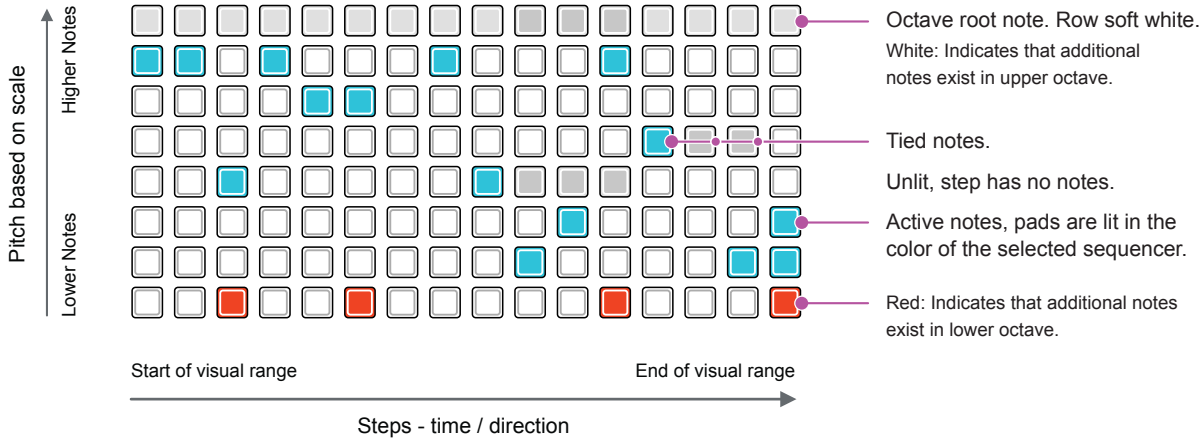
Sequencer Grid View & Navigation

To adjust the grid note view range.
Vertical position

Tap knob 2, then turn ↑↓

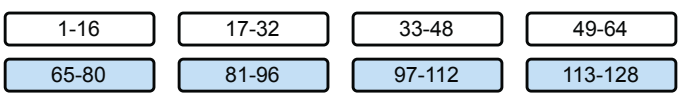
Alternatively, hold [Track] + turn (Knob 1).
Tap [Track] to open track menu, [Shift] + turning (Knob 1) will adjust in octave increments.

Up to 8 octaves can be navigated when scrolling through the grid rows vertically. Rows representing the start and end of an octave will be illuminated when adjusting the octave view.



To adjust the steps in view.
Horizontal position

Tap a page button to navigate step ranges 16, 32, 48, 64, button lit white. Double tap to access page ranges 80, 96, 112, 128, button is lit blue. While playing, only the actively playing page will be lit.



Steps are organised across a series of 8 pages covering the total 128 steps per sequencer presented as 16 steps for each page on the pad grid.

F

If follower is active, the page viewed will automatically change to track the playhead position dynamically while playing. This can be toggled on or off by, Holding [Shift] + [Track]. When follower is active a 'F' is displayed in the upper display. It is useful to keep pages static while editing and when the sequencer is playing.

3.3 Navigating the Sequencer & Step Parameters

NOTES

The ONE sequencers have parameters that cover the steps, tracks and the sequencer itself. Some parameters control the global values, affecting say, all steps, while others focus on the individual function for example an individual step. These can be the same parameter but with a change in how it is applied.

In order to understand the overall parameter structure here is an introduction to navigating the available options. Some parameters and pages will be the same across sequencer modes while some are unique to the specific sequencer mode and will be detailed further in the mode description later.

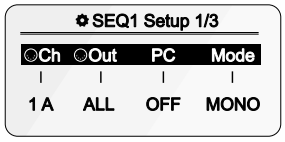
Sequencer Setup.

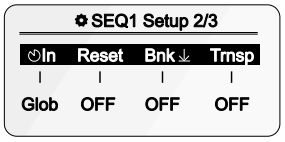
Highest level of configuration for the overall sequencer including the configuration of its operating mode such as mono, poly, chord etc. Generally represents multiple pages of global sequencer settings including MIDI channel, output port, program / bank change, instrument definitions, color and more.

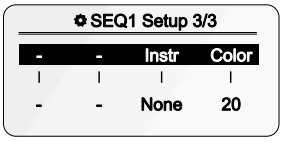
Open the sequencer setup. Hold [Shift] + tap [1] - [8]. These are mode dependant but in general consist of several pages of parameters. Once the menu is open, selection can be changed to another sequencer by pressing its button [1] - [8].

If additional parameter pages exist, the [Page] button will flash. Press [Page] to cycle through available pages.
Also use [Shift] + sequencer button to cycle its pages.

Examples: Mono Mode





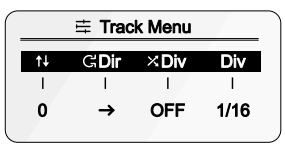


Track Setup.

General track oriented settings including playback direction, time division and navigation through viewing the grid octave range. Most modes have one track but for modes such as multi the track menu is important to manage the parameters for each of the 8 tracks.

Open the track setup. Tap [Track] button.

Example: Mono Mode



Parameters are edited with the respective knob. Some parameters will need to be confirmed once edited by pressing the knob. These are shown with the down arrow symbol. Parameters that have been edited but the change has not been made active will be shown with a * symbol.

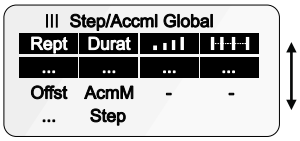
NOTES

Step Setup.

