

A Seq24 User Manual

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1 Introduction

1.1 Seq24 Versus Other Sequencers

This document describes how to use *Seq24* [1], a live-looping sequencer with an interface more like a hardware sequencer than the typical software MIDI sequencer.

What are the advantages of *Seq24* versus others?

1.2 Document Structure

The structure of this document is based on the user-interface of *Seq24*. The sections are basically provided in the order their contents appear in the user interface of *Seq24*. To help the reader jump around this document, multiple links and references are supplied.

Usage tips for each of the functions provided in *Seq24* are sprinkled throughout this document. Each tip occurs in a section beginning with "Tip:". Each tip is provided with an entry in the Index, under the main topic "tips".

Bug notes for some of the oddities found in *Seq24* are sprinkled throughout this document. Each bug occurs in a sentence beginning with "Bug:". Each bug is provided with an entry in the Index, under the main topic "bugs".

TODO items are also present, in the same vein. This document currently has a lot of them!

1.3 Let's Get Started!

Let us run *Seq24*, but run it without using *JACK*, which complicates the discussion of *Seq24*. The first thing to do is make sure one has no other sound application running (unless one wants to risk blocking *Seq24* or hearing two sounds simultaneously, depending on one's sound card and ALSA setup). Then start *Seq24* so that it uses ALSA for MIDI. Provide a default MIDI file so that all elements of the user interface can come into play. Also use the "&" character so that we get back to the command-line prompt.

```
$ seq24 click_4_4.midi &
```

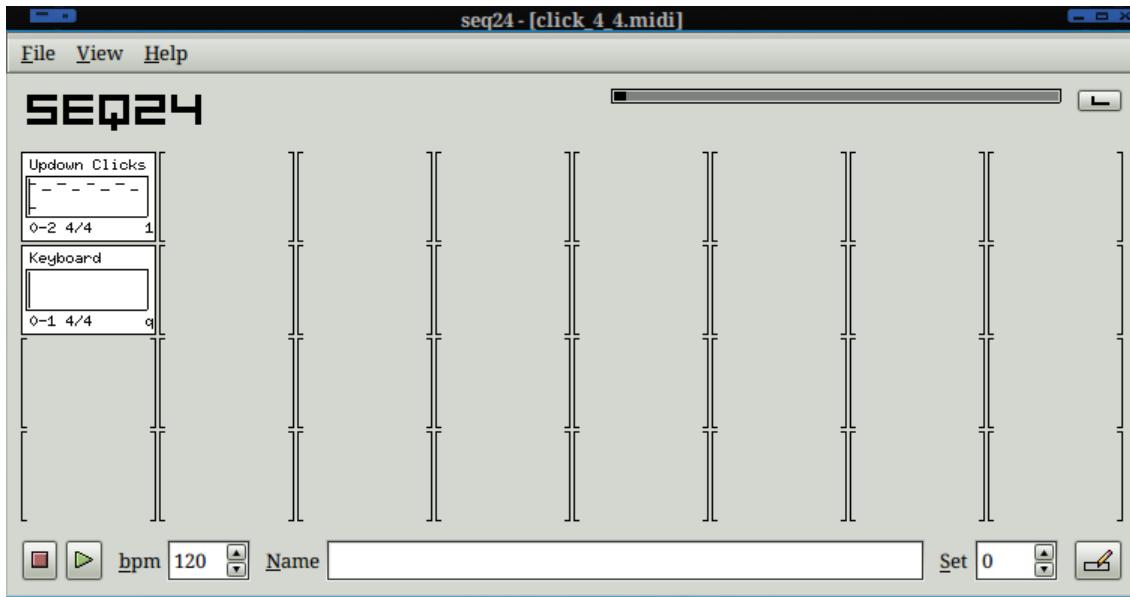


Figure 1: Seq24 Main Screen

Then the *Seq24* main window appears, as shown in figure 1 ("Seq24 Main Screen") on page 3.

2 Concepts

This section presents some useful concepts, while keeping them out of the way.

2.1 Concepts / Terms

This section doesn't provide comprehensive coverage of terms. It covers mainly terms that puzzled the author at first or that are necessary to understand the recipes.

2.1.1 Concepts / Terms / pattern

A **Seq24 pattern** is a short unit of melody or rhythm in Seq24, extending for a small number of measures (in most cases).

Each pattern is editable on its own. All patterns can be layed out in a particular arrangement to generate a more complex song.

2.1.2 Concepts / Terms / screen set

The **screen set** is a ...

3 Menu

The Seq24 menu, as seen at the top of figure 1 ("Seq24 Main Screen") on page 3, is fairly simple, but it is important to understand the structure of the menu entries.

3.1 Menu / File

The Seq24 menu entry contains the sub-items shown in figure 2 ("Seq24 File Menu Items") on page 4. The next few sub-sections discuss the sub-items in the *File* sub-menu.

