

ANOTHER MACHINES

NEURAL SEQ

USER MANUAL

Version 1.1.0 · MIDI sequencer and evolution engine
VST3 and Audio Unit for macOS

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A SEQUENCER THAT WRITES WITH YOU.

NEURAL SEQ is a MIDI sequencer for electronic music. It writes melodic phrases and drum patterns, lets you shape every step by hand, and can develop your loop over the length of a track while you listen.

This manual follows the instrument from left to right and from simple to deep: installation and routing, the sequencer, the generators, and finally NEURAL, the evolution engine that grows your pattern into a track.

All screens in this manual are taken from NEURAL SEQ 1.1.0 at 150 % interface size with the AMBER theme.

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01 · GETTING STARTED

WELCOME

NEURAL SEQ does not make sound. It sends MIDI notes to the instrument of your choice: a synthesizer, a sampler, a Drum Rack or a hardware machine.

Each instance works in one of two modes. In normal mode it plays a melodic sequence of up to 32 steps, with five editable lanes for pitch, octave, velocity, duration and gate, plus ratchets and micro timing. In **Drum Mode** every step can hold up to three drum voices, written for a drum rack or drum instrument.

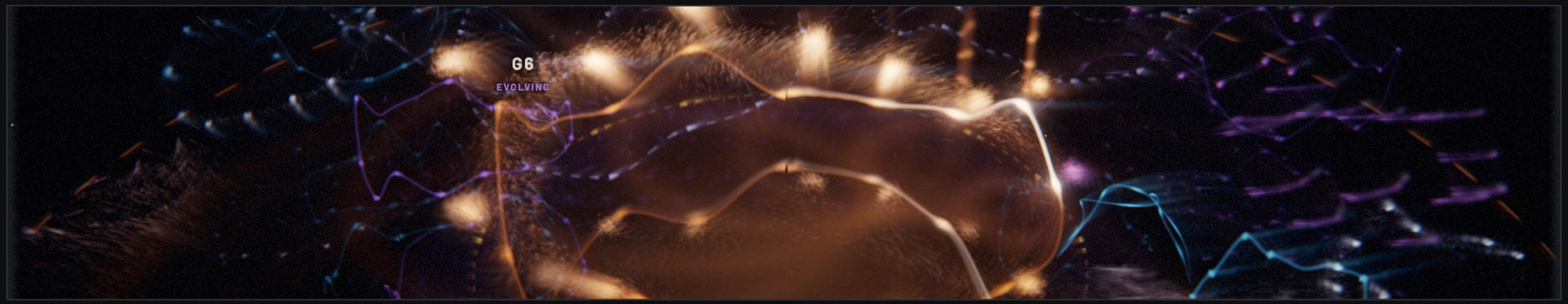
CHIP writes a complete phrase or groove in one click, informed by a compiled grammar of musical phrases. **VARY** develops the phrase you already have. **NEURAL** takes over when you want the loop to move: it proposes ideas, keeps what works, returns home when it has wandered too far and shapes a whole track arc, always on the bar, always repeatable.

Playback is deterministic. The same project, settings and song position produce the same MIDI in real time and in an offline bounce, so what you hear while arranging is what you render.

VERSION 1.1.0

WHAT IS NEW IN 1.1

- **NEURAL view.** A living field that develops your pattern on the bar, with a five-part track form, fills, breakdowns and a thematic return.
- **Touch to hear.** Hold any idea in the field and it plays at once; bring it into the core to keep it.
- **CHIP 1.1.** A deeper rhythmic grammar for melodic phrases and new drum grooves, a 32-level history, and taste learning that follows what you keep.
- **VARY.** `SHIFT` + CHIP develops the current phrase instead of replacing it.
- **MIDI out and in.** Drag the pattern onto a DAW track as a MIDI clip, or drop a MIDI file onto NEURAL SEQ to make it the pattern.
- **Ratchets and micro timing** per step, with their own view.
- **Audio Unit.** NEURAL SEQ now runs in Logic Pro as a MIDI FX, alongside the VST3 version.
- **Interface.** Four interface sizes up to 150 %, a fifth theme (STEEL) and an opaque, hardware-style chassis.



01 · GETTING STARTED

INSTALLATION

REQUIREMENTS

MACOS	11 Big Sur or later
PROCESSOR	Apple silicon or Intel (Universal binary)
FORMATS	VST3 and Audio Unit (MIDI FX)
HOSTS	Ableton Live 11 and 12, Logic Pro, and any host that accepts MIDI from a plug-in
GRAPHICS	Metal-capable GPU for the NEURAL field; a lighter renderer is used otherwise

INSTALLER

Open **NEURAL SEQ 1.1.0.dmg** and double-click **Install NEURAL SEQ 1.1.0.pkg**. The installer is signed and notarized by Apple and asks for your administrator password. It installs both formats for all users:

VST3	/Library/Audio/Plug-Ins/VST3/NEURALSEQ.vst3
AUDIO UNIT	/Library/Audio/Plug-Ins/Components/NEURALSEQ.component

Installing a new version replaces the previous one. Your projects keep their patterns and NEURAL state.

