CHORDJAM

BASIC MANUAL

Version 1.0.0

VST/VST3/AU/AAX/Stand Alone & iOS

audiomodern™

INTRODUCTION

Chordjam is an innovative plugin that builds chords and progression patterns through intuitive user-guided randomisation.

The plugin allows you to choose from a variety of scale types, Chord types, voicing parameters, grooves and progressions, or have its powerful sequencer conjure up unlimited progression patterns, based on any combination of settings, serving up unpredictable but always-musical variations.

DEVELOPED BY

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Special thanks to all beta testers!

SUPPORT

For any support related issues or suggestions please use our website:
audiomodern.com

Gatelab is available as VST / VST3 / AU / AAX / iOS / Standalone

INSTALLATION

To install Chordjam, double-click the installer found inside the main folder and follow the instructions!
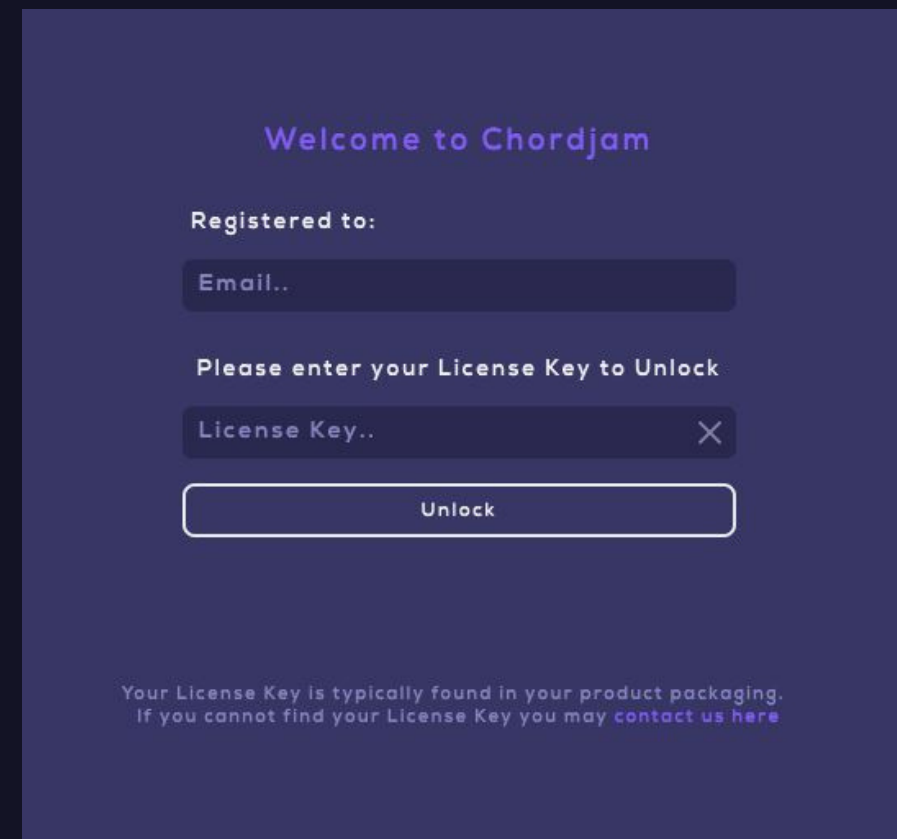
For WINDOWS users you may choose which installer to setup based on your OS version (32 bit or 64 bit)
During the installation you may select the formats you want to be installed (VST, VST3, AU, AAX or Standalone)

By completing the installation you will be able to see it in your DAW's plugin list and your Plugins folder.

AUTHORIZATION

The first time you open Chordjam, a window will pop-up and it will ask you for your License Key and your registration email.
You may authorize Chordjam with the License key that came along with your purchase, see pictures below:

1.

Welcome to Chordjam

Registered to:
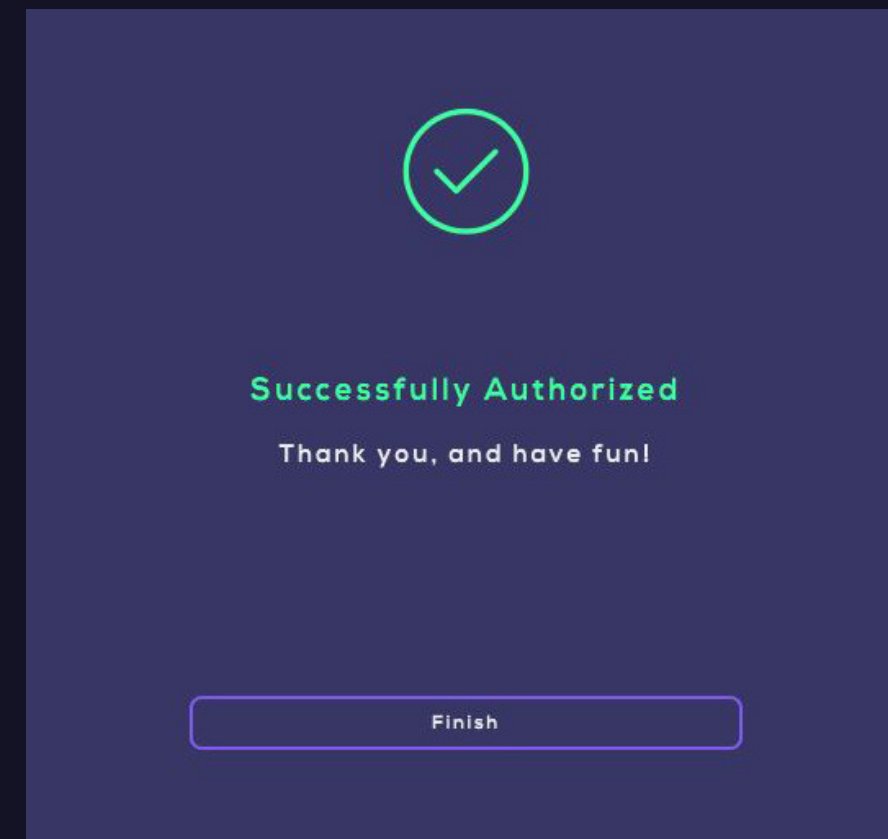
Email..

Please enter your License Key to Unlock

License Key..   ✕

Unlock

Your License Key is typically found in your product packaging.
If you cannot find your License Key you may contact us here
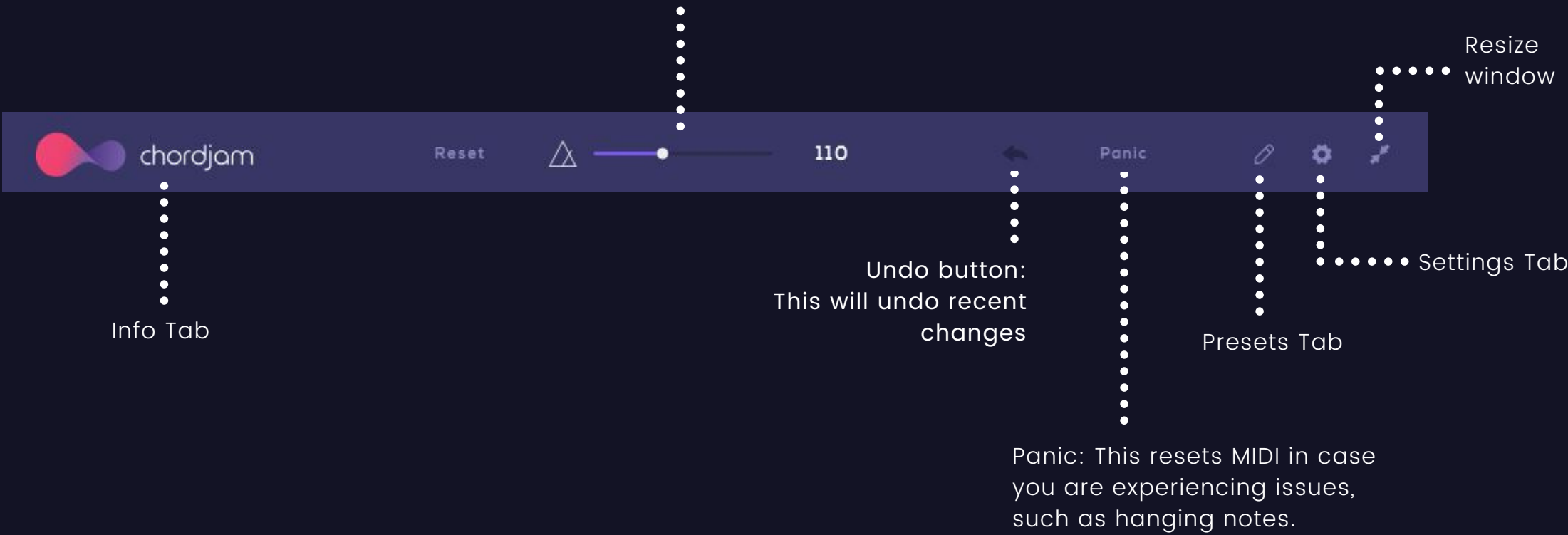
2.

✓

Successfully Authorized

Thank you, and have fun!

Finish

Chordjam has been successfully authorized. Click 'Finish' and Enjoy!

TOP BAR CONTROLS

The top bar displays the current tempo in BPM (beats per minute, including a tempo adjustment slider and a find adjustment knob.
Tempo is adjustable only on the iPad version, as the VST/AU plugin will automatically Sync to your Host/DAW tempo.

