



Aievea Sequence — complete user manual

Windows x64 · VST3 plug-in and standalone · Preview version 0.1.0

This manual describes the current Aievea Sequence sequencer. It covers the visible workstation and both supported APC Mini models. You can use every editing view with a mouse; an APC Mini is optional. The website's 16-step browser demo is a smaller demonstration. The downloadable sequencer has 32 steps and eight pattern slots, sends MIDI, and includes a built-in sound for monitoring your edits.

The current package is an unsigned preview for review. Sales and account delivery remain closed while native activation, signed customer releases and launch acceptance are being prepared. macOS is planned separately and is not included in this Windows download.

Contents

1. [What the sequencer does](#)
2. [Install and open it](#)
3. [Make your first audible pattern](#)
4. [Find your way around the window](#)
5. [Global controls and clocks](#)
6. [Notes: enter, erase and inspect steps](#)
7. [Rhythm, note length and gate](#)
8. [Restart points and independent loops](#)
9. [Expression: all eight properties](#)
10. [Automation: all four CC lanes](#)
11. [Map automation to your synth](#)
12. [Patterns and Perform](#)
13. [Setup & Routing: every setting and tool](#)
14. [Record a performance or tap a rhythm](#)
15. [Live Control: faders and labels](#)
16. [APC Mini setup and model differences](#)
17. [APC Mini Mk1 complete action map](#)
18. [APC Mini Mk2 action map](#)
19. [Standalone audio, MIDI and window controls](#)
20. [Save, load, undo and reset](#)
21. [Keyboard and mouse reference](#)
22. [Troubleshooting and limits](#)

1. What the sequencer does

One Aievea Sequence instance produces one monophonic note sequence for one receiving synth. A step can contain one note, or be a rest. It also stores expression values and values for four MIDI Control Change (CC) lanes. “Monophonic” means one sequenced note at a time; ratchets are repeated triggers inside a step, not chords.

There are 32 stored steps and eight pattern slots, P1–P8. The active note pattern can be shortened to 1–32 steps without deleting the later stored steps. A note restart can shorten a played phrase further. Each expression property can have its own restart. Each CC lane can follow Notes or run its own value loop and restart counter. A rest still takes time and can carry automation or a restart point.

Use a separate Aievea Sequence instance for another synth. In Ableton, duplicate the sequencer/synth track pair and check its routing.

The built-in **Preview sound** is a monitoring tone. It helps you hear note and expression edits immediately, plus four fixed automation destinations. Your receiving synth supplies your production sound and needs its own MIDI CC mapping.

2. Install and open it

Windows VST3 in Ableton Live

1. Save your Ableton set and close Live before replacing an installed plug-in.
2. Extract the Windows ZIP. Keep the complete **Aievea Sequence.vst3** folder together: its **Contents** folder and the binary inside it are part of the VST3 bundle.
3. Copy that complete bundle from **VST3** into **C:\Program Files\Common Files\VST3**. Windows may ask you to authorize copying into Program Files.
4. Open Live. In **Settings → Plug-Ins**, enable the VST3 system folders and rescan.
5. Find **Aievea Sequence** under **Plug-Ins → VST3 → Aievea**. “Aievea” here is the manufacturer heading in Live.
6. Drag Aievea Sequence onto a MIDI track and open its editor.
7. Choose **DAW / Host**, then start Live’s transport. In this clock mode, the sequencer follows the host’s tempo and playback.

The preview archive includes its checksum, a manifest and third-party notices. A checksum checks transfer integrity. It is not a code-signing certificate. The package does not install itself or replace a plug-in automatically.

Route to a synth in Ableton

1. Keep Aievea Sequence on its own MIDI track.
2. Create another MIDI track and place your synth on that track.
3. On the synth track, choose the track containing Aievea Sequence under **MIDI From**.
4. In the lower chooser, select **Aievea Sequence** as the MIDI source plug-in.

5. Set the synth track's **Monitor** to **In**.
6. In Aievea Sequence choose **DAW / Host**, make sure its button says **Pause seq** rather than **Play seq**, and start Live.
7. Turn **Preview sound** off if you want to hear only the receiving synth.

Live merges MIDI channels when routing MIDI internally between tracks. Use separate track pairs to separate multiple synths. For an external hardware synth, route the receiving MIDI track to the hardware port and match its receive channel. Add an audio track for the synth's audio return and monitor that input.

To record the sequenced MIDI in Live, use a receiving MIDI track, set its input to the sequencer's plug-in output, arm it and record. Choose the monitoring behavior needed by your Live workflow; avoid a return route into the sequencer that would make a MIDI feedback loop.

Windows standalone

Open **Standalone\Aievea Sequence.exe** from the extracted package. Keep any supplied runtime DLLs in the same Standalone folder. The standalone has its own **Audio & MIDI** button in the title bar. Choose an audio output before trying Preview sound. Details are in section 19.

3. Make your first audible pattern

This mouse-only exercise works without a synth or an APC Mini.

1. Open the standalone and choose **Audio & MIDI → Audio/MIDI Settings....** Select a working output device and its output channels. Close the settings dialog.
2. Choose **NOTES**. Select **Internal clock**, set Tempo to **120.0**, and turn **Preview sound** on.
3. Set **Pattern length** to **8**. Leave **Speed** at **1x** and **Direction** at **Forward**.
4. Click different pitch rows in columns 1, 3, 5 and 7. Each new note lights its cell. Clicking the same active pitch again turns that note off.
5. Press **Play**. You should hear the eight-step phrase. A moving playhead is distinct from the step you selected for editing.
6. Click numbered header **3**, then type **80** into the Velocity inspector. This selects step 3 without changing its pitch.
7. Click **EXPRESSION**, choose **Velocity**, and paint a few different bars. Turn **Expression on** off, then on again: bypass uses the default velocity, and re-enabling restores the stored bars.
8. Click **AUTOMATION**, choose lane 1, turn **CC output on** on, and paint high and low values. The preview filter moves. The outgoing CC still needs mapping if you use your own synth.
9. Press **Save**, choose a writable folder and save an **.aievea** preset. Press **Stop** when finished.

For the same exercise in Live, ensure the sequencer track's audio reaches your speakers. Choose **DAW / Host** and use Live's transport instead of relying on the internal clock.

4. Find your way around the window

The editor opens at 1280 × 900 and can resize between 1000 × 800 and 1920 × 1400 logical pixels. The standalone scales to fit a smaller desktop work area. A larger window makes the 32-column surface easier to read.

