

Sequencer

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Sounds by ??????

Website

What?

It's a sequencer that makes motion graphics for the sounds you make. There are 15 sounds you can use to make your beat.

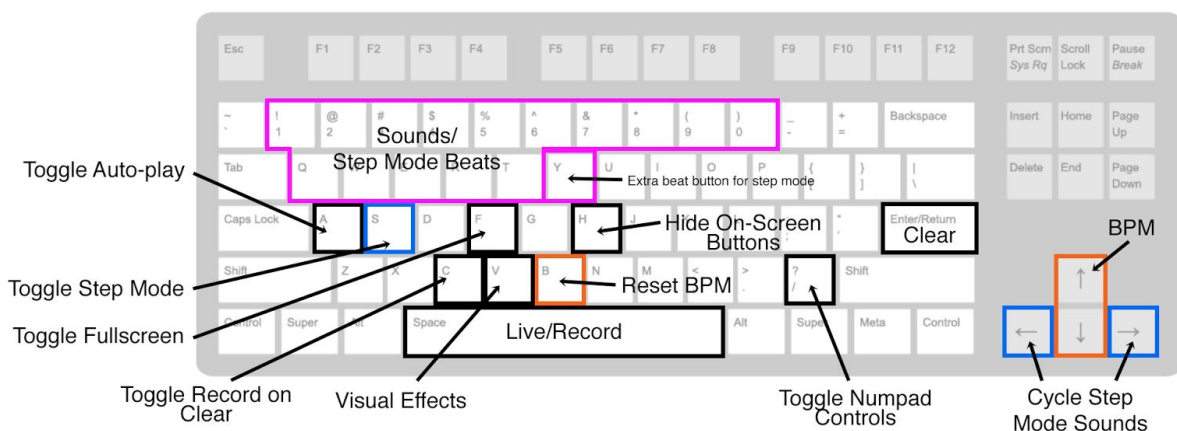
The iOS and PC/Mac versions can be controlled entirely with on screen buttons, but on PC/Mac, you can use a keyboard as well!

On PC/Mac you can also change the audio files to use your own sounds.

Note: Make sure that you keep the data folder on the same level as the app. Do not move one without moving the other.

Keyboard instructions

While you can control the sequencer just with the mouse, you can also use keyboard commands as well.



Basic Controls:

- When in Normal Mode, keys **1-0** and **Q-T** will add sounds to the beat.
- Return/Enter** will clear the beat

- Space** will toggle Record and Live mode
- Up** and **Down** control the BPM
- B** will reset the BPM to the default value
- F** toggles fullscreen
- H** hides on screen buttons. They will still function if clicked

Step Mode:

S will toggle Step Mode. In step mode, you select the current sound and then place it into the beat. Instead of controlling the sound played, the key you hit will control *when* the selected sound is played.

-**Left** and **Right** change the current sound for Step Mode

-In Step Mode, keys **1-0** and **Q-Y** will place the selected sound into the beat (each key corresponds to one of the 16 beats)

Some weird extras:

-**V** will toggle visual effects.

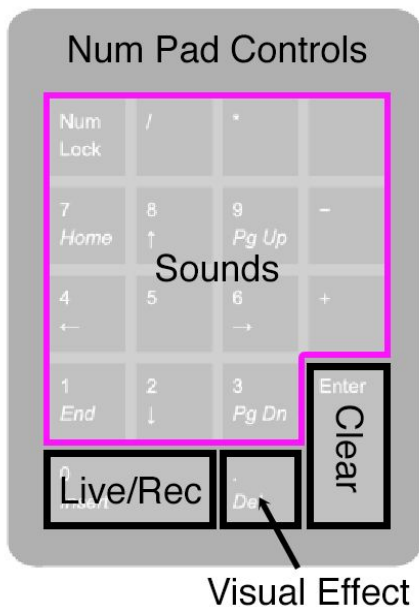
-By default the Sequencer will be in record mode after a clear. You can press **C** to toggle this.

-**A** toggles auto play, which will slowly place sounds randomly.

Numpad Mode

The keys can be reset to use a Numpad, useful if you want to control it with a smaller device. This option does not currently support Step Mode.

Toggle Numpad mode by pressing **slash**. The other keyboard controls that are not remapped for the numpad will still work.



Changing the sound files

All of the sound files used by the sequencer can be found in data/sounds folder.

In the data folder, you will find a text file called sound_source. This text file describes the file locations of all of the sounds used. You can edit this to point to other sound files on your computer.

Have fun!

This is a work in progress so please do not distribute it.
Send any feedback to andy@andymakes.com