Resize
window

Resize
window

chordjam   Reset   110   Panic

Info Tab

Undo button:
This will undo recent
changes

Presets Tab

Settings Tab

Panic: This resets MIDI in case
you are experiencing issues,
such as hanging notes.

OVERVIEW

Chordjam includes three main sections:
1.   The Chord Creation section
2.   The sequencer section
3.   and the Pads section

CHORD CREATION SECTION - 1

This section allows you to select the scale type and chord type that you are going to use for your project and edit up to five voices individually, through a wide range of parameters.

This drop-down menu allows you to select the key that you are working in

Scale detection

Trigger button

This drop-down menu allows you to select the scale type that you are working in.

You can also use the left and right arrows to chose between the different scales.

Randomization button: By clicking this, you can select a random scale.

Trigger button

CHORD CREATION SECTION - 2

This drop-down menu allows you to transpose the chords up to 2 octaves up/down.

The drop-down menu below allows you to select the kind of Chord Type that Chordjam will generate chords from. Alternatively, You can use the left and right arrows to switch between the different chord types.

Trigger button

Randomization button:
By clicking this, you can select a random Chord Type.

The Keyboard

Chordjam includes a built-in keyboard that allows you to create your chords.
The highlighted keys (purple) are the active notes of the chord playing. Use the left and right arrows to change your octave up or down.

Octave Down •••••••••••••••••••• ◄

Chord display name •••••••••• A#m11

PRESETS

C4 D4 E4 F4 G4 A4 B4 C5 D5 E5 F5 G5 A5 B5 C6 D6

► ••••••• Octave Up

Keyboard mode

Through the Settings tab (the Gear icon), you can access the keyboard mode.
This allows you to select between Absolute and Relative pitch.

Keyboard Mode   Absolute   ● Relative

- By setting the Keyboard mode to "Absolute", the keyboard will always play the actual notes.
- By selecting "Relative", the root note of the scale will always be played by pressing "C" and so on.

For example, if you have selected the A minor scale within Chordjam, and press the "C" key:
- In Absolute mode, the keyboard will play "C"
- but in Relative mode, the "C" key will play the root note, "A".

CHORDS RANDOMIZATION

The main Randomization Dice button allows you to randomize all the parameters for Voices, Time and Velocity at once.
By clicking the Dice button, all these parameters will be automatically randomized.
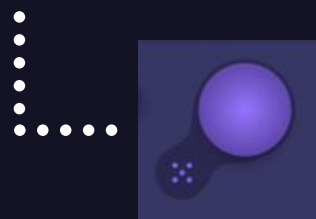
You can set minimum and maximum values to be generated for Velocity and Time, using the sliders in the upper part of each section.
You can exclude any of these sections from the main randomization by enabling the "Lock" button for each section.
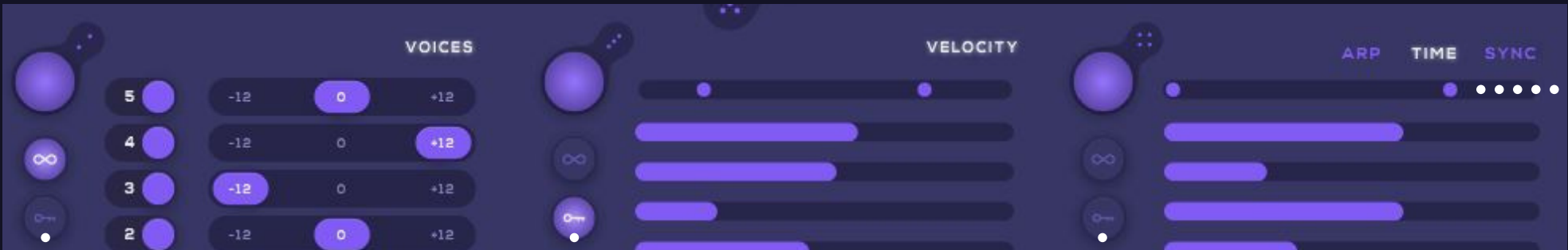
Minimum and Maximum values

Lock Voices

Lock Velocity

Lock Time

You can randomize the Voices, Velocity and Time sections individually, by clicking the Randomization Dice button for each section.

Randomize Voices

Randomize Velocity

Randomize Time

TRIGGER

The "Trigger" buttons are available for the Key selection, Scale Type, Chord Type and ARP drop-down menus.
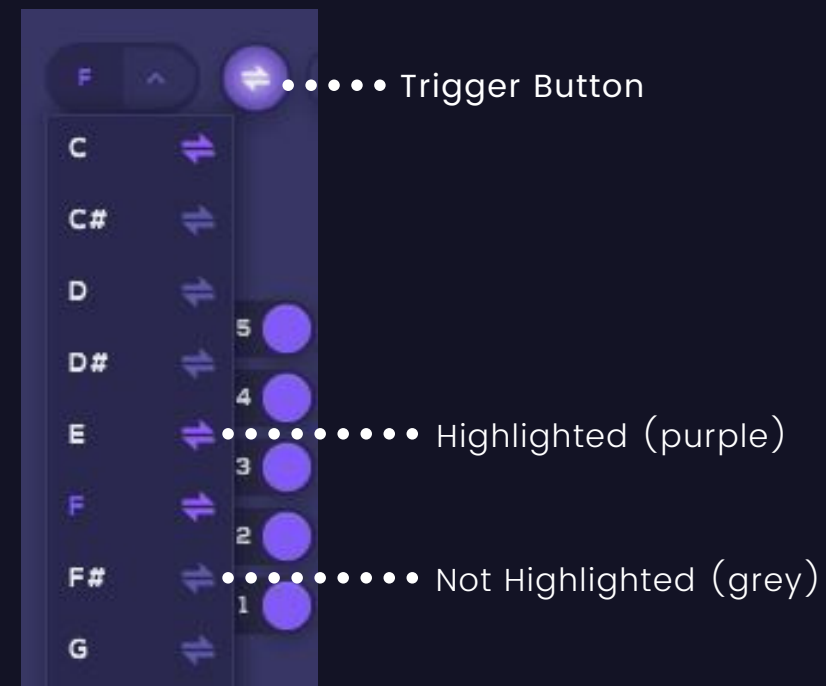
By activating the Trigger button for any of these drop-down menus, the value of the parameter will be randomized with any single MIDI key press.
The "Trigger" function is similar to the "Infinity" function, but provides more control over the parameters that will be randomized.

Through any of these drop-down menus, you can select the values that Chordjam will be choosing from, while Trigger is activated.

Next to each value included in the drop-down menus, you will be able to see the same Trigger icon button -> C# ⇌ •••• Trigger Icon Button

By clicking to highlight any of these Trigger icon buttons, you select the values that Chordjam will choose from to be triggered.
Double click/tap on any Trigger icon button to select or deselect all values automatically.
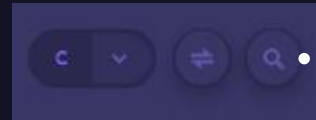
Below is an example for the Key selection drop-down menu:

In this example, the highlighted keys are: C, E and F.
While the "Trigger" button is activated, with any single MIDI key press, Chordjam will be randomly choosing any of these keys to create chords.

The same logic applies to the Scale Type, Chord Type and ARP drop-down menus.

SCALE DETECTION

By clicking the magnifying glass button,
you will enter the scale detection page.

Drop an audio file in the area below. Chordjam will analyze and suggest three possible types of chords and scales in the imported audio file.
When the detection will be completed, you will be able to chose which option is the most appropriate for that audio file.

File format supported: WAV.

Click or Drop your audio file here

\+

Chordjam will analyze the imported file
and will suggest the appropriate Scale & Key

VOICES

Chordjam can generate up to five different voices from just hitting one key on your keyboard.

Randomization Button: Allows to randomly mix the different parameters between voices section.

Infinity Button: While enabled, every single time you hit a key on the keyboard, the voices section will be randomized.

Lock: This will prevent the voices section from being randomized by clicking the randomization button.

Enable or disable different voices within the playing chord.

For chord types that do not support 5 active voices, e.g. "Major Scale" chord type, the unused voices will be automatically deactivated.

Shift the individual voices up or down an octave.

Reset: This will revert the voices back to the default state.

VELOCITY

Randomization Button: Allows to randomly mix the different parameters between velocity section.

Infinity Button: While enabled, every single time you hit a key on the keyboard, the velocity section will be randomized.

Lock: This will prevent the velocity section from being randomized by clicking the randomization button.

Select the minimum and maximum values of randomization. The random results will be generated between these two values.

Set the velocity for each individual voice.

Reset: This will revert the velocity section back to the default state.

TIME

This allows you to delay the individual notes within the chords and create more "humanized" chords.

Random Button:
Allows to randomly mix the different parameters.

Infinity Button:
While enabled, every single time you hit a key on the keyboard, the timing parameters will be randomized.

Lock: This will prevent the parameters from being randomized by clicking the randomization button.

ARP TIME SYNC

SYNC

The "Sync" option allows you to sync the delay parameters with the DAW.
By adjusting the delay parameters, you will be able to see the timing values on the right side.

ARP TIME SYNC

1/64
1/32 •••••••• Timing values
1/8T
1/16
1/32T

ARP

This allows you to turn the generated chords into an arpeggiator.

Infinity Button:
While enabled, every time you hit a key on the keyboard, another Direction Button will be randomly selected.

Swing:
At the minimum setting, all the events are aligned straight to the tempo grid. As the control's setting is increased, the events will have a greater swing groove. At high settings the swing will be very exaggerated.

