

# ***Mark Eats*** Sequencer

**User Guide**

Version 1.0 Alpha

[www.markeats.com](http://www.markeats.com)

# Quick start

## Getting set up

Open the app. If a document window doesn't appear then click *File – New* to create one.

Go to the *Sequencer* menu and choose *Preferences* to connect your monome. It should be visible in the list of grid controllers on the *Input* tab. When you see the OK message appear on the grid, you're all set.

Check the *Output* tab if you'd like to send MIDI to a specific destination. Make sure you set up an instrument or software to receive MIDI notes as Mark Eats Sequencer generates no sounds of its own.

## Creating a pattern

Press anywhere on the monome to dismiss the OK message. Then click the play icon to the right of the desktop interface and you will see the playhead move across the grid.

Press to add or remove notes on the grid. When the playhead passes over them a MIDI note will be sent. Use the desktop interface to define the pitches that are associated with each row of the grid.

Hold down on a note to edit its length and velocity – more details regarding this are on the following pages.

## Play mode

Hold down in a space to enter Play mode. This mode is more complex in layout but gives you total control over multiple 'pages' of the Sequencer (each with its own MIDI channel and settings) as well as allowing you to switch patterns, play modes and scrub loops. A reference for the controls available in Play mode is provided later in this guide.

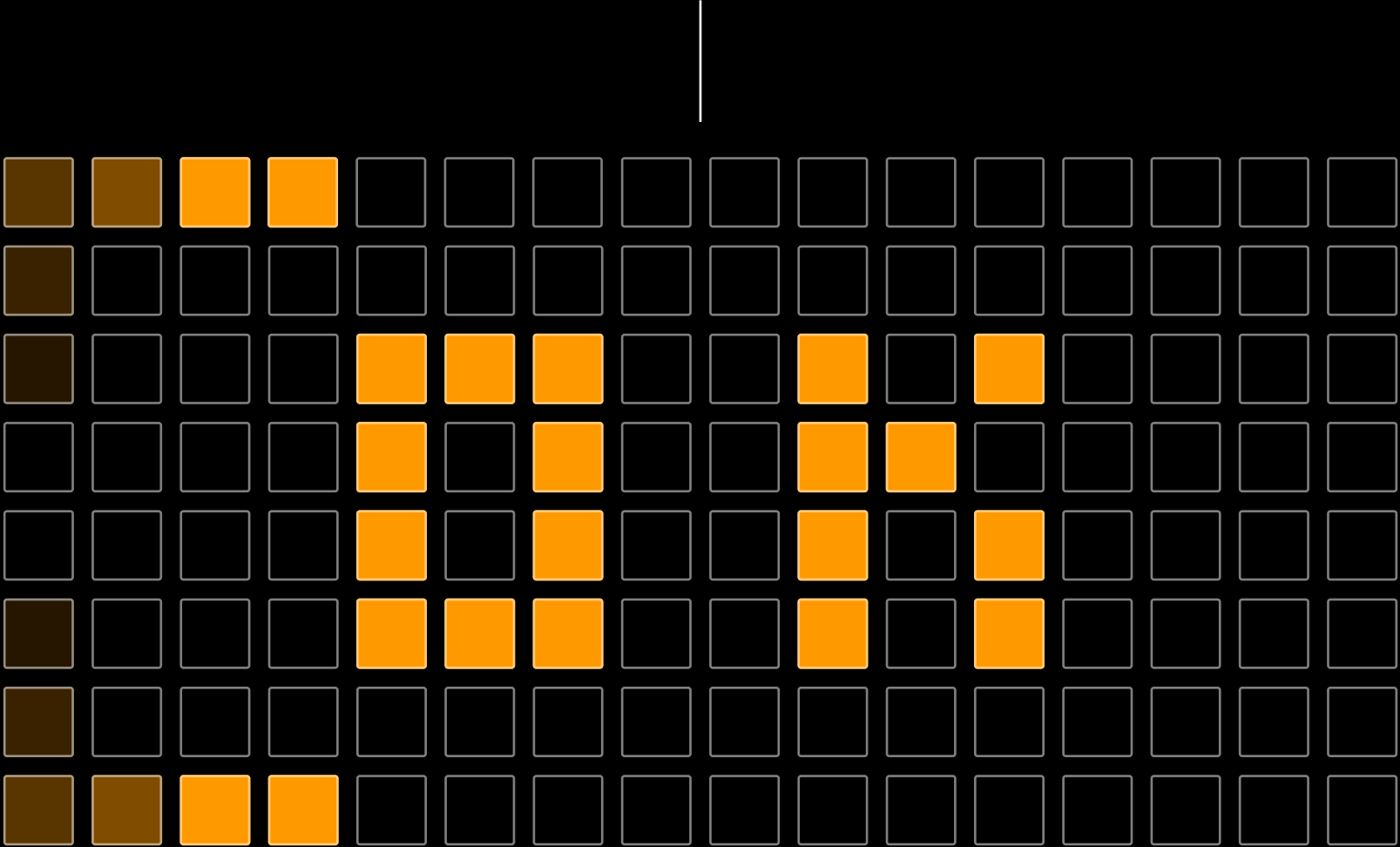
## Saving and opening

Each document represents a 'song' that can be saved as a .seq file. This format is unique to Mark Eats Sequencer and will contain all your patterns and settings shown in the document window.

# Connect

Go to the *Sequencer* menu and choose *Preferences* to connect your monome.  
When you see the message below, you're all set.

