SUCCESSION PRO MANUAL

Changelog

v1.22

- Added Light Indicators for the Mute Triggers

v1.2

- Fixed bug with Offset lengths not Randomising, updating correctly
- Added ALT/OPTION Key for setting all Offset Button/Knobs in all Patterns.
- Added Send to All patterns to the Options Menu for each sequencer.
- Added Remix Function/Remix All to the options menus. Copies the associated Sequences to all Patterns and creates a sequence by randomizing and duplicating current steps.
- Added Remix Function/Remix All to the options menus. Copies the associated Sequences to all Patterns and re-arranging the sequence order of the copied versions. There is also a direct Button 'REMIX' to achieve this directly.
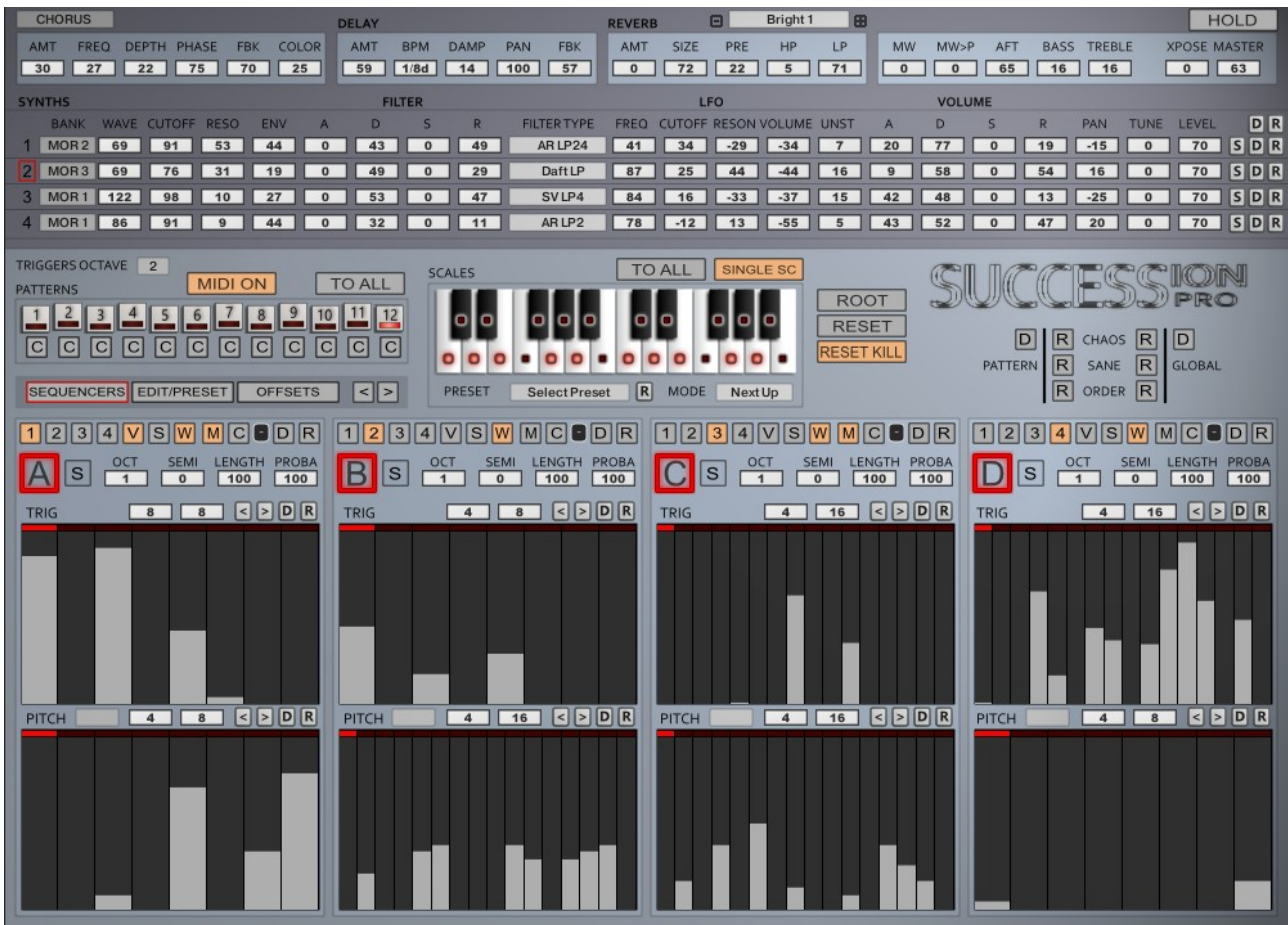
v1.1

