

# ChordSQ

## Chord Sequencer Player

### Rack Extension for Reason

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
CHORD	Maj 7	Maj 7	Maj 7	7sus2	Maj 6	Maj 7	Maj 7	Maj 7	7sus2	Maj 11	Single	Single	Single	Single	Single	Single
ROOT NOTE	F2	G#2	D#2	C2	C2	F2	G#2	D#2	C2	B1	C3	C3	C3	C3	C3	C3
VOICING	Inv2	Inv2	Inv2		Inv1	Inv2	Inv2	Inv2		Inv1						
BASS NOTE	F1	G#1	D#1	C1	C1	F1	G#1	D#1	C1	B0	C2	C2	C2	C2	C2	C2
DURATION	1/2	1/2	1/2	1/4	1/4	1/2	1/2	1/2	1/4	1/4	2 Bar	2 Bar	2 Bar	2 Bar	2 Bar	2 Bar
VELOCITY	90	87	94	91	93	90	87	94	91	89	100	100	100	100	100	100
GATE LEN	Full	Full	Full	Partial	Partial	Full	Full	Full	Partial	Partial	Full	Full	Full	Full	Full	Full
STEP ON	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

## WHAT'S NEW

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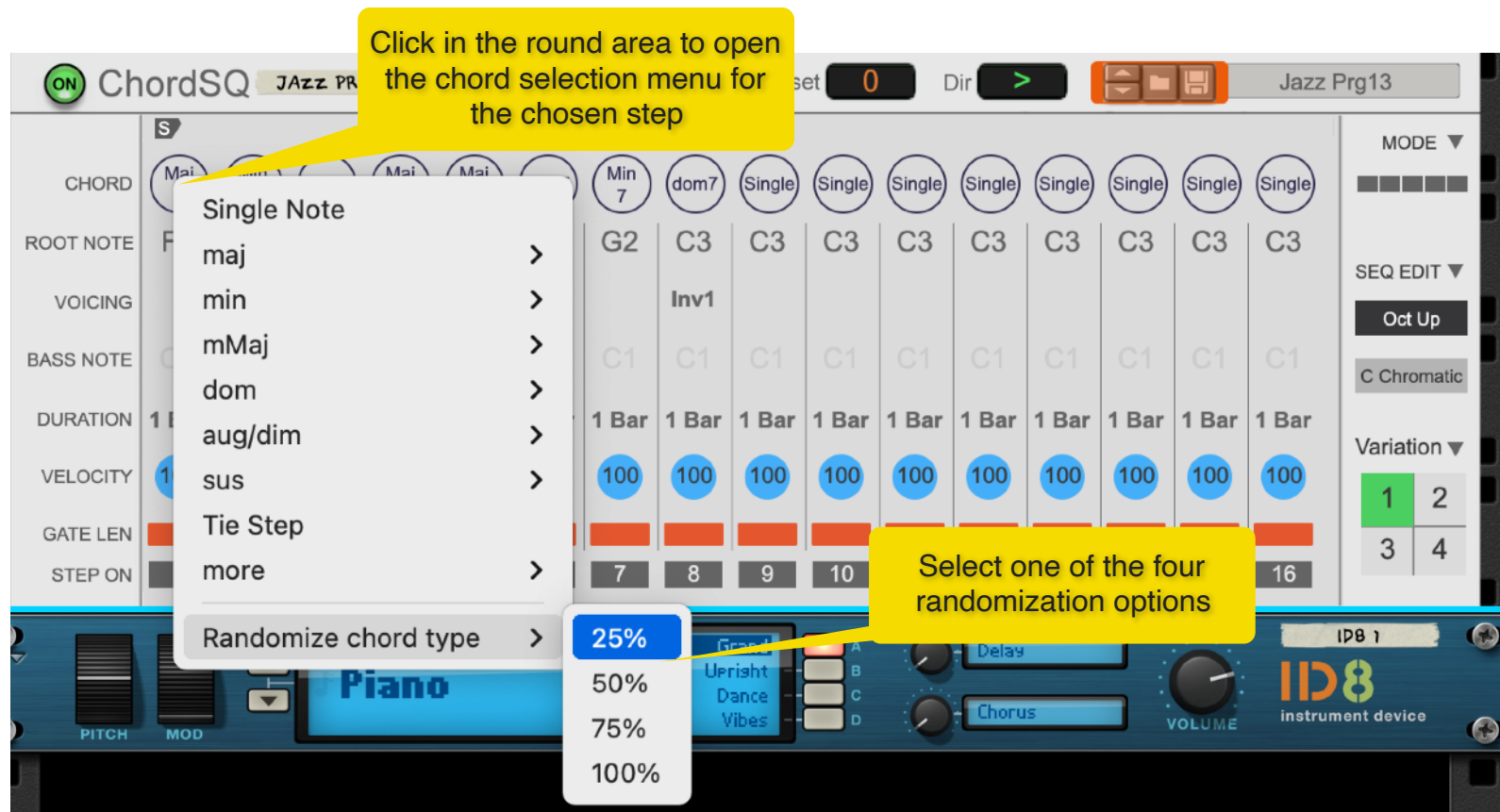
6 "Shift + drag" extended to all step parameters

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## What's new version 1.3.0

### 1. Chord Type randomization

The chord selection menu has four new entries for randomizing the chord type for the chosen step in the sequence. The options are 25%, 50%, 75% and 100%. Select an option to activate it. Once activated, select that option again to deactivate it.



With the first option selected, there is a 25% chance that when the step is triggered, the chord type is selected randomly from all the available chord types, otherwise the original chord type is played. With 100% selected, the chord type is always chosen randomly every time the step is triggered.

If the randomization is active, the graphic circle around the chord type goes from solid to partially or fully dashed as shown below.



Chord type randomization is great for changing an existing progression. What happens if you hear a change you like and want to make it permanent? This can be done by using a new option in the "Step Edit" menu called "Commit". This option becomes active when either Chord Type randomization or Voicing randomization (discussed later) are enabled.



In addition to the Step Edit menu, a handy shortcut to save any changes due to randomization is to "Shift" + "Alt" + click in the chord type selection area of the chosen step.

**ChordSQ** NEOSOUL PRG10

**Shift + Alt+ click to commit any changes due to randomization**

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
CHORD	9sus4	Maj 7	Maj 9	Maj 7	Single	Single	Single	Single	Single	Single	Single	Single	Single	Single	Single	Single
ROOT NOTE	A2	A#2	C3	F2	C3	A#2	C3	C3	C3	C3	C3	C3	C3	C3	C3	C3
VOICING	Inv2	Inv2	Inv2	Thick	Inv3	Inv1										
BASS NOTE	A1	C2	C2	F1	C2	A#1	C2	C2	C2	C2	C2	C2	C2	C2	C2	C2
DURATION	1 Bar	1/2	1/4	1/2	1/4	1 Bar	1/2	2 Bar	2 Bar	2 Bar	2 Bar	2 Bar	2 Bar	2 Bar	2 Bar	2 Bar
VELOCITY	92	92	98	97	96	95	100	100	100	100	100	100	100	100	100	100
GATE LEN	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
STEP ON	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