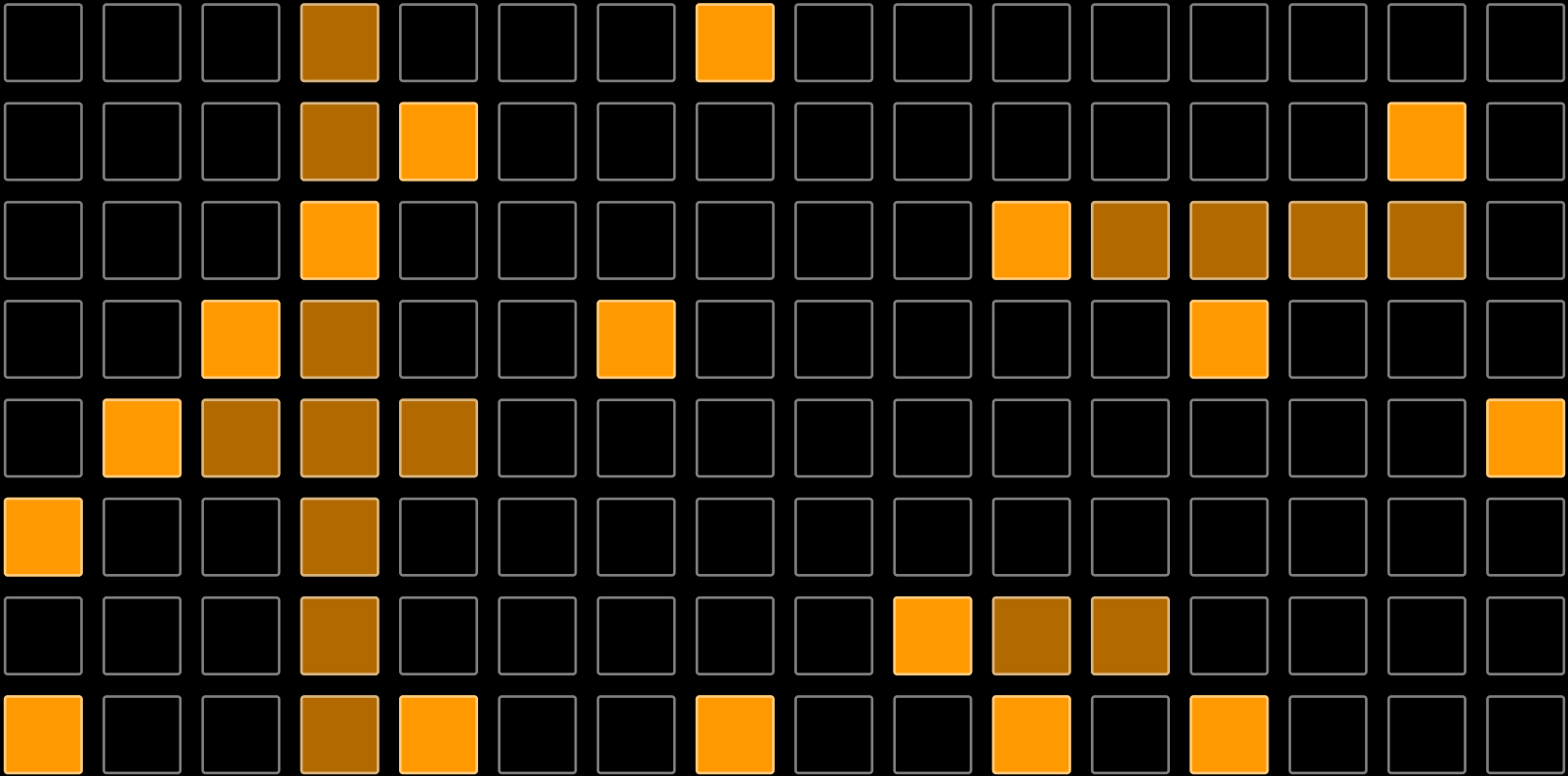
Press any key to continue



# Sequencer mode

Sequencer mode is where you edit loops by adding, removing and adjusting notes.