- Added Length to the Offsets
- All Sequencer knobs and Buttons can now change the value in all 12 pattern simultaneously by hold ALT/OPTION key when clicking them.

v1.0

- Initial Release

Introduction

Succession is is an Advanced Sequenced Synthesizer with 4 independent Sequencers and 4 Synthesizers.

It has 12 Patterns and each Pattern stores all Sequencer Information, Offsets, Scale and Effect Levels. Patterns are changed by the dedicated 'red' Octave or using the GUI controls.

Banks

Each Synthesizer has 9 Banks of 127 waveforms:

1. **MOR 1** - 127 Morphing sounds and Wavetables
2. **MOR 2** - 127 Morphing sounds.
3. **MOR 3** - 127 Morphing sounds.
4. **MIXED** -127 sounds with some Straight Tones, Morphs and Wavetable type sounds
5. **KIT 1/2/3/4/5** – These banks contain one shot Drum Hits. Each bank has 50 Bass drums(1-50), followed by 30 HiHats(51-80) and 48 Snares(81-127).

Modulation Wheel/Pitch Bend/Aftertouch

The Modulation Wheel is used to shift up inversions of the current Scale.

Aftertouch affects the Filter cutoff

Pitch bend Up shortens the Sequencer note length

Pitch Bend Down shifts the index of the synth waveforms.

Controls

On all Sequencer Knobs and buttons you can use ALT/OPTION to set the control of all 12 Patterns simultaneously.
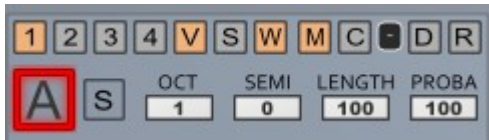
Panel Menu

Switches Between the Sequencers and Synth Editor/Browser and Offsets/Browser

Global Left/Right will shift all Sequences left or right.

The Sequencers

There are 4 Main Sequencers which are comprised of a Trigger Sequencer and Pitch Sequencer.

Main Sequencer Controls

- **1,2,3,4 – Synth Outputs**
  This decides which of the 4 synths will be targetted by this Sequencer. Any combination of synths can be used.
- **V**
  The Trigger sequencer will use the Trigger Sequencer to control the Volume of triggered steps.
- **S**
  This will use the Trigger Sequencer to set the start point of the sample on each Triggered step. It is most useful with the Morph Bank which has long and complex waveforms compared to the other Banks.
- **W**
  This uses the Trigger Sequencer to select which Waveform from the current Bank will be used for the Triggered step. The currently selected Waveform of each Synth is used as the Base waveform and the values are added to that. If it goes past 127 it wraps around to the beginning of the Bank. Additionally Pitch Bend down can also be used to add to this value in realtime.
- **M**
  The Mod Wheel is used to scroll up inversions of the Current Scale. To include this Sequencer in that, M must be enabled.
- **C**
  When enabled the Sequencer will use Constant Pitch. It will not respond to the incoming Midi Note's pitch. All other Pitch Setting such as the Pitch Sequencer, Semi Offset and Octave will work as normal. This is particularly useful for Drums, however it is also interesting having a fixed instrument sequence to play against too.
- **OPTIONS MENU**
  Provides a useful set of utility functions for manipulating the Sequences. See Below for full details.
- **D**
  Sets the Sequencer to the Default Settings stored in the Default File. You can save your own Default File on the File Browser Panel.
- **R**
  Randomizes the Sequencers.
- **ENABLE**
  This will switch the Sequencer on or Off.
- **S**
  This will solo the sequencer temporarily stopping the output of the others.
- **OCT**
  This determines the root Octave that the Sequencer will use for pitch output.

