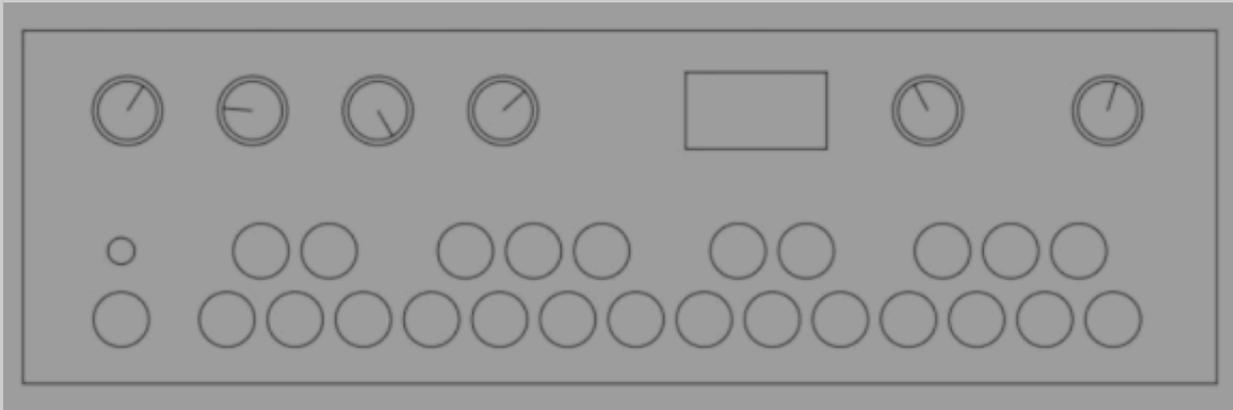


# S3rquencer \\\



S3rquencer is a modular, multichannel sequencer that incorporates features brought from the modular synthesizer world. One of its main features is the variety of ways in which is possible to transform the sequences while playing live.

S3rquencer for Organelle makes an extensive use of key combinations in order to access all the functions so it's important to take a look to the quickstart guide or also watch the "quickstart video"

For convenience and familiarity, I'm calling the leftmost button the "shift button". Its use, together with the organelle keyboard will either change channels and subpages (second organelle octave) or do instant second functions, like record, delete, randomize, enable/ disable features, etc. (first octave). Shift + "c" is the "hypershift" mode and gives access to deeper functions. In the Sequencer, sound edit and Mixer modes. (Shift + C2#, D2# and F2# respectively) when the shift key it's not pressed, the organelle keyboard will simply play the notes of the selected channel. In Master mode, (shift + A2#) the white keys (no shift) from C2 toggle the mute and unmute of the channels. The graphics in the display will indicate if there are activity in the channels and also if the channels are muted or not. A pulsating [ \* ] [ . ] indicates activity in the channel [ | ] this indicates that the channel is open / unmuted and this [ - ] indicates that the channel is muted.

The white keys in the first octave, with no shift and in the "master" page are going to trig instant global effects (bitcrush, filters, phaser, ringmodulator, beat retrigger, etc..).

In the Sequencer page (shift+ C2#) When pressing  
shift + C# : we toggle recording on / off . Shift + D# : we delete the recorded sequence  
Shift + F# : we randomize a sequence. knobs do: Offset / Transpose / length / Complexity

Sampler / synth page (shift +D2#) shift + C# : sample recording. Shift + D# : change sample  
Shift + G# : pitch sequencing. Knobs: Start/loop/attack/decay

IN Metronome mode , Shift+C# starts or stops everything. first knobs handle tempo and last knob starts metronome by moving the knob fully clockwise. after metronome is on, moving counterclockwise will regulate volume and under 50%of the value it will stop the metronome