MODE ▼

SEQ EDIT ▼

Oct Up

C Chromatic

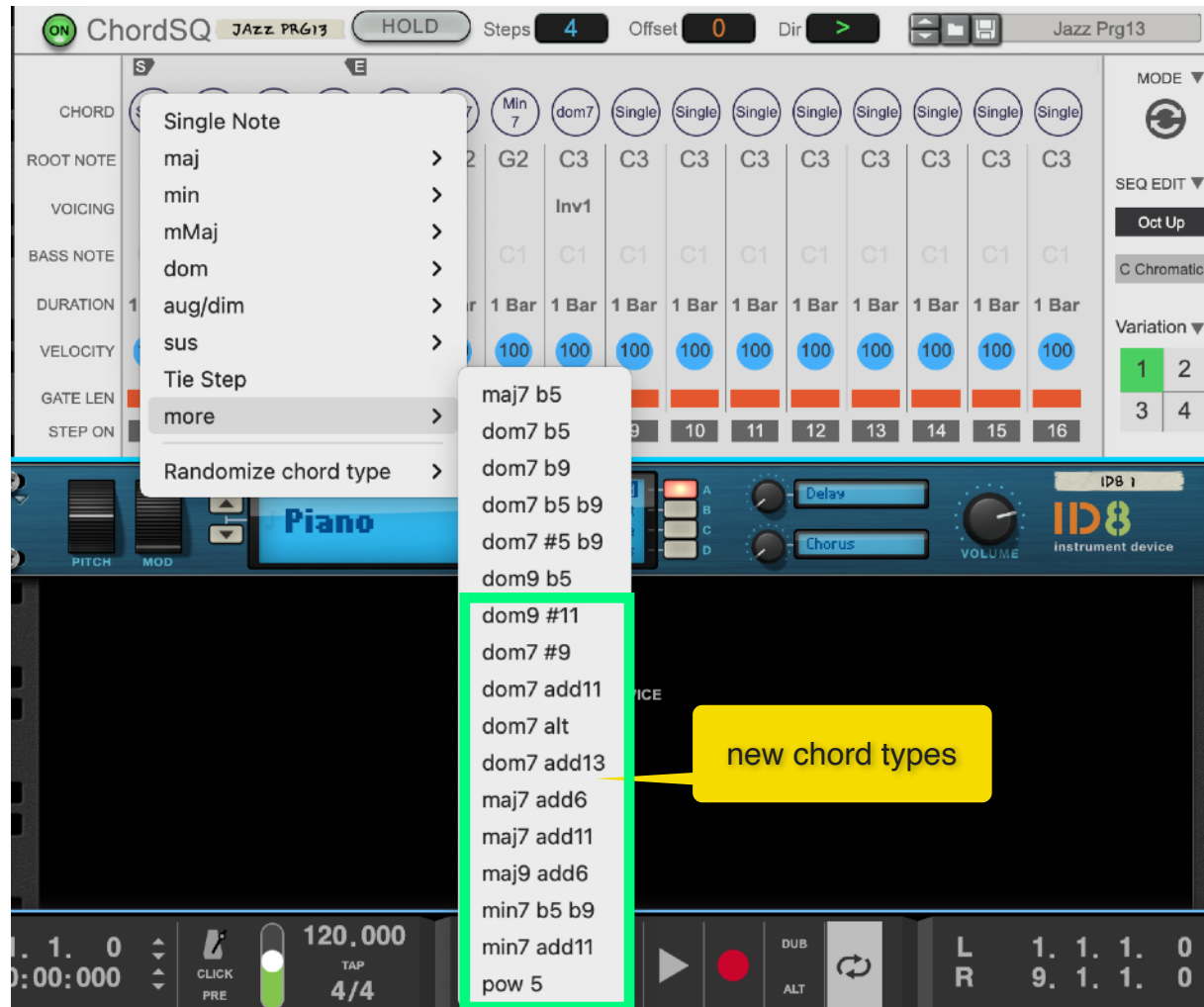
Variation ▼

1 2

3 4

## 2. More chord types

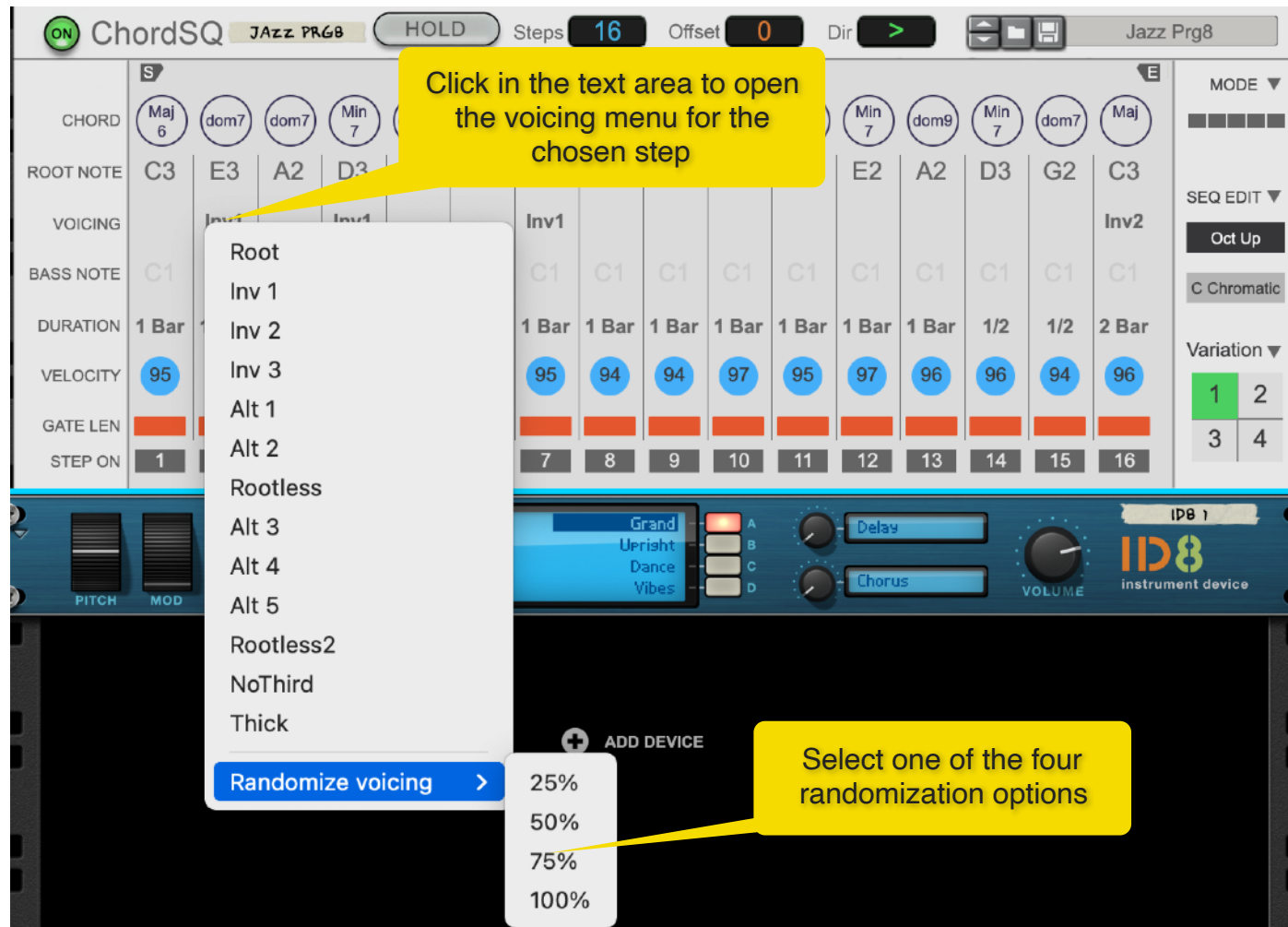
The chord types have been expanded again offering more options for chord substitutions. The new chord types are accessed from the "more" submenu.





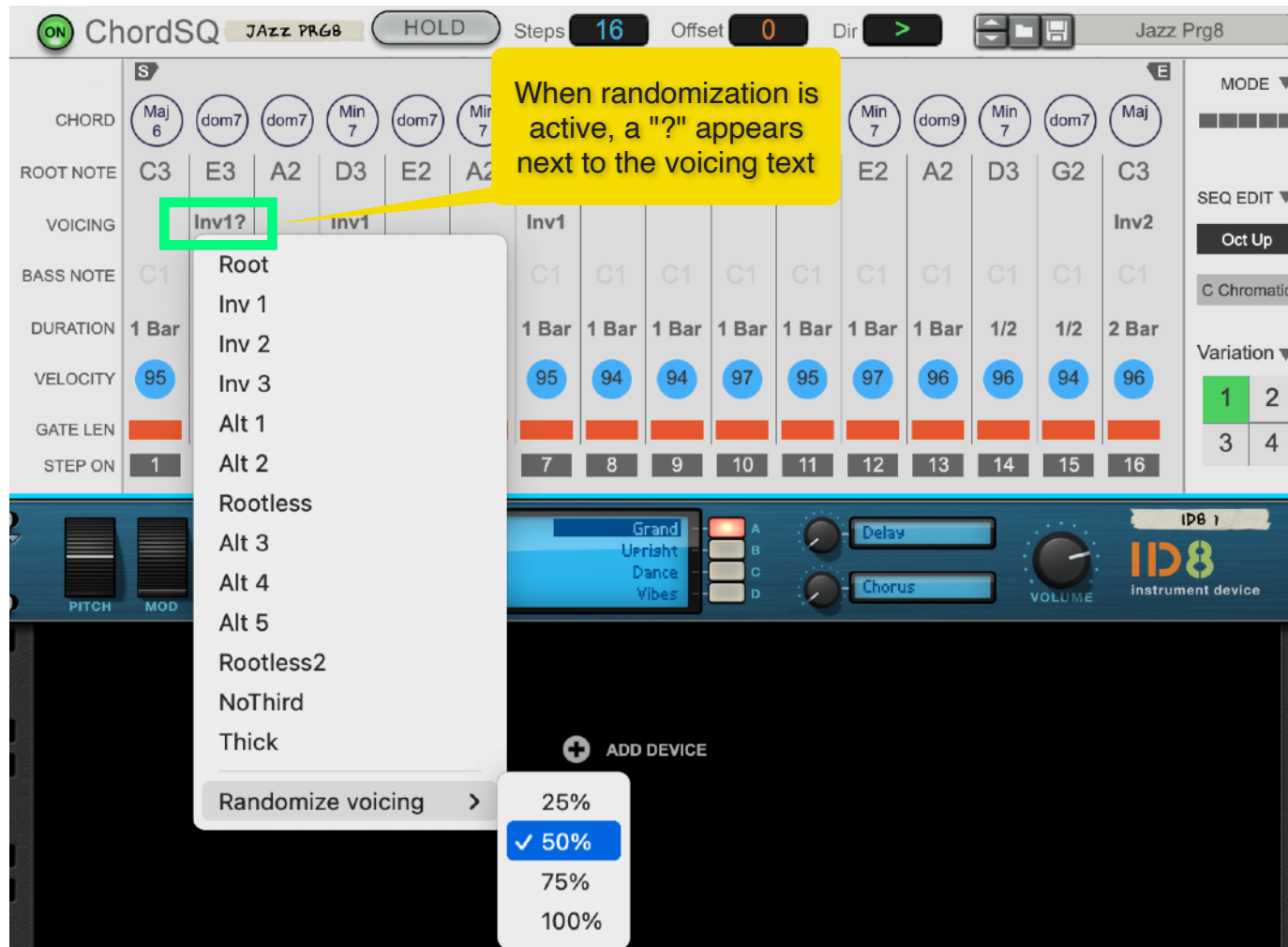
### 3. Voicing randomization

Like the chord selection menu, the voicing menu also has four new entries for randomizing the voicing type for the chosen step in the sequence. The options are 25%, 50%, 75% and 100%. Select an option to activate it. Once activated, select that option again to deactivate it.

