

# A Seq24 User Manual

Chris Ahlstrom  
(ahlstromcj@gmail.com)

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## Contents

<b>1</b>	<b>Introduction</b>	<b>3</b>
1.1	Seq24: What and Why? . . . . .	3
1.2	Document Structure . . . . .	3
1.3	Let's Get Started! . . . . .	3
<b>2</b>	<b>Concepts</b>	<b>4</b>
2.1	Concepts / Terms . . . . .	4
2.1.1	Concepts / Terms / loop . . . . .	4
2.1.2	Concepts / Terms / pattern . . . . .	4
2.1.3	Concepts / Terms / performance . . . . .	5
2.1.4	Concepts / Terms / screen set . . . . .	5
<b>3</b>	<b>Menu</b>	<b>5</b>
3.1	Menu / File . . . . .	5
3.2	Menu / File / New . . . . .	5
3.2.1	Menu / File / Open . . . . .	5
3.2.2	Menu / File / Save (As) . . . . .	6
3.2.3	Menu / File / Import . . . . .	7
3.2.4	Menu / File / Options . . . . .	8
3.2.4.1	Menu / File / Options / MIDI Clock . . . . .	8
3.2.4.2	Menu / File / Options / MIDI Input . . . . .	9
3.2.4.3	Menu / File / Options / Keyboard . . . . .	10
3.2.4.4	Menu / File / Options / Mouse . . . . .	10
3.2.4.5	Menu / File / Options / Jack Sync . . . . .	11
3.3	Menu / View . . . . .	12
3.4	Menu / Help About... . . . . .	12
<b>4</b>	<b>Patterns Panel</b>	<b>14</b>
4.1	Patterns, Top Panel . . . . .	14
4.2	Patterns, Main Panel . . . . .	14
4.3	Patterns, Bottom Panel . . . . .	18

<b>5</b>	<b>Pattern Editor</b>	<b>18</b>
5.1	Pattern Editor, First Panel . . . . .	19
5.2	Pattern Editor, Second Panel . . . . .	20
5.3	Pattern Editor, Piano Roll . . . . .	20
5.4	Pattern Editor, Bottom Panel . . . . .	21
<b>6</b>	<b>Song Editor</b>	<b>21</b>
6.1	Song Editor, Top Panel . . . . .	22
6.2	Song Editor, Arrangement Panel . . . . .	22
<b>7</b>	<b>Summary</b>	<b>23</b>
<b>8</b>	<b>References</b>	<b>23</b>

## List of Figures

1	Seq24 Main Screen . . . . .	4
2	Seq24 File Menu Items . . . . .	5
3	File Open . . . . .	6
4	File Save As . . . . .	7
5	File Import . . . . .	8
6	File Options MIDI Clock . . . . .	9
7	File Options MIDI Input (Condensed View) . . . . .	9
8	File Options Keyboard . . . . .	10
9	File Options Mouse (Condensed View) . . . . .	11
10	File Options Jack Sync . . . . .	12
11	Help About . . . . .	13
12	Help Credits . . . . .	13
13	Help Documentation . . . . .	14
14	Patterns Panel, Top Panel Items . . . . .	14
15	Patterns Panel, Main Panel Items . . . . .	15
16	Empty Pattern, Right-Click Menu . . . . .	15
17	Existing Pattern, Right-Click Menu . . . . .	15
18	Existing Pattern, Right-Click Menu, Song . . . . .	16
19	Existing Pattern, Right-Click Menu, MIDI Bus . . . . .	17
20	Existing Pattern, Right-Click Menu, MIDI Bus Ports . . . . .	17
21	Patterns Panel, Bottom Panel Items . . . . .	18
22	Pattern Edit Window . . . . .	19
23	Pattern Editor, First Panel Items . . . . .	19
24	Pattern Editor, Second Panel Items . . . . .	20
25	Pattern Editor, Piano Roll Items . . . . .	20
26	Piano Roll, Selected Notes and Events . . . . .	21
27	Pattern Editor, Bottom Panel Items . . . . .	21
28	Song Editor Window . . . . .	22
29	Song Editor, Top Panel Items . . . . .	22

## List of Tables

# 1 Introduction

This document describes how to use *Seq24* [2], a live-looping sequencer with an interface more like a hardware sequencer than the typical software MIDI sequencer. The contents of this document are derived in part from existing documents, such as the SEQ24 file shipped with the Seq24 source code, and a printout from a long-lost wiki.

There are a number of current authors of *Seq24* today, as one can see in figure 12 ("Help Credits") on page 13, and it figure 13 ("Help Documentation") on page 14. The original author is Rob C. Buse; where the word "I" occurs, that is probably him.

Written by Rob C. Buse. I wrote this program to fill a hole. I figure it would be a waste if I was the only one using it. So, I released it under the GPL.

## 1.1 Seq24: What and Why?

*Seq24* is a real-time MIDI sequencer. It was created to provide a very simple interface for editing and playing MIDI 'loops'. After searching for a software based sequencer that would provide the functionality needed for a live performance, there was little found in the software realm. I set out to create a very minimal sequencer that excludes the bloated features of the large software sequencers, and includes a small subset of features that I have found usable in performing.

