

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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What's new version 1.3.5

1. Generate Progression and Generate Chord Set - Additions

The option to automatically generate progressions and chord sets has been extended to more scales besides Major and Minor. Now you can use it with the Dorian, Lydian, Mixolydian, Phrygian and Locrian scales.



Generate Progression now works with more scales including Lydian



Generate Chord Set now works with more scales including Dorian

The Generate Progression has a new entry called "Current Duration". This is useful when you already have a pattern that you like and don't want to change the step durations, just the roots and the chords, as shown in the example below.

Top Screenshot: Generate Progression Menu

The 'Generate Progression' menu is open, showing the following options:

- Duplicate to
- Reset
- Restart when switching
- Generate Progression
- Generate Chord Set

The 'Current Duration' option is highlighted in the submenu.

Bottom Screenshot: Chord Progression

The chord progression is displayed for 16 steps. The first six steps show the results of the 'Current Duration' operation:

Step	Chord	Root Note	Voicing	Bass Note	Duration	Velocity	Gate Len	Step On
1	Maj 6	A2	Inv2	C1	5/8	100		1
2	7sus4	E2	Inv1	C1	1/4	100		2
3	Maj 6	D3	Inv3	C1	5/8	100		3
4	Min 9	F#2	Inv2	C1	3/2	100		4
5	Maj 9 6/9	E2	Inv1	C1	1/4	100		5
6	Min +11	F#2	Inv1	C1	3/4	100		6

Steps 7 through 16 show the original progression with single chords and 1 Bar durations.

Callouts:

- Yellow Callout (Top Right):** Use "Current Duration" to only change the chords and keep the step durations unchanged
- Yellow Callout (Bottom Left):** Only the chords are changed

When you use the "Generate Progression" menu function, all the steps which are not part of the progression are set to their default values. Also, if the input mode is set to "Key Trig Individual Chords", it will be changed to "Host Sync".

ChordSQ CHORDSQ 1 HOLD Steps 6 Offset 0 Dir > Init Patch

CHORD	Maj 7 b5	7sus2	Maj9 +6	Min +9	Maj	Maj 9 6/9	Single	Single	Single	Single	Single	Single	Single	Single	Single	Single
ROOT NOTE	D2	F#2	D2	B1	E2	D2	C3	C3	C3	C3	C3	C3	C3	C3	C3	C3
DURATION	5/8	1/4	5/8	3/2	1/4	3/4	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar
VELOCITY	100	100	100	100	100	100	100	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	16

MODE ▼

Input mode is changed to Host Sync if it was set to "Key Trig Individual Chords"

Similarly, when you use the "Generate Chord Set" menu function, the number of steps is automatically changed to 16 and the input mode is set to "Key Trig Individual Chords" so that you can trigger the chords via MIDI notes starting from C1.

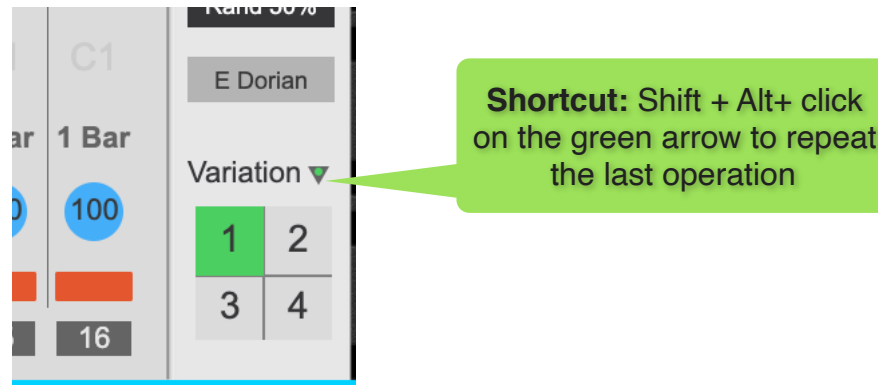
ChordSQ CHORDSQ 1 HOLD Steps 16 Offset 0 Dir > Init Patch

CHORD	Maj 6	Min 6	Sus4	Maj +9	Maj	Maj 6	Maj	7sus2	Min +11	Min +9	Sus4	Min 7	Maj +9	dom7	Maj 7	Min
ROOT NOTE	G2	A2	E2	G2	D2	A2	G2	E2	B2	E2	B2	E2	D2	E2	G2	E2
VOICING		Inv1	Inv1	Inv1	Alt2	Inv2	Inv2	Inv1	Alt5	Inv2	Inv1	Inv1	Inv3	Inv2		
BASS NOTE	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1	C1
DURATION	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar	1 Bar
VELOCITY	100	100	100	100	100	100	100	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	16

MODE ▼

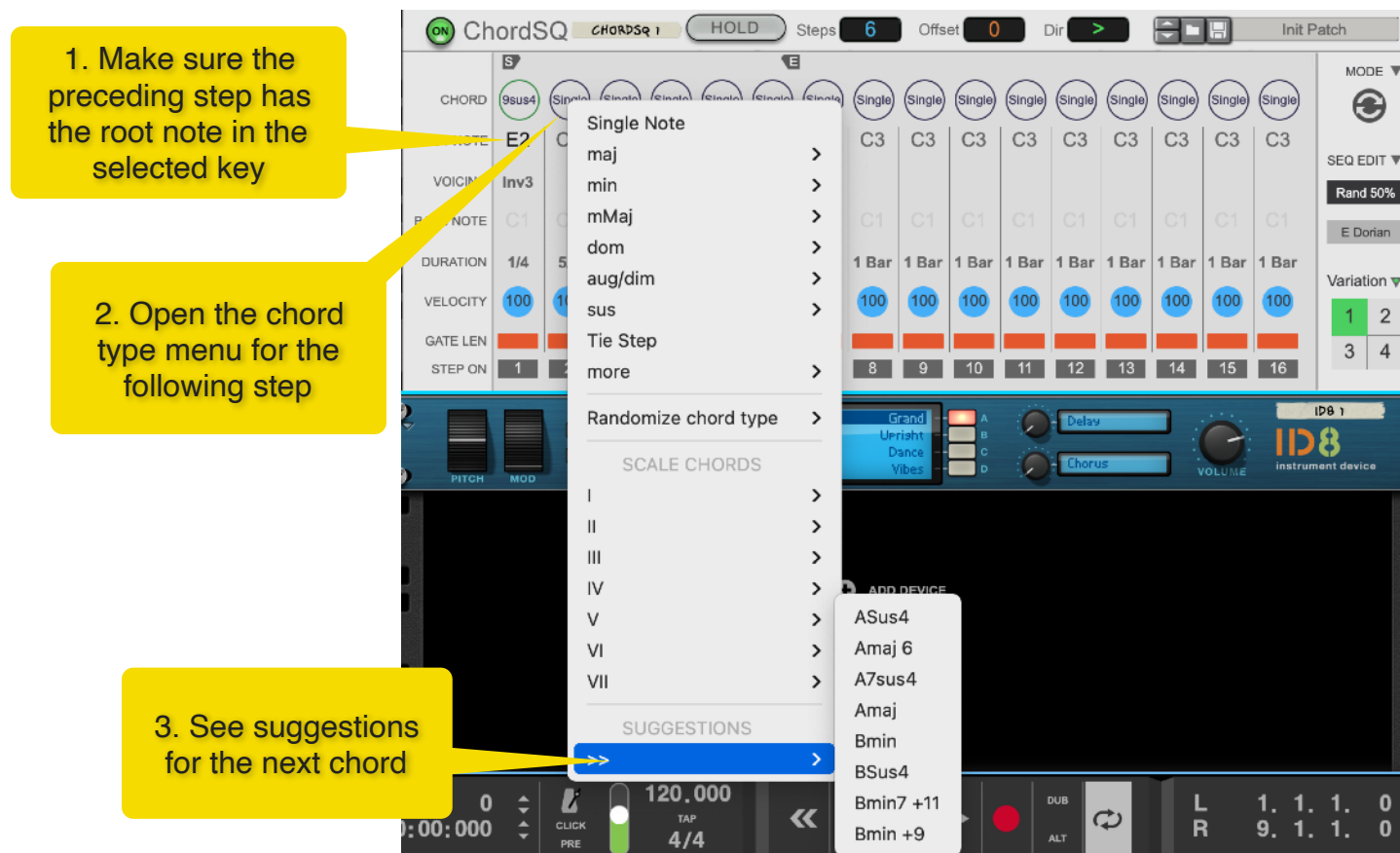
Input mode is changed to "Key Trig Individual Chords"

Whenever you use the Generate Progression or Generate Chord Set functions, you'll notice that the downward arrow next to the Variation label shows a green dot. This is a shortcut and if you "Shift" + click on it, the same menu operation is executed again without having to open the menu and re-select the entry. It's a time saver when you want to quickly create new progressions or chord sets in succession.



2. Next-Chord Suggestions

When a supported scale is selected, and the sequencer motion is set to "forward", the device can provide suggestions for building progressions. In order to start, you need to program a chord for step 1. Make sure that at least the root note is in key. Then when you open the chord type menu for the next step, you will see towards the bottom a new item called "Suggestions". By overing on the ">>" menu entry, you get a sub menu with several chords which are suggested by the algorithm. Please note, the suggestions are not always the same. If you click on the menu more than once, you will notice that the suggestions change.