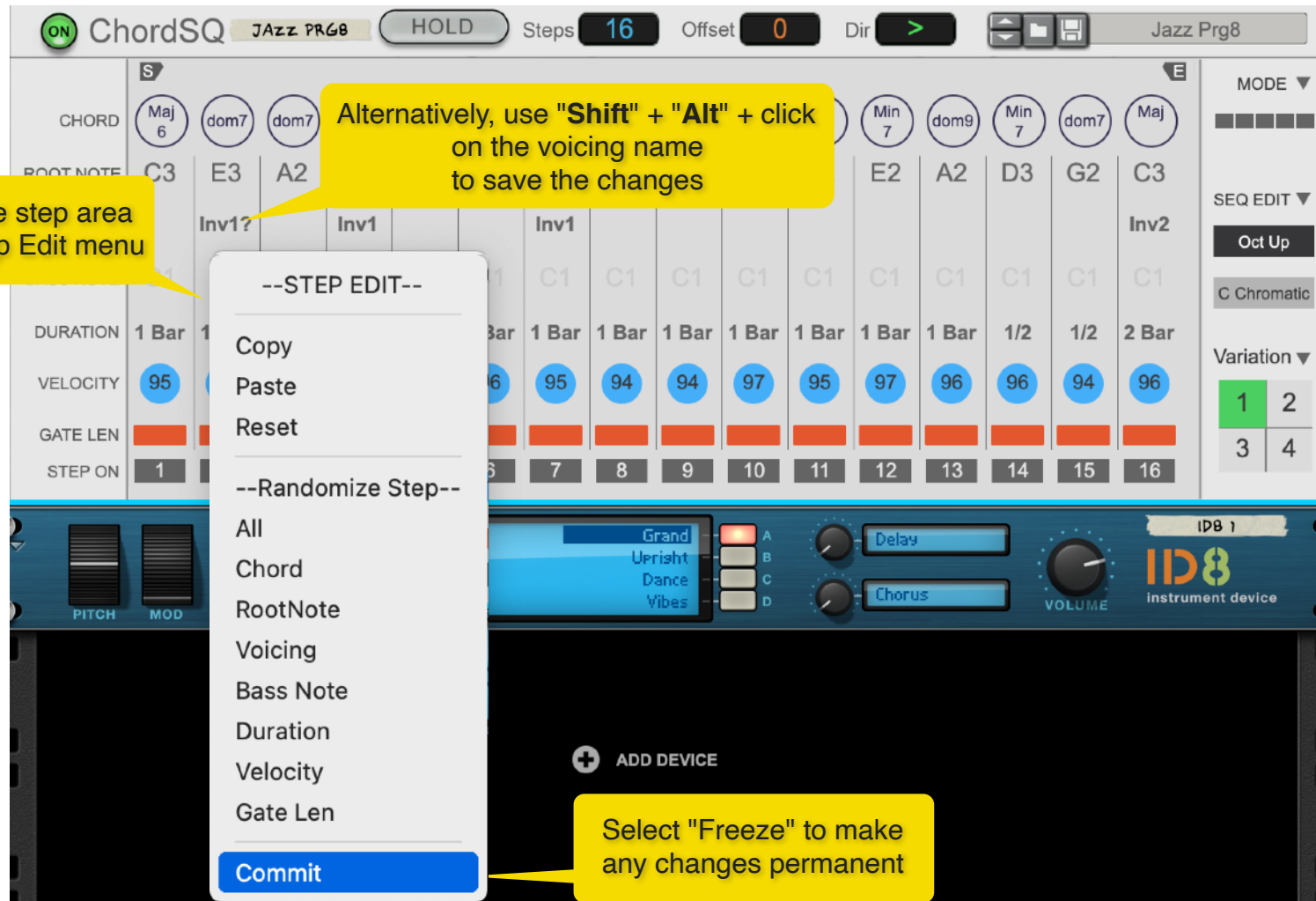


With the first option selected, there is a 25% chance that when the step is triggered, the voicing is selected randomly from all the available types, otherwise the original voicing is used. With 100% selected, the voicing is always chosen randomly every time the step is triggered.

If the randomization is active, there is a question mark "?" next to the original voicing name.



Just like for the chord type randomization, to make any random changes to the voicing permanent, you can use the new option in the "Step Edit" menu called "Commit". This option becomes active when Voicing randomization is enabled as shown below. Alternatively, you can use the shortcut of "Shift" + "Alt" + click on the voicing name to save the changes.



#### 4. More Voicing options

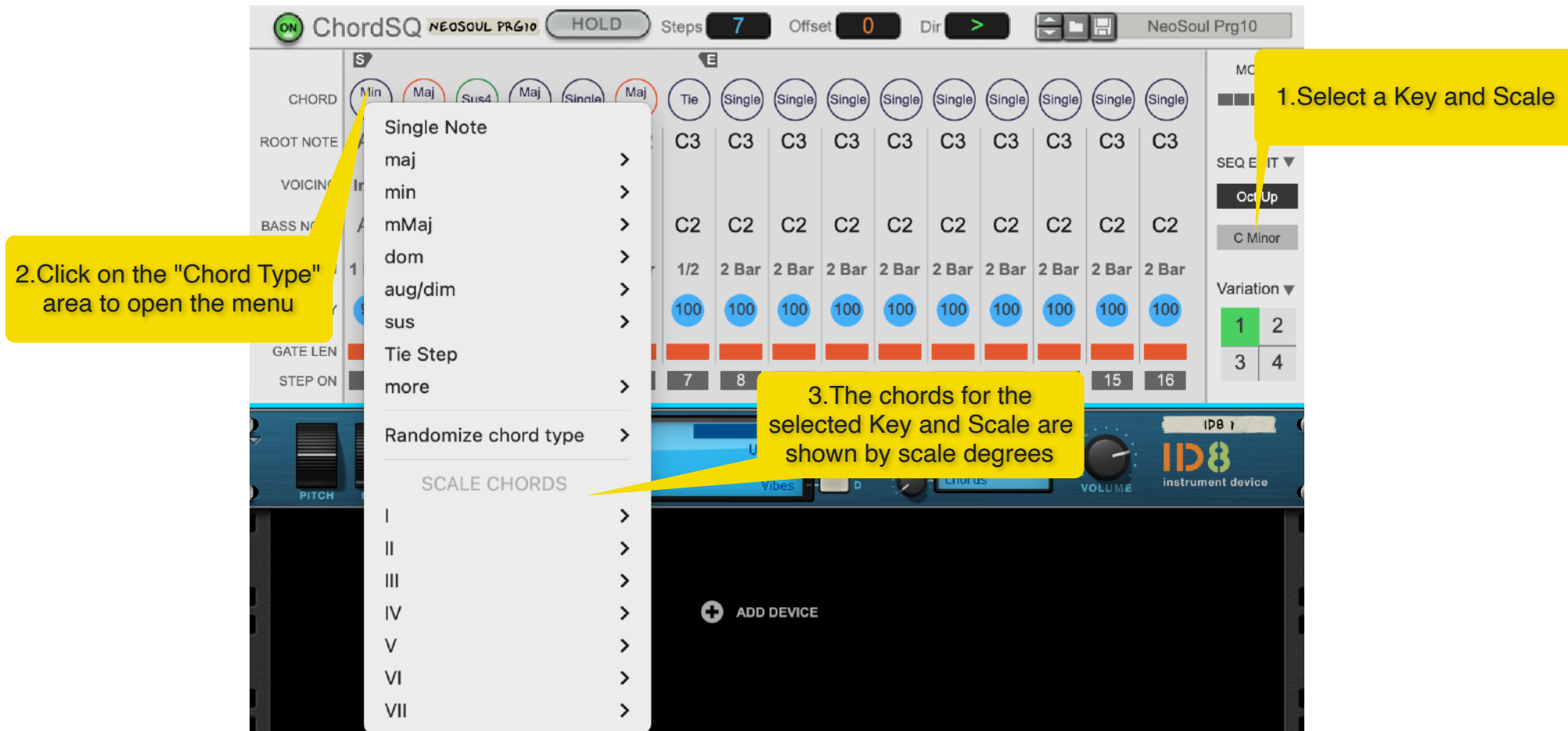
The voicing selection has been expanded with two new options as shown below.

