

# BLUE ARP

## Operation Manual



### Pattern Arpeggiator / Step Sequencer

VST plug-in for OSX / Windows (32 & 64 bit)

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## Introduction

BlueARP is a programmable pattern arpeggiator / step sequencer, it comes as a VST plugin for MAC OSX and Windows (both 32 and 64 bit). It's a pure MIDI plugin, so it has to be routed to either software or hardware synth in any VST-enabled DAW like FL Studio, Ableton Live, Cubase, Reaper, etc. Basically you need to program some pattern in BlueARP (it's quite fast with its matrix editor), then you play some chords and BlueARP will generate melodic phrases from this chords, according to the pattern you programmed.

BlueARP was designed for electronic music genres (like trance, house, etc.), but it also may have some unexpected applications like triggering drums, since it has swing feature.

### Compatibility info

Format: VST plugin

OS: MAC OSX, Windows XP, Vista, Windows 7

### Features

- Up to 64 steps per pattern;
- Up to 64 programs per bank;
- 'Pattern chainer' feature to switch patterns on the fly
- Comes with 64 'factory' patterns to start with;
- Intuitive matrix editor to program patterns quickly;
- Up to 5 input keys;
- Real-time input quantization (input quantize setting, pattern restart on beat / key);
- Input range setting for keyboard-split performances;
- Separate settings for octave and semitone per step transpose;
- Configurable color schemes;

## Installation

You need a VST-compatible host to run this plug-in (like FL Studio, Ableton Live, Cakewalk Sonar, Cubase, Nuendo, Tracktion, etc.).

### ***For Windows***

Open the archive, unpack "BlueARP\_Win\_v2.xx" folder inside the archive to your VstPlugins folder. Usually it should be

*C:\Program Files\Steinberg\VstPlugins*

but it can be any other folder specified by user. If you don't know what's your VstPlugins folder, first try to use one mentioned above.

### ***For MAC OSX***

In Mac OSX VSTs are installed in /Library/Audio/Plugins/VST. Unpack contents of the archive to that folder.

After that, you should rescan plug-in directory from your DAW. Refer to your DAW manual, some DAWs don't need a particular "re-scan" action and will pick up new plug-in automatically.

**IMPORTANT:** BlueARP is a pure MIDI plugin, it only generates MIDI messages and doesn't produce any sound. It's designed to sequence other synths, either hardware synths routed via MIDI or software synths (VST synth plugins).

You need to route BlueARP's MIDI output to MIDI input of either software or hardware synthesizer. If you don't see this procedure description for your host application in this manual, refer to your host manual.

## Setting up BlueARP in some DAWs

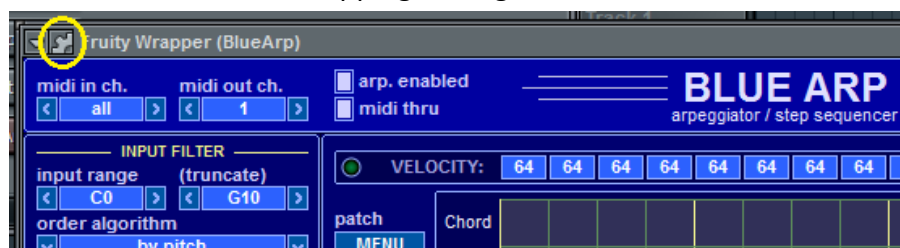
If your DAW is not present in this list, refer to other VST arpeggiator manuals like Kirnu Cream or Catanya, or just search for howto's in google or youtube. For BlueARP procedure should be nearly the same.

Also check this tutorial (on how to route MIDI between plugins for several DAWs):