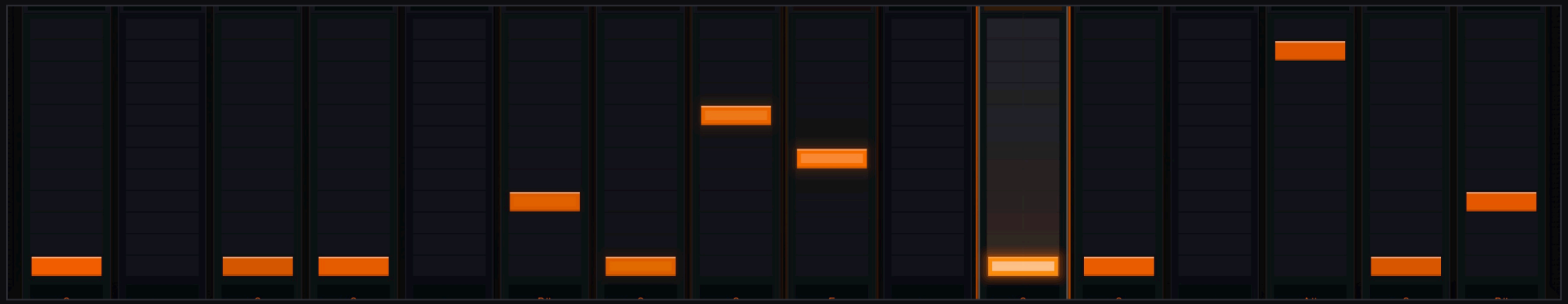
AFTER INSTALLING

01 Quit and reopen your DAW.

02 In Ableton Live, make sure **Use VST3 Plug-In System Folders** is on (Settings › Plug-Ins) and rescan if needed. NEURAL SEQ appears under **Plug-Ins › VST3 › Another Machines**.

03 In Logic Pro, NEURAL SEQ appears in the **MIDI FX** slot under **Audio Units › Another Machines**. Logic validates new Audio Units on first launch.

> The DMG also contains this manual and the Quick Start guide. NEURAL SEQ needs no internet connection and no additional software.



01 · GETTING STARTED

ROUTING IN YOUR DAW

NEURAL SEQ generates MIDI only. Load it where it can send that MIDI to the track that plays your instrument.

ABLETON LIVE · VST3

01 Create MIDI track A and load NEURAL SEQ.

02 Create MIDI track B and load your instrument.

03 On track B set **MIDI From** to track A, and the channel chooser below it to **NEURAL SEQ**.

04 Set track B **Monitor** to **In**, or arm it. Press play.

LOGIC PRO · AUDIO UNIT

01 Create a Software Instrument track with your instrument.

02 Insert NEURAL SEQ in the track's **MIDI FX** slot. Press play.

> One instance plays either a melody or drums. For both at once, use two instances, each routed to its own instrument. NEURAL SEQ follows the host transport: it plays when the song plays.

The same steps are always available inside the plug-in: Preferences › MIDI ROUTING HELP.

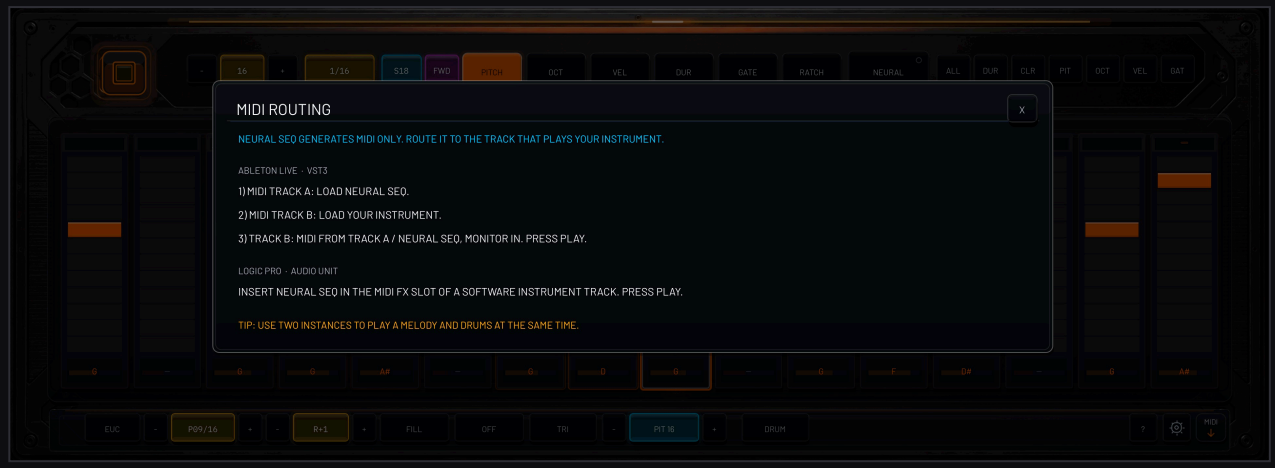


FIG. 1 · THE ROUTING GUIDE INSIDE NEURAL SEQ

02 · THE SEQUENCER

INTERFACE OVERVIEW



1 CHIP
Writes a new phrase or groove. SHIFT varies it, OPTION steps back.

2 LENGTH
Sequence length, 1 to 32 steps.

3 DIVISION
Step rate from 1/32 to 1/4, straight, triplet or dotted.

4 SWING
Groove from 0 to 30 %.

5 DIRECTION
Forward, reverse, ping-pong, random or brownian.

6 LANES
Choose the lane the grid edits: PITCH, OCT, VEL, DUR, GATE, RATCH.

7 NEURAL
Opens the NEURAL view. The dot shows when NEURAL is engaged.

8 LANE ACTIONS
ALL mutates every lane; CLR clears; DUR, PIT, OCT, VEL, GAT randomize one lane.

9 STEP GRID
One column per step. The highlighted column is the playhead.

10 EUC
Euclidean rhythm on or off.

11 PULSES AND ROTATION
Number of Euclidean hits and their offset.

12 FILL
Denser Euclidean placement.

13 HARMONY
OFF, CHRD, ARP U, ARP D or PING, with the chord type beside it.

14 LANE LENGTH
Cycle length of the selected lane, for polymeter.

15 DRUM
Switches the instance to Drum Mode.

16 HELP
Shows a description of the control under the pointer.

17 PREFERENCES
Interface size, theme, CHIP taste, field quality and routing help.

18 MIDI
Drag the pattern onto a DAW track as a MIDI clip.

02 · THE SEQUENCER

HEADER CONTROLS



1 · CHIP

The square button at the left writes a complete new phrase, or a new groove in Drum Mode. **SHIFT** -click varies the current one. **OPTION** -click steps back through the last 32 results and **OPTION SHIFT** -click steps forward again. See page 11.