## 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 &
```

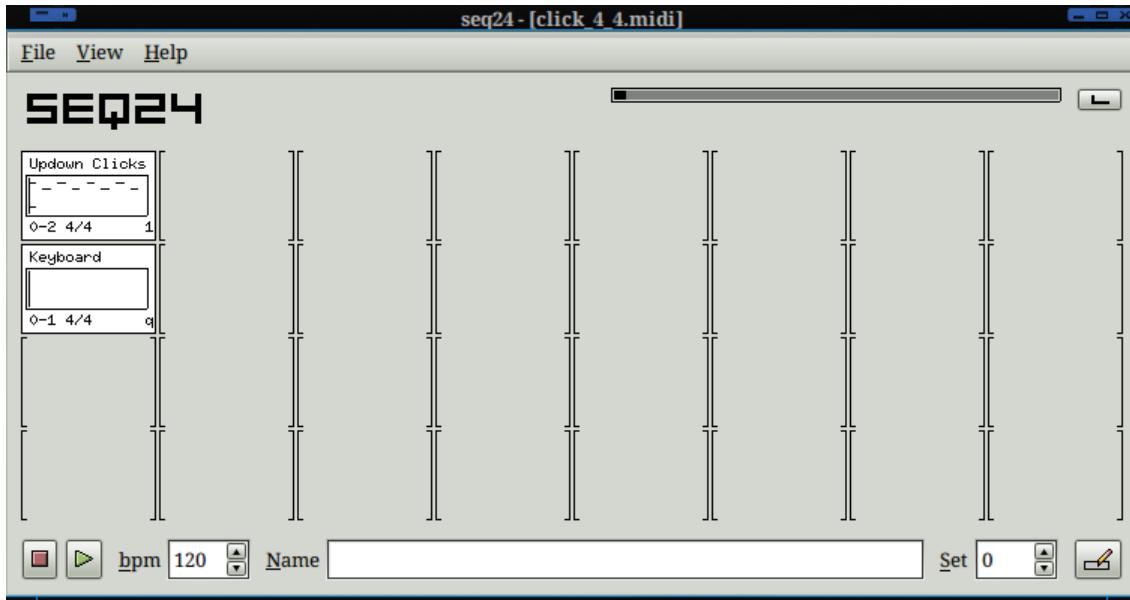


Figure 1: Seq24 Main Screen

Then the *Seq24* main window appears, as shown in figure 1 ("Seq24 Main Screen") on page 4.

The program is basically a loop playing machine with a simple interface. Before we describe this interface, it is useful to present some concepts.

## 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 / loop

*Loop* is a synonym for *pattern*. Each loop is represent by a box in the Patterns windows.

#### 2.1.2 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.

### 2.1.3 Concepts / Terms / performance

In the jargon of *Seq24*, a *performance* is an organized collection of patterns.

### 2.1.4 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 4, is fairly simple, but it is important to understand the structure of the menu entries.

### 3.1 Menu / File

The **File** menu is used to save and load standard MIDI files. It should be able to handle any Format 1 standard files that any other sequencer is capable of exporting.

The *Seq24* menu entry contains the sub-items shown in figure 2 ("Seq24 File Menu Items") on page 5. The next few sub-sections discuss the sub-items in the *File* sub-menu.

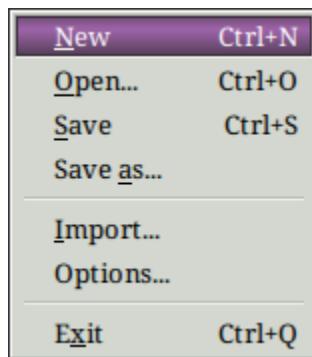


Figure 2: Seq24 File Menu Items

### 3.2 Menu / File / New

TODO

