CHORDIAN MANUAL

Changelog

V1.21
- Added Import Procession/Chordian Advanced Pattern with Pattern ID Selector

V1.2
- Added Chord trigger Mode which uses a selection of Common chord Shapes
- Added Trigger Scale Editor which allows creating 4 custom profiles for use with the Pitch triggers.
- Version changed to correspond to Procession as they are most likely updated together.

v1.0

- Initial Release

Introduction
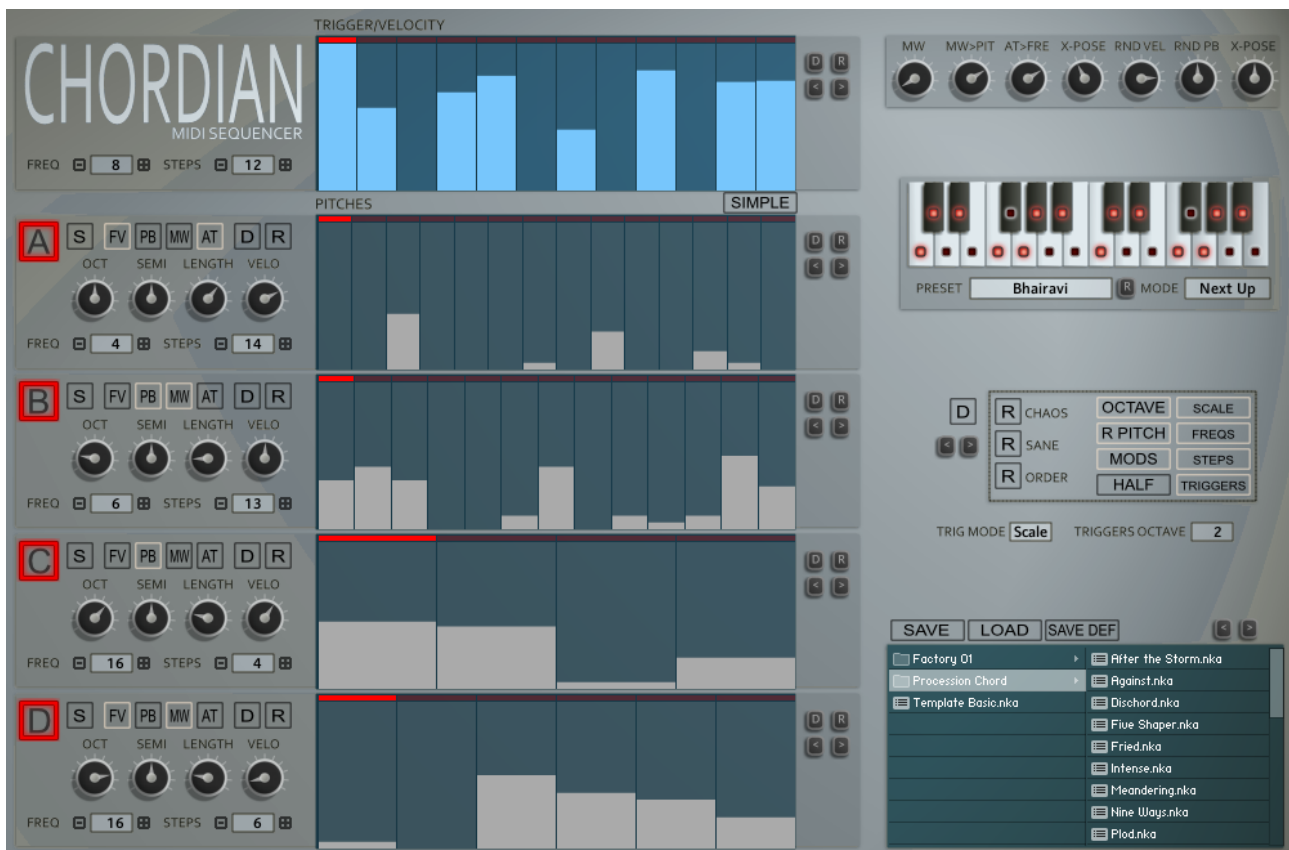
Chordian is a Midi Sequencer designed to work with the Kontakt 5 Midi output. It is a variation on Procession but with more of an emphasis on stacking pitches and lacks the CC implementation.

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.