3. Resize Pattern

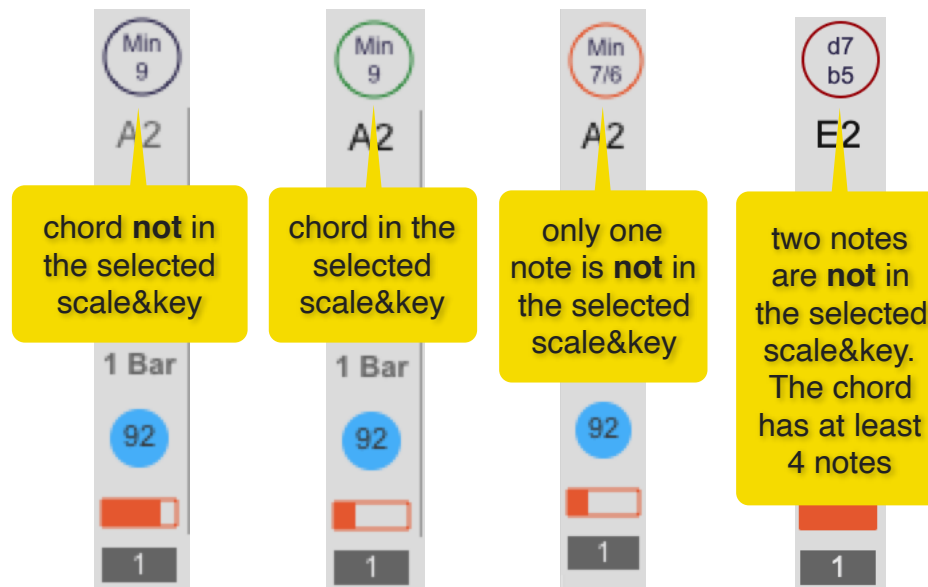
If you have a pattern of a certain total length but you wonder what it might sound like at a different length, let's say 4 bars instead of 8 bars, there is a handy option from the Duration Edit menu which allows you to half or double the total pattern length. This is shown below.

Please keep in mind that it's not always possible to generate a new pattern which is exactly half or double the length of the existing pattern. This is because the options for the step duration are limited. In any case, if an exact half or double option does not exist for a given step, the algorithm will try to find the closest value and set the step duration to that value.



4. New visual indicator for chords

There is a new visual indicator for chords when working within a scale and key. Chords which are fully in scale are shown in green, chords which have only one note not in key are shown in orange, and now chords of at least 4 notes which have two notes not in key are shown in burgundy, as illustrated below.



5. Paste Special from the Step Edit menu

There is a new "Paste Special" option in the Step Edit menu. The difference from the regular "Paste" command is that when you use "Paste Special", the contents of the step which is being overwritten are copied into memory so they can be pasted somewhere else. This makes it easier to "swap" steps for example, as shown in the example below where step 3 and step 5 are swapped.

1. Copy Step 3

2. Paste Special to Step 5. The contents of Step 3 are written and those of Step 5 are copied in memory

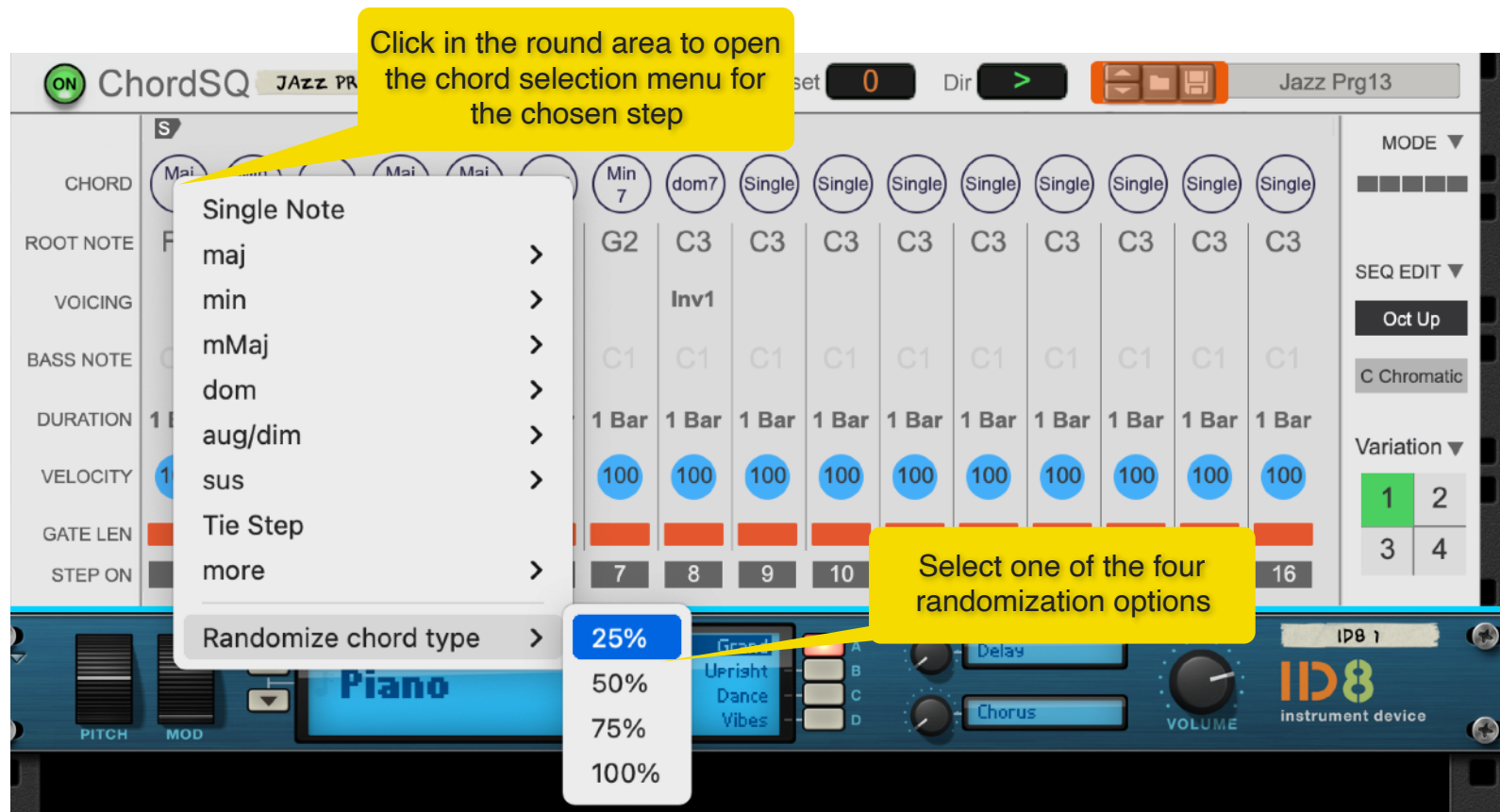
3. Paste to Step 3. The contents of Step 5 are copied to Step 3

The screenshots show the ChordSQ app interface with the 'STEP EDIT' menu open. In the first screenshot, 'Copy' is selected for Step 3. In the second screenshot, 'Paste Special' is selected for Step 5. In the third screenshot, 'Paste' is selected for Step 3. The app interface includes fields for CHORD, ROOT NOTE, VOICING, BASS NOTE, DURATION, VELOCITY, GATE LEN, and STEP ON.

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

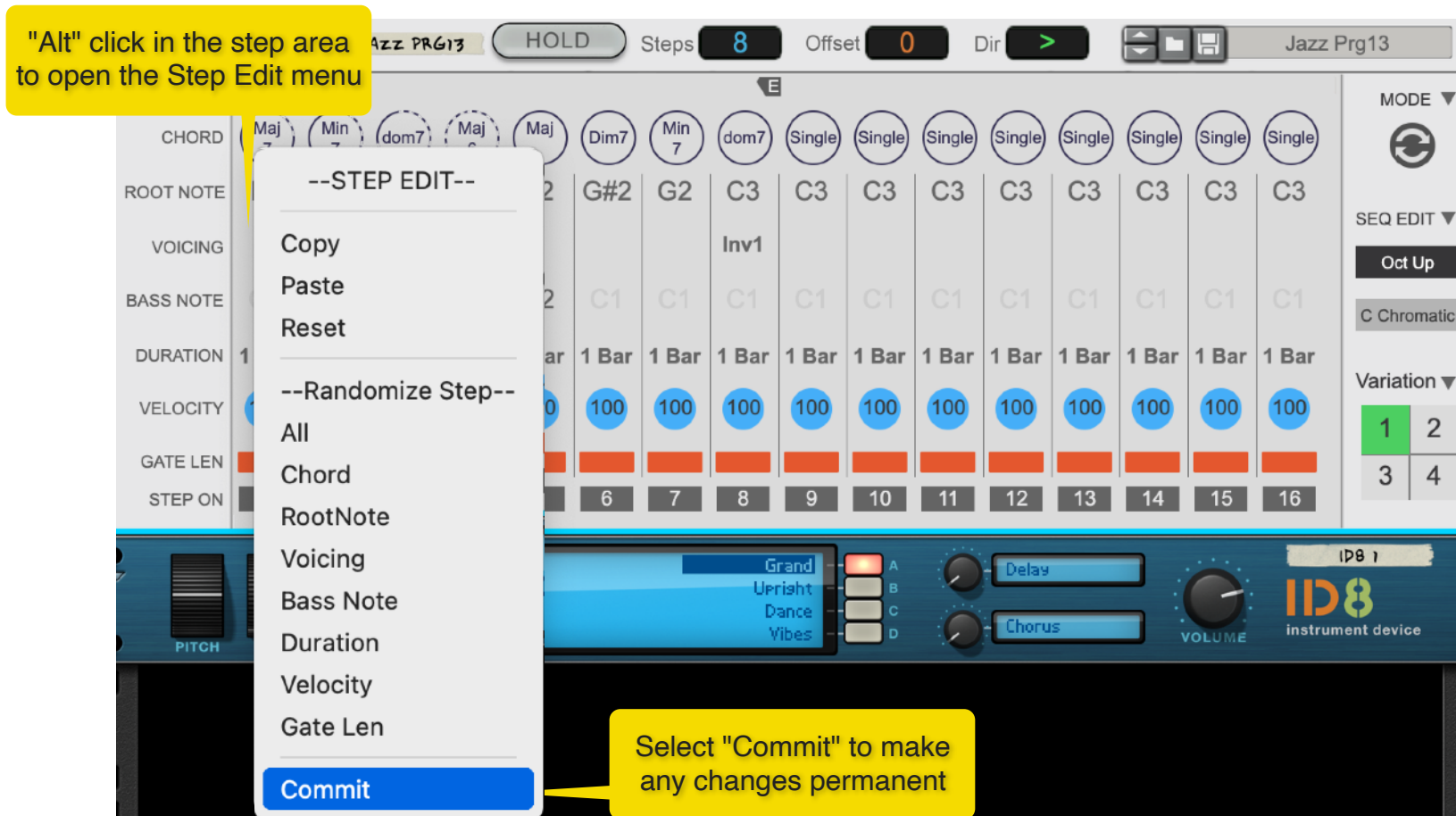
Voicing	Description
Root	plays the chord in root position, with the root at the bottom and the other notes stacked on top
Inv 1	plays the top note in the chord shifted down by 1 octave
Inv 2	plays the top 2 notes in the chord shifted down by 1 octave
Inv 3	plays the top 3 notes in the chord shifted down 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