#### 3.2.1 Menu / File / Open

TODO

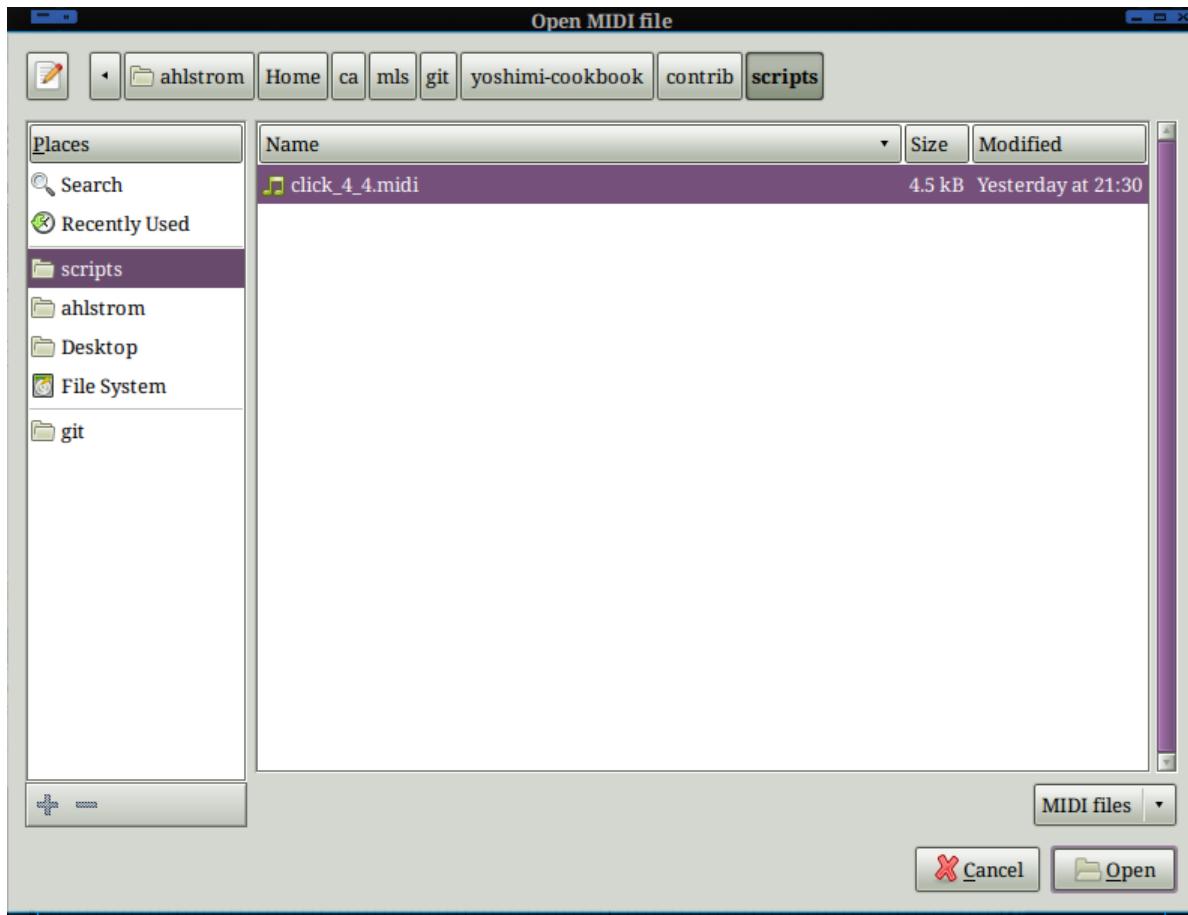


Figure 3: File Open

### 3.2.2 Menu / File / Save (As)

TODO

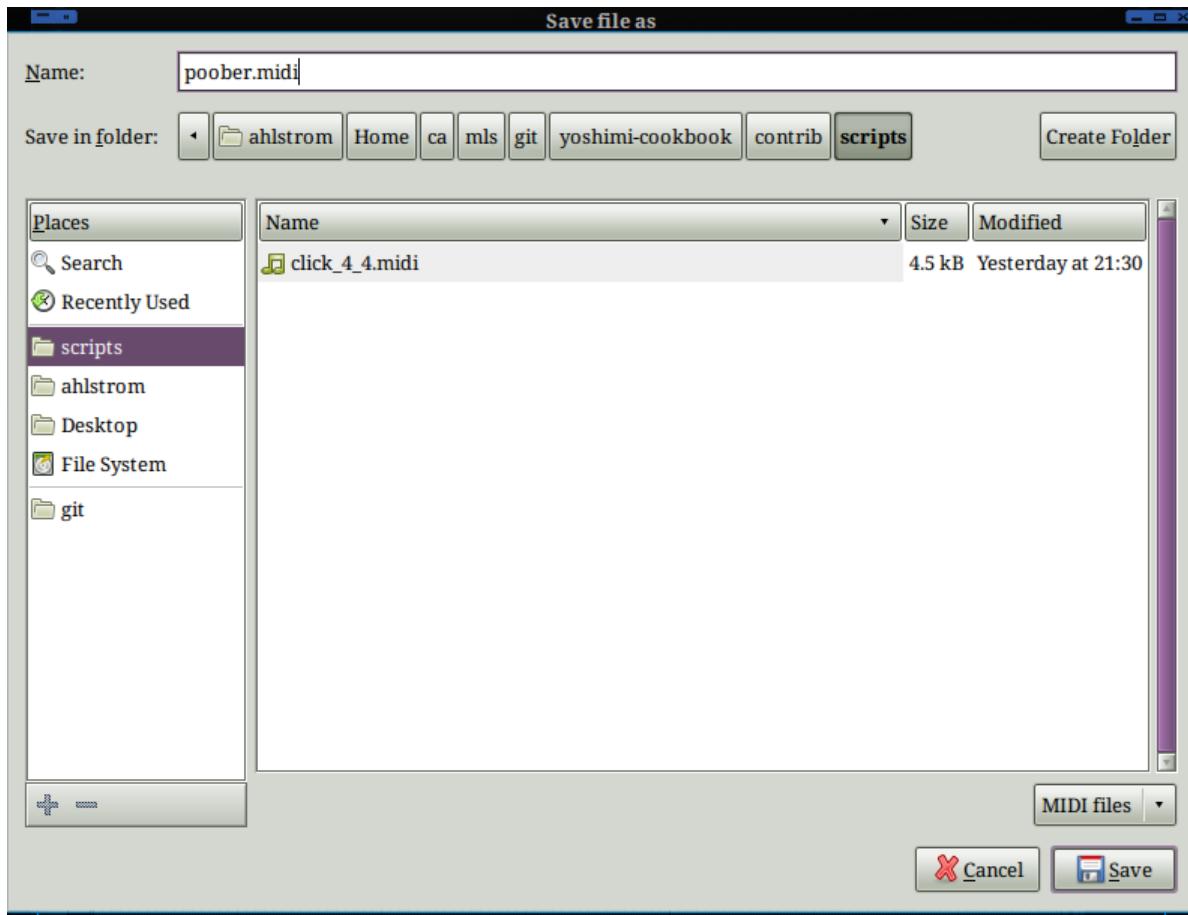


Figure 4: File Save As

TODO

### 3.2.3 Menu / File / Import

TODO

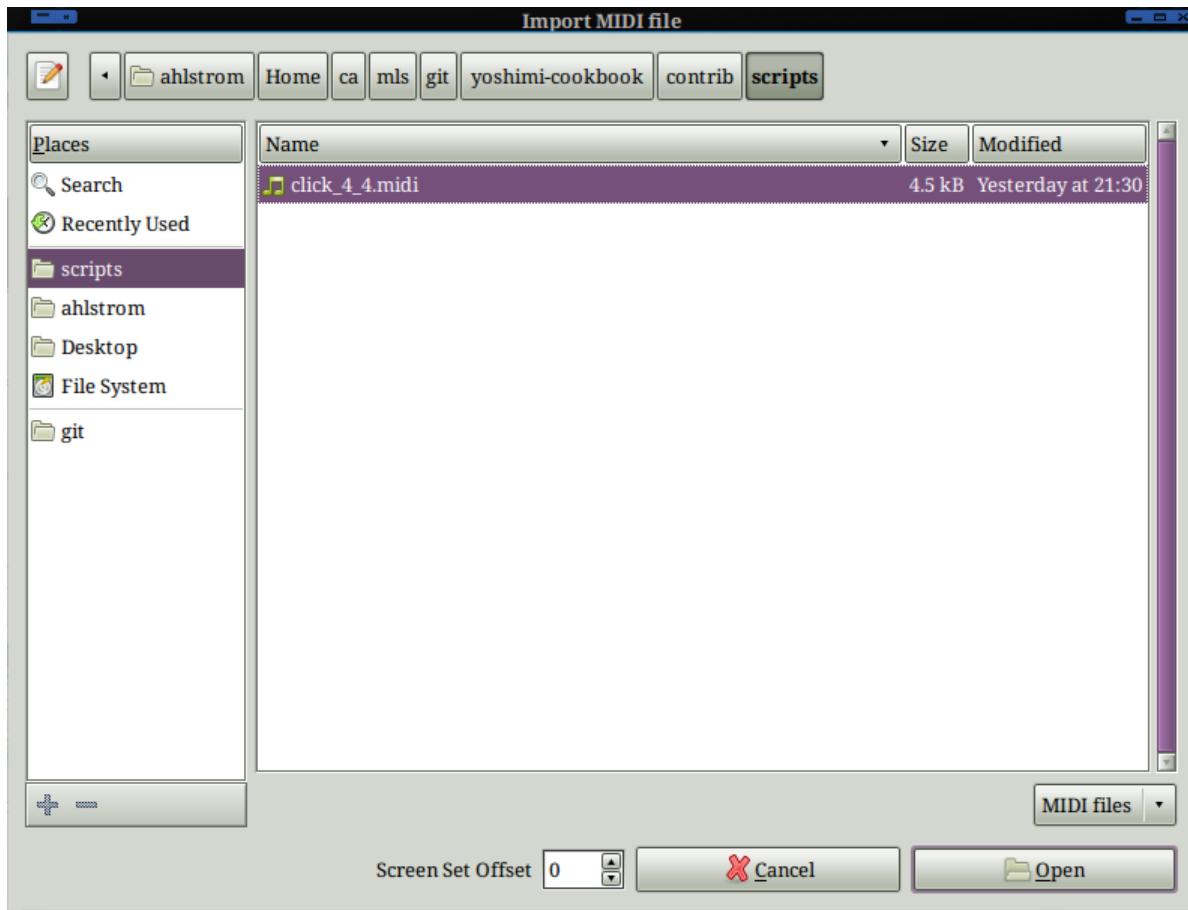


Figure 5: File Import

TODO

### 3.2.4 Menu / File / Options

TODO

#### 3.2.4.1 Menu / File / Options / MIDI Clock

TODO

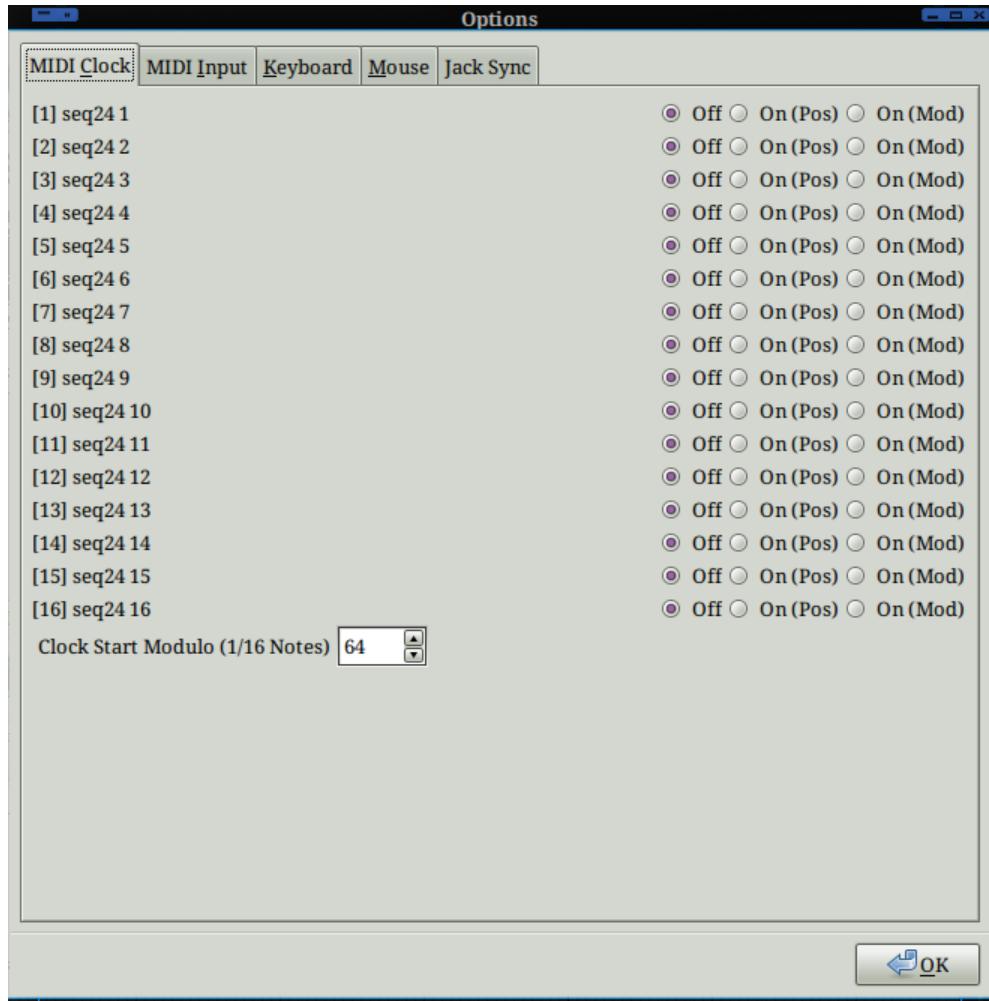


Figure 6: File Options MIDI Clock

Used to configure to what bus the MIDI clock gets dumped.

### 3.2.4.2 Menu / File / Options / MIDI Input

TODO

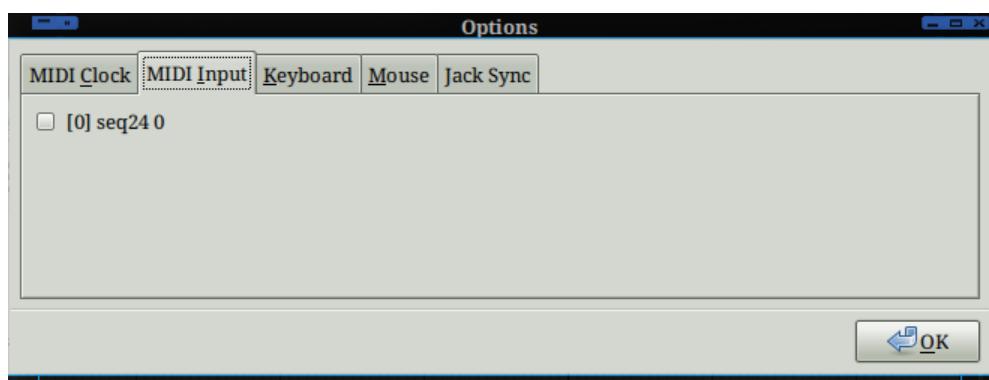


Figure 7: File Options MIDI Input (Condensed View)

TODO

### 3.2.4.3 Menu / File / Options / Keyboard

TODO

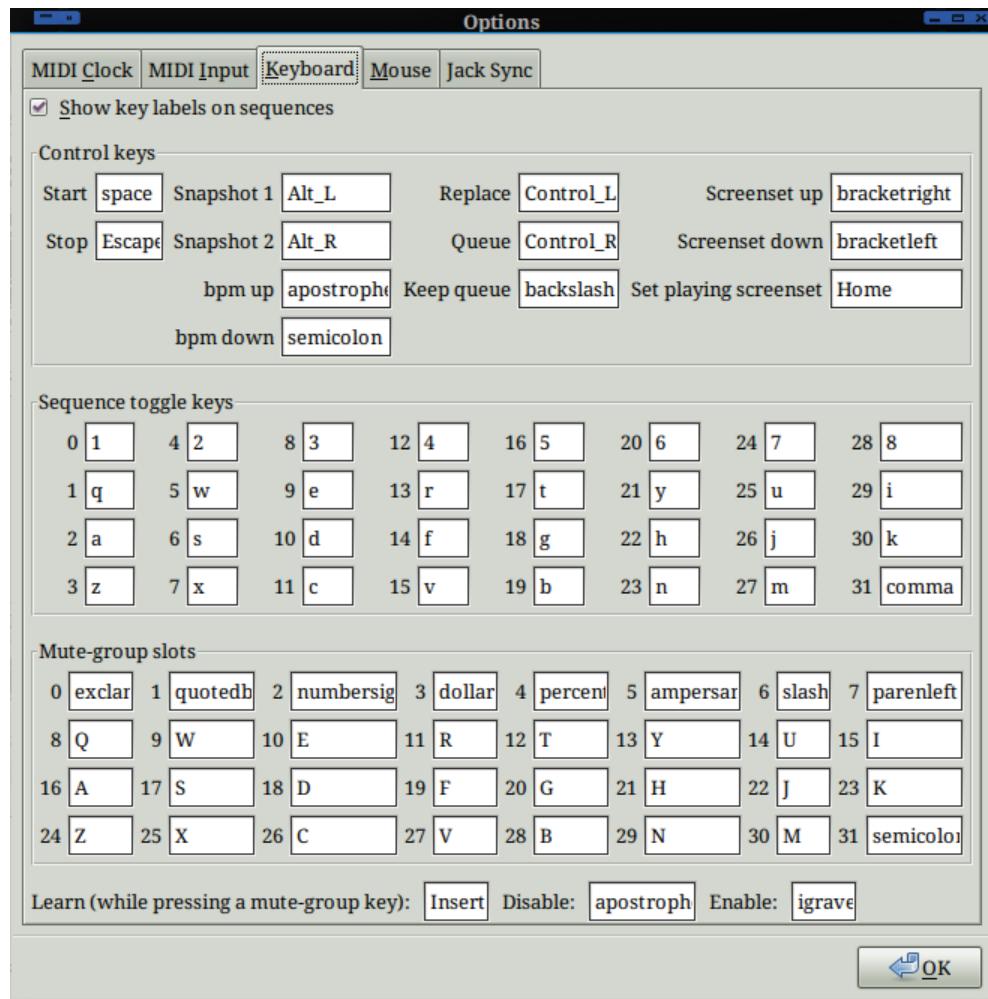


Figure 8: File Options Keyboard

TODO

### 3.2.4.4 Menu / File / Options / Mouse

TODO

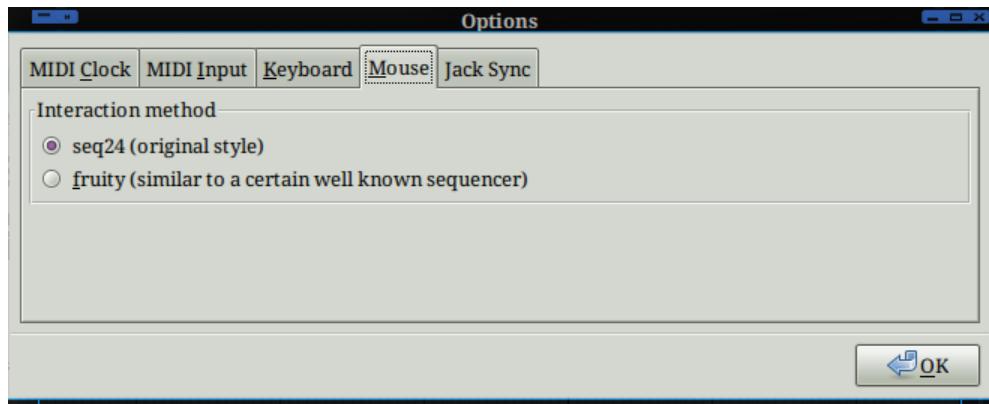


Figure 9: File Options Mouse (Condensed View)

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...

This menu entry shows the "About" dialog.



Figure 11: Help About

That dialog provides access to the credits for the program, including the authors and the project documentor.

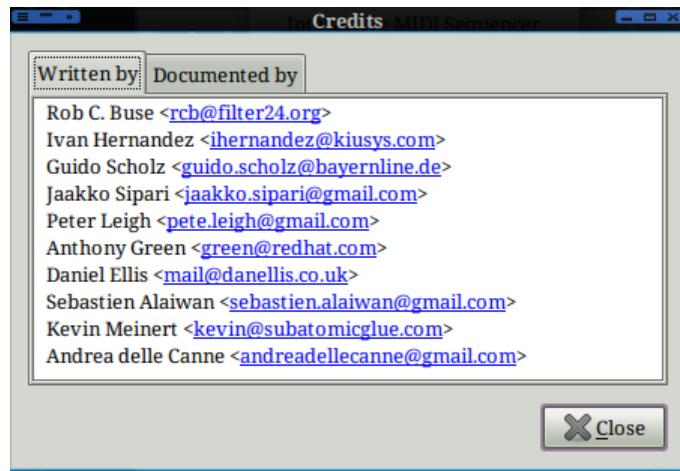


Figure 12: Help Credits

TODO

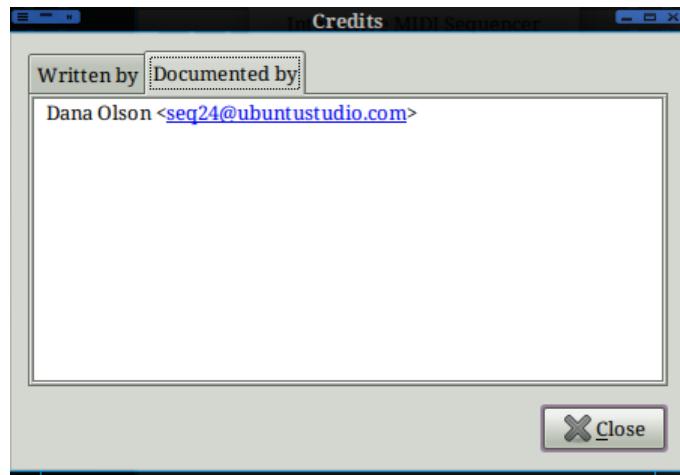


Figure 13: Help Documentation

TODO