The window has these areas:

Area	What you do there
Top bar	Undo, Redo, Save, Load, Clear view and status information.
Transport row	Clock, Tempo, Play/Stop or Play seq/Pause seq, Preview sound, Restart, Reset plugin, APC Mini and its ? help.
View and pattern row	Open Notes, Expression, Automation, Perform or Live Control; choose a finish; load P1–P8; duplicate a pattern.
Musical controls	Root, Scale guide, Speed, Direction and Pattern length. Notes also has Show note, Draw and Erase. Setup & Routing opens its settings panel.
Notes recording strip	Rec arm, take undo/clear, metronome, count-in, snap and pad octave. This strip appears in Notes.
Context cards	Eight readouts for the selected step or view. Click a card to focus its exact value or open the relevant settings.
Workstation matrix	Eight rows × 32 columns, numbered headers, a separate + / R restart row, and the APC's four eight-step page outlines.
Workstation side and bottom buttons	Page/property/lane choices, navigation, Play, Undo, Redo, Device and a mouse-latched Shift.
Precision inspector	Exact selected-step values: pitch, velocity, length, gate, rhythm, note on, restarts, chance, ratchets, timing, condition and CC value.
Bottom status line	Confirmation, connection information, current action and help. Hover controls for more guidance.

The five view buttons always open the corresponding screen directly. Notes edits pitches. Expression edits one property. Automation edits one CC lane. Perform contains pattern actions. Live Control monitors the nine APC faders. There is one visible editing workstation; no old detail/rack view needs to be selected.

Choosing a different workstation view, expression property or CC lane returns its editing cursor to step 1. Playback does not scroll the matrix or choose another APC page. Clicking a numbered header selects without painting. Clicking a cell in a different eight-step block addresses that APC page automatically.

Finishes

Choose **Original**, **Walnut**, **Botanical** or **Ocean** beside the view buttons. Original uses graphite; Walnut uses matte wood grain and a wooden frame; Botanical uses glossy green leaf texture; Ocean uses brushed blue metal and an ocean texture. The finish applies to pattern buttons, grid cells, control panels, settings, popups and the standalone title bar. Selected, inactive and hovered controls use that finish's colors and materials.

The native finish is saved as a local application preference, separate from musical presets and Ableton set data. The website has its own browser preference; selecting a website finish does not alter the native app. Website guide screenshots and their full-size image links follow the finish selected in the website header.

5. Global controls and clocks

Control	Exact behavior
Clock	Internal clock uses the app's Tempo and run state. DAW / Host follows the DAW transport and tempo.
Tempo	Internal tempo, 20–300 BPM , with 0.1-BPM steps. Disabled when the DAW owns tempo.
Play / Stop	Starts or stops the internal clock.
Play seq / Pause seq	In DAW / Host mode, enables or pauses this sequencer's output while the DAW keeps running. It does not start or stop Live. If Live is stopped, enabling the sequence still waits for host playback.
Preview sound	Toggles the built-in monitoring tone. MIDI output continues when this sound is off. The metronome has its own switch.
Restart	Requests a restart of note/expression phases and all independent CC phases on the next playing audio block. It changes playback phase, not stored notes.
MIDI track on	Enables or mutes the complete sequence, including note and CC output, while preserving the pattern. Re-enabling starts its active playback state again.
APC Mini	Enables optional direct USB input and LED output, connecting available APC ports automatically. Turning it off releases those ports.
?	Hover for APC and Ableton routing instructions. Click to show a setup reminder in the status line.

The transport status distinguishes **INTERNAL PLAYING**, **INTERNAL STOPPED**, **DAW PLAYING**, **DAW WAITING** and **SEQUENCE PAUSED**. When the DAW is waiting, the local sequence gate cannot make the host run.

Speed offers 1/8x, 1/4x, 1/2x, 1x, 2x, 4x and 8x. It multiplies sequence timing; it does not change your host tempo.

Direction offers Forward, Reverse, Ping-pong and deterministic Random. Reverse starts from the last active pattern step. Ping-pong changes direction at its ends. Random chooses steps with a deterministic internal generator.

Root offers all 12 pitch classes. **Scale guide** offers Chromatic, Major, Natural minor, Dorian, Mixolydian, Major pentatonic, Minor pentatonic, Blues, Harmonic minor, Melodic minor, Whole tone and Diminished. The guide highlights pitches and informs randomization and Scale fit. Choosing a guide does not forbid drawing out-of-scale notes.

6. Notes: enter, erase and inspect steps



Aievea Sequence Notes view

Columns are time. Rows are eight consecutive MIDI pitches. Higher rows are higher pitches. The note window can move by octave; the exact MIDI inspector covers the full 0–127 range.

Mouse action	Result
Click an empty Notes cell	Put that row's pitch in that step and enable the note.
Click the same active pitch	Turn that note off. Its stored pitch and expression values remain available.
Click another row in the same column	Replace that step's pitch. The sequence still has one note in the step.
Drag in Draw mode	Paint a melodic contour across steps. The drag is one undoable gesture.
Click or drag in Erase mode	Disable touched notes while retaining their pitch, timing, expression and CC data.
Right-click or right-drag in Notes	Erase, without first selecting the Erase button, when mouse Shift is not latched.
Click a numbered header	Select the step without changing its note.
Click the + / R row	Toggle a Notes restart after that step.

Mouse action	Result
Latch Shift, then click a Notes pad	Toggle a Notes restart instead of entering a note.
Click Show note	Move the visible pitch window so the selected step's pitch is visible.

Draw [D] and **Erase [E]** choose the mouse tool. Use the workstation's **Up/Down** buttons to move the visible pitch window by one octave. Changing this window does not transpose stored notes. For exact pitch, select the step header and edit **Pitch / MIDI**.

Every selected-step inspector control

Control	Values and use
Pitch / MIDI	MIDI note 0–127 . This edits the stored pitch even on a rest. Note naming differs between DAWs, so use the MIDI number for an exact match.
Velocity	1–127 . How hard the sequenced note is struck when Velocity expression is enabled.
Note length	0.015625–16 quarter-note beats in the numeric inspector. This controls release time, independent of when the next step starts. Three decimal places are displayed.
Gate	1–100% , multiplying the chosen note length.
Rhythm	Straight 1/64, 1/32, 1/16, 1/8, 1/4, 1/2 and 1 bar; 1/16 or 1/8 triplet; 1/16 or 1/8 dotted. This controls the time until the next step.
Note on	Enable or disable the selected note. Off makes a rest; CC and restart behavior can still operate.
Notes restart	Finish this step's interval, then restart the Notes traversal in the current direction. It works on rests. It always edits Notes, including when shown beneath another view.
MIDI track on	Mute or enable the whole sequence; this is wider than Note on.
Chance %	0–100% probability that a candidate note plays. A chance of 0 is silent; a failed chance does not stop the clock.
Ratchets	1–8 triggers inside a step.
Timing %	–45% to +45% of the step interval. Positive values delay the note. Negative values stay stored but play at the step boundary in this preview.
Step condition	Always, If previous played, If previous skipped, First cycle, or Every 2nd cycle.
CC value	0–127 for the selected step and selected automation lane. Exact editing can complement the eight coarse rows in Automation.