Direction Buttons: The direction of the arpeggios can be adjusted by this section.

- **Random:** The notes included in the arpeggio will be played in a random order.
- **Up:** The arpeggio is played from the lowest note to the highest note.
- **Down:** The arpeggio is played from the highest note to the lowest note.
- **Up&Down:** The arpeggio plays up and down, from the lowest note; the highest and lowest notes repeat.
- **Down&Up:** The arpeggio plays down and up, from the highest note; the lowest and highest notes repeat.
- **All (Chord):** All notes in the arpeggio are played as a chord.

Trigger Button

Rate
This drop-down menu allows you to adjust the time value of the steps played in the arpeggio.

By selecting e.g. 1/16, each note in the arpeggio will be equal to a sixteenth note.

In addition to straight steps, triplets note values are available from this drop-down menu.

SEQUENCER

Chordjam combines Sequences and Chords Creation with a modern approach, providing multiple options to generate chord progressions using both random procedures and controllable algorithms.

The Sequencer Section includes:
- The Robot Sequencer, that generates Chord Progressions for you
- and the User Sequencer, where you can manually add your own chords.

Both Sequencers run simultaneously, in sync with the DAW and can be combined to create unique and complex chord structures and evolving progressions.

- Sequencer Randomization: Click this button to generate a new progression for the Robot Sequencer.
- Sequencer Steps: Adjust the amount of steps within the Sequencer. Patterns can be from 2 to 64 steps in length.
- Q: The time signature.

The User Sequencer

The User Sequencer allows you to enter your own chords in the sequence manually.
To enter a chord in the sequence, first press the chord that you want to enter on your MIDI keyboard.
Then click the sequencer step that you want your chord to be entered. See example below:

1. Press a key on the MIDI keyboard to create a chord:
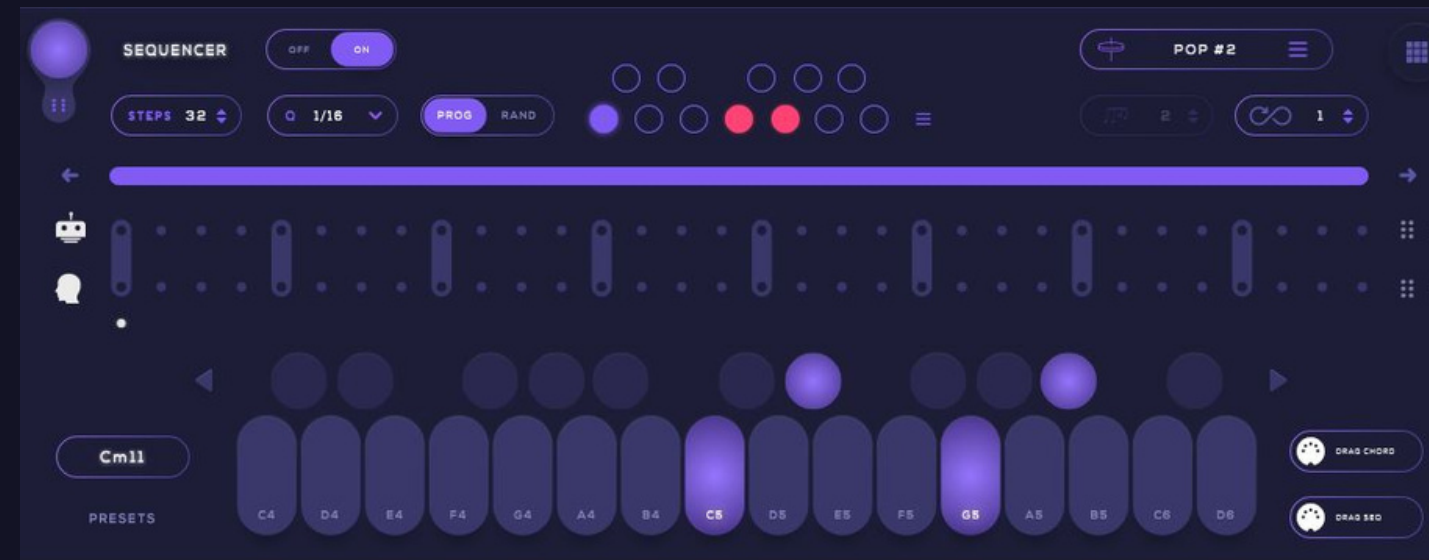
2. Click a step on the User Sequencer to enter the last played chord. The chord will have 1 step length and will be displayed as the green dot below:
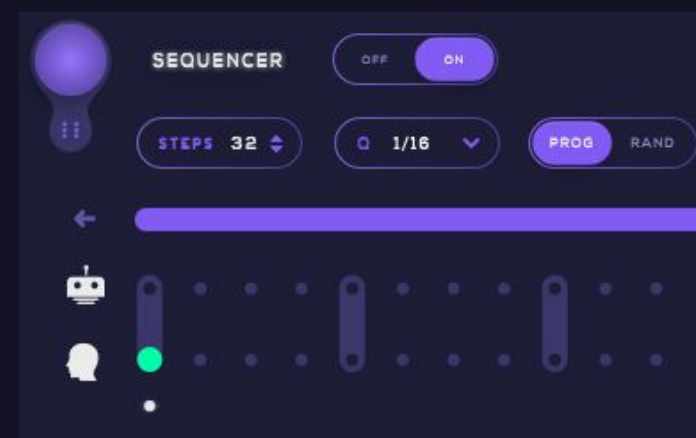
3. Drag the green dot to the right or left to set your preferred length:

4. Press "Play" to hear the chord playing in the sequence.

Editing the Sequencer

Click the "User" button on the left, to activate or deactivate the sequenc

You can change the length of each chord by dragging one of its edges to the left or right, or move the chord to another position in the sequencer by dragging it.

In order to edit the Velocity, Voices or Timing for any of the already existing chords in your sequencer, just click the chord to select it and enter the Edit mode, as shown below. You can also change the actual chord by selecting it and pressing a key on the MIDI keyboard:
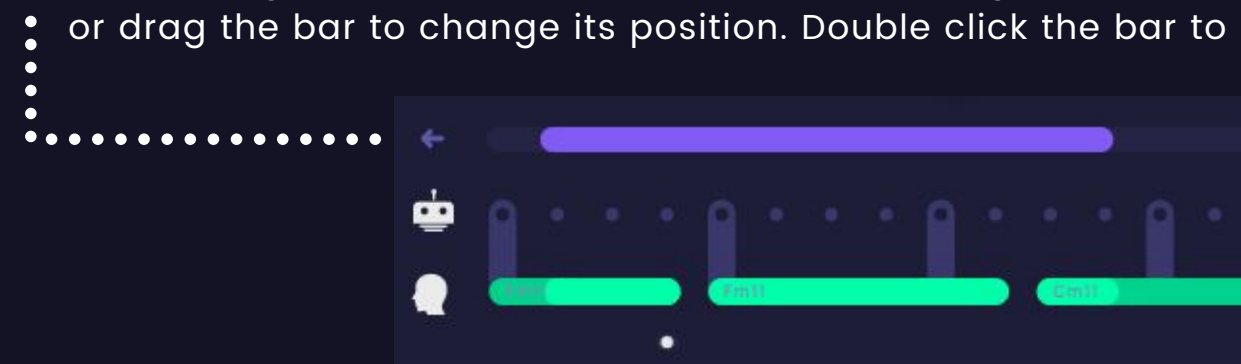
While a chord is highlighted, you are able to edit any parameters that apply to this chord.
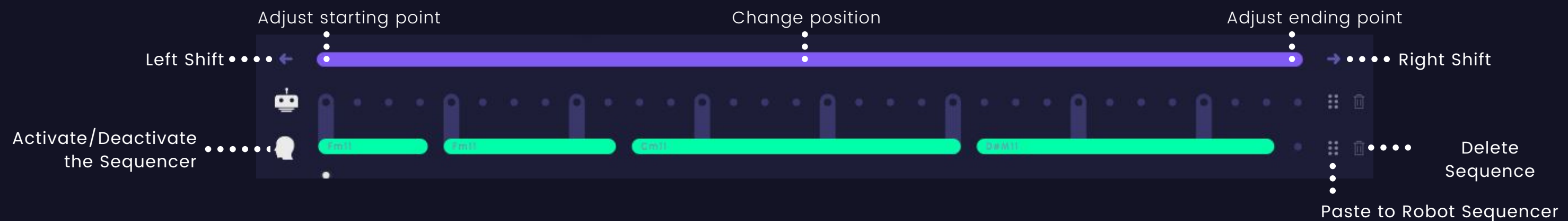
Double click a chord to delete it. If you want to delete the whole sequence, click the "Delete" button on the   nt ->

Paste the User Sequence to the Robot sequencer and the opposite, by clicking this but   ->

You can also edit the length of the Sequencer using the bar on top of the sequencer. Drag any of its edges to the left or right to increase or decrease the length, or drag the bar to change its position. Double click the bar to set it to maximum.

Use the arrow buttons on the left or right to shift the notes.

Adjust starting point   Change position   Adjust ending point

Left Shift • • • • ←   → • • • • Right Shift

Activate/Deactivate
the Sequencer • • • • • •   Delete
                                                                                      Sequence

Paste to Robot Sequencer

The Robot Sequencer

The Robot Sequencer generates random patterns for you, based on multiple parameters.

The Keyboard Diagram - 1

The diagram below represents all the different keys on the keyboard and allows you to generate chord progressions.
Each one of these keys is a different chord, that will be included in the newly generated pattern.