## 4 Patterns Panel

The *Seq24 Patterns Panel* is the main window of *Seq24*. See figure 1 ("Seq24 Main Screen") on page 4. 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 5.

TODO

### 4.1 Patterns, Top Panel

TODO

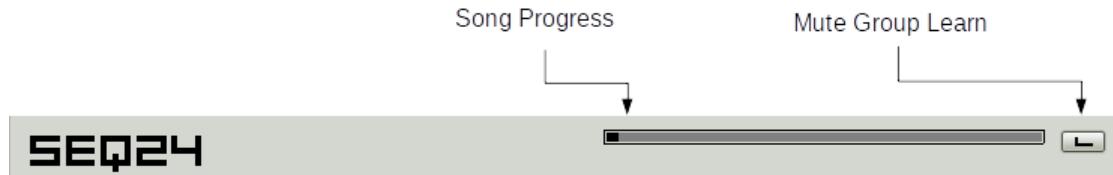


Figure 14: Patterns Panel, Top Panel Items

TODO

### 4.2 Patterns, Main Panel

The main panel of the Patterns window provides a grid of empty boxes.

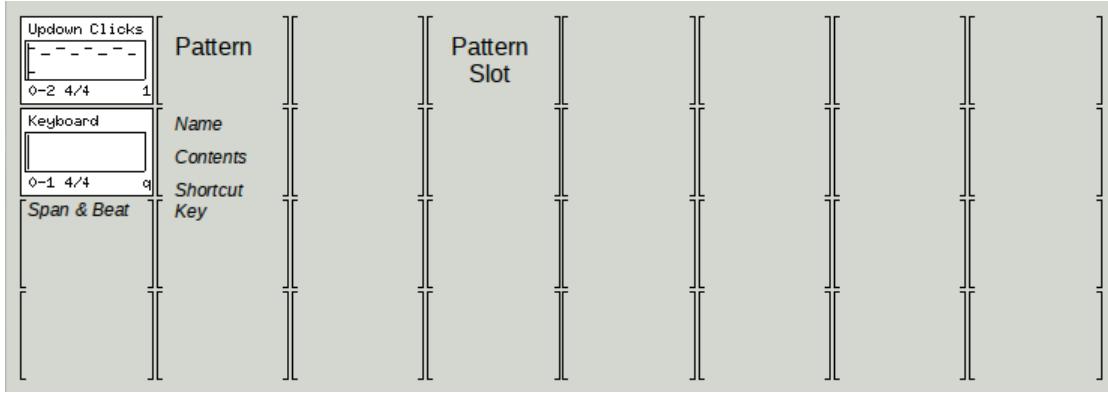


Figure 15: Patterns Panel, Main Panel Items

Each box represents a loop or pattern. By right-clicking on an empty box you bring up a menu to create a new loop.



Figure 16: Empty Pattern, Right-Click Menu

1. **New**
2. **Paste**
3. **Song / Mute All Tracks**

**1. New.** Creates a new loop or pattern. Clicking this menu entry fills in the empty box with an untitled pattern, and brings up the Pattern Editor so that one can fill in the new pattern.

**2. New.** Pastes a loop or pattern that was previously copied.

**3. Song / Mute All Tracks.** This item mutes all tracks (or loops/patterns?)

By right-clicking on an already-filled box you bring up a menu or edit a existing one.

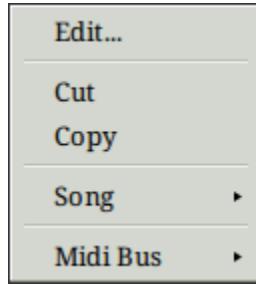


Figure 17: Existing Pattern, Right-Click Menu

Right-Clicking will bring up a menu of available options for the sequence. Here you can select the MIDI bus/channel. One can also clear all performance data for the pattern (on/off).