2 · LENGTH

- and **+** set the sequence length from 1 to 32 steps.

3 · DIVISION

Click to cycle the step rate: 1/32, 1/16T, 1/16, 1/8T, 1/8D, 1/8, 1/4D and 1/4.

4 · SWING

Click to cycle the groove amount: S0, S6, S12, S18, S24 and S30 percent.

5 · DIRECTION

FWD forward, **REV** reverse, **PNP** ping-pong, **RND** random and **BRN**, a brownian walk that drifts around the current step.

6 · LANES

PITCH, OCT, VEL, DUR and GATE choose the lane the grid shows and edits. RATCH shows ratchets and micro timing.

7 · NEURAL

Opens the NEURAL view. The small dot is lit while NEURAL is engaged, whatever view you are in. **OPTION** -click engages or releases NEURAL without leaving the current view.

8 · LANE ACTIONS

ALL mutates every main lane at once. **CLR** clears the sequence. **DUR**, **PIT**, **OCT**, **VEL** and **GAT** randomize a single lane and show it. A cleared sequence comes back with **OPTION** -CHIP.

02 · THE SEQUENCER

THE STEP GRID AND LANES

Each column is a step. What the column shows depends on the selected lane; the step itself is the same in every lane.

PITCH

Click a step at the height of the note you want. Clicking an empty step turns it on; clicking a step at its current note turns it off. Drag vertically to move the note. The note name is shown at the foot of the column.

OCT

Moves each step up or down by octaves.

VEL · DUR · GATE

The height of the bar is the value: velocity, the length of the note in steps, and the gate within the step. Click or drag to draw.

> Editing never restarts the clock or triggers stray notes. You can draw while the song plays.



OCT



VEL



DUR



GATE

02 · THE SEQUENCER

RATCHETS, MICRO TIMING AND LANE LENGTH



FIG. 2 · RATCH VIEW: FIVE STEPS WITH RATCHETS



FIG. 3 · VEL LANE CYCLING OVER 13 STEPS AGAINST A 16-STEP SEQUENCE

RATCHETS

In the RATCH view, drag a step up to repeat its note inside the step: ×1, ×2, ×3, ×4, ×6 or ×8. Ratchets suit rolls, acid lines and drum fills.

MICRO TIMING

SHIFT -drag in the RATCH view delays a step by up to 30 % of its length, for a laid-back or pushed feel that stays locked to the grid.

LANE LENGTH AND POLYMETER

The footer control beside the chord type sets the cycle length of the selected lane only. A pitch lane of 16 steps against a velocity lane of 13 and a gate lane of 7 makes accents and lengths drift across the phrase, while the pattern stays readable.

Short cycles of 3, 5, 6 or 7 steps are the classic tool for hypnotic techno: small cells that keep moving against the bar without any randomness.

03

GENERATIC

CHIP, VARY, Euclidean rhythm, chords, arpeggios and Drum Mode: the tools that write material for you, and leave every step editable afterwards.



03 · GENERATION

CHIP AND VARY

CHIP writes a complete phrase in one click: notes, octaves, velocities, lengths and, when the phrase asks for it, ratchets and acid slides.

Behind the button, many candidate phrases are written and judged against a compiled grammar of musical phrases: motif and answer, a clear return to the loop, register and tension, and how surprising the line is compared with music that works. Only the strongest candidate reaches the grid. CHIP may choose a shorter cycle, such as 5, 7 or 11 steps, when the idea is a hypnotic cell.

VARY · SHIFT-CLICK

Develops the phrase you already have instead of replacing it: the motif stays, details move.

HISTORY · OPTION-CLICK

Steps back through the last 32 patterns, including CLR, KEEP and MIDI files you dropped. **OPTION SHIFT** -click steps forward again.

TASTE

CHIP learns what you keep. Dragging a pattern to your DAW, KEEP and CAPTURE count as approval; stepping back right after a new result, or asking for another within a couple of seconds, counts as rejection. After a few signals CHIP leans toward your taste. Taste is stored for your user account, never in projects, so playback stays identical everywhere. Preferences › CHIP TASTE turns it off or forgets it.



FIG. 4 · A NEW PHRASE: AN 11-STEP CELL



FIG. 5 · VARY DEVELOPS IT

03 · GENERATION

EUCLIDEAN, CHORDS AND ARPEGGIOS



FIG. 6 · EUCLIDEAN RHYTHM



FIG. 7 · CHRD WITH A TRIAD



FIG. 8 · ARP U

EUCLIDEAN RHYTHM

EUC spreads a number of hits as evenly as possible across the sequence and writes them into the grid as real steps. The pulse control sets how many hits (P09/16 means nine hits in sixteen steps); the rotation control shifts the pattern. **FILL** adds denser placement. Your notes, velocities and gates stay editable.

CHORDS

The harmony control cycles **OFF**, **CHRD**, **ARP U**, **ARP D** and **PING**. In CHRD every step plays a chord built on its note. The chord type beside it selects **TRI**, **MIN7**, **MAJ7**, **SUS2**, **SUS4** or **PWR**. Voicings avoid duplicate tones and choose inversions that move smoothly from step to step.

ARPEGGIOS

ARP U climbs the chord, **ARP D** descends and **PING** alternates, one chord tone per step, repeatably. Harmony and arpeggios are melodic tools and are switched off in Drum Mode.

03 · GENERATION

DRUM MODE

With DRUM on, the instance writes drums. Each step can hold a main voice and two layers, so a kick, a closed hat and a clap can share one step.

CHIP then writes grooves in the selected style: four-on-the-floor foundations for club styles, real syncopation for breaks and electro, living hats, intentional backbeats and fills at the end of the phrase. Every voice CHIP writes is visible in the grid: there are no hidden hits.

