

dialog audio



SQ⁴

Sequence Processor User Guide

V1.0

Dialog Audio
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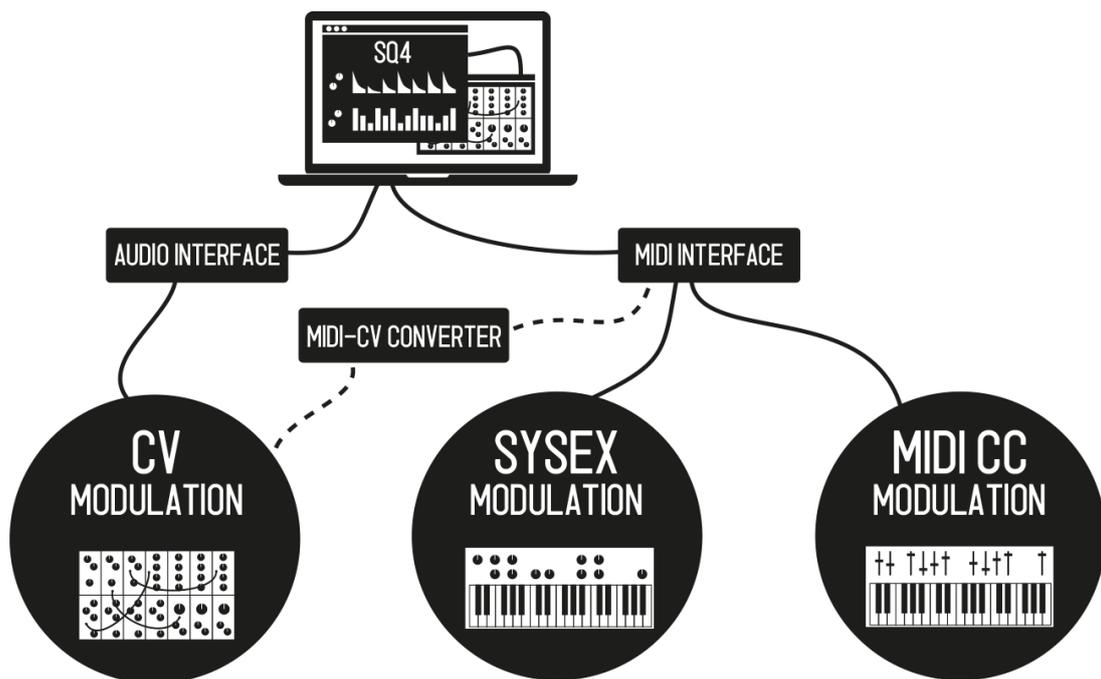
1 Introduction

The SQ4 Sequence Processor audio software plug-in is especially designed for synchronizing and modulating hardware synthesizer parameters within a digital audio workstation (DAW).

Depending on your audio hardware setup, different connection possibilities are given: Audio gear with MIDI inputs can be controlled via MIDI Continuous Controller (CC), Registered Parameter (RPN) and Non-

Registered Parameter Number messages, or via MIDI System Exclusive messages (SysEx). For audio gear that can be controlled via Control Voltages (CV), you either can use your audio interface (if DC-coupled) or you can use a MIDI to CV converter.

Furthermore the Sequence Processor can be used to modulate software synthesizers and audio plug-ins within the DAW, to give extended modulation possibilities.



2 Installation

2.1 Mac OS X

Requirements

- OSX 10.7 or higher with Intel Processor
- AU (Audio Unit), VST 2.4 compatible host, or Pro-Tools 10.0 or higher

Install

- Download SequenceProcessor_V*_Mac.zip, unpack and run the installer. The installer will copy the plug-in into the appropriate directory. All available versions will be installed by default (VST 32/64bit, AU 32/64bit, AAX 32/64bit).

i Notice: some hosts require a restart to find the installed plug-in. Maybe a rescan is also required! Ableton Live: if the plug-in does not show up after a plug-in rescan, try to disable and re-enable VST plug-in support.

Uninstall

- Delete the plug-in in following directories:
/Library/Audio/Plug-Ins/Components/DA_SequenceProcessor.component
/Library/Audio/Plug-Ins/Components/DA_SequenceProcessor_MidiFX.component
/Library/Audio/Plug-Ins/VST/DA_SequenceProcessor.vst
/Library/Application Support/Avid/Audio/Plug-Ins/DA_SequenceProcessor.aaxplugin

2.2 Windows

Requirements

- Windows XP or higher
- SSE 2 compatible processor (Pentium II or higher, or an AMD equivalent)
- VST 2.4 compatible host, or Pro-Tools 10.0 or higher

Install

- Download SequenceProcessor_V*_Win.zip and unpack.

Install VST: Run Install_VST_32bit.exe for the 32 bit version. Run Install_VST_64bit.exe for the 64 bit version. Please check with your host's manual to see if it takes 32 or 64 bit plug-ins. You can also install both bit versions.

The wizard will guide you through the installation and allows you to choose the directory path where you want to install the plug-in. If you do not choose a directory the standard directory will be /Program Files/Steinberg/VstPlugins and /Program Files (x86)/Steinberg/VstPlugins for the 32bit versions on a 64bit operating system.