TODO: See section [3d] for more info.

1. **Edit...**
2. **Cut**
3. **Copy**
4. **Song/**
5. **Midi Bus/**

**1. Edit.** Edits an existing loop or pattern. Clicking this menu entry brings up the Pattern Editor so that one can modify the existing pattern.

**2. Cut.** Deletes and copies an existing loop or pattern.

**Bug:** This operation seems to have no effect. The loop or pattern remains in place.

**3. Copy.** Copies an existing loop or pattern. The pattern can then be pasted elsewhere in the Patterns panel.

**4. Song.** Clicking this menu entry brings up a small popup menu:

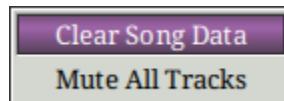


Figure 18: Existing Pattern, Right-Click Menu, Song

1. **Clear Song Data**
2. **Mute All Tracks**

**1. Clear Song Data.** Selecting this filled-box right-click menu item causes that box's loop/pattern to be removed from the song. This means that it disappears from the Song Editor window, and so will not be played when the song plays.

**2. Mute All Tracks.** Selecting this filled-box right-click menu item causes... TODO. Cannot yet see that this does anything, NEEDS EXPERIMENTATION.

**3. Midi Bus.** Selecting this filled-box right-click menu item brings up a list of the 16 MIDI output busses that Seq24 supports:

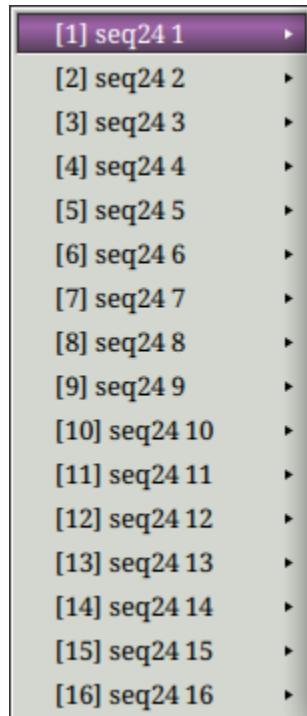


Figure 19: Existing Pattern, Right-Click Menu, MIDI Bus

