



# Capture For MultiSystem II

## Sequencer Guide

North American Office:  
5600 General Washington Drive  
Suite B211, Alexandria, VA 22312  
USA  
Toll Free: (800) 272-4775  
T: (703) 933-0024  
F: (703) 933-0025



European Office:  
25 Putney Close  
Brandon, Suffolk  
IP27 0PA  
United Kingdom  
T: +44 (0)1842 814814  
F: +44 (0)1842 813802

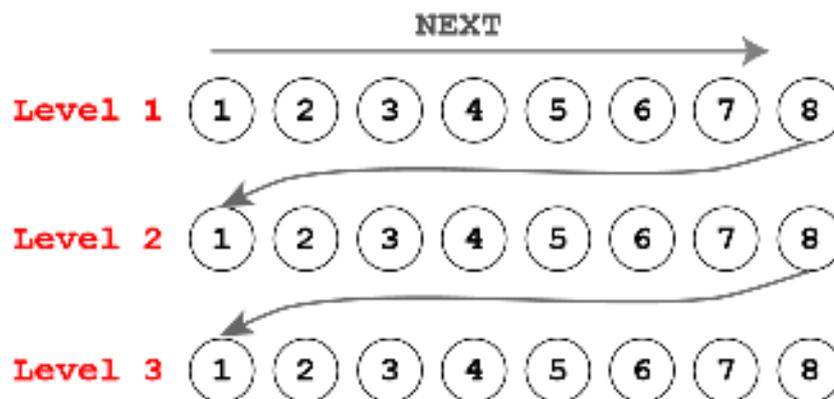
## The Piston Sequencer

The sequencer included with CFMIII is usable at various levels of complexity to suite your personal style and mood at the time.

We have retained the European style sequencer or stepper that steps through the General pistons on each level and added optional features to it. This way you can use the same system at different levels and also add features to a sequence as required without having to exit to another set of memories.

### The Basic Sequencer

The basic core of the sequencer steps through the General pistons in order and automatically changes memory level at either end of the available pistons. For example, with 8 Generals the sequencer would operate like this:



Once a sequence is built it is sometimes necessary to edit it and move up to a more sophisticated version. This may be done with the Advanced Sequencer (ASR) controls (over page), or the iPad controlled, Palette Sequence Editor (see Palette User Guide) .



## The Advanced Sequencer (ASR):

The ASR sequencer adds two extra controls over the basic sequencer: Insert and Delete.

These two new controls are designed to be intuitive: to add a virtual step between General piston steps, hold set and press Insert; to remove a virtual step, hold set and press Delete.

Each Level can hold a total 64 steps, this includes both the physical General Pistons and Inserts.



## Creating an Insert:

1. Press or step to the point where you will add an Insert (our example uses Level 1, General 1)



2. Hold Set and press the Insert button to add an Insert "1a"



3. Press the General 1 piston and the CFMII will now cycle through each Insert on General 1 and General 1 itself

## Deleting an Insert:

1. Press or step to the Insert you want to delete
2. Hold Set and press Delete
3. The Insert is now deleted



## "Skipping" Generals:

If you want to "delete" a real General piston from your sequence, follow the same instructions as for deleting Inserts.

In this case the Display will now show that the General Piston is "Skipped" and will be passed over by the stepper.



A skipped General is only skipped during stepping, you can get back to the General by pressing the physical piston.

To remove the "Skip" marker on a piston, simply "re-delete" it and it will become stoppable again.

## Changing the settings on an Insert:

1. Press the General Piston related to your insert until the insert appears on the display



2. Hold Set and press the General Piston again to save the new setting into the insert