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

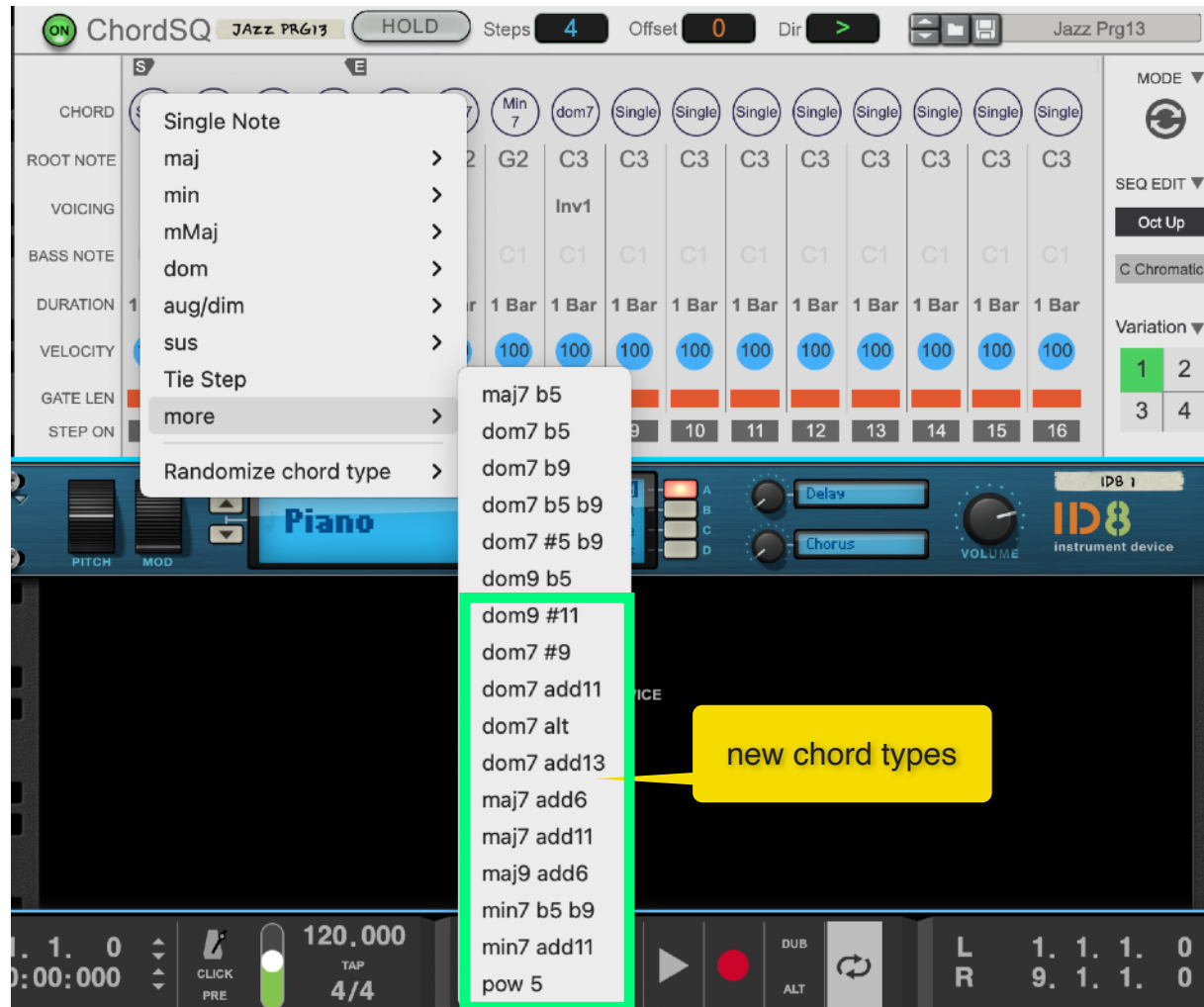
Variation ▼

1 2

3 4

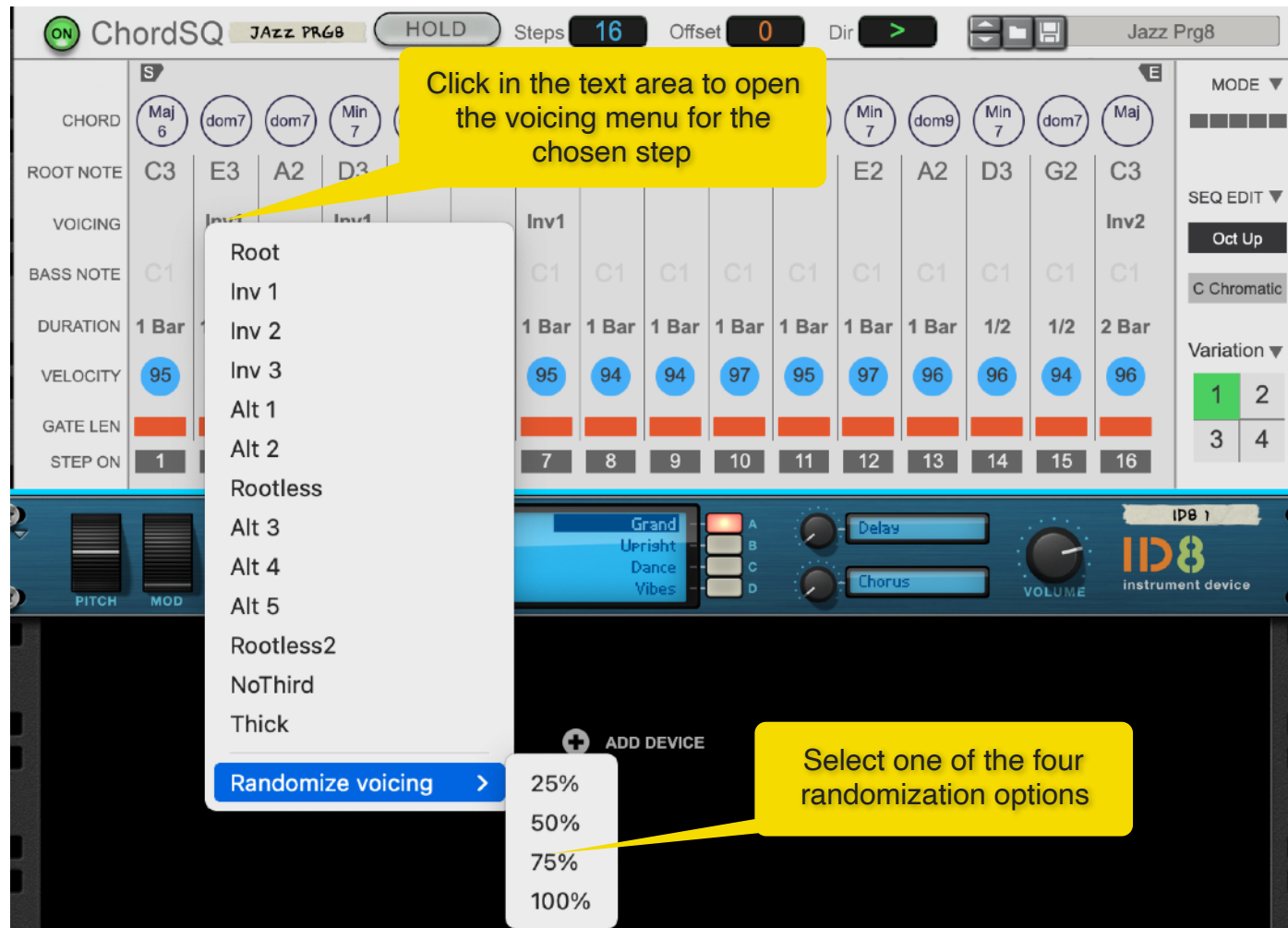
2. More chord types

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



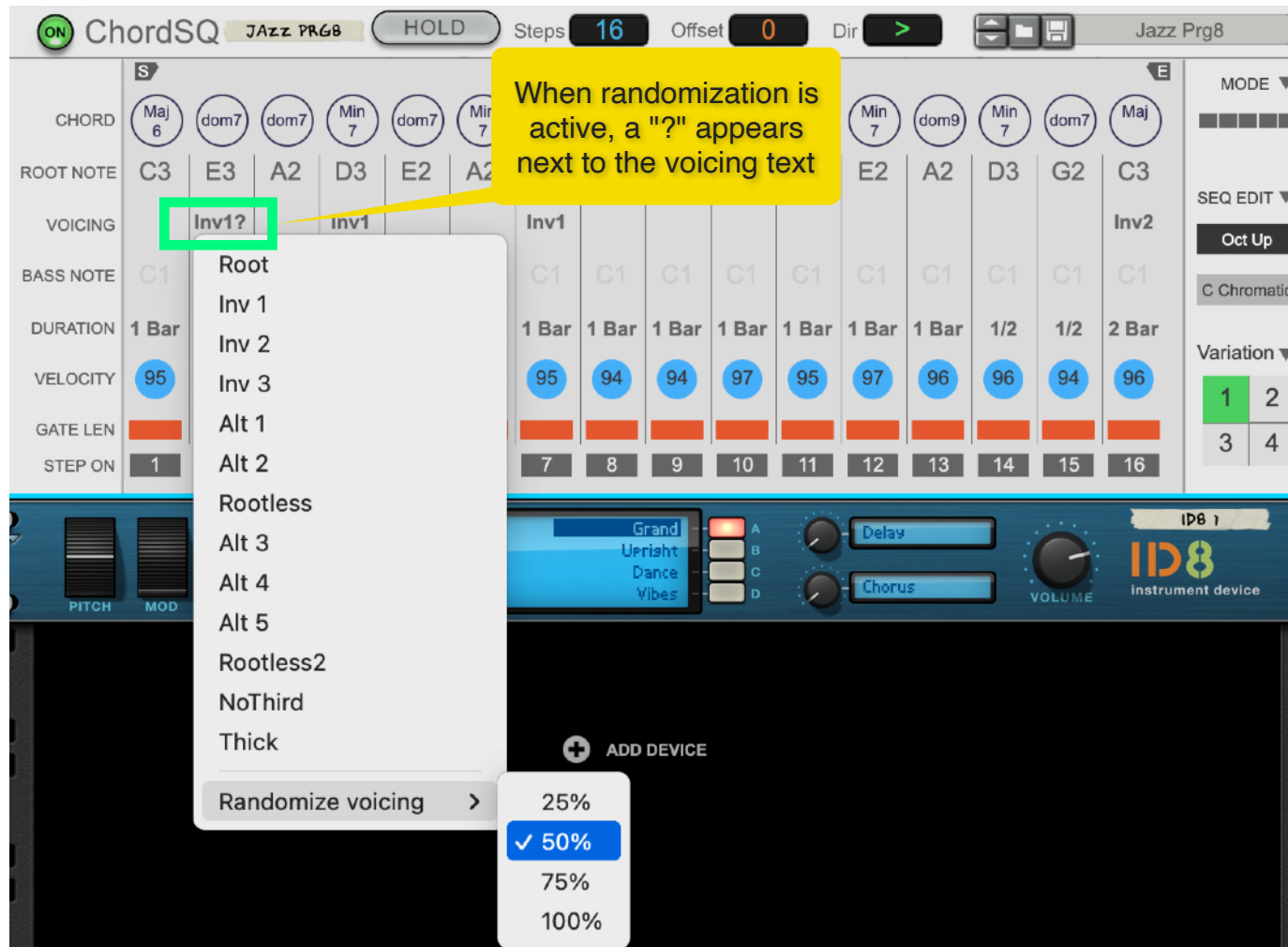
3. Voicing randomization

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.

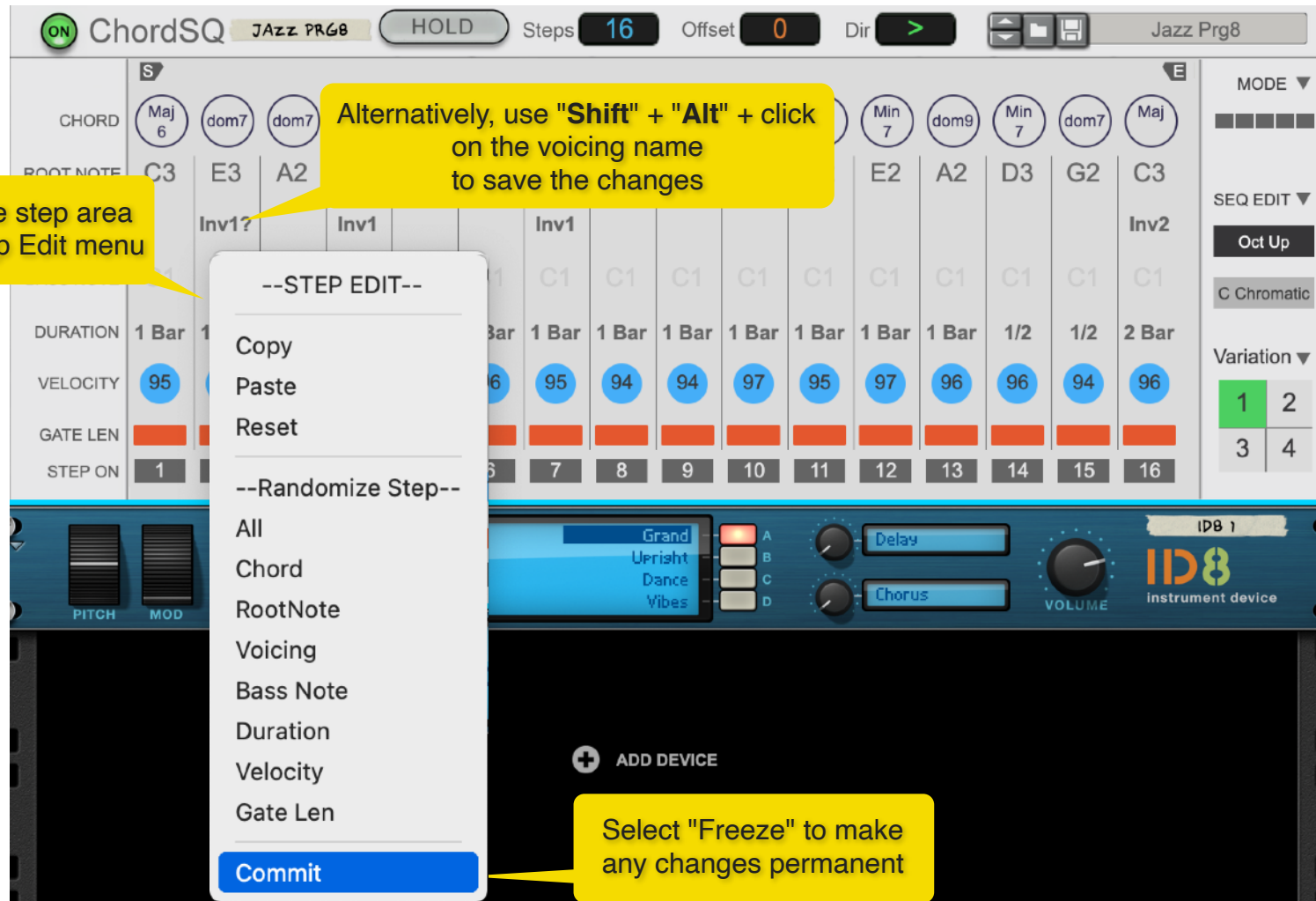