For each of these bus items, another pop-up menu allows one to specify the MIDI output port for that bus:

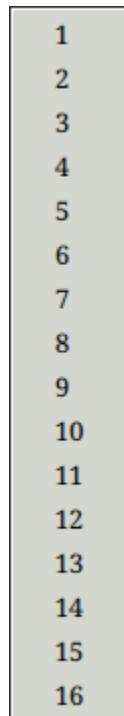


Figure 20: Existing Pattern, Right-Click Menu, MIDI Bus Ports

Left-clicking on a pattern-filled box will change its state from muted (white) to playing (black) when the sequencer is running.

Left-clicking on a Tracks will toggle its playing status. Hitting its assigned keyboard key will also toggle its status. Below is the grid that is mapped to the loops/patterns on the screen set.

[1	]	[2	]	[3	]	[4	]	[5	]	[6	]	[7	]	[8	]
[q	]	[w	]	[e	]	[r	]	[t	]	[y	]	[u	]	[i	]
[a	]	[s	]	[d	]	[f	]	[g	]	[h	]	[j	]	[k	]
[z	]	[x	]	[c	]	[v	]	[b	]	[n	]	[m	]	[,	]

These characters are shown in the lower right corner of each pattern, as an aid to memory.

Holding down 'Left Ctrl' while selecting a sequence will mute all other sequences and turn on the selected sequences.

By clicking and holding the left button on a sequence, you can drag it to a new location on the grid. The box will disappear while dragged, and reappear in the new location when dropped.

HERE HERE HERE

### 4.3 Patterns, Bottom Panel

TODO

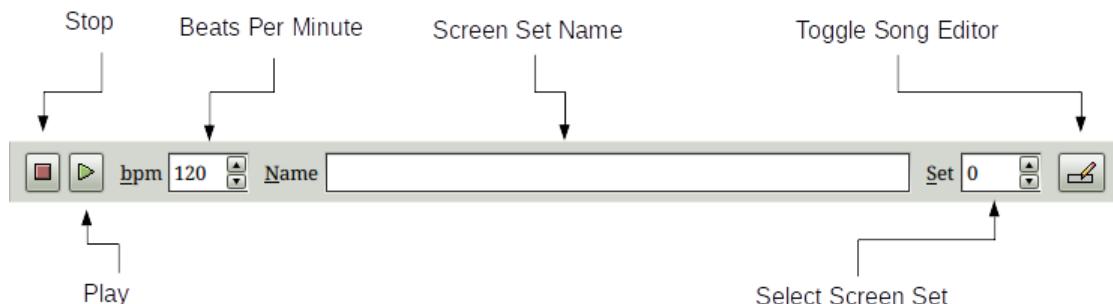


Figure 21: Patterns Panel, Bottom Panel Items

TODO

## 5 Pattern Editor

The Seq24 Pattern Editor is used to edit a pattern.

TODO