The keyboard diagram represents the scale notes in relative pitch.
For example, by selecting the A minor scale, the "C" key in the keyboard diagram will represent the root note of the scale, which is "A" and so on.

You can include your preferred chords by clicking any of these keys to highlight them.
If you want to audition any of these chords, click a key on your MIDI keyboard and you will see it glowing in this diagram.

Currently playing chord (glowing)

Selected chord •••••••

••• Presets tab
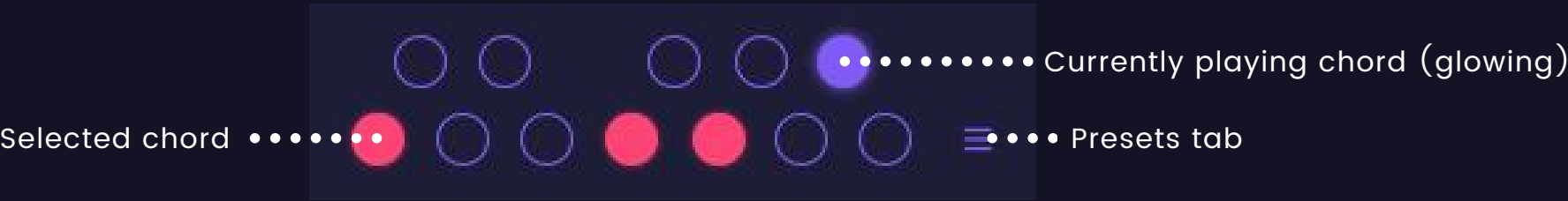
The Keyboard Diagram - 2

When you will have included your preferred chords, click the Randomization button for the sequencer and the new pattern will include the selected chords:

You can also manipulate all chords at once, using the Voices, Time and Velocity parameters in the Chords Creation section on top.
All chords in the sequencer use the settings in the Chords Creation section.

You can edit each chord individually by clicking the chord in the sequencer to highlight it and enter the Edit mode. By selecting a chord, you can edit the Voices, Velocity and Time, or change the actual chord by pressing a key on your MIDI keyboard. Click the highlighted chord to exit the Edit mode:

Double click a chord to delete it. If you want to delete the whole sequence, click the "Delete" button on the right ->

Paste the Robot Sequence to the User sequencer and the opposite, by clicking this button ->

Chord Progressions - 1

The menu below allows you to select, or edit a Chord Progression to be generated:

Chord Progressions Menu:
Use this button to access or exit the chord progressions menu.

Factory Presets:
This area includes all built-in presets. Click a preset to select it.

Selected keys

By selecting a preset, the pattern in the Robot Sequencer will automatically include the selected chord progression in the sequence (C-F-G):


The "Selected Keys" area and the Keyboard diagram will also be automatically updated, including notes coming from the selected keys.
You can also include or exclude a key, by activating or deactivating a key from the keyboard diagram.

By selecting another key for your scale, you will be able to see the absolute and relative notes for the selected keys. In the example below, we are using E minor:


Absolute

Relative

The C-F-G keys in the center of each correspond to the selected keys on the keyboard diagram.
The E-A-B keys at the top-left edge of each area, are the actual keys (chords) that Chordjam will play.
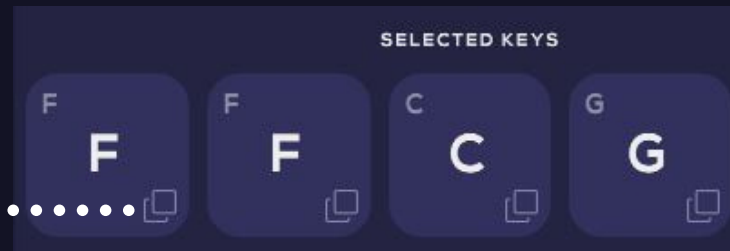
Chord Progressions - 2

Through the "Selected Keys" area, you can move, duplicate, re-arrange or delete the selected keys:
- Drag a key to the left or right to change its position:

SELECTED KEYS

F | C | G

F **C** **G**
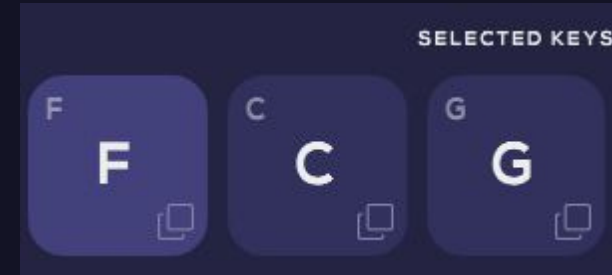
The Robot Sequencer will be updated automatically with the new chord progression (F-C-G):

Fm11   Cm11   Gm11
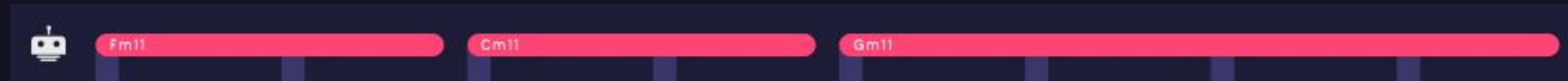
- Click the "Duplicate" button to duplicate a key:

SELECTED KEYS

F | F | C | G

F **F** **C** **G**

Duplicate button ● ● ● ● ● ● ● ● ● ● ● ● ● ● ●

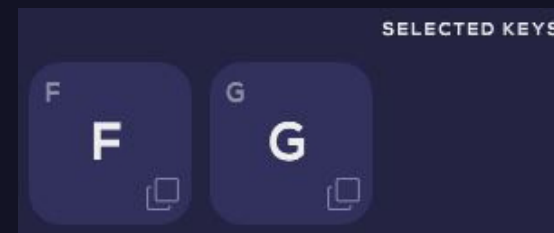The Robot Sequencer will be updated automatically with the new chord progression (F-F-C-G):

Fm11   Fm11   Cm11   Gm11
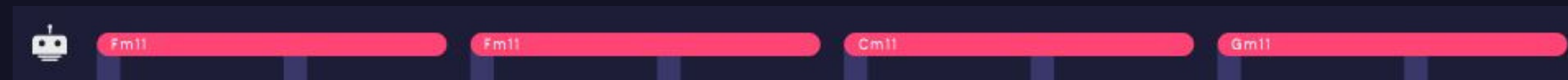
- Double-click a key to remove it, or deactivate it through the keyboard diagram:

SELECTED KEYS

F | G

F **G**

The Robot Sequencer will be updated automatically with the new chord progression (F-G):

Fm11   Gm11   Fm11   Gm11

Infinity Mode

While enabled, the infinity mode takes full control of the Robot Sequencer and generates a completely new pattern each time a new pattern starts (loop) so you can just sit back and have it perform for you.

You can also select how many times the pattern shall remain the same until it re-generates a new one.

For example: if X 2 is set, then each pattern shall play two (2) times, until the mode re-generates a new pattern and so on..

Use the right and left allow buttons to increase or decrease the Infinity Mode number,
or scroll up or down (drag) the Infinity Mode number to make faster changes.

Progression and Random mode

The toggle switch below allows you to select between two modes: the "Progression" mode and the "Random" mode.


- "Progression" allows you to specify the order of the notes (chords) that will be generated in the Robot Sequencer. Their order will be defined by the "Selected keys" area.
- "Random" allows you to generate progressions by selecting keys through the Keyboard diagram, but the chords in the patterns that will be generated will always be in random order.

In the example below, we set this toggle to "Progression" and in the "Selected keys" area, we have selected C-F-G.

By clicking the "Sequencer Randomization" button, the Robot Sequencer will generate the pattern C-F-G:
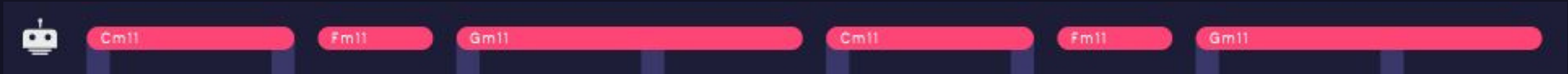
By setting the toggle to "Random" mode, the patterns that will be generated in the Robot Sequencer will include the selected keys (C-F-G), but their positions in the sequence will be random and will differ every time the sequencer will be randomized:
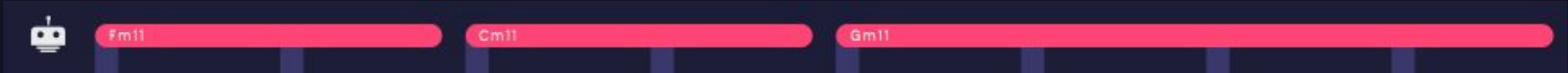
The Groove

The second parameter that is going to randomize the pattern with, is the Groove and is accessed by the menu below:

Groove Presets Menu:
Use this button to access or exit the Groove Presets Menu.

