HY-SEQ32

VST is a trademark of Steinberg Media Technologies GmbH

Audio Units is a trademark of Apple Inc

Table of Contents

Plugin Format

VST2, VST3 and AUv3 for Windows, macOS and Linux

*AUv3 is only for Logic users

*Mac version is 64bit only

System Requirements

Win: Windows7 or higher
Mac: OSX 10.11 or higher

Registration

There are 2 ways to register the HY-SEQ32 plugin.

1, Drag and drop

Drag and drop your **keyfile** onto the plugin window directly.

2, Copy&Paste

1. Open your **keyfile** with a text editor and copy the registration code.
2. Click “**Register**” button > select “**Register**” > paste the code > press “**Register**”

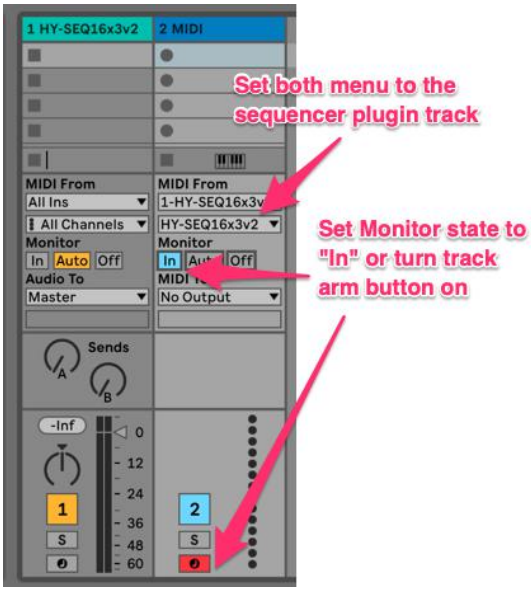
Once the plugin is registered, the “**Demo**” text will be replaced with the text “**Registered**”.

Sequencer Setup

AUv3 version is only for Logic users.

*Propellerhead Reason doesn't support VST MIDI out. Therefore, you can't use this plugin within Reason.

Ableton Live

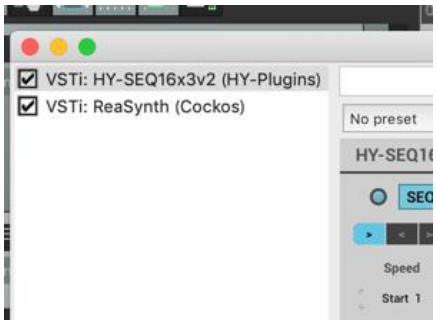


1. Load the HY Sequencer plugin.
2. Create a new midi track and load the target instrument.
3. Set both “**Midi From**” menus on the target track to the sequencer plugin.
4. Set the “**Monitor**” state of the target track to “**In**” and arm the record button.
5. Press the play button of a host DAW

Bitwig Studio

1. Load the Hy Sequencer as an instrument.
2. Load the target instrument plugin after it in the chain.
3. Press the play button of a host DAW

Reaper



1. Load the HY Sequencer plugin as an instrument.
2. Insert the target instrument after it in the chain.
3. Press the play button of a host DAW

Studio One

1. Add an instrument track and load the HY Sequencer.
2. Add another instrument track and load the target instrument.
3. Open the target plugin's editor panel and set it to mirror the settings in the above image.
4. Press the play button of a host DAW

Tracktion

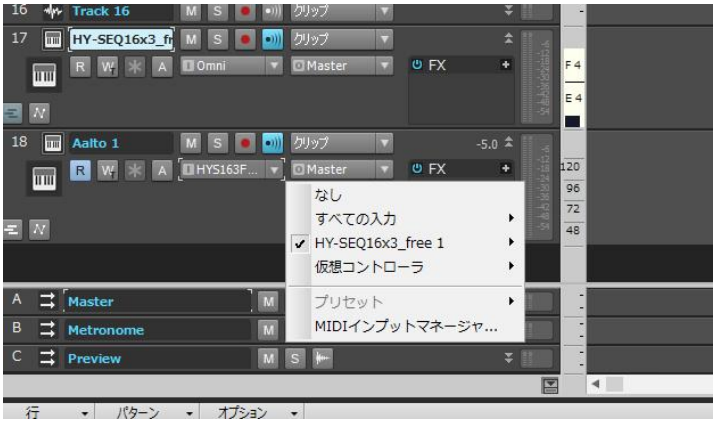
1. Load the HY Sequencer plugin.
2. Insert the target instrument plugin after it in the chain.
3. Press the play button of the host a DAW