Step setup typically falls into two sections. Firstly the global settings, applicable to all steps. Secondly the submenu options which apply to individual steps. Some generative modes are not edited on a step by step basis so there may be no step values visible.

Step Global. Access to global step, extended parameters for the selected sequencer, tap [Step] button.

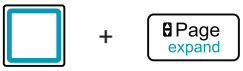
Example: Mono Mode - Global



Within the displays that have a dual parameter row, tap the respective parameter knob to switch between the upper and lower parameter for editing.

Step Primary Parameters & Step Submenu. Access to the individual parameters only for the selected step, hold [Step] button.

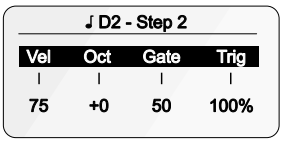
In some cases multiple steps held and can be edited together.

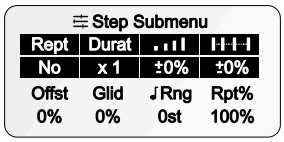


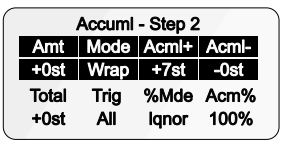
Cycle through the step primary and step submenu pages for the individual step selected, hold [Step] + tap [Page] button.

The global options for primary parameters are found in the main sequencer view as the default parameters, controlled by knob 1-4. Secondary options, tempo, swing, scale and root are accessible by holding shift button.

Example: Mono Mode - per Step







Some parameters can be reset to default. To reset a parameter back to its default setting, press and hold the respective knob for >2 seconds while holding the pad.

3.4 Transport Controls

Transport refers to the three play, stop and record controls. Be aware that these can be operated manually on the panel or may be influenced by external control, for example an external clock. The descriptions here are based on internal synchronization.

Play Button

Stopped
Grey

Playing
Flash green / white

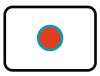
To play the sequencers, press [Play]. The sequencers will start playing typically from the first step in the pattern unless configured differently. The play button behavior can be reconfigured in the config > performance menu.

Play / Pause Button Behavior		Access settings by [Shift] + [Config] > Performance
Setting	**Command**	**Description**
OFF - Default	Play	Button will start playback from the first step. Any other press of play is ignored. Button flashes white and green
PAUSE	Play / Pause	Button will start playback. Another press of play will pause playback or restart playback from the paused position. Button flashes green while paused.
RESET	Play / Reset	Button will start playback. Another press of the play button will reset playback of the running sequencers to the start position once the punch-in quantization interval is achieved. Punch in quantization is labelled as 'In' on page 2/3 of the sequencer setup pages.

Recording options are based on capturing incoming MIDI data into the sequencers or for selecting step recording on the grid. The process of recording is explained elsewhere and in this section the basic commands are covered

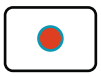
Record Button

Not Recording
Grey



Recording
Red

Record. Press [Rec] to activate recording. This is used to record MIDI input or keyboard view data. Press again to exit recording.



Step Recording
Flash red

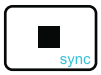
+

Step Recording
Grey

Step Recording. To enter or exit step recording, hold [Rec] + press [Play]. The step recording utility will be displayed which offers recording control using the knobs.

Arm Recording
Turquoise

+



Arm Recording
Grey

Arm Recording. To arm or disarm recording, hold [Rec] + press [Stop].
Arms recording pending a note input. Recording will start when a note is received.

+

Step Recording
Flash red

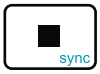
Exit Recording. To enter or exit the recording settings, hold [Shift] + press [Rec]. Also press [Back] to exist the page.

Note

The playback 'reset' option controls all sequencers. However, to reset individual sequencers, hold [Shift] + [Mute] + Sequencer [1] - [8] for the sequencer to reset. The reset behavior relies on the punch-in quantization.

The stop button will not only stop the sequencer but can also control the sequencer reset or synchronization.

Stop Button



Playing / Stopped
Grey

To stop the sequencers, press [Stop]. The sequencers playhead will reset to the first step. When play is pressed it will start from this position.

Double tap to clear all MIDI, for example if there are hanging notes.

Playing
Grey

To reset the sequencers while playing, hold [Shift] + press [Stop]. This follows the same punch-in quantization behavior as described above for the play button, although the play button configuration setting is not relevant here.

Clock Synchronization. With the sequencer stopped, the global clock synchronization can be changed. Hold [Shift] + tap [Stop] to cycle through the options of INT - Internal clock sync and external input options of USB, MIDI Jack or Bluetooth or Clock input. The current setting is displayed and the last selected mode is the default when **ONE** is powered up.

The sequencer will display the status of the playback with the transport buttons but also with the white play head cursor. This will show the current steps played as it travels in the playback direction. Given that the pattern may extend beyond the 16 step default, follower option can be selected. This will automatically follow the playhead across each page.

Follower Option

Toggle follow function on or off by Holding [Shift] + tap [Track]. When on the grid pages will change to follow the playhead. When off the pages will remain static, as selected. This is useful if editing on the fly. Display will show a ‘F’ symbol in the display header when on.

Note

When **ONE** is not set as the primary controller and with enabled in the config > MIDI settings, pressing the Play, Stop and Record buttons can output a MIDI CC message on port A. These are Stop = CC 105, Play = CC 106 and Rec = CC 107.