- **SEMI**
  Offsets the sequencer in Semitones. By default this will offset using the current Scale and so moving up Inversions. However if use 'ROOT' they will be retuned in the traditionally way.
- **LENGTH**
  Sets the Length of each note between 1 and 100%. The Length is calculated between the current note and the next to play and then this sets the percentage of that.
- **PROBABILITY**
  Decides how likely Notes are to trigger, 100% means they will always play.
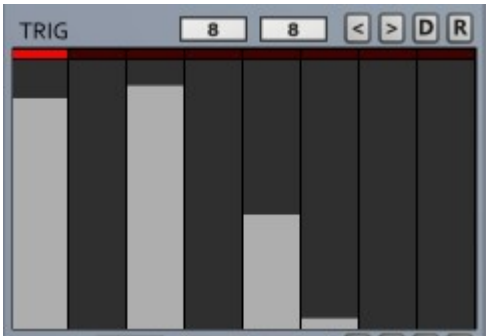
All sequencers have the following.

- **FREQUENCY**
  Sets the current Speed of the Sequencer in Clock Divisions x 32nds
- **STEPS**
  A Sequencer can use any number of steps between 1 and 32 Steps.
- **LEFT**
  Shifts the sequencer Pattern Left
- **RIGHT**
  Shifts the sequencer pattern Right.
- **D**
  Sets the sequencer to the default File Settings.
- **R**
  Randomizes the Sequence.

Trigger/Velocity/Sample Start/Wave Sequence

If a step has a value greater value than zero the step will trigger. The value ranges from 0 to 127 and can be used to control Velocity, Start Position and Wave Sequencing. Any combination of these can be used.
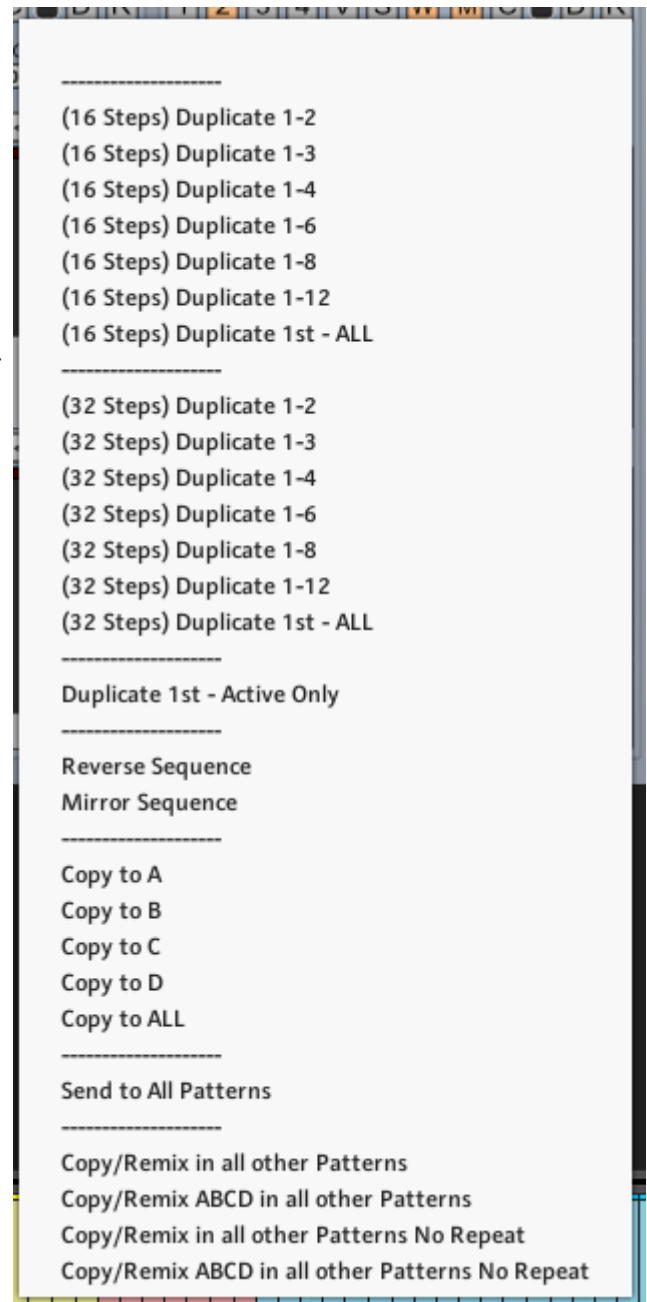
Pitch Sequencer

This Sequencer will determine the Pitch of triggered steps by adding up to 24 semitones, whichever step it is on when the trigger step happens will be used. Because it can have it's own Frequency and step size this can lead to interesting polyrhythmic results. The notes are then processed through the current scale and retuned accordingly meaning it is impossible to get notes outside of the scale.