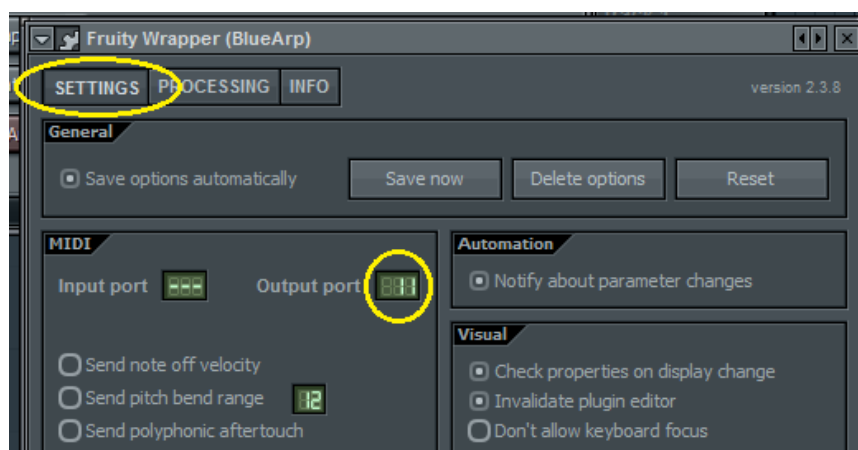
<http://www.mandelbrotdrummer.com/MidiOutVSTi.html>

### *FL Studio(using FL Wrapper)*

Load BlueARP, click «Wrapping settings» button:



Click «SETTINGS» tab, set «Output port» to any value, not occupied by hardware MIDI devices, memorize this value:



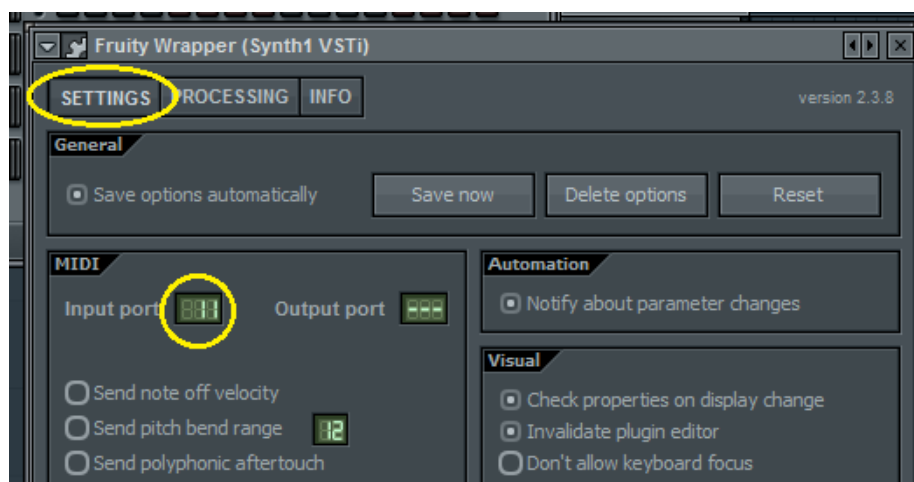
Click «Wrapping settings» button again to return to main plugin's window.

Wrapping settings for VST Synth

Go to Fruity Wrapper settings of VST synth (Synth1 in our example)



Now set «Input port» to the same value:



Now Synth1 will receive MIDI events generated by BlueARP.

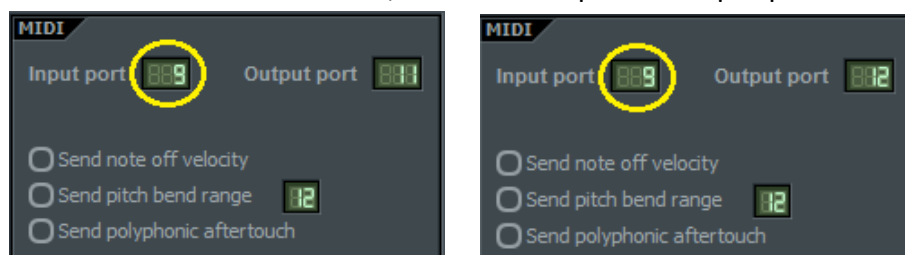
## Tips for keyboard-split performance

You can control several instances of BlueARP from one keyboard, and you can either split them or layer them. To do this, you need one «master» track, which will route MIDI messages to all BlueARP instances.

**Step 1.** Select «MIDI Out» plugin as a master track. Set PORT to any value (not occupied by hardware), memorize it.



For each instance of BlueARP, set the same port as «Input port»:



(output ports are connected to software synths, as described above).