3.5 Mute and Activation Behavior

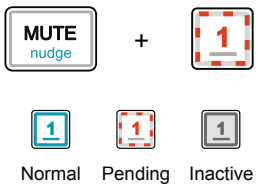
The sequencer can be active, inactive, muted or unmuted. The behaviour of the mute button for this purpose can be configured in the settings. An active / inactive sequencer refers to the entire sequencer transport. When inactive, transport will be stopped, no steps triggered and hence is also muted as there is no output. Only an active, unmuted sequencer will issue control and note signals over the MIDI channel and physical outputs. Muting an active sequencer will still allow transport control but no control signals or notes are sent to the physical outputs. Also check settings for other muting configurations.

X 2

The [Mute] button is used to control muting and activation of sequencers. This is usually held along with the sequencer, step or track pads, however the mute button can be latched. Double tap [Mute] to latch the mute button on or to unlatch it off. Any subsequent commands while latched on, i.e. Tapping Seq [1] - [8] will operate as if the mute button is held.

Sequencer Activate / Mute Control Options

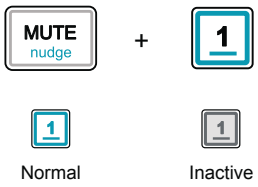
The mute behavior can be changed in the Config > Performance > Mute Behavior setting.



Toggle on Release (Default Config) *Activate / Deactivate*

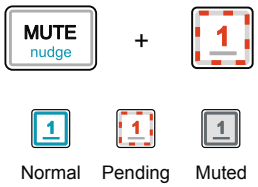
Hold [Mute] + Tap [1] - [8]. To activate or deactivate one or more of the sequencers. The action takes place only when the [Mute] button is released. While holding [Mute], the sequencers continue as normal, button flashes red to signify a pending deactivation. Transport playhead is then stopped. To reactivate mute will flash green pending activation. Transport restarts based on punch-in quantization.

Default



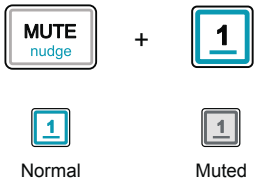
Toggle Instant (Config Option) *Activate / Deactivate*

Hold [Mute] + Tap [1] - [8]. To activate or deactivate one or more of the sequencers. Transport playhead is stopped. Muting / unmuting is applied immediately when pressing this button combination. When unmuted, transport restarts based on punch-in quantization.



Mute on Release (Config Option) *Mute / Unmute*

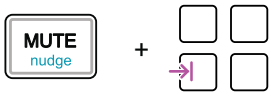
Hold [Mute] + Tap [1] - [8]. To mute or unmute one or more of the sequencers. Transport playhead keeps running. Muting / unmuting takes place only when the [Mute] button is released. While holding [Mute], the sequencers continue as normal, button flashes red to signify a pending mute command and will flash green pending an unmute command. Sequencers are still active, but all physical outputs are silenced.



Mute Instant (Config Option) *Mute / Unmute*

Hold [Mute] + Tap [1] - [8]. To mute or unmute one or more of the sequencers. Transport playhead keeps running. Muting / unmuting is applied immediately when pressing this button combination. Sequencers are still active, but all physical outputs are silenced.

Alternative Mute Sequencer & Mute Track Options (Default)



Hold [Mute] + Tap any [Pad] in column 1 if the 16 x 8 grid. Transport playhead continues as normal. This is an alternate way to mute and unmute a sequencer especially useful in multitrack mode where each track row can be muted / unmuting. This command is applied immediately when pressing this button combination and does not adhere to the mute behavior described above.

3.6 Sequencing Steps

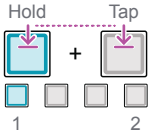
In most modes the programming of steps in a sequencer is performed by using the 16 x 8 grid pads. In some modes and views the pads may also be used for applying parameter changes, however here we explain the general process of programming steps on the grid. Note that the color scheme in view will depend on the sequencer selected. Ensure the desired sequencer is selected for editing.

Creating Steps

Activate or deactivate a step.
Quickly tap [Pad]. (1)

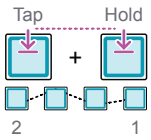
Tie multiple steps, same row.
Hold 1st [Pad] + tap last [Pad].
Ties all steps between the two pads (2).

Pads must be pressed in the order stated.

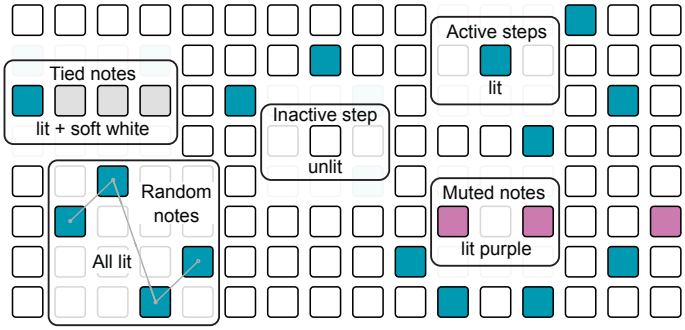


Reverse tie, same row.
Hold last [Pad] + tap 1st [Pad]. (3)
Random or fill sequence across the pads.

Pads must be pressed in the order stated.



Grid represents 16 columns of steps and 8 rows of notes.
The view can be navigated by the page buttons and scrolling the octave ranges.