Cubase

1. Add an instrument track and load the plugin.
2. Add another instrument track and load the target plugin.
3. Set the midi input menu of the target plugin to the HY Sequencer output.
4. Turn on **monitor button** or **speaker button.**
5. Press the play button of a host DAW

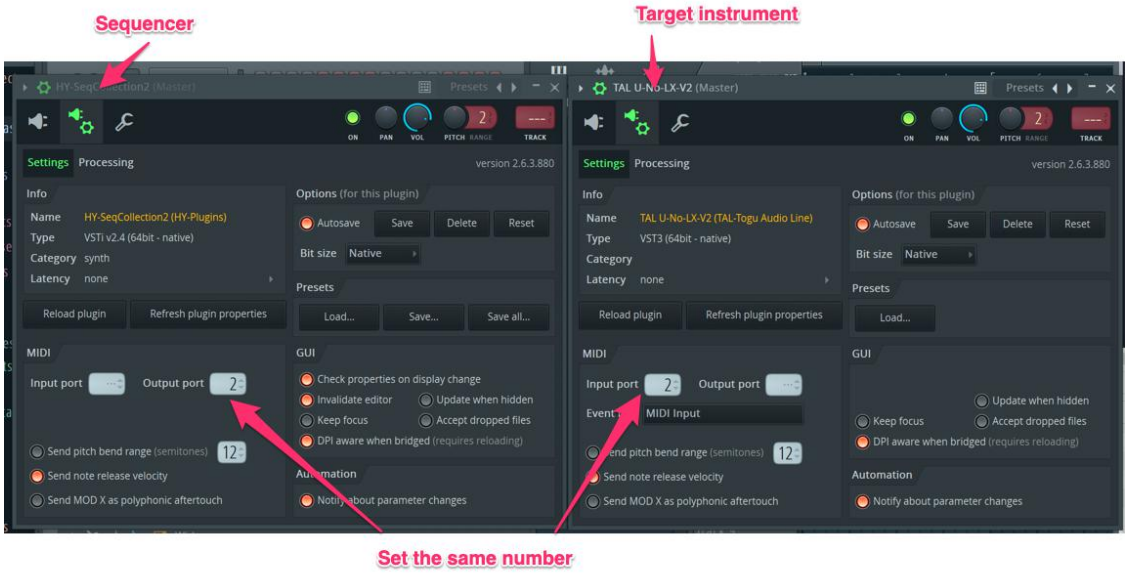
*If you use **Asio-Guard,** and its level is high, please lower the level to normal or lower.

Sonar



1. Add an instrument track and load the HY Sequencer plugin.
2. Check “**Enable Midi Output**” option.
3. Add another instrument track and load the target plugin.
4. Set the midi input menu of the target plugin track to the HY Sequencer’s output.
5. Press the play button of a host DAW

FL Studio



1. Load the HY Sequencer plugin as an instrument.
2. Load a target instrument.
3. Set **Midi Output Port** of the HY Sequencer plugin and **MIDI Input Port** of the target plugin to the **same number.**
4. Press the play button of a host DAW

Logic Pro

1. Load the HY Sequencer plugin as a Midi FX.
2. Load a target instrument
3. Press the play button of a host DAW

Plugin Menu

Initialize All Param Values: Initializes all parameter values

Set Preset Folder:

If you want to change the plugin preset folder location, you need to set the new location using this menu option.

Open Preset Folder: Opens the preset folder

Use Corner Resizer: Turns the corner resizer on or off

Resize: You can resize the plugin window with this menu instead of using the corner resizer

Reset Window Size: Resets the window size

Visit HY-Plugins: Jumps to the HY Plugin's homepage

Go to Manual Page: Jumps to the manual page

Resizing Plugin Window

You can change the plugin's size with this corner resizer.

