

SAP10

SEQUENCER + ARPEGGIO PLAYER

By EKSSPERIMENTAL SOUNDS STUDIO

SAP10 Sequencer & Arpeggio Player

A 1U note player for Reason. A monophonic step sequencer and arpeggiator heavily inspired by the classic 101.



SEQUENCER

LOAD: Enters and exits recording. Each note you play becomes a step and the cursor advances; notes sound as you enter them.

PLAY: Starts and stops the sequence; lit while running. The sequence also follows the song transport through the device's Pattern lane, starting, stopping and changing pattern with your clips.

LEGATO: Ties the step to the previous note instead of retriggering it.

REST: Inserts a silent step.

STEPS display: Shows the step position. While recording or stopped, move the cursor with the Up / Down buttons or by dragging the display; each step you land on is auditioned. In **LOAD** mode a blinking step number is empty, waiting to be entered.

DELETE STEP: Deletes the current step.

PATTERN ON/OFF button: When off, the sequence produces no notes, handy for dropping the pattern in and out.

PATTERNS: Eight patterns, each up to 128 steps. Buttons 1-8 selects the active pattern. Pattern changes can be drawn into the Pattern lane for automatic pattern switching.

Copy / Paste: Click to copy the current pattern, select another pattern and click again to paste. CMD-click to abort.

Clear: Erases the current pattern.

ARPEGGIATOR

Play held notes as a pattern at the step rate.

Up / Down / U&D: Activate arpeggio by choosing a direction. Press the button again to turn the arpeggiator off.

CONTROLS / SETTINGS

Resolution: Step rate, from 1/2 down to 1/128, including 1/8 and 1/16 triplets.

Shuffle: Swing — delays every other step for a shuffled groove.

Probability: The chance that each step plays. Below 100% steps drop out at random for variation.

HOLD: Context sensitive. In the arpeggiator it latches the held chord so it keeps playing after you release the keys. With nothing running it sustains the last note as a drone.

KEY TRANSPOSE: Transposes the running sequence from the keyboard. With it on, the note you play sets the interval, measured from C3 (C3 = no change).

Power: Turns the device on. When off, incoming notes pass straight through.



BACKSIDE

ARP 1 NOTE: **Repeat** re-triggers a single held note at the clock rate; **Thru** lets a single note pass through and only arpeggiates if two notes or more are held. Allows free playing and arpeggiation only when more than a single note is held.

Gate Length: How long each step is held. Defaults to 100% = notes run the full step for the classic 101 feel, lower it for staccato.

Trig in: External clock. With something patched here, the sequencer and arpeggiator advance one step per trigger instead of using Resolution.

CV / Gate out: Note (Pitch) and Gate for driving other devices in alongside SAP10.

USAGE

1. Tap LOAD, play a few notes, tap LOAD again, then PLAY.
2. Draw pattern clips into the Pattern lane to arrange patterns across the song.
3. Hold a chord and pick an arpeggiator direction; use HOLD to latch it.
4. Turn Pattern Enable off to disable sequencer.
5. Lower Probability and add Shuffle for a looser, evolving line.
6. Patch Note / Gate out to another instrument to layer or to drive CV gear.
7. Clock SAP10 from another device through Step Trig in.