For keyboard-split performance, adjust «input range» settings in each instance of BlueARP (E5 is a split point in our example):

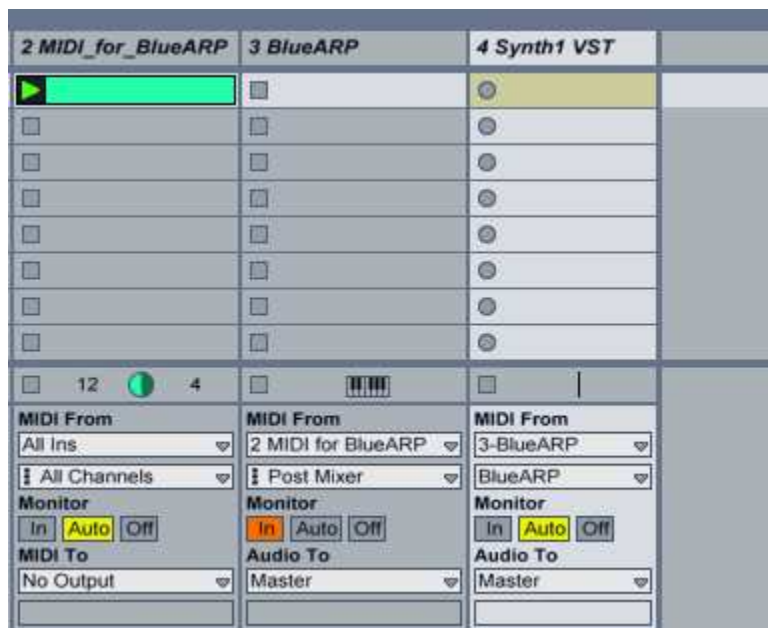


## *Ableton Live*

Ableton is tricky when it comes to MIDI plugins. There are 2 options.

**Option 1.** Load BlueARP on one track, synth you want to control (say Synth1 VST) on another. For Synth1 track, set MIDI From = BlueARP (both checkboxes). For BlueARP track, set Monitor = In. There's an issue - BlueARP will pick up MIDI from clips only when Monitor set to 'Auto', but it takes notes from Keyboard only with Monitor = In. So you have to constantly switch monitor from In to Auto. If you want to avoid it, go for Option 2.

**Option 2.** Create a separate track (say MIDI\_for\_BlueARP) which will hold your MIDI clips. Then insert BlueARP and your synth (you have 3 tracks in total)



For track "**MIDI\_for\_BlueARP**",  
Monitor should be Auto.

For "**BlueARP**" track, set MIDI From = "MIDI\_for\_BlueARP" (your MIDI track), Monitor = In.

For **Synth track**, set MIDI From = BlueARP (both checkboxes!), Monitor = Auto.

Now, use "MIDI\_for\_BlueARP" track to record patterns and "BlueARP" track to play live.

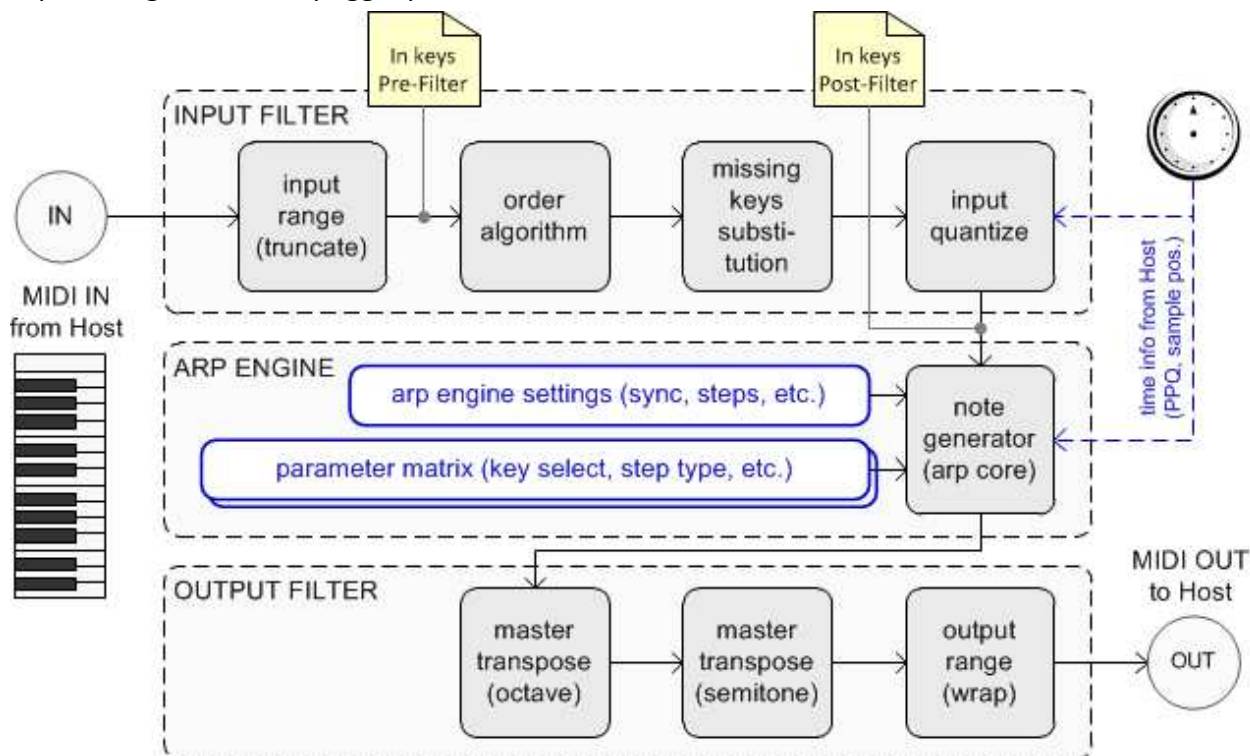
If you want to sequence external synthesizer (connected via MIDI), use “External instrument” (it's in “Live Devices” list).



## Signal flow

To use BlueARP to the maximum, it's valuable to have a concept about its structure and signal processing logic.

The picture below is a simplified data flow diagram. At the input we have MIDI notes coming from host. In other words, events of pressing or releasing keys on MIDI keyboard, or events coming from MIDI track. At the output we have the same type of events (MIDI notes), but here they represent generated arpeggio pattern.



pic. 1. BlueARP processing diagram.

Main blocks are «Input Filter», «Arp Engine» and «Output Filter».

*In this manual, «keys» are actually pressed notes on the keyboard, while generated «notes» come from arpeggiator output.*

**Input Filter** receives MIDI events from Host – basically it's key press and release events (also it may be pitch bend, aftertouch and controller messages). From these events, we generate *Key List* – an ordered list of keys with corresponding velocities (velocity represents how hard did you press a key).

«*In keys Pre-Filter*» is a key list as it comes from Host (keys are ordered as they were pressed). «*In keys Post-Filter*» represents the same key list after ordering, missing keys substitution and real-time quantization (for further details on these settings, go to page 10).

You can see what's currently in both key lists on the Information panel (at the bottom):

Beat: -	Step: 15,02	In keys pre-filter: D6, C6, A5, E5, -	Note out: E5
Param [9: SelectedBar] = 2		In keys post-filter: E5, A5, C6, D6, -	

See Information panel description for more details, page 19.



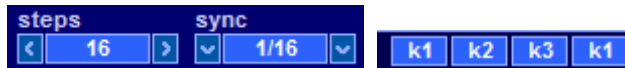
**Arp Engine** generates pattern notes according to post-filter key list, which comes out of "Input Filter block", also referring to Value bars (matrix editor), which contain pattern information for each step. For example, «key select» setting determines which key to take from the list for the current step (k1 – key 1, k2 – key 2, fix – fixed key, etc.). «Step type» value tells whether the step is a normal note (Nrm), the rest of the previous step's note (Rst) or doesn't generate any note (Off). Refer to page 13 for more information about Value bars and Matrix editor.

BlueARP has «*missing keys substitution*» feature you won't find in other arp's. It means when you have say 4-keys pattern and play only 2 key chord you can select if you want steps for keys 3 and 4 to be silent or to be substituted with existing keys (there are several substitution algorithms, see page 10 for details).

**Output Filter** adds some simple post-processing to generated notes – octave / semitone transposition and wrapping notes to fit the given range.

## Interface

The main GUI element is a «value box», either surrounded by buttons or not:



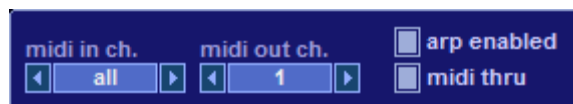
To adjust the value, drag it up or down. For controls with buttons, arrow buttons ◀ ▶ adjust the value, «down arrow» buttons ▼ show the value list menu.

### Main window layout



- (1) **Top panel global settings** (MIDI In channel, MIDI Out channel, etc.), they are saved for all programs in the current bank. When you switch programs, these settings remain the same;
- (2) **Left panel settings** represent all the step-independent arpeggiator settings like number of steps, synchronization, key sort order etc. They are saved with the current program\$
- (3) **Basic patch browser** allows to scroll through programs and to rename them. There are 64 programs available in a bank;
- (4) **Patch menu and pattern controls** - cyclic pattern shift (left and right), page selector (for patterns longer than 16 steps);
- (5) **Matrix editor** is a key element of BlueARP. It represents step-related values for the selected bar (like KEY SELECT, STEP TYPE, etc.);
- (6) **Value bars** represent step-dependent pattern parameters. To adjust the value, drag the «value box» up or down;
- (7) **Program chains** - allows to chain several programs (patterns) into a continuous sequence;
- (8) **Information panel**. Most important things here are «In keys pre-filter» and «In keys post-filter» lists;

## Block (1): Top panel



Top panel contains global settings (MIDI In channel, MIDI Out channel, etc.), they are saved for all programs in the current bank. It means after you changed say midi channel, it will stay the same when you switch to another program.

**midi in ch**                    input MIDI channel.

*values:*                    *all, 1 .. 16*

When set to 1 .. 16, BlueARP will take input notes only from specified MIDI channel. You may need this if you have several MIDI keyboards connected and you want to control several instances of BlueARP with different keyboards.

**midi out ch**                    output MIDI channel.

*values:*                    *1 .. 16*

Default setting is 1, cause soft synths usually don't care about MIDI channel. You may need it if you have multithimbral hardware synth connected to BlueARP or several hardware synths chained on one MIDI output port.

**arp. enabled**                    Arpeggiator turned On.

*values:*                    *On/Off (checkbox)*

When set to Off, BlueARP behavior depends on «midi thru» setting. When «midi thru» is On, it will pass input notes to the output unchanged (but input and output range will work anyway). When MIDI thru is Off, BlueARP will be completely off. You may want to automate «arp. enabled» setting to switch certain arps on and off during the performance.

**midi thru**                    Pass notes thru when arp is disabled.

*values:*                    *On/Off (checkbox)*

See «arp. enabled» setting description.

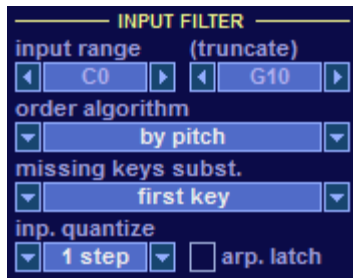
## Block (2): Left panel

Left panel settings are divided into 3 blocks – «Input filter», «Arp engine» and «Output filter». It corresponds to signal flow path (see diagram on page 6).

*In this manual, «keys» are actually pressed notes on the keyboard, while generated «notes» come from arpeggiator output.*

In general, left panel represents all program settings, except the pattern itself.

### Input Filter parameters



**Input filter** is responsible for operations with the key list before it enters the arpeggiator «core» engine. Current key list before and after the filter is shown on the Information panel (see page 15)

**input range** range for input notes (low and high values)

values: C0 .. G10 (MIDI notes 0 .. 127)

Change it if you want this instance of BlueARP to react to MIDI keys only within a given range. All notes outside this range will be ignored. You will need this if you want to create keyboard-split performance with several instances of BlueARP.

**order algorithm** range for input notes

values: as played, as played desc, by pitch, by pitch desc,  
by velocity, by velocity desc

Default setting is «by pitch», which means that pressed keys come into arp engine in natural order (from left to right on the keyboard). It also means «k1» in «KEY SELECT» bar will also be the lowest key. Sometimes it's not the best way to order pressed keys. For example, if you play 1-key bass line, it's better to set order algorithm to «as played, desc». In this case «k1» will always be the last pressed key.

**missing keys subst.** missing keys substitution algorithm

*values:* *don't play, cyclic, first key, last key, fixed key*

*(also +1 oct/-1 oct variations)*

When your pattern has more keys than you actually play, this setting will determine whether to ignore these steps (don't play) or substitute missing keys.

