

## Key Features & Benefits

Feature	What it does	Benefit
<b>Audio and Instrument recording, editing &amp; mixing</b>	Sequel 2 provides all essential tools to record, edit, and mix audio or internal virtual instruments.	It's an all-in-one solution for music production and performance. No additional software or plug-ins is required.
<b>Track Freeze</b>	Switching on track freeze will engage Sequel 2 to freeze all CPU activities for the selected track.	In larger projects the track freeze ability will provide a maximum performance tuning.
<b>Track Icons</b>	In Sequel 2 each track can have its own track icon. Track icons can be chosen from the factory picture library or a self definable user library.	Using track icons for any instrument or fx track in Sequel 2 like drums, bass, keyboard, vocals or any other music source. Creating of own track icons will be a lot of fun and give each Sequel 2 projects an individual touch.
<b>Arranger Mode takes a project to the stage</b>	Any project (song) can be segmented into parts, which can then be recombined and remixed in realtime to create a new song structure to play along with. As an alternative to linear song playback and Arranger mode, the arranger parts can also be used to create new song arrangements.	The Sequel 2 Arranger mode essentially multiplies the creative possibilities and offers all-new ways of exploring music. Sequel 2 offers the perfect combination of timeline-based and pattern-based sequencing. Therefore it works great with any style of music.
<b>Realtime tempo- and key-matching for audio and instrument parts</b>	Audio-Loops and Instrument-Loops with different tempo and root key automatically take on the project's tempo and key.	Creating great-sounding arrangements is simple and intuitive because loops never sound out-of-sync or out-of-tune. This is particularly helpful for beginners, because they don't have to worry about timing and pitch.
<b>Global Transpose Track</b>	Timeline-based global song transposition can be applied using the Transpose Track. Root-Key changes can be precisely set by bar or even by beat. All parts that aren't transpose-locked automatically follow the transpose track.	Many loop-based sequencers suffer from the same limitation: arrangements often sound flat and uninspired because the root key never changes. Transpose functions are either hidden or difficult to use. The Sequel 2 transpose track can be used intuitively and an entire arrangement can change key instantly. Results always sound musical because parts transpose independently to their nearest interval instead of just transposing in parallel.
<b>1000s of loops from world-class producers included</b>	The Sequel 2 loop content is massive in size (more than 5000 Loops) and professional in terms of sound quality. App. 4500 loops are instantly available. An additional 500 loops can be unlocked after registering.	Bad-sounding loops are no fun to play with. The up-to-date content included with Sequel 2 delivers absolutely convincing arrangements – even for beginners. The quality of this content is 50% of the product's overall value!
<b>100s of ready-to-play instruments included</b>	Sequel 2 ships with more than 600 integrated instruments, many of which have been created from Yamaha's award-winning Motif synthesizer's sample-library. All standard instrument categories are covered, including great-sounding pianos, organs, guitars, basses, drums-kits plus a huge number of synth sounds for all musical styles.	This massive instrument collection is the perfect foundation for any type of arrangement from classic pop/rock to dance/electronic styles. Plus, any sound can be tweaked using convenient QuickControls.
<b>Complete set of integrated audio effects</b>	The integrated effects in Sequel 2 are VST3 technology and include delays, modulation effects, reverb, distortion, dynamics, filter and other useful effects. In addition, instrument tracks include event effects (Arpeggiator and Chorder) to process note data in realtime.	The effects section in Sequel 2 provides everything needed to turn a rough demo into a polished master. While editing is limited to only the most important parameters, the sound quality is on par with today's state-of-the-art digital audio workstations. Of course, each effect comes with a great selection of useful and studio-proven presets.