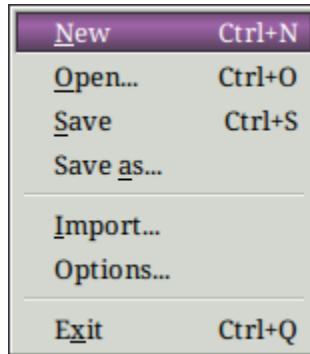


Figure 2: Seq24 File Menu Items

3.2 Menu / File / New

TODO

3.2.1 Menu / File / Open

TODO

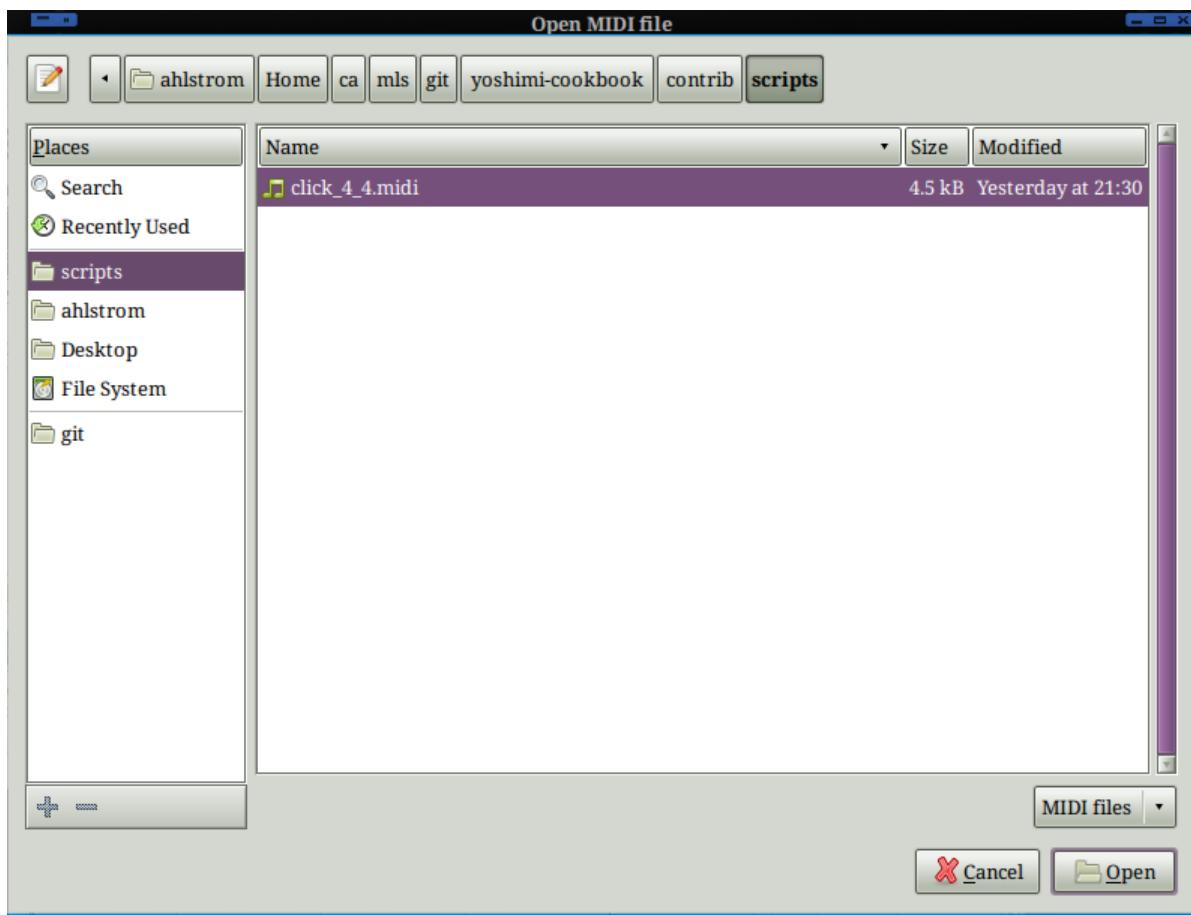


Figure 3: File Open

3.2.2 Menu / File / Save (As)

TODO