With the first option selected, there is a 25% chance that when the step is triggered, the voicing is selected randomly from all the available types, otherwise the original voicing is used. With 100% selected, the voicing is always chosen randomly every time the step is triggered.

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

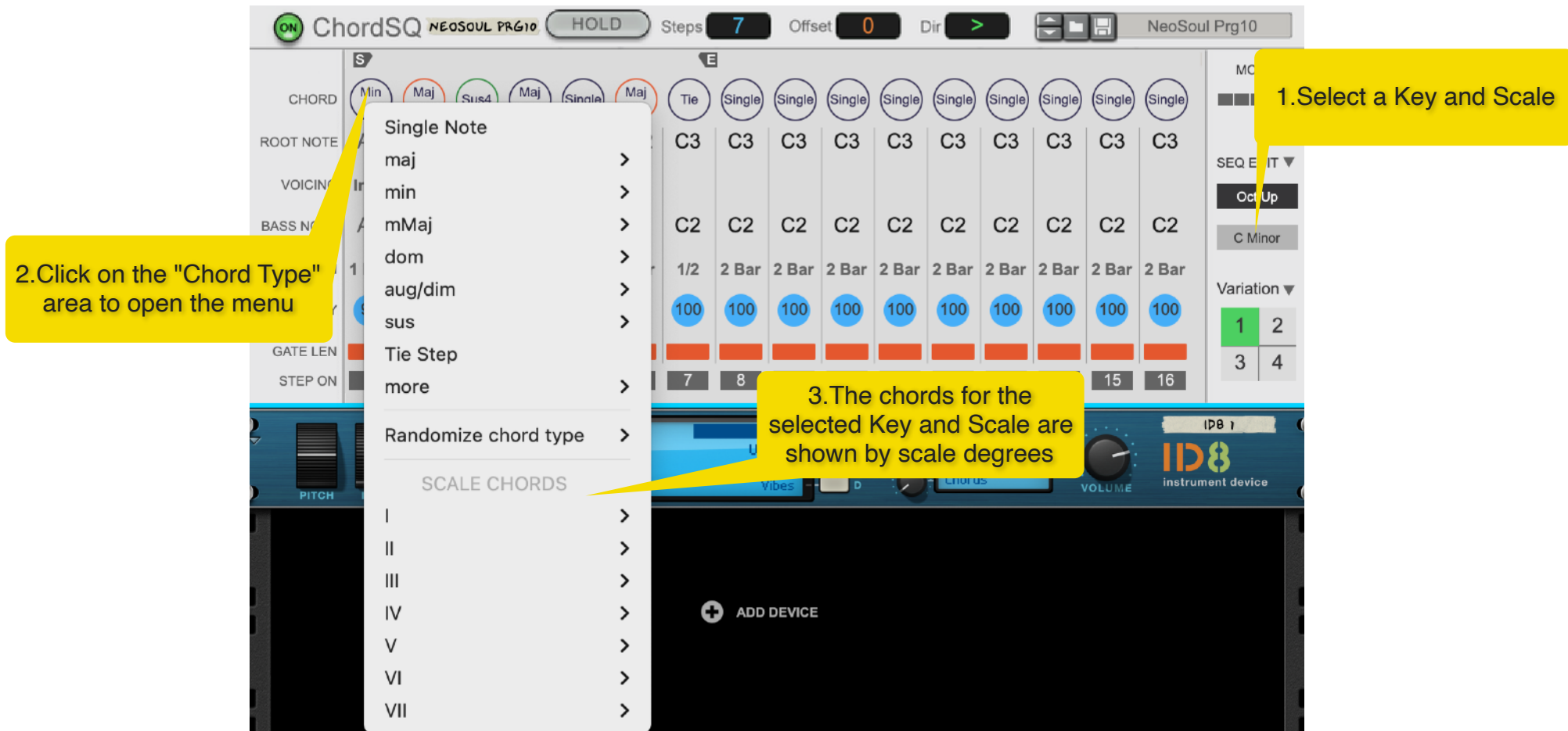
The voicing selection has been expanded with two new options as shown below.

