

# ***Mark Eats*** Sequencer

**User Guide**

Version 1.0 Beta

[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 *Grid* 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 buttons 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, velocity and associated modulation values – 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.

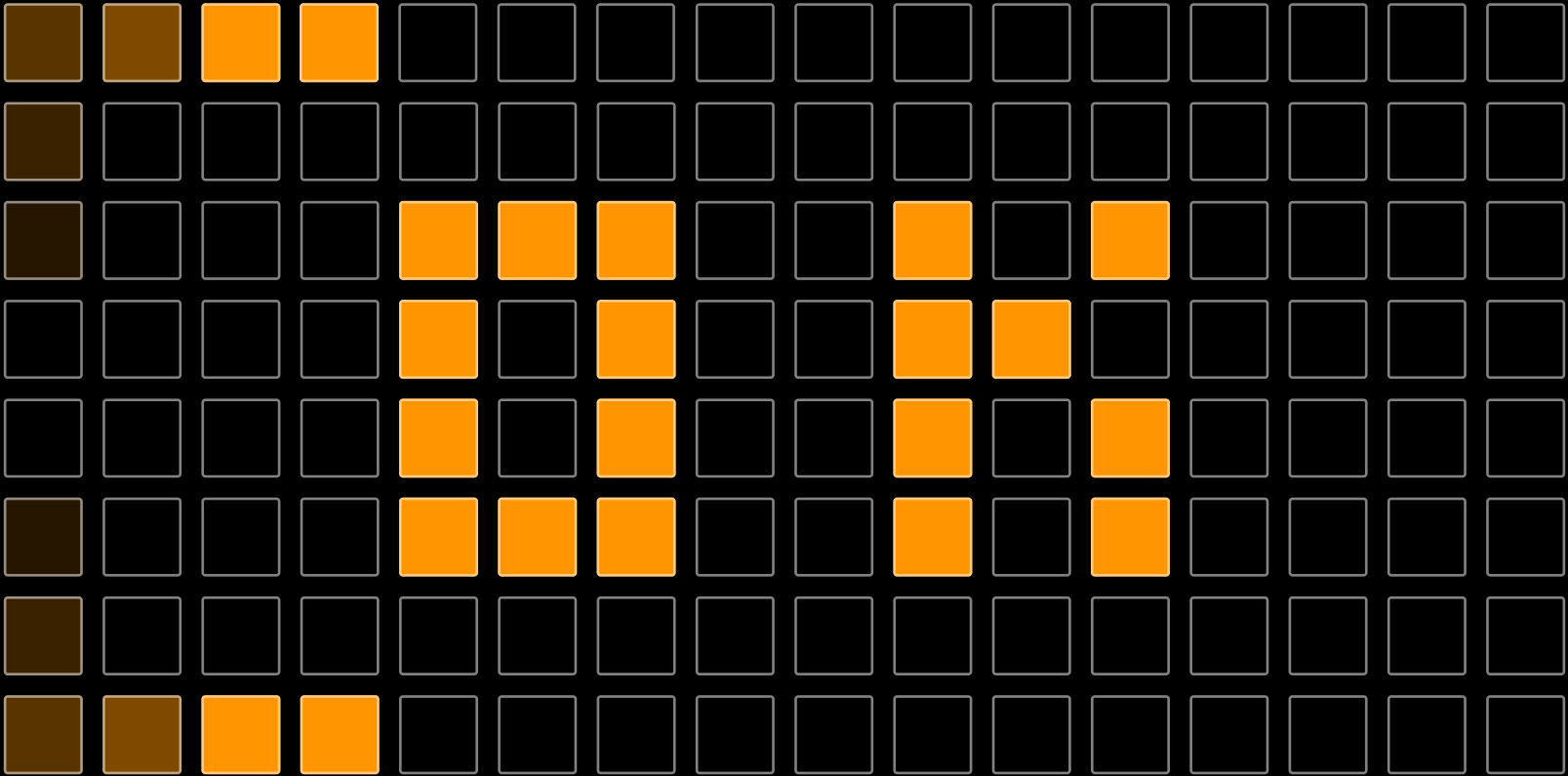
## Saving and opening

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.