Install AAX: Run Install_AAX.exe for the Pro-Tools versions. This will install 32bit and 64bit version.

The wizard will guide you through the installation and allows you to choose the directory path where you want to install the plug-in. If you do not choose a directory the standard directory will be /Program Files/Common Files/Avid/Audio/Plug-Ins.

i Notice: some hosts require a restart to find the installed plug-in. Maybe a rescan is also required! Ableton Live: if the plug-in does not show up after a plug-in rescan, try to disable and re-enable VST plug-in support.

Uninstall

- Delete the plug-in in the directory where you have installed it.

3 Registration & Activation

To use the full version of the plug-in you need to purchase a software license. As soon you received your software license key by email you can activate the plug-in.

3.1 Activate Online

If your DAW is connected to the Internet the activation is very simple.

Go to: Register > Online Activation

1. Copy your SOFTWARE-LICENSE-KEY into the product license field and activate. The plug-in will connect to the Dialog Audio server and activate itself. For your freedom no further connections will be made by the plug-in.
2. You're all set!

3.2 Activate Offline

In case you have no Internet access on your DAW you can activate the plug-in offline.

Go to: Register > Offline Activation

1. Copy the SERIAL-NR into a text file and save on a USB drive.
2. Go to a computer with internet access and go to this web page:
http://dialogaudio.com/authenticate_offline.php
3. Copy your SOFTWARE-LICENSE and your SERIAL-NR into the appropriate fields and generate the PRODUCT-KEY
4. Copy the PRODUCT-KEY back to the USB drive. Back at your DAW copy the PRODUCT-KEY into the corresponding field and activate.
5. You're all set!

i **Notice:** if you have more than one instance loaded in the host, you might need to reload these instance to make sure all instances are activated.

3.3 Deactivate License

To deactivate a license on a computer due to reinstallation or a new computer, the plug-in can perform this task internally.

Go to: Menu > Deactivate License

1. Click Deactivate Product. The license will then be deleted on the computer.

4 Quick Start Guide

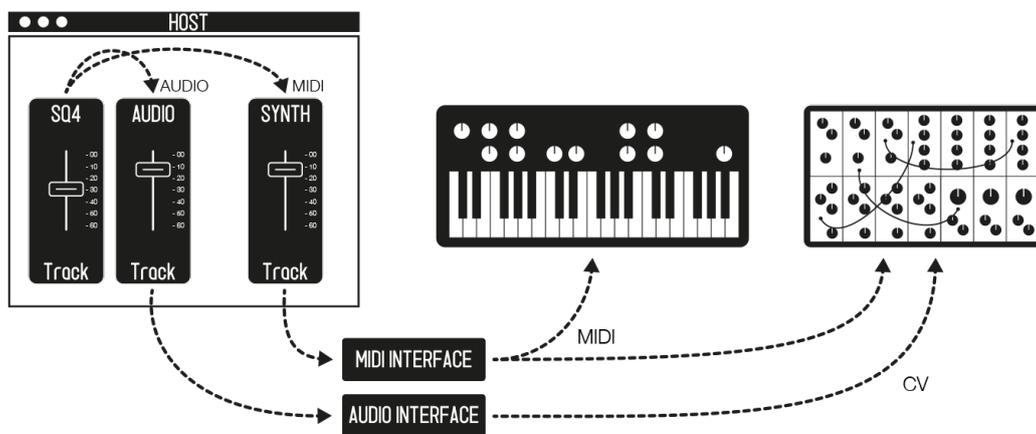
4.1 Basic Host Application Setup

The basic setup is for most host applications similar. Usually two tracks are needed. On one track you add the SQ4, on a second track you add the target device (external instrument, software instrument). A virtual MIDI connection needs to be made, to send MIDI messages from the SQ4 track to the target device track. All MIDI notes should be recorded on the SQ4

track. This of course can vary, depending on your host application.

For CV signals additional audio tracks need to be added which receive the audio signal from the SQ4 and send these to a specific DC-coupled audio interface output.

Several DAW specific setup guides can be found on our website (see below).



- 1 Create a track for the Modulation Processor and add the plug-in.
- 2 Create a second track for the target device (external instrument, software synthesizer, etc.). For external instruments make sure that the MIDI connection is set correctly.
- 3 Make a virtual MIDI connection between the SQ4 track and the target device track. MIDI messages need to be sent from the SQ4 track to the target device track. All notes should be recorded on the SQ4 track.
- 4 For audio CV the SQ4 works as a multi channel plug-in. Additional audio AUX channels need to be added and be connect to a physical audio output on the audio interface (DC-coupled audio interfaces only!).
- 5 Continue with the sections described below!