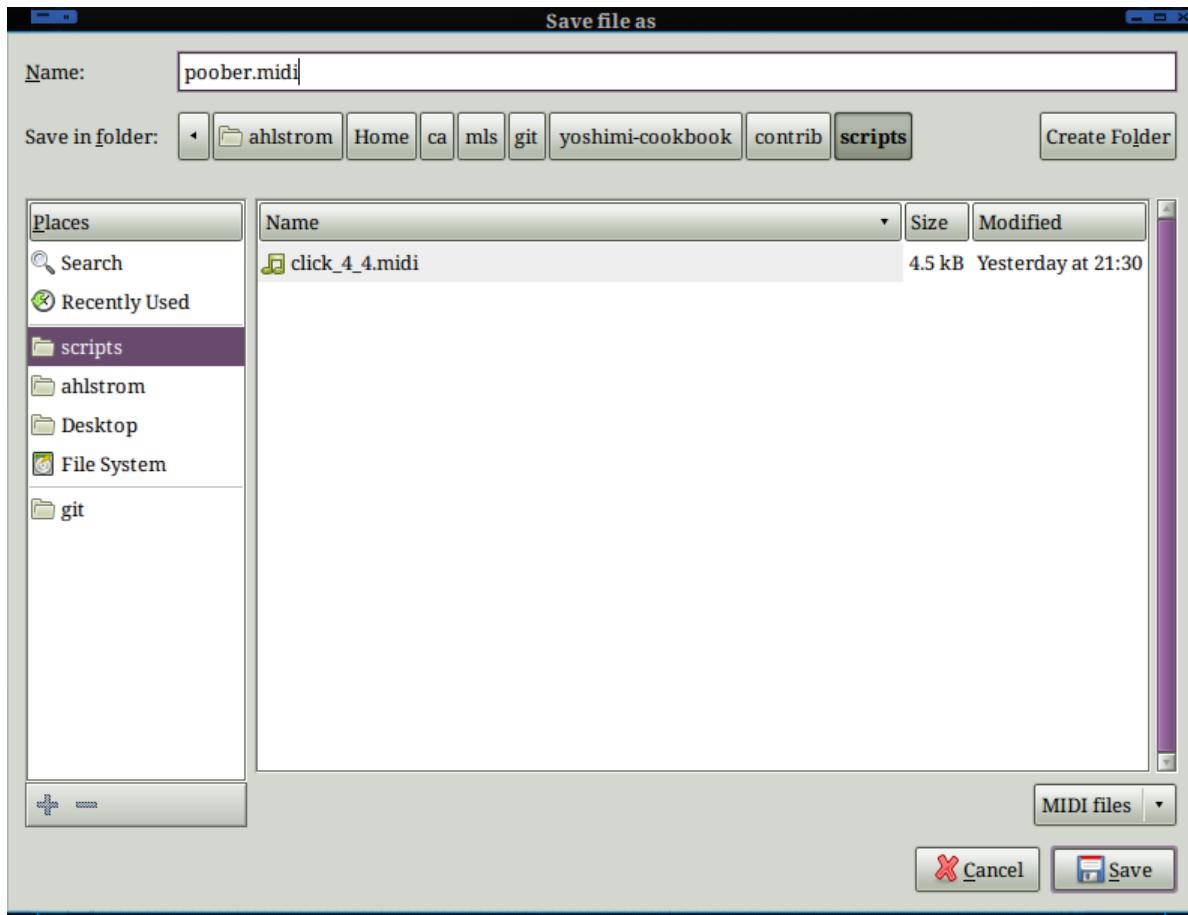


Figure 4: File Save As

TODO

3.2.3 Menu / File / Import

TODO

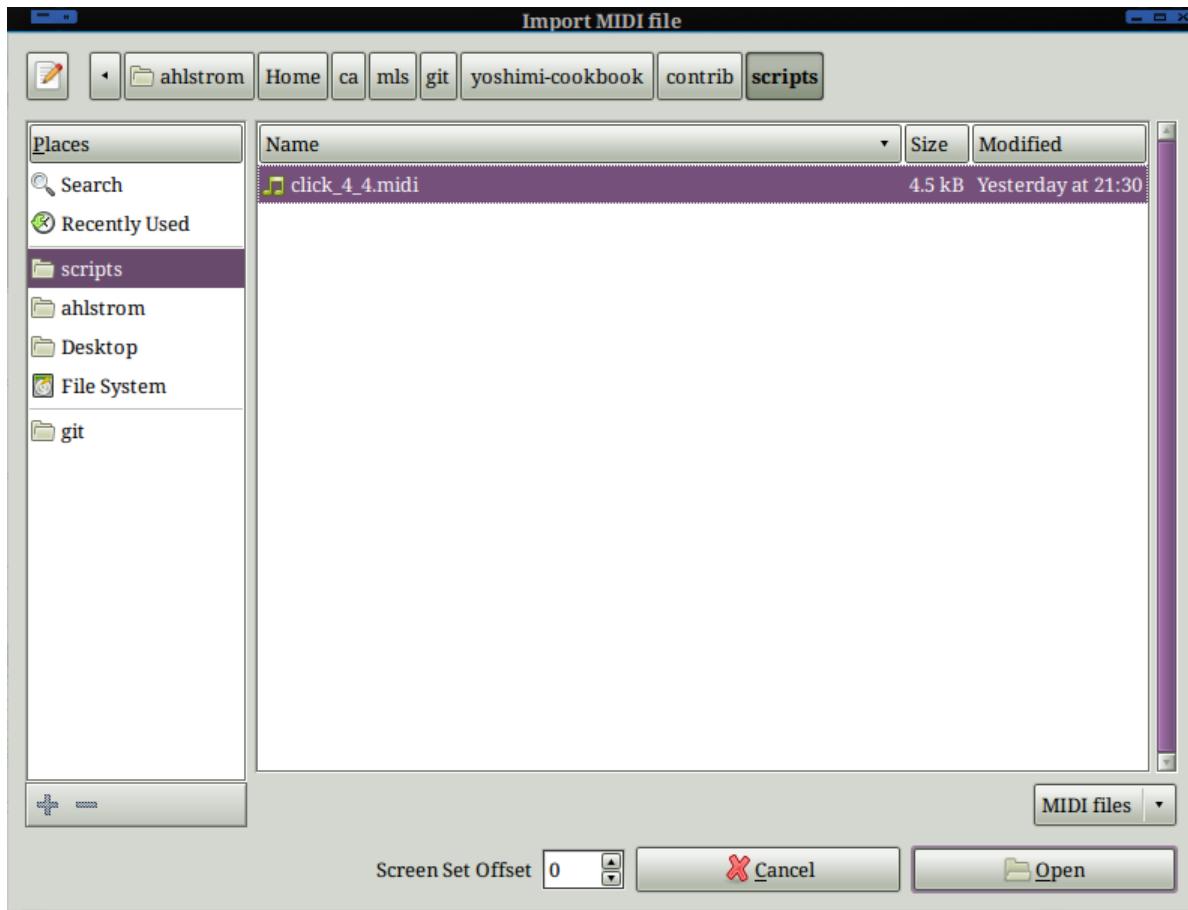


Figure 5: File Import

TODO

3.2.4 Menu / File / Options

TODO

3.2.4.1 Menu / File / Options / MIDI Clock