For example, you hold keys C5 and E5, while your pattern has keys «k1», «k2», «k3» and «k4». Order algorithm is set to «by pitch», so input key list before substitution is «C5, E5, -, -, -». Here's input key list after substitution for several settings:

<i>cyclic</i>	«C5, E5, C5, E5, C5»
<i>cyclic, +1 oct</i>	«C5, E5, C6, E6, C6»
<i>first key</i>	«C5, E5, C5, C5, C5»
<i>first key, -1 oct</i>	«C5, E5, C4, C4, C4»
<i>last key</i>	«C5, E5, E5, E5, E5»
<i>last key, +1 oct</i>	«C5, E5, E6, E6, E6»
<i>fixed key</i>	«C5, E5, G5, G5, G5» ( <i>«fixed key» param was set to «G5»</i> )

**inp. quantize** missing keys substitution algorithm

*values:* *none, 1 step .. 16 steps*

Quantization for input keys (in steps). For example, you set sync to 1/16 (1 step = 16th note). In this case inp. quantize = 4 steps means that BlueARP will capture pressed keys on the start of each beat, with inp. quantize = 16 steps – on the start of each bar and so on.

**arp. latch** Latch (or hold) pattern

*values:* *On, Off (checkbox)*

When checked, BlueARP will continue to play pattern for the last pressed chord even after all input keys are released, until another key is pressed.

## Arp Engine parameters



**Arp Engine** takes this list from input filter and generates notes at the output, also referring to MIDI clock and current PPQ (position in a song or pattern).

**steps** Number of steps in pattern

values: 1 .. 64

Default value is 16. You may also experiment with irregular values like 15 or 17, it will make the pattern sound less predictable which is sometimes nice.

***Hint:** All 64 steps of a pattern are stored with a program. So if you decrease number of steps say from 32 to 16, then save a program and reload it, you won't lose information for steps 17..32 if you change number of steps back to 32.*

**sync** Step length (as a fraction of a bar)

values: 1/48, 1/32, 1/24, 1/16, 1/12, 1/8, 1/6, 1/4, 3/64, 3/32, 3/16, 3/8

Default value is 1/16, it means 1 step = 16th note. 1/12 is 8th triplets or 16th dotted. 3/n values may give some nice results (try 3/16 with all steps set to «Chord» to get some deadmau5 style stuff).

**gate time** Note length (relative to step)

values: 1% .. 100%

Sets note length as a fraction of step length.

**swing** Swing control

values: -50% .. 50%

Sets relative time shift for even steps as a fraction of step length (assuming step numbers start from 1). For example, swing = 33% means that each even step will be delayed for 33% of step length (with negative values, it will start earlier).

**restart on** Pattern restart trigger

values: beat, key

Default value is «beat», it means that step number is always aligned to PPQ (song position) from host. When your song or pattern restarts in DAW, BlueARP pattern will also restart. With «key» setting, BlueARP will restart pattern each time new key/chord is pressed (after all keys were released).

**fixed key** Fixed key value

values: C0 .. G10 (MIDI notes 0 .. 127)

In «KEY SELECT» bar, you can set any step to «Fixed», in this case it won't depend on pressed keys. You can also set all steps to «Fixed» if you want to use BlueARP as a step sequencer.

## Output Filter parameters



**Output filter** adds additional processing to generated notes – octave / semitone transposition and wrapping notes to fit a given range.

**force to scale** Sets scale for "force to scale" mode  
 values: *Off, Major, Major pentatonic, minor, manir harmonic, etc...*  
 Value other than "Off" is valid only when "root key" is selected.

**root key** Sets root key for "force to scale" mode  
 values: *Off, Major, Major pentatonic, minor, manir harmonic, etc...*  
 Value other than "Off" is valid only when "force to scale" is selected.

**follow chord** Take root key / scale from detected chord  
 values: *On / Off*  
 Overrides root key / scale setting, forcing arp to take root key and scale from the detected chord. Say you have set root key = E, scale = Major, follow chord = On. You hold Am chord (keys A, C, E). In this case BlueARP will force output notes to scale *minor*, root key = A.

**m.transp.oct** Master transpose, octaves  
 values: *-3 oct .. +3 oct*  
 Master transpose is applied to output notes

**m.transp.** Master transpose, semitones  
 values: *-12 .. +12*  
 Master transpose is applied to output notes

**output range** Range for output notes (2 values - min and max)  
 values: *C0 .. G10 (MIDI notes 0 .. 127)*  
 Unlike input range, notes that are outside the range will be wrapped (transposed to fit the range). Say your output range is C5..C6 and generated note is D3 – it will be transposed to D5.

## Block (3): Patch browser



Left and right buttons switch to previous or next program in a current bank.

Bank contains 64 programs, so you can configure up to 64 arpeggiator



patterns (and it will be saved with your project file). To change current program name, click on it, type in new name and hit enter or click somewhere outside on the top panel.

## Block (4): Patch menu and pattern controls



**Patch menu** includes Bank load/save, Program load/save and some other functions (see picture below for details).

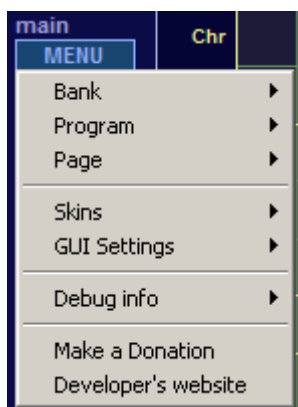
**Pattern shift** buttons perform cyclic 1 step shifting. It's useful, when your pattern doesn't match the beat and you want to align it. Since the shift is cyclic, you can shift it right 16 times for 16-step pattern and it will make no change.

**Page select** buttons are necessary when your pattern is longer than 16 steps and doesn't fit single screen (16 steps). Check «scroll» if you want BlueARP to automatically switch pages while pattern is playing. There are 2 small LED bars underneath, first one shows selected page, second one – page being played.

**scroll** checkbox - when checked, matrix will always show the page actually playing (for patterns longer than 16 steps).

**pg. lock** checkbox - when checked, current page will cycle over and over until unchecked (useful for programming long patterns).

**Patch menu** includes:

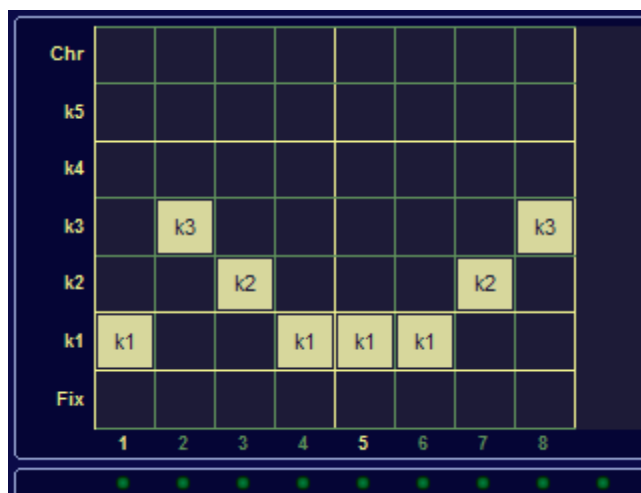


**Skins** – select color theme. skins are stored as \*.ini files in “skins” directory. Default blue color scheme is built in. It's possible to create your own scheme by editing ini file.

**Bank, Program** - load, save, initialize bank or program.

**GUI Settings** – sets semitone range for "SEMITONES" value bar and fine velocity increments for "VELOCITY" bar.

## Block (5): Matrix editor



Matrix editor represents value list for the selected Value bar («key select» bar on the picture above). So, you can adjust a value 2 ways – either in matrix editor or in value bar itself (see next chapter).

Click matrix cell to set the value. You can also drag the mouse from left to right to quickly set all the steps to a certain value.

Labels for «value bricks» represent «key select» setting, to simplify pattern reading when other bars are edited. Greyed out bricks mean that this particular setting doesn't affect generated pattern. On the picture above, steps 6 and 7 are set to Off, so «key select» value doesn't make any difference. Step 3 is set to «Rest», so it will play a key from the previous step.

### Block (6): Value bars

VELOCITY:	96	96	96	96	96	96	96	96	96	96	96	96	96	96	96
GATE TIME:	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
KEY SELECT:	k1	k3	k2	k1	k1	k1	k2	k3	k1	k1	k1	k1	k1	k1	k1
STEP TYPE:	Nrm	Nrm	Nrm	Nrm	Nrm	Nrm	Nrm	Nrm	Off	Off	Off	Off	Off	Off	Off
OCTAVE:	-1	0	0	-1	0	-1	0	0	0	0	0	0	0	0	0
SEMITONE:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Value bars represent step-related patterns parameters. Selected value bar (hit bar caption to select it) is also shown in Matrix editor.

To adjust value for a certain step, click on it and drag it up (increase) or down (decrease).

See description for each value bar below.

**VELOCITY** Velocity value for each step

values: 0, 16, 32 .. 127;

Default value is 64. Use it to set accent for certain steps.

*Hint: Not all synths/patches respond to velocity. In most cases, velocity is linked to sound volume (amp EG amount) and filter cutoff (filter EG amount).*

**GATE TIME** Gate time multiplier for each step

values: 1/16;1/8;1/4;1/2;-;2x;4x;8x;16x;

Multiplies gate time by a given value. "-" means no change (default value). For example gate = 60%, GATE TIME for a step is "2x". It means note length for this step will be 60% \* 2 = 120% or 1,2 steps.

**KEY SELECT** Key selection for the given step

values: Fixed – use fixed key from Arp Engine settings

k1..k5 – take key №1 .. №5 from key list (post-filter)

Chord – take all keys from key list

Determines which key to take from post-filter key list for the current step.

*Hint: Fixed key doesn't depend on pressed keys, so you can set all steps to fixed to use BlueARP as a step sequencer, or set some steps to fixed to create some interesting variations.*

**STEP TYPE** Several options for output note generation

values: Off – this step doesn't generate any note

Nrm – Normal(default) – generates a note;

Rst – this step will play the Rest of the previous step;

Tie – this note will overlap with the previous one (for glides);

«Rst» step simply means that this step continues to play the note from the previous step. You may chain several «Rst» steps together.

«Tie» option may be tricky and not self-describing. It's main purpose is to create «glides» between notes. But it requires to configure synth properly – set it to monophonic mode, with legato and portamento on. In this case, when you press keys with overlapping (like press key1, press key2, release key1), sound pitch will glide between the notes, but not when you press and release them (like press key1, release key 1, press key2, release key1). When you configure the synth this way, «Tie» steps should create glides between notes.

**OCTAVE** Octave transposition for each step

values: -2, -1, 0, +1, +2;

It's convenient for bass lines, where the steps are usually transposed for the whole octave.

**SEMITONE** Semitone transposition for each step

values: -12, .. +12;

Octave and semitone transposition values are summarized like  
[octave transp.]\*12 + [semitone transp.].

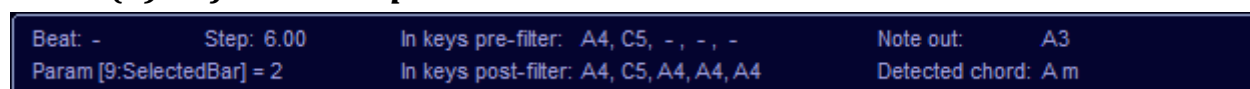
### Block (7): Program chains



Program chainer is a tool to stack several programs (patterns) together into a longer "super-pattern". **Program sequence** holds numbers of chained programs for a given chain (**current chain** param).

You can also send **bank\patch** change and **volume** MIDI messages when you switch a chain. Designed for live performance - you switch chain and program on your synth is switched automatically.

### Block (8): Information panel



Shows current beat, step and some other information.

Most important are «**In keys pre-filter**» and «**In keys post-filter**» - they represent Key List before and after input filter (ordering, missing key substitution), see diagram on page 6 for more details.

## Links

Developer's website:

<http://www.graywolf2004.net/my-projects/blue-arp-vst-arpeggiator/>

BlueARP discussion thread at KVR Audio forums (latest updates, news):

<http://www.kvraudio.com/forum/viewtopic.php?p=5080757>

Video demonstrations and tutorials are available on developer's YouTube channel:

<http://www.youtube.com/user/graywolf2004ru?feature=watch>

Please write bug reports and suggestions to KVR audio thread or email me at

[graywolf2004@mail.ru](mailto:graywolf2004@mail.ru)

[graywolf2004@gmail.com](mailto:graywolf2004@gmail.com)

Oleg Mikheev aka graywolf.