Play head



Add/remove a note

Single press to add or remove notes.

Edit a note

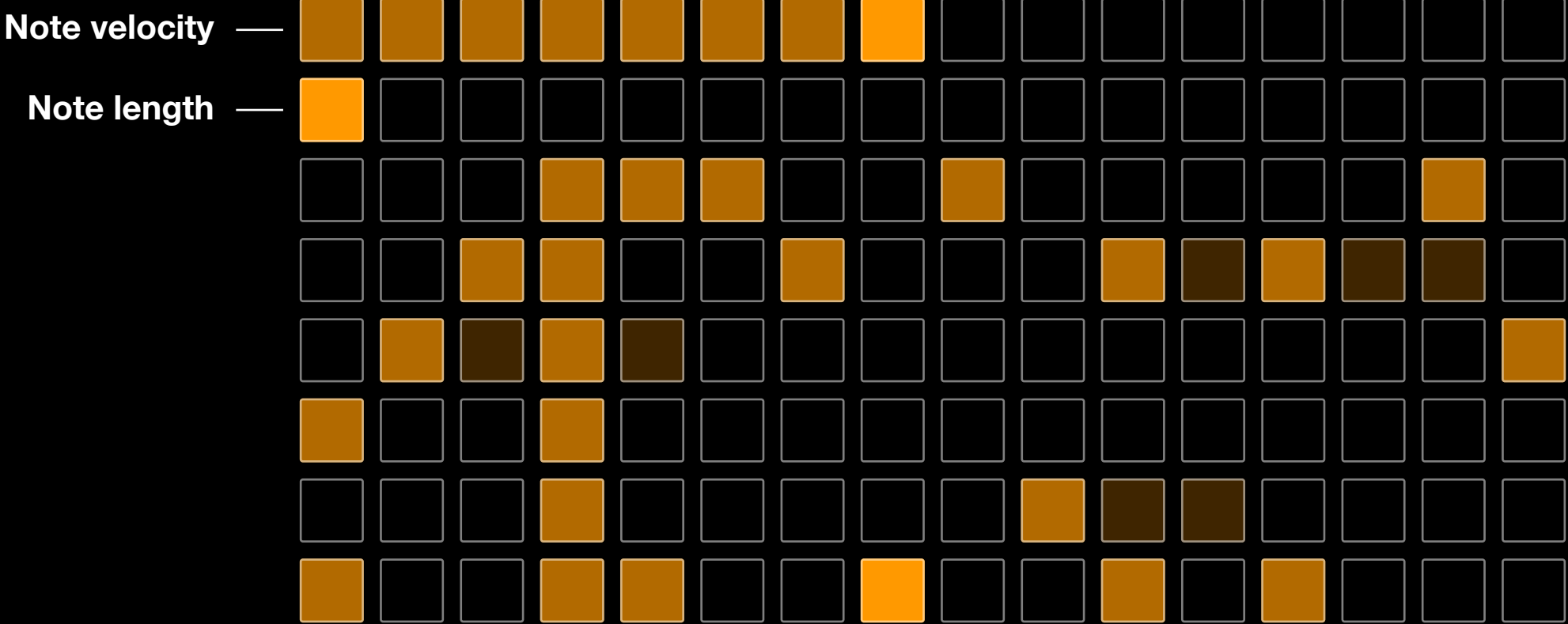
Hold down on any note to edit it.