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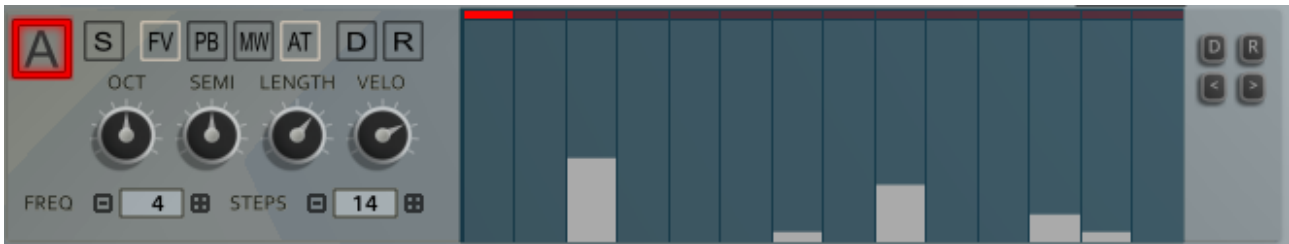
All 4 Sequencers function identically and so I will describe the behaviour of a single sequencer.

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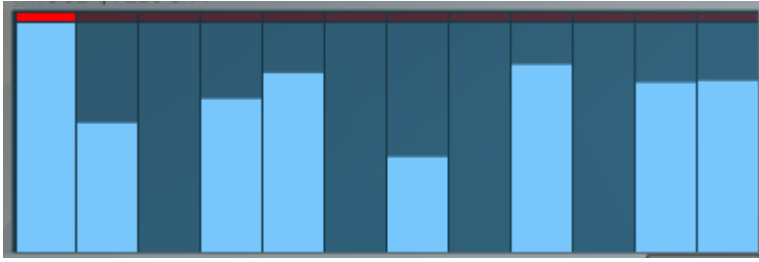
The Sequencers are edited using the mouse to set the values of each step. Dragging along will set all values crossed and right clicking and dragging allows drawing a line of values. With the Trig/Velocity Sequencer, a note will only play if the value is greater than zero, and as long as Full Velocity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

- **MASTER**
  When enabled, all Sequencers will be changed to the same step size and the same values. It can used temporarily to quickly replicate settings across the other 3 Sequencers, plus it can be left on and the other Sequencers can be changed until A is edited again. It's also useful when using Simple Mode.
- **< >**
  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. 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.
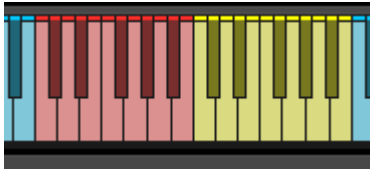
Triggers

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

The Red Octave:

- **C, D, E, F**
  These 4 Keys will Mute Sequencers A-D respectively
- **C#, D#, F#, G#**
  These 4 Keys will Pause the clock of Sequencers A-D respectively. If the current step has a note it will stutter at the current tempo, if it is silent no sound will be heard.
- **G, A, A#, B**
  Finally these 4 will use alternative Clock Speeds for all Sequencers, G is slow and they get faster up to B which is the fastest

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).

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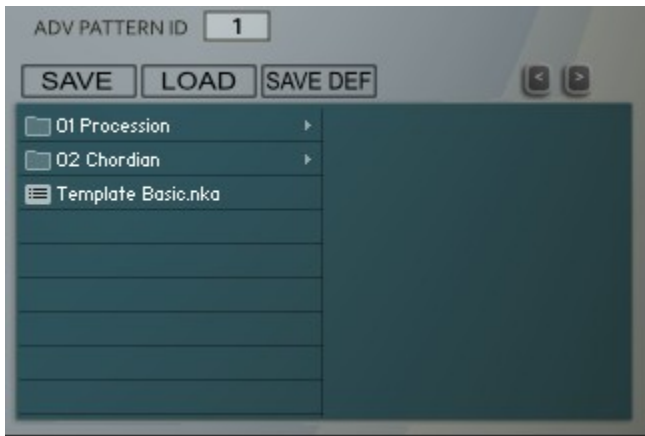
Procession uses it's own Preset System and Presets can be loaded or Saved using the Preset Browser. The Preset Folder is called 'Procession Presets'

- **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.
- **ADVANCED PATTERN ID**
  This allows importing a Pattern from a Chordian/Procession Advanced Preset and allows selecting which Pattern will be loaded from all 12. To Load the pattern just select the preset in the browser as usual or use the Load Button to locate it.