These inspector fields edit stored step data. If an expression property is bypassed, its stored field can change while playback uses its bypass default. If that property runs an independent loop, the playback value may come from a different step than the current Notes cursor.

7. Rhythm, note length and gate

Rhythm says when the next step begins. **Note length** says when this note is released. **Gate** multiplies that note length. Shortening a note creates silence without moving the next step.

Lengths are measured in quarter-note beats: $1/16 = 0.25$ beats, $1/8 = 0.5$ beats, $1/4 = 1$ beat and a four-quarter bar = 4 beats. At 120 BPM, one quarter-note beat lasts half a second.

Example: a step has Rhythm $1/8$, Note length 0.25 beats and Gate 50%. The next step begins after 0.5 beats, while this note requests a release after 0.125 beats. Ratchets divide the step into retriggers; note releases occur before a following trigger. The sequencer is monophonic, so a later note replaces the active note rather than building a chord.

By default, stored Note length can follow Rhythm. Entering an explicit Note length makes it independent. To restore the selected Note length property to Rhythm for the whole pattern, open Expression, select Note length and use **Clear view...** with its confirmation; this also clears that property's restart. Bypassing Note length with **Expression on** is another way to hear Rhythm-based lengths while retaining the stored lengths.

Probability is evaluated once for a step, not separately for every ratchet. Conditions use whether the preceding step actually played, including rests, failed chance and failed conditions. First cycle and Every 2nd cycle use the note sequence's configured pattern-length cycle count. Positive Timing delays a note by up to 45% of its step. Negative Timing values remain editable and stored, but this preview plays them at the step boundary; it does not advance notes before that boundary.

8. Restart points and independent loops

A **restart point** completes the marked step, then returns the corresponding cursor to its start. It is different from erasing a step or shortening the stored Pattern length.

Set and remove points with a mouse

1. Open the view you want to change.
2. Click the **+** beneath a numbered column. It becomes **R**.
3. Click its **R** again to remove it.
4. In Notes you can also select a header and use **Notes restart**. In Expression or Automation, **Restart after step** edits the selected property or CC lane.
5. Use **Clear restarts** to remove every restart marker in the current Notes, selected expression property or selected CC lane.

The mouse UI keeps one selected restart for each expression property and each independent CC lane: choosing another point replaces its earlier point. Notes can contain more than one marker. In Forward playback, an earlier reached Notes restart prevents later steps being visited. Remove unwanted earlier markers before testing a longer phrase.

What each point affects

View	Scope
Notes	Restarts the Notes traversal; it does not restart independent expression or CC loops. Properties and CC lanes that follow Notes follow its cursor.
Expression	Restarts only the selected one of eight properties. No marker means that property follows Notes. An independent property advances its stored values from step 1 through its marker.
Automation	Restarts only the selected CC lane's independent value position and restart counter. A lane in Follow notes uses the Notes cursor instead.

Example: Notes 8, Velocity 13. Leave Pattern length at 32. Put a Notes restart at step 8. Select Velocity in Expression and put its restart at step 13. Notes repeats steps 1–8 while Velocity continues to steps 9–13 before returning to 1. A note restart can be on a rest; it is still reached when that interval completes.

Example: five CC values, restart after eight ticks. Set a CC lane to Independent, Loop length 5 and restart after step 8. In Forward it reads values **1, 2, 3, 4, 5, 1, 2, 3**, then restarts its value position and its eight-tick counter. The value loop wrapping after five does not reset that counter. Direction, rhythm and speed are shared with the sequence; its own position and restart policies remain separate.

Adding a new point behind a running cursor takes effect at its next step boundary, after the current interval finishes. Unrelated independent loops retain their positions. Removing a property's own restart returns it to following Notes. Global **Restart**, host transport discontinuities and explicit phase requests are broader actions than a Notes marker.

9. Expression: all eight properties



Aievea Sequence Expression view

Open **EXPRESSION** and choose a property in **Expression property**. Every column stores that property's value. Higher rows generally represent a greater value; row labels show the actual choices. A filled bar and contrasting endpoint show the stored value. Bright bottom-row reference pads mark steps that have notes; this property's own restart is marked separately in the restart row. On-screen colors follow the selected finish. Use the inspector for a value between the eight row choices.

Property	Meaning	Playback when Expression on is off
Velocity	Note-on velocity.	100
Gate	Fraction of the selected note length.	75%
Note length	Release length, separate from step Rhythm.	Length from the Notes step's Rhythm
Chance	Probability a note plays.	100%
Pitch	Absolute MIDI pitch, using its own cursor when independent. It is not a relative transpose amount.	Pitch from the Notes cursor
Ratchets	Number of repeated triggers inside the step.	1

Property	Meaning	Playback when Expression on is off
Timing	Positive values delay the hit; stored negative values play at the step boundary in this preview.	0%
Condition	Rule that determines whether the candidate step may play.	Always

Every Expression action

- Paint a row at a step, or drag across columns, to write that property's values.
- Click a header to select without painting, then change the exact inspector field or its context card.
- Turn **Expression on** off to bypass only this property. Values and restart points stay stored. The matrix indicates **BYPASSED / VALUES RETAINED**. Turn it on to restore the stored behavior.
- Use **+ / R, Restart after step** or latched **Shift + pad** to set its independent restart. Click the active point again, or use **Clear restarts**, to return the property to following Notes.
- With mouse Shift latched, upper Scene 1–4 sets an 8/16/24/32–step property loop. Clicking the already–active choice again means **NONE / Follow Notes**.
- The lower four Scene buttons choose a property within the current bank. **Shift + Left** chooses Bank A: Velocity, Gate, Note length and Chance. **Shift + Right** chooses Bank B: Pitch, Ratchets, Timing and Condition. The dropdown reaches all eight directly.
- **Shift + a lower Scene** randomizes only that selected property. **Shift + Play** also randomizes the visible property. **Shift + Undo** clears it immediately. Top **Clear view...** offers the same scope with a confirmation.