Reverse ties can be set to Off, Random or fill. (3)

(1) When a step is deactivated the parameters that have been applied will be cleared. This is default behavior. This can be changed in the config > workflow settings to remember the parameter changes for a step when deactivated and to restore them back if the step is reactivated later. This is useful for preparing steps before making them active, especially when performing live.

(2) Steps can also be tied across pages. To tie steps, keep hold [Pad] on the first page, press the [Page] for the end location. While still holding the first step, press [Pad] for the end of the tie on the new page. Ties must be made on the same row and octave. The tie setting is also available in the gate parameter values. When setting a tie using grid pads, ensure the pads are held / tapped in the correct sequential order as stated in the command. Tapping a pad within a tie will split the tie and create a new step.

(3) When applying the reverse tie, ie. Last + first pad, the steps will be populated between the two pads. The behavior of these steps is configured in the Config > Workflow > Inverted TIE gesture Fills or Random setting. If set to 'Random', notes are populated as random values. If set to 'Fill' the equivalent note value is populated as a fill in each step. This option can also be set to 'Off'.

Editing Step Parameters

Edit an active step's parameters.
Hold active [Pad] + turn (Knob).

Parameters are displayed in the home sequencer view (4).
Includes; velocity, octave, gate & trig, edited with knobs 1-4.

Edit an inactive step's parameters.
Hold inactive [Pad] + turn (Knob).

To change parameters before making a step active.
Used when config is set to not remove parameters when clearing steps. (1)

Hold Pad] + [Page].

Access to an additional set of sub-menu and more advanced parameters. Also access using [Shift] + [Pad].

(4) Steps placed on the grid will adopt the current global parameter settings. Any edits to the global parameters will be automatically applied to all existing steps, the change applied is relative to its original value and the range of values will be displayed. Steps can be edited individually by holding the step and adjusting the knob for the specific value.

3.7 Global Sequencer View Parameters

In sequencer view, a set of generic parameters that can be edited directly with the rotary encoder knobs. In addition the grid column pads can be used as a parameter editor for each option that is selected. The primary parameters can be adjusted globally for all steps or some can be edited at an individual step level when holding a step pad. Secondary parameters mainly focus on global or sequencer settings.

The primary global setting will:-

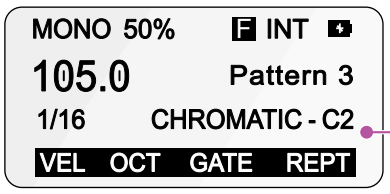
- Set the parameter value when subsequently laying down individual steps.
- Adjust the value of any existing step values relative to their current value. If this is a multitrack, then all steps on the selected track are affected. Individual step values can also be edited separately. Some other views and sequencer modes may change the default functions of these controls.

Global Controls

Primary Parameter Direct access	**Velocity**	**Octave**	**Gate**	**Repeat**
Secondary Parameter Hold [Shift]	**Tempo**	**Swing**	**Scale**	**Root**
	1	2	3	4
Turn or Shift + turn to edit a value	Adjust Value	Adjust Value	Adjust Value	Adjust Value
Tap to change editor	Pad Column Velocity Editor	Navigate View Up/Down (1)	Pad Column Gate Editor	Pad Column Repeat/Retrigger Editor

(1) In a multitrack sequencer, tapping the octave knob will open the pitch editor.

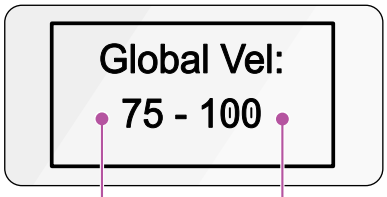
Octave Parameter



The octave can be adjusted using the [Oct] knob. This is the base octave on the grid for the selected sequencer and ranges from -2 to +7 based on the root selected. Edit root by holding shift and turning knob 4, (Root). The octave value of each step will be offset from this base octave.

Range is Root -2 to Root +7
e.g. C-2 to C7

Velocity, Gate & Repeats Parameters



Lower Upper
based on the velocity of existing steps

The global values for velocity, gate and repeats are shown as a lower and upper range. The values are based on the lowest and highest value from the steps already placed on the grid. If no steps exist, the default is used for the upper and lower value. When editing these global values the existing step values will change relative to the adjustment made. The value range will compress when adjusting at the upper and lower limits, also reflected in each step value. For example, the velocity upper limit is 127 and all steps will change to this value if editing the global velocity to the maximum level.