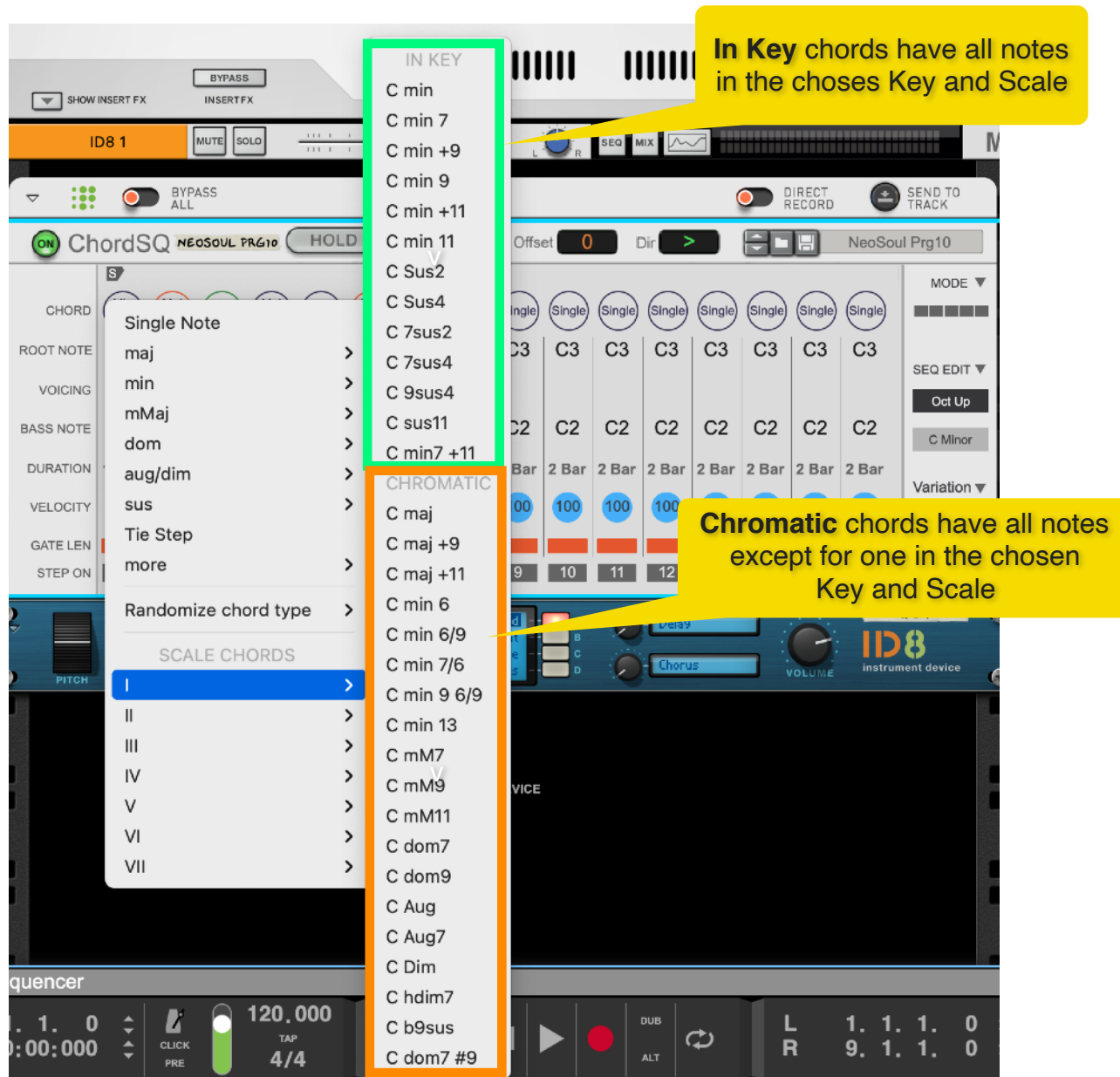


Voicing	Description
Root	plays the chord in root position, with the root at the bottom and the other notes stacked on top
Inv 1	plays the top note in the chord shifted down by 1 octave
Inv 2	plays the top 2 notes in the chord shifted down by 1 octave
Inv 3	plays the top 3 notes in the chord shifted down by 1 octave
Alt 1	plays the 2nd note in the chord shifted up by 1 octave
Alt 2	plays the 3rd note in the chord shifted up by 1 octave
Rootless	plays the chord by omitting the root note
Alt 3	plays the 2nd and 3rd notes in the chord shifted up by 1 octave
Alt 4	plays the 2nd note up an octave and the 3rd note down an octave
Alt 5	plays the 2nd note down an octave and the 3rd note up an octave
Rootless2	plays the chord by omitting the root note, and the 2nd and 3rd notes shifted down by an octave
NoThird	omits the third note
Thick	thickens up the chord by duplicating some of the notes above and below the root note

## 5. Scale Chords available from the Chord Type menu

When you select a Scale and a Key, the chords for that scale and key become readily available from the "Chord Type" menu as shown below. The chords are arranged by scale degrees and they are divided in two categories: "In Key" and "Chromatic". The first category collects the chord types which are strictly "In Key" with all the chord notes in the chosen scale. The second category collects the chord types which have all notes except for one in the chosen scale.

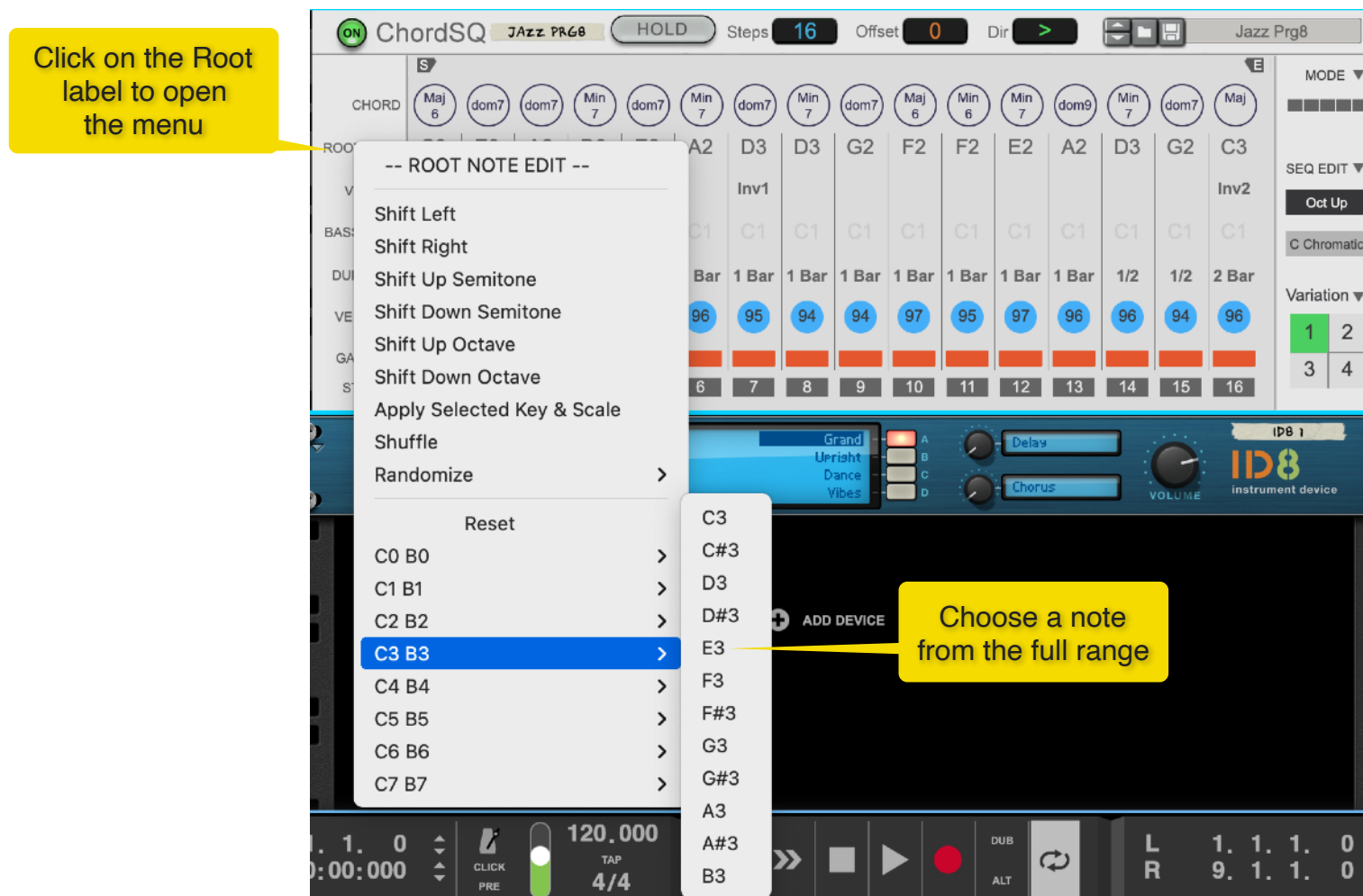






## 6. Full range Reset options for Root and Bass notes

The "Reset" options from the "Root Edit" menu and the "Bass Edit" menu have been expanded to include the full range of notes. This is particularly handy when creating "pedal" notes.







## 7. Show Flat Accidentals

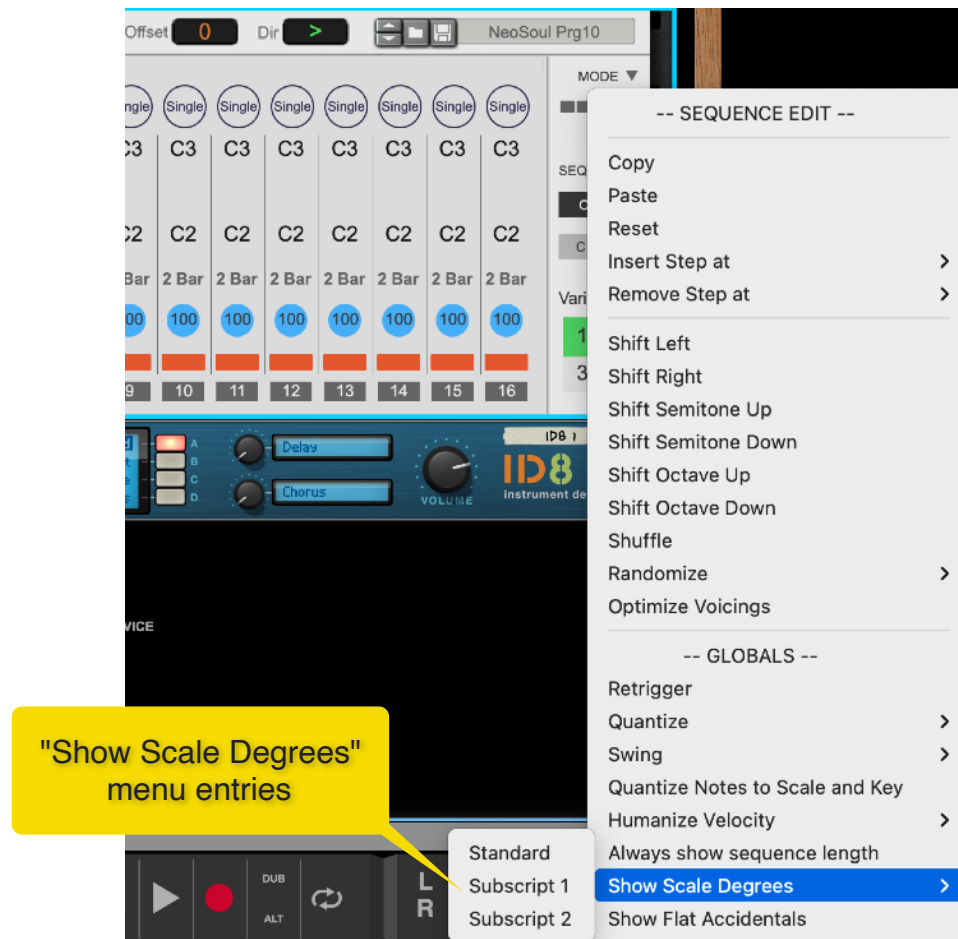
It is now possible to choose if to display note names using either "sharp" (default) or "flat" accidentals. The option is available from the Sequence Edit menu as shown below.