Enter Play mode

Hold down in any empty space to switch to Play mode.

# Sequencer mode Edit note

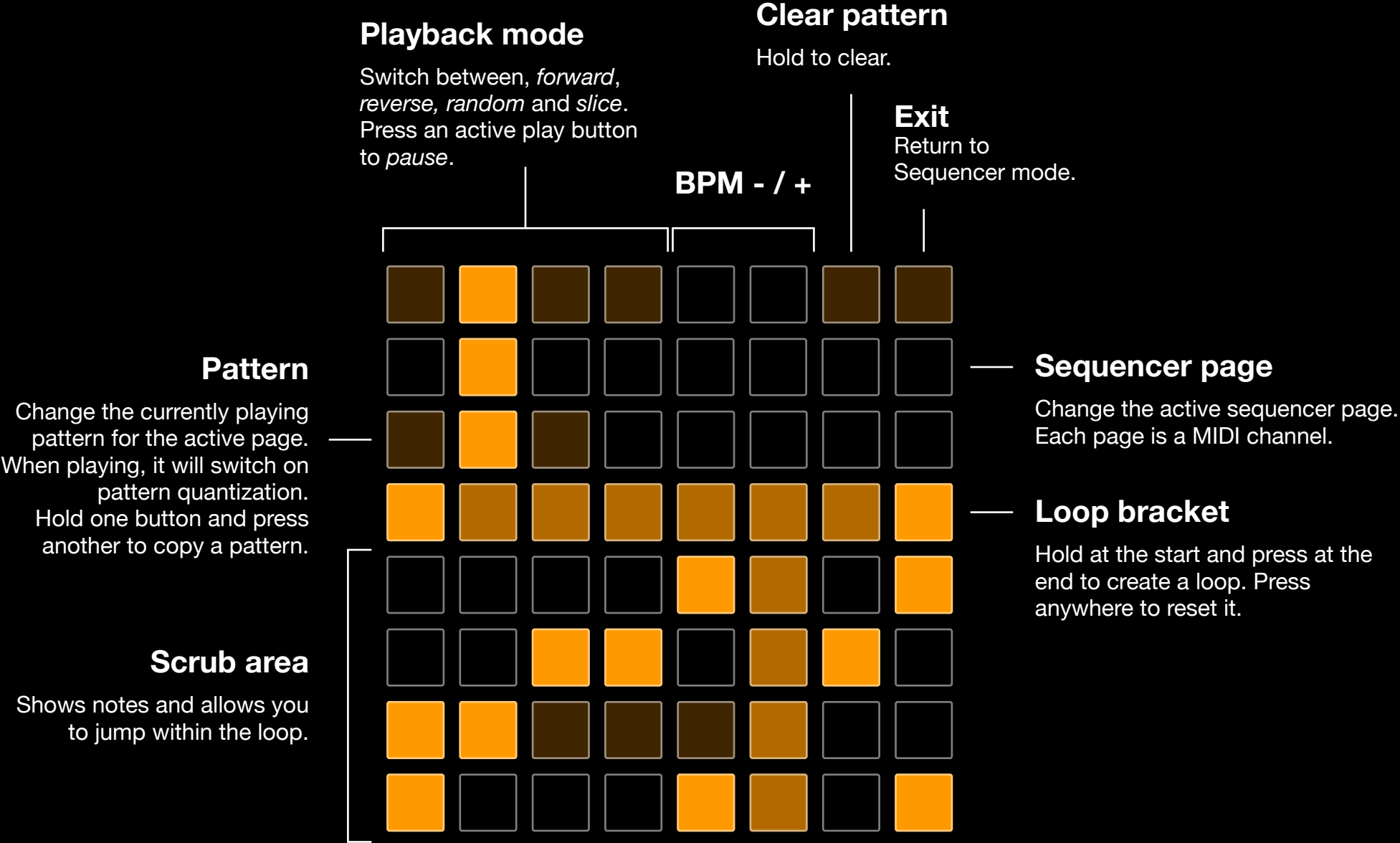
When you long press a note two sliders appear at the top or bottom of Sequencer Mode to allow you to adjust the note's properties.