Sequencer View Parameters				
Parameter	**Label**	**Command**	**Range**	**Description**
Velocity	VEL	(Knob 1)	1 - 127 Default 75	Controls the trig envelope amplitude for the output affecting the CV level. Global velocity sets a lower - upper range based on existing step values to allow relative changes. Hold a step pad to edit the individual step value. Tap for the step velocity grid column view to edit the active velocity using the grid column pads for each step.
Octave	OCT	(Knob 2)	-4 to +4 Default C2	The global octave assigns a base octave range (not the note) for the sequencer grid notes. Individual step value can also be set as a octave value offset up or down from this global base octave. Tap to toggle the knob to control scroll navigation up/down the grid or to reset back to the default view.
Gate	GATE	(Knob 3)	2 - 99, Tie or Legato Default 50%	Sets the duration of the note with respect to the sequencer note division using the envelope decay time. The global option is set as lower - upper percentage range based on any existing step values in order to allow relative changes. Example, a 50% value for a note in a 1/16th division pattern will last for half the time division, giving a 1/32 note length. Tap for step gate view and to edit the active step gate value using the grid column interface. Hold a step pad to edit an individual step. Also applies a tie or legato setting.
Repeat	REPT	(Knob 4)	1 - 15 Default 1	Turn to adjust the lower - upper values for the repeat option. This will activate a selected number of repeats at the note interval. This can be set between 1-15 repeats. The grid pad column view also gives access to the retrigger option. Retrigger can activate between 1-8 ratchets within the note duration.
Tempo	BPM	[Shift] + (Knob 1)	20 - 300 Default 80	Sets the global beats per minute for all sequencers. This is used as the internal clock but internal tempo is not used if an external clock is selected. Tap tempo can also be applied.
Swing	SWNG	[Shift] + (Knob 2)	10 - 90 Default 50	Swing introduces a more natural and slightly off grid feel to bring interest to the rhythmic groove of a sequence. Increasing swing above 50 will push some notes slightly late and lowering the swing below 50 pulls some notes slightly early. Default of 50 means no swing is applied. Each sequencer can have its own unique swing setting.
Scale	SCAL	[Shift] + (Knob 3)	Options Default Chromatic	Selects a scale for the sequencer. A library is available from which to choose. The behavior of the scale function is also dependant on the scale quantization setting.
Root	ROOT	[Shift] + (Knob 4)	C-2 to B7 Default C2	Selects a root note for the sequencer. This is typically represented by the bottom row of the grid in most modes.

Note

The defaults for the velocity and gate setting are 75 and 50 respectively. These can be changed in the config > workflow options.

3.8 Velocity

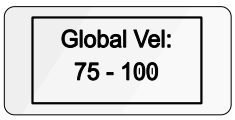
NOTES

Velocity represents how hard an instrument's note is played. Think of the effort applied when playing piano keys. Velocity is therefore considered modulation, and when sequencing, notes can be set to a global value or step value between 1-127. This can be applied to a destination instrument for example with MIDI to a synth or modulating another target parameter with CV out to modular gear.

Velocity can be edited using the encoder knob 1 globally or on a per step basis. The grid pad column editor can also be used to change the velocity values. Default function for the knob is global velocity, turn to edit. For step velocity, hold a step and turn velocity and tap the knob to open the respective pad column editor. Velocity affects the amplitude of the attack / decay output envelope.

Global Velocity Editing

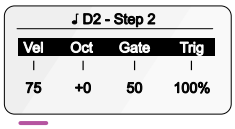
Changing global velocity will alter the range dynamically across all existing pads relatively or set a value that will be used for placing subsequent steps where the lower velocity value in the range is used.



Turn knob 1 (Vel).

Step Velocity Editing

Placing new steps will apply the current lower global value for the step velocity. Any changes to the global velocity will adjust all of the existing steps relatively. Editing the velocity for individual steps is also possible while holding the chosen step.

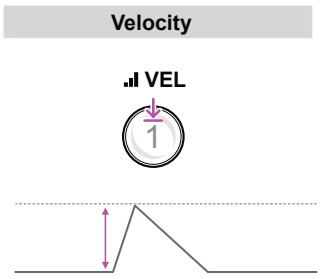


+

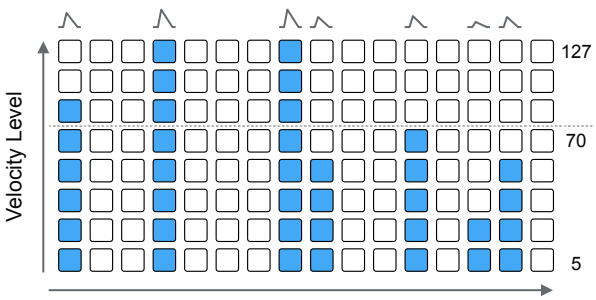
Hold step [Pad] + turn knob 1 (Vel).

Note that holding step and tapping knob 1 (Vel) will also mute or unmute the selected step.

Grid Column Velocity Editor



Affects the output envelope amplitude



Open the grid column editor: Tap knob 1 (Vel). To temporarily view the editor, Hold knob 1 (Vel).

Tap a pad up or down the column to adjust the respective step's velocity level. Tapping an empty column, i.e. no step, will add a step at the velocity level selected. Steps can also be removed by tapping the bottom column pad to remove the step.

NOTES

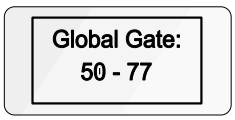
3.9 Gate

Gate represents the duration that a note is played, controlled on a step basis or extending across steps by tying a series of steps on the same row together. Legato creates a glide between steps. When sequencing, gate can be set to a global value or step value between 2-99. Consider the destination instrument settings in the overall note length for example a synths on board envelopes.

Gate can be edited using the encoder knob 3 globally or on a per step basis. The grid pad column editor can also be used to change the gate values. Default function for the knob is global gate, hold a step and turn for step gate and tap the knob to open the respective pad column editor. Gate affects the decay of the attack / decay output envelope.

Global Gate Editing

Changing global gate will alter the range dynamically across all existing pads relatively or set a value that will be used for placing subsequent steps where the lower value in the gate range is used.



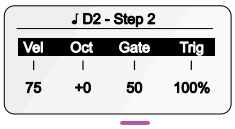
Turn knob 3 (Gate) slowly.

Turn knob 3 (Gate) quickly clockwise to set a tie.

Turn knob 3 (Gate) quickly counter-clockwise to break tie.