<b>EQ and compressor in every channel</b>	Like the best professional hardware mixing consoles, each channel in the Sequel mixer includes a 3-band parametric equalizer and single-knob compressor.	Sequel 2 users are able to mix like a pro by using the “hard-wired” EQ and compressor to beef up the sound even without using additional plug-in effects.
<b>Guitar Amp Simulation included</b>	The effects collection of Sequel also includes Steinberg’s brand-new Amp Simulator in a special preset-based version. Ready-to-play track presets showcase this powerful and great-sounding effect.	Guitar players can capture their ideas directly by simply plugging in their guitar and using one of the great-sounding guitar track presets as a starting point. Sounds can be tweaked even after recording.
<b>Master Effects for stunning mixes</b>	The Sequel 2 master output channel includes two variable insert effect slots plus a fixed loudness maximizer and stereo enhancer.	Just like in professional music production, some mastering effects can be applied to the entire mix in order to finalize the project. Another great benefit for entry-level users since no additional processing or software is needed.
<b>Intuitive single-window user interface</b>	Sequel 2 needs just one window and works great on a single monitor. Its context-sensitive interface always follows the user’s actions.	No overlapping or hidden windows, no distracting floating boxes, and no confusion from switching between screen-sets: Sequel doesn’t hide anything and it doesn’t distract its user with too much information.
<b>Context-sensitive “SmartTool”</b>	Instead of a toolbar or toolbox, Sequel 2 uses a single tool only. It changes its function automatically when needed.	Working with the Sequel “SmartTool” is much easier and faster than switching mouse functions via key commands or by choosing tools from a toolbox.
<b>Automatic Tempo and Key Matching for Preview</b>	Loops are previewed in the song’s tempo and key when Sequel is in Play. When in Stop, loops are previewed in their original tempo and key.	Will this loop work in my song? Sequel 2 users don’t have to import a loop in order to find out. The “preview in context” function reveals right away if a loops works in context or not.
<b>Easy location of related loops via “Family” attribute</b>	Loops that belong to one group (like construction kits or style variations) can be filtered with one click while non-matching loops are hidden.	Putting together a few backing tracks or a full arrangement of matching loops is even easier with this feature.
<b>Built-in Instrument Tuner</b>	Clicking on the “Tuner” button in the Pilot Zone brings up the tuner for any selected audio track.	More than just a convenience feature, this built-in tuner will help particularly inexperienced musicians to avoid frustration and get the performance right from the beginning.
<b>QuickZoom Function</b>	Clicking and dragging the mouse down anywhere in the ruler area zooms the entire arrange zone horizontally while moving the mouse sideways scrolls the projects and moves the song position line.	As the name says, this popular Cubase feature facilitates zooming in the arrange zone and works hand in hand with the “SmartTool” concept of Sequel 2.
<b>Step Record Mode for Instruments</b>	Alternatively to recording in realtime, Instrument tracks in Sequel 2 can also be recorded in step record mode by entering notes manually from the keyboard with the song position advancing automatically by a fixed step-size.	Step record mode not only helps inexperienced musicians to enter musical lines, it also works great for electronic and dance music production to create the unique machine-feel of analog step sequencers. At the same time, step record mode is fast and intuitive, just like anything else in Sequel 2.
<b>Audio Quantize and Manual Beat Adjustment Features</b>	Recorded audio as well as prerecorded loops can be quantized non-destructively in realtime and even manually timing-corrected by the beat.	Editing audio and MIDI just come a good step closer together with the audio quantize and beat adjustment functions in Sequel. Audio timing can be corrected down to a single beat – as fluid as MIDI and without changing the actual audio file. This feature exponentially expands the possible combinations of loops from the Sequel 2 loop library.

<b>“Swing” Slider in Editors</b>	A variable “Swing” feel can be applied to both instrument and audio parts in realtime and non-destructively.	Very often, subtle swing variations add to the overall “groove” of rhythmic parts in a song. The “Swing” slider can add this feel to any loop or recording and also works great for matching loops with a slightly different feel.
<b>Controller Support</b>	This feature will bring an easy to use functionality using Sequel 2 with external USB-/ Fire wire-Keyboards and Controllers.	Live control of performances using a MIDI keyboard or external hardware controller. Plug right into Sequel 2 with almost any hardware controller or keyboard. The new Controller Learn function will guaranty a unique easy setup.
<b>“Legato” Slider in Instrument Editor</b>	This function changes the length of selected or all notes in an instrument part and allows for many musical forms from staccato to legato with a soft overlap.	Correct staccato/legato playing styles are often difficult to achieve for music beginners. This simple slider offers tons of possibilities to alter the feel of any instrument performance – from subtle to radical.
<b>Loop Creation per Drag &amp; Drop</b>	Any audio or instrument performance can be converted into a loop by simply dragging the part into the loop browser. Descriptive tags can be applied for easy retrieval.	Having a great-sounding loop library is one thing but what about creating your own loops? It's just as easy as using loops from the library. It's the perfect way to expand the library and transfer great performances from one project to another.
<b>Track Presets included for instant recall</b>	In addition to loops and instrument sounds, Sequel 2 comes with a selection of useful audio and instrument track presets, including special guitar presets.	These track presets are the perfect starting point for music beginners and a great way to learn about how to use EQ, compression and effects.
<b>“Silence” function in audio editor</b>	Any selection of an audio event can be non-destructively erased using the “Silence” tool, which is available via the modifier key.	Allows the user to eliminate unwanted clicks, pops or other unwanted signals without having to cut/delete parts in the arrange zone.
<b>Media Browser with powerful search and filter functions</b>	Loops, sounds, and presets can be searched by name and/or musical category and style. In addition, a filter slider can further narrow down a search by user rating.	Although Sequel 2 comes with a huge media library (more than 5000 files), searching and finding stuff in incredibly fast and very intuitive.
<b>Standard MIDI File Import and Playback</b>	Songs in SMF (Standard MIDI File, Type 1) format can be imported into Sequel simply by dropping them on the arrange zone of a new project. Tracks are created automatically including a matching GM sound from Sequel's instrument library.	SMF is still a popular exchange format for music projects between different host and platforms. Also helps teachers to distribute music in a cross-platform and cross-product compatible format.

## Technical Specification

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### General

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Timeline-based performance sequencer with Arranger Track and Global Transpose Track

Recording, Editing, and Mixing of Audio and Instrument Tracks with Track Freeze

Arranger mode for realtime arranging / remixing

Single-Window User Interface divided in three main work-areas: Pilot/Arrange/Multi Zone.

Unlimited number of audio and instrument tracks (only limited by available CPU performance)

Variable Metronome volume

### Files and Formats (Import and Export)

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Recording format: Linear PCM; Stereo WAV 16-bit or 24-bit with 44.1 kHz sampling rate

Supported audio file formats (import, drag & drop): WAV, AIFF, MP3, WMA, WMA Pro, OggVorbis

Export project to iTunes: one-step mixdown/export function opens iTunes with new track in destination format (iTunes converter, including MP3, AAC, and Apple Lossless)

Export projects to MP3: With adjustable quality settings. (20 time limitation, 30 days trial, full version optional)

CD burning provided using iTunes (pre-installed on Macs, free download for PC)

SMF (Standard MIDI File) import and playback supported via drag & drop

### Audio

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Audio recording with up to eight simultaneous tracks

Unlimited number of audio tracks (only limited by CPU performance)

Audio resolution: 16-bit or 24-bit at 44.1 kHz

Internal Resolution: 32-bit floating point

Support for ASIO, Core Audio (Mac) or DirectX (PC) compatible audio hardware

**NEW:** Support for low latency on board audio devices on Windows Vista®.

Automatic VST Connections (all hardware inputs available in either mono or stereo configuration)

Stereo output, assignable to any available hardware output pair.

VST3 audio engine with full latency compensation across entire signal path

Permanent realtime time stretching and pitch shifting with variable warp modes

Formant preservation for monophonic signals

Track presets available for one-stop recording

User-definable track presets

### Editing

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**Arrange Zone** with audio and instrument events on tracks, separate Arranger Track, Global Transpose Track, and Master Track

Events have hot-zones for SmartTool. Available options: Move, Trim, Cut, Copy, Loop, and Mute/Un-mute.

**Audio Editor** (Sample) with realtime audio warp functions (realtime time stretching and pitch shifting).

Free warp: Flexible warp marker

Warp Modes: Mix, Drums, Plucked, Pads, Vocals, Solo

Tempo Sync On/Off

Audio Quantize with variable Swing

Manual Adjust Function for timing correction of individual beats

Realtime manual pitch shifting (+/- 24 semitones)

Audio Reverse

Root Key definition

**Key Editor** (Instrument) with note event and controller editing

Volume and Transpose (+/- 100 Semitones)

Note Quantize with variable Swing

Legato Slider for dynamic note length editing

Step Record Mode with auto-advance function and manual backward/forward buttons

Root Key definition

### Mixing/Automation

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Dynamic Track Mixer with Volume, Pan, EQ, Compressor, two variable inserts, two variable send effects

Additional Event Effects for Instrument Tracks (Arpeggiator and Chorder)

Master Output channel with two variable Output Effects (Inserts) plus two fixed Master Effects (Stereo Enhancer and Maximizer)

Manual and automatic color coding for channels/tracks

**NEW!** User definable track icons

Record-enable, Mute, and Solo buttons per channel

Track/Channel and Output Channel automation with manual input (Edit/Write Mode)

Automation destinations: Volume, Pan, Mute, EQ, Bypass, plus all effect parameters, instrument quick controls in instrument tracks

### Arranger

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Realtime Arranging based on Arranger Parts; up to 15 parts can be assigned to Cue Pads for realtime arranging/remixing

"Live Pads" or "Chain Play" modes

Variable Jump interval (Now, 1 Beat, 1 Bar, 2 Bars, 4 Bars, End)

Stop Pad for break/end

Chain Play: up to 15 Chains per Project; up to 99 steps per Chain

Full mixing/realtime editing flexibility while Arranger Mode is active

Seamless switching between Linear, Chain, or Live Pad modes

Realtime Transpose for audio and instruments

Global Transpose Track holds transpose events for global song transpose per bar / beat.

Musical transpose behavior: when global transpose is applied, events move to the nearest interval independently

### Effects

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Integrated VST3 audio effects:

**Delay:** Ping Pong Delay, Stereo Delay

**Distortion:** Amp Simulator, Distortion

**Dynamics:** Compressor, Gate, Maximizer

**Modulation:** Auto Pan, Chorus, Flanger, Phaser, Rotary, Tremolo, Vibrato

**Other:** Roomworks SE, Stereo Enhancer, Dual Filter

**Channel Equalizer:** three-band with Lo/Hi Shelving EQ (w/ variable frequency), fully parametric mid-band, variable frequency and Q.

Fixed compressor in each channel

Two variable Effects (Inserts) per channel

Two Global Effects (Sends) per channel

Two variable Master Track Effects (Inserts)

Two fixed Master Effects: Stereo Enhancer, Maximizer (Inserts)

### NEW! Controller Support

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Easy to use controller learn mode

Advance Performance Mode

Free controller assignment

### Instruments

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Integrated virtual instruments with hundreds of presets or track presets

Up to 128-voice polyphony (defined by preset), limited by CPU performance

Quick Control editing per track

New sounds can be saved as track presets

Event effects per track: Arpeggiator, Chorder

Virtual PC and Mouse Keyboard

### Content

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More than 5000 Loops (4500 pre-installed, additional 500 loops available after registration); 2000 instrument loops, 3000 audio loops

More than 600 instrument presets and instrument track presets

More than 50 audio track presets

More than 150 effect presets

**NEW!** Content set ability