Row choices and defaults

Velocity rows range from 127 down through 111, 95, 79, 63, 47, 31 and 15; the inspector reaches 1–127. Chance rows offer 100, 86, 71, 57, 43, 29, 14 and 0%. Ratchet rows offer 8 down to 1. Timing rows offer +45, +30, +15, +5, –5, –15, –30 and –45%; type 0 in the inspector for no offset. Condition rows repeat some choices to fit eight rows; the dropdown names all five conditions exactly. Note length rows favor familiar straight lengths plus 1/16 triplet; the numeric inspector reaches more lengths.

Clear view for a property resets every stored step to its default and clears its restart. It does not toggle the property's Expression on state. Pitch clearing writes the current pitch–window base to its stored pitch values; it is different from Pitch bypass, which follows the Notes cursor. Because Notes and Pitch expression share stored step pitches, an independent Pitch loop changes how those stored pitches are read, not a second hidden set of pitch notes.

10. Automation: all four CC lanes



Aievea Sequence Automation view

Open **AUTOMATION** and choose lane 1–4. Each step has a value from 0–127 for that lane. The eight rows provide quick coarse choices; the selected-step **CC value** inspector supplies any exact integer. Lane names appear in the selector and Scene buttons.

Control	Action
Automation lane	Select one of four lanes. Selecting changes the editing cursor to step 1.
CC output on	Enable or disable this lane without deleting its values. Painting a CC value in the matrix enables the lane.
Smooth CC	Interpolate output between step values. Off emits stepped values. MIDI CC remains integer 0–127.
Map to synth / Done mapping	Temporarily isolate this lane for a receiving synth's MIDI Learn. Finish to restore normal saved lane-output states.
Lane settings	Open the selected lane's name, CC number, loop length, following/independent mode, restart policies and phase control.
CC value	Exact value at the selected step. Editing the number does not by itself map or enable the lane.

Control	Action
Restart after step	Set or remove the selected lane's independent restart.
Clear restarts	Clear this lane's markers. Values and the lane's output state remain stored.
+ / R row	Place or remove the lane's independent restart at that column.

Painting draws a bar for the selected lane. A disabled lane retains a marked endpoint with a dark fill so you can see stored values. Bright bottom-row reference pads mark note positions; the lane's own restart is marked separately in the restart row. On-screen bar and selection colors follow the selected finish.

Every Lane settings control

Setting	Values and behavior
Lane name	Type a name of up to 16 characters . Enter or leaving the field commits it. An empty name restores the default lane name.
CC number	0–119 . This is the outgoing MIDI controller number; reserved channel-mode numbers 120–127 are not offered. Use a CC the receiving synth can map.
Loop length	1–32 stored values in Independent mode. It is separate from the restart tick.
Independent / Follow notes	Independent uses its own value position and restart counter. Follow notes reads the current Notes step and its note restarts.
Transport start	Restart this independent lane when transport begins.
Input note	Restart this independent lane when an incoming non-APC note trigger is received.
Restart this CC periodically	Off or every 1, 2, 4, 8, 16, 32 or 64 quarter-note beats .
Restart phase	Request this lane's independent phase restart on the next playing audio block. A following lane asks you to select Independent or restart Notes.
X	Close Lane settings. Changes already made remain applied.

When you edit independent length or restart controls on a following lane, the app creates an independent copy of the note loop's length and restart policies first. If you want it to keep following Notes, choose **Follow notes** again after such an edit. Editing the lane name, CC number, CC values, output switch or Smooth CC does not assign a synth parameter automatically.

CC lanes use the sequence's direction, speed and rhythm table. There is no separate per-lane tempo or direction control. The loop's independent phase and restart settings let its shape move differently from the notes.

Preview sound destinations

Lane	Built-in monitoring sound
1	Filter cutoff
2	Filter resonance

Lane	Built-in monitoring sound
3	Vibrato depth
4	Volume; a value of 0 is silent

These destinations are fixed in Preview sound even if you change the outgoing CC number. Your assigned MIDI CC is still sent normally. Two lanes assigned the same CC can affect the same receiving parameter; their monitoring destinations remain separate. Disabled lanes stop affecting their preview destination. A hardware or software synth needs the mapping described next.

11. Map automation to your synth

1. Set up the synth's MIDI input using section 2 and verify that the Notes pattern reaches it.
2. Open Automation, choose a lane and open Lane settings.
3. Choose a CC number from 0–119 that the synth's MIDI Learn supports. Give the lane a useful name such as Cutoff or Decay.
4. Turn **CC output on**. Choose a useful nonzero value at the selected step.
5. Start MIDI Learn on the receiving synth's target parameter. Use that synth's own mapping function; renaming a lane here does not create a mapping there.
6. Click **Map to synth**. The selected lane is isolated for learning and sends its current CC. Learning works even when playback is stopped. Changing its CC number while learning sends again.
7. Complete or exit MIDI Learn on the synth, then click **Done mapping** in Aievea Sequence. The other lanes' saved output states become effective again.
8. Start playback and draw a changing shape. Choose **Smooth CC** for interpolated movement or leave it off for steps.
9. Save the synth preset or Live set as needed: the receiving synth's learned assignment belongs to that synth/host, not the lane name in Aievea Sequence.

Escape ends mapping isolation. Leaving Automation also ends it. The sequencer does not automatically discover a third-party synth's parameter names or control it through host-parameter automation. It sends MIDI CC, so a plug-in without suitable MIDI Learn or a fixed CC implementation needs another mapping solution in your DAW.

12. Patterns and Perform



Aievea Sequence Perform view

P1–P8 at the top load the eight stored pattern slots. A slot contains Notes, expression data and switches, sequence timing/restart settings and all four CC lanes. Edits update the current slot in the instance; use Save or save your DAW project to keep them outside the current session.

Duplicate > copies the entire current pattern into the next slot and selects that destination. P8 wraps to P1. Existing destination data is overwritten, so use Undo if you chose the wrong destination. Clicking a top P button opens Notes and selects step 1.

In **PERFORM**, the eight rows represent P1–P8 from top to bottom. Each eight-column block repeats the same actions across the wide workstation; columns are action buttons here, not a note timeline. Load and Copy use the row's pattern slot. Transform and restart actions affect the currently active pattern; load the intended slot first.

Column within an eight-column block	Normal click	With mouse Shift latched or hardware Shift held
1: LOAD	Load the row's pattern.	Load the row's pattern.
2: COPY	Copy the current pattern to the row and select it.	Same copy action.
3: SELECT	Load the row's pattern.	Randomize the active Notes pattern inside the visible pitch window.

