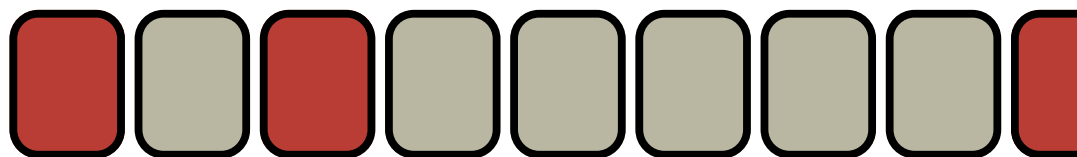


MDSQ

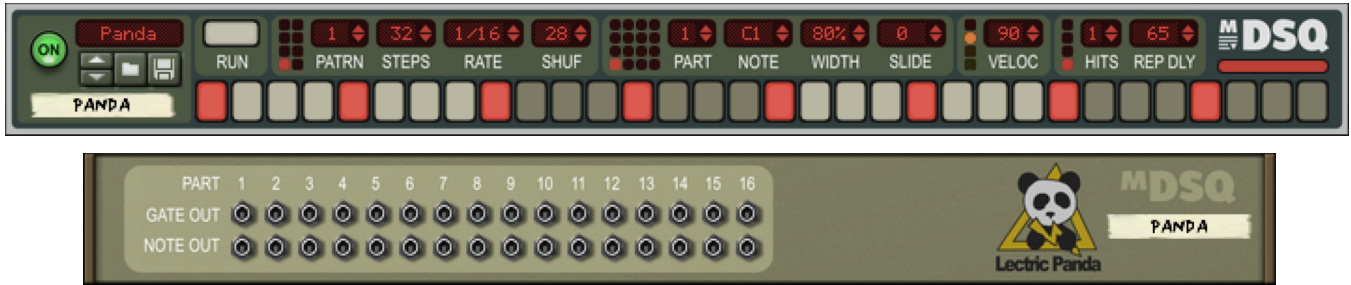
MICRO DRUM SEQUENCER

OPERATION MANUAL

VERSION 1.0.0

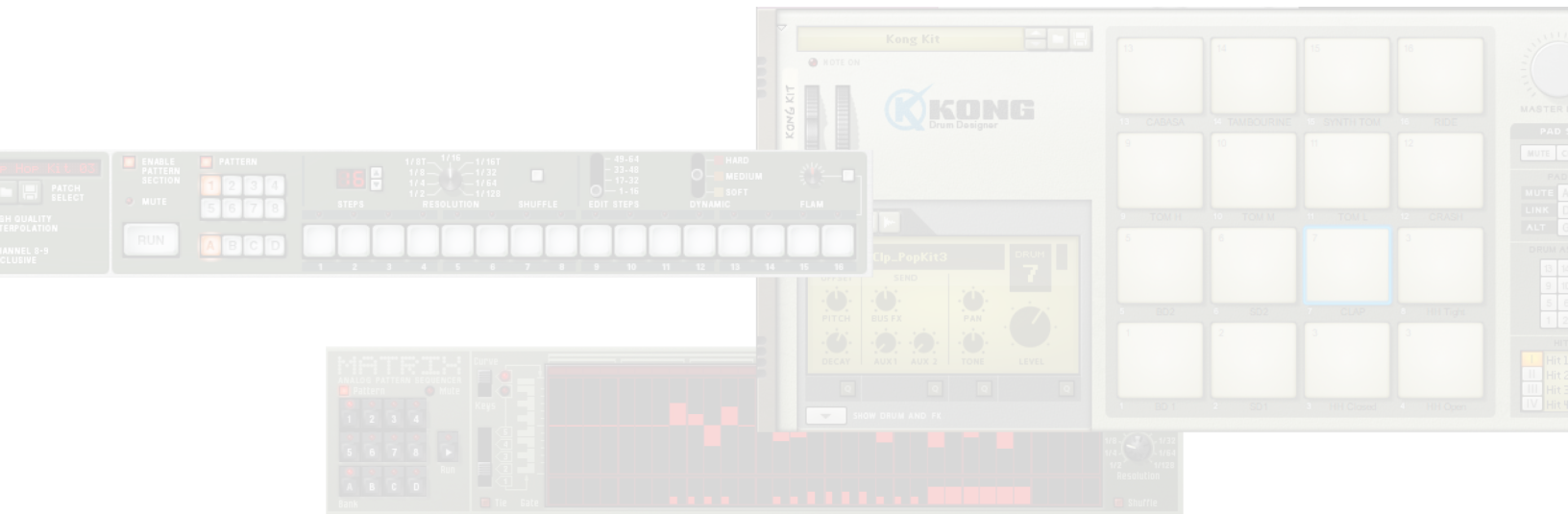


MDSQ



INTRODUCTION

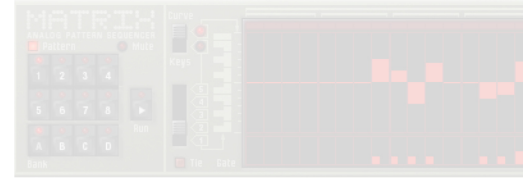
MDSQ is a minimal drum sequencer player for Reason that allows the user craft beats in a compact form. **MDSQ** was inspired by the ReDrum sequencer and expanded into the player format to control all percussion sound generators. It supports 8 patterns and 16 drum parts per pattern.



FRONT OVERVIEW



- 1** Player Enable On/Off
- 2** Patch Management
- 3** Player Run Button
- 4** Pattern based parameters
Pattern Select, Pattern Steps, Pattern Rate, Pattern Shuffle, Pattern Hit Repeat Delay
- 5** Part based parameters
Part Select, Part Note, Part Width, Part Slide
- 6** Step edit parameters
Step Velocity, Step Hits
- 8** Options Pop-up Menu
- 9** Sequence page control
- 10** Sequence editor



BACK OVERVIEW



- 1** Part Gate and Note CV Output

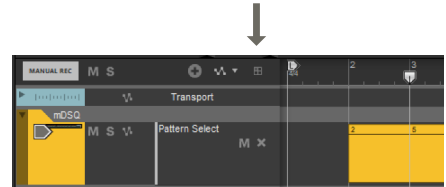


PATTERN



MDSQ supports up to eight patterns. Patterns can be selected by clicking one of the slots on the grid, click-dragging the number, or using the up/down arrows. This parameter can be automated by right clicking and selecting *Edit Automation* or using the *Create Pattern Lane* option in the sequencer.

Create Pattern Lane

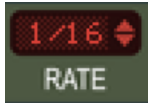


STEPS



Each **pattern** has a number of steps from 1 to 128.

RATE



Each **pattern** has a rate. This is the note duration for each step.

SHUFFLE