TODO

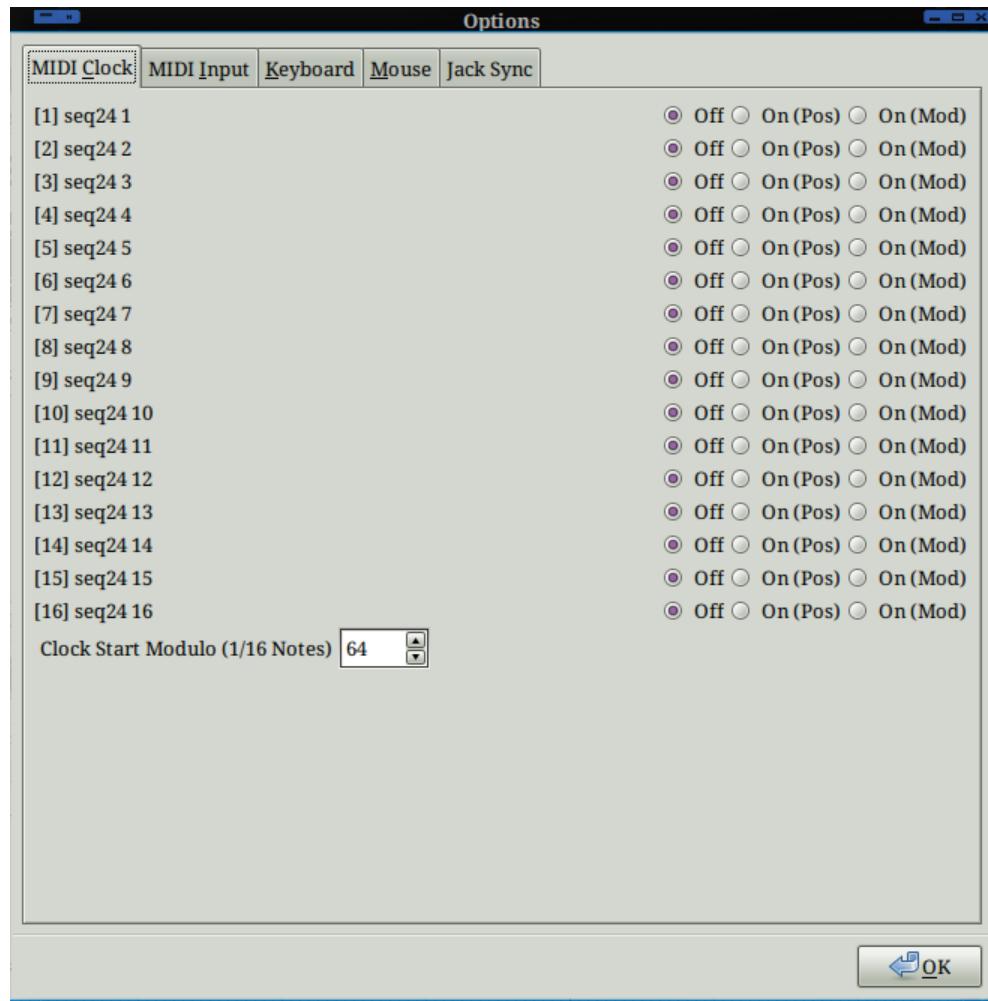


Figure 6: File Options MIDI Clock

TODO

3.2.4.2 Menu / File / Options / MIDI Input

TODO

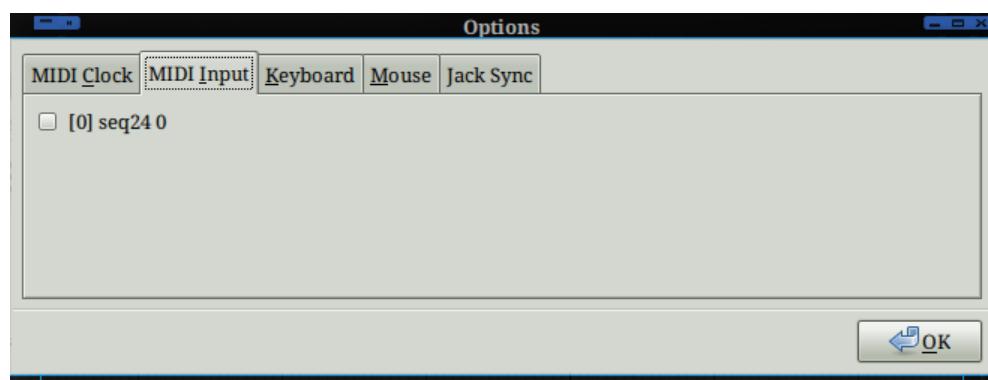


Figure 7: File Options MIDI Input (Condensed View)