EDITING VOICES

In the PITCH lane each row is a drum voice. Click an empty position to add that voice to the step without replacing the others; click an existing voice to remove it. VEL, DUR, GATE and RATCH work as in normal mode.

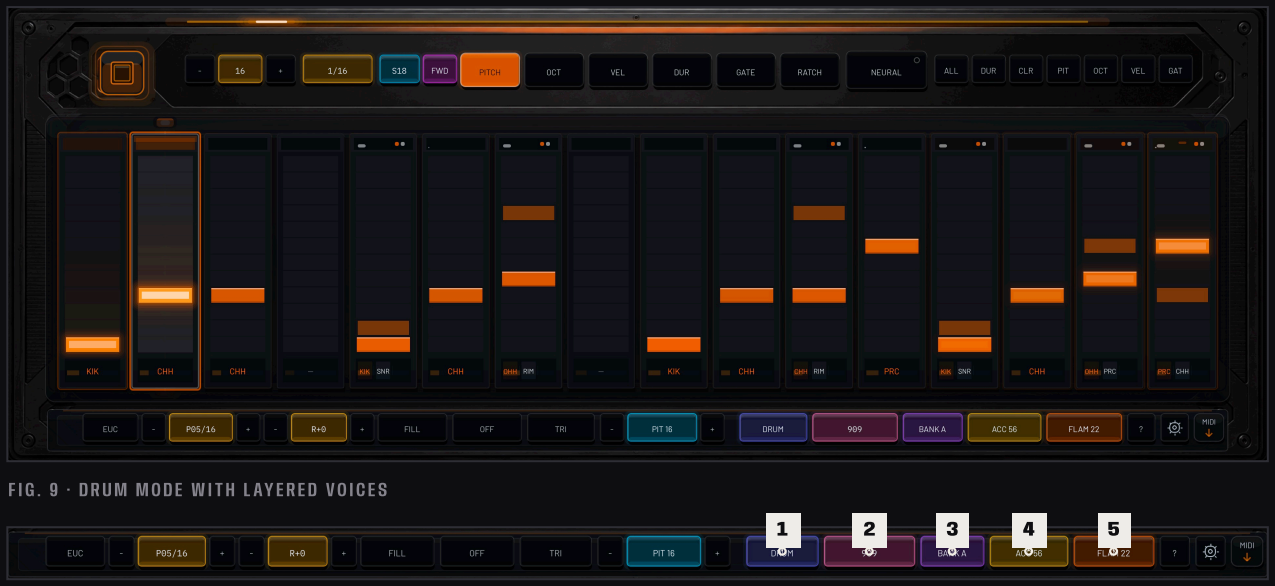


FIG. 9 · DRUM MODE WITH LAYERED VOICES

1 DRUM
Drum Mode on or off for this instance.

2 STYLE
909, 808, HOUSE, BREAKS or ELEC.

3 BANK
BANK A or BANK B: two voice families, mapped for you.

4 ACCENT
ACC: accent strength of kicks, backbeats and hits.

5 FLAM
FLAM: short double hits, tempo-aware, on snares, claps, rims, toms and percussion.

03 · GENERATION

DRUM LANES



FIG. 10 · VELOCITY: GHOSTS AND ACCENTS



FIG. 11 · RATCH: ROLLS ON THE CLOSING STEPS



FIG. 12 · VARY ON A DRUM GROOVE

ROUTING DRUMS

Send the instance to a Drum Rack or drum instrument. BANK A and BANK B are two voice families, so you can match your kit without remapping pads.

MELODY AND DRUMS TOGETHER

Use two instances: one in normal mode routed to a synth, one in Drum Mode routed to drums. Both follow the same transport and stay in time.

VARY ON DRUMS

SHIFT -CHIP keeps the groove's identity and develops it: hats open up, ghosts move, a fill changes. **OPTION** -CHIP goes back.

03 · GENERATION

MIDI IN AND OUT

DRAG A CLIP TO YOUR DAW

Press the **MIDI** button at the bottom right and drag it onto a MIDI track or clip slot. NEURAL SEQ writes the pattern as a standard MIDI clip: 4 bars, 8 bars with **SHIFT**, 16 bars with **OPTION**. With NEURAL engaged, the clip contains the evolved phrase that is playing.

Clips are also kept in ~/Library/Application Support/Another Machines/NEURAL SEQ/Clips.

DROP A MIDI FILE ONTO NEURAL SEQ

Drag a **.mid** file from the Finder or your DAW's browser onto the plug-in window. The grid outlines while you hover, and the file becomes the pattern: notes, lengths, timing offsets, repeated notes as ratchets and overlapping notes as acid slides. A file on MIDI channel 10 switches the instance to Drum Mode and maps its notes to drum voices.

OPTION-CHIP returns to the pattern you had before.