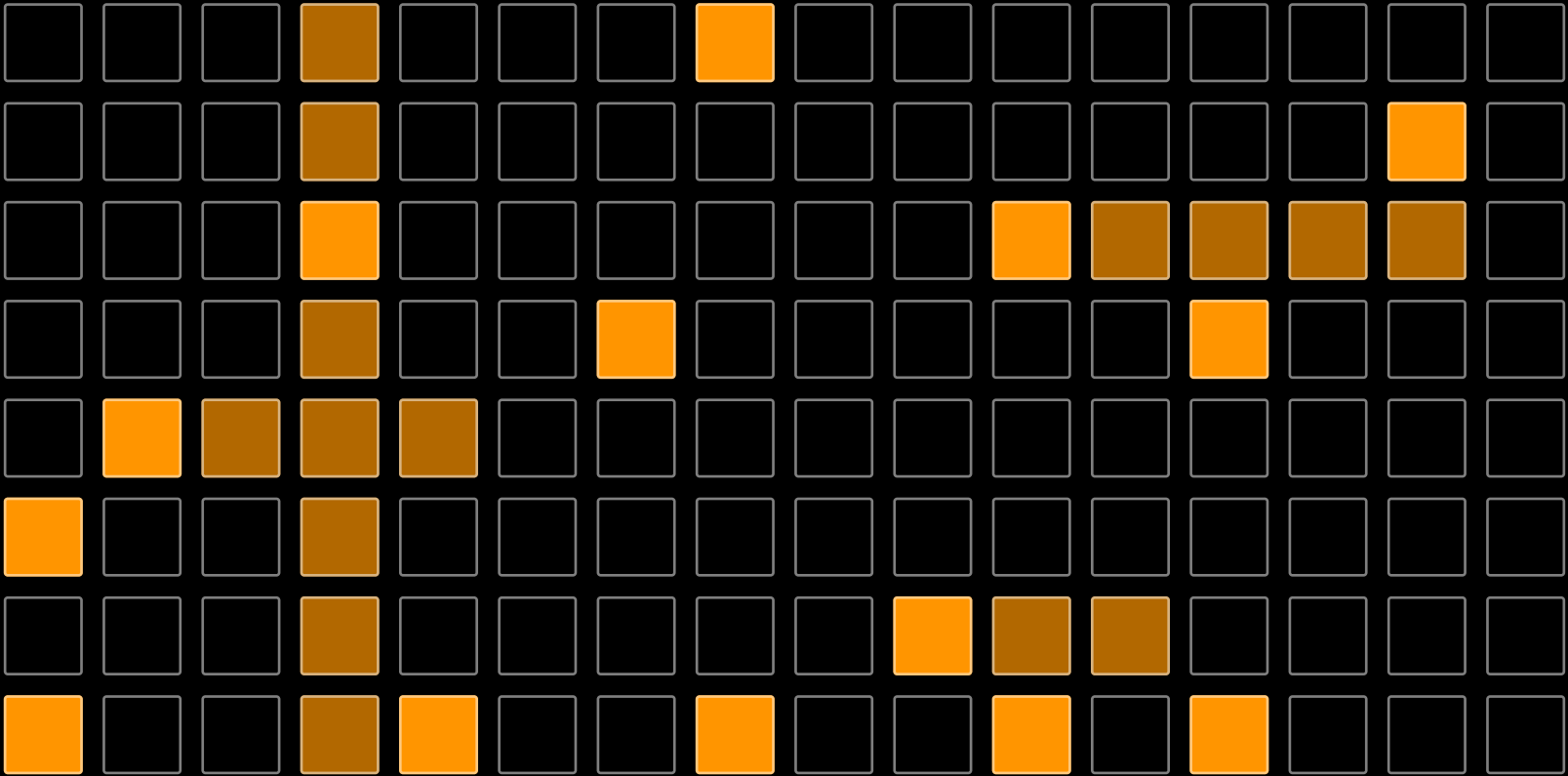
Press any key to continue



# 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

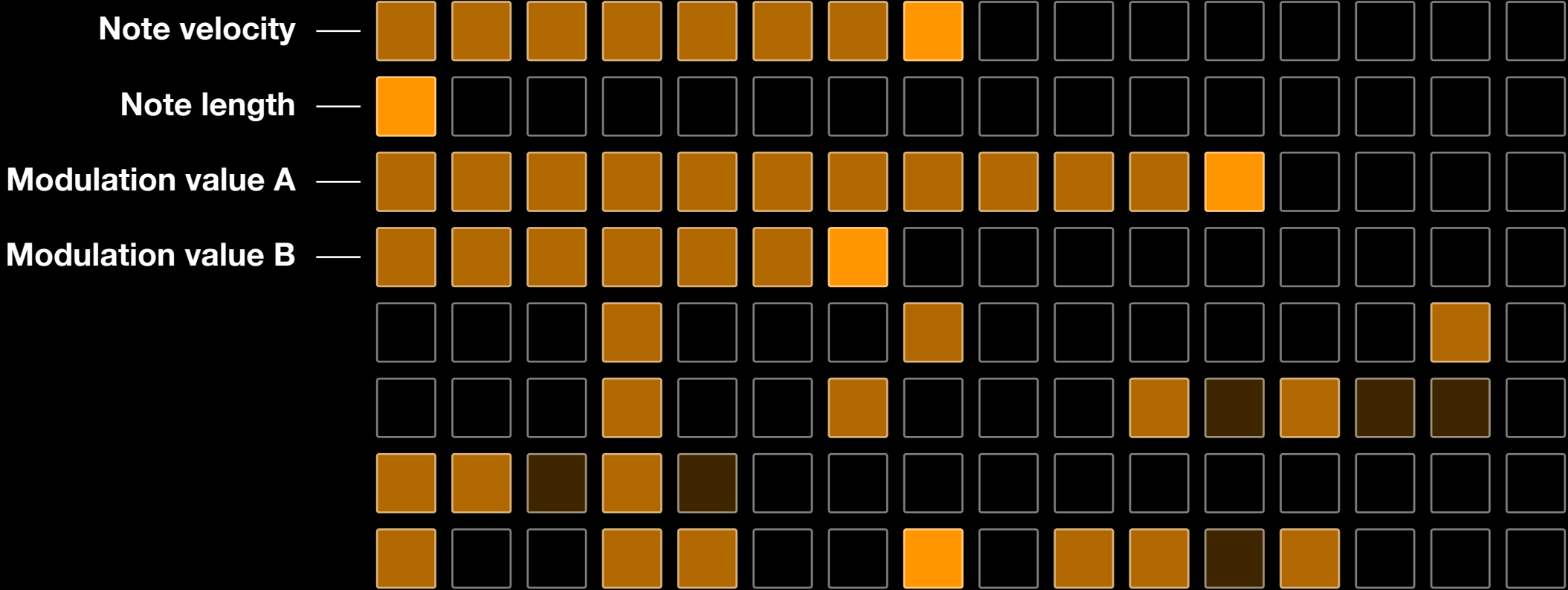
Hold down on any note to edit it.

Enter Play mode

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

# Sequencer mode Edit note

When you long press a note, four sliders appear at the top 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.

## Playback mode

Switch between, *forward*, *reverse*, *random* and *slice*. Press an active play button to *pause*.

## Automation

Details on following page.

## Exit

Return to  
Sequencer mode.

