SEEK

64 Step CV / Gate STEP SEQUENCER

MANUAL v01 for firmware version **1.02_04**

COPPER TRACES

UNIVERSAL FUNCTIONS
The mode buttons always perform the same function regardless of other settings.

RUN
Toggles the sequence between run and stop states

RESET
Sets the next step to be played to step one and resets the internal clock divider so the next clock pulse will always start with the beginning of step one

PLAY
Sets the mode to play

LOAD
Sets the mode to load

[EDIT]
Sets the mode to edit

JUMP
Makes faster changes to various values shown on the display in load and edit modes.

Hold < or > then press [ENTER]
Holding the forward or backward button and pressing enter will add or subtract eight from the displayed value.

EDITING STEP VALUES
Each step can be modified in play and load modes using the keyboard and the step property buttons.

Keyboard
Chooses the note for that step

OCT.
Increase or decrease the octave of that step

LEGATO
Ties the current step to the next by not lowering the gate during that step

ACCENT
Makes the accent output go high during that step

REST
Prevents the gate output from going high on that step

PLAY MODE

   In play mode the display always indicates the current output. When running, the clock determines when a new step is displayed and the output is updated. When stopped, changes to the current step and output can be made manually. Changes can be made to the steps dynamically while running the sequence in play mode. Holds in this mode are only recognized for keyboard notes and will be ignored for all other step values.

   While running:

   < or >
   Slips the sequence one step forward or backward by skipping or repeating a step

   While stopped:

   < or >
   The forward and backward buttons manually step through the sequence with the CV output changing as the current step changes. The gate output will stay high as long as the direction button is held.

   Keyboard and **OCT.**
   Changes to the note using the keyboard and changes to the octave will immediately update the CV output and will output a gate as long as the button is pressed.

LOAD MODE

   It is possible to edit the sequence independent of playback using load mode.

   < or >
   Navigate to different steps in the sequence

   Hold < or > then press **[ENTER]**
   Jump - Goes forward or backward eight steps in the sequence from the current step each time enter is pressed

EDIT MODE

In edit mode the keyboard and step property buttons can be used to select the corresponding function written in square brackets.

Hold < or > then press **[ENTER]**
Jump - Add or subtract eight from the value currently shown on the display each time enter is pressed

Default {< or > to select setting} {ENTER to apply} {CANC. to escape without change}
Tempo and Clock Source - This is the default function that is displayed when cancel is pressed to escape another function.

`oF`	Internal clock is off; the external clock drives the sequencer
`05-250`	The Internal clock drives the sequencer at the designated tempo from 5 to 250 BPM. A 16th note clock is used resulting in four steps for every beat. Numbers over 99 are displayed with one or two dots to indicate the hundreds place.

KEYBOARD FUNCTIONS

[PATN] *{< or > to select setting} {ENTER to apply} {CANC. to escape without change}*
Pattern - Defines the order in which steps are played back

`Fo`	Forward
`rE`	Reverse
`Fr`	Forward-Reverse - Repeats the first and last steps
`PP`	Ping-Pong - Does not repeat the first and last steps
`rn`	Random
`br`	Brownian - Randomly goes forward (50%), stays (25%) or backward (25%)

[SEQ L.] *{< or > to select setting} {ENTER to apply} {CANC. to escape without change}*
Sequence Length

`01-64`

[ALG] *{< or > to select parameter} {ENTER to advance and apply} {CANC. to escape without change}*
Random Algorithm - Defines the parameters of the random algorithm

`on-oF`	On / Off
`01-12`	Number of Semitones (NoS)
`Ad-Sb-bo`	Add / Subtract / Both – Selects the operation performed with the NoS
`Fi-rn`	Fixed / Random – Random chooses a random value up to the NoS
`St-EL`	Static / Evolving - Evolve saves any random changes to the sequence

[RND] *{< or > to select setting} {ENTER to apply} {CANC. to escape without change}*
Randomness Amount - Probability of the random algorithm being applied

`01-99`

[DIV] *{< or > to select setting} {ENTER to apply} {CANC. to escape without change}*
  Clock Divider - Divides the incoming clock by any power of two up to 64