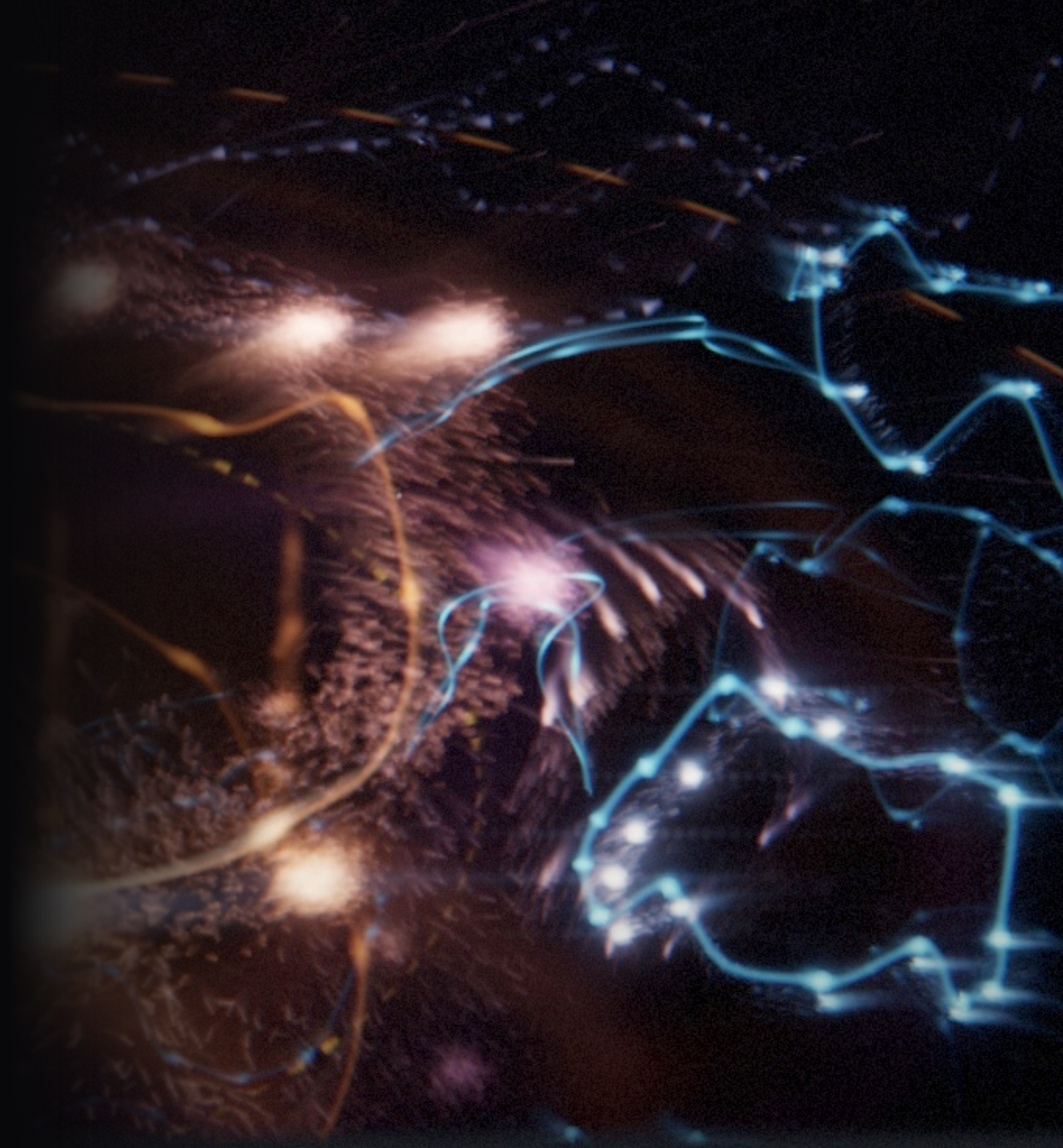


FIG. 13 · A DROPPED MIDI FILE BECOMES THE PATTERN

04

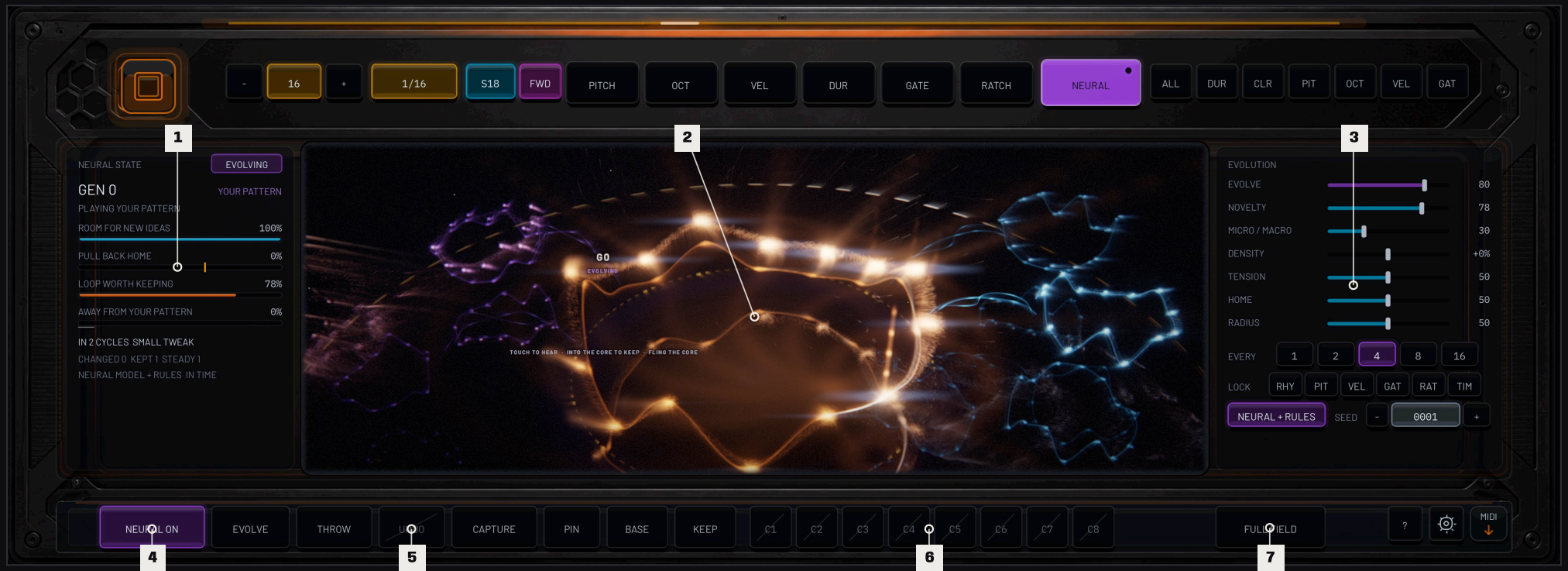
NEURAL

Your pattern, developed over the length of a track. NEURAL proposes ideas on the bar, keeps what works, returns home and shapes the arc of the song. You can listen, steer or play it like an instrument.