Column within an eight-column block	Normal click	With mouse Shift latched or hardware Shift held
4: RESTART	Restart all note/expression and independent CC phases.	Generate a Euclidean rhythm using the configured pulses.
5: CC1	Restart independent CC lane 1.	Rotate the active pattern left one step.
6: CC2	Restart independent CC lane 2.	Rotate the active pattern right one step.
7: CC3	Restart independent CC lane 3.	Fit active notes to the selected Root and Scale guide.
8: CC4	Restart independent CC lane 4.	Toggle CC lane 4 output.

The bottom Play, Undo and Redo retain their ordinary functions in Perform. Their Perform Shift actions are different from other views: toggle restart on transport, toggle restart from input note, and cycle the periodic note restart interval. Read the changed help strip before using an alternate command.

13. Setup & Routing: every setting and tool

Click **Setup & Routing** to open **Sequencer tools / Routing & groove**. Click **X**, press Escape when a text field is not editing, or click the button again to close it. Changing view also closes the panel.

Timing and output

Control	Behavior
MIDI channel	Output channel 1–16 for this sequencer. Match hardware synth input. Internal Live track routing may merge channels.
Swing %	0–75% . Alternately lengthens and shortens successive steps while retaining each pair's total time.
Restart on transport start	On: restart the note phrase when playback begins. Off: resume its phase. A host loop or seek still restarts it. Independent CC lanes have their own Transport start switches.
Restart from input note	Incoming note-on triggers restart this sequence. The input is used as a trigger; it is not ordinary keyboard-through to the receiving synth. Dedicated APC pad messages are handled as controller actions instead.
Restart periodically	Off or every 1/2/4/8/16/32/64 quarter-note beats . Restarts Notes according to this interval.
Global MIDI output	Host output only sends MIDI through the plug-in host. Selecting an available hardware or virtual MIDI output also sends to that port.
... beside MIDI output	Refresh available MIDI devices. Read the status line if a selected device cannot open.
Restart notes	Request the note phase restart. This also reinitializes its expression phases; independent CC loops keep running.

On Windows, a loopback MIDI utility can provide an output port for a synth that cannot receive the plug-in's host MIDI output. Select its existing port here, enable that port's Track input in Live and route a receiving track. Do not route the same sequence through host MIDI and loopback into the same synth; it would receive duplicate events. The "create virtual port" option is platform-specific and is not a promise that Windows creates a loopback driver for you.

Pattern tools

Tool	What changes
Randomize	Makes a scale-aware variation over the active pattern length, including note triggers, pitches in the visible eight-note window, velocity, chance, occasional ratchets and the four stored CC values. It does not automatically enable every CC output lane.
Clear	Resets all stored steps in the active pattern to blank step defaults and removes CC restart markers. Slot-level routing, length and lane configuration remain. This runs immediately.
Euclidean pulses	Choose 0–32 pulses; the effective number is capped at the current Pattern length.
Euclid	Distributes those note triggers across the active length. Existing pitches, expression and CC values stay stored. Zero pulses makes all active-length steps rests.
< Rotate / Rotate >	Rotate complete stored steps one position within the active length: note, expression, Notes restart flags and all four CC values move together. Separate property/CC restart-marker structures stay at their configured positions.
Scale fit	Move every active stored note to the nearest pitch in Root/Scale. It does not change a rest into a note.
Random view	Randomize only the data associated with the current Notes, expression property or CC lane. In Perform it randomizes the active pattern's note variation.
Clear view	Clear the current Notes, expression property or CC lane immediately. Its scope matches section 20.
ALL -12 / ALL -1 / ALL +1 / ALL +12	Transpose all active stored notes by an octave or semitone. The operation stops at MIDI limits while preserving intervals; it never moves to another synth.

The visible Notes pitch window matters for randomization: choose the octave before generating pitches. Root and Scale guide the choices inside that window. **Random direction** and **Randomize** are different: the first changes playback traversal; the second changes stored values.

Recording setup

Control	Use
Tap record	Arm/disarm the same recording state used by REC ARM in Notes.
Tap pitch / MIDI	0–127 , the fixed pitch for tap-style recording. Mk2 performance pads use their isomorphic pitches instead.
Tap velocity	1–127 , used for tap-style hits. Mk2 pads can supply their received MIDI velocity, normally fixed by that hardware.
Tap Record behavior	Overdub , Replace notes or Erase notes .

Control	Use
Tap timing target	Current step, Next step or Off / expressive , synchronized with the Notes SNAP selector.
1-cycle count-in	Wait a configured pattern-length count of advancing steps before writing; synchronized with Notes COUNT-IN. If enabled while armed, the count-in starts again.

14. Record a performance or tap a rhythm

The Notes recording strip contains **REC ARM**, **UNDO TAKE**, **CLEAR TAKE**, **METRONOME**, **COUNT-IN**, **SNAP** and **OCTAVE**. The status reads READY, ARMED, COUNT-IN or RECORDING with pattern/playhead information. Recording writes one note per addressed step in the current monophonic pattern.

APC Mini Mk2 performance recording

1. Connect the Mk2 using section 16. Choose Notes, a pattern and a suitable Pattern length.
2. In Setup & Routing choose Overdub, Replace notes or Erase notes.
3. Choose the **OCTAVE** or a Mk2 Track button. It sets the performance-pad base: MIDI 0, 12, 24, 36, 48, 60, 72 or 84.
4. Choose SNAP CURRENT, SNAP NEXT or SNAP OFF. Enable COUNT-IN if wanted and METRONOME for an audible quarter-note click.
5. Press REC ARM or Mk2 Scene 2. Start the clock if it is not running. Recording requires a moving transport; arming alone does not advance the phrase.
6. Play the pads. In recording mode, they are an isomorphic note surface: pitch rises chromatically left to right and by a fourth between rows.
7. Release a pad to write an independent note length. Performance note release sets Gate to 100% for that captured length; it does not change the step's Rhythm.
8. Disarm Rec to finish the take. Leaving Notes also disarms it. Pending held notes are finished on stop, disarm, view changes or a controller reconnect.
9. Use UNDO TAKE to restore the active sequence from before that take. Use CLEAR TAKE to restore only the step contents touched by the current or most recent take.

Mk2 pads are not velocity-sensitive. Aievea Sequence keeps MIDI velocity where it is supplied, but a physical Mk2 pad normally sends its fixed value. The octave setting and the eight-row Notes editing window are related but have different layouts: the recording surface spans an isomorphic set of pitches rather than eight chromatic rows.