Factory Groove Presets •••••••••

RANDOM	STRAIGHT 2	STRAIGHT 3
STRAIGHT 4	STRAIGHT 16	ELECTRONICA #1
ELECTRONICA #2	POP #1	POP #2
INDIE	FUTURE #1	FUTURE #2
EDM #1	EDM #2	EDM #3
COMPLEX	CRIMSON #1	CRIMSON #2

My Groove
•••••••• Delete User Preset
••••••••••••••••• User Preset name

SAVE NEW PRESET..
•••••••••••••••••••• User Presets area
My awesome groove •••••••••••••••••••••••••••• User Preset name to be saved

SAVE ••••••••••••••••••••••••••••••••••••• Save Preset

Through this menu, you can access the built in presets on the left section, or create your own on the right.
In the example below, we have selected the EDM #1 Groove:

Selected Preset •••••••••
(highlighted)

EDM #1

By selecting the preset, the pattern has automatically been generated in the Robot Sequencer.
This is the pattern coming from the selected Groove "EDM #1" and the chords coming from within the Keyboard diagram:

You can also generate random Grooves by selecting the "Random" preset in this area. By selecting this preset, you will also be able to adjust the number of chords that will be generated for your sequence using the "Number of notes" slider in the main page:

In order to save your own Groove Presets, create your preset in the sequencer area, enter your preferred name in the "Save New Preset..." field and click "Save".
Your new Groove Preset will be included in the Custom Presets list.

The Pads

Chordjam includes 16 assignable pads where you can assign Chords or Arps individually, and then trigger them via a MIDI Controller.
You can assign them to a MIDI Controller through the Settings tab -> MIDI CC Mappings -> Trigger Pad #1 - #16.

In order to assign a Chord or Arp to a Pad, hit the key on your MIDI keyboard with the chord you would like to assign and then press the pad.
The Chord is now assigned to that pad and the pad will be highlighted.

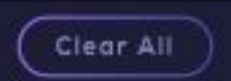
•••••• Enter the Pads Section

The name of the assigned Chord or Pad will be included in the bottom-right edge of the Pad. At the top-right edge, you will be able to see the type of content that is stored in the pad.

Chord icon •••••••••••••••

Chord name •••••••••••

•••••• Arp icon

•••••• Arp name
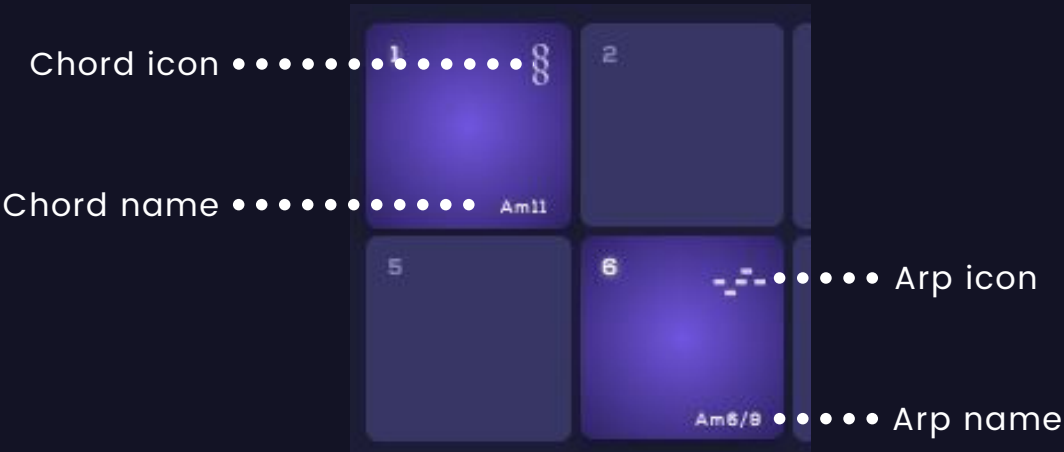
The Pads section includes the "Latch" option as well, which once is enabled, it will play your Chord Quantized in time. -> Latch

To remove a chord or Arp from a Pad, click the "Clear" button and then hit the pad you want to clear -> Clear
Once you finish clearing the pads, click the "Clear" button again to toggle that off.

If you want to clear all of the assignments, click the "Clear All" button -> Clear All

You can also save the pads by clicking the "Save" button. This will open the "Save Presets" tab and you will be able to save your pads in the "Save Pads" section -> Save

Saving Presets

In Chordjam you have many options to store/save your custom presets.
Click the Pencil button on the top-right to access the Presets Tab. ->
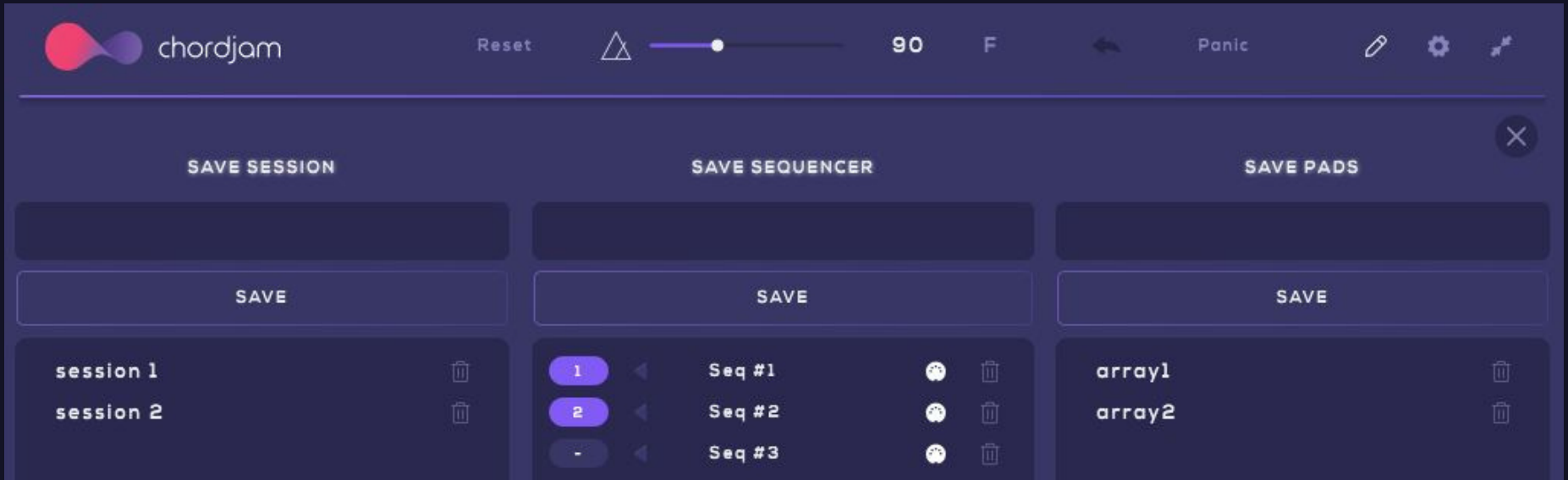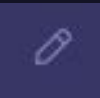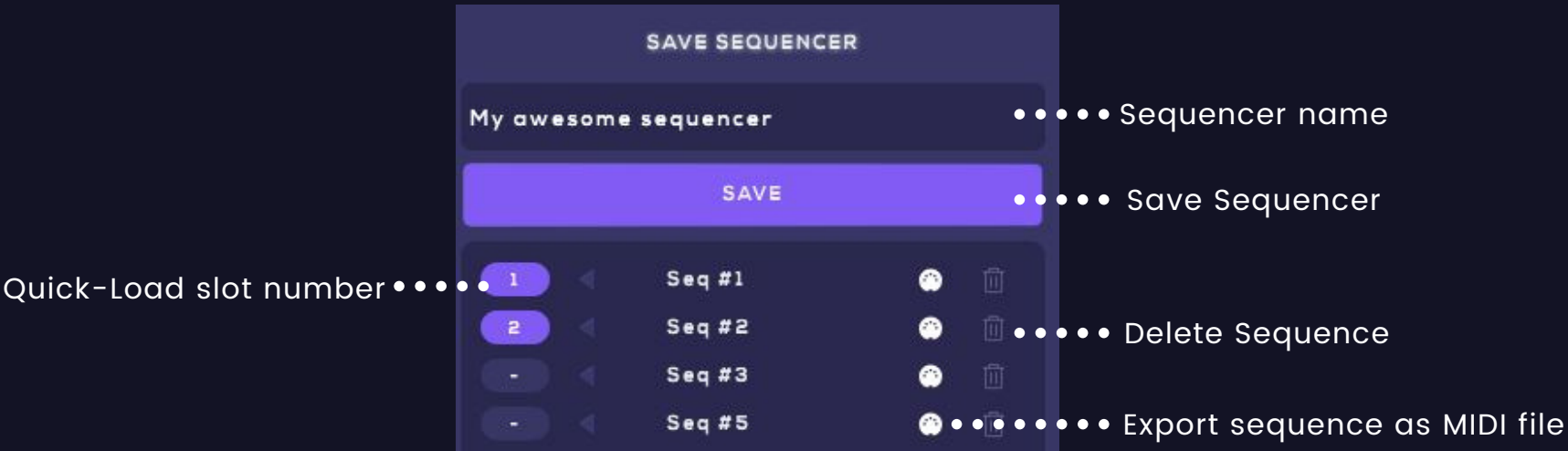

Save Session

This allows you to save the whole currently playing session, including the Chords Creation section and the Sequencer/Pads.