Step Gate Editing

Placing new steps will apply the current lower global value for the step gate. Any changes to the global gate will adjust all of the existing steps relatively. Editing the velocity for individual steps is also possible while holding the chosen step. As well as a gate length and tie, a note can be set to LEG - Legato to create a seamless pitch glide between sequential notes.



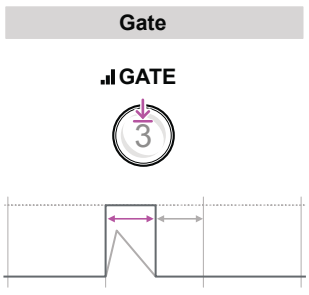
+

Hold step [Pad] + turn knob 3 (Gate) slowly.

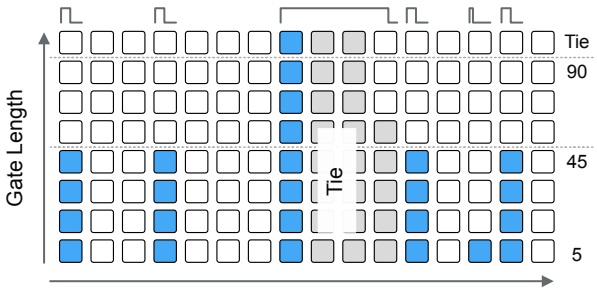
[Pad] + Turn knob 3 (Gate) quickly clockwise to set a tie.

[Pad] + Turn knob 3 (Gate) quickly counter-clockwise to break tie.

Grid Column Velocity Editor



Affects the envelope decay time



Open the grid column editor: Tap knob 3 (Gate). To temporarily view the editor, Hold knob 3 (Gate).

Tap up or down the column to adjust the respective step's gate length. Tapping an empty column will add a step at the gate level selected. Steps can also be removed by tapping the bottom column pad to remove the step. Tap a top row pad to select a tied step, the following columns set the tie duration.

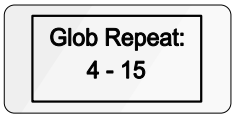
3.10 Repeat & Retrigger

The repeating of triggers during playback is a creative behavior option that can be applied in ONE and is controlled in two ways. Repeat can be set at a global and step level. This will replicate the playback of a triggered note at a defined number of iterations across a step duration. Assigning the ‘skip’ option to an individual step will ignore the step timing, shortening the sequence.

Retrigger is a variation on the repeat behavior typically controlled at global level to create a ratcheting effect over a step interval. Retriggers can be transitioned to repeats in the extended step menu.

Global Repeat & Retrigger Editing

Direct adjustment of the repeat knob 4 will affect the number of repeats across all steps. Tapping knob 4 will switch to the retrig / repeat grid column editor. Turning knob 4 directly affects repeats. A setting of 1 means no retrigger or repeats, just playback of the single original step.



Turn knob 4 (Rept).
In sequencer view, affects global repeats 1-15.

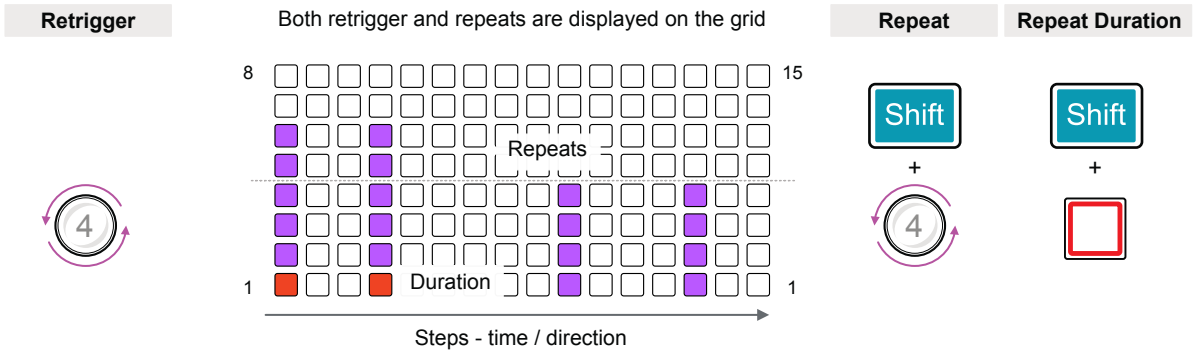
RETRIG
(Shft) REPEAT

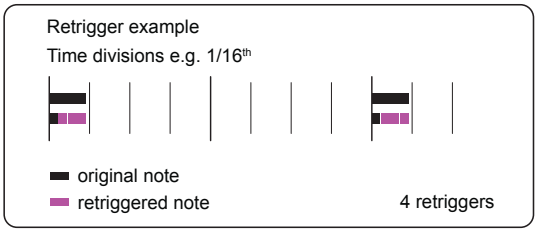
Open the grid column editor:
Tap knob 4 (Rept).
Hold knob 4 (Rept) to temporarily view the editor.

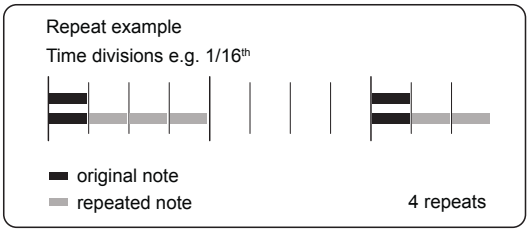
Turn knob 4 (Rept).
In the repeat grid column editor view, affects global retriggers 1-8.