TODO

3.2.4.3 Menu / File / Options / Keyboard

TODO

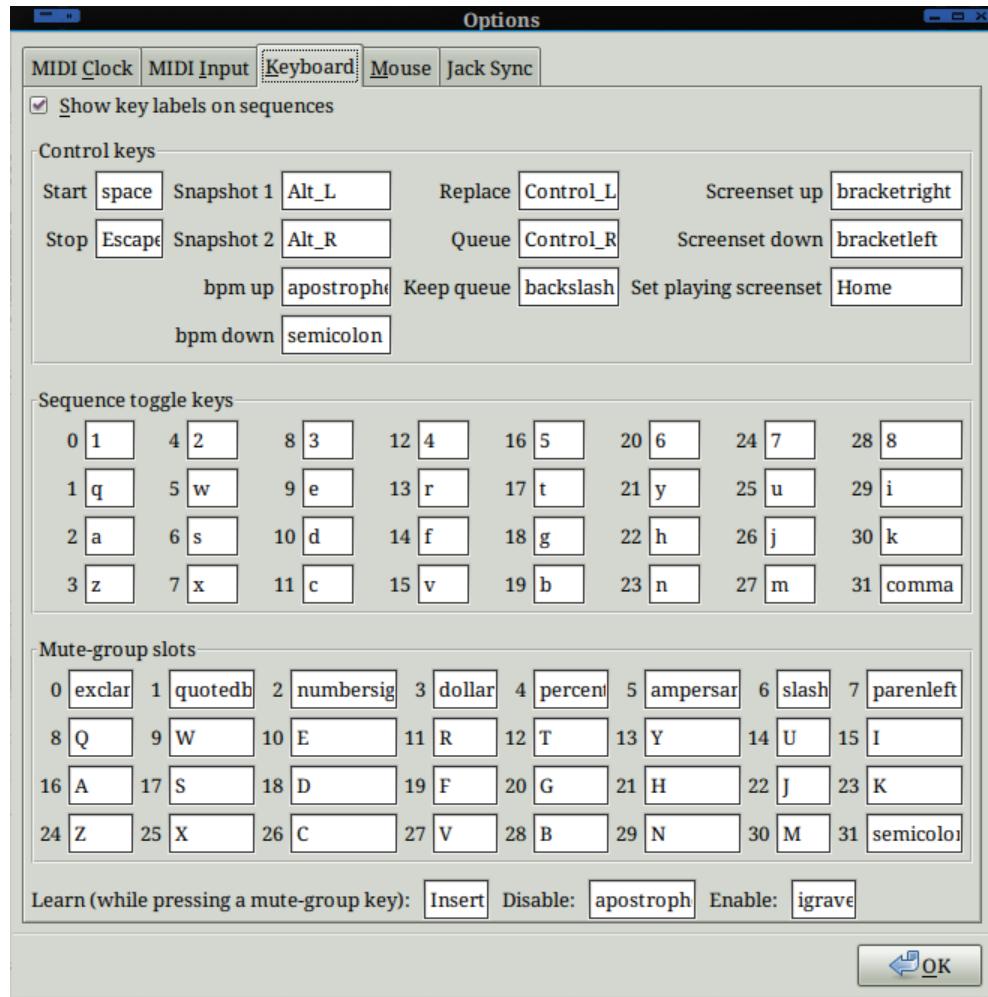


Figure 8: File Options Keyboard

TODO

3.2.4.4 Menu / File / Options / Mouse

TODO

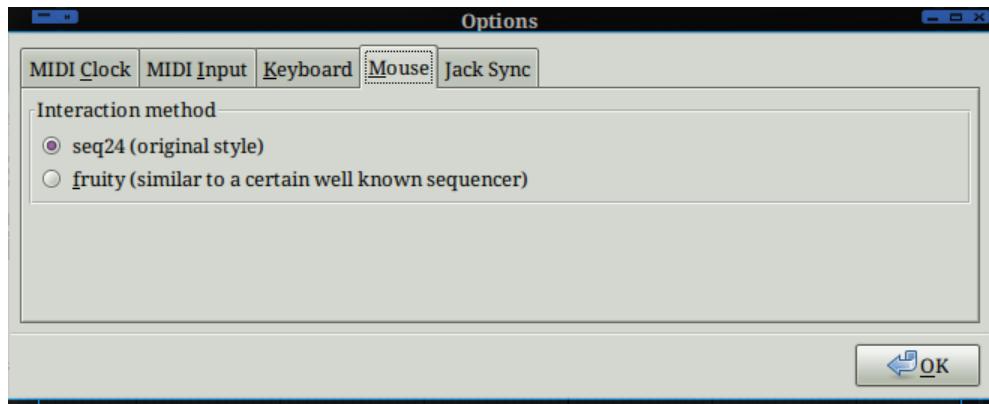


Figure 9: File Options Mouse (Condensed View)