       `01-64`

[RST] *{< or > to select setting} {ENTER to apply} {CANC. to escape without change}*
  Reset Mode - Selects the destination for the reset input

`rE`	Reset - Sets the next step to be played to step one
`uH`	Run while High - Runs the sequence while high and stops it while low
`ut`	Run / Stop Toggle - Toggles the sequence between run and stop states
`1S`	One Shot - Sequence stops at the final step until a new one shot is triggered
`dH`	Direction - Runs normally while high and in the opposite direction while low
`dt`	Direction Toggle - Changes direction when it receives a rising edge
`rH`	Random while High - Uses the random algorithm while high
`rt`	Random Toggle - Toggles the random algorithm on and off
`SF`	Slip Forward - Skips one step
`Sb`	Slip Backward - Repeats one step
`Ju`	Jump - Selects a new random step

[OPTN] *{< or > to select parameter} {ENTER to advance and apply} {CANC. to escape without change}*
  Options

  Accent mode:

`AS`	Standard - Accent output stays high for the full step
`AG`	Gate - Accent output follows the clock input
`AC`	Clock - Outputs the internal or external clock regardless of other settings

  Transpose mode:

`to`	Post-quantizer
`tr`	Pre-quantizer

[CLR] *{< or > to select action} {ENTER to apply} {CANC. to escape without action}*
  Clear - Clear the sequence, initialize the scene or generate random sequences

`in`	Initialize - Resets all parameters of the sequence to an initial state
`CS`	Clear Sequence - Resets all steps of the sequence to an initial state
`rS`	Random Sequence - Generates a random note, gate and legato for each step
`rn`	Random Notes - Generates a random note for each step
`ro`	Random Octave - Generates a random octave between the middle three
`CA`	Clear Accents - Sets all accents low
`iA`	Invert Accents - Inverts the state of all accents

[TILE] *{< or > to select action} {ENTER to apply} {CANC. to escape without action}*
  Tile Sequence – Copy first x steps of the sequence and paste them into the second, third, etc... x steps of the sequence

       `01-32`

[FRST] *{< or > to select action} {ENTER to apply} {CANC. to escape without action}*
   First Step - Sets the new first note of the sequence by shifting all steps of the sequence (up to the sequence length) such that the selected step is now step one

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01-64
```

[SAVE] *{< or > to select action} {ENTER to apply} {CANC. to escape without action}*
   Save - Saves the entire scene including all parameters to the selected slot

```
01-12
```

[RCLL] *{< or > to select action} {ENTER to apply} {CANC. to escape without action}*
   Recall - Recalls the entire scene including all parameters to the selected slot

```
01-12
```


PERFORMANCE FUNCTIONS

   Performance functions use the keyboard to make fast changes to various parameters. When a performance function is selected, all keyboard functions will be unavailable until cancel is pressed to escape the current function.

[CUE] *{< or > to select action} {ENTER to apply} {CANC. to escape without action}*
   Cue selects a new scene then waits until the current sequence finishes playing before recalling and playing the new sequence using the new scene's parameters. The new scene's corresponding keyboard LED will blink until the new scene is loaded.

```
01-12
```

or {KEYBOARD NOTE to select action and apply}
   Using the keyboard to cue a new scene works the same as using the display.

```
C: Scene 1, C#: Scene 2 ... B: Scene 12
```

[SCALE] *{< or > to select setting} {ENTER to apply} {CANC. to escape without change}*
   Quantizer – Constrains all outgoing notes to notes in the scale as selected on the keyboard when the quantizer is turned on

```
on-oF
```

and {KEYBOARD NOTE to select action and apply}
   Toggles notes in the scale on and off

```
C, C# ... B
```

[TRSP] *{< or > to select setting} {ENTER to apply} {CANC. to escape without change}*
Transpose - Selects the number of octaves the sequence is shifted up or down

```
-1 to 2
```

and {KEYBOARD NOTE to select setting and apply}
Selects the number of semitones the sequence is shifted referenced from C

```
C: add 0 semitones, C#: add 1 semitone ... B: add 11 semitones
```