Tap-style recording and mouse access

For a rhythm at one chosen pitch, set **Tap pitch** and **Tap velocity** in Setup & Routing. Arm Tap record, run the transport and tap the Mk1 pads or the on-screen Notes pads. In this workflow taps write at the moving recording target, rather than entering the column you clicked. Both physical APC models capture note length from pad press/release: Mk1 uses the configured fixed Tap pitch, while Mk2 uses its isomorphic pitches. An on-screen click is an immediate tap trigger. Disarm recording to return the grid to normal step editing and dragging.

Mode	Effect
Overdub	Change only the steps you address. Other stored notes remain.
Replace notes	On the next arm transition, disable all Notes triggers before writing a new take. Existing expression, rhythm and CC data remain. Undo Take restores the prior sequence.
Erase notes	Taps disable notes at the addressed playback times. Other data stays stored.
Snap Current	Write to the currently playing step.
Snap Next	Write to the following step, wrapping at the pattern length.
Snap Off	Write against the nearest step and store the hit's micro-timing in the -45% to +45% range. Positive offsets delay playback; negative offsets play at the step boundary in this preview.

Count-in is one configured pattern-length count of step advances. With a shortened Notes restart, this can encompass several shorter repeated phrases. Metronome audio uses the app's output even when Preview sound is off, so audio routing is still needed for the click.

Take history is held in the current editor session, not a durable take library. Save a preset or your Live set when a performance matters. CLEAR TAKE while recording establishes a new before-state for subsequent hits in that armed take.

15. Live Control: faders and labels



Aievea Sequence Live Control view

Open **LIVE CTRL** for nine APC Mini fader strips: faders 1–8 use Channel 1 CC48–55; Master uses CC56. A strip shows the incoming value from 0–127; an untouched value has no received position yet.

These are monitors and editable labels. Dragging a picture of a fader here does not map or send a parameter. The integration deliberately leaves physical faders available for Ableton MIDI Map instead of assigning them to sequencer edits.

1. In Live, enable **Remote** for the APC input and leave its Control Surface unassigned.
2. Enter Live's MIDI Map mode, select a synth or mixer control and move a physical fader.
3. Leave MIDI Map mode and test the control.
4. Open LIVE CTRL. Click its label, type a destination name of up to **24 characters**, and press Enter or click elsewhere to finish. Escape cancels an in-progress label edit.
5. Save the Live set or an .aievea preset. Labels participate in Undo/Redo.

Labels describe your own mapping; they do not query Live for parameter names. Map the receiving control in Live or the synth first. If the monitor does not move, check that Aievea Sequence receives the APC input through its chosen connection path. Hardware view changes leave the Live Control dashboard visible until you choose another view; the APC may still change its underlying editing mode.

16. APC Mini setup and model differences

1. Connect the APC Mini or APC Mini Mk2 by USB.
2. In Live **Settings** → **Link, Tempo & MIDI**, leave its **Control Surface** entry **None**. An active Ableton control-surface script can claim buttons/ports intended for this dedicated integration.
3. For direct input, keep **Track** and **Sync** off on the APC input. Enable **Remote** if you want Live to map its free faders.
4. In Aievea Sequence turn **APC Mini** on. Available USB input and LED output connect automatically. No Akai application or custom preset is required.
5. Read the connection result in the bottom status line. Hover **?** for setup instructions or click it for a reminder.
6. If direct input cannot open, enable Track for the APC input in Live, route that input to the Aievea Sequence track and set its Monitor to In. This is the host-track fallback. Use one input path at a time.
7. If unplugged or unavailable, reconnect USB or toggle APC Mini off/on. Automatic device scanning retries. Check that another app is not holding the ports.

The model is recognized from the MIDI device name containing “mk2.” Mk1 uses its original map and fixed green/red/amber LED states; Mk2 uses its own buttons and LED protocol. Mk2 Notes scene buttons are recording controls, so the Mk1 Notes page-button instructions do not apply directly there. Mouse headers and grid access still reach all 32 steps.

Physical Shift is held and released. The **on-screen SHIFT** is a click toggle: one click latches SHIFT ON across later mouse gestures; another click turns it off. Escape clears the mouse latch. A computer keyboard Shift modifier is not a replacement for clicking that mouse Shift control. Follow the view’s help strip because alternate actions change with the view.

17. APC Mini Mk1 complete action map

The Mk1 edits eight steps at a time. The workstation displays all 32, with pages 1–4 outlined. Upper Scenes choose pages; lower Scenes select CC lanes or expression properties. The following table also describes the corresponding on-screen workstation buttons with mouse Shift latched.

Navigation and fixed buttons

Control	Ordinary action	Shift action
Up / Down	Move the Notes pitch window ± 12 semitones.	In Notes or Expression, transpose every active stored note ± 12 . In Automation/Perform, move the window.
Left / Right	Select previous/next step and the corresponding APC page.	Notes: Pattern length $-1/+1$. Expression: Bank A/B. Automation/Perform: ordinary step navigation.
Play / Volume	Play/Stop internal clock, or gate the sequence in host mode.	Notes/Expression/Automation: randomize visible data. Perform: toggle restart on transport.

Control	Ordinary action	Shift action
Undo / Pan	Undo.	Notes/Expression/Automation: clear visible data immediately. Perform: toggle restart from input note.
Redo / Send	Redo.	Notes/Expression: toggle Tap record. Automation: selected lane on/off. Perform: cycle periodic note restart.
Device	Cycle Notes → Expression → Automation → Perform → Notes.	Hold Shift + Device, choose upper Scene 1–4 for a view, then release. If no Scene was chosen, releasing Device requests all-phase restart.
Shift	Hold for hardware alternate actions.	On-screen Shift latches until another click or Escape.

Play, Undo and Redo here do not move to another synth. Changing an APC mode, property or lane returns its editing page/cursor to step 1. Playback leaves the chosen page in place.

Notes

Control	Action
Pad	Add its row pitch to that column, replace a different pitch, or erase the same pitch. With recording armed, tap at playback time instead.
Shift + pad	Toggle Notes restart after that step, including a rest.
Upper Scene 1–4	Page 1–4: steps 1–8, 9–16, 17–24 or 25–32.
Shift + upper Scene 1–4	Set note Pattern length to 8, 16, 24 or 32.
Lower Scene 1–4	Select CC lane 1–4 and open Automation.
Shift + lower Scene 1–4	Toggle that CC lane output.

Expression

Control	Action
Pad	Write the active property's row value to that step.
Shift + pad	Set or remove this property's independent restart.
Upper Scene 1–4	Select an eight-step page.
Shift + upper Scene 1–4	Set property restart after 8/16/24/32; choose the active one again to return to NONE / Follow Notes.
Shift + Left / Right	Choose Bank A/B.
Lower Scene 1–4	Bank A: Velocity/Gate/Note length/Chance. Bank B: Pitch/Ratchets/Timing/Condition.
Shift + lower Scene	Select and randomize only that property.

Use the mouse **Expression on** switch for per-property bypass. A property can be bypassed while its stored bars and restart remain visible.

Automation

Control	Action
Pad	Paint the selected CC lane and enable its output.
Shift + pad	Set/remove that lane's restart, when it is Independent. Choose Independent in Lane settings first if needed.
Upper Scene 1–4	Select an eight-step page.
Shift + upper Scene 1–4	Make the lane Independent with value length 8/16/24/32.
Lower Scene 1–4	Select another CC lane.
Shift + lower Scene	Toggle that lane's output.
Shift + Play / Undo / Redo	Randomize / clear / toggle selected lane output.

Perform and faders

Perform uses the complete action table in section 12. Rows select a target for Load or Copy; other actions use the active pattern. All nine physical faders remain free for Live's MIDI Map in every view. They are not the old mode-dependent parameter bank suggested by some historical diagrams.

On the physical Mk1 controller, LED feedback uses context: active notes and enabled bars are green; exact values, roots and note-reference points can be amber; restart points and selected Scenes are red. A selected CC Scene blinks red when enabled and stays solid red when disabled. The corresponding on-screen controls use the selected finish, and the last-touched control briefly receives an outline. Mk1 cannot provide arbitrary LED brightness, so a dim on-screen fill is not a hardware capability.

18. APC Mini Mk2 action map

The Mk2 uses the same Notes/Expression/Automation/Perform concepts, with different physical Notes controls.

Mk2 control in Notes	Action
Track buttons 1–8	Select performance octave/base MIDI 0/12/24/36/48/60/72/84 and the associated Notes window.
Scene 1	Play/Stop or host sequence gate.
Scene 2	Arm/disarm recording.
Scene 3	Undo Last Take.
Scene 4	Clear Take, restoring earlier contents at touched steps.
Scene 5	Metronome on/off.

Mk2 control in Notes	Action
Scene 6	One-pattern count-in on/off.
Scene 7	Cycle Snap Current → Snap Next → Snap Off.
Scene 8	Restart note/expression and independent CC phases.
Shift + Scene 1–4	Open Notes, Expression, Automation or Perform directly.
Pads, record disarmed	Edit Notes at the selected page as step buttons.
Pads, recording and transport moving	Play/record isomorphic pitches; releases capture independent length.
Shift + pad	Edit a Notes restart rather than recording a hit.

Outside Notes, upper Scenes 1–4 choose pages and lower Scenes 5–8 select the active bank’s expression property or CC lane. With physical Shift, Scenes 1–4 select views directly; this model-specific view selection takes priority over the Mk1 upper-Scene Shift loop shortcuts. Use the explicit mouse **+ / R**, property dropdown, Loop length and Lane settings to choose precise independent loops on Mk2.

Mk2 does not have the Mk1 Device/Undo/Redo/navigation row. Use the app’s visible view, Undo/Redo, page and inspector controls for those operations. Its Track buttons continue to provide octave selection. Faders remain available to Live mapping, and LIVE CTRL mirrors their received values.

When recording is off, the hardware still shows only one eight-step page; use the workstation’s mouse page/step controls to reach the other pages in Notes. When recording is on, the pad layout is a playable isomorphic surface instead of a timeline. Check REC ARM and the recording status before interpreting a pad’s action.

19. Standalone audio, MIDI and window controls

The Windows standalone has a custom title bar matching the selected finish. Drag its title bar to move the window; resize its edges. Minimize hides it to the taskbar. Maximize fills the available work area; Restore returns from that state. Close requests an orderly exit and stores standalone state. Standard Windows window shortcuts such as Alt+F4 also apply.

The app fits its editor to the desktop work area, including scaling when the display is smaller than its logical minimum. If a lower display scaling makes labels difficult to read, maximize the window or use a larger display. The VST3 editor’s host window and resizing are controlled by the DAW.

Audio & MIDI menu

Item	Use
Audio/MIDI Settings...	Select the audio system/device, output channels, sample rate and buffer size; enable MIDI inputs and choose available device-manager MIDI output settings. The exact choices depend on your installed drivers/devices.
Save current state...	Save the standalone processor state in the holder’s binary state format. This differs from the sequencer’s .aievea XML preset.

Item	Use
Load a saved state...	Load the matching standalone state format. Save your current pattern first if you need a durable backup.
Reset to default state	Reset the standalone holder's processor state. Prefer the editor's confirmed Reset plugin when you want its Undo workflow; save first before a holder-level reset.

For built-in sound, choose a working audio output, enable Preview sound, choose Internal clock, create notes and press Play. A running MIDI-only sequence still depends on audio callbacks for timing, so keep an active audio device configured.

For an external synth, select its MIDI output in **Setup & Routing → Global MIDI output**, match MIDI channel and use Internal clock. The standalone Audio/MIDI Settings can also select a default MIDI output; use one output path for a given receiving synth rather than selecting the same destination in both places and sending duplicate events. Route the synth's audio to your interface, mixer or speakers separately. This standalone is a sequencer, not a host for loading a third-party synth plug-in inside it. For a software synth, use your DAW and the VST3 routing path.

Enable a MIDI input in Audio/MIDI Settings when you want incoming notes as restart triggers or host-style fallback input. For the dedicated APC integration, use the APC Mini toggle rather than creating duplicate input routes.

20. Save, load, undo and reset

Save writes an **.aievea** XML preset. It includes the bank of eight patterns, current slot, expression bypass/restarts, lane configuration and names, global musical settings and fader labels. **Load** reads that format; cancel leaves the current state in place. Invalid or unsupported XML produces a status message and leaves the current state unchanged. A successful load is undoable.

Saving an Ableton set stores the instance's plug-in state. Native finish is a separate local preference. Device availability can differ on another computer, so check audio/MIDI routing after a preset or set moves between machines. A preset does not save a third-party synth's MIDI Learn assignments or its sound patch.

Undo and **Redo** apply complete edits, including a mouse drag, property bypass, rename, pattern copy, clear and successful preset load. Hover Undo/Redo to see the pending edit's name. Their buttons are disabled when no corresponding edit exists. The current editor's undo history is temporary; Save and project backups are the durable record.

Clear and restart are different operations

Action	Stored data affected
Restart / Restart notes / Restart phase	Playback phase only. Stored shapes and notes remain.
Clear restarts	Markers only in the current Notes/property/CC scope.
Notes Clear view	Disable all Notes triggers and remove Notes restart flags. Pitch, rhythm, expression and CC values remain stored.

Action	Stored data affected
Expression Clear view	Default all values of the selected property and remove its restart. Other properties and Notes on/off stay stored. The selected property's bypass state is unchanged.
Automation Clear view	Set that lane's values to 64, disable its output and remove its restart markers. Other CC lanes and Notes stay stored.
Perform Clear view	Default all stored steps and disable all CC lanes/remove their markers in the active pattern. Slot-level configuration remains.
Setup & Routing Clear	Default the active slot's stored steps and remove CC restart markers; keep slot-level routing/timing/lane configuration.
Reset plugin...	Reset all pattern slots, automation, routing choices, timing, tempo and guides to a blank factory state. MIDI/APC device connections stay connected. Undo restores the previous state.

The **top Clear view...** first becomes **Confirm clear**; click again within **2.5 seconds** to perform it. **Reset plugin...** similarly becomes **Confirm reset**. Let the timer expire to cancel. The settings-panel Clear, Clear view and Shift-layer clear commands run immediately and remain undoable. Do not assume every control containing "Clear" has the same confirmation or scope.

Reset plugin restores the standalone's internal clock/preview defaults or the hosted plug-in defaults as appropriate. It does not uninstall files, remove licenses, disconnect devices or alter your receiving synth patch. The separate holder-level reset in Audio & MIDI is described in section 19.

21. Keyboard and mouse reference

Click the workstation before using its grid shortcuts. Keyboard editing does not intercept a numeric/label text field while you are typing. In a DAW, the host may capture some keys first; every operation also has a visible mouse control.

Shortcut	Action
Ctrl+Z	Undo.
Ctrl+Shift+Z or Ctrl+Y	Redo.
Escape	End MIDI Learn isolation, close sequencer/lane panels and clear the mouse Shift latch when not editing text. In a Live Control label field it cancels that label edit.
D	Choose Draw mode with grid focus.
E	Choose Erase mode with grid focus.
Left / Right arrow	Select previous/next stored step, bounded to steps 1–32.
Up / Down arrow	Transpose the selected stored pitch ± 1 semitone. These keyboard arrows differ from workstation Up/Down octave-window buttons.
R	Toggle the selected view's restart for the selected step.
Enter	Toggle the selected note on/off with grid focus. In a text field it accepts the field edit.

Shortcut	Action
Space	Toggle playback in the standalone. In the VST3, use the visible button or DAW transport instead.
On-screen SHIFT click	Latch alternate mouse commands; click again or Escape to release.
Physical APC Shift	Hold to use hardware alternate commands.

Numeric fields can be changed using their controls or by typing an exact value. Click the relevant context card to focus its numeric field and show its text box, or open its dropdown. Use a header before exact edits so the grid value does not change accidentally. Dragging paints a single undoable grid gesture; Shift dragging can toggle restart points in touched columns, within the current view's marker rules.

22. Troubleshooting and limits

Symptom	Checks and recovery
Nothing plays	Make sure clock/play state is active, MIDI track on is enabled, the current pattern has enabled notes, and chance/conditions allow them. DAW / Host waits for the host.
Playhead moves but Preview sound is silent	Enable Preview sound; select working audio output/channels or route the Live sequencer track's audio to your speakers. Check lane 4 volume is not zero. A metronome switch does not enable the preview tone.
Receiving synth is silent	Verify MIDI From track plus lower plug-in chooser, Monitor In, the synth's audio output and MIDI receive configuration. Check that CC volume or another mapped parameter did not silence it.
Two sounds or doubled notes	Turn Preview sound off to hear only the receiving synth. Use one MIDI route; remove a duplicate host/loopback route.
Expression edits seem ineffective	Select the intended property and check Expression on. Bypass retains data. An independent property reads its own cursor, which can differ from the selected Notes step.
Restart does not change the phrase as expected	Confirm whether you are editing Notes, the selected expression property or a CC lane. Check earlier Notes markers, Follow notes/Independent and the configured Pattern length. A phase restart is different from a stored restart point.
Notes reset also seems to change automation	A lane or property in Follow notes intentionally follows Notes. Choose its own expression restart or Independent CC mode if you want a separate cycle.
CC shape does nothing on my synth	Check CC output on, assigned CC number, receiving channel and the synth's MIDI Learn or documented CC implementation. The preview's fixed roles do not map your synth. Finish Done mapping after learning.
CC values remain visible after output is off	This is deliberate. Off/bypass preserves your editing data; Clear changes data.
Random notes appear in the wrong octave	Return to Notes, move the visible pitch window, choose Root/Scale, then randomize again. Undo restores the prior values.
The APC does not respond	Check USB, APC Mini toggle, port ownership and the status line. Reconnect or toggle off/on. Use Live-track fallback only when direct input is unavailable.

Symptom	Checks and recovery
APC input works but LEDs do not	Check that the LED output port is available and not owned by another application/script. Reconnect for automatic scan.
A pad seems to act differently	Check view, model, Shift, recording arm state and selected page. Mk2 Notes Scenes are record controls. Mouse-latched Shift persists until released.
The APC page never follows playback	This is expected: playback never changes pages. Select a page or step yourself.
Rec is armed but no steps are written	Start the appropriate transport, wait through count-in, and check snap/mode. Grid dragging is not normal painting while Rec is armed.
A held recorded note has a short/long length	Check pad-release capture, Gate, expression bypass/independent Note length and Timing. The next monophonic trigger can replace an active note.
Save fails	Choose a writable folder and check its status message. Save .aievea through the editor; standalone holder states use a different format.
Window is too large	Resize/maximize, check display scale and available work area. Standalone adapts its scaling. The 32-column editor is intended for desktop use, not a phone interface.

The current release has one visible monophonic sequence per instance, eight slots, four MIDI CC lanes and eight expression properties. Hardware LED capabilities depend on the APC model. The browser demo's behavior and 16-step limits are described on the website; use the native routing guide when working in your DAW.

The public pre-release website and shorter guides are at <https://aieveasequence.com>. Account signup, payments and paid native activation are still being prepared. Do not treat this preview's manifest or the planned license flow as proof of a finished protected customer release.

Host routing reference: [Ableton — Accessing the MIDI output of a VST plug-in](#). This complete manual describes the current controls, finishes and setup toggle. The download also includes the current **APC-MINI-MK1-GUIDE.md** and **APC-MINI-MK2-PLAY-REC.md** quick guides for controller reference.