**Done editing note**  
Press anywhere outside of the sliders to return from editing a note.

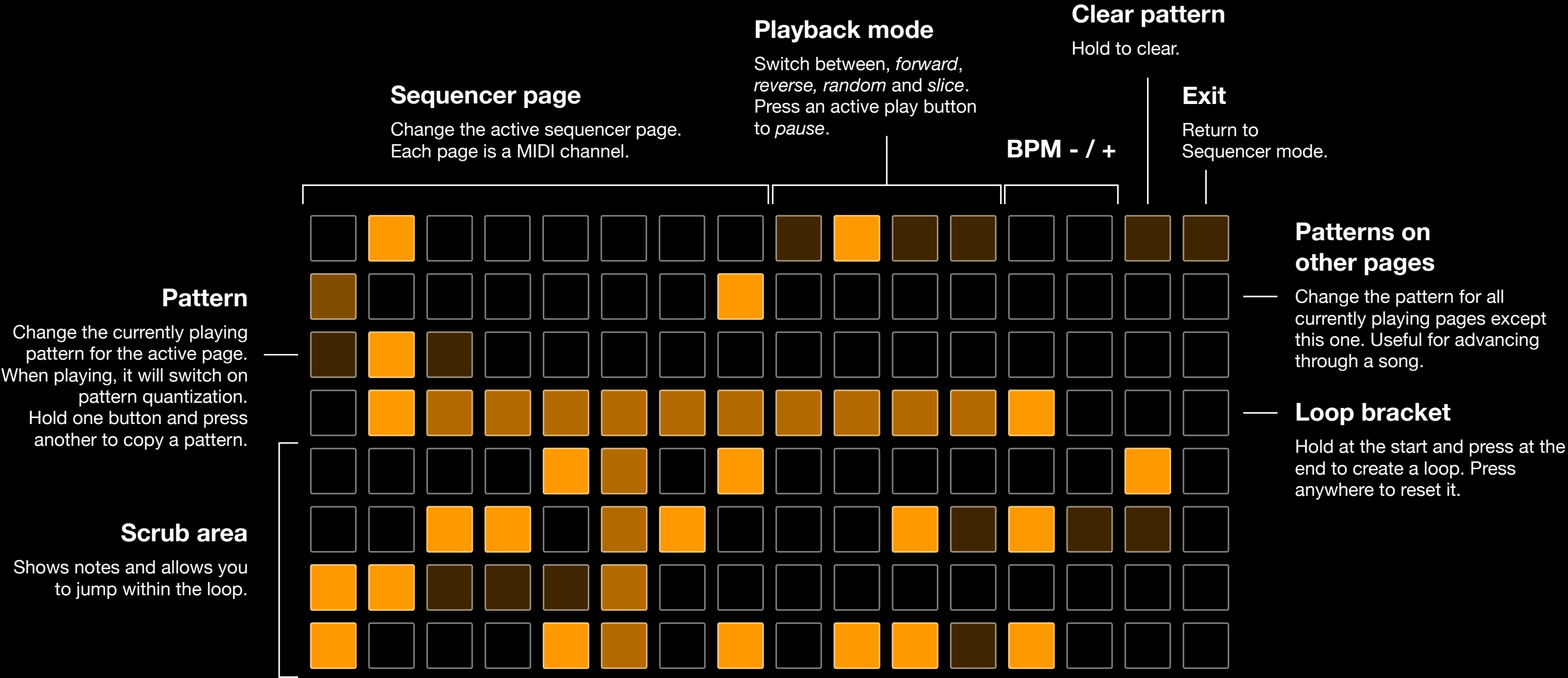
# Play mode 64

Play mode is the performance-focused side of the app. Here you can switch pages, patterns, playback modes etc. It also allows you to scrub loops.



# Play mode 128

Play mode is the performance-focused side of the app. Here you can switch pages, patterns, playback modes etc. It also allows you to scrub loops.