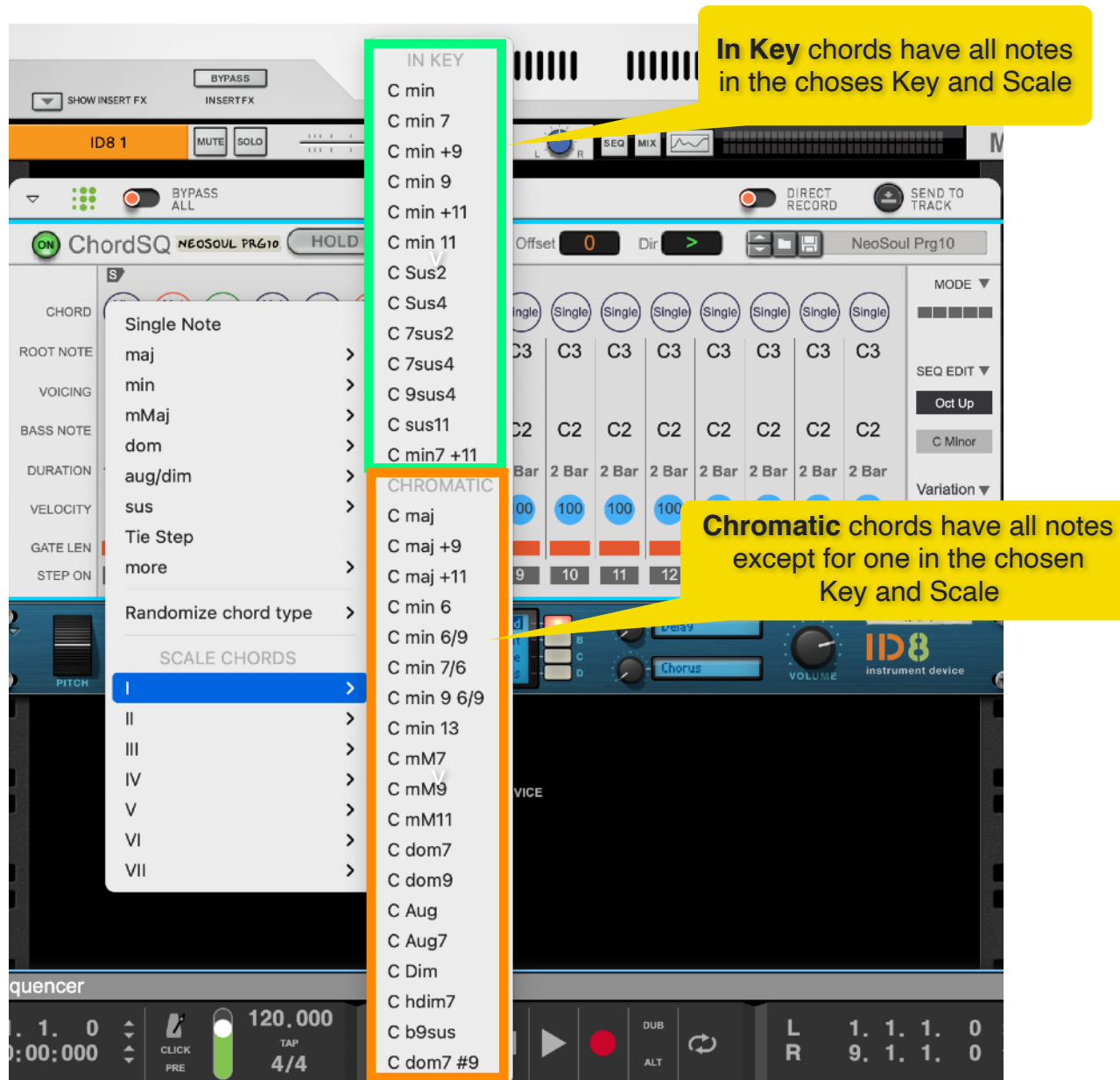




5. Scale Chords available from the Chord Type menu

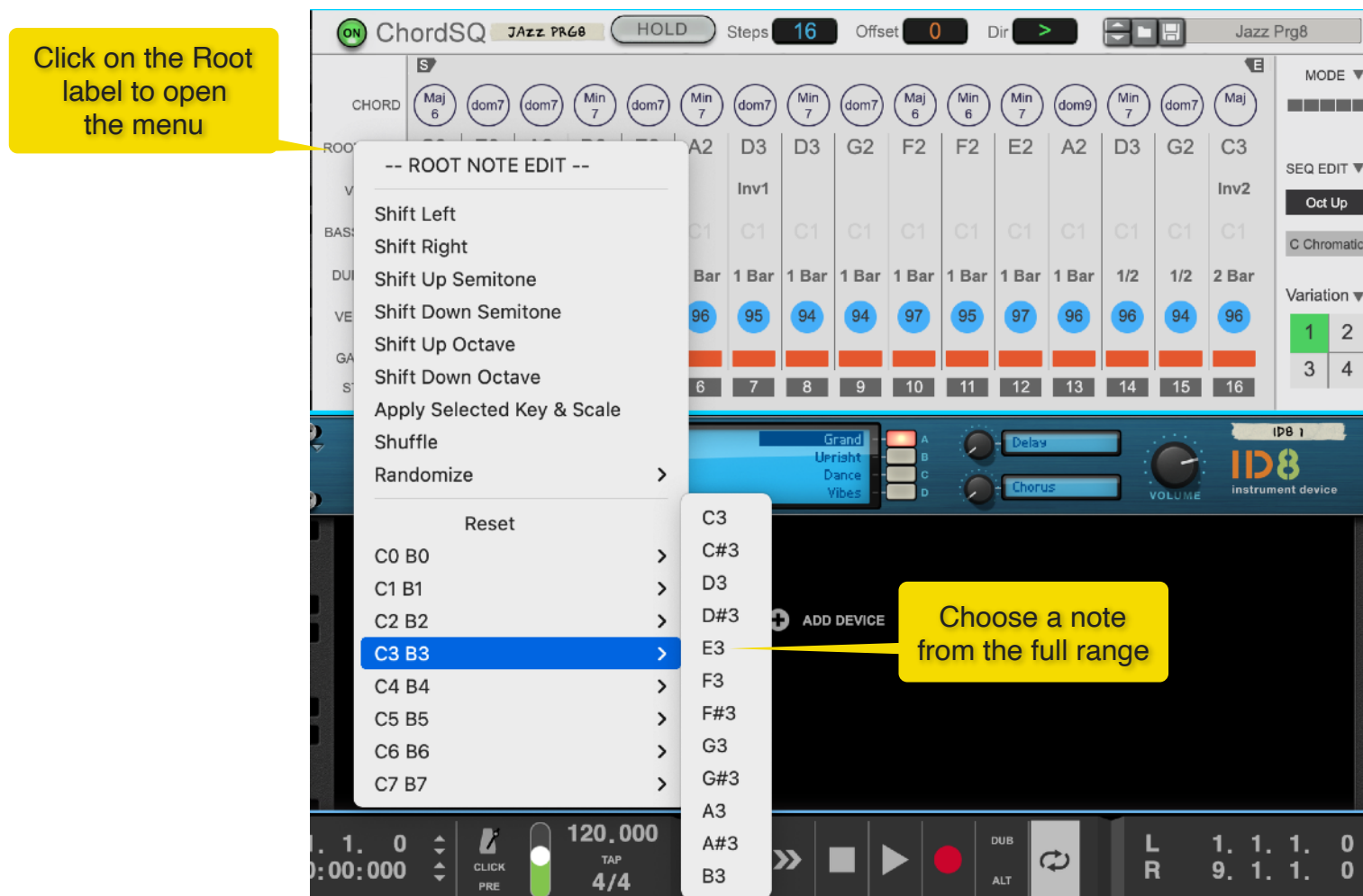
When you select a Scale and a Key, the chords for that scale and key become readily available from the "Chord Type" menu as shown below. The chords are arranged by scale degrees and they are divided in two categories: "In Key" and "Chromatic". The first category collects the chord types which are strictly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



Click on the Bass label to open the menu

The screenshot shows the ChordSQ interface with the 'BASS NOTE EDIT' menu open. The menu includes options like 'Enable/Disable', 'Copy Root Note', 'Shift Left', 'Shift Right', 'Shift Up Semitone', 'Shift Down Semitone', 'Shift Up Octave', 'Shift Down Octave', 'Apply Selected Key & Scale', 'Shuffle', 'Randomize', and 'Reset/Pedal'. Below these are specific chord/bass note combinations: C-2 B-2, C-1 B-1, C0 B0, C1 B1 (highlighted), and C2 B2. A secondary list on the right shows notes from C1 to B1. A yellow callout points to the 'C1 B1' option, stating: 'Choose a note from the full range, especially useful when creating a pedal note'.