TODO

3.2.4.5 Menu / File / Options / Jack Sync

TODO



Figure 10: File Options Jack Sync

TODO

3.3 Menu / View

TODO

3.4 Menu / Help About...

TODO



Figure 11: Help About

TODO

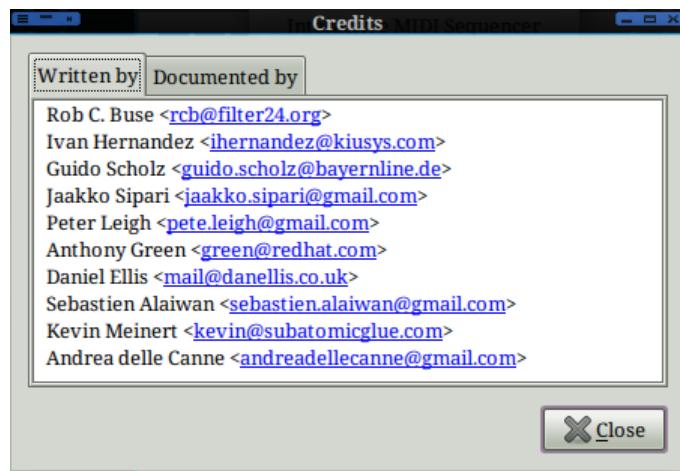


Figure 12: Help Credits

TODO

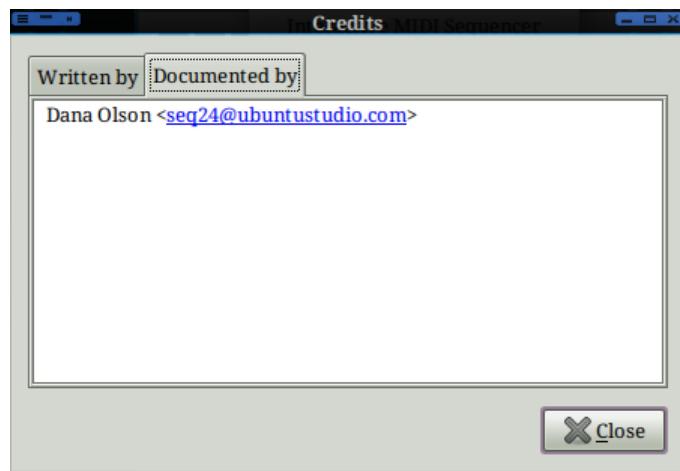


Figure 13: Help Documentation

TODO

4 Patterns Panel

The *Seq24 Patterns Panel* is the main window of *Seq24*. See figure 1 ("Seq24 Main Screen") on page 3.

For exposition, we break it into a top panel, a pattern panel, and a bottom panel. Note that the *Seq24* main menu is discussed in section 3 ("Menu") on page 4.

TODO

4.1 Patterns, Top Panel

TODO

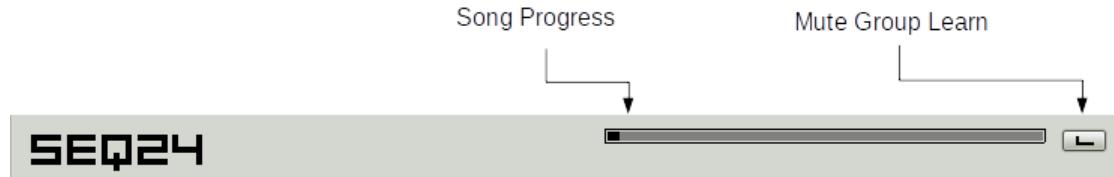


Figure 14: Patterns Panel, Top Panel Items

TODO

4.2 Patterns, Main Panel

TODO

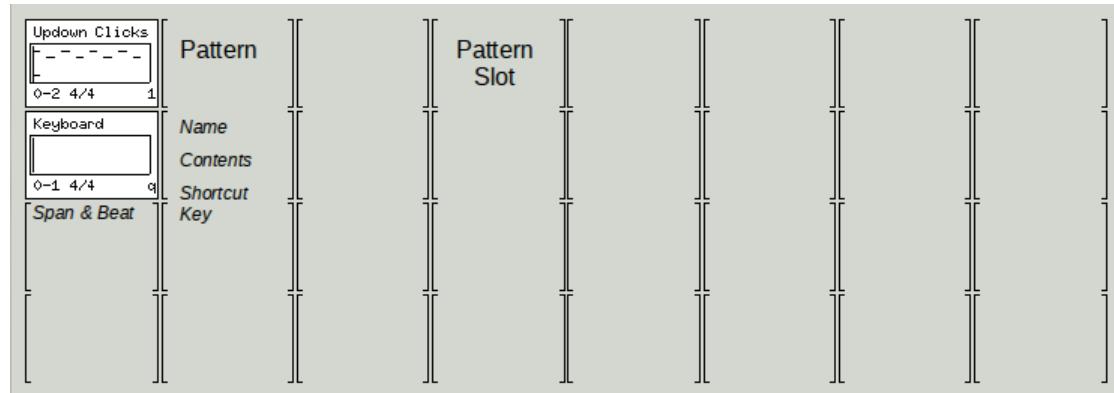


Figure 15: Patterns Panel, Main Panel Items

TODO

4.3 Patterns, Bottom Panel

TODO

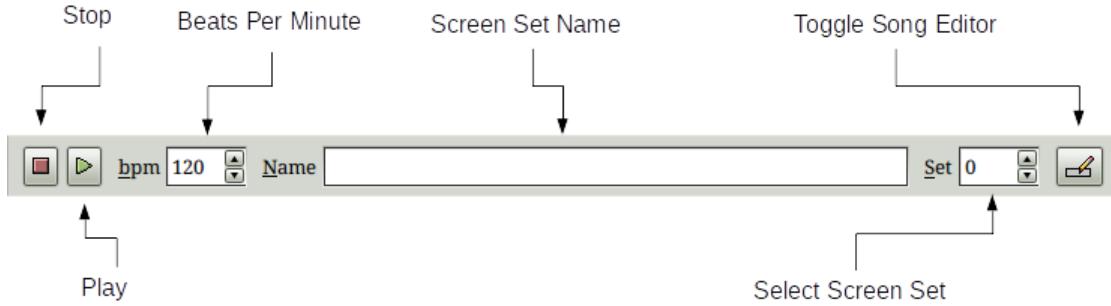


Figure 16: Patterns Panel, Bottom Panel Items

TODO

5 Pattern Editor

The *Seq24 Pattern Editor* is used to edit a pattern.