Grid Column Repeat Editor

In the pad column editor, turn (Rept) Knob 4 to adjust the retrigger’s or alternatively tap up or down the column to adjust the respective step’s retrigger. To adjust the repeats in the column editor view, hold [Shift] while adjusting Knob 4 or by tapping a column [Pad] for repeats and [Shift] + [Pad] for repeat duration indicated by red pads.

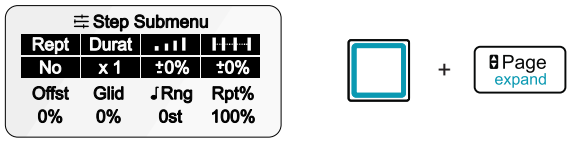






When working with individual steps a set of extended options exist which include more precise step repeat control. This submenu can be found by holding the [Pad] + tapping [Page] to cycle through the extended page options.

Step Specific Repeat Control



Tap the respective knob to switch between editing the upper and lower parameters.
Keep [Pad] held to edit the parameters using the four knobs.

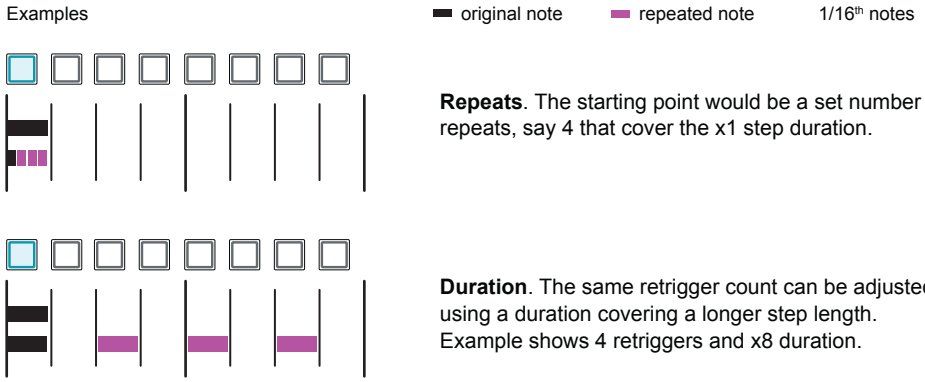
Step Repeat Parameters			
Rept Repeats for the step	**Durat** Step Duration	**Ramp** Repeat velocity ramp	**Acceleration** Repeat acceleration
Set the number of step notes in order to create repeats. Set to 'Off' or to a defined number of repeats 2-15 or to skip the step.	Sets the number of steps that the repeat is extended over.	Applies a ramp up 0 to +70% or ramp down 0 to -70% of the velocity across the repeats.	Applies acceleration 0 to +28% or deceleration 0 to -28% of the the repeat timing.
Offst Timing Offset	**Glid** Glide	**Rng** Randomized Note Range	**Rpt%** Repeat probability
Note timing offset -45% to +45%, based on the time division of the grid.	Sets glide amount between repeats to introduce a smooth note transition. Only used for CV as MIDI doesn't support.	Sets a note range in which randomised notes are applied. Range is 0 to 7st or +/-7st.	Probability and logic conditions which activate repeat notes events or not.

NOTES

Repeats & Duration

The ‘Rept’ parameter sets the amount of repeats that will be applied in the step period. This starts at a maximum of 8 at x1 duration but expands up to 15 when the duration value is increased. The length of the repeat chain can be extended over a duration covering multiple steps. This is set using the ‘Durat’ parameter with options ranging from x1 to x15 steps.

Examples



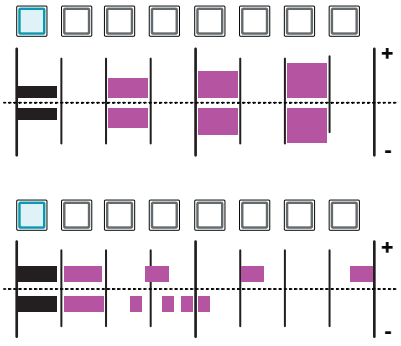
Repeats. The starting point would be a set number of repeats, say 4 that cover the x1 step duration.

Duration. The same retrigger count can be adjusted using a duration covering a longer step length. Example shows 4 retriggers and x8 duration.

Velocity Ramp, Acceleration and Probability

The option to change the repeat behavior is also possible by ramping up or down the velocity of the repeats, set over a +/-70% range. Here less is more, so try smaller values first. In addition the repeat intervals can be accelerated or decelerated from the initial step and over a +/-28 range.

Examples



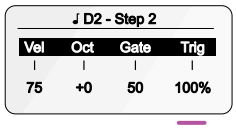
Ramp. The starting point would be a set number of repeats, say 4 that cover the x8 step duration. The Y axis in this example refers to velocity level and this sets the ramp amount.

Acceleration. The same repeat count can be adjusted using duration over a longer step length. Example shows 6 repeats and x8 duration.

Probability % & Logic Conditions. A trigger condition parameter can also be set which determines if and when a repeat action is activated along with the step trigger, or not.

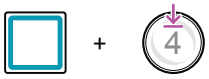
3.11 Trigger Probability

Trigger probability, labelled ‘Trig’ in the step parameters, is only available at a per step level. Holding one or more steps will allow the trig parameter to be edited using knob 4 for these steps. One trig condition is set per step. Trig value is evaluated on each cycle of the sequencer, commencing from pressing play and then sets whether the step will be triggered or not. The same model is applied for the repeats engine and any other probability functions.



Hold step [Pad] + turn knob 4 (Trig).