04 · NEURAL

THE NEURAL VIEW



1 STATE
What NEURAL is doing and will do next, in musical terms.

2 FIELD
Your phrase as the ring at the centre, ideas around it, the track form on the floor.

3 EVOLUTION CONTROLS
How much NEURAL develops, how far it travels, and how it chooses.

4 NEURAL ON
Engages NEURAL. Off, your own pattern plays.

5 ACTIONS
EVOLVE, THROW, UNDO, CAPTURE, PIN, BASE and KEEP.

6 C1 TO C8
Eight memories for phrases you want to come back to.

7 FULL FIELD
Lets the field fill the view. Music is not affected.

NEURAL changes the phrase only on bar boundaries, so every change lands musically. When NEURAL is off, nothing it did changes your pattern unless you press KEEP.

04 · NEURAL

TOUCHING THE FIELD

One rule: what you bring to the core is what sounds.

TOUCH TO HEAR

Hold the pointer on any sphere and its idea plays from the next step, in time. Release and your phrase returns. Nothing changes until you decide. With the transport stopped, the field reminds you to press play.

EXPLORE THE MAP

Press on empty space and move: the nearest idea plays as you travel, and the axes appear. Ideas to the left have fewer notes, ideas to the right more; ideas higher up carry more tension, lower ones are calmer. Distance from the core is how different an idea is from what plays now.

KEEP IT

Drag a sphere into the core and release: it keeps sounding and joins your loop on the next bar. Drag the core itself toward an idea to lean into it; release to keep it.

STORE IT

While you drag a sphere, the capture slots C1 to C8 appear along the top of the field. Release on one to store the idea without playing it.

THROW

Fling the core to throw: a larger transition at the next bar. Flinging empty space only moves light; it never changes the music.



FIG. 14 · HOLDING AN IDEA: IT PLAYS AT ONCE



FIG. 15 · BRINGING AN IDEA INTO THE CORE

04 · NEURAL

READING THE FIELD

ELEMENT	MEANING
CORE RING	The phrase that plays. Each light is a step; its height follows the note.
SPHERES	Ideas NEURAL could play next. Violet ideas come from the neural model, blue ideas from the rule engine. Brighter means stronger.
WORDS	Touch a sphere and it names itself: ACID SLIDES, ANSWER PHRASE, BACK TO YOURS, GHOST NOTES and more.
LIGHT COLUMNS	Notes as they play. Long notes stand longer; kicks press the floor, hats spark, snares crack.
CHARGE	In the second half of a cycle, the idea NEURAL is about to play drifts toward the core and the field gathers.
FLOOR RING	The track form. A dot marks each section; the next section is announced four bars ahead.
EVENT NAMES	FILL, BREAK and RETURN appear at the top of the field when they happen.

The core label shows the generation and the state: EVOLVING, HOLDING, HEARING, LEANING or PENDING.



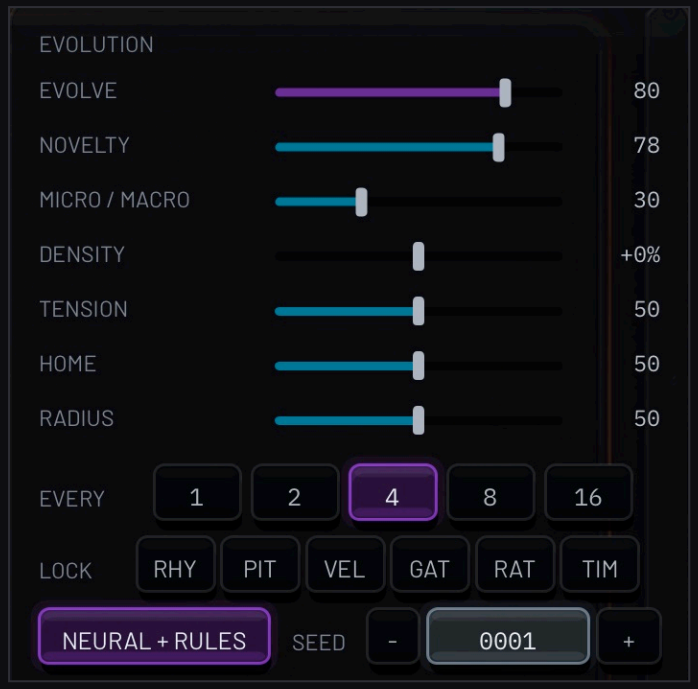
FIG. 16 · PENDING: THE KEPT IDEA JOINS AT THE NEXT BAR



FIG. 17 · A LATER GENERATION, WITH THE FORM RING ON THE FLOOR

04 · NEURAL

EVOLUTION CONTROLS



Double-click a slider to reset it.

CONTROL	WHAT IT DOES
EVOLVE	How much NEURAL develops on its own. Low values let a strong loop run; changes land on 8 and 16-bar phrases of your song.
NOVELTY	Room for new ideas: how big each step of development may be.
MICRO / MACRO	Detail changes against structural reshaping. It also sets the depth of the track form: near zero the loop has no form, above 75 the form runs over 32 bars instead of 64.
DENSITY	Target note density relative to your pattern. Centre keeps it.
TENSION	More syncopation, higher register and non-root notes.
HOME	Gravity back to your pattern. Higher values return sooner.
RADIUS	How widely the ideas spread in the field. The mouse wheel or a pinch over the field does the same.
EVERY	How often NEURAL considers a change: every 1, 2, 4, 8 or 16 cycles, aligned to the bars of your song.
LOCK	RHY, PIT, VEL, GAT, RAT and TIM protect rhythm, pitch, velocity, gate, ratchets and timing from any change.
NEURAL • RULES	Ideas from the trained neural model and the rule engine. Click for RULES ONLY.
SEED	The lineage of ideas. Same seed and same state give the same evolution. – and + step through seeds.