Each **pattern** has a shuffle amount. This sets the delay on steps that sound in-between 8th notes. Most devices define shuffle in terms of percentages. **MDSQ** defines it in precise values of ticks. These share the same tick values as the main Reason sequencer. Straight play (50%) would be 0 ticks of delay. A perfect triplet (66%) would be 80 ticks. Negative values can be used to pull hits forward in time as well.

Note	Ticks
1/4	= 960
1/8	= 480
1/8T	= 320
1/16	= 240
1/16T	= 160
1/32	= 120
1/32T	= 80
1/64	= 60
1/128	= 30

PART



MDSQ supports up to 16 parts. Each part can be thought of as controlling an individual sound, like a drum hit. Parts can be selected by clicking one of the slots on the grid, click-dragging the number, or using the up/down arrows. The grid matches the default Kong layout. Clicking on the grid will also preview play the assigned part note. Selecting the active part will allow for the modification of other part parameters.

NOTE



Each **part** has a settable note. This is the note that will play when the sequence step is lit.

WIDTH



Each **part** has a width. This is a percentage of the base pattern rate. Setting a pattern rate of 4/4 (whole note) with a width of 25% would generate a quarter note every whole note. Setting a pattern rate of 1/4 (quarter) with a width of 25% would generate a 1/16th note every quarter.

SLIDE



Each **part** has a slide amount to delay or pull forward all steps of the part. These share the same tick values as the main Reason sequencer.

Note	Ticks
1/4	= 960
1/8	= 480
1/8T	= 320
1/16	= 240
1/16T	= 160
1/32	= 120
1/32T	= 80
1/64	= 60
1/128	= 30

VELOCITY



Velocity defines the step velocity for when the step is activated. There are four preset velocity levels on the left 127,90,60, and 30. Any velocity is available by click-dragging the number, or using the up/down arrows.