TODO

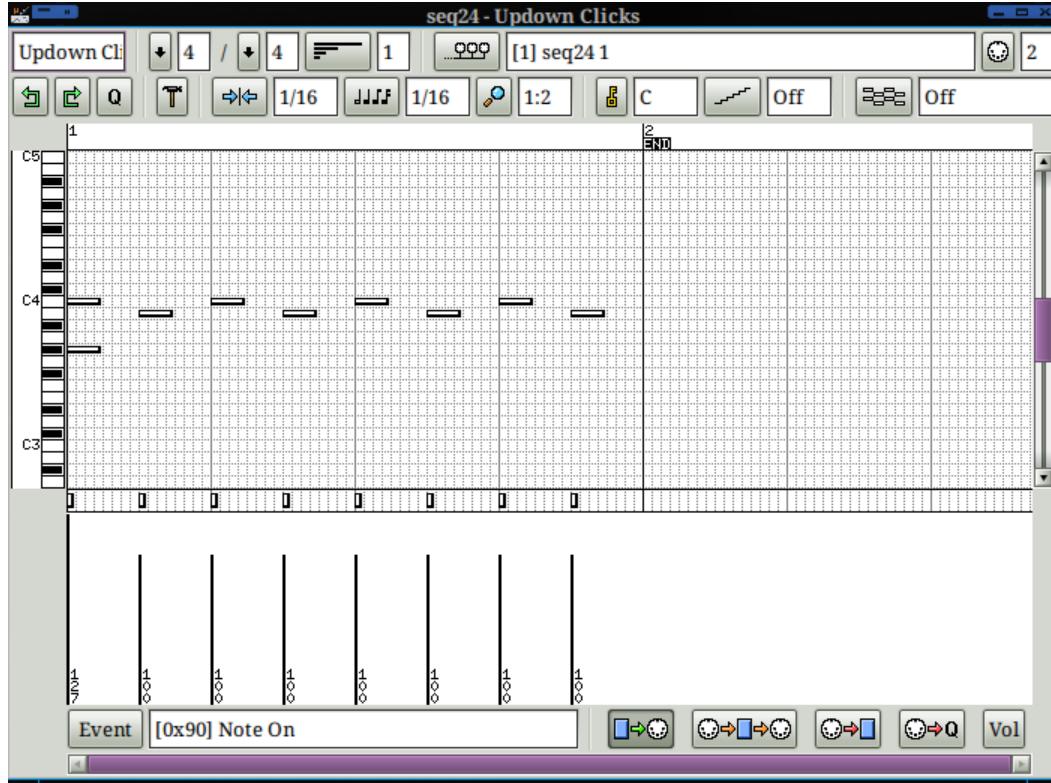


Figure 17: Pattern Edit Window

This dialog is quite complex. For exposition, we break it into a first panel, a second panel, a bottom panel, and a piano-roll/events section.