Options Menu

Provides some utility functions for the associated Sequencers:

- **X Steps Duplicate**
  These options will duplicate step 1-X repeatedly to fill the Sequence. It will automatically set the Step Length to either 16 or 32 Respectively. This is a great way to say work on 4 steps to get something goo, duplicate to 16 and then make minor adjustments to make a longer sequence rather than struggling to manually set the values.
  1st All will use the first value to fill the Sequence.
- **1st ALL Active Only** -
  copies the first value to only triggered steps that are greater than zero.
- Reverse Sequence
  This will Reverse the playing order of the Sequences and will not change the Step Length.
- **Mirror Sequence**
  Creates a Mirror Image of the 1st half of the Sequence.
- **Copy to X**
  Copies the current Sequencer Section to the chosen destination, or to ALL of them.
- Send To All Patterns
  Sends the Current Sequence Vertically to all Patterns.
- **Copy/Remix in all other patterns**
  Copies the current Sequences (A,B,C or D) to all Patterns and then remixes the Sequences.
- **Copy Remix ABCD in all other Patterns**
  This does the same but for A,B,C and D for instant remixing of the Current Pattern.
- **Copy/Remix No Repeats**
  Similar to the above above but the order is rearranged so that each Remix has exactly the same notes but in a different order. There is also a direct Button for this called 'REMIX'

Synthesizers

SYNTHS						FILTER					LFO							VOLUME						
	BANK	WAVE	CUTOFF	RESO	ENV	A	D	S	R	FILTER TYPE	FREQ	CUTOFF	RESON	VOLUME	UNST	A	D	S	R	PAN	TUNE	LEVEL	D R
1	MOR 2	69	91	53	44	0	43	0	49	AR LP24	41	34	-29	-34	7	20	77	0	19	-15	0	70	S D R
2	MOR 3	69	76	31	19	0	49	0	29	Daft LP	87	25	44	-44	16	9	58	0	54	16	0	70	S D R
3	MOR 1	122	98	10	27	0	53	0	47	SV LP4	84	16	-33	-37	15	42	48	0	13	-25	0	70	S D R
4	MOR 1	86	91	9	44	0	32	0	11	AR LP2	78	-12	13	-55	5	43	52	0	47	20	0	70	S D R

There are 4 Synthesizers in Succession. It is basically like a sound module in the sense that the sounds are always the same regardless of which Pattern is playing. However all controls can be automated by the DAW with the exception of Bank and Filter type, so it is possible to change the performance in that way.

The main Controls of the synth Parameters are always visible as seen above, however there are more Parameters available in the dedicated Synth Editor.

Each Synth can be randomised and the top Randomizer will randomize all Synths at the same time.

Each Synth has a solo which is useful when a pattern is targetting more than 1 Synth and you want to isolate it.

The Synth Editor

The editor gives a friendlier way to edit a synths sounds, and shows all parameters that the synth supports. You select which Synth to edit using the top Buttons. This will also be auto selected if editing a synths parameters on the main display.

The Red Titled Knobs represent knobs that can be automated. For automating all others use the ones on the Main Display as these Black titled ones are just temporary knobs replicating the Main Display knob values.

The Synths parameters are as follows:

- **VOLUME ADSR**
  This is the Volume Envelope Shape to determine the sound using Attack Time, Decay Time, Sustain Level and Release.
- **PAN**
  Sets the Pan position in the stero Field.
- **LEVEL**
  The overall Volume of the Synthesizers
- **BANK**
  Selects the current Bank that will be used by the Synth.
- **WAVE**
  Selects which Waveform will be used by the synth. There are 127 in a Bank. If Wavetable Sequencing is used then this Waveform will be the base Waveform from which the Sequence is offset. Additionally Pitch Bend down will also offset the waveform even when wave sequencing is disabled.
- **UNSTABLE**
  Adds a random Pitch Modulation to the sound giving it an unstable character.
- **TUNE**
  The synth can be detuned by -24/+24 semitones. Note that this is not affected by the Scale unlike the Sequencer Tune Amount. So for example allows offsetting a 5th as you would expect.