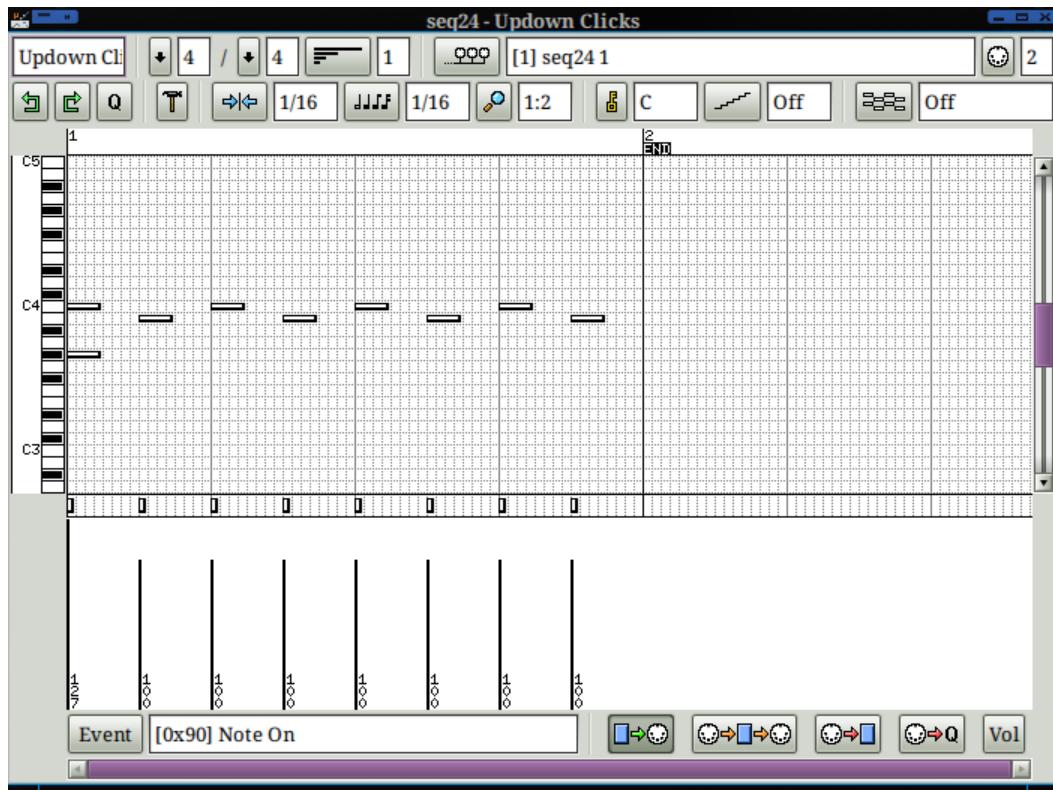


Figure 22: Pattern Edit Window

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

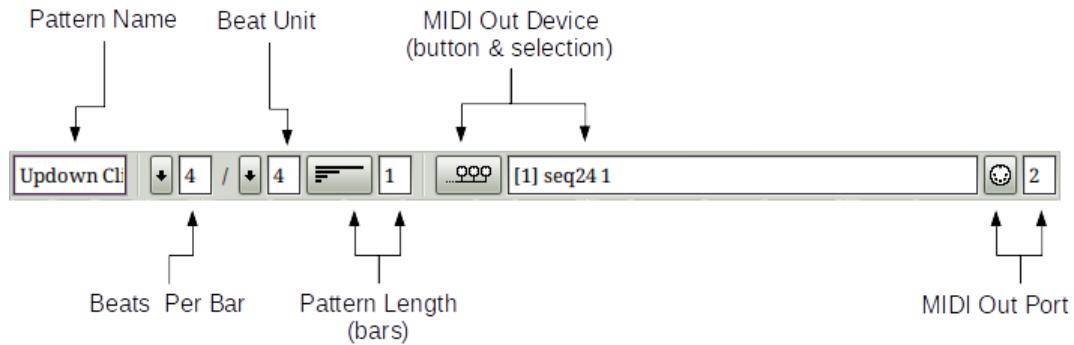


Figure 23: Pattern Editor, First Panel Items

TODO

## 5.2 Pattern Editor, Second Panel

TODO

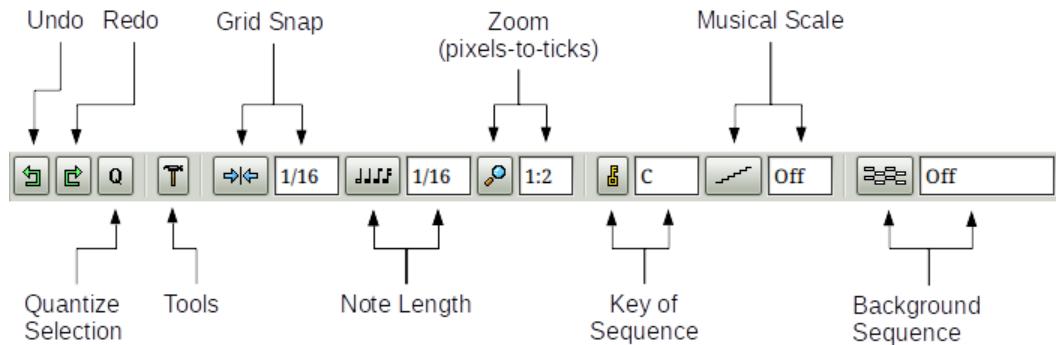


Figure 24: Pattern Editor, Second Panel Items

TODO

## 5.3 Pattern Editor, Piano Roll

TODO

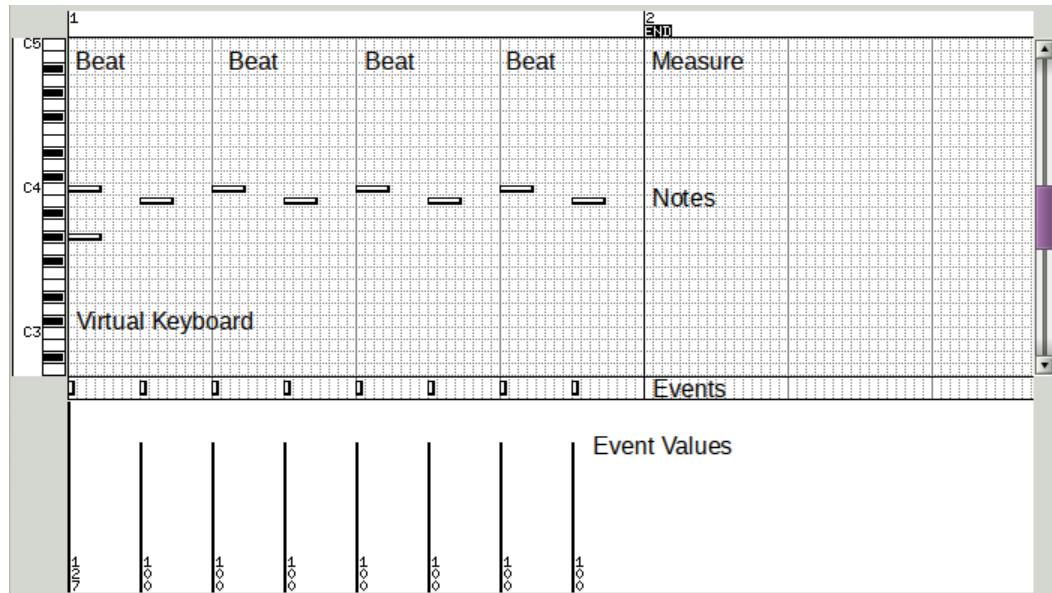


Figure 25: Pattern Editor, Piano Roll Items

TODO

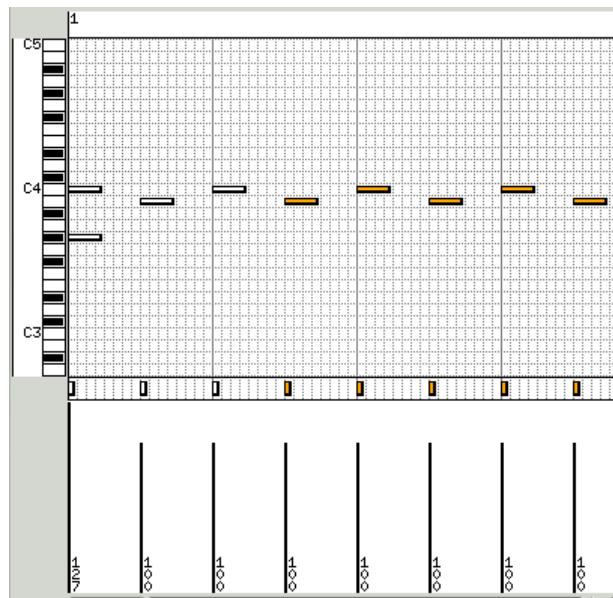


Figure 26: Piano Roll, Selected Notes and Events

TODO

#### 5.4 Pattern Editor, Bottom Panel

TODO

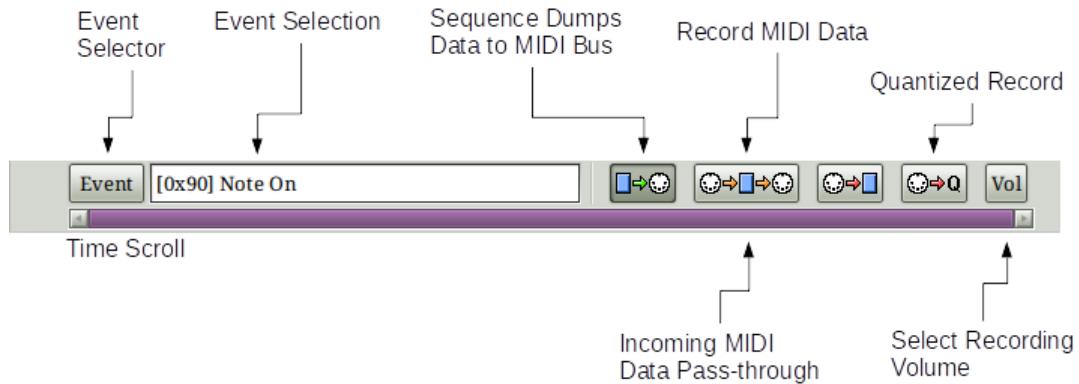


Figure 27: Pattern Editor, Bottom Panel Items

TODO

## 6 Song Editor

The *Seq24 Song Editor* is used to combine all of the patterns into a complete tune.

TODO

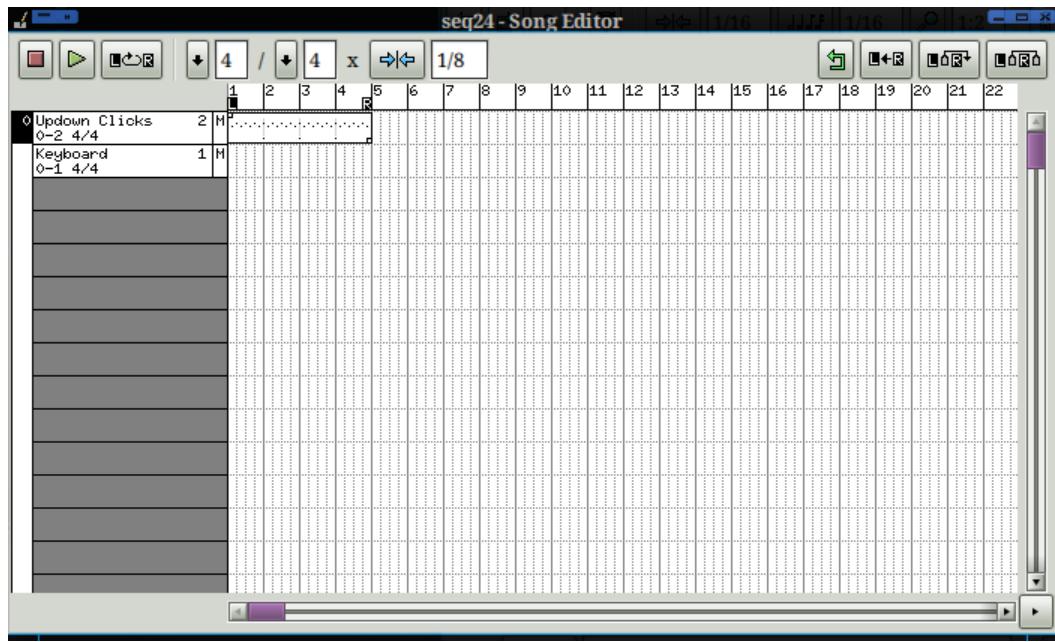


Figure 28: Song Editor Window

This dialog is not too complex, but For exposition, we break it into a top panel and the rest of the window.

## 6.1 Song Editor, Top Panel

TODO

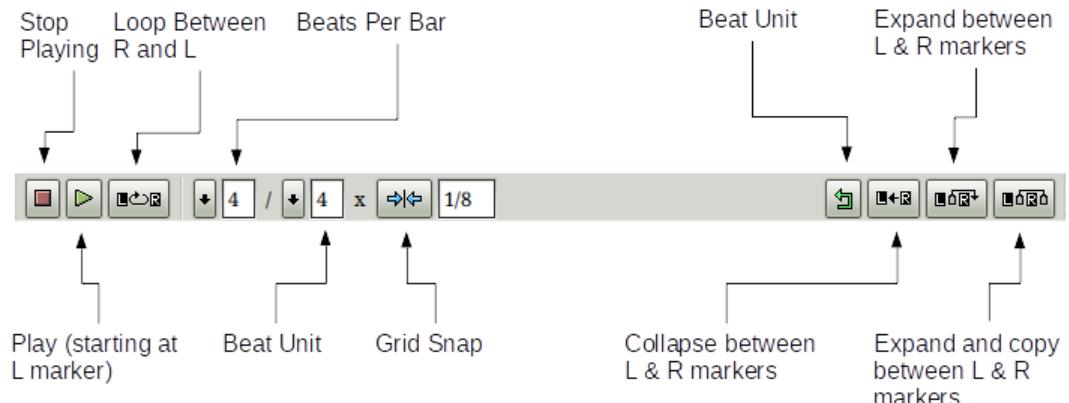


Figure 29: Song Editor, Top Panel Items

TODO

## 6.2 Song Editor, Arrangement Panel

TODO

See the figure at the top of this section.

TODO

## 7 Summary

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

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