CHORD	ROOT NOTE	VOICING	BASS NOTE	Bar
Maj 6	C3		C1	1 Bar
dom7	E3	Inv1?	C1	1 Bar
dom7	A2		C1	1 Bar
Min 7	D3	Inv1	C1	1 Bar
dom7	E2		C1	1 Bar
Min 7	A2		C1	1 Bar
dom7	D3	Inv1	C1	1 Bar
Min 7	D3		C1	1 Bar
dom7	G2		C1	1 Bar
Maj 6	F2		C1	1 Bar
Min 6	F2		C1	1 Bar
Min 7	E2		C1	1 Bar
dom9	A2		C1	1/2
Min 7	D3		C1	1/2
dom7	G2		C1	1/2
Maj	C3	Inv2	C1	2 Bar

7. Show Flat Accidentals

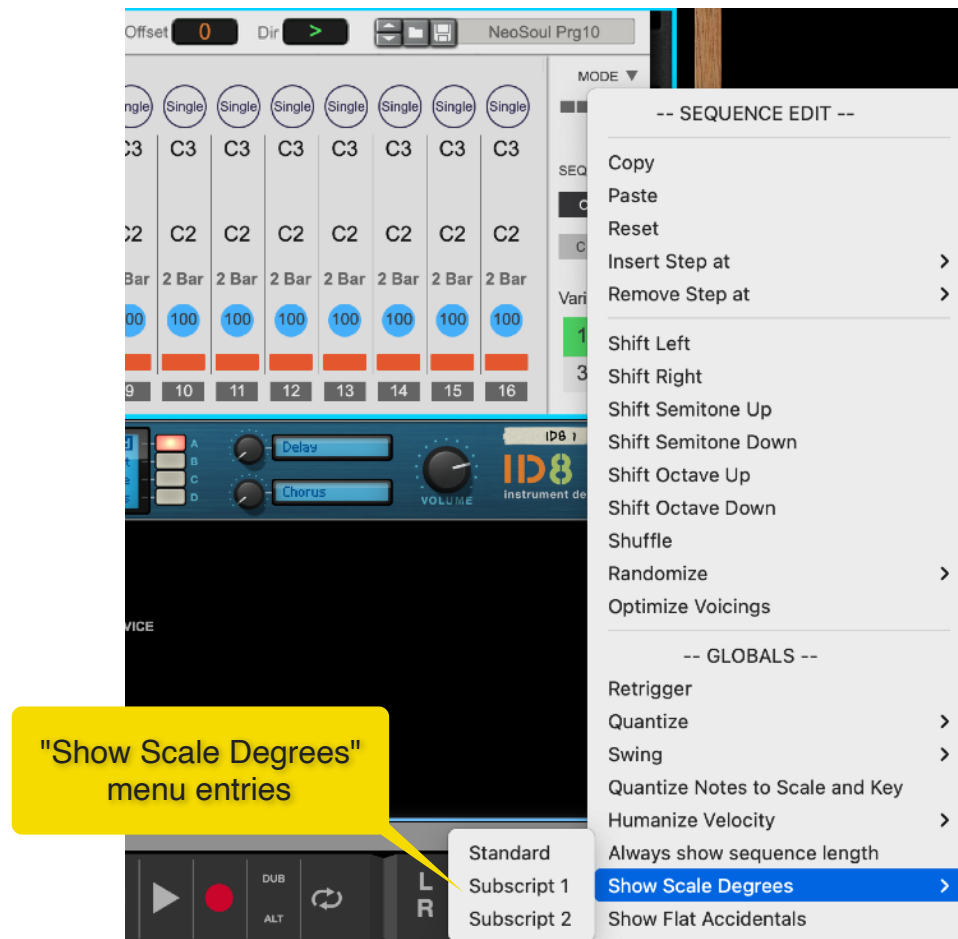
It is now possible to choose if to display note names using either "sharp" (default) or "flat" accidentals. The option is available from the Sequence Edit menu as shown below.

The screenshot displays the ChordSQ app interface. At the top, the 'Jazz Prg8' program 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 in the menu, 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 _{A#2}	I _{C3}	IV _{F2}	I _{C3}	VII _{A#2}	I _{C3}	I _{C3}	I _{C3}	I _{C3}	I _{C3}	I _{C3}	I _{C3}	I _{C3}	I _{C3}
VOICING	Inv2	Inv2	Inv2	Inv1		Inv1									
BASS NOTE	A1	C2	C2	F1 _{IV}	C2	A#1 _{VII}	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 sequence of 16 steps, each with a chord name, root note, voicing, bass note, duration, velocity, and gate length. A yellow callout points to the 'Maj 7' chord at step 2, indicating 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 _{VII}	C3	F2 _{IV}	C3	A#2 _{VII}	C3	C3	C3	C3	C3	C3	C3	C3	C3	C3
VOICING	Inv2	Inv2	Inv2	Inv1		Inv1										
BASS NOTE	A1	C2	C2	F1 _{IV}	C2	A#1 _{VII}	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

On the right side, there are controls for 'MODE' (a 4-dot indicator), 'SEQ EDIT' (a dropdown menu), 'Oct Up' (a button), 'C Minor' (a button), and 'Variation' (a 2x2 grid with values 1, 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 (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), a root note (e.g., G2, F2, C3, G2, C3, F2, G2, D2, D#2, F2, C3, G2, A#2, D#2, C3, D#2), voicing (all Inv3), bass note (all C1), duration (e.g., 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 (e.g., 92, 113, 94, 113, 86, 101, 95, 69, 109, 89, 47, 20, 37, 55, 18, 80), gate len (all red bars), and step on (1 to 16). Below the table is a 'CALLISTO' section with a 'Callisto' label and a 'drumloop' section with 'MUTE' and 'SOLO' buttons. At the bottom, there is a 'VARIATION EDIT' menu with options: 'Duplicate to', 'Reset', 'Restart when switching', 'Generate Progression' (highlighted), and 'Generate Chord Set'. To the right of the 'Generate Progression' option are three buttons: '2 Bar', '4 Bar', and '8 Bar'. Two yellow callout boxes are present: one pointing to the scale selection area with the text 'Select the Major or Minor scales', and another pointing to the 'Generate Progression' menu item with the text 'Generate progression of the selected number of bars'.

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

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

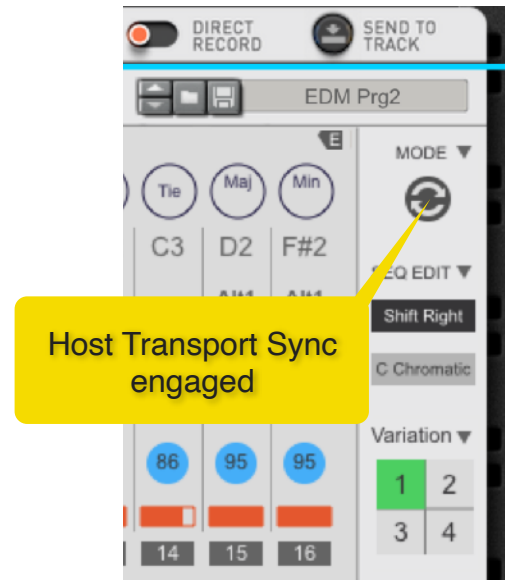
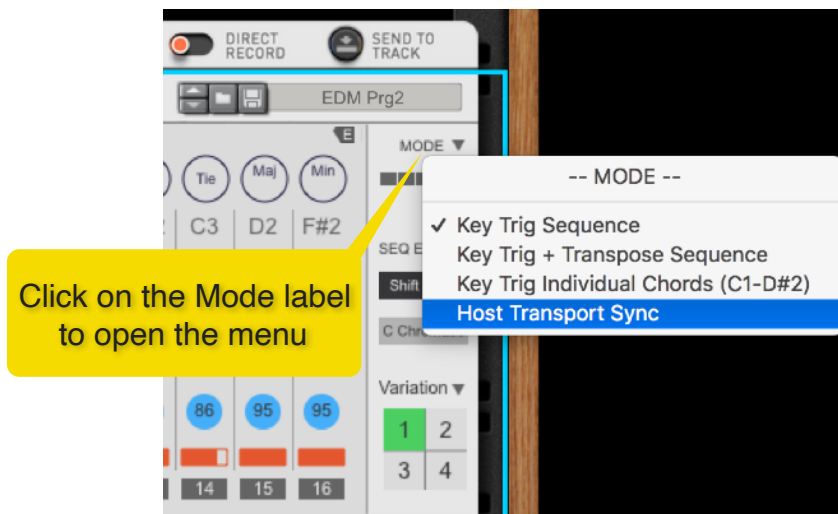
Generate Chord Set