- **SAMPLE RATE REDUCTION**
  Reduces the sample rate of the Synth for a grainier sound. Zero is off.
- **BIT DEPTH REDUCTION**
  Reduces the Bit Depth creating a Lofi noisier Sound.
- **CUTOFF**
  The Cutoff Frequency of the currently selected Filter.
- **RESONANCE**
  The resonance of the currently selected filter.
- **FILTER TYPE**
  Selects a filter for the Synth from a list of 39 types.
- **KEY → CUTOFF**
  The amount that the Key position affects the Filter. This can have a positive or negative value.
- **START POSITION**
  This determines the Start Position of a triggered Waveform. Note that some samples are one-shot such as the Drum Sounds and so it can be possible to make them silent with a high start position.
- **MOD ENVELOPE ADSR**
  This Envelope uses Attack Time, Decay Time, Sustain Level, and Release time.
- **ENV → CUTOFF**
  How much the Envelope affects the Filter Cutoff.
- **ENV → RESONANCE**
  How much the Envelope affects The Filter Resonance.
- **LFOS 1 & 2**
  LFO 1 is not Tempo locked and Free Running and so is great for creating sweeps that span over long periods. LFO 2 is Locked to tempo and Retriggered with each new note and so is more suited to fast Rhythmic chopping sounds etc…
- **LFO SHAPE**
  Each LFO can choose from a list of 32 Shapes, inlcuding standard shapes such as triangle and SAW to custom complex shapes which can also have some random fluctuation going on. The Shape name will be shown in the info Display on the right of the Synth Editor.
- **LFO Destinations**
  All destinations can have a positive and negative value. The available Destinations are Cutoff, Resonance, Volume, Pan(LFO1) and Sample Rate(LFO2)

Synth Presets

There are 100 Preset slots which can be used to store Presets which can be accessed between sessions. Some of the slots have been filled but most left empty with a basic Preset ready to be used. You can load a preset using the menu or scroll through them with the left and right buttons. Due to a Kontakt bug, names can only be typed when no Sequences are playing.

Save Preset allows selecting a slot for saving a preset, it will not load a preset when selecting. To save a preset you can type a name in the Preset name Box and it will be saved when clicking enter. There is a also a Save Button if you do not wish to change the name.

The Presets are stored in the SynthPresets.nka and SynthPresetNames.nka files in the data folder. If you have saved presets be sure to backup these files if you ever update the Instrument.

Random Synth Options

These Options determine how the Synth Randomizers behave.

- **BANK LOCK**
  Will prevent the Banks from being Randomized
- **LOW PASS ONLY**
  Will only choose Low Pass Filters when Randomizing the Filter type.
- **PLUCK**
  When enabled will set the Sustain to zero and randomize the Decay.
- **ATTACK**
  When Enabled the Attack Time will be Randomized, otherwise it will be set to zero.
- **DRUMS**
  When enabled, Kit Banks will be included in Randomization for Synths 3 and 4.
- **LOFI**
  When enabled the Sample Rate Reduction and Bit Depth Reduction will be randomized otherwise they will be set to Off/Zero.
- **RANDOM COMPLEXITY**
  Decodes how complex the Preset will be regarding LFO Modulations etc. The higher the more complex.
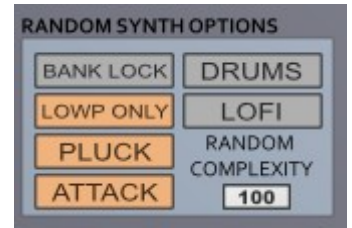
Synth Offsets

Because the Internal Synths are basically like a traditional Multi-Timbral Sound Module with 4 Parts, it means editing any values will change globally across the instrument. The Offsets are a way of changing some of these parameters on a per pattern basis and provide a very powerful way of transforming a pattern.

