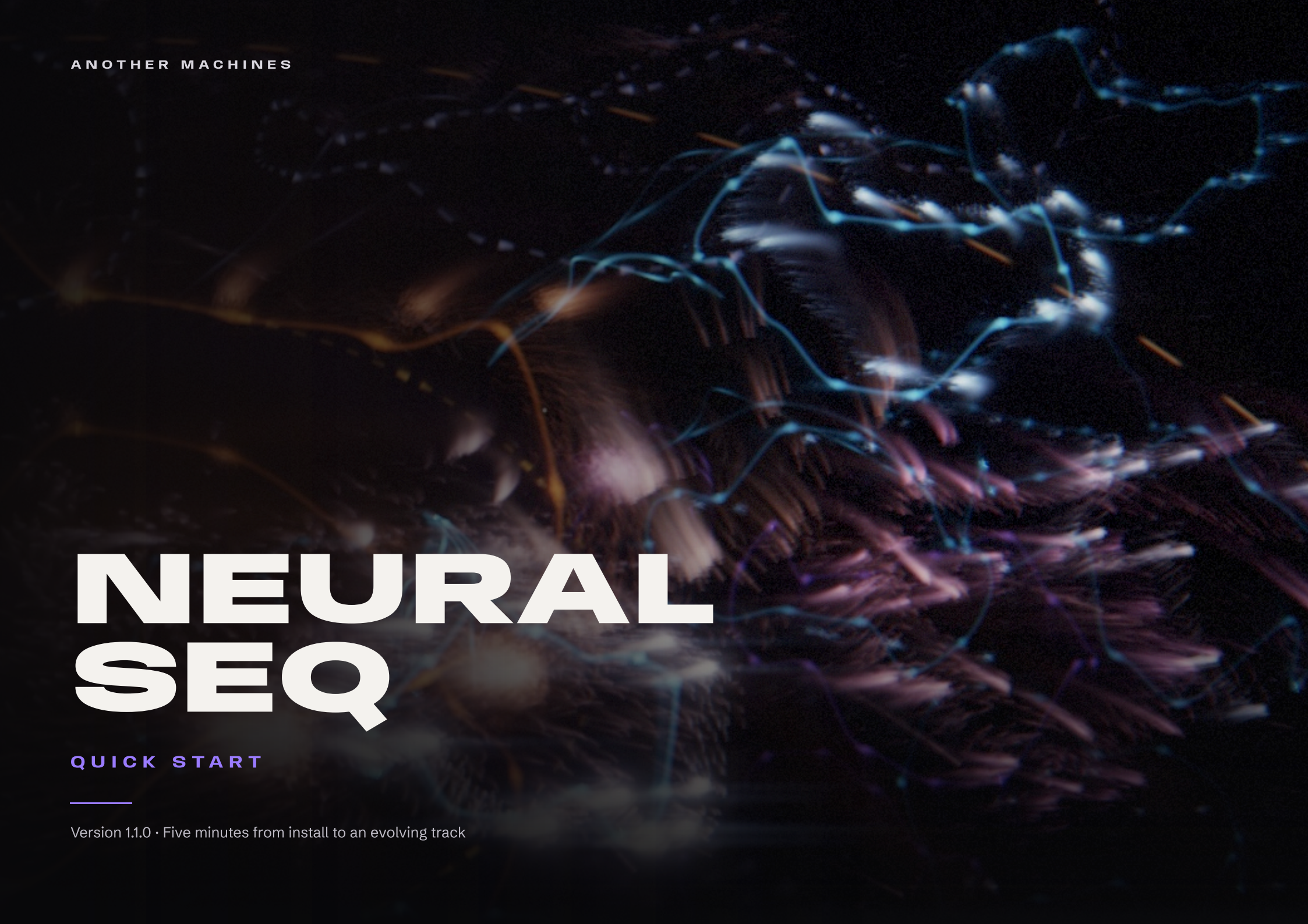


ANOTHER MACHINES

NEURAL SEQ

QUICK START

Version 1.1.0 · Five minutes from install to an evolving track

STEP 1

INSTALL

Open **NEURAL SEQ 1.1.0.dmg** and run **Install NEURAL SEQ 1.1.0.pkg**. It installs the VST3 and the Audio Unit for all users on macOS 11 or later, Apple silicon and Intel.

