StepSequencer64 Quick View

[Direction] Define the direction of playback (forward, backward, back-and-forth, rotation or random)

[Modifier scheme] Select the probability scheme for active [step modifiers]. This defines both probability of random activation *and* probability of random selection of an alternative musical interval in the selected scale, for any active [step modifer].
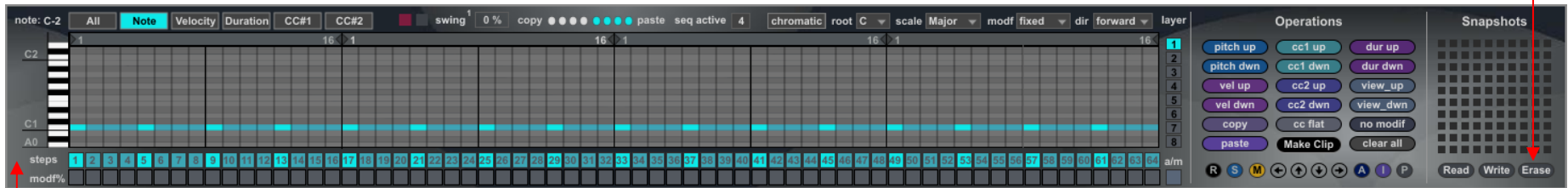
[Chromatic / In-Key mode]
In *Chromatic* mode any note pitch can be programmed or generated. In *In-Key* mode pitches are restricted to the selected scale (this applies also to random generation by the [R] function in the note view)
[Root] Define the root of the selected scale
[Scale] Define the musical scale for "In-Key" mode operation

[pitch up/down] Move pitch up or down in
[velocity up/down] Increase or decrease the velocity of all notes in the sequence
[duration up/down] Increase or decrease the duration of all notes in the sequence
[cc#1 up/down] Increase or decrease the cc#1 modulation values in the sequence
[cc#2 up/down] Increase or decrease the cc#2 modulation values in the sequence
[cc flat] Reset all cc# values
[view up/down] Scroll the view up or down
[no modif] Remove all [step modifiers]
[copy] Copy the sequence
[paste] Paste into the sequence
[clear all] Reset all controls to defaults
[MakeClip] Create a MIDI clip in Live with the selected sequence (including swing)

[Snapshots]
SHIFT + CLICK to create a snapshot
CLICK to recall a stored snapshot
Note: MIDI program changes recall snapshots

[Read]
Load snapshots from a file
[Write]
Save snapshots to a file (*.maxpresets* extension needed)
[Erase]
Erase all snapshots in memory

[view selector]
This tab is used to switch the step information being shown, presenting the following information "views":
Note Pitch
Note Velocity (0-127)
Note Duration (in 1/16 units)
The CC#1 envelope value
The CC#2 envelope value

[Swing] Reshape timing to follow a certain *swing type*. Values +/-50, +/-33, +/-25 shift triggers to "hot spots" for triplets or 1/32 notes, depending on the [Swing Type]
[Swing Type] Defines the flavour of swing to be used, with 12 variations
[Swing Bypass] (*gray toggle*) bypass the swing effect immediately
[Swing Quantize] (*magenta toggle*) changes apply only on a new bar

[copy seq] copy a partial sequence
[paste seq] paste into a partial sequence

[seq active] Define how many steps are enabled (16/32/48/64)

[step modifier] Define if a step uses the programmed note pitch (modifer inactive, default) or if the note pitch will be chosen based on the [Modifier scheme] from the select scale ([Root] / [Scale])

[step triggers] Define if a step will be triggered or muted

[Active/Selected Layer]
Select which sequence layer is active (in alternative layers mode) or selected (in multiple layers mode)

[Alternative/Multiple Layers mode]
Use the layers in monophonic fashion (default / off) or as multiple/polyphonic lines (enabled)

[R] Random generation of settings *(for the selected view only)*
[S] Random activation of [step triggers]
[M] Random activation of [step modifiers]
[A] Activate all [step triggers]
[I] Invert [step triggers]
[P] Reset all note pitch values to the root of the selected scale
[Shift arrows] Shift values of the selected view left/up/down/right

Step CC#1 and Step CC#2 devices
Define the destination for the cc#1 and cc#2 envelopes. The destination can be chosen from any parameter in Ableton Live lusing the **[Map]** and **[X]** controls. The destination can also be a MIDI CC value if a value different from zero is selected in the **[output CC#]** setting.

[static value] apply a static value to the destination. Useful for testing.
[gain] apply a gain to the modulation
[offset] offset the modulation of a static coarse value
[offset fine] offset the modulation of a static fine value
[minimum] set the modulation minimum value
[maximum] set the modulation maximum value
[output CC#] a value different from zero activates sending the corresponding MIDI CC output