The 5 Parameters supported are:

- **Waveform**
  Without a doubt the most powerful one, It offsets the current selected Waveform used in the current Bank and as a result can seriously change the sound especially when using 'W' Wave Sequencing. The Offset ranges from 0 (no effect) to 127.
- **Cutoff**
  Offsets the Filter Cutoff, centre is zero and so can have a positive or negative influence.
- **Resonance**
  Offsets the Filter Resonance, centre is zero and so can have a positive or negative influence.
- **Semi Tune**
  Offsets the Tuning in Semitones, centre is zero and so can have a positive or negative influence. Bear in mind it is processed through the Scale in the same way as the Sequencers and so you will only hear note changes when it hits valid Scale notes, which is why everything is almost always nicely tuned.
- **Length**
  Offsets the length of notes played between 0.2% and 200%. Using this in a positive direction it is possible to make notes 2x Longer so that they overlap. The normal Sequencer Length at 100% does not overlap notes. The pitch bend Length shorten will also reduce from this value.
- **Level**
  Offsets the Synth Volume Level, centre is zero and so can have a positive or negative influence.

Each Column represents each of the Synths.

Each control also has an 'Enable' Button to the left of it so each one can be individually switched On or Off per pattern giving a high degree of control.

There is a Random and Default for the Enables. Default will rotate between switching all On or all Off with each press.

The Pattern Random and Default will affect only the current Pattern, whereas the Global Random and Default will randomize the Offsets in all 12 patterns. If the 'OFFS ENABLES' button is On in the Random Options these button will also affect the Enables, as well as the Global Randomizers. These defaults will set the Offsets to Flat which means they have no effect on the sound.

The buttons in the 'RAND?' column to the Right determines which Rows will be included when Randomizing.

Global Random Options

The R Buttons will Randomize in various styles. The Left Buttons will Randomize the current Pattern only, and the Global on the right will Randomize all Patterns and possibly the Synths and FX depending on the options selected.

Order will produce regular predictable style Sequences, Sane is more weighted towards more Ambient sequences and Chaos will produce complex far out style sequencies.

The Defaults will Reset the Pattern or entire machine state to the Default File. You can save your own Default file on the Browser Panel.

These options decide how the Global Randomizers will behave.

- **TRIGGERS**
  This will enable randomizing the Trigger sequencers
- **PITCH**
  This will Randomize the Pitch Sequencers
- **FREQUENCY**
  This will Randomize the Sequencer frequencies.
- **STEPS**
  This will randomize the Step Lengths
- **1 OCTAVE**
  This will Limit the Pitch Sequencers to a single Octave as opposed to the usual 2.
- **MORE ROOTS**
  This will make the Pitch Sequencers a bit more sparse so that more Root notes are used.
- **PROBABILITY**
  Randomize the Probability Settings
- **DESTINATIONS**
  This will Randomize the outputs to synths.
- **STYLE**
  This will Randomize the V,S,W and M Buttons.
- **SCALE**
  Randomizes the current Scale
- **LENGTH**
  Randomize the Lengths
- **OCTAVE**
  Randomize the Octave settings
- **OFFSET**
  The Synth Offset Knobs will be Randomized.
- **OFFS ENABLES**
  The Offset Enable Buttons will be Randomized
- **SYNTH**
  Randomizes the Synths, only works with Global and not the Pattern randomizers.
- **FX**
  Randomizes the FX Section, only works with the Global randomizers.

Randomizer Profiles

This provide 20 slots for Storing combinations of ALL Randomizer Option Buttons. Some have been added but plenty of slots are left for adding your own. These are stored Globally and so accessible across instances (although the instrument will only refresh them when it is loaded and not see updates saved in other instances until it is reloaded).

The top Menu and arrow buttons allow choosing or scrolling through the Presets. The Bottom box is editable and so you can change the name, hitting enter on your Keyboard will automatically save the preset, or if just updating you can use the save button.

It includes Both the Global Options as well as the Synth Random Options.

Due to a Kontakt bug, names can only be typed when no Sequences are playing.

Scale Remapper

All Sequencers are rooted through the Scale Remapper. It processes the Sequencer pitches and will automatically alter pitches to allowed notes within the scale depending on the Mode selected.
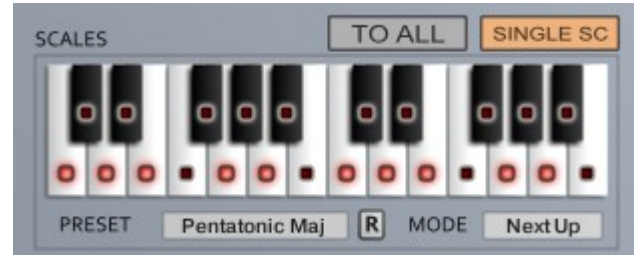
Although the Scale is mapped out as C Based, this is so that it is easy to understand the relationships. The root note of the Scale is actually determined by the midi note used to Trigger the Sequencers via your keyboard.

There are a large selection of Predefined Presets which can update the buttons on the display. The Presets are actually one-shot and the menu name will not be remembered when the instrument is reloaded. It is the actual buttons that determine the scale.

You can create any scale you want over the 2 octaves manually by lighting up the buttons. Note that the 'C' button is always selected as it represents the actual Root Note.
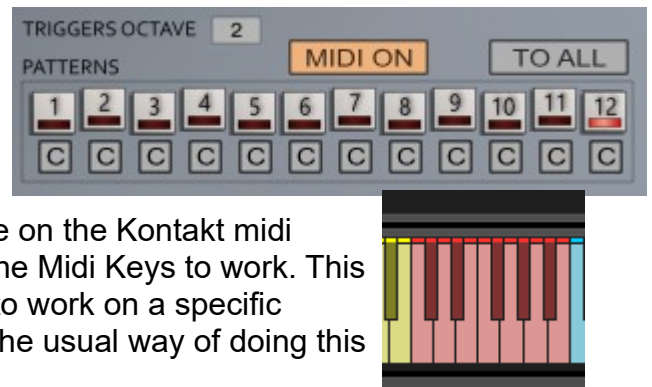
'To All' will copy the current Scale to all other Patterns.

Each of the 12 Patterns has it's own individual Scale, however using the Single Scale Button all Scales will use the same Scale (from Pattern 1).

Patterns

There are 12 Patterns, each Pattern contains the entire Sequencers states as well as the Scales.

Patterns can be changed by either clicking on the Pattern select Buttons or using the Predefined midi Octave which is highlighted by the red Octave on the Kontakt midi Keyboard display. MIDI ON must be selected for the Midi Keys to work. This is useful if you have Midi Data recorded but want to work on a specific pattern without the display updating. The latter is the usual way of doing this but the GUI buttons can also be automated.

'TO ALL' will copy the current Pattern to all other patterns. Very useful for building a Bas across the Instrument for making variations.The 'C' Buttons can be used to copy the related Sequence to the current Sequence for quickly duplicating.

Triggers octave will decide where on the keyboard the Trigger Octave will be placed.

Other Options

- **ROOT** – This affects how the Sequencer semitone settings behave. When off the root is unchanged in terms of the Scale and so will have the effect of sliding up the scale. Enabled the Root will also be moved.
- **RESET** – This forces the Sequencer clocks to reset to zero whenever a Pattern is changed or a new Sequencer Midi Key is played. The normal behaviour is that the 1st note played will reset sequencers, but as long as all following notes overlay slightly thee Sequencers will not Reset.
- **RESET KILL** – The normal behaviour when a Pattern is changed or a note changed is that the existing notes will play out. When Kill is enabled all playing Sequencer notes will be faded out quickly when a change occurs.
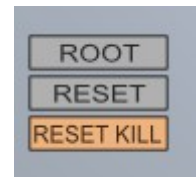
Master Options

- **MW** – Shows the current position of the Mod Wheel.
- **MW→P** – Determines how much effect the Mod Wheel has on the Scale Pitch Shift.
- **AFT** – Aftertouch affects the Filter cutoff. This setting determines how much effect and the direction of change.
- **BASS**
  Adds or Removes Bass Frequencies.
- **TREBLE**
  Adds or Removes Treble Frequencies.
- **XPOSE** – Transposes the entire Instrument.
- **MASTER** – The Master Volume of the whole Instrument.
- **HOLD** – Will hold the Triggered sequence one the key has let go. Useful for hands free when working on sequences, not designed for performance.