The screenshot displays the ChordSQ app interface. At the top, the 'Jazz Prg8' preset is selected, and the 'Sequence Edit' menu is open. The menu includes options like 'Copy', 'Paste', 'Reset', 'Insert Step at', 'Remove Step at', 'Shift Left', 'Shift Right', 'Shift Semitone Up', 'Shift Semitone Down', 'Shift Octave Up', 'Shift Octave Down', 'Shuffle', 'Randomize', and 'Optimize Voicings'. Under the 'GLOBALS' section, the 'Show Flat Accidentals' option is checked and highlighted in blue. A yellow callout box points to the 'Ab2' note in the sequence, stating 'Note names displayed using flat notation'. Another yellow callout box points to the 'Show Flat Accidentals' option, stating 'Option to show "flat" accidentals'.

CHORD	ROOT NOTE	VOICING	GATE LEN	STEP ON
Maj 6	Db3	Inv1?	1 Bar	1
dom7	E3	Inv1?	1 Bar	2
dom7	Db3	Inv1?	1 Bar	3
Min 7	D3	Inv1?	1 Bar	4
dom7	E2	Inv1?	1 Bar	5
Min 7	Ab2	Inv1?	1 Bar	6
dom7	Gb3	Inv1	1 Bar	7
Min 7	D3	Inv1	1 Bar	8
dom7	G2	Inv1	1 Bar	9
Maj 6	F2	Inv1	1 Bar	10
Min 6	F2	Inv1	1 Bar	11
Min 7	E2	Inv1	1 Bar	12
dom9	A2	Inv1	1 Bar	13
Min 7	D3	Inv1	1/2	14
dom7	G2	Inv1	1/2	15
Maj	C3	Inv2	2 Bar	16

## 8. New options for "Show Scale Degrees"

The "Show Scale Degrees" entry from the Sequence Edit menu allows to change the display of the root notes from regular note names to roman numerals. This is available when a Key and Scale are chosen (not available in the Chromatic scale). Two new options "Subscript 1" and "Subscript 2" have been added to the menu entry which provide alternative ways to display the note names and roman numerals for both the root notes and the bass notes.



"Standard" selection for  
"Show Scale Degrees"

ChordSQ NEO SOUL PRG10 HOLD Steps 7 Offset 0 Dir > NeoSoul Prg10

CHORD	Min	Maj 7	Sus4	Maj 7	Single	Maj 9	Tie	Single	Single	Single	Single	Single	Single	Single	Single
ROOT NOTE	A2	VII	I	IV	I	VII	I	I	I	I	I	I	I	I	I
VOICING	Inv2	Inv2	Inv2	Inv1		Inv1									
BASS NOTE	A1	C2	C2	F1	C2	A#1	C2	C2	C2	C2	C2	C2	C2	C2	C2
DURATION	1 Bar	1/2	1/4	1/2	1/4	1 Bar	1/2	2 Bar	2 Bar	2 Bar	2 Bar	2 Bar	2 Bar	2 Bar	2 Bar
VELOCITY	92	92	98	97	96	95	100	100	100	100	100	100	100	100	100
GATE LEN															
STEP ON	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

MODE ▾  
SEQ EDIT ▾  
Oct Up  
C Minor  
Variation ▾  
1 2  
3 4

"Subscript 1" selection for  
"Show Scale Degrees"

ChordSQ NEO SOUL PRG10 HOLD Steps 7 Offset 0 Dir > NeoSoul Prg10

CHORD	Min	Maj 7	Sus4	Maj 7	Single	Maj 9	Tie	Single	Single	Single	Single	Single	Single	Single	Single
ROOT NOTE	A2	VII <sub>A#2</sub>	I <sub>C3</sub>	IV <sub>F2</sub>	I <sub>C3</sub>	VII <sub>A#2</sub>	I <sub>C3</sub>	I	I	I	I	I	I	I	I
VOICING	Inv2	Inv2	Inv2	Inv1		Inv1									
BASS NOTE	A1	C2	C2	F1 <sub>IV</sub>	C2	A#1 <sub>VII</sub>	C2	C2	C2	C2	C2	C2	C2	C2	C2
DURATION	1 Bar	1/2	1/4	1/2	1/4	1 Bar	1/2	2 Bar	2 Bar	2 Bar	2 Bar	2 Bar	2 Bar	2 Bar	2 Bar
VELOCITY	92	92	98	97	96	95	100	100	100	100	100	100	100	100	100
GATE LEN															
STEP ON	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

MODE ▾  
SEQ EDIT ▾  
Oct Up  
C Minor  
Variation ▾  
1 2  
3 4

Bass notes also show the roman numeral as a subscript

"Subscript 2" selection for "Show Scale Degrees"

The screenshot shows the ChordSQ software interface for 'NeoSoul Prg10'. The top bar includes a 'HOLD' button, 'Steps' set to 7, 'Offset' set to 0, and a 'Dir' button with a right arrow. The main display shows a 16-step sequence with various chord types and notes. A yellow callout points to the 'Maj 7' chord at step 2, highlighting the '2' as the 'Subscript 2' selection for 'Show Scale Degrees'.

STEP	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
CHORD	Min 9	Maj 7	Sus4	Maj 7	Single	Maj 9	Tie	Single	Single	Single	Single	Single	Single	Single	Single	Single
ROOT NOTE	A2	A#2 <sub>VII</sub>	C3	F2 <sub>IV</sub>	C3	A#2 <sub>VII</sub>	C3	C3	C3	C3	C3	C3	C3	C3	C3	C3
VOICING	Inv2	Inv2	Inv2	Inv1		Inv1										
BASS NOTE	A1	C2	C2	F1 <sub>IV</sub>	C2	A#1 <sub>VII</sub>	C2	C2	C2	C2	C2	C2	C2	C2	C2	C2
DURATION	1 Bar	1/2	1/4	1/2	1/4	1 Bar	1/2	2 Bar	2 Bar	2 Bar	2 Bar	2 Bar	2 Bar	2 Bar	2 Bar	2 Bar
VELOCITY	92	92	98	97	96	95	100	100	100	100	100	100	100	100	100	100
GATE LEN	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STEP ON	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Right sidebar controls:

- MODE: [5 buttons]
- SEQ EDIT: Oct Up, C Minor
- Variation: 1 (selected), 2, 3, 4

## 9. "Generate Pattern" from the Duration Edit menu

You can automatically generate patterns of a given duration from the Duration menu. Click on the "Duration" label and from the "Duration Edit Menu", select "Generate Pattern". From there you can select the desired pattern duration in bars. Please note, patterns always start from step 1 and the end step is adjusted to meet the desired length requirements.



## 10. "Generate Progression" from the Variation Edit menu

If you have either the Major or Minor scales selected, you can automatically generate chord progressions of a certain number of bars. Click on the Variation edit menu and select "Generate Progression". The algorithm will generate a progression using chords compatible with the selected scale. Please note, the option to generate progressions is only active when either the Major or Minor scales are selected.

The screenshot displays the ChordSQ software interface. At the top, there are controls for 'ON', 'ChordSQ', 'HOLD', 'Steps' (set to 5), 'Offset' (set to 0), 'Dir' (set to >), and 'Init Patch'. Below this is a table of 16 chords, each with a scale selection button (e.g., Min +11, Maj 6, Min 6, 9sus4, d7 +13, Maj 6/9, sus11, b9sus, Maj 13, Maj 7/6, Min 7, 7sus2, mM7, Maj, Min 11, Sus2). The table also includes columns for ROOT NOTE, VOICING, BASS NOTE, DURATION, VELOCITY, GATE LEN, and STEP ON. The 'VARIATION EDIT' menu is open, showing options: Duplicate to, Reset, Restart when switching, Generate Progression (highlighted), and Generate Chord Set. A yellow callout box points to the 'Generate Progression' option, stating 'Generate progression of the selected number of bars'. Another yellow callout box points to the scale selection buttons, stating 'Select the Major or Minor scales'. The bottom of the interface shows a 'drumloop' section with 'MUTE' and 'SOLO' buttons, and a 'Callisto' section with a 'Callisto' button and a 'drumloop' button.