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

What's new version 1.2.0

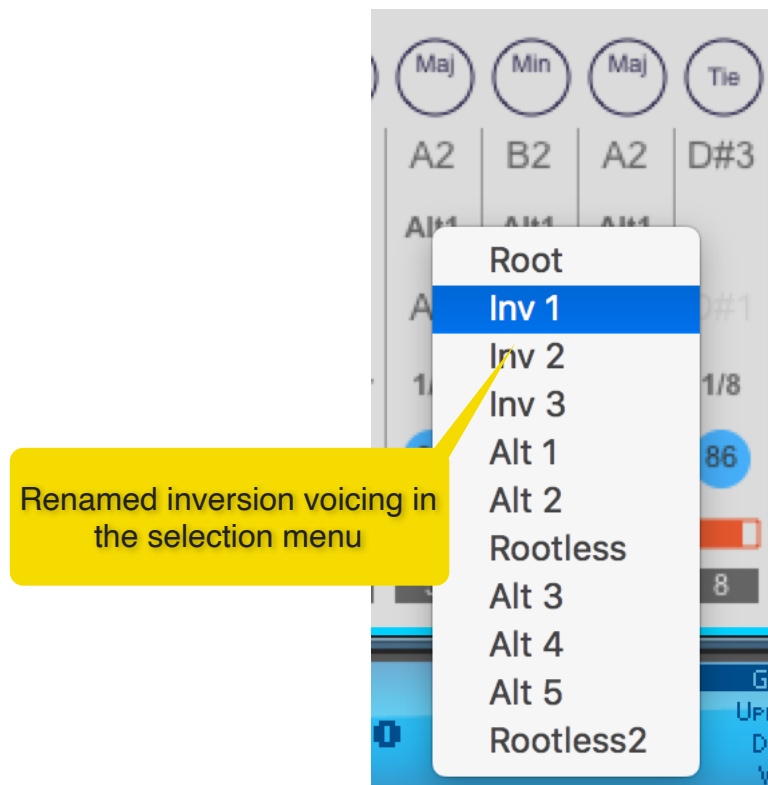
1 Host Transport Sync

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

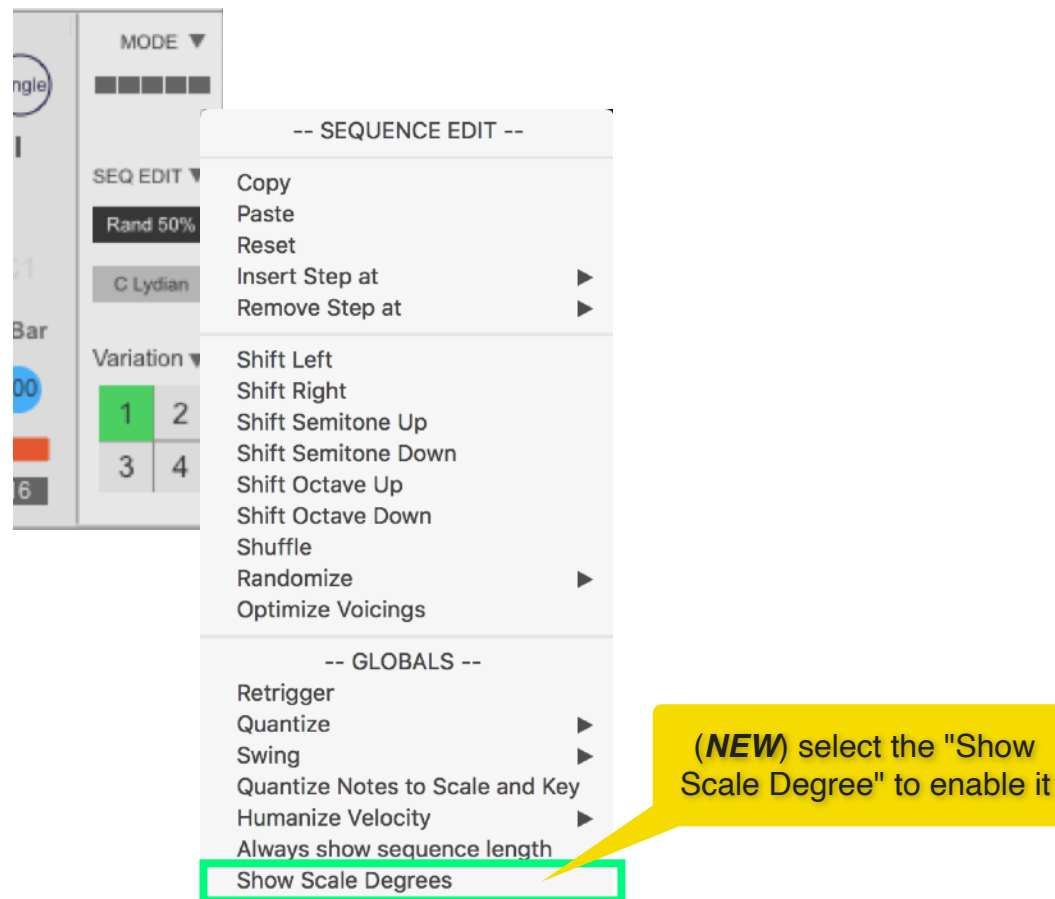
The inversion selections in the voicing menus have been renamed to "INV 1", "INV 2" and "INV 3". This is to avoid confusion (hopefully) with the first, second and third inversion definitions from music theory. Because in ChordSQ the root note is set independently and stays fixed once set, the inversion 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".



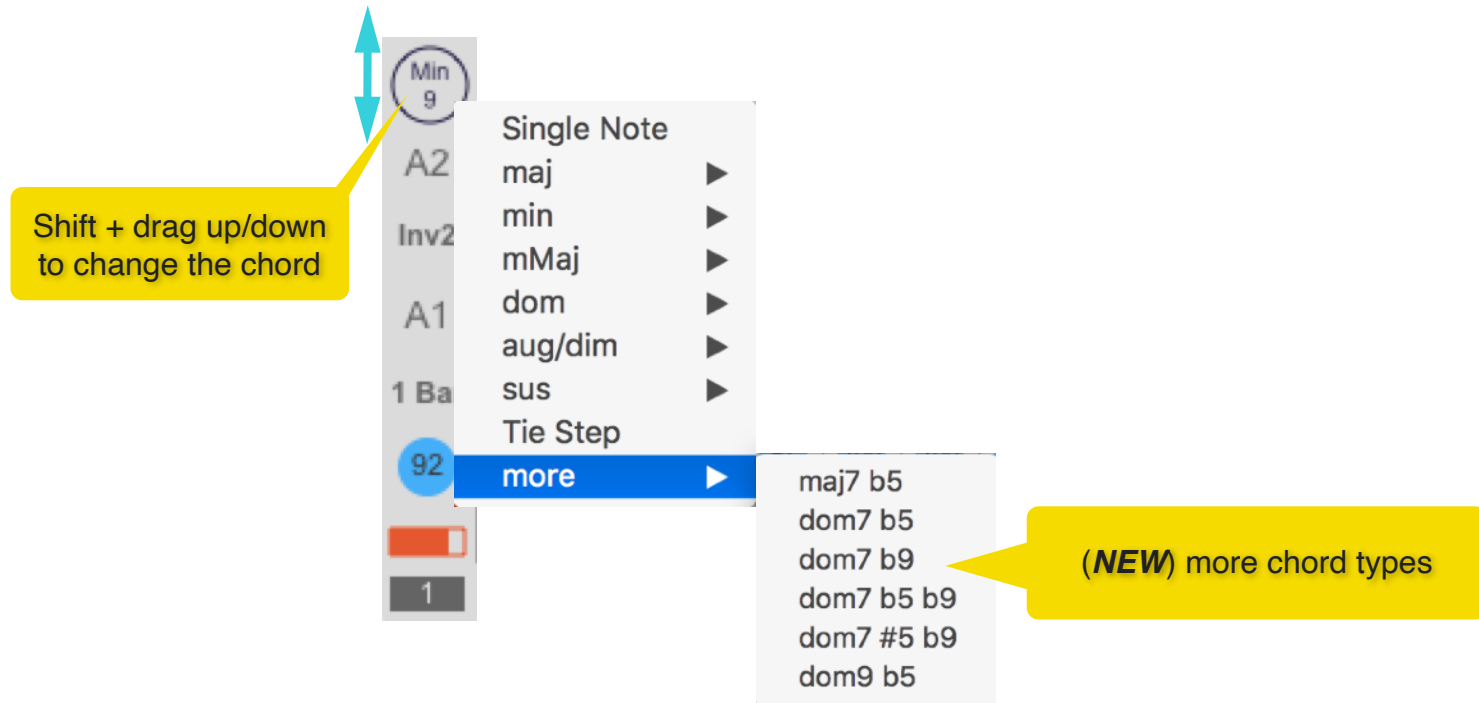
The screenshot displays the ChordSQ software interface. At the top, there's a header with 'ON ChordSQ', 'CHORDSq 1', a 'HOLD' button, 'Steps' set to 5, 'Offset' set to 0, 'Dir' set to '<wIk>', and an 'Init Patch' button. Below this is a grid of chord buttons labeled 'CHORD', 'ROOT NOTE', and 'VOICING'. 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, listing options from 'C0 B0' to 'C7 B7'. A yellow callout box points to the 'ROOT NOTE' column, stating: 'Shift + Alt + Click on a root note to enable/disable the "Show Scale Degrees" option'. Another yellow callout box points to the 'C2 B2' option in the menu, stating: 'the scale degrees are shown in parentheses when selecting a root note from the selection menus'. The interface also includes a 'MODE' dropdown, 'SEQ EDIT' dropdown, 'Rand 50%' button, 'C Lydian' button, and a 'Variation' dropdown with a grid showing values 1, 2, 3, and 4.