Ctrl + click-drag up / down on sequence step will allow you to adjust its velocity in place.

HITS



The Hits parameter allows for a step to sound more than once in rapid succession. This is also known as **flam**, but in mDSQ we allow for many more hits. Each successive hit will sound with the hit repeat delay.

Alt + click-drag up / down on sequence step will allow you to adjust its hits in place.

HIT REPEAT DELAY



Each **pattern** has a hit repeat delay. This controls the delay of each successive hit for steps that have more than one hit. These share the same tick values as the main Reason sequencer. 240 ticks is equal to a 16th note.

Note	Ticks
1/4	= 960
1/8	= 480
1/8T	= 320
1/16	= 240
1/16T	= 160
1/32	= 120
1/32T	= 80
1/64	= 60
1/128	= 30

PAGE CONTROL



When a sequence has more steps than the sequencer can display, the page control will populate pages allowing you to switch.

MENU



Extra options and utilities are available under the pop-up menu.

- Set Notes >
- Set C Scale >
- Shift Notes >

Sets all the part notes to a preset layout

- Copy Part 1 To >
- Shift Part 1 Left >
- Shift Part 1 Right >
- Clear Part 1
- Randomize Part 1

Shifts all the parts notes up or down.

Manipulate a Part's sequence.

- Copy Pattern 1 To >
- Shift Pattern 1 Left >
- Shift Pattern 1 Right >
- Clear Pattern 1
- Randomize Pattern 1
- Duplicate Expand Pattern 1 >

Manipulate all Parts in a Patterns's sequence.

Grow a sequence by copy and duplicating the existing sequence.



- 16 G#-1
- 15 A-1
- 14 A#-1
- 13 B-1
- 12 C0
- 11 C#0
- 10 D0
- 9 D#0
- 8 E0
- 7 F0
- 6 F#0
- 5 G0
- 4 G#0
- 3 A0
- 2 A#0
- 1 B0
- 0 C1
- +1 C#1
- +2 D1
- +3 D#1
- +4 E1
- +5 F1
- +6 F#1
- +7 G1
- +8 G#1

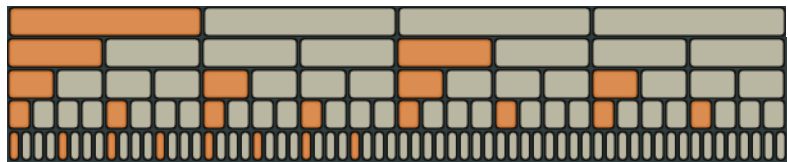
- Major
- Minor
- Harmonic Minor
- Ionian
- Dorian
- Phrygian
- Lydian
- Mixolydian
- Aeolian
- Locrian
- Major Pentatonic
- Minor Pentatonic
- Augmented
- Blues
- Harmonics
- Tritone
- Tritone Two-Semitone
- Whole Tone

- Kong - 16
- Redrum - 10
- Dr. Octo Rex - 8 Loop Slot
- Dr. Octo Rex - 1-16 Slices
- Dr. Octo Rex - 17-32 Slices
- Random Notes
- MIDI - 0-15
- MIDI - 16-31
- MIDI - 32-47
- MIDI - 48-63
- MIDI - 64-79
- MIDI - 80-95
- MIDI - 96-111
- MIDI - 112-128

- Display Steps >
- Display Grouping >

- 4
- 8
- 16
- 32
- 64
- Auto
- Off
- 2
- 3
- 4
- 5
- 6
- 7
- 8

Sets the number of steps that are visible at once.



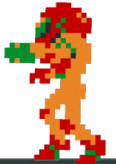
Sets the sequence display to show alternating shaded regions.



THANKS

Special thanks to all the reasontalk.com beta testers.

Bes
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joeyluck
martynx
mjxl
olive6741
outdatedstandard
retreed
tiker01



The image shows a screenshot of the Micro Drum Sequencer software interface. It features a grid of tracks, each with a set of controls at the top. The controls include a 'RUN' button, a 'PATRN' button, and several numerical parameters with up/down arrows: STEPS, RATE, SHUF, PART, NOTE, WIDTH, SLIDE, VELOC, HITS, and REP DLY. The tracks are arranged vertically, and some have colored bars below the controls, indicating active patterns or steps. The interface is dark-themed with red and yellow highlights.

