MELODOLOGY

Pro ArpSeq

User Manual

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1. Installation

To install Pro ArpSeq on your computer and integrate it with your Digital Audio Workstation (DAW), follow these steps based on your operating system:

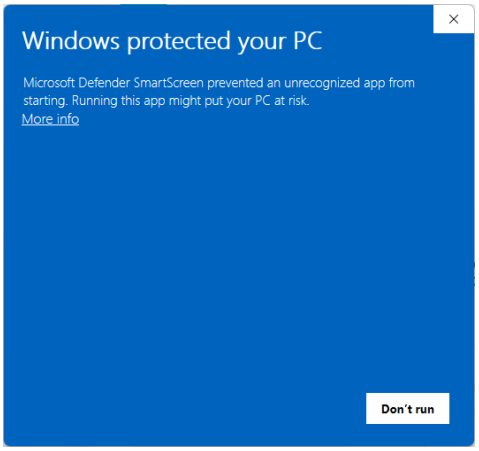
1.1. For Windows Users:

1.1.1. **Download the ZIP file**: Obtain the `Pro-ArpSeq-WIN.zip` file from the official website or the provided download link.

1.1.2. **Extract the ZIP file**: Locate the downloaded `Pro-ArpSeq-WIN.zip` file in your Downloads folder or the location where you saved it. Right-click the file and select "Extract All..." Choose a destination folder to extract the contents.

1.1.3. **Run the Installer**: Open the extracted folder and locate the installation file named `Pro ArpSeq.exe`. Double-click this file to run the installer.

1.1.4. When launching the ProUPSec setup, you may see a standard Windows SmartScreen message indicating the app is unrecognised. This is normal for newly distributed or independently developed software. To proceed, simply click **More info**, then select **Run Anyway**. This allows the installer to continue as expected and does not indicate any issue with the application.



1.1.5. **Follow the On-Screen Instructions**: The installation wizard will guide you through the steps to install Pro ArpSeq on your Windows system. Follow the prompts to complete the installation.

1.1.6. **Load Pro ArpSeq in Your DAW**: After installation, open your DAW (e.g., Ableton Live, FL Studio, Logic Pro, etc.). Locate Pro ArpSeq in your DAW's plugin browser and load it onto a MIDI track.

1.2. For Mac Users:

1.2.1. **Download the ZIP file**: Obtain the `Pro-ArpSeq-MAC.zip` file from the official website or the provided download link.

1.2.2. **Extract the ZIP file**: Locate the downloaded `MAC ProArpSeq.zip` file in your Downloads folder or the location where you saved it. Double-click the file to automatically extract its contents.

1.2.3. **Run the Installer**: Open the extracted folder and locate the installation package, which may be named something like `Pro ArpSeq.pkg`. Double-click this file to run the installer.

1.2.4. **Follow the On-Screen Instructions**: The installation wizard will guide you through the steps to install Pro ArpSeq on your Mac system. Follow the prompts to complete the installation.

1.2.5. **Load Pro ArpSeq in Your DAW**: After installation, open your DAW (e.g., Logic Pro, Ableton Live, FL Studio, etc.). Locate Pro ArpSeq in your DAW's plugin browser and load it onto a MIDI track.

1.3. Post-Installation:

After installation, ensure that Pro ArpSeq is correctly set up within your DAW.

Follow the specific MIDI routing instructions provided in the user manual to configure the plugin properly. Pro ArpSeq generates MIDI data rather than audio, so it must be routed to a track with a virtual instrument or synth to produce sound.

2. MIDI Routing

Pro ArpSeq generates MIDI data, rather than audio, so it will be necessary to configure your DAW so that the MIDI output will be routed into another track that has a sound generator.

We explain in detail how you set up your chosen DAW.

2.1. Ableton Live

Routing MIDI data from Pro ArpSeq to a track in Ableton Live involves a few steps to ensure that the MIDI data generated by Pro ArpSeq is properly sent to another MIDI track or instrument. Here's a detailed guide on how to set this up:

Step-by-Step Guide to Route MIDI Data from Pro ArpSeq in Ableton Live:

1. **Insert Pro ArpSeq on a MIDI Track:**
    - **Create a MIDI Track:** Open Ableton Live and create a new MIDI track (Ctrl+Shift+T or Command+Shift+T on Mac).
    - **Load Pro ArpSeq:** Drag and drop the Pro ArpSeq plugin onto this MIDI track. This track will now be your Pro ArpSeq track.

2. **Set Up a Second MIDI Track:**
    - **Create Another MIDI Track:** Create a second MIDI track that will receive the MIDI data from Pro ArpSeq.
    - **Load a Virtual Instrument:** Load your desired virtual instrument (VSTi) or external hardware instrument onto this second MIDI track.

3. **Configure MIDI Routing:**
    - **Pro ArpSeq Track MIDI Output:**
        - In the Pro ArpSeq track, go to the "MIDI To" dropdown menu located in the track's I/O section (usually found in the track's mixer view).
        - Select the second MIDI track (the one with your virtual instrument) as the destination for the MIDI output.

    - **Receiving Track MIDI Input:**
        - On the second MIDI track (with your instrument), set the "MIDI From" dropdown menu to receive MIDI from the Pro ArpSeq track. This ensures that the MIDI data generated by Pro ArpSeq is routed to the instrument track.

        - Ensure the monitoring is set to "In" or "Auto" so that it can receive and play the incoming MIDI data.

4. **Monitoring and Playing:**
    - **Set Monitor to "In":** On the receiving MIDI track (the one with your instrument), set the monitor option to "In" to always listen for incoming MIDI data.
    - **Play and Test:** Now, when you play chords or sequences in Pro ArpSeq, the MIDI data will be sent to the second MIDI track, triggering the virtual instrument and producing sound.

2.2. FL Studio

Routing MIDI data from Pro ArpSeq to another track in FL Studio involves a few steps to ensure that the MIDI data generated by Pro ArpSeq is properly sent to another instrument or plugin. Here's a detailed guide on how to achieve this:

Step-by-Step Guide to Routing MIDI Data from Pro ArpSeq in FL Studio:

1. **Load Pro ArpSeq:**
    - Open FL Studio and load Pro ArpSeq onto a new channel. You can do this by dragging Pro ArpSeq from the Plugin Picker or by adding it through the Channel Rack.

2. **Set Up the Target Instrument:**
    - Add the instrument or plugin that you want to receive MIDI data from Pro ArpSeq to another channel. This could be any virtual instrument or synthesizer plugin.

3. **Open the Channel Rack:**
    - Ensure that both Pro ArpSeq and the target instrument are visible in the Channel Rack.

4. **Set the MIDI Output Port for Pro ArpSeq:**
    - Still in the "VST wrapper settings" tab, set the "Output port" number to a unique value (e.g., 1). Remember this port number as you will need it for the target instrument.

5. **MIDI Settings for the Target Instrument:**
    - Click on the gear icon for the target instrument to open its plugin settings window.

- Go to the "VST wrapper settings" tab for the target instrument.

6. **Set the MIDI Input Port for the Target Instrument:**
   - In the "VST wrapper settings" tab, set the "Input port" number to match the output port number you set for Pro ArpSeq (e.g., 1).
   -
7. **Routing in the Channel Rack:**
   - Ensure that both Pro ArpSeq and the target instrument are active in the Channel Rack.
   - You can now play MIDI data through Pro ArpSeq, and it will be routed to the target instrument.

8. **Testing the Setup:**
   - Play some chords or notes in Pro ArpSeq. You should see and hear the target instrument responding to the MIDI data generated by Pro ArpSeq.

2.3. Logic Pro X

Routing MIDI data from Pro ArpSeq to another track in Logic Pro X involves a few specific steps. Here's a detailed guide to help you set it up:

Step-by-Step Guide to Routing MIDI Data from Pro ArpSeq in Logic Pro X:

1. **Open Logic Pro X and Load Pro ArpSeq:**
   - Start Logic Pro X and create a new software instrument track.
   - Load Pro ArpSeq onto this track by clicking on the instrument slot in the channel strip and selecting Pro ArpSeq from the plugin list.

2. **Create a New Software Instrument Track:**
   - Create a new software instrument track that will receive the MIDI data from Pro ArpSeq.
   - Load your desired virtual instrument (e.g., a synth plugin) onto this new track.

3. **Enable MIDI FX on the Pro ArpSeq Track:**
   - Go back to the track with Pro ArpSeq. In the channel strip, click on the "MIDI FX" slot and choose the "External Instrument" plugin.
   - Configure the External Instrument plugin to send MIDI data to the new software instrument track you created.

4. **Configure the External Instrument Plugin:**

- In the External Instrument plugin interface, set the “MIDI Destination” to the instrument track you want to control. For example, if the track is called “Synth,” select “Synth” as the MIDI destination.
- Adjust the MIDI channel if necessary, though leaving it on “All” should work for most setups.

5. **Set the Input Monitoring:**
   - On the track receiving the MIDI data (e.g., your synth track), enable the input monitoring button (the “I” button) to hear the processed MIDI output in real time.
   - Optionally, record-enable the track if you want to capture the MIDI output from Pro ArpSeq into a MIDI region.

6. **Playback and Adjustments:**
   - Play your MIDI controller or use the MIDI keyboard within Pro ArpSeq. The MIDI data processed by Pro ArpSeq will now be sent to the new instrument track.
   - You can now hear the sound from the virtual instrument responding to the MIDI data generated by Pro ArpSeq.

2.4. Cubase

Routing MIDI data from Pro ArpSeq to a track in Cubase involves a few specific steps to ensure that the MIDI data generated by Pro ArpSeq is properly sent to another instrument or track. Here's a step-by-step guide to help you set up this routing:

Step-by-Step MIDI Routing from Pro ArpSeq in Cubase

1. **Load Pro ArpSeq:**
   - Open Cubase and create an Instrument Track.
   - Load Pro ArpSeq as the instrument on this track.

2. **Create a MIDI Track for the Output Instrument:**
   - Create a new MIDI track in Cubase. This track will receive the MIDI data from Pro ArpSeq.
   - Load your desired virtual instrument (VSTi) on this MIDI track.

3. **Configure MIDI Routing:**
   - In the Inspector of the MIDI track, set the Input Routing to receive MIDI from Pro ArpSeq. This will usually appear as "Pro ArpSeq" or "Pro ArpSeq - MIDI Out."

- Ensure the MIDI track's Output Routing is set to the virtual instrument you loaded on this track.

4. **Monitor and Arm Tracks:**
   - Make sure both the Instrument Track with Pro ArpSeq and the MIDI track with your virtual instrument are armed for recording (enable the record button).
   - Enable monitoring on both tracks (enable the monitor button) to hear the MIDI data being processed in real-time.

5. **Play and Record:**
   - When you play chords or notes in Pro ArpSeq, the MIDI data is sent to the virtual instrument track, triggering the sounds from the virtual instrument.
   - You can record this performance by hitting the record button in Cubase.

2.5. Reason

Routing MIDI data from Pro ArpSeq to a track in Reason involves a few key steps to ensure that the MIDI information generated by Pro ArpSeq is sent to the desired instrument or device within Reason. Here's a step-by-step guide to help you set this up:

Step-by-Step Guide to Routing MIDI Data from Pro ArpSeq in Reason

1. **Open Reason and Load Pro ArpSeq:**
   - Launch Reason and create a new project or open an existing one.
   - Add Pro ArpSeq to your Reason rack. You can do this by right-clicking in the rack area, selecting "Create Instrument," and choosing Pro ArpSeq from the list of available instruments.

2. **Create an Instrument to Receive MIDI Data:**
   - Add the instrument or device you want to control with Pro ArpSeq. This could be any virtual instrument or synth available in Reason.
   - Make sure this instrument is on a separate track from Pro ArpSeq.

3. **Set Up MIDI Routing:**
   - Click on the "Sequencer" window in Reason to view your tracks.
   - In the rack view, locate the "Advanced MIDI" section. This section allows you to route MIDI data between devices.
   - Connect Pro ArpSeq's MIDI output to the MIDI input of the instrument you want to control. This can typically be done by dragging a virtual cable from the MIDI out port of Pro ArpSeq to the MIDI in port of the target

instrument.

4. **Configure the Target Instrument's Track:**
    - Select the track of the instrument you want to control with Pro ArpSeq.
    - Ensure that the track is set to receive MIDI data. This can be done by clicking on the track and checking that the "Instruments" section is properly set up to receive MIDI input.

5. **Playback and Adjustment:**
    - Play some chords or sequences in Pro ArpSeq. The MIDI data generated by Pro ArpSeq should now be routed to the target instrument, triggering it.
    - Adjust the settings in Pro ArpSeq and the target instrument to fine-tune the sound and performance as needed.

2.6. Bitwig Studio

Routing MIDI data from Pro ArpSeq to a track in Bitwig Studio involves a few key steps. Here's a detailed guide on how to set it up:

Step-by-Step Guide to Routing MIDI Data from Pro ArpSeq to a Track in Bitwig Studio:

1. **Launch Bitwig Studio:**
    - Open Bitwig Studio on your computer and create a new project or open an existing one.

2. **Add Pro ArpSeq to a Track:**
    - Create a new Instrument Track in Bitwig Studio.
    - Load the Pro ArpSeq plugin onto this track. You can do this by dragging Pro ArpSeq from the browser into the track or by using the "+" button to add the device.

3. **Create a New MIDI Track:**
    - Create another new Instrument Track in Bitwig Studio. This track will receive the MIDI data from Pro ArpSeq and send it to a virtual instrument or external hardware synth.

4. **Routing MIDI from Pro ArpSeq to the New MIDI Track:**
    - In the new MIDI track, click on the input routing section (usually found at the top of the track panel).
    - Select the Pro ArpSeq track as the MIDI input source. This means that the new track will receive MIDI data generated by Pro ArpSeq.

- Ensure that the new track is set to receive MIDI data on the correct MIDI channel if necessary.

5. **Add a Virtual Instrument to the MIDI Track:**
   - Load your desired virtual instrument (e.g., a synthesizer plugin) onto the new MIDI track.
   - You can do this by dragging the instrument from the browser into the track or by using the "+" button to add the device.

6. **Monitoring and Playback:**
   - Make sure both tracks (the Pro ArpSeq track and the MIDI track with the virtual instrument) are armed for recording or monitoring.
   - Play a chord or note in Pro ArpSeq. The MIDI data should now be routed to the virtual instrument track, triggering the sounds of the loaded instrument.

7. **Fine-tuning and Adjustments:**
   - You can adjust the settings within Pro ArpSeq to change the chords, scales, or notes it generates.
   - Modify the virtual instrument settings to shape the sound as desired.
   - You can also record the MIDI data from Pro ArpSeq into the new MIDI track for further editing and arrangement.

2.7. Studio One

Routing MIDI data from Pro ArpSeq to a track in Studio One involves a few specific steps. Here's a detailed guide to help you set it up:

Step-by-Step Guide to Routing MIDI from Pro ArpSeq to a Track in Studio One:

1. **Launch Studio One and Create a New Song:**
   - Open Studio One and create a new song or open an existing project.

2. **Add Pro ArpSeq to a Track:**
   - Create a new instrument track by dragging Pro ArpSeq from the instrument browser into the arrangement window or onto an existing instrument track.
   - Ensure that Pro ArpSeq is set up properly and that it's receiving MIDI input from your MIDI controller or pre-recorded MIDI clip.

3. **Add the Target Instrument Track:**

- Create another instrument track that will receive the processed MIDI data from Pro ArpSeq. Drag your desired virtual instrument (e.g., Presence XT, Mai Tai, or any third-party VSTi) onto this new track.

4. **Set Up MIDI Routing:**
   - **Pro ArpSeq Track Configuration:**
     - Click on the "Instrument" icon to open the track inspector for the Pro ArpSeq track.
     - In the track inspector, ensure that the MIDI input is set correctly (e.g., All Inputs or your specific MIDI controller)
       .
   - **Receiving Instrument Track Configuration:**
     - Click on the "Instrument" icon to open the track inspector for the receiving instrument track.
     - In the track inspector, locate the MIDI input section and select "Pro ArpSeq" as the MIDI input source. This tells Studio One to take MIDI output from Pro ArpSeq and route it to this instrument track.
5. **Enable Monitoring:**
   - Ensure that monitoring is enabled on both the Pro ArpSeq track and the receiving instrument track. This allows you to hear the processed MIDI data in real-time as you play.

6. **Play and Fine-Tune:**
   - Play your MIDI controller or start playback if using a MIDI clip. The MIDI data will be sent to Pro ArpSeq, processed, and then routed to the receiving instrument track, where it will trigger the virtual instrument.
   - Adjust settings within Pro ArpSeq and the virtual instrument to achieve the desired sound and performance.

Here are a number of YouTube links for different DAWs

Ableton Live https://www.youtube.com/watch?v=fD5qv5xtYIU&t=295s

Bitwig https://www.youtube.com/watch?v=50rDg8p6o2E

FL Studio https://www.youtube.com/watch?v=Frx91RQ3MXo

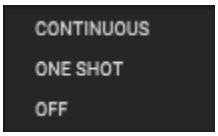
Cubase https://www.youtube.com/watch?v=bKI2hVQ63os

Logic Pro X https://www.youtube.com/watch?v=K0DE5UwwHwI

3. Global Settings

3.1. Retrig

Left clicking the mouse will bring up a menu.



Continuous
The sequence begins playing from step 1 when no MIDI notes are held. If a single note is played and held, and then additional notes are introduced, the sequence will continue running until all MIDI notes are released.

One Shot
Notes will be played from step 1 initially, but the step counter does not reset when all notes are off and will continue from the last step when notes play again.

Off
When retrig is off, the step counter does not reset when all notes are off and will continue from the last step when notes play again.

3.2. Loop

Left clicking the mouse will toggle ***loop*** on and off.

The preset will continuously repeat, returning to step 1, while the loop function is enabled. If the loop is disabled, the preset will play through only once.

3.3. Hold

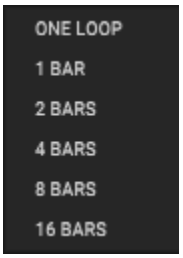
Left clicking the mouse will toggle ***hold*** on and off.

When hold is off, the preset will stop once all MIDI notes are off, but when on, it will continue playing indefinitely or until hold is deactivated.

Note: When the loop is off, ***hold*** *being on has no effect with a preset only playing once.*

3.4. Rec / Arpeggiator

Left clicking the mouse will toggle ***rec*** on and off.



Rec mode will enable a number of bars to be recorded internally within Pro ArpSeq, which can then be dragged to your DAW's piano roll.

After left clicking ***rec***, you will be prompted to select the number of bars duration you wish to record, or ***one loop*** which cycles for a single cycle of the preset.

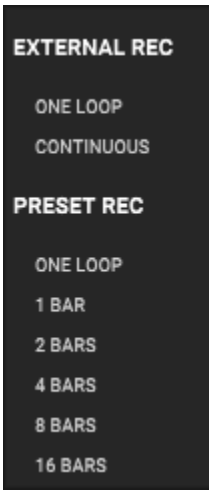
NOTE: Trigger banks are ignored when recording.

Recording will start once MIDI notes are played and will continue recording until the pre-selected duration has been reached, at which point the button will turn green and show ***saved***.

Left clicking the mouse and dragging will enable the recorded MIDI notes to be placed on your DAW's piano roll.

3.5. Rec / Sequencer

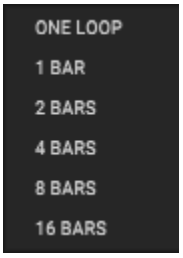
Left clicking the mouse will toggle ***rec*** on and off.



3.5.1. **Preset Rec**

Rec mode will enable a number of bars to be recorded internally within Pro ArpSeq, which can then be dragged to your DAW's piano roll.

After left clicking ***rec***, select the duration you wish to record from 6 options listed in the menu.



NOTE: Trigger banks are ignored when recording.

Recording will start once MIDI notes are played and will continue recording until the pre-selected duration has been reached, at which point the button will turn green and show ***saved***.

Left clicking the mouse and dragging will enable the recorded MIDI notes to be placed on your DAW's piano roll.

3.5.2. External Rec

Selecting ***one loop*** or ***continuous*** will record external MIDI from the host DAW.

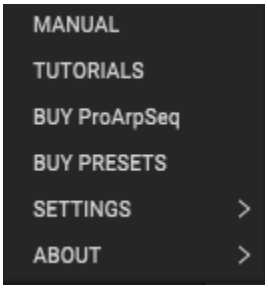
With ***one loop***, recording will last for one complete cycle of the preset, whilst ***continuous*** will continue indefinitely until **stop recording** is selected.

NOTE: Trigger banks are ignored when recording.

Recording will start once MIDI notes are received.

3.6. Main Menu

Left clicking the mouse will display the following menu.



3.6.1. Manual

Access the comprehensive manual via the online documentation.

3.6.2. Tutorials

Access video tutorials on the website's dedicated tutorial section.

3.6.3. Buy Pro ArpSeq

Go to the website's purchase section or enter the license key.

3.6.4. Buy Presets

Go to the website's purchase section for preset packs.

3.6.5. Settings

Goto section Global Settings

3.6.6. About

View licensing and version details, as well as any remaining trial time.

3.7. Help Tips

Left clicking the mouse will toggle help tips that appear to the left of the icon.

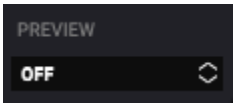
3.8. Presets

Goto section Presets and Browser

3.9. Trigger Banks

Goto section Trigger Banks and Keys

3.10. Preview



Left mouse click to bring up ***preview*** menu.

Pro ArpSeq has two built in sound generators, ***sine*** or ***saw*** waveforms.

3.11. General Editing of Knobs

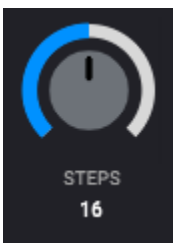
For all the knobs, combo-boxes (e.g. Preview) and Step sliders (coloured ones) we also have a Fine Tuning feature where holding Ctrl (Win) / Cmd (Mac) while sliding up and down makes the values change noticeable slower.

3.12. Transpose

Left mouse click and slide up and down to adjust value, right click to reset to default. Double click on value to edit manually.

Adjust the relative output between -24 and 24 semitones.

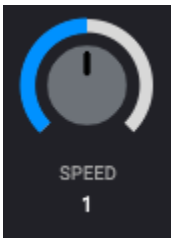
3.13. Steps



Left mouse click and slide up and down to adjust value, right click to reset to default. Double click on value to edit manually.

Specifies the number of steps between 1 and 128

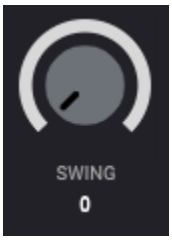
3.14. Speed



Left mouse click and slide up and down to adjust value, right click to reset to default. Double click on value to edit manually.

Set the relative speed to your DAW from 0.125 to 8.

3.15. Swing



Left mouse click and slide up and down to adjust value, right click to reset to default. Double click on value to edit manually.

Set the amount of swing effect between 0 and 1 (100%).

3.16. Gate

Left mouse click the inner dial and slide up and down to adjust gate length value.

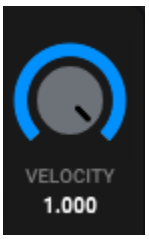
Left mouse click the the left outer dial and slide up and down to adjust offset start value,

Right click to reset to default.

Double click on value to edit manually.

Set the gate value between 0 and 1 (100%).
Set the offset start value between 0 and 1 (100%).

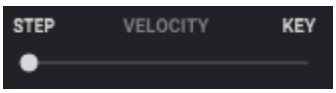
3.17. Velocity



Left mouse click and slide up and down to adjust value, right click to reset to default. Double click on value to edit manually.

Set the velocity between 0 and 1 (100%).

3.18. Velocity Bias



Left mouse click and slide left and right to adjust value, right click to reset to default.

Determines how much bias is given between the step velocity and the MIDI in velocity.

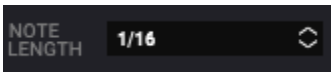
If set all the way to the left, the ***step*** velocity is absolute, whilst all the way to the right would mean the incoming ***key*** velocity is absolute, whilst a mid-way position would be 50% between the two.

3.19. General Editing of Drop-down Boxes

Left mouse click to bring up a selection menu.

Left mouse click and slide the mouse up and down to change value.

3.20. Note Length



Set the step note length.

3.21. Range (Arp mode only)

Set the arpeggiator range between 1 and 4 octaves.

The number of notes in the chord will increase based on the number of octaves, so a 3 note chord may increase to 12 notes when set to 4 octaves.

3.22. Bend range (Seq mode only)

Bend Range is an information field that displays the maximum pitch bend value to be obligatorily set in the synth by the user based on the Slide size.

The value displayed in the Bend Range field is automatically calculated based on where the Slide notes are.

If the Slide notes are within 1 octave it will display that a synth pitch bend should be set to 12 semitones. If Slide notes are further than that, it will display whatever pitch bend setting is necessary.

You may see it changing if you move the Slide notes up and down vertically within one step.

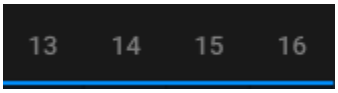
4. Common Step Attributes

4.1. Set cursor start point

Right mouse click a step and click ***SET AS START*** to set this as the starting point for playback.

Playback defaults to starting from step 1, however, you may select a specific step from which to start. Playback will cycle back to step one unless loop mode has been enabled.

4.2. Selecting a loop area



Ctrl (Win) / Cmd (Mac) + left mouse click a step and drag the mouse left or right to select a loop area. This will automatically enable loop mode, which causes the loop selection to repeat.

4.3. Selecting Randomiser Steps

Left mouse click a step and drag the mouse left or right to select a range of steps. Continue this process to select more steps.

Without selecting steps, randomisation applies to all steps, but when a

randomisation group of steps has been selected, only those steps will have randomisation applied.

4.4. Clear Randomisation Step

Right mouse click a step and click ***CLEAR RAND SELECTION*** to clear all randomisation steps.

4.5. Loop Mode

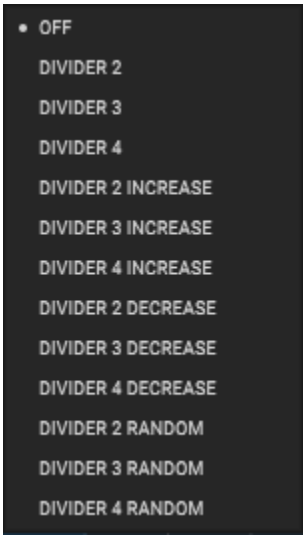
Left mouse click to toggle loop mode on and off. Loop mode will be automatically enabled when you selecting a loop area.

4.6. Freeze Mode

Left mouse click to toggle freeze mode. In freeze mode, the currently displayed steps will remain static, with the playback cursor only moving across the steps when the step being played is visible.

4.7. Divider

Click the left mouse button to select a **divider** option; use the right mouse button to clear it.



Divide the step into between 2 to 4 equal note lengths.

Divide the step into between 2 to 4 equal note lengths, with the velocity starting lower and increasing to the default level.

Divide the step into between 2 to 4 equal note lengths, with the velocity decreasing from the default level.

Divide the step into between 2 to 4 equal note lengths, with the velocity randomly set below the default level.

4.8. Strum

Click the left mouse button to select a **strum** option; use the right mouse button to clear it.

Staggers each note, starting with the highest note.

Staggers each note, starting with the lowest note.

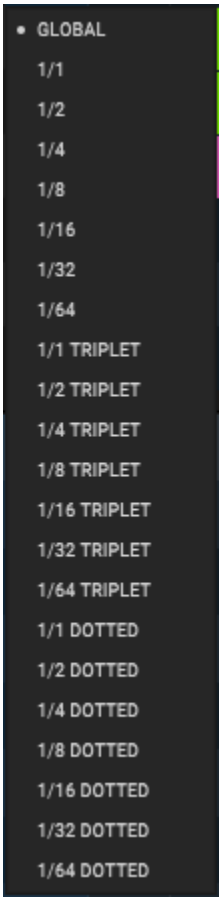
An upward strum will be followed by a downward strum if a Divider has been selected, cycling through up and down depending on how many divisions have been selected.

A downward strum will be followed by an upward strum if a Divider has been selected, cycling through down and up depending on how many divisions have been selected.

Set the gap in milliseconds between each note.

4.9. Note Length

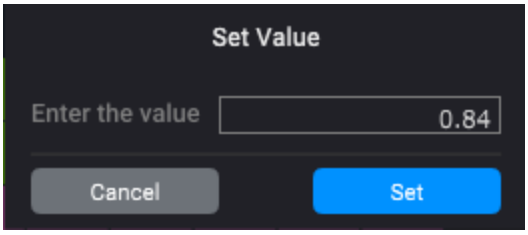
Click the left mouse button to select a **note length** option; use the right mouse button to clear it.



Each step defaults to the global note length value, but you can override this with any note length.

4.10. Velocity

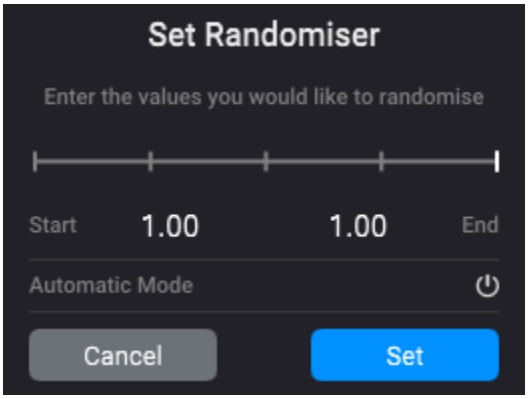
Left click on the mouse and slide up or down to select a velocity.



Right click on the mouse to edit the absolute value

With manual randomisation active, left clicking on the mouse will randomise all steps or a group of steps (Selecting Randomiser Steps).

Right click on the mouse to bring up the randomiser parameter box.

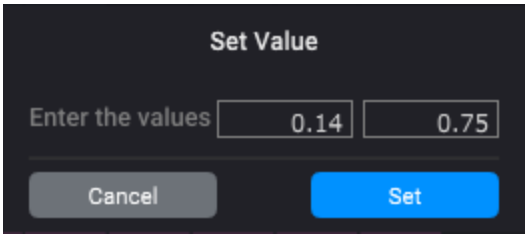


You can select what range of values will be randomly selected when the dice is left clicked with the mouse.

Turn on automatic mode by left clicking the mouse on the power icon. When turned on, random values will be selected in real-time as the preset is played instead of selecting the dice icon manually.

4.11. Offset / Gate

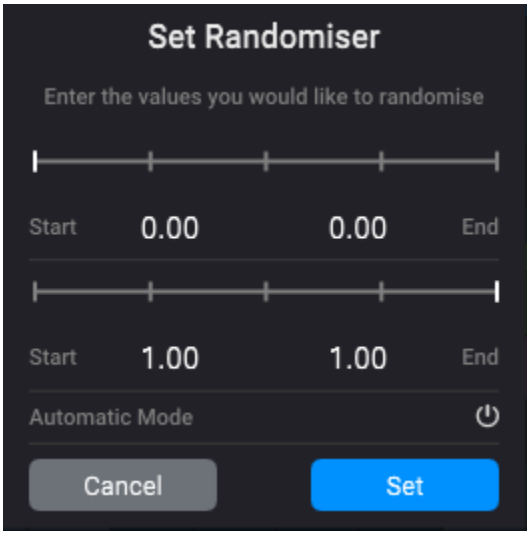
Left mouse click and drag the left side to adjust the start offset whilst, dragging the right side to adjust the gate length.



Right click on the mouse to edit the absolute values.

With manual randomisation active, left clicking on the mouse will randomise all steps or a group of steps (Selecting Randomiser Steps).

Right click on the mouse to bring up the randomiser parameter box.

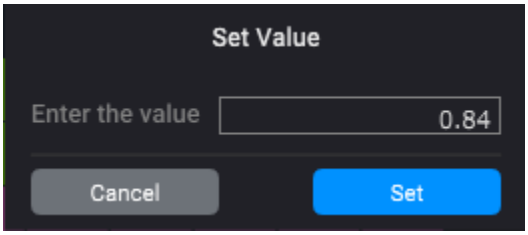


You can select what range of values will be randomly selected when the dice is left clicked with the mouse.

Turn on automatic mode by left clicking the mouse on the power icon. When turned on, random values will be selected in real-time as the preset is played instead of selecting the dice icon manually.

4.12. Probability

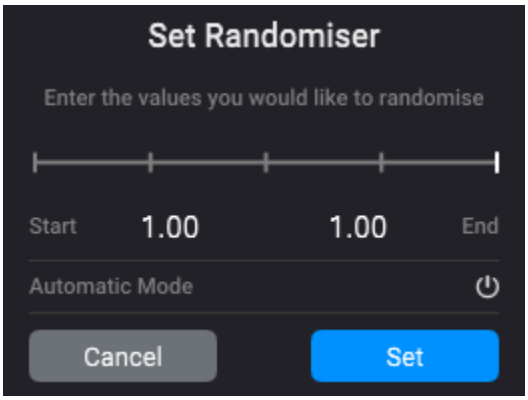
Left click on the mouse and slide up or down to select a probability of whether a note will be played or not.



Right click on the mouse to edit the absolute value.

With manual randomisation active, left clicking on the mouse will randomise all steps or a group of steps (Selecting Randomiser Steps).

Right click on the mouse to bring up the randomiser parameter box.

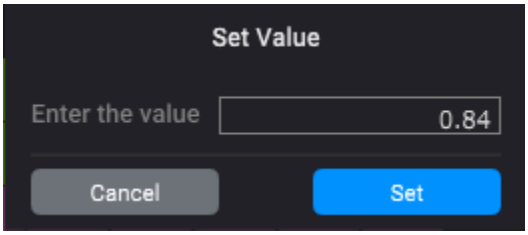


You can select what range of values will be randomly selected when the dice is left clicked with the mouse.

Turn on automatic mode by left clicking the mouse on the power icon. When turned on, random values will be selected in real-time as the preset is played instead of selecting the dice icon manually.

4.13. Mod Wheel

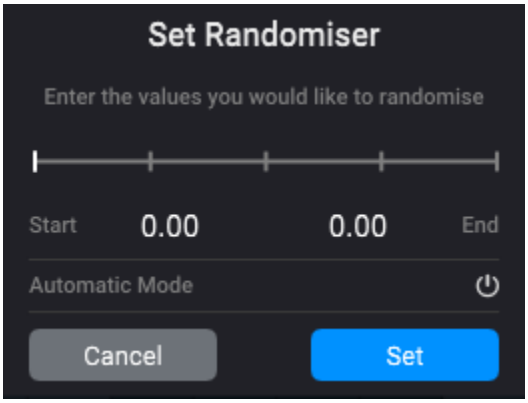
Left click on the mouse and slide up or down to select a mod wheel value.



Right click on the mouse to edit the absolute value.

With manual randomisation active, left clicking on the mouse will randomise all steps or a group of steps (Selecting Randomiser Steps).

Right click on the mouse to bring up the randomiser parameter box.



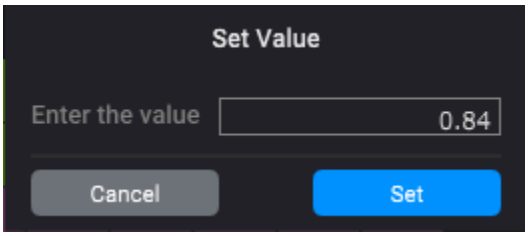
You can select what range of values will be randomly selected when the dice is left clicked with the mouse.

Turn on automatic mode by left clicking the mouse on the power icon. When turned on, random values will be selected in real-time as the preset is played instead of selecting the dice icon manually.

4.14. CC #1

Left click to select a MIDI channel between 2 and 127.

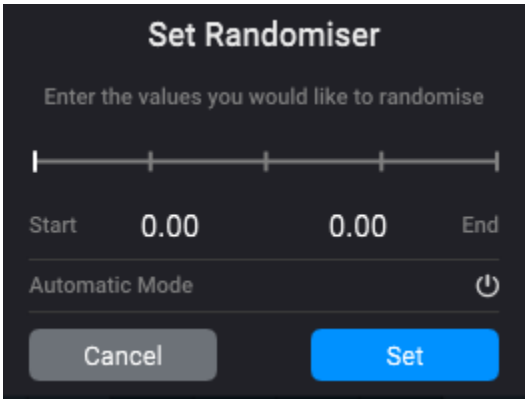
Left click on the mouse and slide up or down to select a CC value.



Right click on the mouse to edit the absolute value.

With manual randomisation active, left clicking on the mouse will randomise all steps or a group of steps (Selecting Randomiser Steps).

Right click on the mouse to bring up the randomiser parameter box.



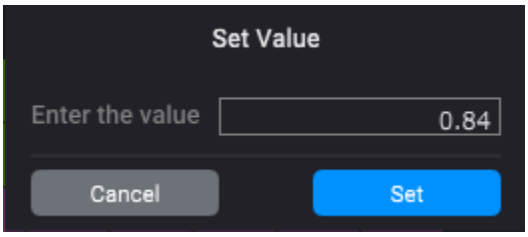
You can select what range of values will be randomly selected when the dice is left clicked with the mouse.

Turn on automatic mode by left clicking the mouse on the power icon. When turned on, random values will be selected in real-time as the preset is played instead of selecting the dice icon manually.

4.15. CC #2

Left click to select a MIDI channel between 2 and 127.

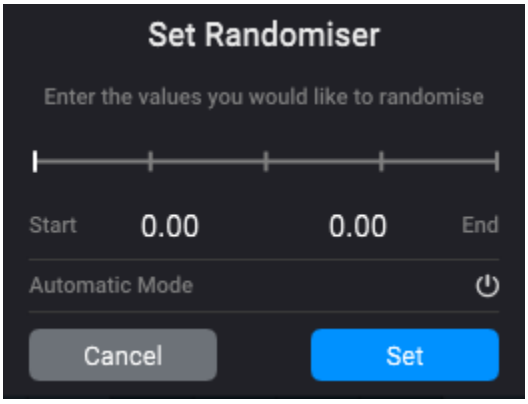
Left click on the mouse and slide up or down to select a CC value.



Right click on the mouse to edit the absolute value.

With manual randomisation active, left clicking on the mouse will randomise all steps or a group of steps (Selecting Randomiser Steps).

Right click on the mouse to bring up the randomiser parameter box.



You can select what range of values will be randomly selected when the dice is left clicked with the mouse.

Turn on automatic mode by left clicking the mouse on the power icon. When turned on, random values will be selected in real-time as the preset is played instead of selecting the dice icon manually.

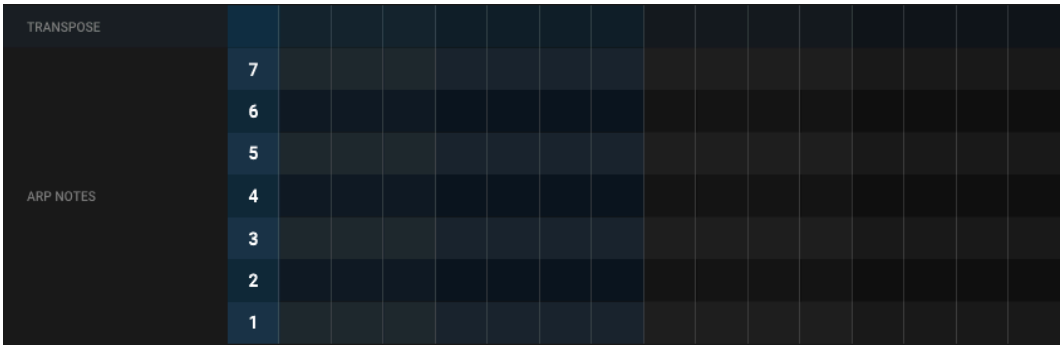
5. Arpeggiator

5.1. Overview

Left mouse clicking ***Arpeggiator*** will activate this mode.

The arpeggiator mode of Pro ArpSeq can work with up to 7 notes played and offers a number of different operators that map incoming notes to generate an output MIDI note pattern.

5.2. Arp Notes



Each lane from left to right, relates directly to the notes of the chord played, starting at the bottom with note 1 and moving up to the top, with note 7.

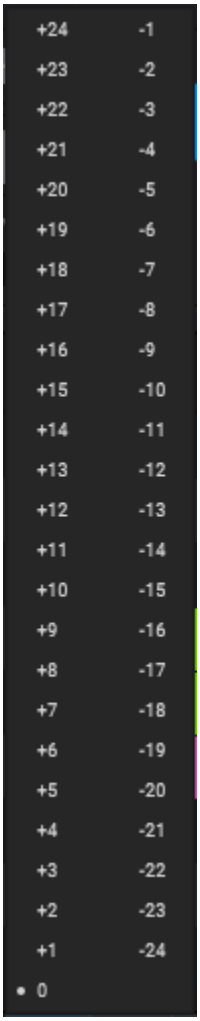
To repeat the last action, simply hold down **Ctrl** (Win) or **Cmd** (Mac) and then left-click on the desired cell.

To clear a cell, hold down **Ctrl** (Windows) or **Cmd** (Mac) and press **Shift** along with the left **mouse button**.

5.3. Transpose

Each step can be transposed by a number of semitones, up to 24 up or down.

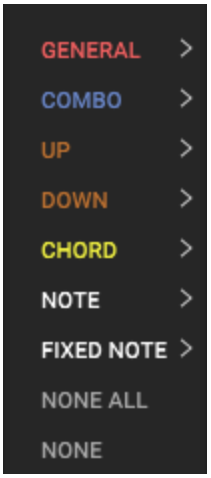
Left mouse clicking a transpose step will bring up the transpose menu.



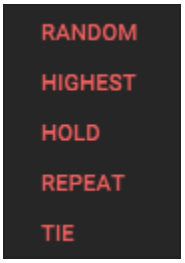
Left clicking whilst dragging the mouse up or down will move through the available values.

5.4. Arp Operator Menu

Left mouse clicking a step will bring up the operator menu.



5.5. General



Random will play a random note with the chord.

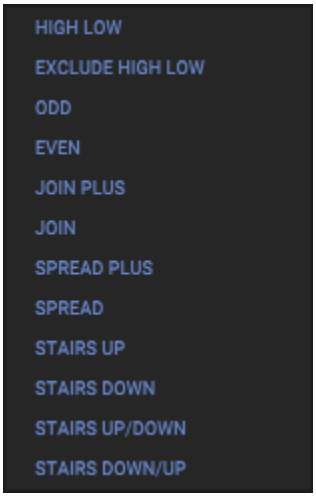
Highest will play the highest note within the chord.

Hold will hold the previously played note or notes.

Repeat will repeat the previously played note or notes.

Tie will hold the corresponding previous note.

5.6. Combo



High Low will play the highest and lowest note in a chord.

Exclude High Low will play all notes excerpt the highest and lowest note in a chord.

Odd will play only the odd notes in a chord.

Even will play only the even notes in a chord.

Join creates a pattern which starts with the lowest note in a chord, then the highest note, alternating progressively inward until they meet in the middle, creating a pattern in a 6-note chord like this: 1-6-2-5-3-4.

If following **S** then skip the 1st step (1-6).

Join Plus creates a pattern which starts with the lowest note in a chord, then the highest note, alternating progressively inward until they meet in the middle, creating a pattern in a 6-note chord like this: 1-6-2-5-3-4.

Spread creates a pattern that is the reverse of Join, creating a pattern which starts in the middle, alternating progressively outward until they reach the outermost notes, creating a pattern in a 6-note chord like this: 3-4-2-5-1-6

If following **J** then skip the 1st step (3-4).

Spread Plus creates a pattern that is the reverse of Join, creating a pattern which starts in the middle, alternating progressively outward until they reach the outermost notes, creating a pattern in a 6-note chord like this: 3-4-2-5-1-6.

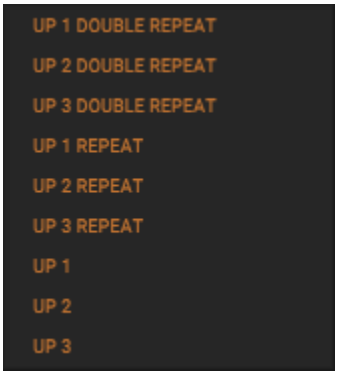
Stairs Up creates a pattern which, starting with the lowest note, goes two notes up and one note down, continuing the pattern upwards.

Stairs Down is the reverse of Stairs Up, starting with the highest note.

Stairs Up/Down begins with Stairs Up and at the end of the pattern, reverses direction, using the same notes to play the Stairs Down pattern.

Stairs Down/Up begins with Stairs Down and at the end of the pattern, reverses direction, using the same notes to play the Stairs Up pattern.

5.7. Up



The ***Up*** operator moves upwards through a played chord and can be the only operator in a given step.

Up 1 will play the next note moving upwards through a chord (on the 1st step, this will be the 1st note in the chord).

Up 2 will play the next note after skipping one note, moving upwards through a chord.

Up 3 will play the next note after skipping two notes, moving upwards through a chord.

Up 1 Repeat will play the next note moving upwards through a chord and repeat until it reaches the highest note.

Up 2 Repeat will play the next note after skipping one note, moving upwards through a chord and repeat until it reaches the highest note.

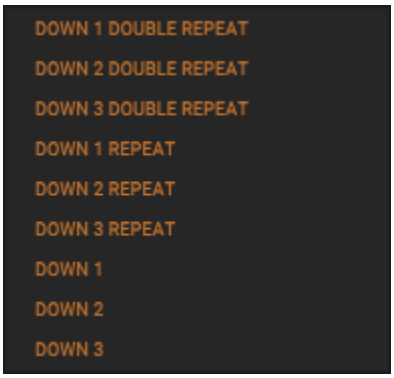
Up 3 Repeat will play the next note after skipping two notes, moving upwards through a chord and repeat until it reaches the highest note.

Up 1 Double Repeat is the same as ***Up 1 Repeat*** except each note is played twice.

Up 2 Double Repeat is the same as ***Up 2 Repeat*** except each note is played twice.

Up 3 Double Repeat is the same as ***Up 3 Repeat*** except each note is played twice.