Online Help: Detailed setup guides for several host applications can be found at:

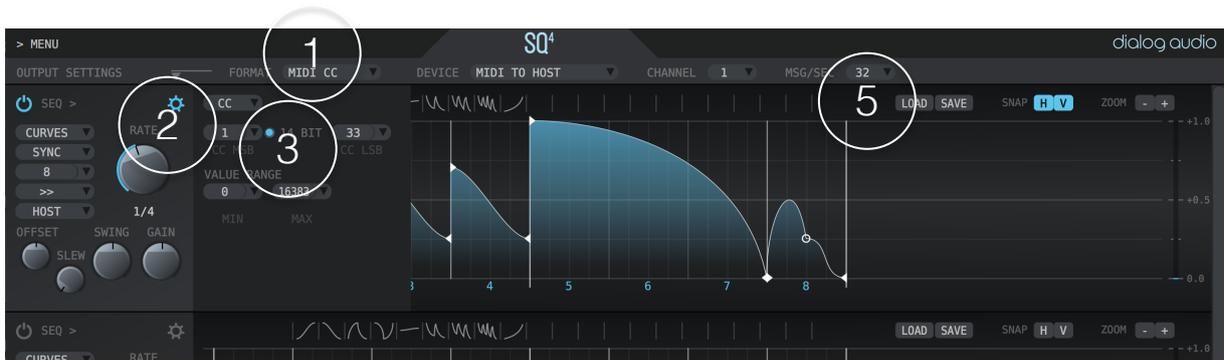
<https://dialogaudio.com/support.php#guides>

If you need any further help please feel free to contact us.

4.2 Control External Synthesizer via MIDI CC, RPN and NRPN

Once the host setup is completed, MIDI messages can be sent to an external synthesizer (or device, such as a MIDI to CV converter). MIDI messages produced by the SQ4 are in most hosts sent to a second track, where an external instrument plug-in takes

care of sending the messages to the external device. Please make sure that you followed section 4.1 “Basic Host Application Setup” and looked up the online setup guides for your host!



- 1 Make sure that the FORMAT is set to MIDI CC. Choose the MIDI output DEVICE that is usually “MIDI TO HOST” (this may depend on host and setup).
- 2 Open the output settings by clicking the gear icon within SEQ 1.
- 3 Select the Continuous Controller (CC) number within the MIDI (CC MSB) field, which represents the parameter of your synthesizer, that you wish to modulate. You might need to refer to the synthesizers manual to look up the CC assignments. If your synth can process 14bit high-resolution MIDI (MSB + LSB) for a specific parameter you can activate the 14 BIT option. To send RPN’s or NRPN’s you need to change the type from CC to RPN or NRPN.
Note: At the beginning the best way to go is modulating the VCF of your synth or any other parameter which is clearly distinguishable!
- 4 Press play in your DAW and press a key on your synthesizer. You should now hear the modulation.
- 5 In case the synth is not playing in time, you may need to reduce the rate, at which the messages are sent (MSG/SEC). Also please refer to section 5 MIDI CC & SysEx Messages.

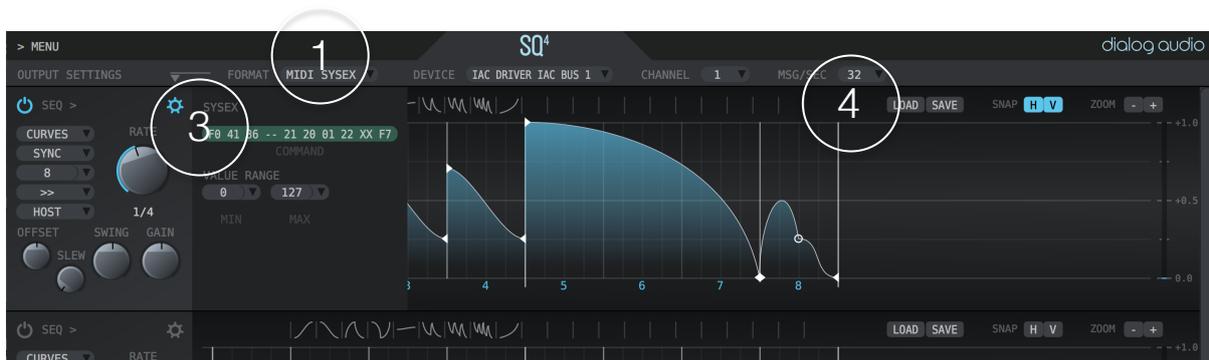
4.3 Control External Synthesizer via SYSEX

Once the host setup is completed, SysEx messages can be sent to an external device. Due to the restriction of passing SysEx messages from plug-ins into most host application, two scenarios are common:

Mac OS X: send the messages directly to the MIDI interface port, where the device is connected (this only works on Mac, Windows dose not allow to connect two devices to the same MIDI port).

Windows: send the messages to a virtual MIDI port, from there back into the host to an external instrument track and from there to the specific MIDI port, where the device is connected.

Please make sure that you followed section 4.1 “Basic Host Application Setup” and looked up the online setup guides for your host! Also please refer to chapter 5.2 SysEx Messages.



- 1 Change the FORMAT to MIDI SYSEX, choose the MIDI output DEVICE and select the MIDI CHANNEL. On Mac this is usually your physical MIDI output port where your synth is connected. On Windows this is usually a virtual MIDI port, which is connected to an external instrument within the host application.
- 2 Now it is probably time to refer to the synthesizers manual to look up the SysEx specifications, or to look at the SysEx database on our website (see below).
- 3 Open the output settings of SEQ 1 (gear icon) and type the SYSEX message into the blank field. The string should look similar to:

```
F0 41 36 -- 21 20 01 22 XX F7
```

 Note: At the beginning the best way to go is modulating the VCF of your synth or any other parameter, which is clearly distinguishable!
- 4 Press play in your DAW and press a key on your synthesizer. You should now hear the modulation. Incase the synth is not playing in time, or if the entire device locks, you may need to reduce the rate MSG/SEC, at which the messages are sent. Also please refer to section 5.2 SysEx Messages.