Enter your desired name and click "Save". Your Session will be stored in the Sessions menu.
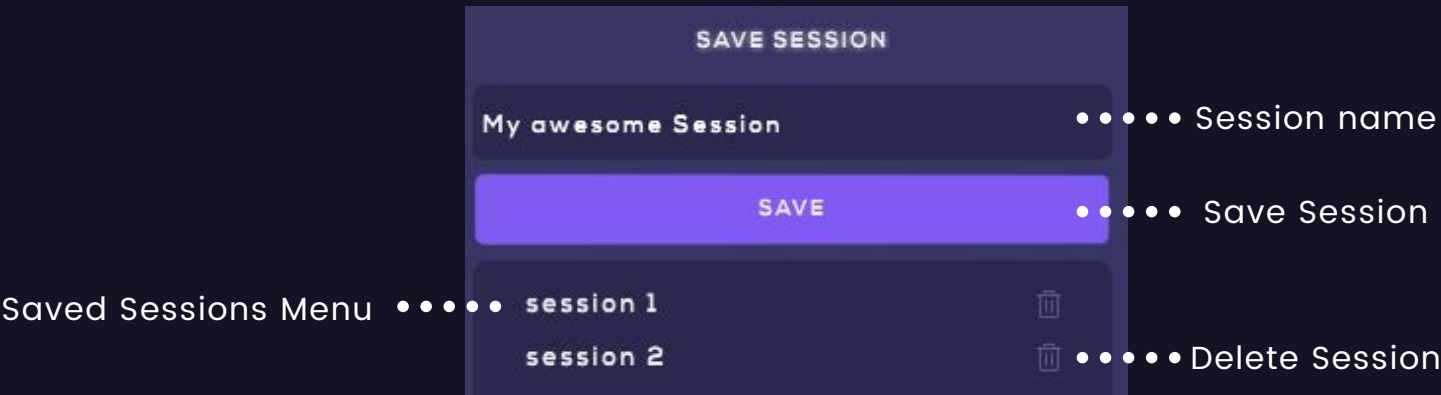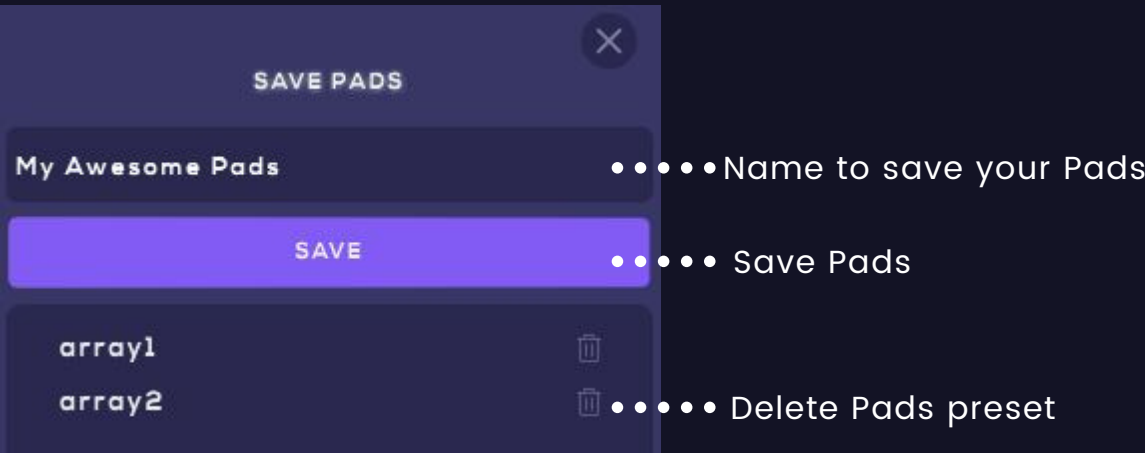
Save Sequencer

This allows you to save the currently playing Sequencer as a preset.
Enter your desired name and click "Save". Your sequence will be stored in the saved Sequencers menu.
Double-click a preset in the Sequencers menu to load your saved preset.

SAVE SEQUENCER

My awesome sequencer • • • • • Sequencer name

SAVE • • • • • Save Sequencer

Quick-Load slot number • • • • • • 1 ◄ Seq #1

2 ◄ Seq #2 • • • • Delete Sequence

- ◄ Seq #3

- ◄ Seq #5 • • • • • • Export sequence as MIDI file

By clicking the Quick-Slot number drop-down menu, you can assign your saved preset to a slot in the Quick-Load Presets tab.
For example, by selecting "1" in the drop-down menu, your preset will be accessible through slot 1 in the Quick-Load Presets tab.
The "Export sequence as MIDI file" function allows you to export or save your sequencer as MIDI file at any location in your device.

Save Pads

This will save the Pads section.
Enter your desired name and click "Save". Your pads will be stored in the saved Pads menu.
Double-click a preset in the Pads menu to load your saved pads.

SAVE PADS   ✕

My Awesome Pads • • • • • Name to save your Pads

SAVE • • • • Save Pads
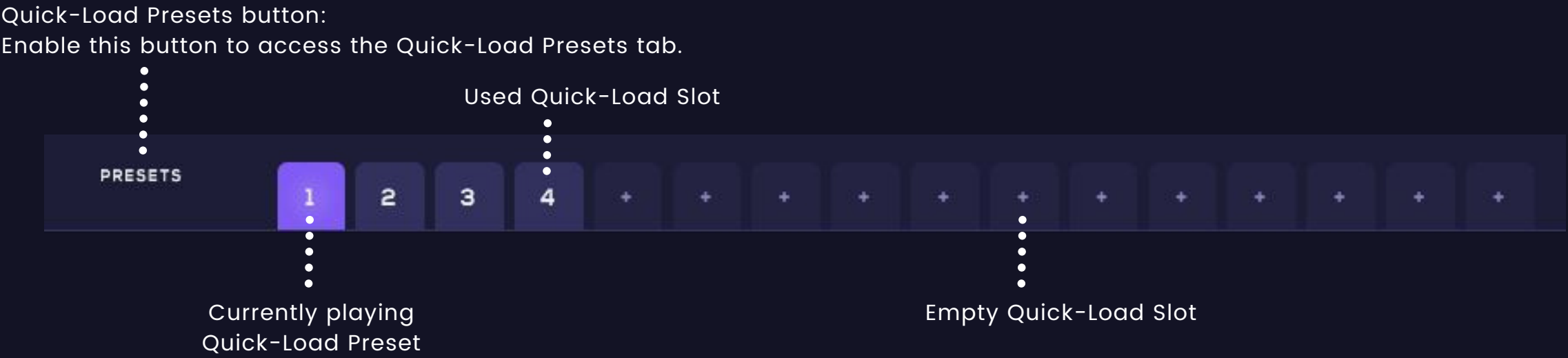
array1 🗑

array2 🗑 • • • • • Delete Pads preset

*The "Save Sequencer" and "Save Pads" functions will save only the sequence that is currently playing and not the Chords settings in the Chords Creation section. In order to save the Sequencer or Pads along with the chords settings, you will have to save your Session through the Presets Tab -> Save Session.

Quick-Load Presets

Once you have a sequence that you want to save, simply by clicking an empty slot will automatically save the current pattern to this slot number.
Once a saved preset is there, it can be recalled with a press of a button instantly.

This is extremely helpful in live/jam situations where you can load up to 16 different presets and quick-fire them with a push of a button.
The slot/preset that is currently playing will be highlighted with purple color.

*The Quick-Load Presets will save only the sequence that is currently playing and not the Chords settings in the Chords Creation section in the upper part.
If you want to save the sequencer along with the chords settings, you will have to save your Session through the Presets Tab -> Save Session.

Quick-Load Presets button:
Enable this button to access the Quick-Load Presets tab.

Used Quick-Load Slot

PRESETS   1   2   3   4   +   +   +   +   +   +   +   +   +   +   +   +

Currently playing
Quick-Load Preset

Empty Quick-Load Slot

The saved Quick-Load presets will be stored automatically the Presets Tab -> Save Sequencer section.
Through this section, you will be able to adjust a preset to another slot in the Quick-Load Presets tab, to export it as a MIDI file, or to delete it.

In the example below, we save a preset in Slot 1. The preset is automatically stored in the Saved Sequencers menu and the Quick-Load Slot number
is displayed on the left of the Preset's name.