Preset

You can load a stored preset file by clicking the preset button or by clicking the arrow buttons using your mouse.

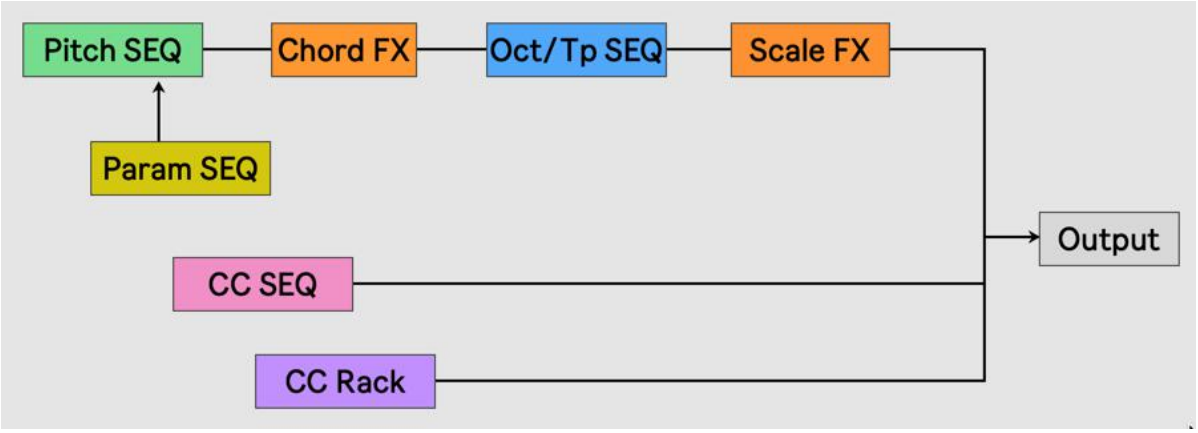
Save: Overwrites the currently active preset
Save as: Save the current settings as a new preset

Default Preset Folder Location:
Mac : *Library/Audio/Presets/HY-Plugins/HY-SEQ32/HY-SEQ32 Preset*
Win : *C:\Users\user name\Documents\HY-Plugins\HY-SEQ32\ HY-SEQ32 Preset*

Plugin Structure

This is a 32 step sequencer inspired by analog sequencers.
You can create constantly changing patterns by using the parameter modulations.
There are 5 modules available. (Pitch SEQ, Param SEQ, CC SEQ, CC Rack and Oct/Tp SEQ)
Each sequencer/rack unit has 8 dedicated modulation controls.