04 · NEURAL

STATE AND ACTIONS



READOUT	MEANING
GEN	Generation: changes made in this pass. YOUR PATTERN, NEURAL IDEA or YOUR GESTURE says where the phrase came from.
ROOM FOR NEW IDEAS	How much change NEURAL may still make. It refills as the loop plays.
PULL BACK HOME	How strongly the phrase wants to return. Past its mark, NEURAL heads home.
LOOP WORTH KEEPING	How strong the current loop is. A good loop is left alone longer.
AWAY FROM YOUR PATTERN	Distance from your pattern or the pinned phrase; the line beneath traces the last 64 bars.
NEXT CYCLE	What the coming boundary will do, or KEEPS THE LOOP.



NEURAL ON	Engage or release. Released, your pattern plays.
EVOLVE	One development at the next bar.
THROW	A larger transition at the next bar. SHIFT for a stronger one.
UNDO	The previous phrase returns at the next bar.
CAPTURE	Stores the playing phrase in the next free slot.
PIN	The playing phrase becomes home. Click again to follow your pattern.
BASE	Your own pattern returns at the next bar.
KEEP	Writes the playing phrase into your pattern, editable in every lane.
C1 – C8	Recall a stored phrase at the next bar. OPTION-click clears a slot.
CANCEL	Appears while a change is pending; cancels it.

04 · NEURAL

TRACK FORM

NEURAL does not only vary a loop. It travels a five-part arc, derived from the bar position of your song.

SECTION	CHARACTER
GROUND	Your idea, stated plainly.
BUILD	Density and energy rise; ghosts, answers and octave moves arrive.
PEAK	The fullest version: octaves, acid, rolls.
BREAK	The arrangement opens up. Percussion stays; in deep forms the kick drops out.
RETURN	The theme from GROUND comes back with one new detail, A′.

The last cycle of every 16-bar phrase becomes a **fill**: a snare or clap roll, a hat roll or a tom run on drums, a pickup into the downbeat on melodies. A fill lasts one cycle and restores itself.

DEPTH

MICRO / MACRO sets how strong the form is. Near zero there is no form; above 75 the whole arc runs over 32 bars instead of 64.

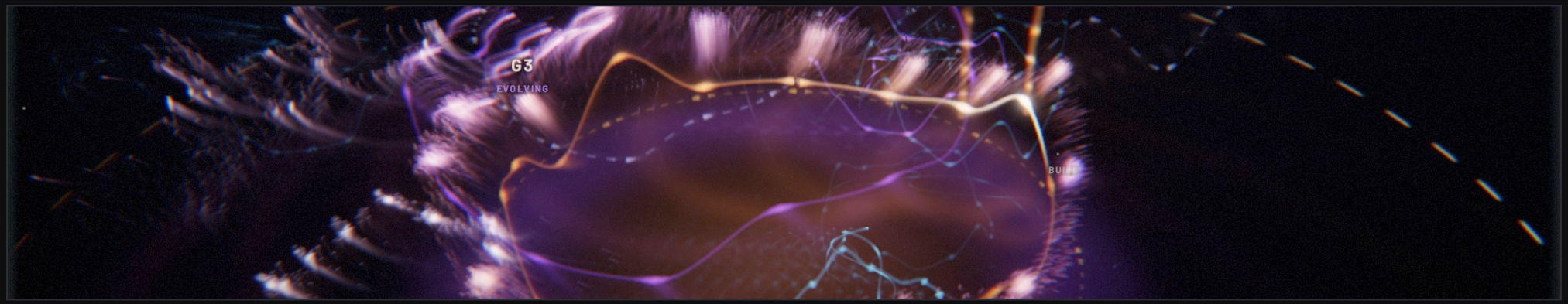
ALWAYS IN TIME WITH YOUR SONG

The form is read from the song position, so the same bar always belongs to the same section, in real time and in an offline bounce. Stopping the transport clears the remembered theme; the next pass learns it again.

ALWAYS REPEATABLE

Same project, seed and song position, same MIDI. Ideas you audition by touch are heard live only and never enter a bounce.

> Arrangement moves do not spend the room for new ideas: a breakdown or a return does not stop NEURAL from developing your phrase afterwards.



04 · NEURAL

KEYBOARD AND FULL FIELD

KEY	ACTION
E	Engage or release NEURAL
V	Evolve at the next bar
T	Throw (SHIFT: stronger)
Z	Undo
C	Capture
P	Pin or unpin home
B	Your pattern returns
K	Keep
← →	Select an idea
H	Hear the selected idea; H again goes back
ENTER	Keep the selected idea at the next bar
ESC	Cancel a pending change
1 – 8	Recall C1 – C8
+ -	Radius
F	Full field

Shortcuts work while the NEURAL view has keyboard focus.