5.1 Pattern Editor, First Panel

TODO

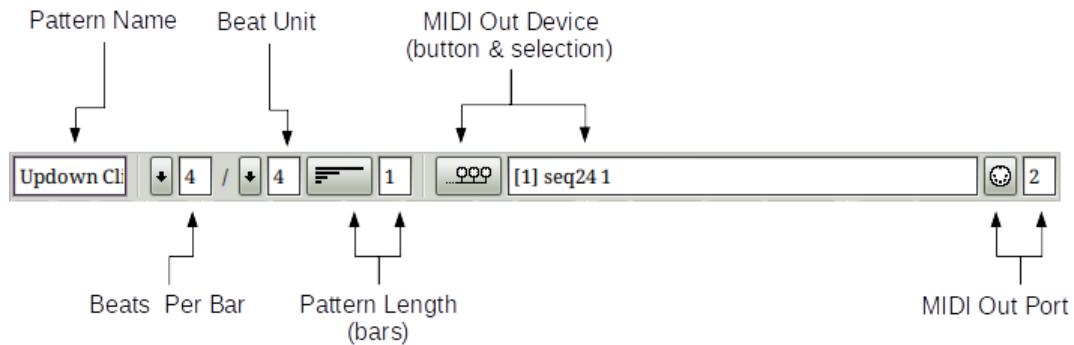


Figure 18: Pattern Editor, First Panel Items

TODO

5.2 Pattern Editor, Second Panel

TODO

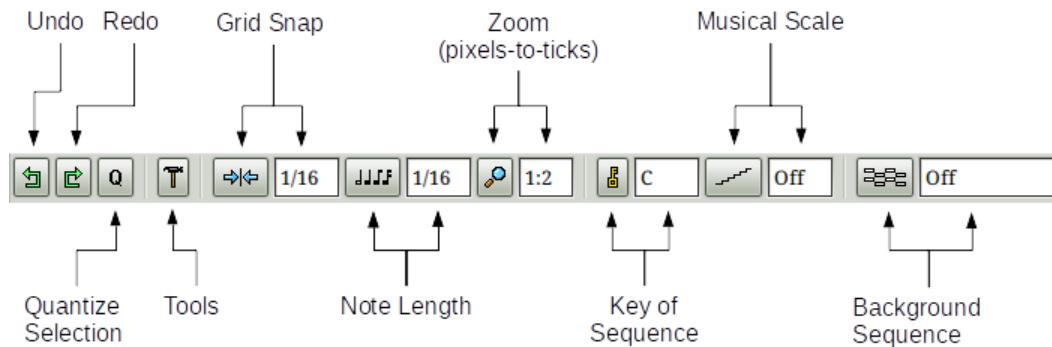


Figure 19: Pattern Editor, Second Panel Items

TODO

5.3 Pattern Editor, Piano Roll

TODO

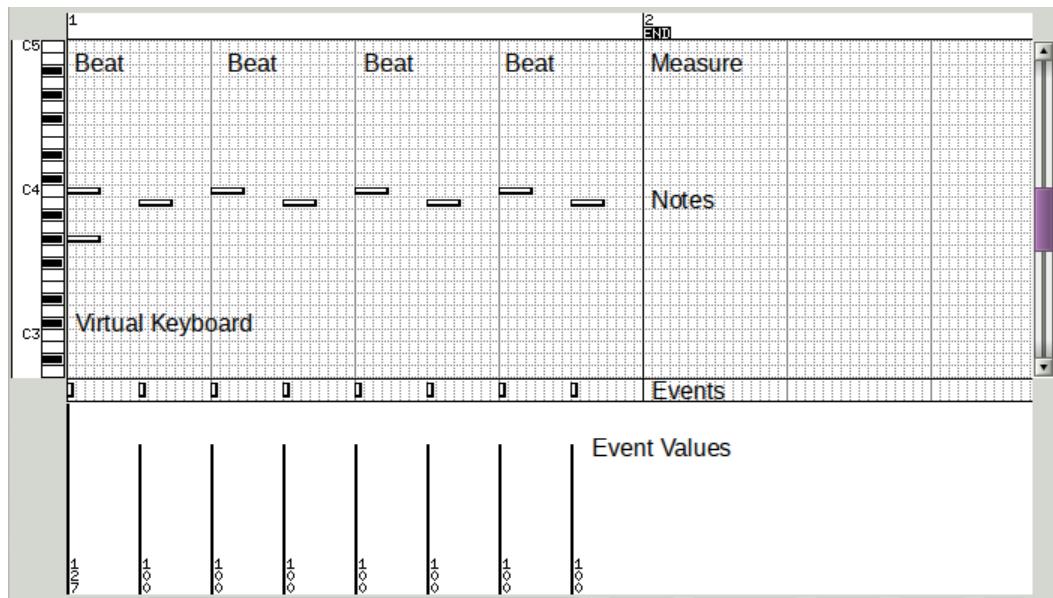


Figure 20: Pattern Editor, Piano Roll Items

TODO

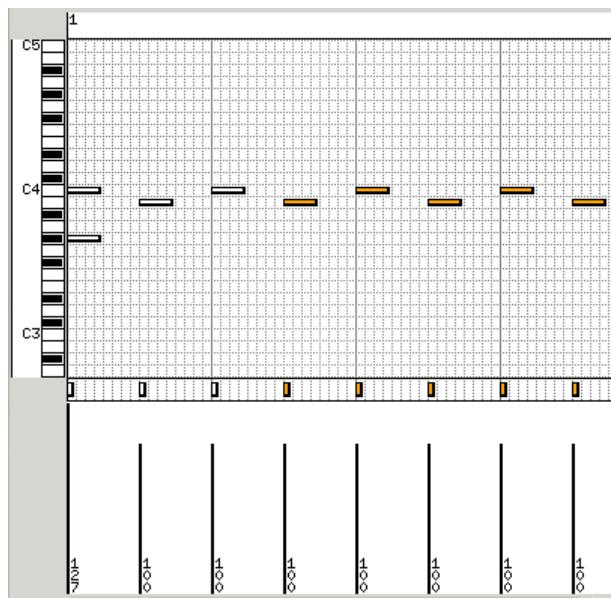


Figure 21: Piano Roll, Selected Notes and Events

TODO

5.4 Pattern Editor, Bottom Panel

TODO

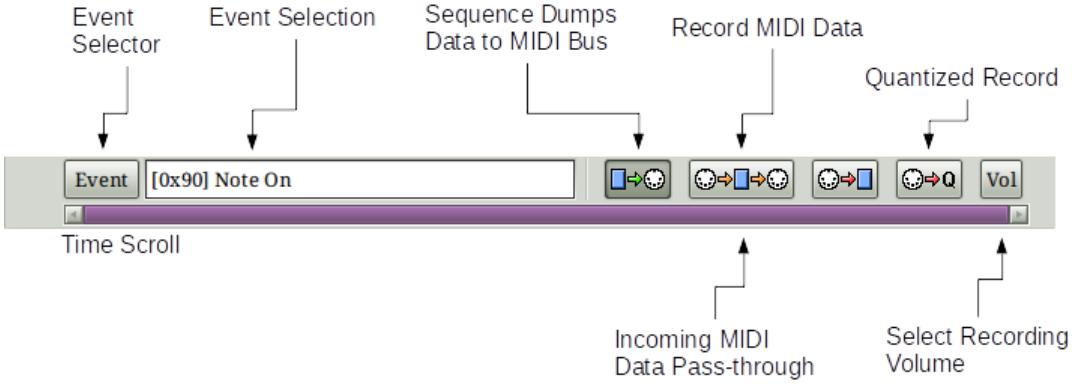


Figure 22: Pattern Editor, Bottom Panel Items

TODO

6 Summary

In summary, we can say that you will find *Seq24* intriguing.

There are some topics that this document does not yet treat ...:

7 References

The *Yoshimi seq24* reference list.

References

- [1] Seq24 Team. *The home site for the Seq24 looping sequencer.* <http://www.filter24.org/seq24/download.html> 2010.
- [2] Yoshimi team *The alternate location for the Yoshimi source-code.* <https://github.com/abrolag/yoshimi/> 2015.
- [3] Chris Ahlstrom *A Yoshimi User Manual.* <https://github.com/ahlstromcj/yoshimi-doc/> 2015.
- [4] Chris Ahlstrom *A Yoshimi Cookbook.* <https://github.com/ahlstromcj/yoshimi-seq24/> 2015.

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