# Play mode 256

Play mode is the performance-focused side of the app. Here you can switch pages, patterns, playback modes etc. It also allows you to scrub loops.

## Pages and controls

Top row is the same as on 128.

# Pattern

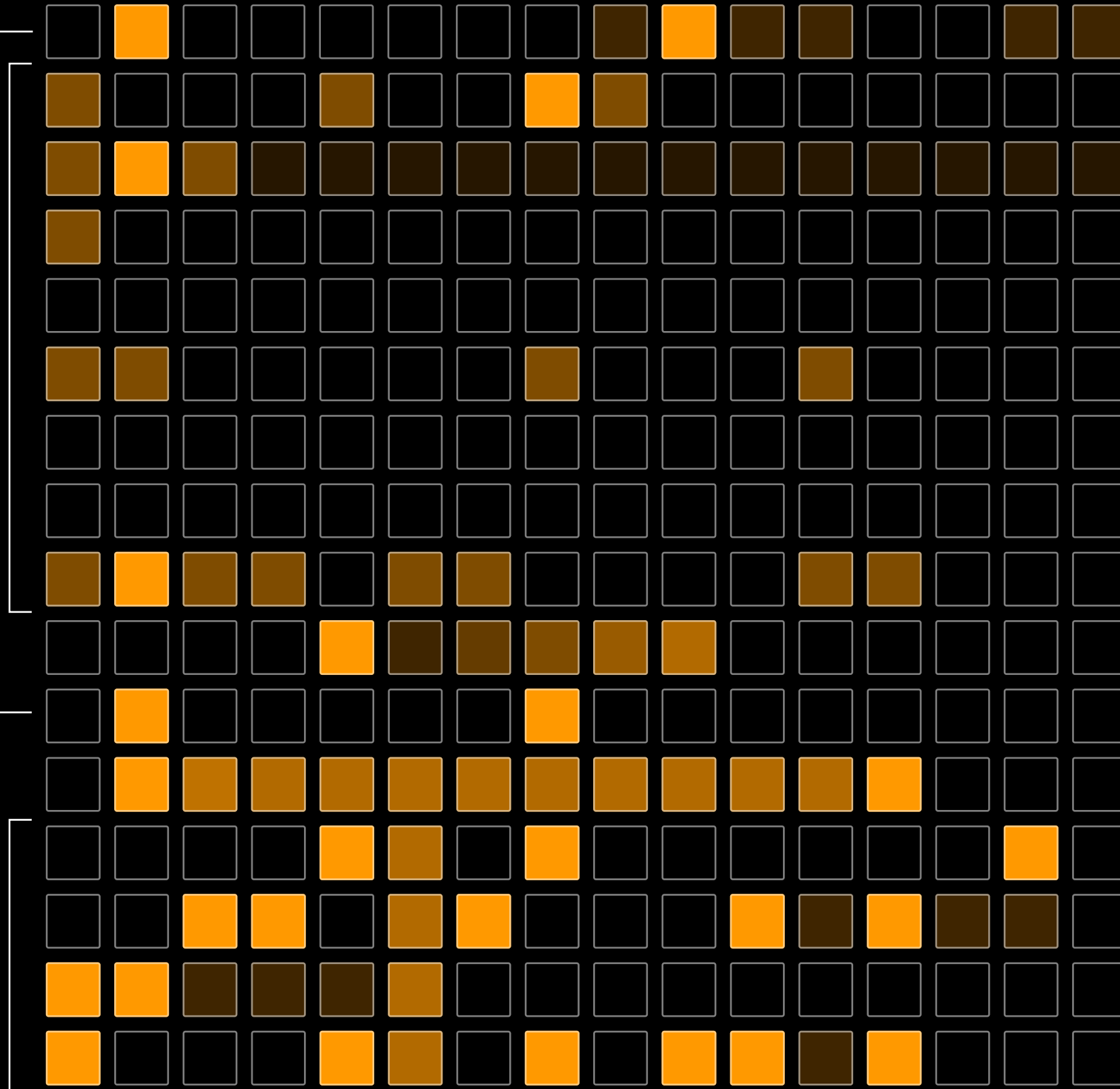
Change the currently playing pattern.  
Each row is a page. Dim lights  
indicate the pattern contains notes.  
Hold one button and press another  
to copy a pattern.

## Scrub other pages

Scrub all other pages that are currently playing. Useful for getting everything back in sync.

## Scrub area

Shows notes and allows you to jump within the loop.



## Transpose

Single press to the left or right of the 'zero point' (the single bright button) to shift the pitch of the current pattern down or up. You can move the 'zero point' by holding on it and pressing elsewhere along the row to allow space for a different range of adjustment.

## Loop bracket

Hold at the start and press at the end to create a loop. Press anywhere to reset it.



# Desktop interface

## BPM

Red dot indicator means that timing is getting behind – probably due to high CPU load.

## Global stop / play

Stops and starts the song document.

## Step quantization

Quantizes scrubbing in Play mode.

## Pattern quantization

Defines when a pattern will move on to another when switching patterns.

## Select page

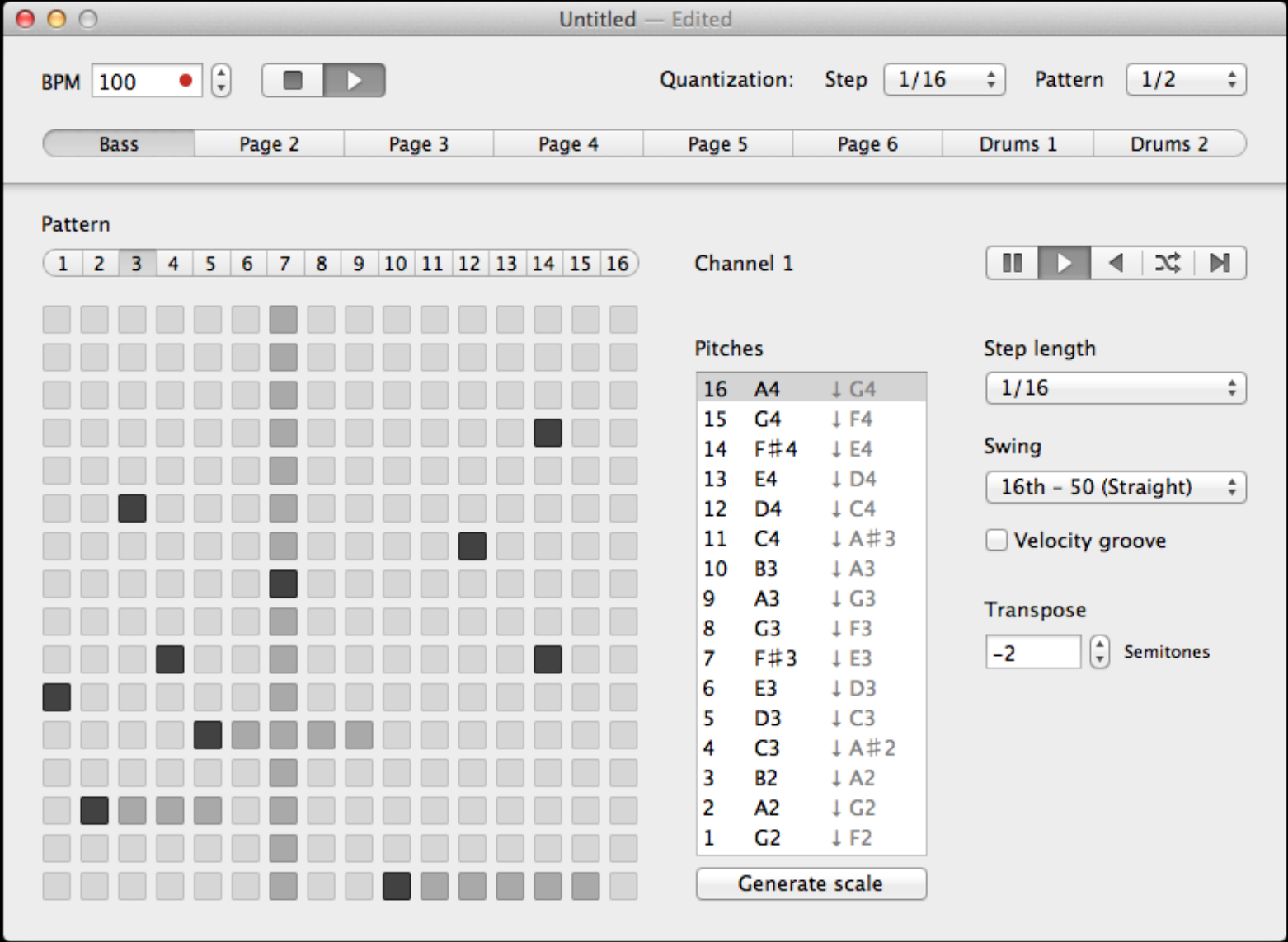
Switches the current page. Everything below this reflects the selected page. Click again to rename a page, like writing on tape on a mixer.

## Pattern

Changes the pattern for the current page. When playing, the change will be delayed according to pattern quantization.

## Notes

Non-interactive preview of the current pattern's notes and playhead. Clicking this area will highlight the pattern and allow you to cut, copy & paste it to other pattern slots.



## Playback mode

Switch the page between *pause*, *forward*, *reverse*, *random* and *slice*.

## Step length

Set the length of each step for the current page.

## Swing & velocity groove

Set swing for the current page. Enabling 'velocity groove' emulates the velocity curve that an E-mu SP-1200 applies across the loop. This varies depending on if the swing is set to 8ths or 16ths.

## Transpose

Shift the current pattern's output an amount of semitones up or down. This will be reflected in the pitches column.

## Pitches & scales

Edit the pitch that each row of the grid triggers. Click *Generate scale* to replace all the pitches with a scale based on the given mode and tonic note.

# Shortcuts

To use keyboard shortcuts the focus must be on the background window – if you see a blue highlight around something then click off it.

Action	Shortcut
Sequencer play / stop	Space
Adjust BPM	+ or -
Change page	F1–F8 ← or → to cycle Two finger swipe with trackpad to cycle
Change pattern	1–0 for patterns 1–10 on current page ⇧+1–6 for patterns 11–16 on current page  ⌘+1–0 for patterns 1–10 on all pages ⌘+⇧+1–6 for patterns 11–16 on all pages
Current page pause	p
Current page play forward	>
Current page play reverse	<
Current page play random	?
Current page play slice	s
Transpose current page	[ or ] to shift down or up
Clear current pattern	⌘+C