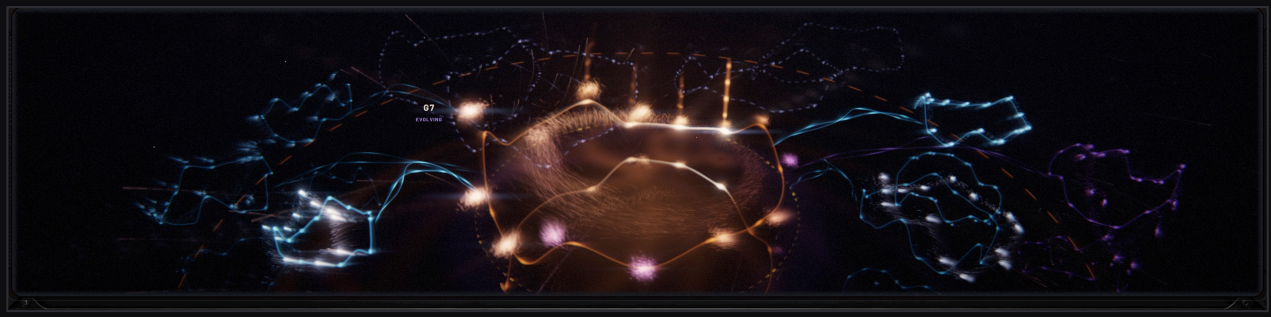


FIG. 18 · FULL FIELD: THE FIELD FILLS THE VIEW; THE ACTIONS STAY BELOW

FULL FIELD hides the state and controls so the field can fill the view, for performance or projection. The music is not affected. Preferences › NEURAL VIEW sets the rendering quality and motion; reduced motion follows the macOS accessibility setting.

05 · REFERENCE

PREFERENCES

SETTING	EFFECT
UI SIZE	85, 100, 125 or 150 %. Saved with the project.
THEME	AMBER, CYAN, MAGENTA, LIME or STEEL. Functional colours keep their meaning in every theme.
CHIP TASTE	LEARN, OFF or FORGET. The counter shows what CHIP has learned.
QUALITY	AUTO, HIGH, MEDIUM or LOW for the NEURAL field. AUTO follows your GPU.
MOTION	SYSTEM, FULL or REDUCED.
RESET UI	Restores interface defaults. Patterns are not affected.
ROUTING HELP	The routing guide for Ableton Live and Logic Pro.

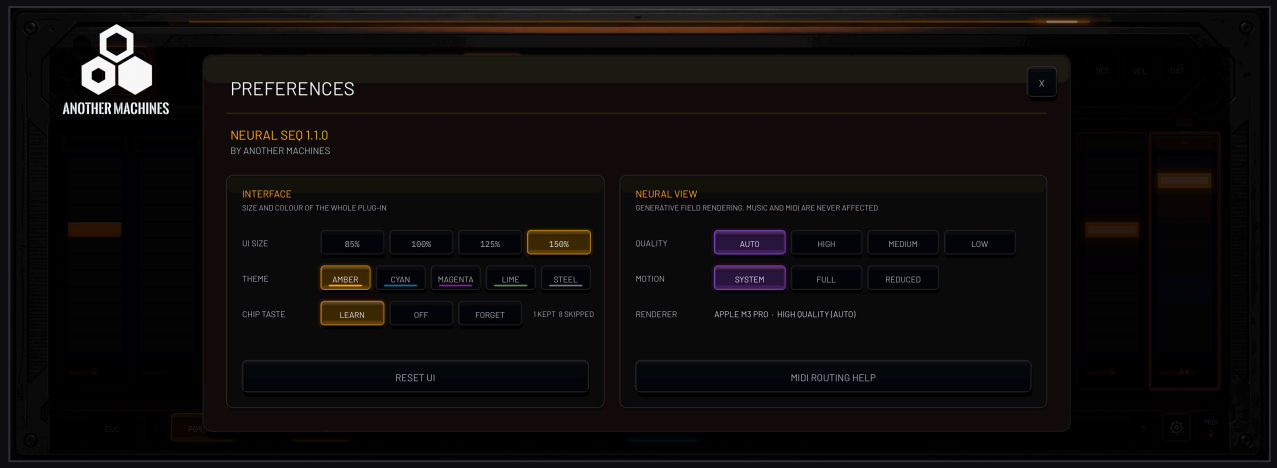


FIG. 19 · PREFERENCES



FIG. 20 · WITH HELP ON, THE FOOTER DESCRIBES THE CONTROL UNDER THE POINTER

05 · REFERENCE

TROUBLESHOOTING AND SPECIFICATIONS

SYMPTOM	SOLUTION
NO SOUND	NEURAL SEQ sends MIDI only. Check that the instrument track receives MIDI from NEURAL SEQ (Live) or that NEURAL SEQ sits in the MIDI FX slot of an instrument track (Logic), and that the song is playing.
NOT IN THE PLUG-IN LIST	Quit and reopen the DAW. In Live, enable VST3 system folders and rescan. In Logic, open the Plug-in Manager and reset or rescan NEURAL SEQ.
DRUMS ON THE WRONG PADS	Switch BANK A / BANK B, or adjust the pad layout of your drum instrument.
NEURAL DOES NOT CHANGE ANYTHING	Check that NEURAL ON is lit, that EVOLVE is above zero and that the song is playing. Changes arrive on bar boundaries.
THE FIELD LOOKS SIMPLE	Preferences › QUALITY: choose HIGH, or AUTO on a Metal-capable Mac.

SPECIFICATION	
PRODUCT	NEURAL SEQ 1.1.0 by Another Machines
FORMATS	VST3 · Audio Unit MIDI FX (aumi)
SYSTEM	macOS 11 or later · Universal: Apple silicon and Intel
STEPS	1 – 32, five lanes plus ratchets and micro timing, per-lane cycle length
DIVISIONS	1/32, 1/16T, 1/16, 1/8T, 1/8D, 1/8, 1/4D, 1/4
DRUM VOICES	Up to three per step, styles 909, 808, HOUSE, BREAKS, ELEC, two banks
NEURAL	Bar-quantized evolution, five-part form, eight capture slots, deterministic playback
MIDI	Clip export by drag (4, 8, 16 bars) and MIDI file import

NEURAL SEQ is designed and developed by Another Machines. VST is a registered trademark of Steinberg Media Technologies GmbH. Audio Unit, Logic Pro and macOS are trademarks of Apple Inc. Ableton Live is a trademark of Ableton AG.



WRITE WITH IT.
THEN LET IT WRITE WITH YOU.



ANOTHER MACHINES · NEURAL SEQ 1.1.0