Signal Path



Pitch SEQ: Generates Midi note messages

Param SEQ: Controls the parameters of Pitch SEQ units

CC SEQ: Generates Midi CC messages

Oct/Tp SEQ: Controls the master octave and master transpose values

CC Rack: Generates Midi CC messages

Chord FX: Converts single Midi notes into a chord

Scale FX: Re-maps Midi note messages based on a selected scale

Modulation

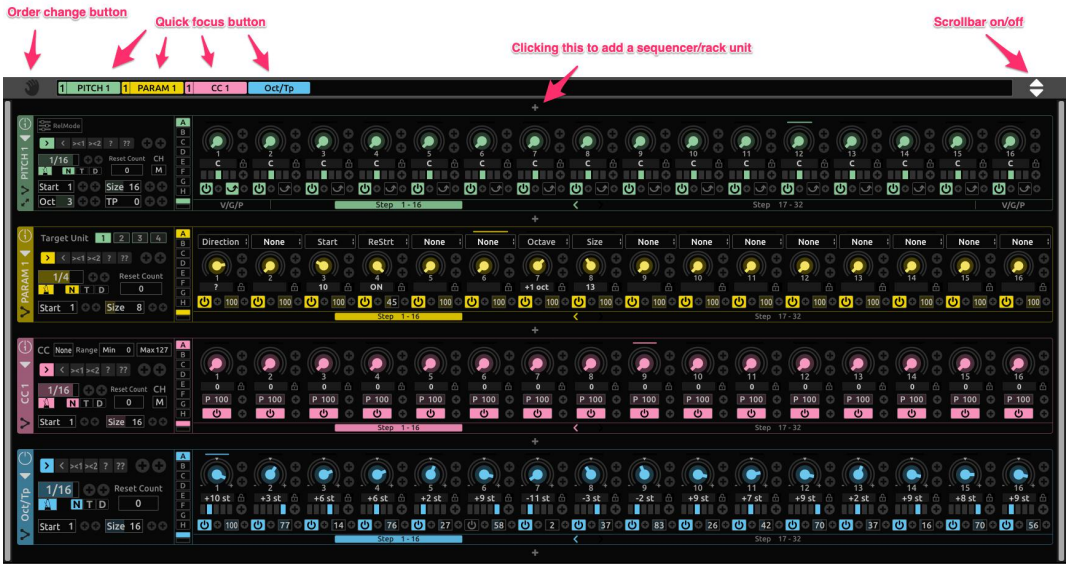
Each Pitch, Param, CC, Oct/Tp SEQ and CC Rack unit has 8 modulation units.

The parameters of each unit can be modulated locally by their own modulation units.

Please note, you cannot cross modulate a different unit's parameter settings.

For example, you cannot modulate the Param SEQ parameter using the Pitch SEQ modulator.

Main Panel

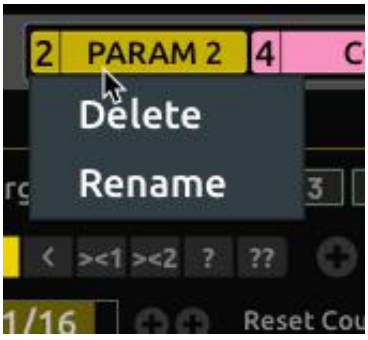


You can add a sequencer/rack unit by clicking the plus icon.

You add a total 15 units at the same time (Pitch SEQ x4, Param SEQ x4, CC SEQ x4, Oct/Tp SEQ x1 and CC Rack x2).

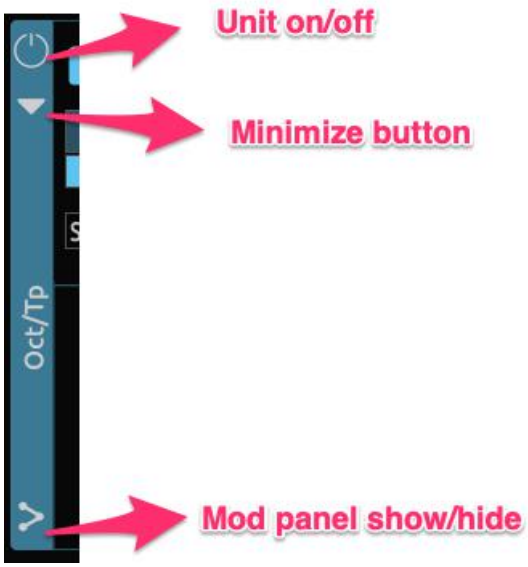
Reordering the Unit Chain

Renaming and Deleting Units



You can rename and delete a unit by right-clicking the unit and selecting the desired option.

