Daniel Davies VCV > Manuals > James

How it works

Explanation - Concept

James is a unique step sequencer that allows each of it's 6 rows to be rushed or dragged independently of the other rows. See the below diagram for an explanation of how the rush/drag feature of James works.

No rush/drag:

| Count | 1 | N | 2 | N | 3 | N | 4 | N | 1 | N | 2 | N | 3 | N | 4 | N |
|-------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Kick | | | | | | | | | | | | | | | | |
| Snare | | | | | | | | | | | | | | | | |

Rushed snare:

| Count | 1 | N | 2 | N | 3 | N | 4 | N | 1 | N | 2 | N | 3 | N | 4 | N |
|-------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Kick | | | | | | | | | | | | | | | | |
| Snare | | | | | | | | | | | | | | | | |

By introducing rush/drag for specific elements of a beat, you can create conflict with the straight beat.

Explanation - James

James works by dividing it's clock input (A) by 16, and then using the rush/drag knobs (G) to rush/drag each element by up to 15 clocks forward or backwards. For every 16 clock inputs sent to James, the currently active step will advance by 1.