CHORD	Min +11	Maj 6	Min 6	9sus4	d7 +13	Maj 6/9	sus11	b9sus	Maj 13	Maj 7/6	Min 7	7sus2	mM7	Maj	Min 11	Sus2
ROOT NOTE	G2	F2	C3	G2	C3	F2	G2	D2	D#2	F2	C3	G2	A#2	D#2	C3	D#2
VOICING	Inv3	Inv3	Inv3	Inv3	Inv3	Inv3	Inv3	Inv3	Inv3	Inv3	Inv3	Inv3	Inv3	Inv1	Inv3	Inv1
BASS NOTE	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1
DURATION	7/8	9/8	9/8	1/2	3/8	3/8	3/2	1/4	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar
VELOCITY	92	113	94	113	86	101	95	69	109	89	47	20	37	55	18	80
GATE LEN																
STEP ON	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16



## 11. "Generate ChordSet" from the Variation Edit menu

If you have either the Major or Minor scales selected, you can automatically generate chord-sets of compatible chords. Unique chords are generated for all of the 16 steps and they can be played using the "Key Trig Individual Chords" mode. Please note, the option to generate chord-sets is only active when either the Major or Minor scales are selected.

The screenshot displays the ChordSQ interface with the Variation Edit menu open. The menu options are: Duplicate to, Reset, Restart when switching, Generate Progression, and Generate Chord Set. The 'Generate Chord Set' option is highlighted in blue. The interface shows 16 steps of chords, each with a unique name (e.g., Min +11, Maj 6, Min 6, 9sus4, d7 +13, Maj 6/9, sus11, b9sus, Maj 13, Maj 7/6, Min 7, 7sus2, mM7, Maj, Min 11, Sus2). The 'MODE' dropdown is set to 'Key Trig Individual Chords'. The 'SEQ EDIT' dropdown is set to 'Rand 50%'. The 'G Minor' scale is selected. The 'VARIATION EDIT' menu is open, showing the 'Generate Chord Set' option.

Set the mode to "Key Trig Individual Chords" to play the chord set

Select the Major or Minor scales

Generate 16 unique chords compatible with the selected scale & key

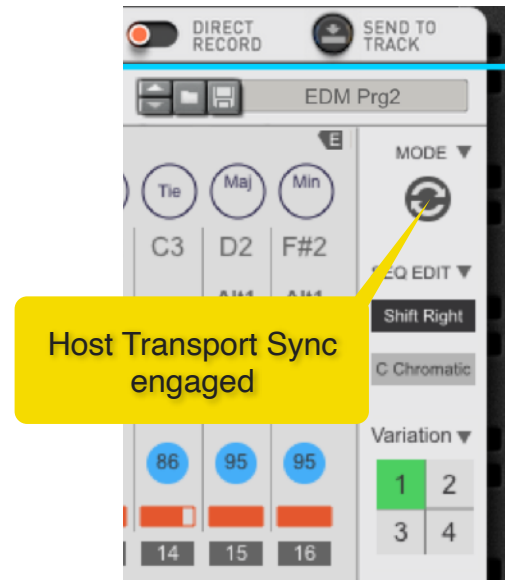
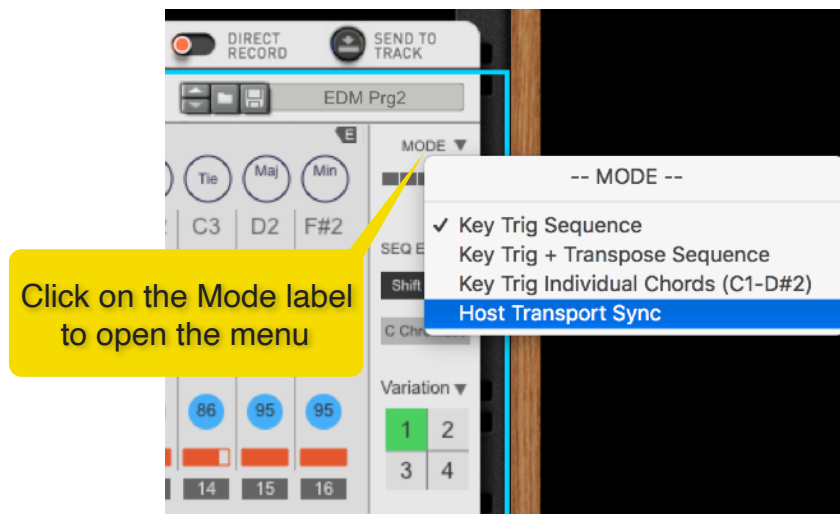
CHORD	Min +11	Maj 6	Min 6	9sus4	d7 +13	Maj 6/9	sus11	b9sus	Maj 13	Maj 7/6	Min 7	7sus2	mM7	Maj	Min 11	Sus2
ROOT NOTE	G2	F2	C3	G2	C3	F2	G2	D2	D#2	F2	C3	G2	A#2	D#2	C3	D#2
VOICING	Inv3	Inv3	Inv3	Inv3	Inv3	Inv3	Inv3	Inv3	Inv3	Inv3	Inv3	Inv3	Inv3	Inv1	Inv3	Inv1
BASS NOTE	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1
DURATION	1 Bar	1 Bar	7/8	9/8	9/8	1/2	3/8	3/8	3/2	1/4	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar
VELOCITY	92	113	94	113	86	101	95	69	109	89	47	20	37	55	18	80
GATE LEN																
STEP ON	1	2	3	4	5	6	7	8	9	10						



## What's new version 1.2.0

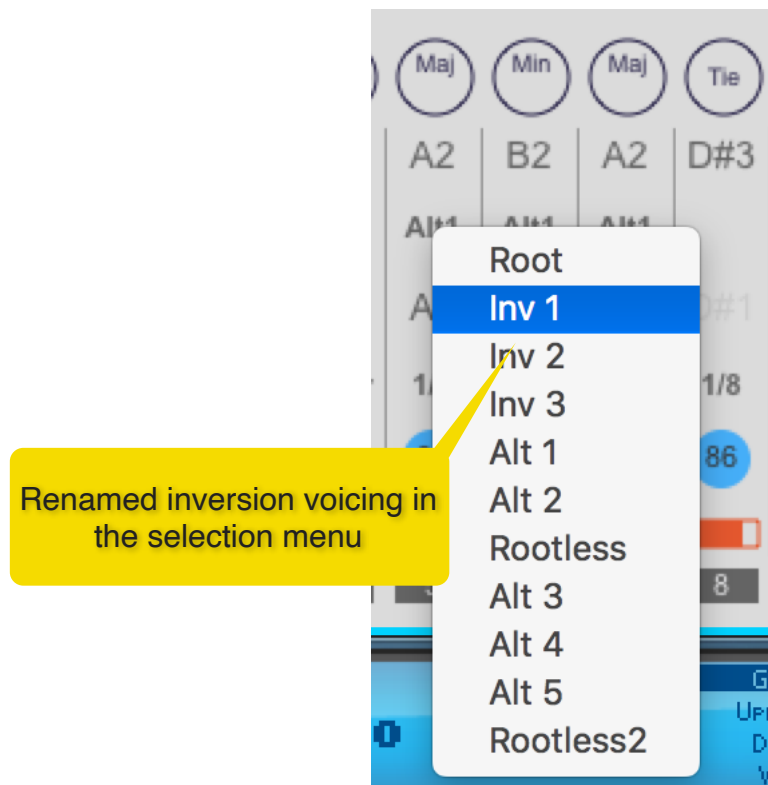
### 1 Host Transport Sync

There is a new operation mode which syncs the internal sequencer to the Reason transport. In this mode, the chord sequence starts, stops and runs in sync with the Reason playhead. Click on the Mode label and select "Host Transport Sync" from the menu to activate this mode. Host Transport Sync is the new default mode when resetting the device.



## 2 Renamed voicing

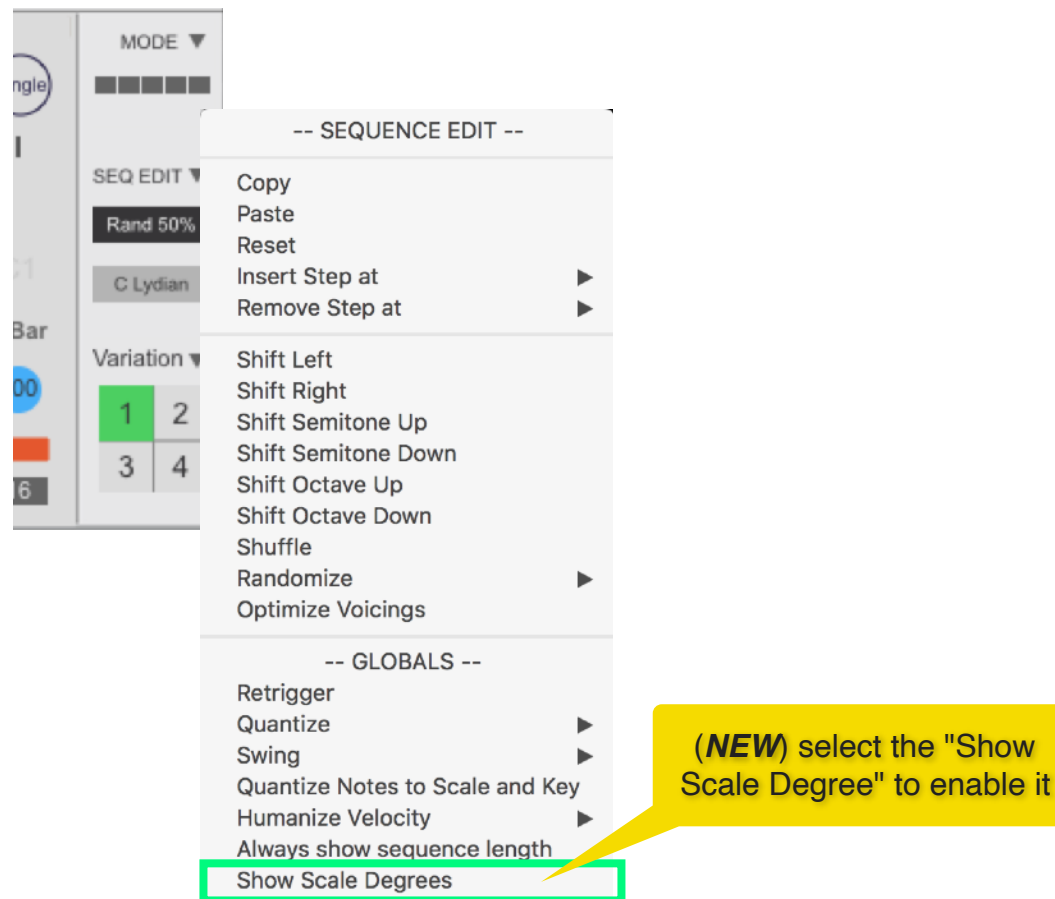
The inversion selections in the voicing menus have been renamed to "INV 1", "INV 2" and "INV 3". This is to avoid confusion (hopefully) with the first, second and third inversion definitions from music theory. Because in ChordSQ the root note is set independently and stays fixed once set, the inversion selections can only shift down the other notes in the chord while the root remains fixed. For example, if the chord type is a triad, choosing "INV 1" shifts the top note down one octave, while choosing "INV 2" shifts both the top and middle notes down one octave. If "INV 3" is selected, the result will be the same as when selecting "INV 2" because there are only two notes in the chord beside the root.