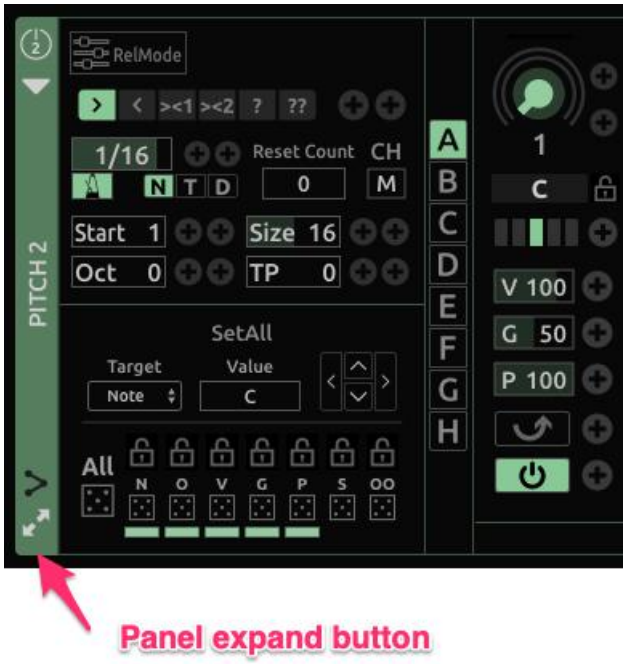
Unit Panel



On/Off: Toggles the unit on or off

Minimize: Minimize the unit panel

Mod Panel: Show or hide the mod panel



Only the Pitch SEQ units have the exand panel toggle option as seen in the image.

Sequencer and Rack modules

Pitch SEQ

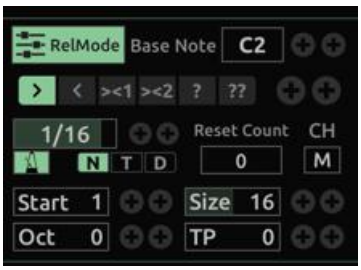
This is a 32-step sequencer for generating Midi note messages.

You can use up to 4 Pitch SEQ units at the same time.

Each unit can run independently. Therefore, it is possible to set the run speed, direction, step size, etc individually.

You can also create 8 separate parameter setting snapshots.

Control Section



(From the top left)

Relative Mode Button

If this button is active, the unit will engage the relative pitch mode. In the relative pitch mode, the step notes will be relative to the base note value.

Base Note: Sets the base note of the relative pitch mode

Directions: Sets the running direction

- >: Forward direction
- <: Backward direction
- ><1: For/Backward1 direction. (1>2>3>4>3>2>1>2...)
- ><2: For/Backward2 direction. (1>2>3>4>4>3>2>1>1>2...)
- R1: Random1
- R2: Random2. (Random without repeating same step twice)

Clock speed: Sets the running speed

Clock sync: If active, the clock will be synced to the host BPM

Clock type:

- **N:** Normal note (1/4, 1/8, 1/16...)
- **T:** Triplet note (1/4T, 1/8T, 1/16T...)
- **D:** Dotted note (1/4D, 1/8D, 1/16D...)

Reset Count: If this value is set to anything other than 0, the sequencer will re-start from the start step after this count.

Midi CH: Sets the output Midi channel

Start: Sets the sequencer start step position

Size: Sets the sequencer step size

Oct: Increases or decreases the octave of the Midi note to a pitch +/- 3 octaves

TP: Transpose the Midi notes +/- 24 semitones

Snapshot

You can create 8 parameter snapshots per unit.

You can copy a snapshot via drag and drop to another snapshot button as illustrated below.

Step Parameters

(From the top)

Pitch: Set the Midi note of this step

Lock: Locks the step values. When locked, this step will ignore any randomize actions.

Octave: Set the step octave (+/- 2 octaves)

Velocity: Set the step velocity (0~127)

Gate: Set the step gate factor (0~100%)

Probability: Set the step trigger probability (0~100%)

If set to 0, this step will never be triggered.

Slur: Toggles the step slur or tie function.

On/Off: Toggles the step on or off.

Randomize/SetAll

SetAll: Sets the target parameter step values at once

Target: Sets which target will be affected by the StepAll target step parameters

Value: This is the note value that the SetAll target will be set to.

Arrows: Shifts the target step values

Randomize

Dice: Left-clicking the mouse button will randomize the target step values. Right clicking the mouse button will Initialize the target step values.

Lock: Locks the target parameter so that it will not be modified by the Randomize action.

Slider: This slider below each dice icon, sets the randomize range from 0 - 100%.

Param SEQ

This is a sequencer for controlling the Pitch SEQ parameters.

You can assign different target parameters per step.

Target Pitch SEQ unit

You can select the target Pitch SEQ units using these buttons.

In the case above, this Param SEQ unit will control the parameters of Pitch SEQ unit 1.