Reset the trig value to either 100% or Fixed lock

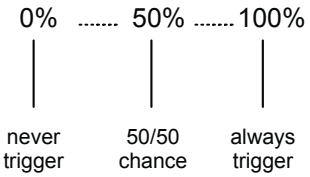


Hold step [Pad] + Push / hold knob 4 (Trig).

Knob 4 will set the global repeat by default and revert to step triggers while holding one or more steps.

Probability %

Trig can be assigned a probability % value which sets how likely it is for a step to trigger or not. Default is 100% meaning a step will trigger on each sequence cycle as normal and 0% will never trigger. Anything in-between will trigger in a random style frequency based on the %. For example, 50% doesn't trigger predictably, once every other cycle, but generally it will trigger 50% of the time on average.



A:B Logic Condition

The logical options offer a predictable application variation into a pattern when triggering notes on sequencer count cycles. The A represents the number of the cycle that will trigger the step. The count is reset after sequencer completes cycle number B.

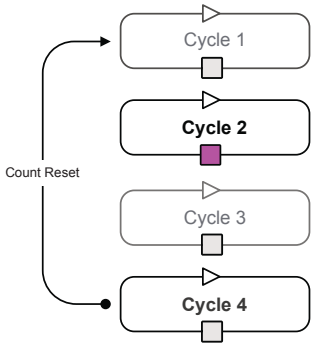
Options: 1:2, 2:2, 1:3, 2:3, 3:3, 1:4, 2:4, 3:4, 4:4, 1:5, 2:5, 3:5, 4:5, 5:5, 1:6, 2:6, 3:6, 4:6, 5:6, 6:6, 1:7, 2:7, 3:7, 4:7, 5:7, 6:7, 7:7, 1:8, 2:8, 3:8, 4:8, 5:8, 6:8, 7:8, 8:8

Examples:

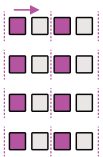
Step 5 Trig

Trig Condition is True ■ False □

Example: 2:4
Trigger on the 2nd cycle of a 4 count. Reset at the end of 4th cycle.
The pattern will trigger overall on every 2nd, 6th, 10th and so forth.



1:2
Trigger is active on first loop, not the second. The count resets after the second loop and this on/off trigger cycle pattern continues.



3:4
Trigger is active on third loop and the count resets after the fourth. The pattern will trigger overall on every 3rd, 7th, 11th etc.

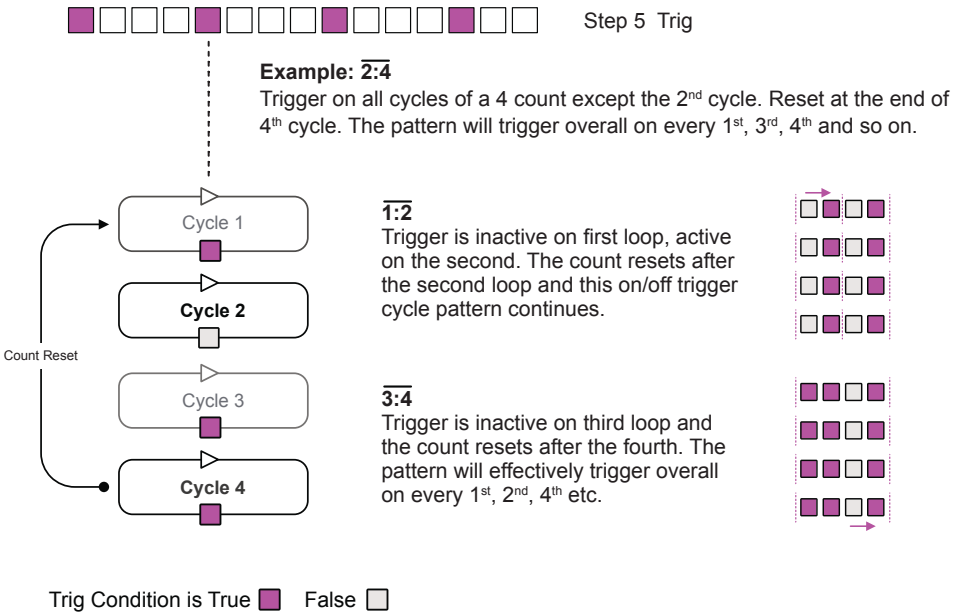
NOTES

A:B Logic Condition

Similar principles as the A:B model but follows a logical 'not' condition. The A represents the number of the cycle that will NOT trigger the step. All other cycles will trigger the step. The count is reset after sequencer completes cycle number B.

Options: 1:2, 2:2, 1:3, 2:3, 3:3, 1:4, 2:4, 3:4, 4:4, 1:5, 2:5, 3:5, 4:5, 5:5, 1:6, 2:6, 3:6, 4:6, 5:6, 6:6, 1:7, 2:7, 3:7, 4:7, 5:7, 6:7, 7:7, 1:8, 2:8, 3:8, 4:8, 5:8, 6:8, 7:8, 8:8

Examples:



PRE / PRE Logic Condition

PRE activates this trig on the chosen step only when the nearest prior step condition is true. This check refers to the previous, most recent trigger condition state and is not based purely on whether the prior step itself is active or not but it depends on its trigger state. This step will not trigger if the prior trigger condition is not met i.e. 'false'. If set to 'Not Pre' i.e. PRE, the step will trigger if the prior trigger condition is 'false'.

Examples: