

CHORDIAN
Advanced
MANUAL

Changelog

v1.1

- Import Pattern from Advanced Preset Added

v1.0

- Initial Release

Introduction



Chordian Advanced is a Midi Sequencer designed to work with the Kontakt 5 Midi output. It is a variation on Procession but with more of an emphasis on stacking pitches and lacks the CC implementation. The Advanced Version adds 12 unique Patterns which can be switched in real-time using the Trigger Octave Range. It also adds the Scale editor, both Chordian and Procession share the same Scale Files.

Chordian dispenses with 3 of Processions Trigger Sequencers but keeps the pitch Sequencers so that all 4 Sequences are played via a global trigger sequencer. The idea is that in Simple Mode you can easily line up all sequencers to see what is playing across the steps and it is therefore much easier to build Chord type sequences. Polyrhythmic operation is still possible however when Simple mode is switched off, except that it is just the pitches that are Polyrhythmic.

It still keeps most of the features from Procession such as the Scale Remapper, individual Length%, Velocity%, tuning capabilities, the file Browser and the Randomizers. It can even load Procession sequences using the A sequence for triggering, and on the other side Chordian presets can be loaded into Procession.

All Notes are run through the Scale Remapper which forces notes to a custom Scale which can be built over 24 semitones using the Scale keyboard, or by using one of the 80 internal Scales.

Installation and Usage

Unzip to a place on your hard drive and using the Kontakt internal file browser locate the Instruments folder and Load 'Chordian.nki'

Using VST Midi Output can be tricky and is handled differently in each DAW, hopefully most of you will have done this before as there is no way I could cover all DAWs. But basically VST plugins with Midi out appear as a selectable Midi Input which you can use as a midi input on the track you want to control.

I've made a video showing how it's done in all of the hosts I own as well Plogue Bidule and Metaplugin both of which make it simple and flexible. The video shows Procession, however it is the same principle.

<https://www.youtube.com/watch?v=kckY7F2si-I>

I suggest doing a search on Google or Youtube for VST Midi output and the name of your DAW, it's well covered territory if I haven't covered yours.

Misc Notes

- Due to reasons only NI knows, when using Aftertouch as a destination it will also use this internally as though aftertouch is coming from your keyboard. This means that it can be used to sequence the Aftertouch>Freq Parameter which can be interesting. If you don't want this behaviour set Aftertouch>Freq to zero.
- When the 1st keyboard note is played all sequencers will reset to the start, if you then overlap notes the Sequencers will continue without resetting until no keys are held and a new one is played.
- Notes are generated from A to B so if an identical note was triggered by an upstream sequencer the note will not be triggered.
- Kontakt has a latency difference between the Note on from the midi input triggering and the clock pulse for some reason. As a result all midi is about 1500 micro seconds late and so a very small delay and shouldn't be noticed. You can always record the midi output to your DAW and quantize it if this bothers you.
- The knobs in Chordian Advanced cannot be Automated because a Single set of Knobs represents all Patterns.

About Multiple Patterns

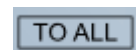


There are 12 Patterns and each Pattern has unique Sequencers, Tempos, Steps, Knobs and Option buttons. The only parameter that is not included is the CC ID. Each Pattern can also have it's own dedicated Scale or all can use a single Scale depending on the 'SINGLE' Button.

The Patterns are switched either by using the GUI buttons or the Red Octave Trigger Octave. The currently playing Pattern is always visible and editable.

You can copy any Pattern to the Currently selected/Visible pattern by using the 'C' button under each Pattern.

You can also use the 'TO ALL' button to copy the Current Pattern to All Patterns. Be warned there is no undo for the Copy Functions.

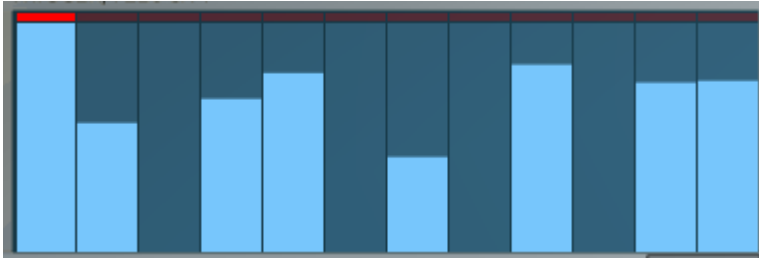


Sequencers



All 4 Sequencers function identically and so I will describe the behaviour of a single sequencer.

- **ENABLE NOTE SEQUENCE** (top left)
Switches on the Note sequencer
- **SOLO**
Allows muting all other sequencers.
- **OCT**
Selects which Octave will be used for the Sequencer by -3/3 Octaves.
- **SEMI**
Offsets the Sequencer by -12/12 semitones. If the 'Root' button is enabled then the Semitones will cycle up the scale, otherwise it will tune normally.
- **LENGTH**
The length of a note is calculated by determining the distance between the current note and the next to play. The Length setting allows setting the percentage of this time.
- **VELO**
This is the % of Velocity for the Sequencer.
- **FV**
Forces the velocity for notes to be Full Value regardless of the sequencer Amount.
- **PB**
Enables Pitch Bend → Velocity/Length for the Sequencer.
- **MW**
Enables Mod Wheel → Pitch for the Sequencer.
- **AT**
Enables Aftertouch → Frequency for the Sequencer.
- **D**
Sets the sequencer to a flat default state.
- **R**
Randomizes the Sequencer Section



The Sequencers are edited using the mouse to set the values of each step. Dragging along will set all values crossed and right clicking and dragging allows drawing a line of values. With the Trig/Velocity Sequencer, a note will only play if the value is greater than zero, and as long as Full Velocity is disabled the value will determine the Velocity as a percentage up to the Velocity Knob setting.

- **< >**
these buttons will shift the sequence Left or right
- **D**
Sets the sequence Flat
- **R**
Randomizes the Sequence
- **FREQ**
Sets the Frequency of the Sequencer in Multiples of 64ths so lower = faster.
- **STEPS**
Sets the step Amount between 1 and 32 Steps.

The Pitch Sequencers allows pitching above the played Midi Note Pitch up to 24 Semitones which is run through the Scale Remapper.

Master Section



- **WHEEL**
A Visual Representation of the Mod Wheel which can also be used instead, however it isn't stored with a preset
- **MW > PITCH**
Sets the amount that the Mod Wheel affects the Pitch
- **AT > FREQ**
How much the Aftertouch will affect the Frequency
- **AT STEPS**
When the Aftertouch is used, it cycles through alternative clocks to play the Sequences. This setting determines how many steps these alternative clocks use. Note that they can go past the Sequencers actual settings which can be interesting. Setting this to 1 will create a stutter effect using step 1 if it has a note.
- **RND VEL**
Adds an amount of random velocity to all triggered Notes
- **RND PB**
Adds an amount of Random Pitch Bend when a note is triggered.
- **X-SPOSE**
Transposes all Sequencers by -12/+12 Semitones.

Scale Remapper



All Pitch data goes through the Scale Remapper which makes sure that all notes are forced to the current selected Scale. The Mode can be selected between using the Next Up or Next Down modes when the note is forced to fit the Scale.

A Scale can be entered directly or a preset can be loaded via the Select Preset Menu choosing from a list of 80 Scales. The Randomize button can also select one Randomly. Note that when a scale is selected the name will still be visible until it is edited or the instrument/project is closed down.

Note that the scale is shown in C for simplicities sake, however the Note you play on your keyboard determines the Root Note.

OPTIONS

SIMPLE

- **SIMPLE**
Simple mode makes all Sequencers use the same Step Amount and Frequency settings which is great for Chord style Sequences and predictability.

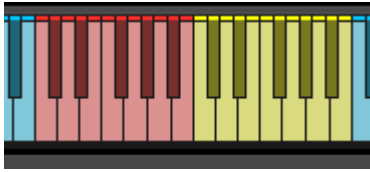
Global Randomizers



There are 3 flavours of Global Randomizer, Chaos to Order, the difference is mainly in the Tempos and step size possibilities. The Current Rows will only Randomize the Current Pattern and the Global Row will Randomize all Patterns plus the Global parameters. There are also the following options that affect all Randomizers:

- **OCTAVE**
When enabled the Pitch sequencers will be limited to 1 Octave only
- **R PITCH**
When Enabled Root Pitches will be used often in the generated sequences, otherwise Pitches will be totally random
- **MODS**
When Enabled the AT, PB and MW buttons will be Randomized
- **HALF**
When Enabled all knobs will be randomized to smaller values up to 50%
- **SCALE**
The Scale will be randomized
- **FREQS**
The Sequencer Frequencies will be Randomized
- **STEPS**
The Sequencer Step Amounts will be Randomized
- **TRIGGERS**
The Trigger sequences will be Randomized.

Triggers



Chordian includes 2 octaves of real Time triggers for modifying the Sound.

The Red Octave (Pattern Switching)

These Triggers will switch the pattern instantly and are basically the equivalent of using the 1-12 buttons on the GUI. If RESET is enabled then the pattern will be reset to step 1 when it is switched.

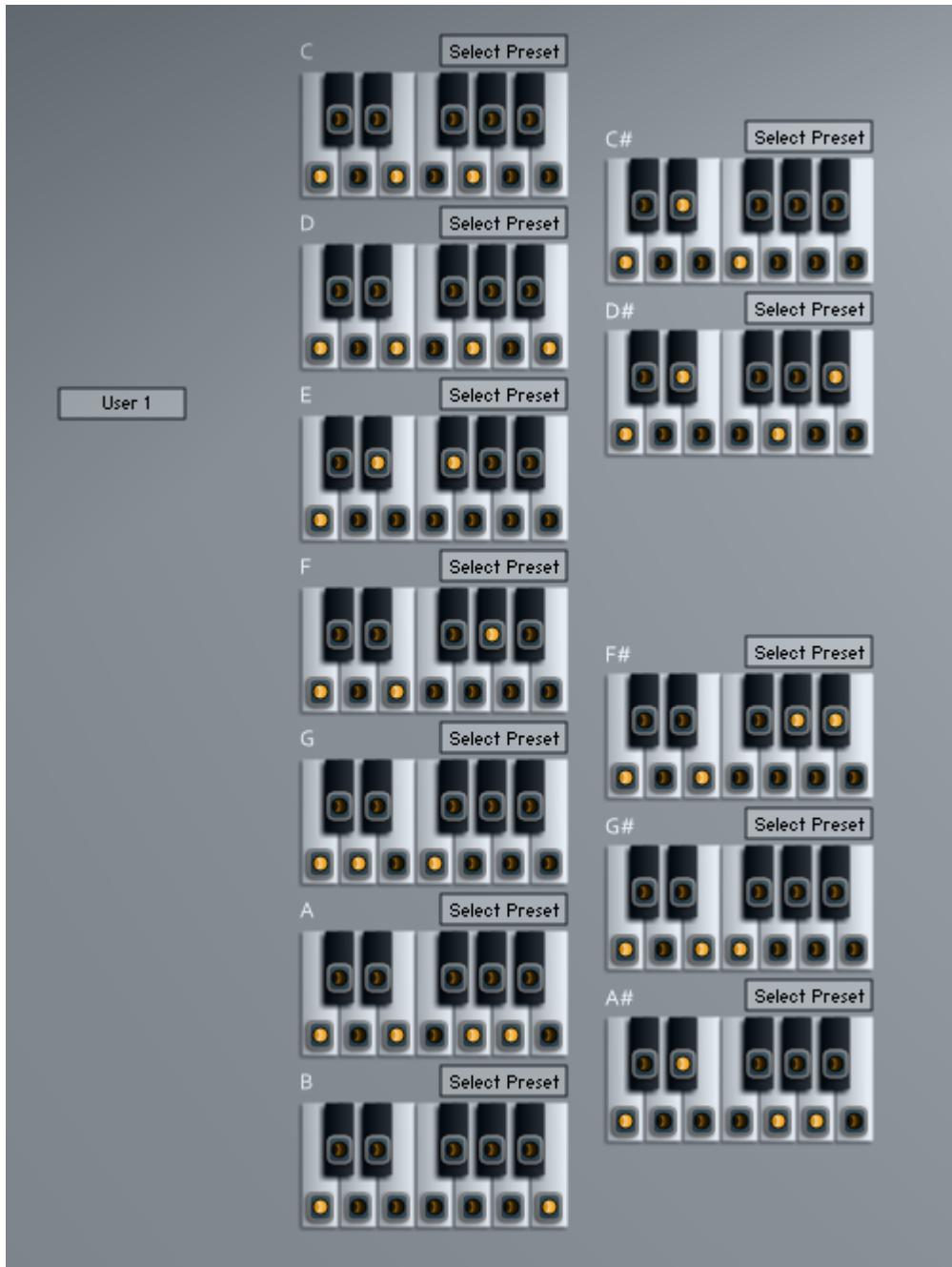
The Yellow Octave (Pitch)

This octave allows changing the pitch of the playing Sequencers in various ways depending on the TRIG MODE setting:

TRIG MODE **Both** TRIGGERS OCTAVE **2**

- **ROOT**
Changes the pitch of the Root used by the Rescaler to calculate the notes. This one can sound a bit strange sometimes, perhaps have no effect on some keys depending on the current Scale, yet can provide some very interesting variations.
- **SCALE**
The notes sent to the rescaler are pitched which provides some great variations.
- **BOTH**
Both the Root and Scale are changed in pitch so it acts as a regular transpose just like playing a different note to trigger the Sequences, however the difference is that this modifies the notes and therefore does not Retrigger/Reset the playing Sequencers.
- **CHORD**
This is a preset set of Alternate scales for the Triggers which uses:
 - C - Major
 - C# - Minor
 - D - Major 7th
 - D# - Minor 7th
 - E - Diminished
 - F - Augmented
 - F# - Augmented 7th
 - G - Sus 2
 - G# - Sus 4
 - A - 6th
 - A# - Minor 6th
 - B - Root + 7th
- **USER 1-4**
These are 4 sets of triggers like Chord Mode except in Procession you can define what Scales they use with the Scale Editor (see below).

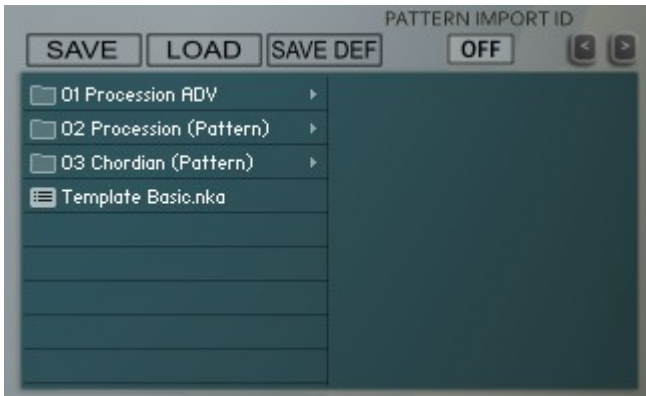
The Scale Editor



This allows altering one of the 4 editable Scale Trigger profiles for use by the Trigger Octave. You can select which one to use from the Trigger Mode menu in Procession or Chordian.

Changes are saved automatically so be sure you have a profile selected that you want to overwrite. If you have made changes you will need to click the refresh button next to the trigger Mode menu in Procession to reload the profiles. If you leave the refresh button ON it will reload the profiles continuously which makes it easier to work on them, don't forget to switch off after editing though!

Browser



Chordian uses its own Preset System and Presets can be loaded or Saved using the Preset Browser. The Preset Folder is called 'Procession Presets'

Chordian Advanced does not come with any Presets of its own, due to the complexity of it, it's more about making your own Sequences. However it does include Presets from the standard Procession and Chordian Presets which can be loaded into a single Pattern.

- **SAVE PRESET**

When you save a Preset, unfortunately Kontakt always opens the File Browser showing the data folder which stores all the configuration files for the Synth, so you must select the Presets Folder and save your preset there so it will be visible next time you load the synth. You can create sub folders in this directory if you wish, they will be listed on the Left hand side.

- **LOAD PRESET**

This is only needed to load a preset which isn't visible in the File Browser. Useful because Kontakt script provides no way of refreshing the browser except by reloading the Instrument. This provides a way of loading a preset in that situation.

- **SAVE DEFAULT**

All Homegrown Sounds Kontakt Instruments use a Default File for referencing when using any section or Global Default button. This Button will allow you to overwrite the file with the current state of the instrument, which will be used from then onwards.

- **PRESET PREVIOUS AND NEXT**

These Buttons will navigate through the presets. However a Preset must be loaded in the Browser first to create the start point.

- **LOAD CC**

CC information is stored with Presets, however usually you wouldn't want to load it when loading a preset as it's a very synth specific setting. It's disabled by Default so that they will not load.

- **PATTERN IMPORT ID**

If this is set to a Pattern ID then it will load only the selected Pattern into the Currently Selected Pattern which provides a means of importing Patterns from other Procession Advanced Presets. When set to OFF then it will load the entire Preset as normal.