Triggers

There are an Octave of Triggers which are shown in Yellow on the Kontakt Midi Keyboard display. They are always the octave below the red Pattern Triggers.

- **C** – Mutes Sequencer A
- **C#** - Mutes Sequencer B
- **D** – Mutes Sequencer C
- **D#** - Mutes Sequencer D
- **E** – Mutes Synth 1
- **F** – Mutes Synth 2
- **F#** - Mutes Synth 3
- **G** – Mutes Synth 4
- **G#** - Freezes the current Sequencer A Values whilst held.
- **A** - Freezes the current Sequencer B Values whilst held.
- **A#** - Freezes the current Sequencer C Values whilst held.
- **B** - Freezes the current Sequencer D Values whilst held.
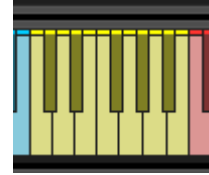
You may wonder why there are both Sequencer mutes and Synth Mutes. If you are using a single Sequencer routed to a Single Synth the result will be almost the same, however Synth Mutes will drop the volume immediately, whereas Sequencer Mutes will prevent notes from triggering and let existing notes play out.

It becomes more interesting when assigning a Sequencer to more than one Synth, as you then get the ability to remove just one synth from the playing sequence. Bearing in mind that each pattern can have different assignments it is very flexible.
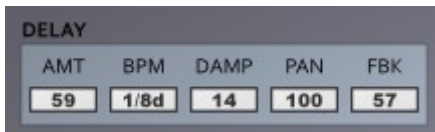
Reverb

The Reverb uses Impulse Responses to generate the Reverb.

- **AMT**
  How much Reverb between dry and wet. This control is per Pattern.
- **Size**
  This is the Time of the Reverb Tail in a percentage of the original IR Time.
- **LP**
  Low Pass Filter
- **HP**
  High Pass Filter
- **PRE**
  Pre-Delay of the Reverb
- **Impulse**
  Selects which Impulse Response is used from a selection of 50
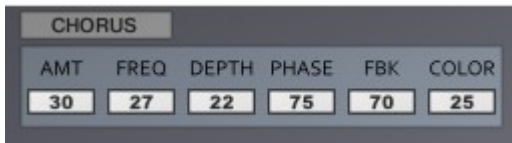
Delay

The Amount is unique to each Snapshot.

- **AMT**
  How much Delay between dry and wet. This control is per Pattern.
- **Time**
  Tempo Locked Time of the Delay
- **Damp**
  How much the signal is dampened.
- **Pan**
  Width of the Delay Pan
- **Feedback**
 How much Feedback the Delay uses to generate repeats.

Chorus/Flanger/Phaser

Multi Purpose Modulator which can be used as a Chorus, Flanger of Phaser. The Amount is unique to each Snapshot

- **AMT**
  The Amount of Chorus between 100% dry and 100% Wet. This control is per Pattern.
- **FREQ**
  The Frequency of the Modulators LFO
- **DEPTH**
  The depth of the Modulation
- **PHASE**
  Stereo Phase Offset of the effect
- **FDBK**
  The Feedback Level of the Flanger and Phaser
- **COLOR**
  The Central Delay time of the Flanger.

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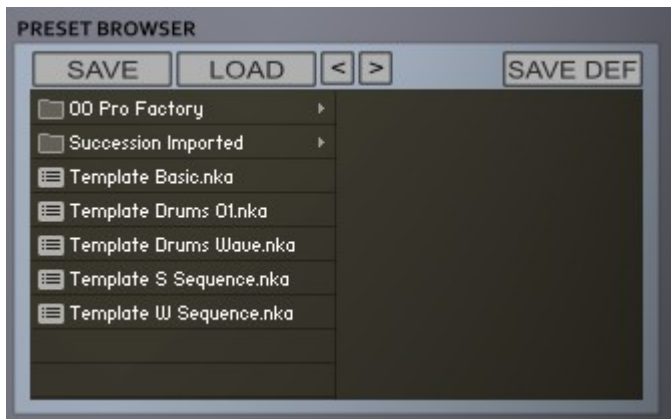
Succession uses it's own Preset System and Presets can be loaded or Saved using the Preset Browser. The Preset Folder is called 'Succession Presets'

- **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 Preset 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.