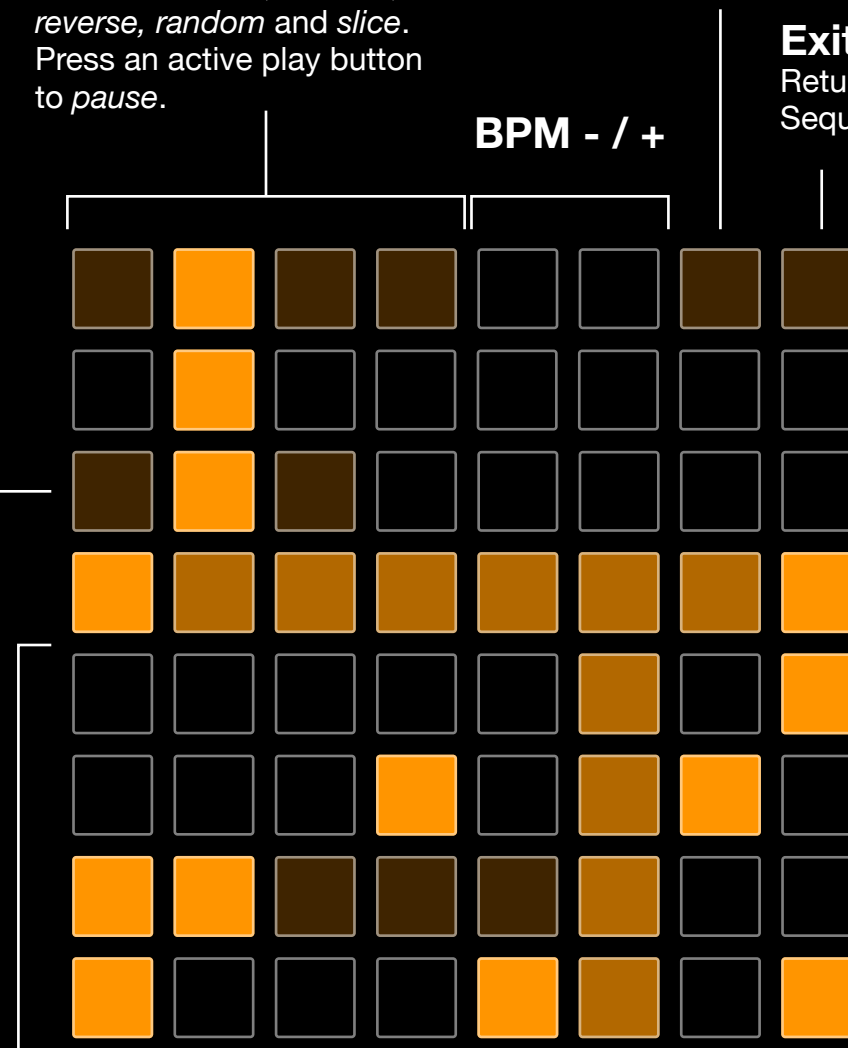
# Pattern

Change the currently playing pattern for the active page. When playing, it will switch on pattern quantization. Hold one button and press another to copy a pattern.

## Scrub area

Shows notes and allows you to jump within the loop.

**BPM - / +**



## Sequencer page

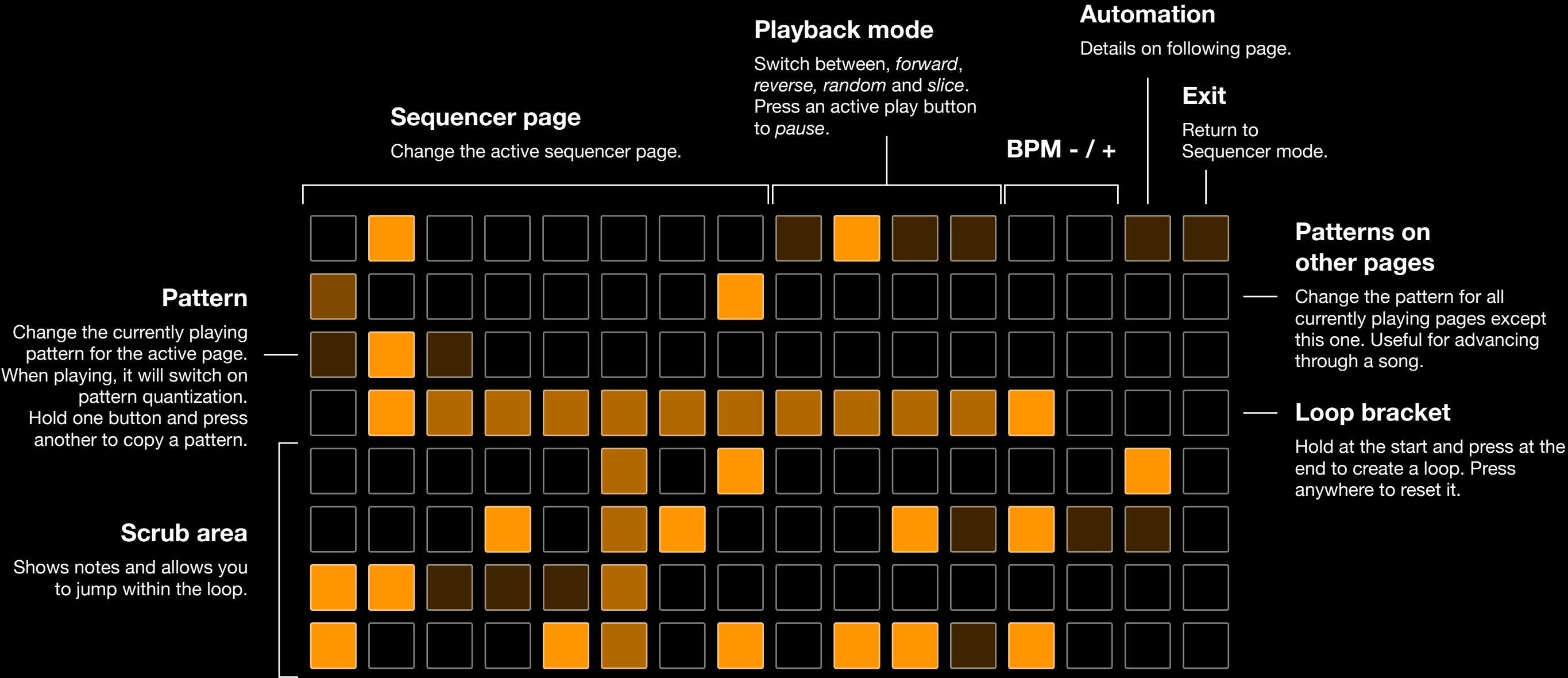
Change the active sequencer page.

