

# SEQSTATION FOR VOLTAGE MODULAR

## PROBABILITY SEQUENCER WORKSTATION

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SEQSTATION is derived from the probability-based step sequencer in PERCSTATION. The number of tracks and pattern slots have been doubled for twice as much sequencing fun!

Please note that SEQSTATION, unlike PERCSTATION generates no sounds of its own. It's intended that you use SEQSTATION to trigger other sound sources such as drum modules.

We've tried to keep SEQSTATION easy and fun to use, but please do refer to this user guide from time to time in order to get the best from the module.

Main features:

- Eight track 16 step x 32 pattern (or 512 step) grid-based sequencer
- Variable probability per step
- Time signature support
- Variable swing
- Pattern cycle mode

## THE SEQUENCER

If you're familiar with the sequencer in PERCSTATION, you'll feel right at home using SEQSTATION. One difference you may notice is the lack of a dedicated accent track. If you're using drum modules with dedicated accent trigger inputs, simply use an additional track. For example, a hi-hat part could be split across 3 tracks - closed, accent closed, and open.

### Patterns & Cycle Mode

Use the PATTERN arrow buttons to select from 32 available pattern slots, or click on the pattern number display for a menu to select, initialise, clear, copy or paste patterns.

If you're only using one pattern in your preset, set the pattern and cycle buttons to **LOOP** and the currently selected pattern will loop continuously when you hit play.

If you want to cycle through your patterns, select the pattern button to **CYCLE**. In cycle mode, the sequencer will repeat each pattern, starting from pattern 1, for the number of bars in the display. You can change the number of bars via a menu by clicking the display. In the **CYCLE** section, set the total length of the cycle in bars, and whether you want to **LOOP** or **STOP** after a cycle.

If you want the current pattern to stop after a certain number of bars, set the pattern button to **LOOP** and the cycle button to **STOP**.

For example:

PATTERN LOOP 2, CYCLE STOP 16 - will play the current pattern for 16 bars and then stop.

PATTERN CYCLE 2, CYCLE LOOP 8 - will play patterns 1 to 4 for 2 bars each as the cycle length is 8 bars, then repeat.

PATTERN CYCLE 1, CYCLE LOOP 32 - will play all patterns 1 to 32 for one bar each. This is equivalent to having a 512 step sequencer!

PATTERN CYCLE 4, CYCLE STOP 8 - will play patterns 1 and 2 for 4 bars each, then stop. This is useful for playback in DAWs when you want to record sections of a certain length and need the pattern to stop gracefully, with your recording capturing voice decay and effects trails etc., from other sound source modules when the sequencer stops.

### Step Editing

The sequencer is a traditional eight lane 16 step pattern sequencer.

Unlike most sequencer pattern editors, steps are not simply set to be on or off. Instead, six possible levels of probability are available corresponding to the numbers of a dice. Lowest probability is one, and the highest is six. At a probability of six, the step will always play.

Click the step to change the step probability, or perform quick changes by dragging up or down on the step as you would a vertical slider or switch.

Quite often, reducing the probability of a few steps in your pattern can create enough variation with a single pattern in looped playback, that you don't need to add multiple patterns with subtle differences as you would with a traditional sequencer.

### Timing

You can change the time signature for a bar by clicking on the displays for **COUNT** and **LENGTH**. When a bar is complete, the sequencer will reset to step 1. A **BAR** and **BEAT** counter will update during play.

**STEPS** varies the maximum number of steps.

**TEMPO** sets the tempo of the internal clock.

**SWING** selects pre-defined swing percentages which offsets even numbered steps to create a swing or shuffle feel to the pattern.

The **PLAY / STOP** button toggles playback.

**INTRO** can be used to set an intro duration in bars. The bar counter will display a negative count during the intro. This can also be useful when recording into a DAW if you're having trouble capturing the very first step of your sequence.

## **INS & OUTS**

SEQSTATION has various connectivity options for when you're using it with other modules or inside a DAW recording session.

Input jacks are colour coded white, and output jacks are black.

When using a DAW or sharing a global tempo with other modules, connect Voltage Modular's TRANSPORT SYNC OUT jack to the **SYNC IN** jack.

When the **SYNC IN** jack is used, SEQSTATION is using an external clock source and changes to the **TEMPO** control won't take effect.

The tempo control beat counter will flash red for external, and blue for internal clock.

You can also use the **SYNC OUT** jack to send a clock pulse to another module. This will work for both internal and external clock.

Please note that the sync clock is 96 PPQ - the same as Voltage Modular.

The **PLAY** and **STOP** jacks should be connected to Voltage Modular's TRANSPORT PLAY and STOP outputs if you want your DAW or host to control the SEQSTATION sequencer playback.

The **PTN** input jack can be used as a trigger for next or previous pattern selection. Send +1V or more for next, and -1V or less for previous.

The **STEP** output jack will send a trigger on each new step. This can be used as a 1/16th note trigger for other sequencers etc., for example.

The **TRIG OUT** section sends trigger pulses corresponding to the eight tracks. Connect these jacks to the sound source modules you wish to trigger.