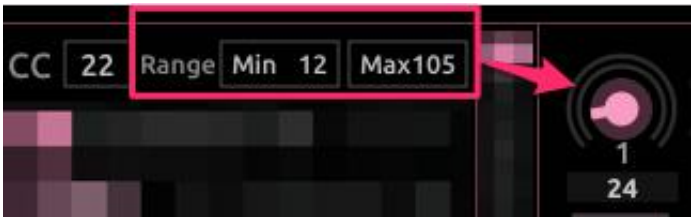
Target Pitch SEQ Parameters

You can control these Pitch SEQ parameters in a Param SEQ unit.

CC SEQ

This is a sequencer for generating Midi control change messages.

CC Setting



CC: Sets the target Midi CC number

Range: Sets the value range limit for the step knob values. In the image above, the range for each step knob is 12 ~ 105.

CC Rack

This is a unit which contains 8 CC knobs.

Each knob can control an individual CC target.

Knob Panel

Power: Toggles the knob unit on/off

Knob: Sets the output CC value

CH: Sets the output Midi channel

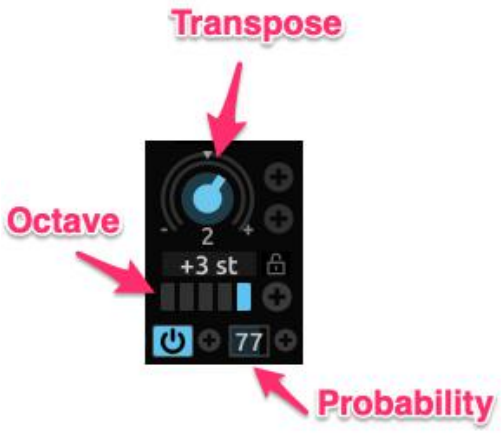
Min: Adjusts the minimum value of the knob output

Max: Adjusts the maximum value of the knob output

OCT/TP SEQ

This sequencer controls the master octave or transpose values.

Step Parameters



Modulation

Each SEQ/Rack unit has 8 exclusive modulation units.

Each modulation unit contains 3 types of modulation signal generators (LFO, Sample&Hold and Probability LFO).

You can use any one of these at the same time per instance of a modulation unit.

Modulation Assign

You can assign the modulation source using a drag and drop method by left-clicking and holding the mouse button on the cross icon and then dragging it to the target parameter's small circle icon.

You can also assign modualtion by right-clicking the target parameter's small icon like the below and selecting the source modulator.

LFO

From the top

Waveform: Selects a waveform shape

Sync Switch: When active, the lfo speed will sync to the host BPM

Sync Mode

- N: Normal notes, 16/1 to 1/64
- T: Triplet notes, 16/1T to 1/64T
- D: Dotted notes, 16/1D to 1/64D

Bipolar: When this button is active, the output value range will become -1 to +1

Invert Button: Inverts the LFO output

X2 Button: Squares the LFO output

Saturate Button: Saturates the LFO output

Rate: Sets the speed of the LFO unit

Phase: Sets the start phase position of the LFO unit

Offset: Sets the offset level

Smooth: Controls the smoothness

Level: Controls the output level

S&H

Sample & hold unit

Mode

Mode1: No interpolation between values

Mode2: Linear interpolation between values

Prob LFO

Probability based LFO

Waveform generation is defined by the probability table.

Probability Table

Each slider represents a probability corresponding to the waveform chosen below the slider. Longer sliders indicate a higher probability. If you set the slider to 0, that waveform will never been triggered.

Bottom Panel

Swing

You can control the swing depth here.

The colored boxes allow you select the swing for different target units.

Octave/Transpose

You can control the master octave and transpose values here.

You can select the target pitch SEQ units with the green colored buttons.

SEQ ReStart/ReSync

ReStart:

Force re-start the target sequencer units

ReSync:

Forces re-sync the target sequencer units to the host song position

Chord FX

The chord effect is a Midi effect that converts incoming notes into a chord.