- **Loop bracket**

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

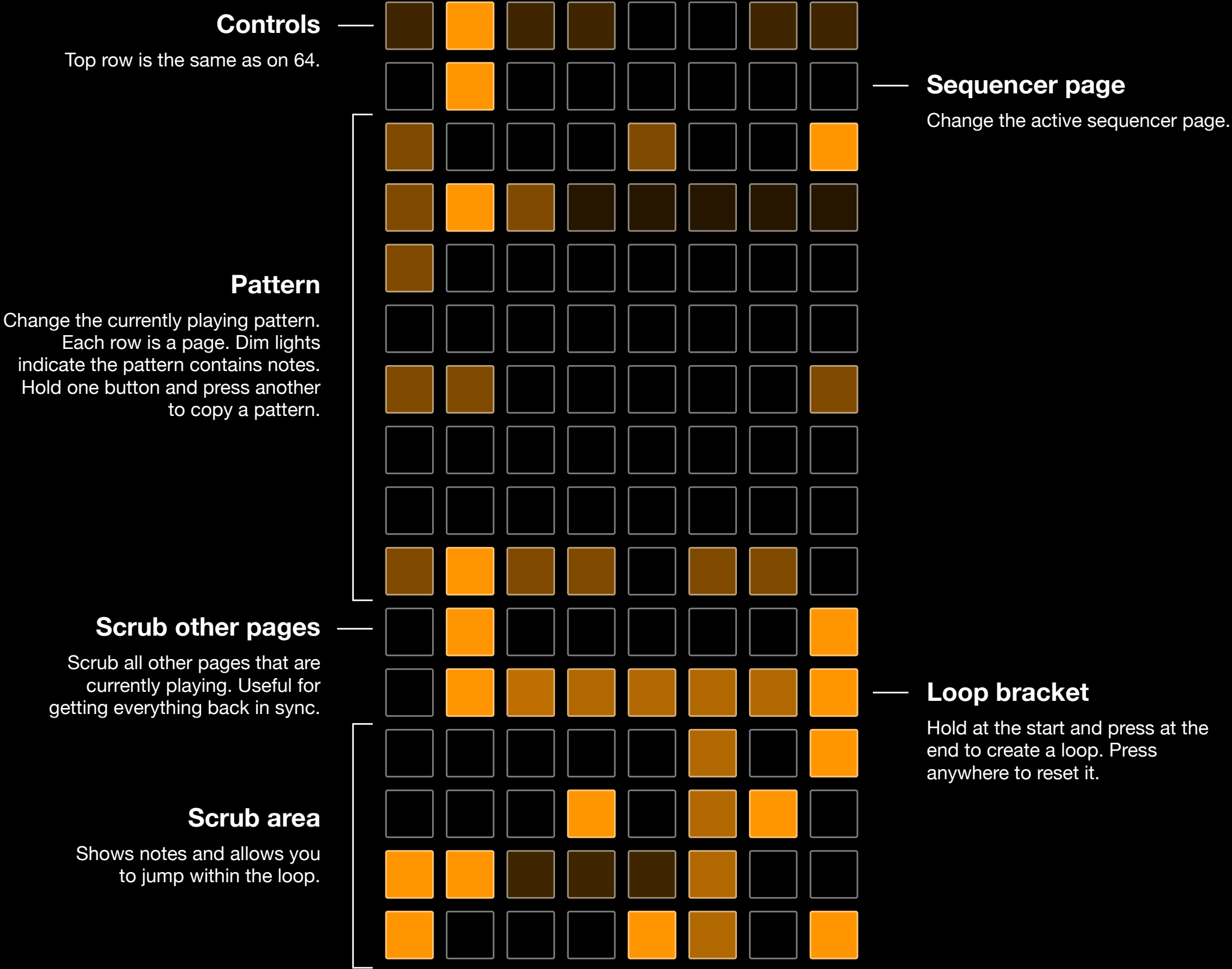
# Play mode 128H

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 128V

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 128H.

# 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.

## Automation

Details on following page.

## 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.

## 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.

## Adjust all notes in pattern

Placing the cursor over the notes area will show this toolbar. It allows you to shift all the notes on the grid, adjust their velocity or adjust their length.

## 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. Disable *Send notes* to only send modulation.

## Modulation

Choose where to send modulation values assigned to each note. Enabling *Smooth* will send values between those set.

## MIDI channel

Destination channel for the page. Multiple pages can send to the same MIDI channel.

## Playback mode

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

## Step length

Set the length of each step.

## Swing & velocity groove

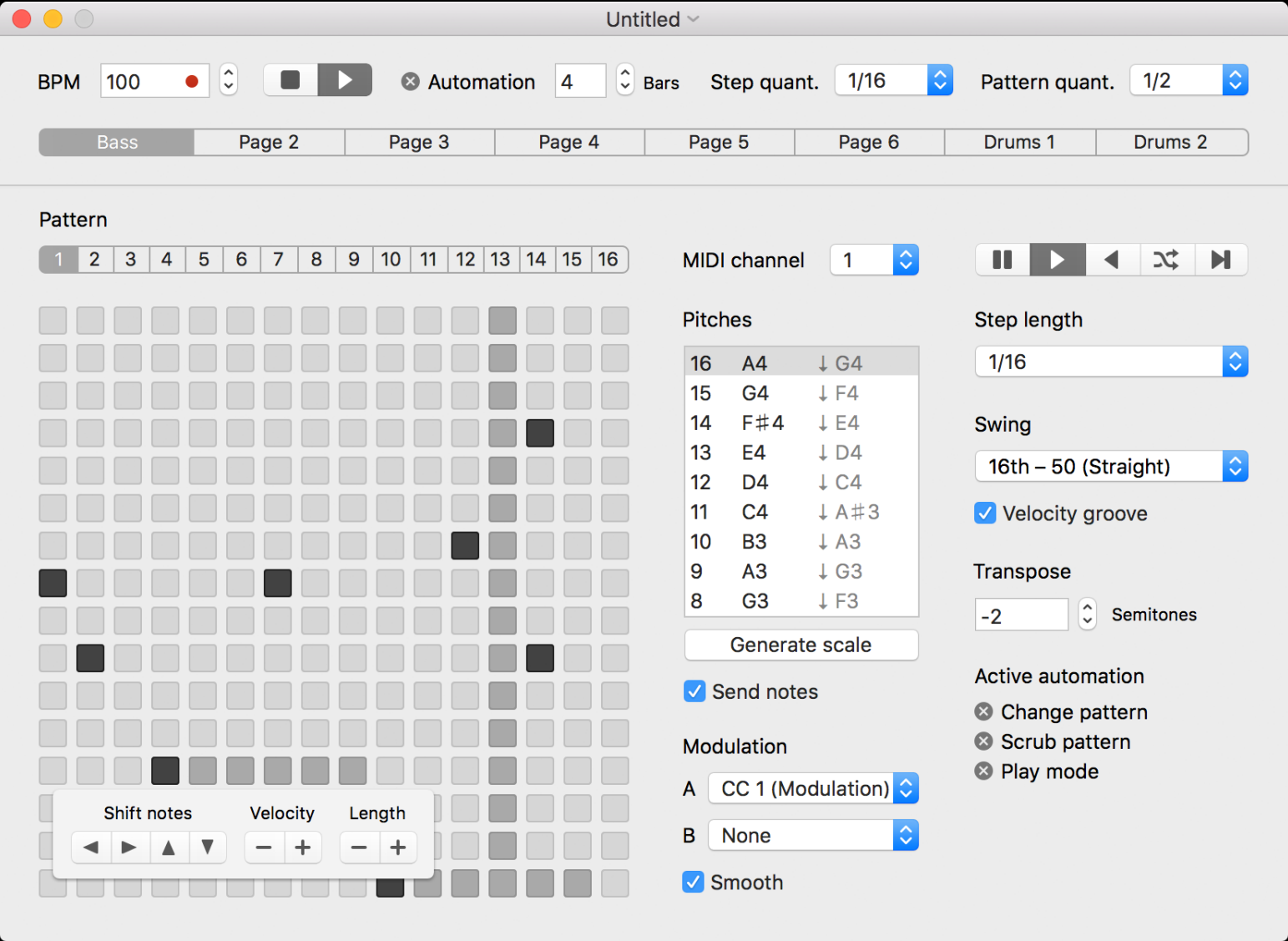
Set swing. Enabling *Velocity groove* emulates the velocity curve that an E-mu SP-1200 applies across the loop. This varies depending on if the swing is set to 8ths or 16ths.

## Transpose

Shift the current pattern's output pitch up or down. This will be reflected in the *Pitches* column.

## Active automation

Details on following page.



# Automation

Automation allows you to record actions performed from the grid or desktop interface and then play them back later. Actions that can be recorded are:

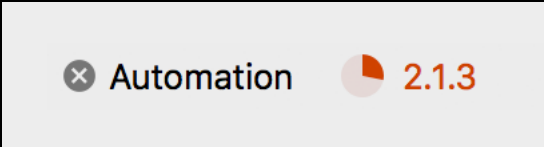
- Pattern changes
- Scrubbing patterns
- Setting loops
- Transposing
- Changing play mode

## Arm for recording



Begin by setting the automation loop length at the top of the desktop interface. Briefly holding down the automation button on the grid will then arm automation recording. The button will start to flash quickly and a red number will appear at the top of the desktop interface.

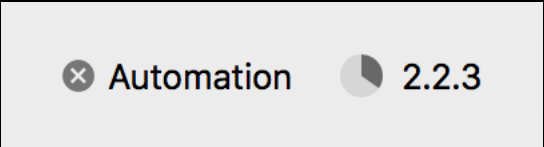
## Start recording



Pressing any of the automatable buttons will start recording. Alternatively, recording can be started by briefly holding the automation button again. The automation button on the grid will flash with the beat and the automation loop counter in the desktop interface will start.

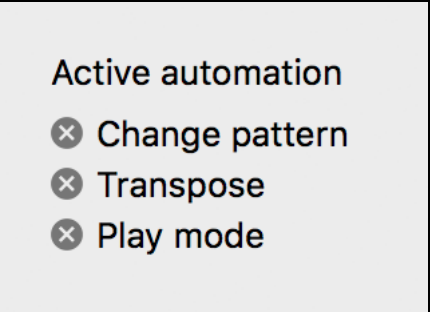
All actions will be recorded and play back as soon as the loop restarts. You can see the automation that is recorded for each page in the bottom right of the desktop interface.

## Playback & overdubbing



Pressing the automation button quickly will switch from recording mode to playback mode. Pressing it again will stop playback. You can then start automation playback again by tapping the button. Hold it down to return to recording mode and overdub more automation.

## Removing automation



Automation can be removed via the desktop interface using the button at the top (to remove everything) or the buttons in the bottom right of each page (to remove specific automation from specific pages).

When you arm or start recording from the grid, continue holding the button to clear all automation – a flash of the grid will indicate this.

# Shortcuts

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

Action	Shortcut
<i>With focus on the window</i>	
Sequencer play / stop	Space
Adjust BPM	+ or -
Automation play / stop	a
Automation arm / record	⇧+a
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
Rename current page	⌘+r
<i>With focus on the notes</i>	
Shift notes	← or → or ↑ or ↓
Adjust velocity of notes	⇧+↓ or ⇧+↑
Adjust length of notes	⇧+← or ⇧+→
Delete notes	⌘+x