## What's new version 1.1.0

### 1 Show Scale Degrees

In the "Globals" section of the "Seq Edit" menu, there is a new entry titled "Show Scale Degrees". When a scale other than Chromatic is selected, enabling "Show Scale Degrees" will display the root notes as roman numerals according to their position in the scale. For example, in the key of C Major, C is represented as "I" being the first note in the scale. If instead the key of G Minor is selected, then G is represented as "I".



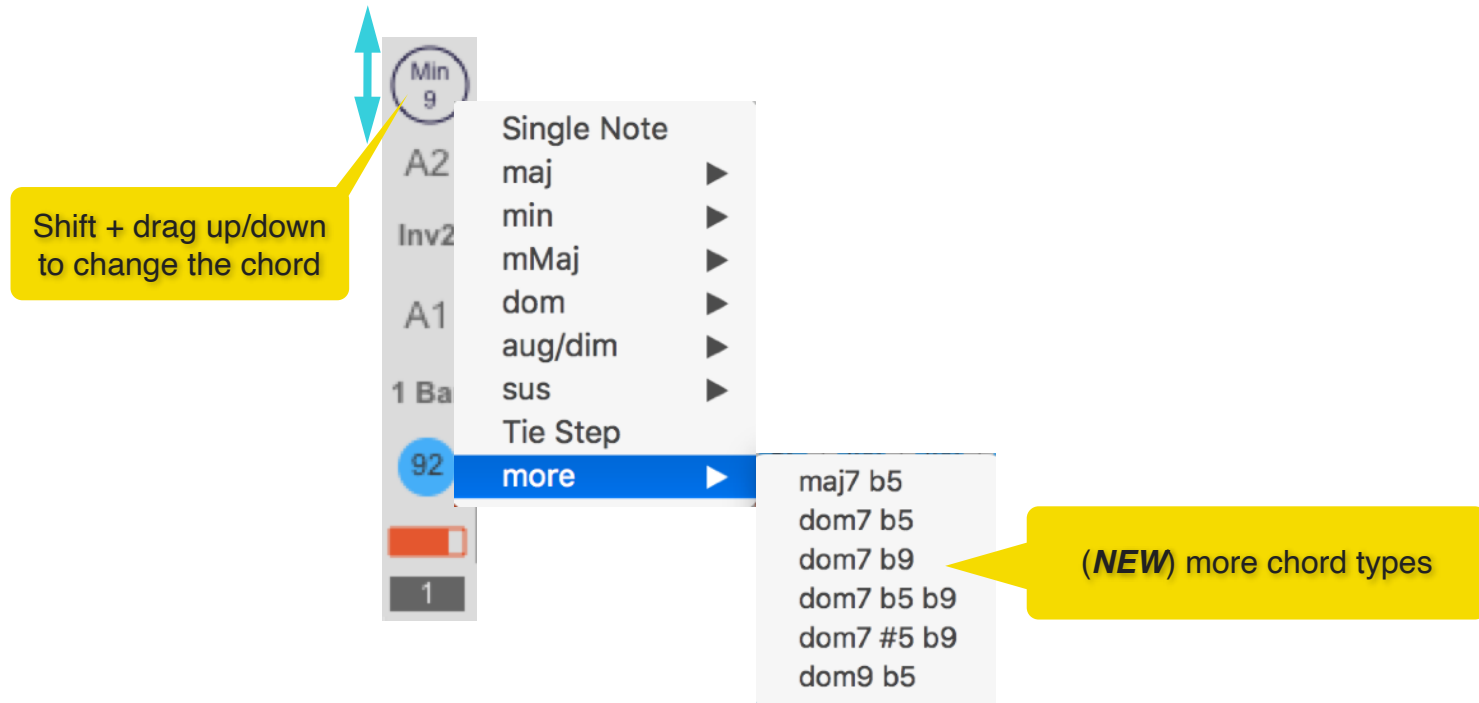
The screenshot shows the ChordSQ software interface. At the top, there's a header with 'ON ChordSQ', 'CHORDSQ 1', a 'HOLD' button, 'Steps 5', 'Offset 0', 'Dir <wllk>', and an 'Init Patch' button. Below this is a grid of chord buttons labeled 'CHORD', 'ROOT NOTE', and 'VOICING'. The first five columns show chords: Min, Maj +9, Min +11, Maj +9, and Maj 6/9. The next five columns show 'Single' chords. A context menu is open over the 'Maj 6/9' chord, showing options: C0 B0, C1 B1, C2 B2 (highlighted), C3 B3, C4 B4, C5 B5, C6 B6, and C7 B7. To the right of the menu, a list of scale degrees is shown: C2 (I), C#2, D2 (II), D#2, E2 (III), F2, F#2 (IV), G2 (V), G#2, A2 (VI), A#2, and B2 (VII). A yellow callout box on the left says: 'Shift + Alt + Click on a root note to enable/disable the "Show Scale Degrees" option'. Another yellow callout box on the right says: 'the scale degrees are shown in parentheses when selecting a root note from the selection menus'. The bottom of the interface shows a 'STEP ON' row with numbers 1 through 7, and a 'Variation' section with a grid of numbers 1, 2, 3, 4.

**Shift + Alt + Click** on a root note to enable/disable the "Show Scale Degrees" option

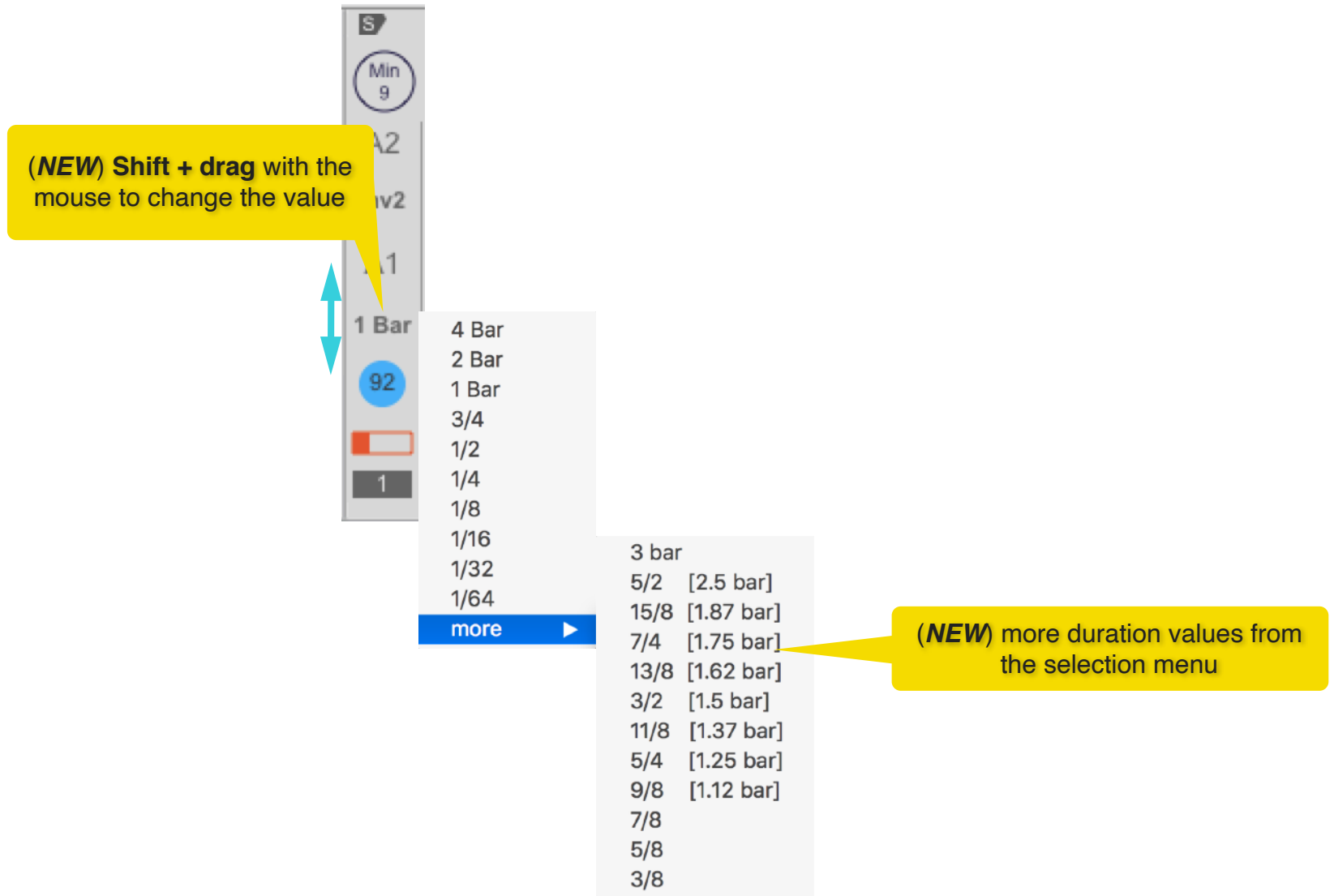
the scale degrees are shown in parentheses when selecting a root note from the selection menus

## 2 Expanded Chord Type and Duration presets

Several new chord presets have been added to the chord type selection menus.