Reopen your DAW. In Ableton Live, NEURAL SEQ is under Plug-Ins › VST3 › Another Machines. In Logic Pro, it is in the MIDI FX slot under Audio Units › Another Machines.

STEP 2

ROUTE

ABLETON LIVE

01 MIDI track A: NEURAL SEQ.

02 MIDI track B: your instrument.

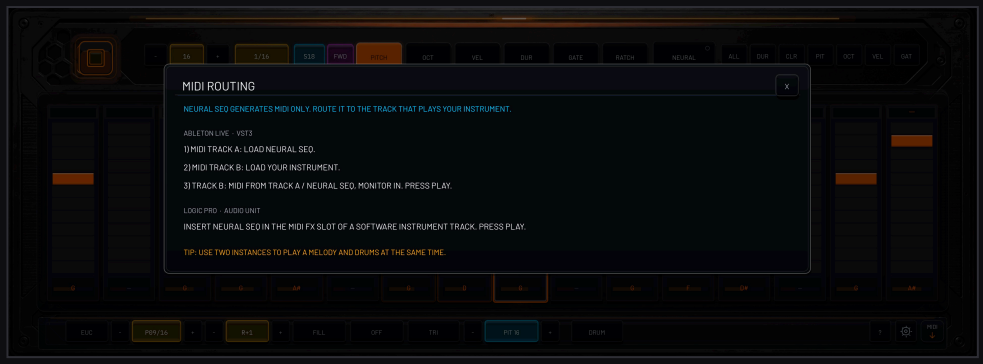
03 Track B: MIDI From track A / NEURAL SEQ, Monitor In.

LOGIC PRO

01 Software Instrument track with your instrument.

02 NEURAL SEQ in its MIDI FX slot.

Press play. A composed phrase is already waiting in a new instance.



THE SAME GUIDE LIVES IN PREFERENCES › MIDI ROUTING HELP

STEP 3

WRITE WITH CHIP



1 CHIP
Click for a new phrase. SHIFT-click to vary it, OPTION-click to go back.

2 LANES
PITCH, OCT, VEL, DUR, GATE and RATCH choose what the grid edits.

3 GRID
Click and drag to draw. Click a note again to turn the step off.

4 MIDI
Drag onto a DAW track for a 4-bar clip; SHIFT 8, OPTION 16.

STEP 4

DRUMS



Click **DRUM** in the footer, route the instance to a Drum Rack, then press CHIP.

> For melody and drums together, use two instances.

- **STYLE**: 909, 808, HOUSE, BREAKS, ELEC.
- **BANK**: two voice families.
- **ACC** and **FLAM**: accents and double hits.

In PITCH, click a voice to add or remove it; a step holds up to three. `SHIFT` -CHIP varies the groove.

STEP 5

LET IT EVOLVE



1 NEURAL
Open the NEURAL view.

2 NEURAL ON
Engage. Changes arrive on the bar.

3 FIELD
Hold a sphere to hear its idea. Drag it into the core to keep it.

4 CONTROLS
EVOLVE for how much it moves, MICRO / MACRO for the size of the arc.

Try EVOLVE 80 and MICRO / MACRO 60, then play for a few minutes: build, peak, a breakdown and the return of your theme.

STEP 6

PLAY THE FIELD



HOLD A SPHERE: YOU HEAR IT AT ONCE



INTO THE CORE: IT STAYS FROM THE NEXT BAR

HOLD A SPHERE	Hear the idea at once. Release to go back.
MOVE THROUGH EMPTY SPACE	The nearest idea plays; the map's axes appear.
INTO THE CORE	The idea stays from the next bar.
ONTO C1 – C8	Stored without playing.

DRAG THE CORE	Lean toward an idea; release to keep it.
FLING THE CORE	Throw: a bigger change at the next bar.
KEEP	Make the evolved phrase your own, editable pattern.
BASE	Your own pattern returns at the next bar.

EVERY CONTROL, THE TRACK FORM AND THE KEYBOARD ARE IN THE USER MANUAL.

