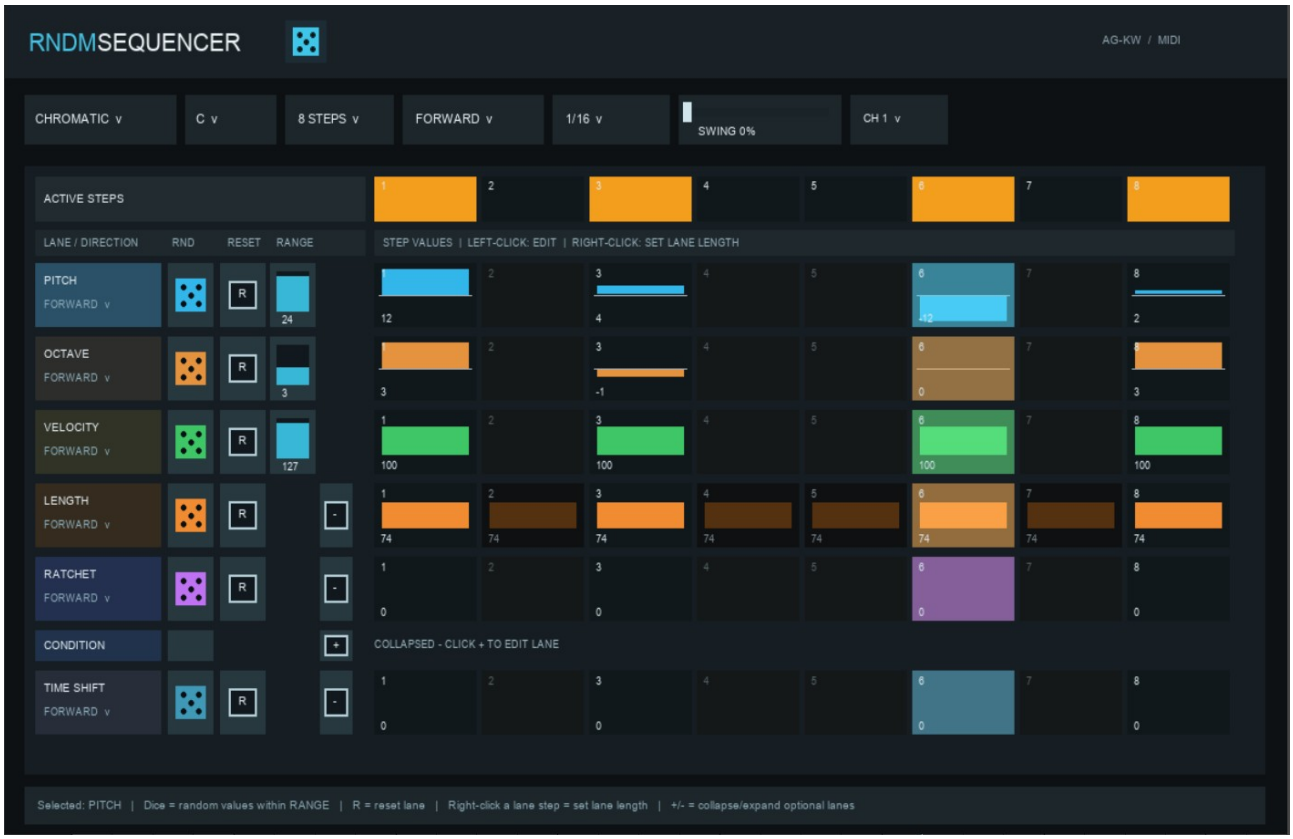


RNDM Sequencer by AG-KW
Manual / Feature Overview

A flexible MIDI step sequencer for REAPER, designed for creative sequencing, randomization and detailed control over individual steps and parameter lanes.

1. Pattern & Step Control

- 8- or 16-step patterns
- Pattern length is independent of step activation.
- The sequencer always runs through the selected pattern length, even if some steps are inactive.
- Left-click: Activate or deactivate a step (Note On/Off).
- Right-click: Set the pattern end to the selected step.
- Activating a step beyond the current pattern end automatically extends the pattern to include that step.
- Deactivating a step does not shorten the pattern.

2. Seven Independent Parameter Lanes

Each lane can be edited independently:

Lane	Function
PITCH	Semitone offset (-12 to +12)
OCTAVE	Octave offset (-3 to +3)
VELOCITY	MIDI velocity (0–127)
LENGTH	Note length
RATCHET	Repeated triggers per step
CONDITION	Step condition parameter
TIME SHIFT	Timing offset parameter

- Independent lane lengths
- Individual step editing
- Each lane can have its own playback direction
- Optional lanes can be collapsed or expanded
- PITCH, OCTAVE and VELOCITY remain permanently visible

3. Playback Directions

Available playback modes:

- Forward
- Backward
- Alternate
- Snake
- Random

Direction can be set globally or independently for each parameter lane.

4. Scale & Pitch Quantization

Pitch and octave values can be quantized to different musical scales:

- Chromatic
- Major
- Minor
- Dorian
- Lydian
- Harmonic Minor
- Harmonic Major
- Pentatonic Major
- Pentatonic Minor
- Melodic Minor
- Atonal
- Root note selection: C–B
- Chromatic is the default scale.

5. Randomization

- Global randomization for all seven parameter lanes
- Individual randomization for each lane
- Independent reset buttons for each lane
- Adjustable randomization ranges for:
    - PITCH
    - OCTAVE
    - VELOCITY
- Randomization can work relative to the current step value, within the selected range.

6. Timing & Groove

Global timing controls:

- Clock divisions:
    - 1/32
    - 1/16T
    - 1/16
    - 1/8T
    - 1/8
    - 1/4T
    - 1/4
    - 1/2T
    - 1/2
    - 1/1
- Swing control: 0–75%
- MIDI channel selection: 1–16 or ALL

7. MIDI & REAPER Integration

- MIDI-only instrument effect (JSFX)
- Follows the REAPER transport
- MIDI thru support
- Selectable MIDI output channel
- ALL mode sends MIDI on all 16 channels
- No separate transport control required

8. User Interface & Workflow

- Clean, flat interface
- Independent lane controls
- Click-and-drag step editing
- Right-click context actions
- Individual dice and reset controls
- Adjustable window size
- Visual distinction between active and inactive steps
- Dimmed LENGTH lane provides an additional visual indication of the pattern length.

A note on implementation status: CONDITION and TIME SHIFT controls are present in the interface and store their values. Their actual influence on MIDI playback has not yet been confirmed as implemented. I would therefore describe them as available parameter lanes, not promise fully functional conditional triggering or timing shifts yet.