5.8. Down



The ***down*** operator moves downwards through a played chord and can be the only operator in a given step.

Down 1 will play the next note moving downwards through a chord.

Down 2 will play the next note after skipping one note, moving downwards through a chord.

Down 3 will play the next note after skipping two notes, moving downwards through a chord.

Down 1 Repeat will play the next note moving downwards through a chord and repeat until it reaches the highest note.

Down 2 Repeat will play the next note after skipping one note, moving downwards through a chord and repeat until it reaches the highest note.

Down 3 Repeat will play the next note after skipping two notes, moving downwards through a chord and repeat until it reaches the highest note.

Down 1 Double Repeat is the same as ***Down 1 Repeat*** except each note is played twice.

Down 2 Double Repeat is the same as ***Down 2 Repeat*** except each note is played twice.

Down 3 Double Repeat is the same as ***Down 3 Repeat*** except each note is played twice.

5.9. Chord

The ***Chord*** operator allows you to select all 8 notes of a chord, although they don't all need to have been played.

Standard will select all notes as they were played in the chord.

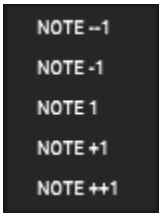
-Octave will select all notes as they were played in the chord, one octave lower.

--Octave will select all notes as they were played in the chord, two octaves lower.

+Octave will select all notes as they were played in the chord, one octave higher.

++Octave will select all notes as they were played in the chord, two octaves higher.

5.10. Note



The ***Note*** number operator 1 to 7 will appear on the menu, depending on which lane you clicked in.

Selecting ***1*** will output the 1st note of the chord (notes 2 to 7 are selected in the same way, depending on which lane you selected).

Selecting ***-1*** will output the 1st note of the chord one octave lower.

Selecting ***--1*** will output the 1st note of the chord two octaves lower.

Selecting ***+1*** will output the 1st note of the chord one octave higher.

Selecting ***++1*** will output the 1st note of the chord two octaves higher.

5.11. Fixed Note

C-2	G#0	E3	C6
C#-2	A0	F3	C#6
D-2	A#0	F#3	D6
D#-2	B0	G3	D#6
E-2	C1	G#3	E6
F-2	C#1	A3	F6
F#-2	D1	A#3	F#6
G-2	D#1	B3	G6
G#-2	E1	C4	G#6
A-2	F1	C#4	A6
A#-2	F#1	D4	A#6
B-2	G1	D#4	B6
C-1	G#1	E4	C7
C#-1	A1	F4	C#7
D-1	A#1	F#4	D7
D#-1	B1	G4	D#7
E-1	C2	G#4	E7
F-1	C#2	A4	F7
F#-1	D2	A#4	F#7
G-1	D#2	B4	G7
G#-1	E2	C5	G#7
A-1	F2	C#5	A7
A#-1	F#2	D5	A#7
B-1	G2	D#5	B7
C0	G#2	E5	C8
C#0	A2	F5	C#8
D0	A#2	F#5	D8
D#0	B2	G5	D#8
E0	C3	G#5	E8
F0	C#3	A5	F8
F#0	D3	A#5	F#8
G0	D#3	B5	G8

Sets a specific note value. This is useful when a fixed note is needed to trigger functionality on other plugins, such as articulation.

5.12. None

Clears a single step.

You can also clear a step with Ctrl (Win) / Cmd (Mac) + left mouse click.

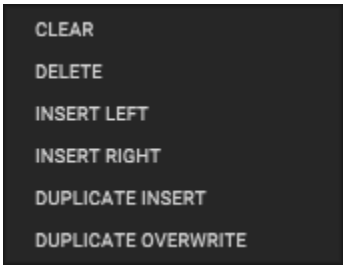
5.13. None All

Clears all steps in all lanes

5.14. Repeat last selection

Ctrl (Win) / Cmd (Mac) + Left Mouse Click to use the last selected operator.

5.15. Bulk Edit Menu



Right Mouse Click will bring up the bulk edit menu.

Clear will clear all vertical steps, including the Steps settings, while ***None All*** only clears the Arp Notes.

Delete will delete the step and shift everything left.

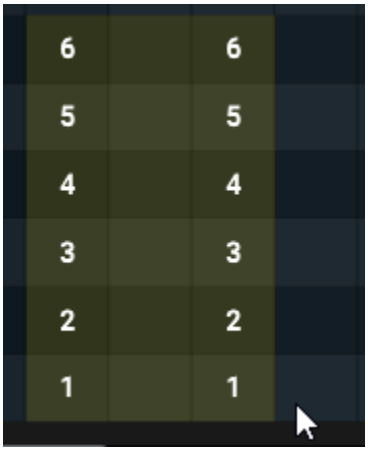
Insert Left will insert a blank step to the left.

Insert Right will insert a blank step to the right.

Duplicate Insert will insert a blank step to the right and copy the contents.

Duplicate Overwrite will copy the contents of the step to the next step.

5.16. Selecting Multiple Notes



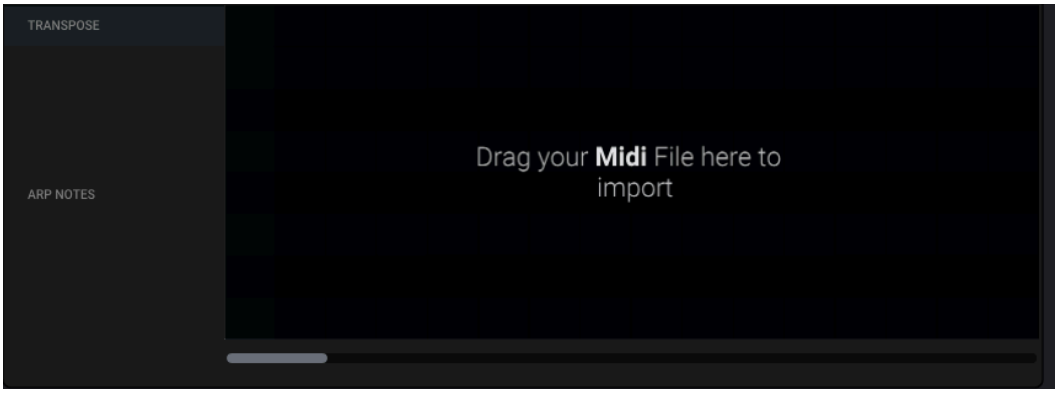
Left mouse clicking and dragging out a rectangle over a group of steps will select them all.

After selecting, you can manipulate all steps in two ways:

Move: Hold **Shift** and use the left mouse click.
Copy: Hold **Ctrl** (Win) or **Cmd** (Mac) and use the left mouse click.

5.17. MIDI Import

You can import an external MIDI file by dragging it from the operating system's file system onto either Arpeggiator steps area.



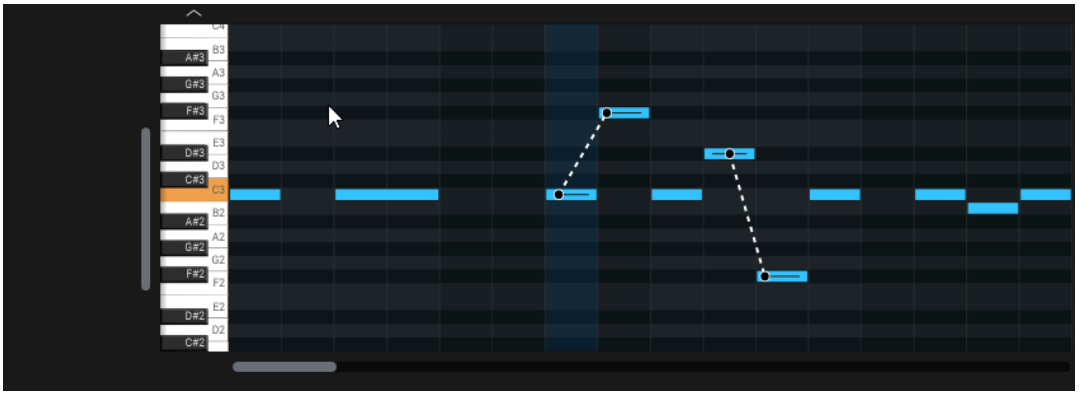
6. Sequencer

6.1. Overview

Left mouse clicking ***Sequencer*** will activate this mode.

The sequencer allows a MIDI sequence to be created that is triggered by a single incoming note, although where more than one incoming note is played, the lowest note will always be the note referenced.

6.2. Sequencer Notes



A MIDI pattern is created on the piano roll, relative to the root note (shown in orange on the virtual keyboard), allowing mono or polyphone output.

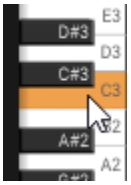
6.3. Expand piano roll

Left mouse click on the up arrow to expand the piano roll.

6.4. Reduce piano roll

Left mouse click on the down arrow to reduce the piano roll.

6.5. Changing root note



Right mouse clicking a note on the piano roll keyboard will make this the root note.

6.6. Adding a note

Left mouse clicking an empty note position will add a note.

6.7. Removing a note

Left mouse clicking a note will delete the note.

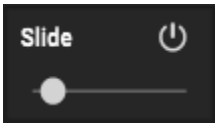
6.8. Moving a note

Left mouse clicking a note and dragging will allow you to move a note.

6.9. Resizing a note

Left mouse clicking a notes rightmost area and dragging will allow you to resize it’s length.

6.10. Adding a note slide



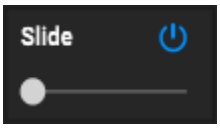
Right mouse clicking a note that has a note to the right will allow you to activate a slide by left mouse clicking the activate icon.

To add a quick Slide with a shortcut - Shift + Right-click - creates a Slide in the middle of the first Note.

6.11. Adjusting slide start point

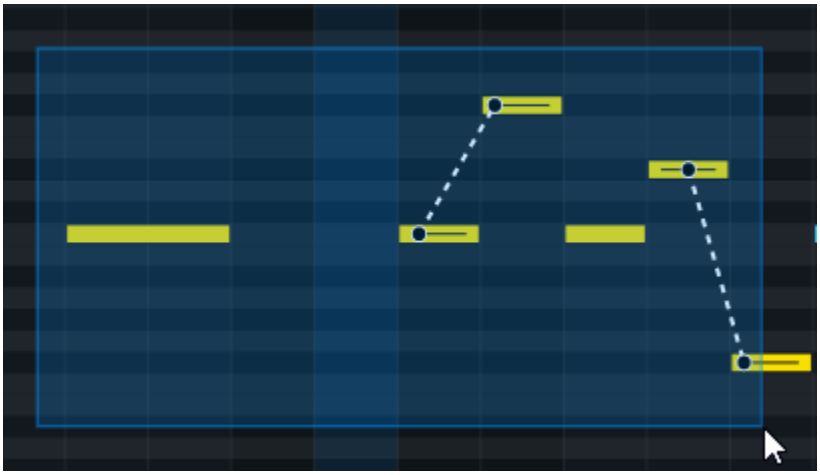
Right mouse clicking on the start note of a slide will allow you to adjust the slide starting position by left mouse clicking on the slider.

6.12. Disabling a note slide



Right mouse clicking on the start note of a slide will allow you disable the slide by left mouse clicking the activate icon.

6.13. Selecting multiple notes



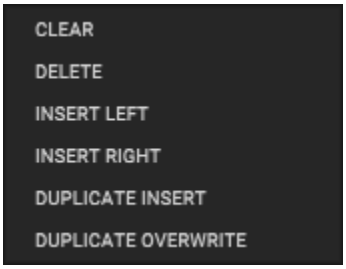
Left mouse clicking and dragging out a rectangle over a group of notes will select them all.

Once selected, you can use the ***arrow keys*** to move them or ***delete*** to remove them or just grab the selection and drag to move the notes with a mouse.

6.14. Copy / Paste Note Selection

Once selected, you can drag and move all steps with Shift + left mouse click or Ctrl (Win) / Cmd (Mac) + left mouse click to copy all steps.

6.15. Bulk Edit Menu



Right mouse clicking on a empty area will bring up the bulk edit menu.

Clear will clear all vertical steps.

Delete will delete the step and shift everything left.

Insert Left will insert a blank step to the left.

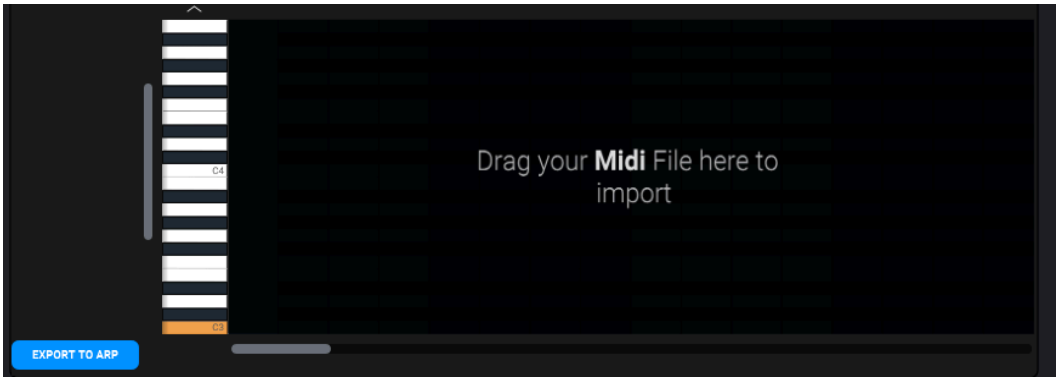
Insert Right will insert a blank step to the right.

Duplicate Insert will insert a blank step to the right and copy the contents.

Duplicate Overwrite will copy the contents of the step to the next step.

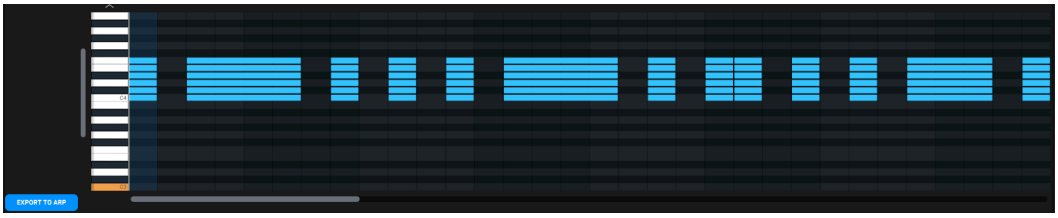
6.16. MIDI Import

You can import an external MIDI file by dragging it from the operating system's file system onto the Sequencer notes area.

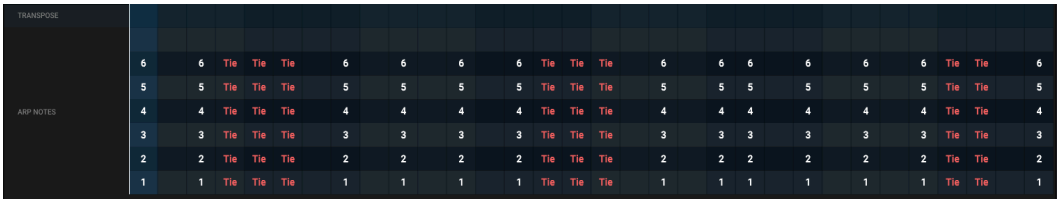


6.17. Export To Arp

You may export a sequencer preset into the arpeggiator in order to capture the rhythmic elements.



Below shows the import arpeggiator after exporting from the sequencer.



7. Presets and Browser

Presets can be loaded, edited and saved and a comprehensive browser allows you to store and retrieve your presets.

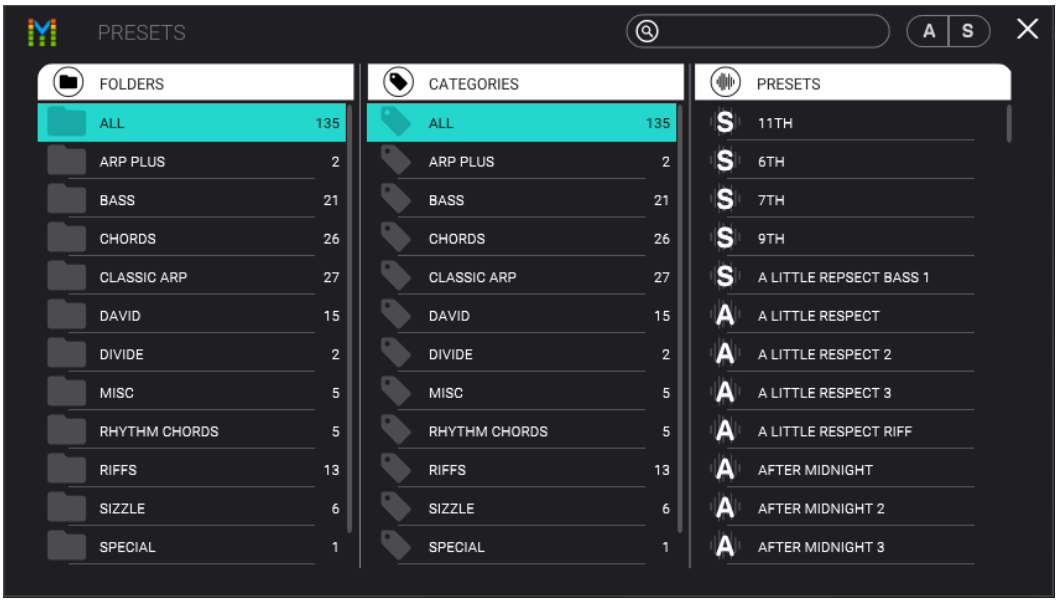
7.1. Preset Location

Presets are saved in the following locations.

- PC: C:\Users\USERNAME\AppData\Roaming\Melodology\Pro ArpSeq\Presets
- Mac: ~/Library/Melodology/Pro ArpSeq/Presets

7.2. Preset Browser

Click on the preset name to bring up the preset browser.



The preset browser contains folders, categories and presets.

By default, all presets are shown. You can narrow this list using filters for both folder and category. Additionally, you can search by name using the search box and specify whether to show A(rpeggiator) or S(equencer) presets.

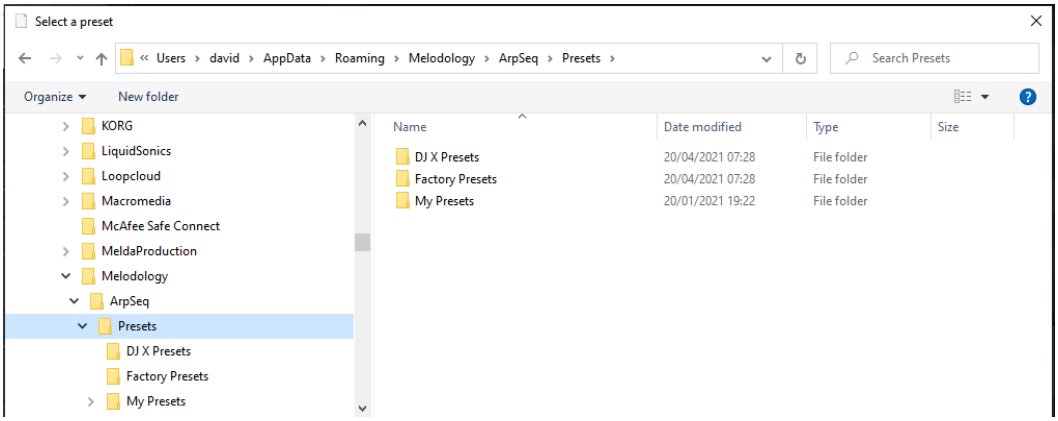
You can type part of a presets name in the search box in order to filter the display of presets. You can enter any part of a preset name, so for example, by entering “bass” you will only see presets that contain this in the preset name.

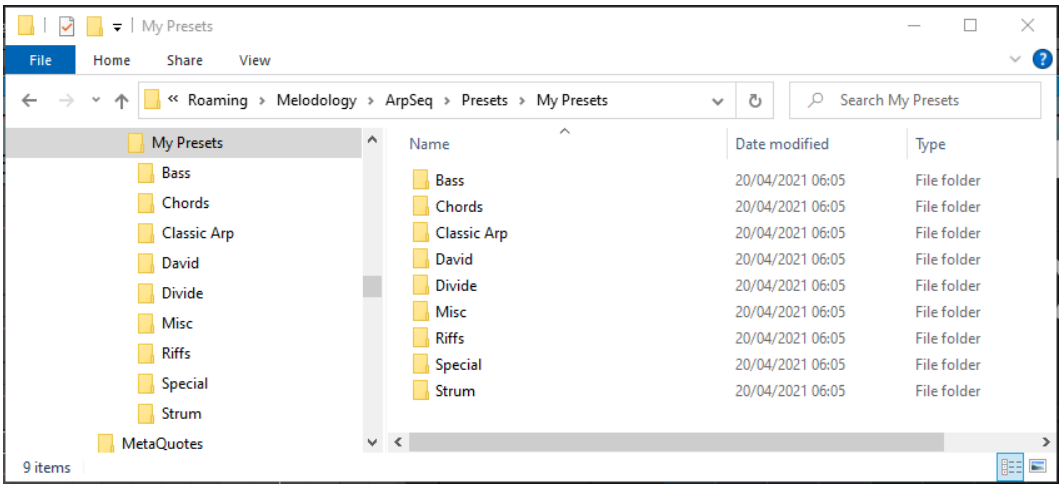
7.3. Storage and File structure

Presets are stored within the file structure of your computer’s operating system, with the root storage being the folder ArpSeq/Presets, as detailed in Preset Location.

The file structure that Pro ArpSeq uses is very important, as this determines how the browser locates all folders, categories and presets.

You can have as many folders you wish, which will then contain the category folders, then finally the presets are located within these category folders.





This shows the storage of your preset in Windows.

7.4. New preset

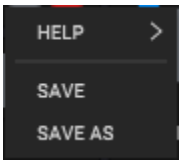
Left mouse click to initialise a new preset.

7.5. Edit preset

Left mouse click to edit a preset name.

7.6. Save preset

Left mouse click to save a preset.



The save menu allows you to :

HELP - view help, which explains the file storage for presets.

SAVE - which updates an existing preset.

SAVE AS - which allows you to save a new preset, using your operating systems native file storage, as explained in Storage and File structure

7.7. Delete preset

Left mouse click to delete a preset.

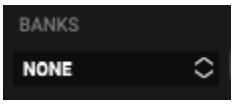
8. Trigger Banks and Keys

Presets can be loaded via **Trigger Keys**, which are specific MIDI keys assigned to particular presets. Striking the assigned MIDI key will automatically load the associated preset.

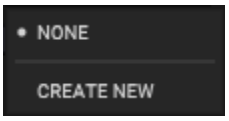
8.1. Trigger Bank

A trigger bank defines which MIDI keys will trigger which presets.

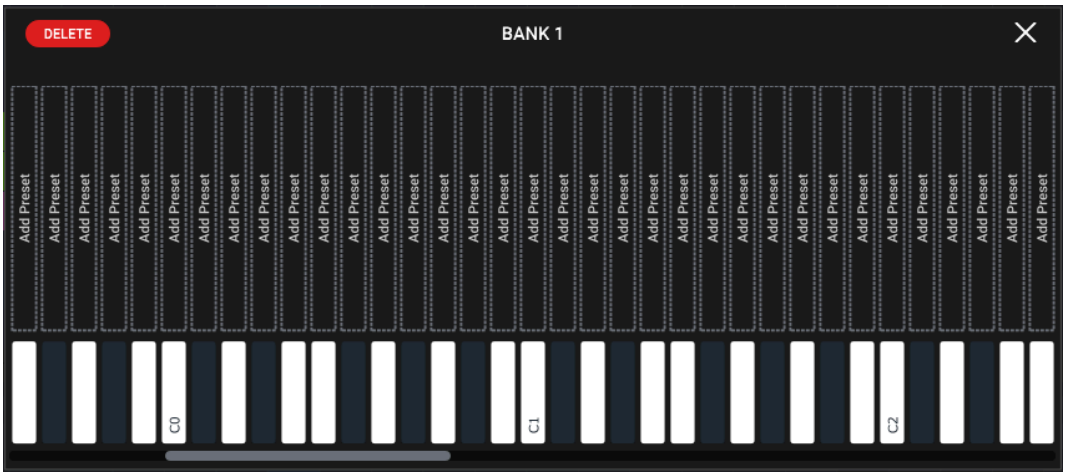
8.2. Adding a Bank



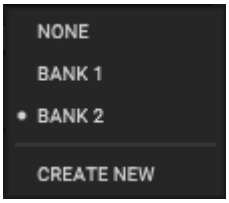
Left mouse click on the bank name to bring up the bank menu.



Left mouse click on CREATE NEW to add a new bank.



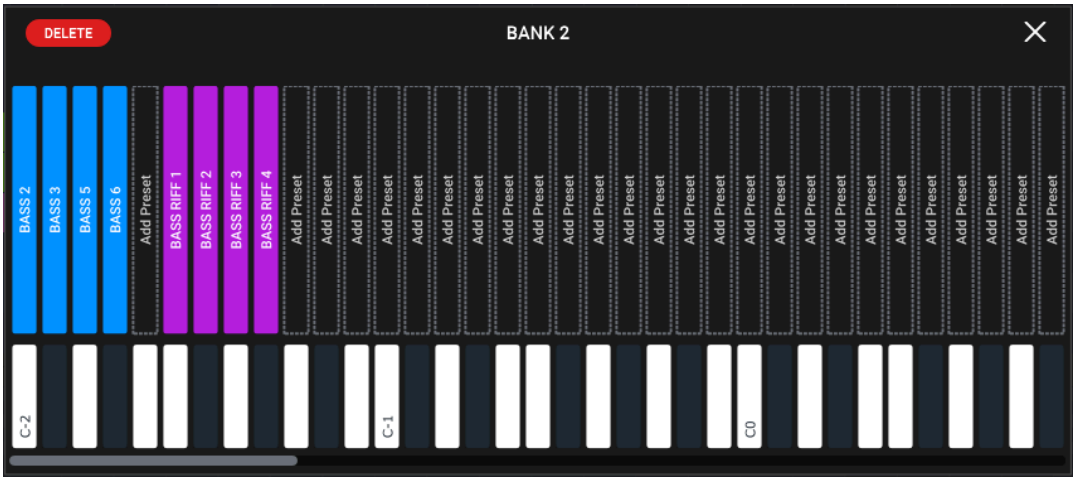
8.3. Selecting a Bank



Left mouse click the bank name to select a different bank.

8.4. Editing a Bank

Left mouse click the edit icon to bring up the bank editor.



To assign a preset to a key, left-click the "Add Preset" label located directly above that key. This action will open the Browser, allowing you to select your desired preset.

Arpeggiator presets are shown in blue, whilst Sequencer presets are purple.

Delete a preset trigger by right mouse clicking on the preset name.

9. Settings

9.1. Include 13th note

This is enabled by default and controls whether the final note of the octave, the 13th, is included in arpeggiator patterns such as U1, U2, and U3. In most cases, this should remain on. If disabled, the arpeggiator will skip the 13th note, resulting in an incomplete sequence.

9.2. Disable Pop Ups

This setting is no longer in use and will be removed in a future version.

9.3. Label All Keys

This setting is off by default. When enabled, all keys shown on the keyboard (on the left side in Sequencer mode) are labelled. When disabled, only the C notes are labelled, such as C0, C1, C2, C3, and so on.

9.4. Quick Slide

This setting is no longer in use and will be removed in a future version.

9.5. Disable Drag Overlay

This setting is no longer in use and will be removed in a future version.

9.6. Default Randomisation

This setting defines the default behaviour of the randomisation (dice) feature. By default, it is set to Manual. If you change this setting to Automatic, the randomisation feature will use Automatic mode by default, so you won’t need to switch it each time.