Online Help: Further information and SysEx messages for some synthesizer can be found at:

https://dialogaudio.com/modulationprocessor/sysex_info.php

If you need any further help please feel free to contact us.

4.4 Control External Synthesizer via CV

To modulate a synthesizer via Control Voltages (CV) you either need a DC-coupled audio interface or a MIDI to CV Converter (e.g. Doepfer MCV 4). In case of a MIDI to CV converter please refer to the section 4.2 “Control External Synthesizer via MIDI CC”.

This section describes how to setup the plug-in with a DC-coupled audio interface.

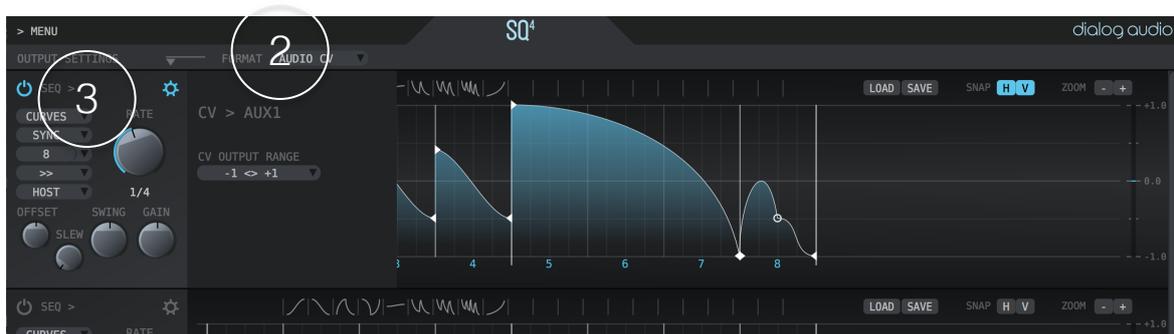
Please make sure that you followed section 4.1 “Basic Host Application Setup” and looked up the online setup guides for your host!

⚡ WARNING: CV audio signals produced by the plug-in might damage your audio interface and/or other equipment such as synthesizers, speakers etc.! If you are unsure or do not know how to use this feature, please contact us before enabling this feature!

🌐 Compatible Audio Interfaces: Please check if your audio interface is DC-coupled and compatible and what type of cable is required:

https://dialogaudio.com/modulationprocessor/device_info.php

- 1 For safety reasons the audio CV output option is disabled. You first need to enable the audio CV output option. Go to MENU > SETTINGS and enable AUDIO CV.



- 2 Select AUDIO CV as the FORMAT.
- 3 Got to SEQ 1 and enable the output. You then need to setup your host application according to its specifications for multi-channel plug-ins. In order to setup correctly, you might need to add AUX channels within the DAWs mixer where the SQ4 is located on. Each AUX channel can then be routed to a specific audio interface output.

Multi-Channel Configuration

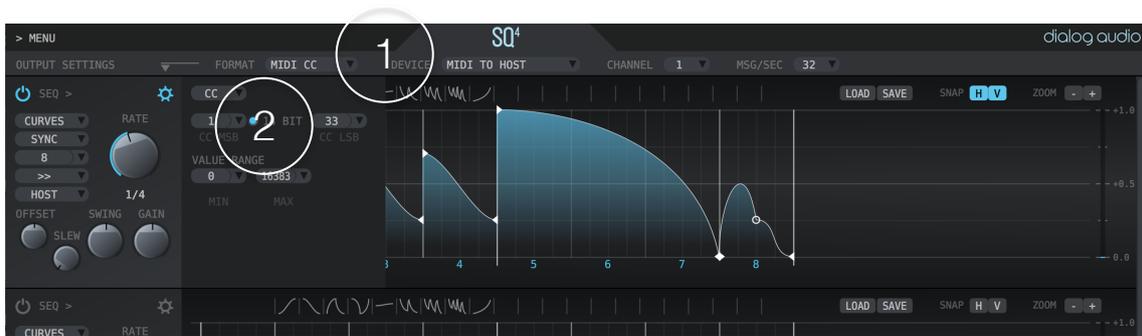
In AUDIO CV mode the plug-in functions as a multi-channel plug-in with following configurations:

- Main Out: No output (usually)
- AUX 1 = SEQ 1 AUX 2 = SEQ 2 AUX 3 = SEQ 3 AUX 4 = SEQ 4

4.5 Control Internal Synthesizer via MIDI CC

Once the host setup is completed, MIDI messages can be sent to an internal synthesizer (in-host software). In most hosts MIDI messages can be sent from one plug-in to another plug-in via track MIDI in- and

outputs. Please make sure that you followed section 4.1 “Basic Host Application” and looked up the online setup guides for your host!