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

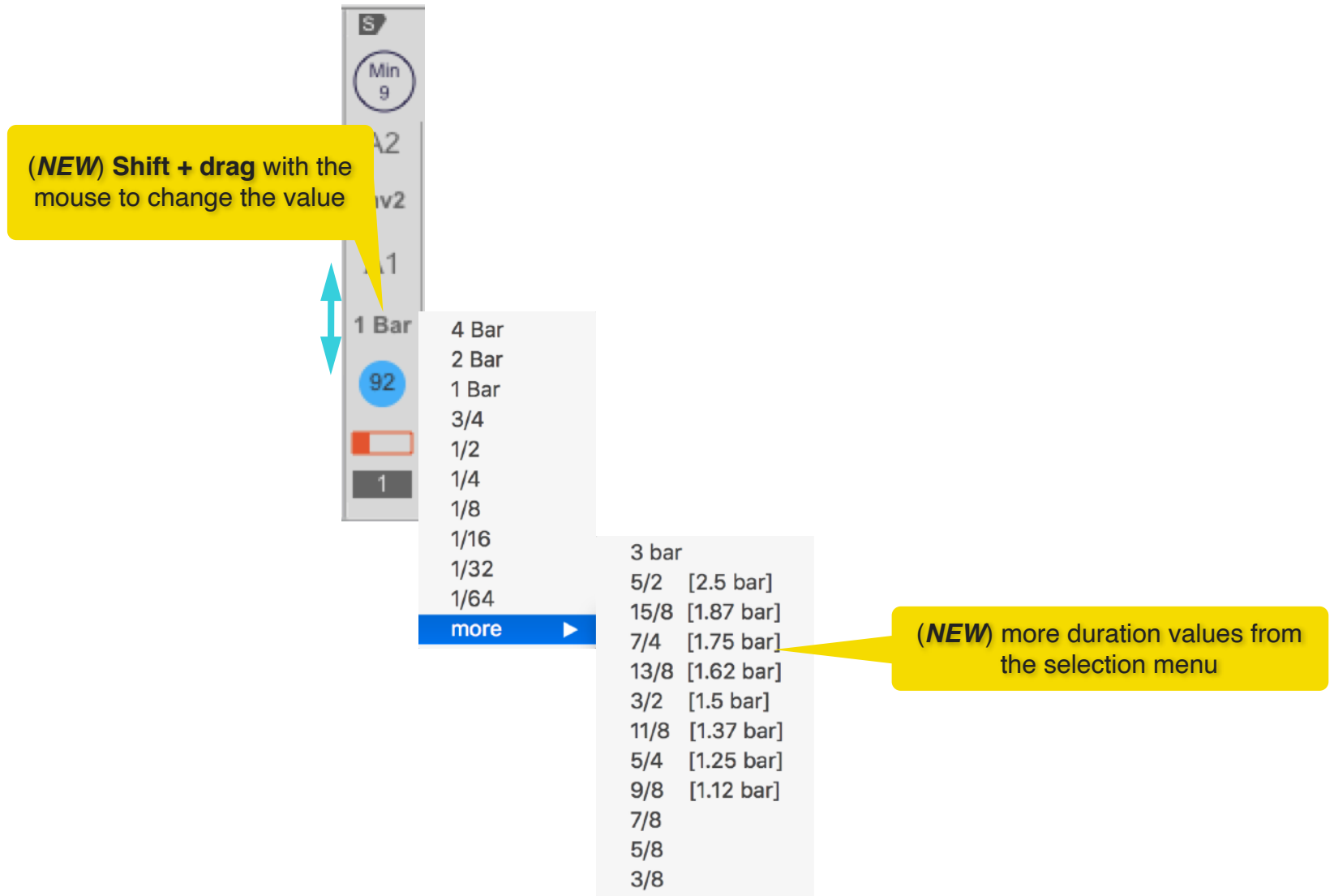
the scale degrees are shown in parentheses when selecting a root note from the selection menus

2 Expanded Chord Type and Duration presets

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

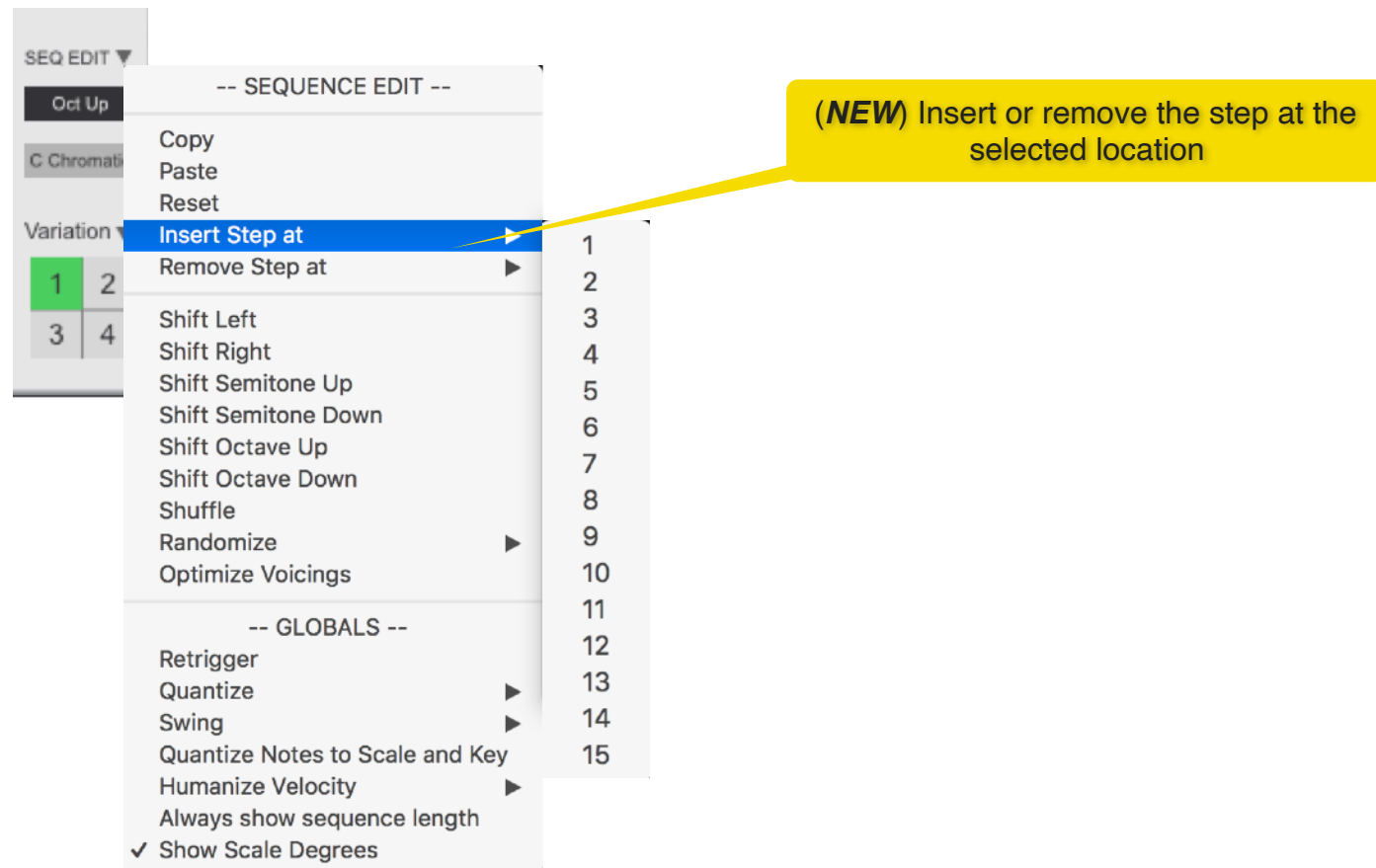


Similarly, more length options have been added to the Duration selection menus. Now you can also "Shift+drag" with the mouse to change the duration value.



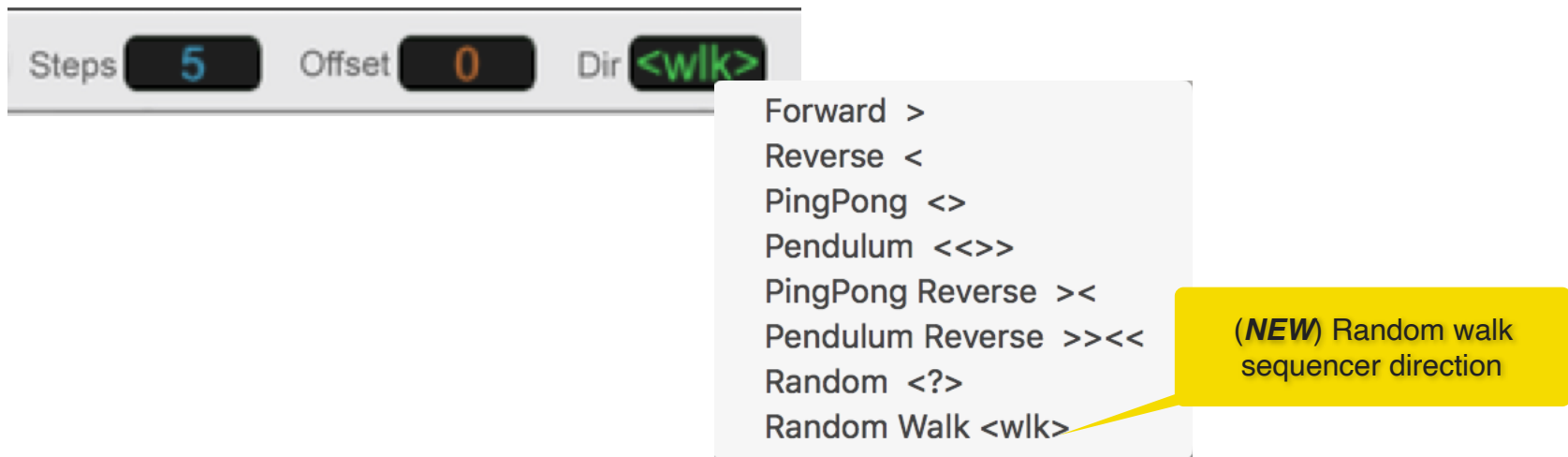
3 Insert and Remove Step editing functions

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.



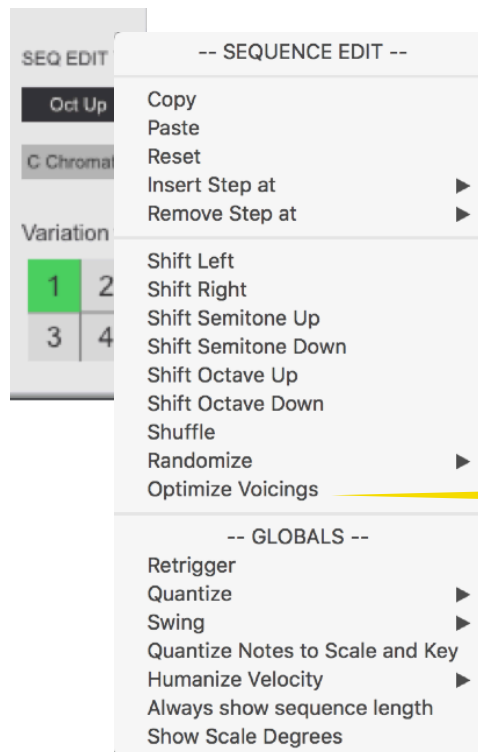
4 New Sequencer Direction - Random Walk

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

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.