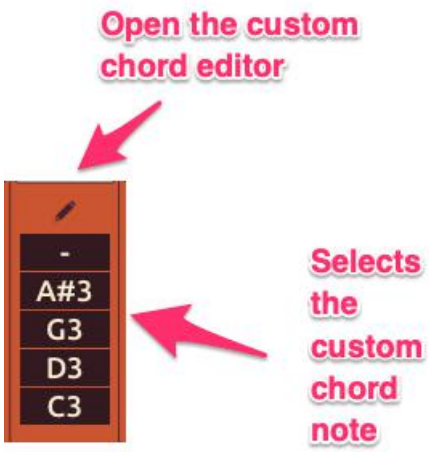
By clicking the "**OPEN**" button, this window will appear and you can edit the chord effect.

Type: Select the chord type. You can also drag and drop the chord types from above.

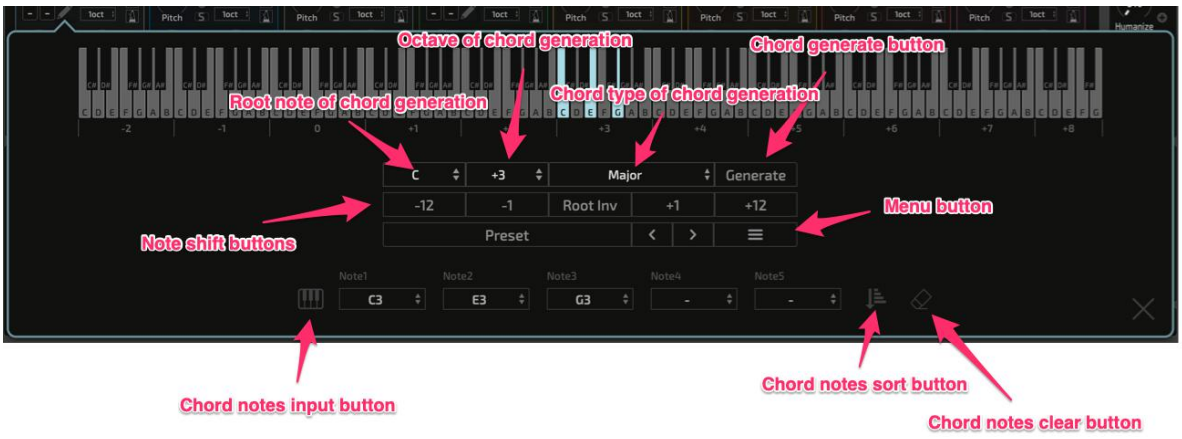
Root: Selects the root note of the chord.

Inv: Selects the chords inversion type.

Custom: You can set custom chord notes by activating this button.



Custom Chord Edit Panel



Scale FX

If the Scale FX is active, the incoming MIDI notes can be re-mapped based on the FX setting.

Power Button: Turns the Scale FX On/Off

Lock: If active, the scale parameters will not be affected by a preset change

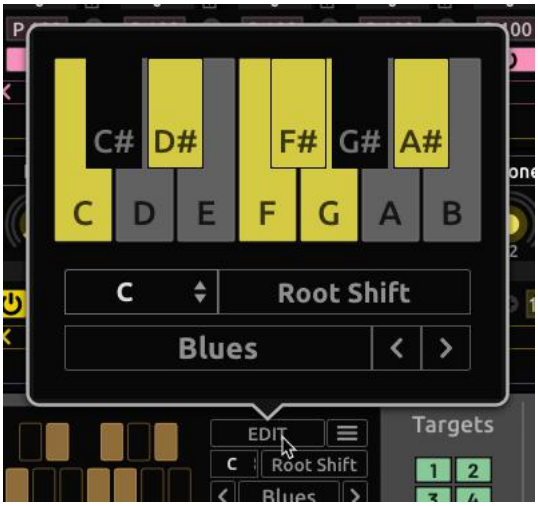
TP > Scale/Scale > TP

Processes the order of the Scale FX and Transpose functions.

If the Transpose is set to precede the Scale FX, then the result will always be in scale.

On the other hand, if the transpose follows the Scale FX, the resulting notes can played in a range outside the selected scale notes.

Edit Scale FX



By clicking the "**Edit**" button, the scale edit panel will appear.

(From the top left)

Root: Sets the root note

Root Shift: When this button is active and the key note is other than "C",

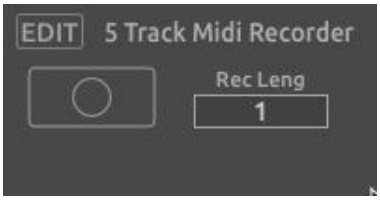
Incoming Midi notes will be shifted by the key note value in semitones and then scaled based on the current scale setting.

For example: If the key note is set to "D", and the incoming tirggered notes are "C, F, G",

Then the incoming notes will be shifted by 2 semitones. "C' will be "D", "F" will be "G", and "G" will be "A". Finally, they will be scaled to the nearest note in the scale setting piano roll.

Preset: You can load a scale preset here

Midi Recorder



This is a 5 track Midi recorder.

Each track will record the target unit's Midi messages.

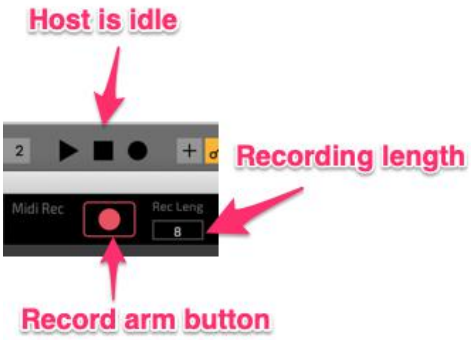
Sets the recording targets

When clicking the "Edit" button, this window will appear.

You can select the recording targets for each track here.

For example, in this case Track 1 will record the Pitch SEQ1, CC SEQ1 and 2. Track 2 will record the Pitch SEQ2 and CC Rack1 and so forth.

Recording Preparation

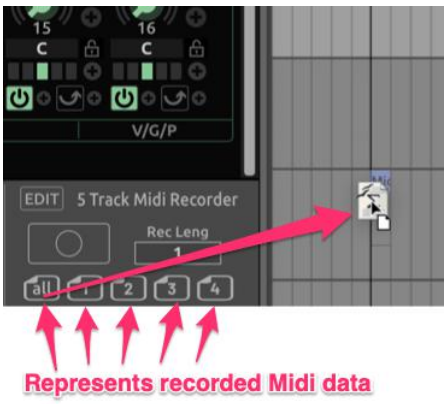


1, Make sure the host sequencer is idle.

2, Set the recording bar length.

5. Activate the Arm Recording button.

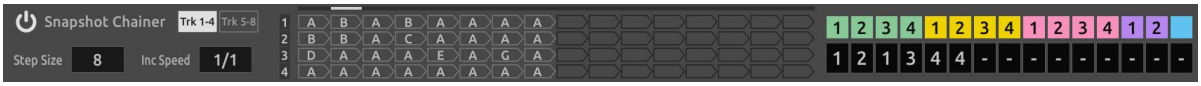
The recording will start as soon as the host clock is started.



After the recording is complete, file icons will appear as pictured to the left. These icons represent recorded midi data.

You can drag & drop them to your host's MIDI/instrument track as individual MIDI files.

Snapshot Chainer

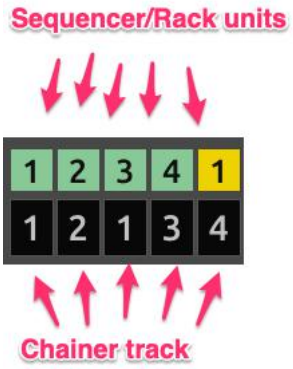


This is an 8-track step sequencer for controlling the unit snapshots.

You can assign a different snapshot per step.

Step Size: Sets the step size of the sequencer

Inc Speed: Sets the step increment speed of the sequencer



You can assign a chainer track to a sequencer/rack unit.

In this case, the Chainer Track1 will control the snapshot of Pitch SEQ unit 1. Chainer Track2 will control the snapshot of Pitch SEQ unit 2 and so on...

Macro

There are 8 macro knobs available.

You can control multiple parameters at once using with a macro knob.

Rename

You can rename the knob label by clicking the label box and typing the desired name.

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