- 1 Be sure that the FORMAT is set to MIDI CC. Select the MIDI output DEVICE and set it to “MIDI TO HOST”.
- 2 Got to SEQ 1 and select a Continuous Controller (CC) number, which represents the parameter of your synthesizer, which you wish to modulate.
 If your virtual synth has a MIDI learn function you can choose any number. Enable MIDI learn function on the synth and click on the desired parameter. Go to the SQ4 and “twiddle” the SEQ1 GAIN knob. The synth should now receive the CC messages. As soon you are finished, turn the MIDI learn function off.
 If your synth does not provide any MIDI learn function you need to grab the synth manual and see if and what MIDI CCs are available. To modulate the CC you need to select the specific CC number within the SEQ1 of the SQ4.
 If your synth can process 14bit high-resolution MIDI (MSB + LSB) for a specific parameter you can activate the 14 BIT option.
- 3 Press play in your DAW and press a key on your synthesizer. You should now hear the modulation.

4.6 Loading SQ4 within MP3244

To load the SQ4 within the MP3244, both plug-ins must be installed within the same directory of the operating system. For further information please check the MP3244 user guide.

5 MIDI CC & SysEx Messages

5.1 RPN and NRPN MIDI Messages

Besides usual MIDI CC messages, the SQ4 is capable to create Registered Parameter (RPN) and Non-Registered Parameter Number (NRPN) MIDI messages. (N)RPN MIDI messages can either be sent as 7 bit messages with values between 0-127 or as 14 bit messages with values between 0 - 16383 for high resolution. The parameter number itself depends on the receiving device specifications and should be between 0 and 16383.

5.2 SysEx Messages

SysEx Messages are strings composed of several bytes. Each byte string will be interpreted by the receiving device to perform a specific action. SysEx messages for a specific device are defined by the manufacturer and usually can be found within the device manual.

For example this command `F0 41 06 -- 81 XX F7` is created by following specifications:

`F0` = SysEx start command

`41` = Manufacturer ID (Roland)

`36` = Model ID

`--` = MIDI channel (will be automatically replaced by SQ4 with the selected channel)

`81` = Parameter ID

`XX` = Parameter Value (will be automatically replaced by SQ4 with the processed value)

`F7` = SysEx End

5.2.1 Creating SysEx Messages

- To start, the System Exclusive Messages Specification of the receiving device is required. Technically a single parameter edit should be performed. In some manuals this is a section described as “Remote” or “Real Time” Parameter Edit.
- Every message has to start with `F0` and end with `F7` (except if a checksums from the head is required).
- If the specification requires a MIDI channel, simply “--“ can be added at the defined position. This will be automatically replaced by the selected MIDI channel within the plug-in. The MIDI channel can also be set manually, in this case the channel number has following convention:
 - Ch01 = 00
 - ...
 - Ch10 = 09
 - Ch11 = 0A
 - Ch12 = 0B
 - Ch13 = 0C
 - Ch14 = 0D
 - Ch15 = 0E
 - Ch16 = 0F
- Find the parameter which should be modulate (e.g. VCF = 81)
- The parameter value has to be marked with `xx`. The plug-in will replace `xx` with the values processed
- For example this command `F0 41 06 -- 81 XX F7` is created by following specifications:
 - `41`=Manufacturer ID, `06`=Device ID, `--`=Midi Channel (from PlugIn), `81`=Parameter ID, `xx`=Parameter Value

5.2.2 Special Commands

There are several commands, which can be used to let the SQ4 perform special actions. Each command can be placed within the SysEx string as follows:

xx = Parameter Value, this will be replaced with the actual calculated value of the plug-in
-- = MIDI channel, this will be replaced by the selected MIDI channel
#s = Checksum start command, all bytes after this will be included into the checksum
#t = Checksum start command, all bytes after this will be included into the checksum
#x = Checksum start command, all bytes after this will be included into the checksum
= Checksum command will be replaced by the actual calculated checksum

For detailed information about checksum please refer to the chapter 5.2.3 SysEx Checksum.

5.2.3 SysEx Checksum

Some devices require a checksum within in the transmitted SysEx message. The SQ4 provides three different checksum calculation methods:

#s = Standard: 7 least significant bits of the calculated sum
#t = Two's compliment: subtracts the 7 least significant bits of the calculated sum
#x = XOR: bitwise XOR on all parts of the sum

The command (#S, #T or #X) needs to be positioned within the message from where the checksum should be calculated.

The actual checksum is automatically placed at the end of the SysEx message, just before the end byte (F7). This is the usual procedure. If you need to add the checksum at a different position, you can add "##" within the SysEx string to where the checksum should be placed.

Example Roland D50 (TVF Filter Cutoff Lower Partial 1):

SysEx Message: F0 41 00 14 12 #T 00 01 4D XX ## F7

F0 = SysEx Start
 41 = Roland ID
 00 = Unit ID
 14 = Model ID (D50)
 12 = Write Command
 #T = Start Checksum (command for two's complement checksum calculation)
 00 = Address
 01 = Address
 4D = Filter Cutoff Lower Partial 1 (Parameter ID)
 XX = Value processed by PlugIn
 ## = Checksum (can be omitted, plug-in places the checksum automatically at this position)
 F7 = SysEx End

5.3 Avoiding MIDI Jitter Guideline

While the Modulation Processor 3244 is capable to process heavy modulations, MIDI overflow can easily occur on hardware devices which may lead to jittering. By considering following points you can keep jitter as low as possible. This guideline is proposed to give

you a rough overview of the type and amount of messages you can send to a hardware device. Please note that this guideline is not applicable if you send messages to in-host software devices, since message rates within host can be much higher.

- I. Avoid overflowing your MIDI interface. Restrict the amount of messages send to a single output of a MIDI interface to following:
 - a. 8 x CC, @ 32 messages / second
OR
 - b. 4 x 14bit (high resolution) CC, @ 32 messages / second
OR
 - c. 2 x SysEx (10bit), @ 32 messages / second
- II. Avoid overflowing your (vintage) MIDI devices. Lower the amount of messages sent per second to devices which have slow MIDI processing (e.g. 10 – 20 messages / second).
- III. Avoid sending unneeded MIDI messages. E.g. while recording a device which is modulated, make sure to not send any unneeded MIDI messages to other devices on the same MIDI port.
- IV. Try to keep the amount of messages sent per second between 20 – 50 messages.
- V. Keep your MIDI daisy chains short. This results in more potential messages which can be sent to each synth.



Avoiding MIDI Jitter : For additional information about MIDI jitter you can check out our note about “Avoiding MIDI Jitter, During Continuous Parameter Modulations”.

https://dialogaudio.com/modulationprocessor/jitter_guide.php

6 The User Interface

6.1 Output Settings

With in this section the type and destination of the processor signal outputs are configured.

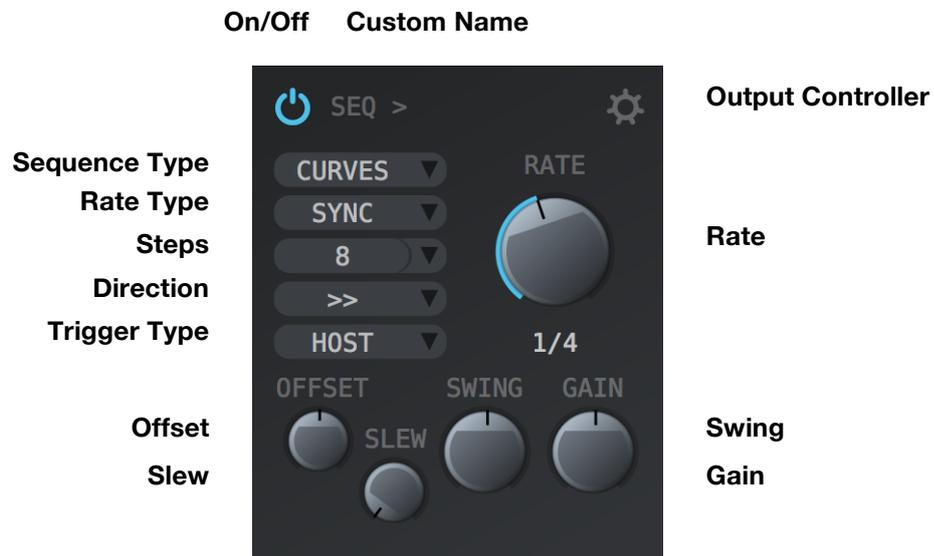


Format	MIDI Device	MIDI Channel	MSG / Second
<p>Format</p> <p>According to the receiving device, the output format is selected here. MIDI CC: sends the modulated data as MIDI messages (CC, RPN, NRPN). SYSEX: sends the data as SYSEX messages. AUDIO CV: sends the data as audio stream to the audio interface.</p>	<p>MIDI Device</p> <p>This defines the physical MIDI output device. All available devices are listed. Select the according device where the modulation data should be send to. MIDI TO HOST: choose this if the data is sent to an external instrument plug-in, a virtual instrument or other plug-ins.</p>	<p>MIDI Channel</p> <p>Depending on the studio setup, the according channel has to be chosen here to which the data should be sent. This depends on the receiving device.</p>	<p>MSG / Second</p> <p>This sets the rate at which messages are sent to a device. For external devices “32” messages per second are recommended. If the device (e.g. classic synth) has a slow MIDI processing unit, the rate may be reduced to “10” – “20” messages per second, to prevent jitter or even a locked device. Also please refer to 5.3 “Avoiding MIDI Jitter Guideline”. For internal software devices up to “100” messages per second can be used. Please keep in mind, that this dose not apply to plug-ins for external instruments!</p>

6.2 Sequence Controller

The sequence controller contains the general controls for each sequence. The controller is split into two parts. The “Main Controller” contains all controls, which are needed to control a sequence. The “Output Controller” contains all controls to specify the output destination of a sequence.

6.2.1 Main Controller



Sequence Type

Three different types of sequencers can be set.

Curves: each step is defined by a curve, which can have multiple curve points to create individual step forms.

Steps: each step is defined by a step.

Slopes: a point defines each step, whereas linear lines connect all points.

Rate

Depending on the Rate Type different speeds for the sequencer can be set.

Rate Type

The speed of each sequence can be set by three different settings.

Sync: the sequence runs in full sync to the host. Typical speed rates can be chosen.

Ratio: the sequence runs in full sync to the host. Custom rate ratios can be chosen.

Free: the speed of the sequencer is set by hertz and the sequence will run independently to the host.

Steps

Any number of steps between 1 and 128 can be set. Typical numbers of steps can be selected directly; custom numbers can be manually inserted.

Direction

The sequence can run in different directions.

>> : Forward mode.

<< : Backward mode.

>.< : Alternating mode, whereas first and last step are played twice.

>.< : Alternating mode, whereas first and last step are only played once.

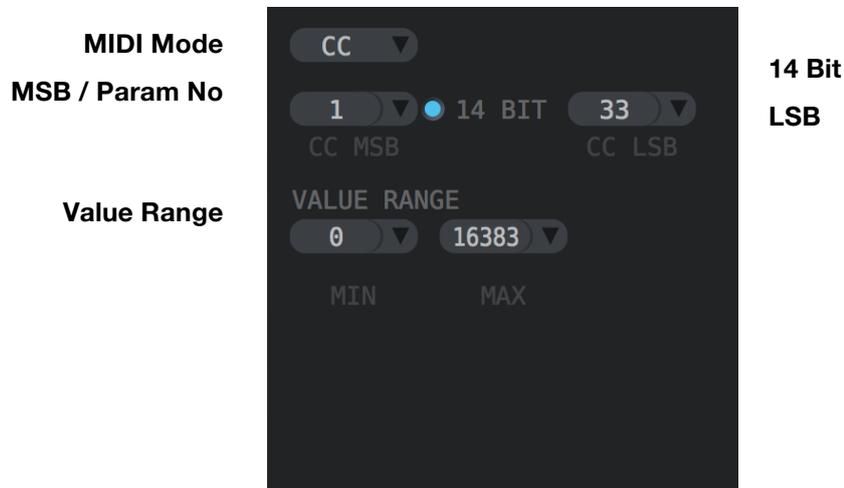
RND: Random mode, each next step will be selected randomly.

Trigger Type	<p>The sequence can be triggered by three modes.</p> <p>Host: the sequence will run in full sync to the host. This has no effect, if the sequence is configured as free running.</p> <p>Note: the sequence will be retriggered as soon a note event occurs. This mode may lead to a sync offset, depending on when the note event occurs.</p> <p>Note + Q: the sequencer will be retriggered as soon as a note event occurs. Depending on the time when the event occurs, the retrigger will be quantized, so that no sync offset will happen.</p>
Offset	<p>An offset in relation to the host can be added. This will lead to an earlier or later step movement of the sequence. The offset can be set between minus 50% of a single step width and up to plus 50% of a single step width.</p>
Slew	<p>Slew limiting can be added, to lower the speed at which value changes occur. This results in smoother value changes.</p>
Swing	<p>Swing can be added to the sequence, which will lead to a more natural “swinging” step movement.</p>
Gain	<p>The entire processed signal can be lowered or raised.</p>
Output Controller	<p>By clicking on this icon, the output controller will open (please see below).</p>
On/Off	<p>If a sequence is not needed, the sequence can be turned off.</p>
Custom Name	<p>Each sequence can be custom named (e.g.: naming the sequence as “SEQ1 > Filter Cutoff” will help you later to know to which destination the sequence is routed).</p>

6.2.2 Output Controller

Each sequence can be routed independently to a specific destination. The type of output controller depends on the general output format setting.

MIDI CC



MIDI Mode

The type of created MIDI messages can be defined individually.

CC: this will create standard Continuous Controller messages.

RPN: this will create standard Registered Parameter Number messages.

NRPN: this will create standard Non-Registered Parameter Number messages.

MSB / Param No

To send a sequencer signal to a specific MIDI destination the CC (MSB) has to be set to the defined CC number of the receiving device parameter. If the MIDI mode is set to RPN or NRPN, the according parameter number is set here.

14 Bit

To enable high-resolution 14 bit MIDI messages this option can be selected. In CC mode, the CC LSB entry box will be available to edit the “fine” parameter. In RPN and NRPN mode the processed MIDI messages will contain the “fine” data entry value.

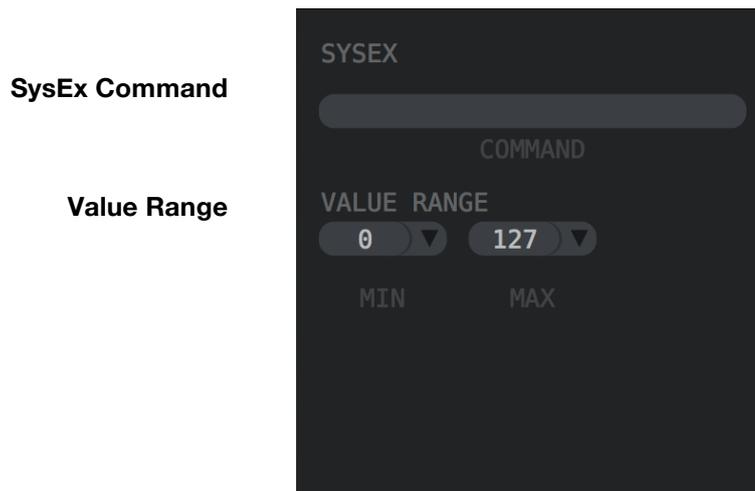
LSB

If the receiving device is capable to process 14bit high-resolution MIDI CC (MSB + LSB), the LSB parameter can be set here. Usually only the MSB CC (first value) needs to set, LSB is set automatically according to the MIDI specifications. However, if the device has an unusual MSB + LSB configuration, LSB can be set independently to a specific CC.

