

How to use this patch

It is necessary to have all the files in the same folder to run this project. Open the file named "main.pd".

The patch is always running, and it will start producing sound when the DSP is turned on (the switch is at the top right of the main screen).

The images at the top show feedback for the controllers used, but don't allow to control the patch from it.

The Sequencers can be used to control which sequence is sent to each instrument. The black bar at the top of the Sequencer shows the current step, and the time division can be changed clicking on the squares marked as 1/2, 1/4, 1/8 and 1/16. The top sequence is always the "empty" or "default" one. You can select Seq2, Seq3, or Seq4 to send a different sequence to the instrument connected to it. I am not currently using Seq5, as I was planning to use it for special functions (like sequencing the other sequences in a way similar to Markov Chains). The sequences can be drawn using the mouse. When sequencing the kick drum or snare, it will only send a bang when the value in the current step is the maximum allowed by the sequencer.

The instruments receive the sequence from sequencers and the parameters can be manipulated using the mouse.