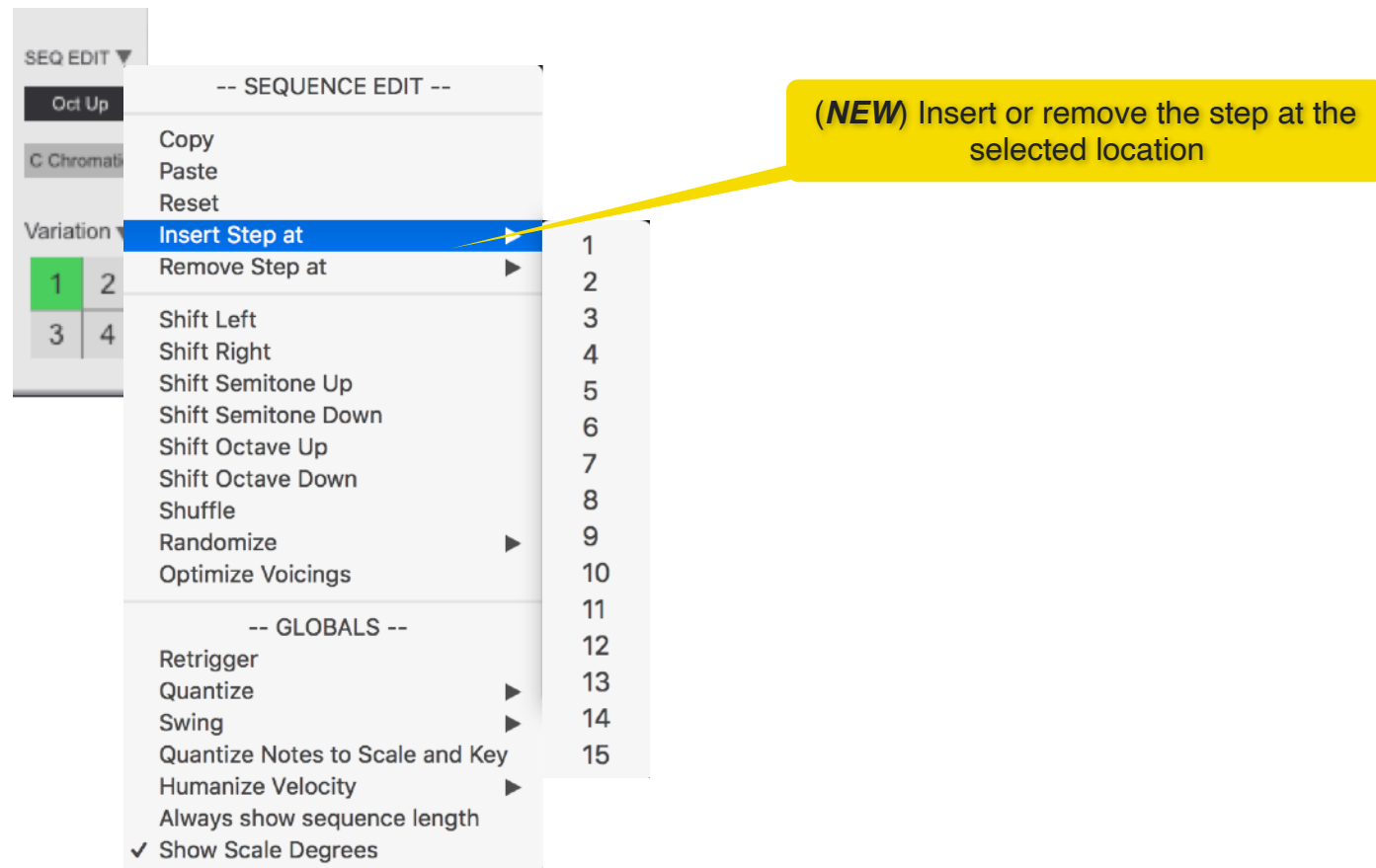


Similarly, more length options have been added to the Duration selection menus. Now you can also "Shift+drag" with the mouse to change the duration value.



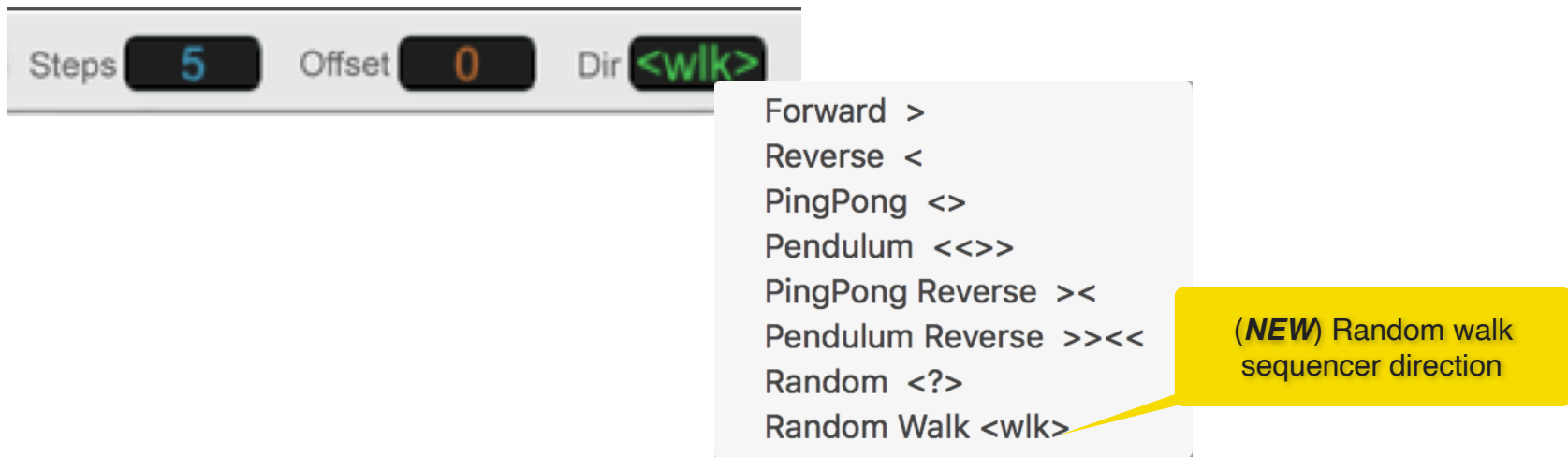
### 3 Insert and Remove Step editing functions

From the Seq Edit menu, it is now possible to Insert and Remove a step at the selected location. When inserting a new step, all steps on the right side of the insertion point are moved one step to the right. On the contrary when removing a step, all steps on the right side of the removal point are moved one step to the left and an new initialized step is created at position 16.



## 4 New Sequencer Direction - Random Walk

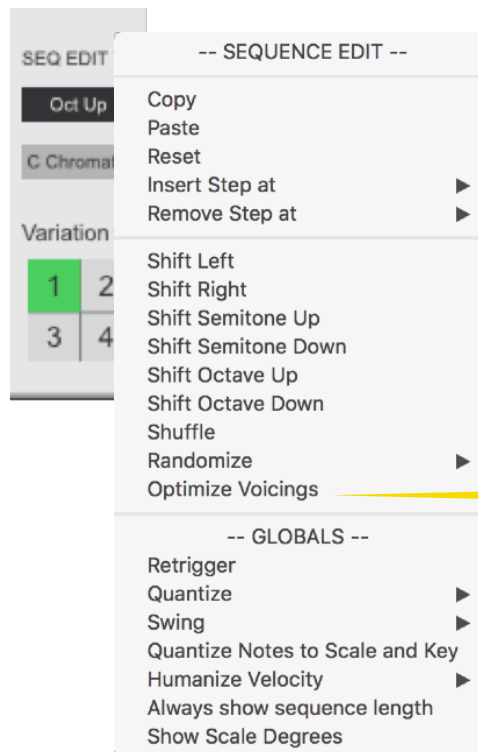
The "Random Walk" has been added as a possible sequencer direction. Instead of choosing steps randomly, like for the "Random" direction, with "Random Walk" the cursor moves always sideways, sometimes to the previous step, sometimes to the next step, and sometimes it repeats the current step. The only exceptions are the S and E locators steps where the cursor can "tunnel" to either of the two locations in addition to moving sideways.





## 5 Optimize Voicing improvements

The algorithm for the "Optimize Voicings" in the Seq Edit menu has been improved to yield better results. It takes now into account the chord voicing of the first step (the one at the "S" locator) and tries to optimize the voicing of the other chords accordingly. In some cases, clicking on "Optimize Voicings" more than once can yield better results.



Optimizes chord voicing so that all notes are contained in a similar range. In some cases, clicking it more than once yields better results

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## 6 "Shift + drag" extended to all step parameters

It is now possible to use the "*Shift + drag*" gesture to change the values of all step parameters, except for the step on/off. This can speed up the workflow, and it is especially handy when setting chord types, root and bass notes when a scale other than chromatic is selected.