1   +   +

Saved Quick-Load
Preset in Slot 1

SAVE SEQUENCER

SAVE

1   ◄   Seq #1   🎨   🗑

Quick-Load Slot
number
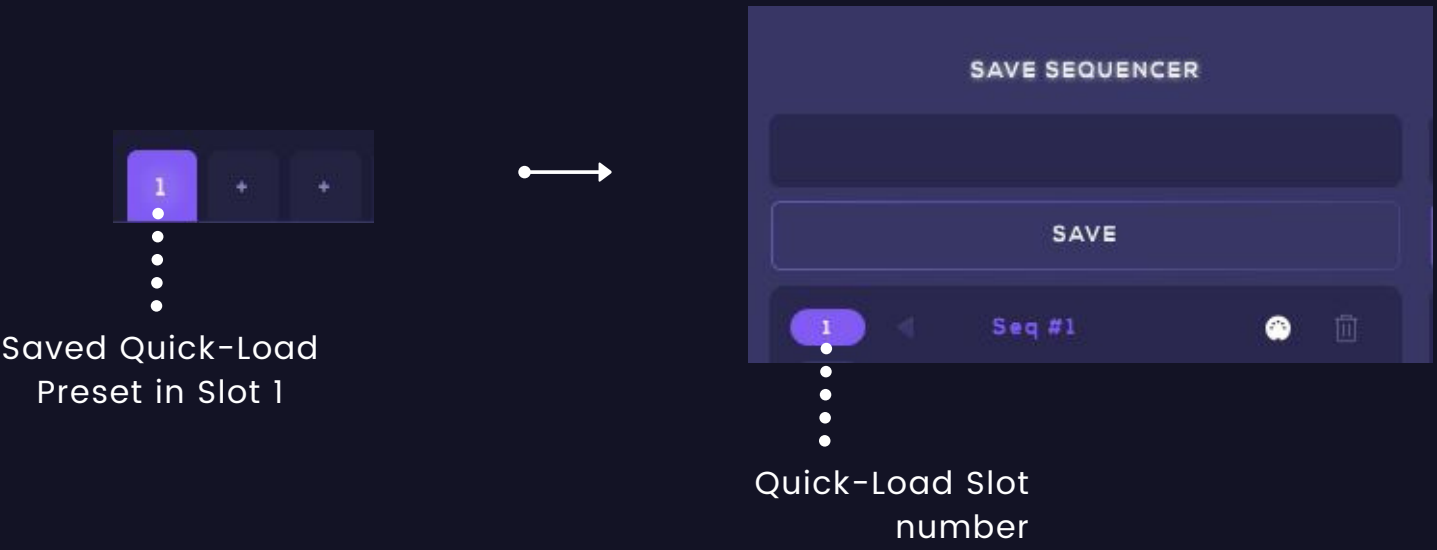
Settings

The Settings are accessed by the gear icon button at the top-right hand corner of the screen.
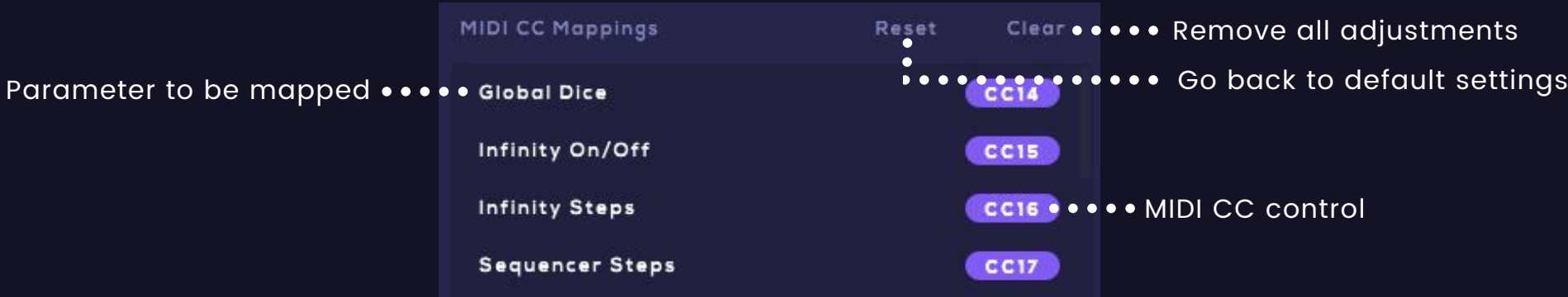The Settings tab includes all the different MIDI Settings.

- Through the MIDI CC Channel tab, you can select any channel you want, or set it to OMNI, which is the default.

- You can also select or edit the External MIDI Outputs and Inputs for the Stand Alone Version through the menu below:
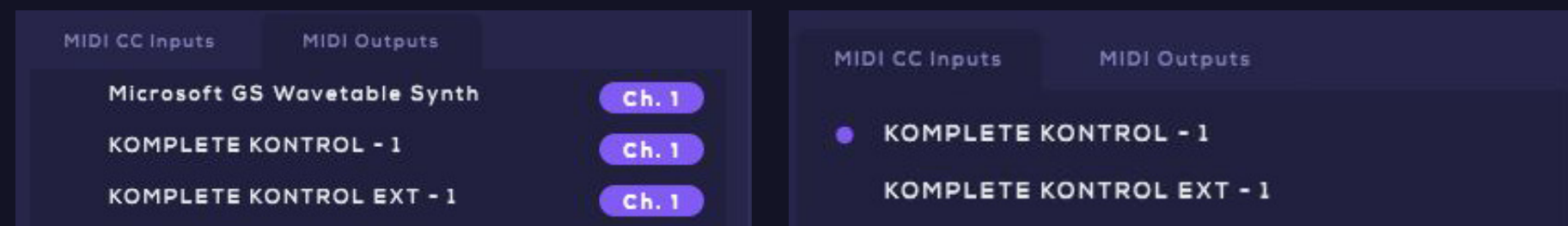
- In the MIDI CC Mappings section, every parameter within Chordjam is available to be mapped. You can chose the parameter that you wish to be mapped to and click on the "assigning button to the right to select the MIDI CC control you want.

Parameter to be mapped •••••

MIDI CC Mappings   Reset   Clear ••••• Remove all adjustments

••••••••••••••••• Go back to default settings

Global Dice   CC14

Infinity On/Off   CC15

Infinity Steps   CC16 ••••• MIDI CC control

Sequencer Steps   CC17

Click the "Reset button" to go back to the default settings. Click the "Clear" button to remove all adjustments.

- The Stand Alone version, comes with a built-in sound. You can activate or deactivate the built-in sound, using the button below:

Built-in Sound   ON ○ OFF

Routing

Ableton Live

- Click the 'I-O' button to show the inputs and outputs.
- Create a MIDI track and load Chordjam on it.
- Load any of your favorite Soft synths onto another MIDI track, set the MIDI track's input to the Chordjam plugin and hit play. The new MIDI track is triggered by the Chordjam MIDI.
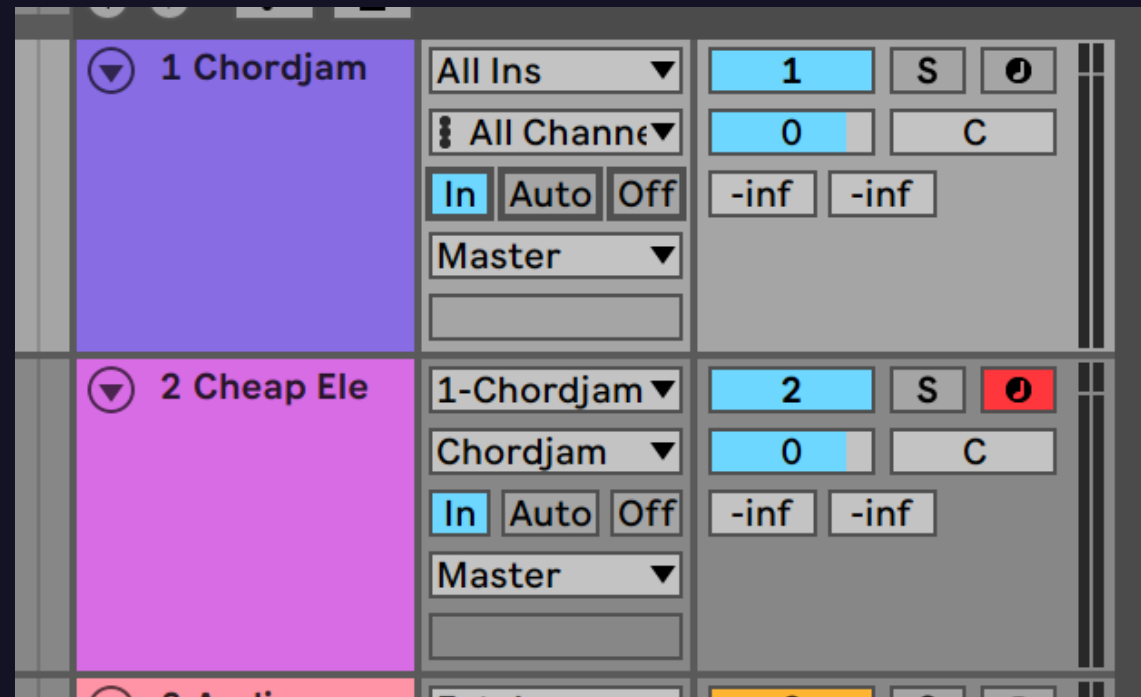
Activate the "Input" of the Chordjam channel to be able to trigger Chordjam using your MIDI keyboard.

Logic

Load Chordjam in any instrument track through the MIDI fx slot.

In some devices, Logic requires a single MIDI message to be sent to Chordjam, in order to recognize and activate Chordjam's built-in keyboard. When you will have loaded Chordjam, press "Play" in your DAW, or send any other MIDI message, to activate Chordjam's buillt-in keyboard.