## 8 References

The *Yoshimi* seq24 reference list.

### References

- [1] Dave Phillips *At the Sounding Edge: Introducing seq24*. <http://www.linuxjournal.com/article/8304> Linux Journal, May 12, 2005.
- [2] Seq24 Team. *The home site for the Seq24 looping sequencer*. <http://www.filter24.org/seq24/download.html> 2010.
- [3] Yoshimi team *The alternate location for the Yoshimi source-code*. <https://github.com/abrolag/yoshimi/> 2015.
- [4] Chris Ahlstrom *A Yoshimi User Manual*. <https://github.com/ahlstromcj/yoshimi-doc/> 2015.
- [5] Chris Ahlstrom *A Yoshimi Cookbook*. <https://github.com/ahlstromcj/yoshimi-seq24/> 2015.

# Index

bugs  
in document, [3](#)  
pattern cut doesn't work, [16](#)

Clear Song Data, [16](#)

Copy, [16](#)

Cut, [16](#)

Edit, [16](#)

loop, [4](#)

Midi Bus, [16](#)

Mute All Tracks, [16](#)

New, [15](#)

pattern, [4](#)

  clear song data, [16](#)

  copy, [16](#)

  cut, [16](#)

  edit, [16](#)

  left click, [17](#)

  left click-drag, [18](#)

  left ctrl click, [18](#)

  midi bus, [16](#)

  mute, [18](#)

  mute all, [15](#)

  mute all tracks, [16](#)

  mute toggle, [18](#)

  new, [15](#)

  paste, [15](#)

  right click, [15](#)

  song, [16](#)

  unmute, [18](#)

performance, [5](#)

screen set, [5](#)

Song, [16](#)

Song / Mute All Tracks, [15](#)

tips

  in document, [3](#)

todo

  in document, [3](#)