Value Range

The value range can be truncated to a certain range. The minimum value as well as the maximum value can be set independently. This might be necessary, if a receiving device parameter only operates in a certain range (e.g. CC 21 range 0 – 64).

MIDI SysEx

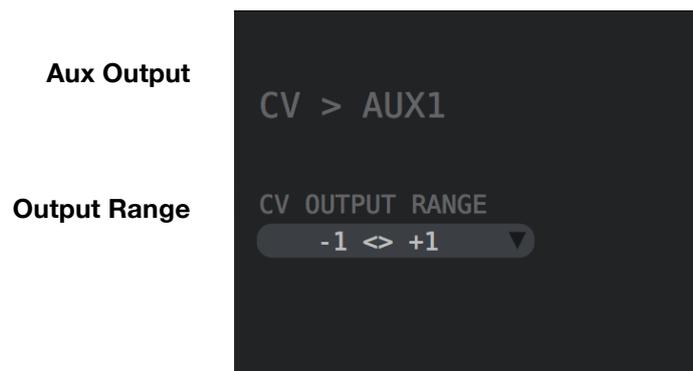
**SysEx Command**

The SysEx command is the string, which will be sent to the receiving MIDI SysEx device. The position within the string where the parameter value is defined has to be marked with `xx`. The plug-in will replace `xx` with the values processed by the sequence. The position within the string where the MIDI channel may be set, can be marked with `--`. The plug-in will replace `--` with the channel number defined in the output settings. Please also refer to the section 5.2 SysEx Messages for detailed information.

Value Range

The value range can be truncated to a certain range. The minimum value as well as the maximum value can be set independently. This can be necessary if a receiving device parameter only operates in a certain range (e.g. range 0 – 64) according to the specification.

Audio CV

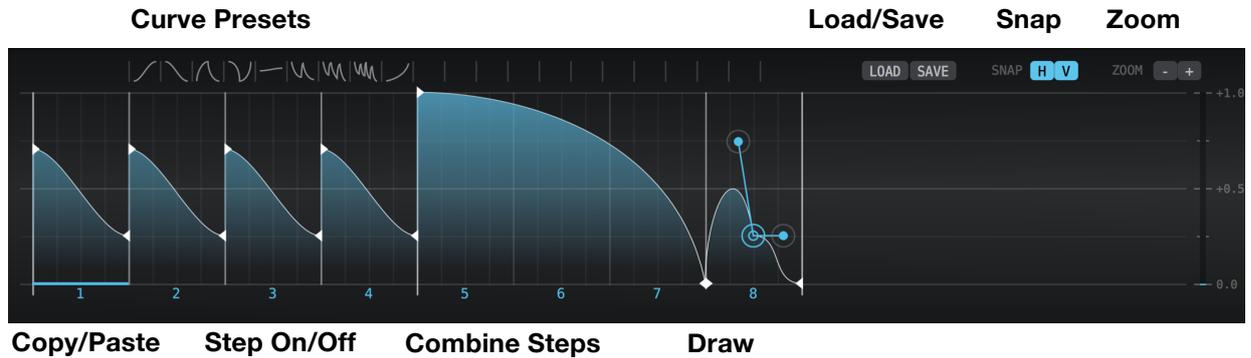
**Aux Output**

Each sequence output is routed to a specific auxiliary output of the plug-in, which then can be routed to a physical output, usually within the host mixer section.

Output Range

The CV output of each sequence can be set to a specific range. Usually the range is between -1 and +1. In some cases it may be necessary to shift the range to only positive (+0 <> +1) or to only negative (-0 <> -1)

6.3 Sequence Editor



Curve Presets

Load preset: to load a preset into a specific step, simply click the according preset within the preset bar, then click into the step where the preset should be loaded. By dragging the mouse over multiple steps, the selected preset can be loaded into multiple steps.

Save preset: to save a preset to the preset bar, do a right-click on the specific step, a popup menu will show up, then select save.

Delete preset: to delete a preset from the preset bar, do a right-click on the preset, a popup menu will show up, then select delete.

Please note that the plug-in provides system presets, which can't be deleted. Also the curve presets are only available in curve mode.

Snap

While drawing curves, Snap can be enabled, which will snap a dragged point to the next step divider, to set points to precise positions. H snap enables snapping to horizontal dividers, V snap enables snapping to vertical dividers.

Load/Save

Entire sequences can be saved and loaded. This function is not available in step and slope mode.

Zoom

The view of each sequence can be zoomed. This helps while drawing (increase zoom), or helps to keep the overview (decrease zoom).

Copy/Paste

A step can be copied and pasted to another step, by doing a right-click on each step and selecting the according function from the popup menu.

Step On/Off

Each step can be turned on and off individually. If the step is off, the output during the step length will be 0.0.

Combine Steps

Steps can be combined to create larger steps with stretched curves, which span multiple steps. To combine steps, double-click on a step border. To divide steps, double-click on the border. This function is only available in curve mode.

Draw

In curve mode each step can be drawn individually. Multiple points can be added by double-clicking into a step and points can be deleted by double-clicking a point.

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