Cubase

Create two instrument tracks. Load Chordjam in the first track and use the second track to load another software, e.g. Prologue
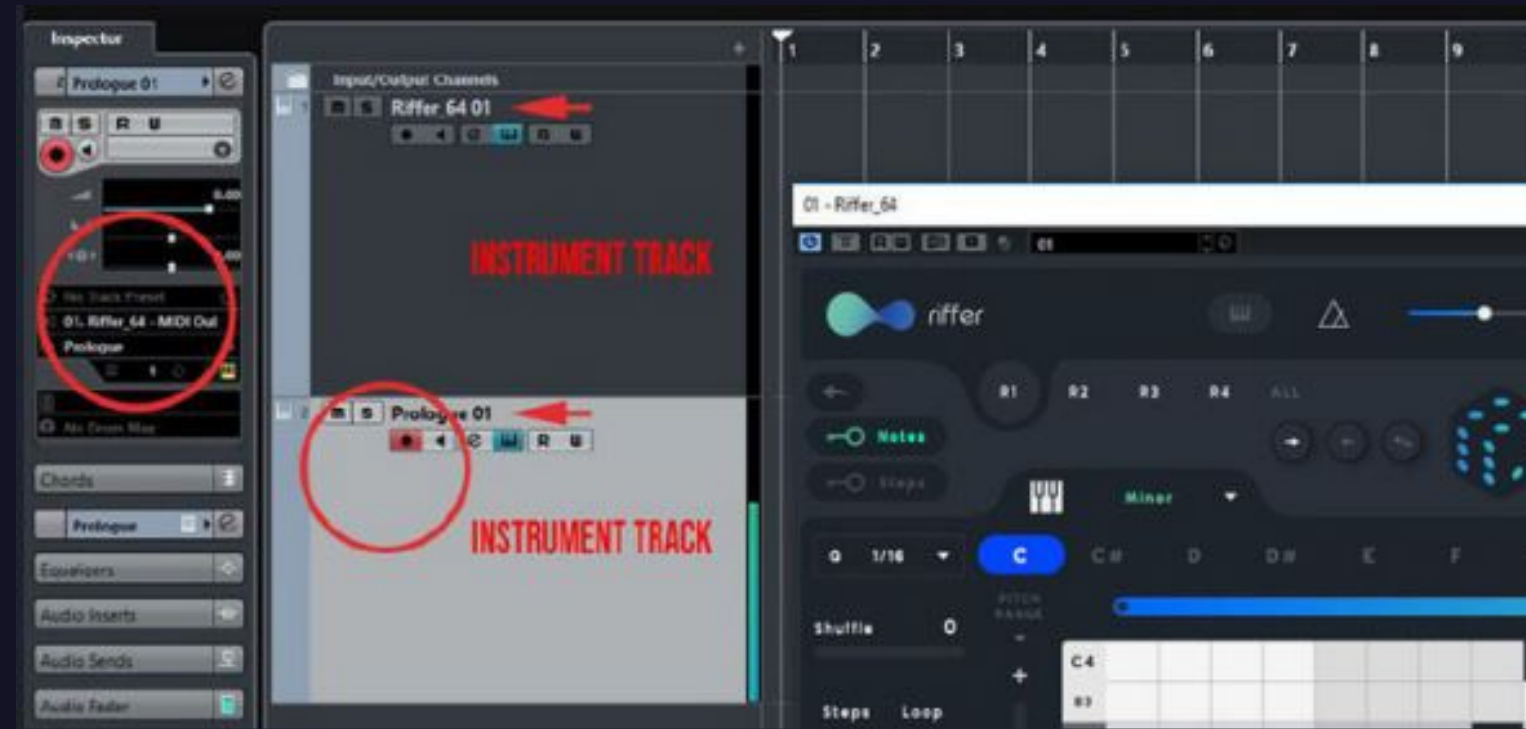
Set the MIDI Input of Prologue as Chordjam MIDI Out and then monitor arm Prologue track.

Bitwig

Create an instrument track with Chordjam, and load any of your Synths/Sampler in the same track
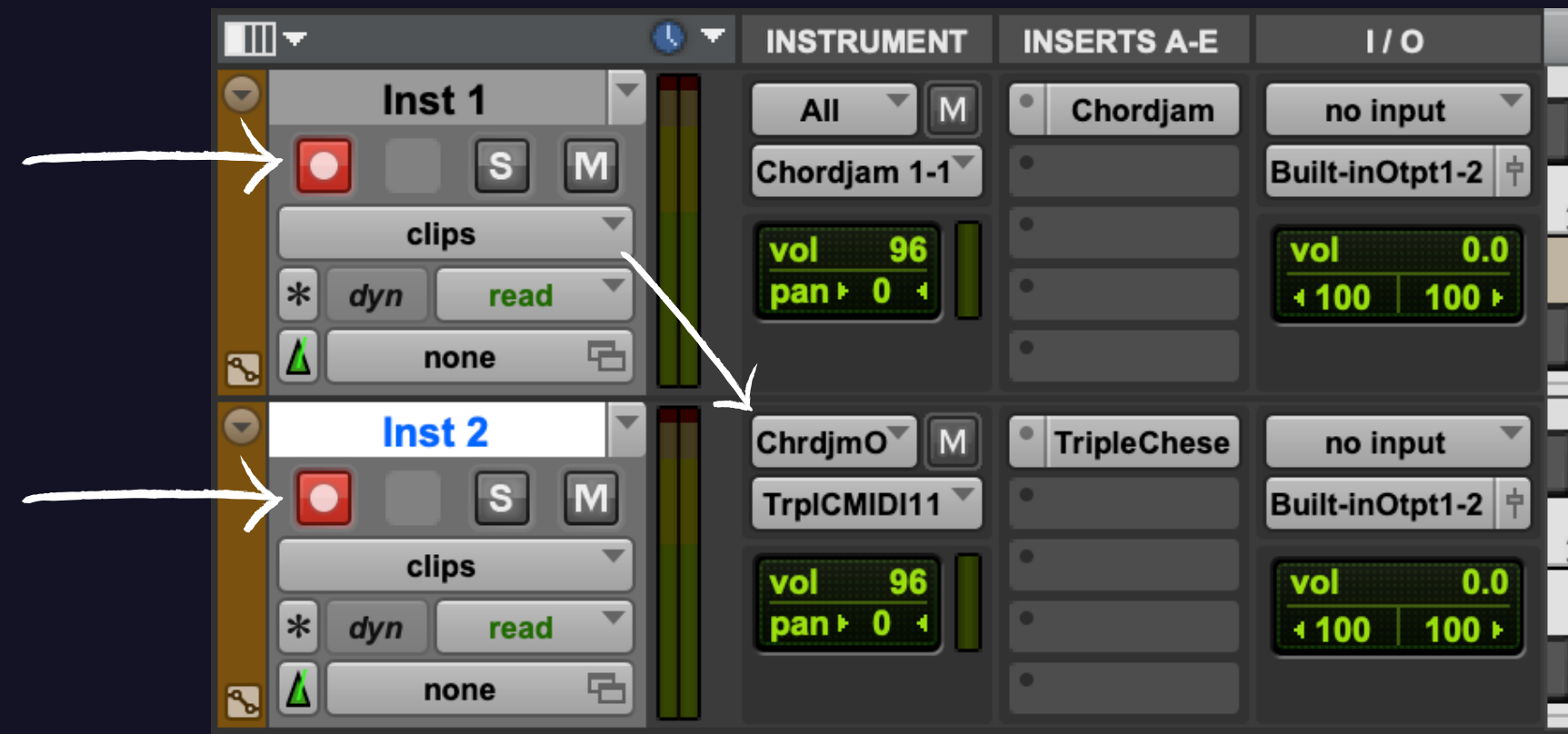
Reaper

Create two instrument tracks,.the first with Chordjam, and the second with any of your synths/sampler.
In the routing settings of your synth, choose 'Chordjam' as MIDI Input source:
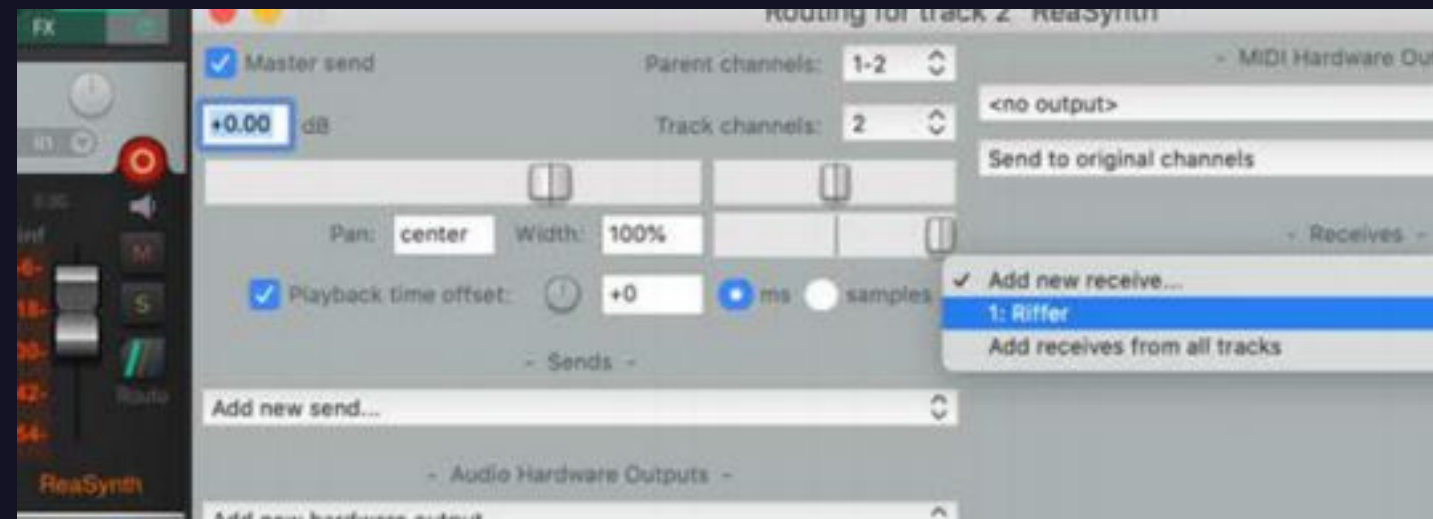
Pro Tools

1. Create two Instrument tracks.
2. Load Chordjam on the first one and the synth/ sampler of your choice on the other.
3. Route the output of the Chordjam track to the input of the Synth/ Sampler track.
4. Arm both tracks. You need to hold down the shift key to arm them both at the same time.
5. Record on both tracks. ChordJam will write the midi notes of the chords into the Synth/ Sampler track as you play.

Studio One

Create two instrument tracks, the first with Chordjam, and the second one with any of your synths/sampler.
In the routing settings of your synth, choose 'Chordjam' as MIDI Input source.

FL Studio

Load Chordjam and set its MIDI output port to e.g. "2".
Load your Synth to another track and set the same number (e.g. '2') as the Input port: