DREAM SEQUENCE

PROGRAMMABLE RHYTHM & OCTAVE

HOLOGRAM

USER MANUAL

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1 | OVERVIEW

Dream Sequence is built around a pattern-based rhythmic **Sequencer** that pitch shifts your instrument up or down one octave. This allows for unique **Arpeggiator** and **Tremolo** patterns at moderate tempos, churning, atmospheric effects at slow tempos, and wild **Modulation** effects at high speeds.

Dream Sequence has 3 Preset Banks: **User**, **Factory**, and **Saved**. The User Bank contains simple, customizable step sequencer patterns (modified by the Shape and Subdivision knobs), while the Factory Bank contains more complex, evolving presets. The Saved Bank contains 11 locations for saving your own presets and a **Pattern Recorder** (for creating your own patterns) in the 12th location.

The pedal features Hologram's proprietary **Tap Tempo** system for synchronizing these rhythms with other musicians, and a **"Hold" sampler** section that captures notes or chords to allow for unique harmony and drone effects. Dream Sequence also allows you to "automate" controls by **recording your knob movements**.

Dream Sequence uses digitally-controlled analog overdrive, tone, and dry mix controls at the output. This means that although your signal is passing through an analog drive section, the positions of these controls can be saved or automated as part of your presets.

FEATURES

- Octave Up and Down Pitch Shifting
- Pattern Sequencer
- Rhythmic Gate, with dynamic ADSR "morphing"
- Tap Tempo
- Digitally-Controlled, Analog Drive and Tone
- Analog Dry Path
- Infinite "Hold" Sampler
- 24 Built-in Presets
- Save Custom Presets, with 11 Save Slots
- Pattern Recorder, for creating custom patterns by tapping footswitches
- Record and Save Knob "Automation"
- MIDI In/Out
- Expression Pedal Input, mappable to many controls
- True Bypass Switching (electromechanical relay)

2 | QUICK START

After powering up Dream Sequence, flip the **Preset Bank Switch** to "**User**." Begin with the **Dry Mix** control at 0 and the **Subdivision** control set to "8." Set the **Preset** rotary switch to position 1 and use the **Shape** control to change the contour of the sequencer's envelope. Turn this knob to the left to create choppy, square sounds, and to the right to create smooth, swelling sounds. Use the **Subdivision** control to change the speed of the pattern (beginning with 8th or 16th note subdivision may provide a helpful starting point for exploring the presets).

A pattern that sounds like a synth arpeggiator at lower speeds often becomes an effect more closely related to vibrato or tremolo at higher speeds; ramp waves (**Shape** knob turned fully clockwise), for example, can create huge, atmospheric swells at slow speeds and gentle timbral shifts at faster speeds.

Next, flip through the 12 presets of the **"User" Bank** and experiment with different **Shape** and **Subdivision** values to get a feel for the variety of sounds you can create in this mode. Each preset contains a simple rhythmic pattern that can be customized to your taste with the **Shape** and **Subdivision** controls. For example, Preset 10 can be used to create a Tremolo effect, as its pattern only contains the "middle octave." Use the **Shape** knob to control the waveform of the Tremolo. Presets 11 and 12 simply alternate back and forth between the middle octave and either Octave Up or Octave Down voices; if you increase the **Subdivision** value, the effect of these presets becomes more like vibrato.

Use the **Drive** and **Tone** controls to add distortion and filtering to your liking. Strum a chord and tap the **Hold footswitch** to capture a note, and as it sustains add a little of the **Dry Mix** control to play on top of the sustained sound. Tap Hold again to release the sustained sound.

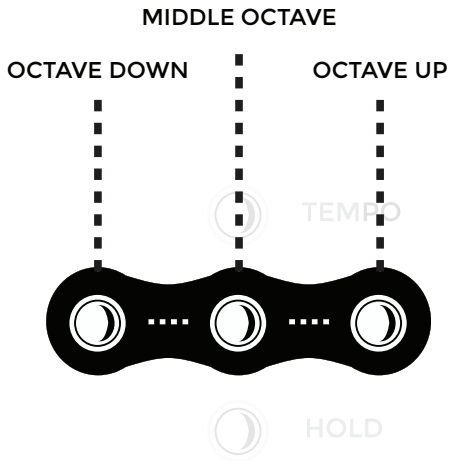
Once you are comfortable with these controls, try experimenting with the **"Factory" Bank**. The **"Factory" Bank** does not make use of the **Shape** or **Subdivision** controls, but rather contains more complex, expressive rhythm/pitch patterns. You can create patterns in this style via MIDI in a DAW application like Ableton Live or Logic later, if you wish.

Try using the **Tap Tempo** to speed up or slow down the sequencer. You can tap as few as 2 times to set the tempo, but the longer you continue tapping, the more accurately Dream Sequence can adjust to your timing. You may even find it useful to tap throughout an entire section of a song that requires very precise timing. Because Dream Sequence doesn't use delay, there are not discontinuities or "jumps" when changing tempo, so feel free to update the tempo as much or as little as you like.

This pedal is built to foster experimentation, creativity, and a nearly limitless level of customization. Knob movements can be recorded, presets can be saved, and seemingly simple patterns can be built upon to create complex, unique sounds that are all your own. When you're ready to dive in, read on.

3 | INDICATOR LIGHTS

The middle row of indicator lights represent the three components of the Sequencer's patterns: Octave Down, Middle Octave, and Octave Up. The top indicator light, marked "Tempo," will flash blue to indicate the first beat of each measure, and orange to represent beats 2, 3, and 4. The bottom indicator represents the status of the "Hold" sampler.



The three different types of presets created by Dream Sequence have each been assigned different colors, so as to be easily identifiable when stored in the user's **Saved Bank**. The intensity of the colors increases according to the amount of output drive applied.

- The **User Bank's** building-block patterns are identified by a yellow color, turning to a reddish orange as more drive is applied.
- The **Factory Bank** presets are identified by a blue color, turning to green as more drive is applied.
- **Auxiliary Modes** are identified by a purple color, turning to white as more drive is applied.

4 | CONTROLS

SHAPE

Shape controls the contour of the waveform used by the **User Bank's** step sequencer. At zero, it creates short, percussive sounds. As you turn the knob clockwise from zero to 50%, the decay and sustain of each note increases. At 50%, the waveform becomes a full square wave, with no decay. From 50% to fully clockwise, the contour begins to shift towards a "ramp" shaped wave; this waveform can be used to create "backwards guitar"-like effects, and is typically more effective when used with lower subdivision values (1/2 or 1/4, for example). The **Shape knob** does not change patterns in the **Factory Bank.**

The **Shape knob** also controls the volume of the pitch-shifted signal in the auxiliary modes (Oct Up, Oct Down, Both) and sets the volume of the unaffected signal in the "No Shift" mode for the creation of custom tremolos.

The **Shape** control's position will be stored when saving presets and can be recalled later.

The **Shape** knob's movements can also be recorded and played back as part of your sequence. See Knob Recording

DRY MIX

Dry Mix controls the balance between the original instrument signal and the effected signal. Turning the knob clockwise adds an increasing amount of your original instrument signal to the output. At 50%, both signals will be equal. Above 75%, it also begins to reduce the level of the effected signal, shifting the balance toward the dry signal.

Press and hold the **Tap** button while twisting the **Dry Mix** knob to adjust the tempo of the pattern sequencer (as an alternative to using Tap Tempo).

DRIVE

Drive controls the amount of distortion present at the output. Dream Sequence uses a digitally-controlled, analog distortion stage at the output. This means that although it is an analog distortion, its controls can be saved as part of presets or patterns. Dream Sequence automatically compensates for the amount of gain introduced by the **Drive** control by reducing the output volume proportionally; although the **Drive** control provides more than 10x gain, it will remain at a consistent output level, like an automated version of an amplifier's "Master Volume" control.

The **Drive** control's position will be stored when saving presets, and can be recalled later.

The **Drive** knob's movements can also be recorded and played back as part of your sequence. See Knob Recording

TONE

Tone controls the amount of high frequency rolloff at the output. Like the **Drive** control, this is part of Dream Sequence's digitally-controlled, analog output stage. Turning the knob clockwise goes from full high-frequency attenuation to none, fully clockwise representing no high frequency rolloff (much like a guitar's tone knob).

The **Tone** control's position will be stored when saving presets and can be recalled later.

The **Tone** knob's movements can also be recorded and played back as part of your sequence. See Knob Recording

SUBDIVISION

The **Subdivision** rotary switch selects the musical subdivision of the pattern sequencer. The subdivisions are represented as follows:

2 = Half note (1/2)

4 = Quarter note (1/4)

4T = Quarter note triplet (1/6)

8 = Eighth note (1/8)

8T = Eighth note triplet (1/12)

16 = Sixteenth note (1/16)

32 = Thirty second note (1/32)

Note: these subdivisions have no effect on patterns in the "Factory" Preset Bank.

Subdivision also allows the user to select one of five auxiliary modes:

1. **Random**: the pattern sequencer will randomly bounce between octave up, octave down, and middle octave signals. Use the Shape control to provide a starting point for the random pattern generator.
2. **No Shift**: No pattern or pitch shifting is applied to the signal, allowing you to use **Hold**, **Drive**, and **Tone** controls on their own. The **Shape** control sets the volume of the signal, and can be automated to create custom tremolo effects.
3. **Octave Up**: Pitch shifts the input one octave above. Use the **Shape** control to adjust the volume of the octave-up signal.
4. **Octave Down**: Pitch shifts the input one octave below. Use the **Shape** control to adjust the volume of the octave-down signal.
5. **Up + Down**: Pitch shifts the input one octave above and one octave below. Use the **Shape** control to adjust the volume of the pitch-shifted signals.

When using these Auxiliary modes, use the **Shape** control to set the volume of the relevant parameter for each mode, and the dry mix to set a balance with your original signal.

Recording the movements of the **Shape knob** when using an Auxiliary Mode is a quick way to create interesting sounds of your own. For more on this, see Knob Recording

*Note: When entering the Auxiliary modes, the indicator LEDs will change to a purple color. Any presets stored in the **Saved Bank** using one of these modes can be easily identified by this color.*

PRESET / PRESET BANK

The **Preset** rotary switch, in conjunction with the **Preset Bank** switch, allows the user to access Dream Sequence's 35 internal presets.

When the **Preset Bank** switch is in the User position, turning the **Preset** rotary switch cycles through the 12 step sequencer presets. These presets use the **Shape** knob and **Subdivision** rotary switch to customize their sound.

When the **Preset Bank** switch is in the **Factory** position, turning the **Preset** rotary switch cycles through the 12 complex sequencer presets. These patterns do not use Dream Sequence's internal envelope generator and are not affected by the **Shape** or **Subdivision** controls. Instead, these presets consist of more complicated volume automation for each of the three channels (octave up, octave down, normal). You can create your own patterns of this variety in nearly any MIDI sequencer or DAW program and send them to Dream Sequence via **MIDI IN**. For more on this, see Pattern Recording

When the **Preset Bank** switch is in the **Saved** position, turning the Preset rotary switch cycles through the 11 preset save locations. All User-saved presets will be stored in this location (by default these preset locations are empty). For more on this, see Preset Saving

Instead of a 12th Preset, the **Saved** Bank's 12th location launches the **Pattern Recorder**, allowing you to create your own sequences by tapping the 3 footswitches. For more on this, see Pattern Recording

TAP FOOTSWITCH

The **Tap Tempo Footswitch** allows you to synchronize Dream Sequence's internal pattern sequencer to outside sources. Hologram's unique **Tap Tempo** algorithm smoothly adapts to variations in your timing; designed to be a frustration-free tap tempo system, you can simply tap your foot along to the beat continuously if you wish, and Dream Sequence will match your timing without artifacts or dramatic discontinuities. The longer you tap along to the beat, the more accurately Dream Sequence can follow your timing.

Holding down the **Tap Footswitch** while twisting the **Dry Mix** knob also provides a manual tempo control as an alternative to the Tap Tempo system.

BYPASS FOOTSWITCH / RECORD KNOB MOVEMENTS

Tapping the **Bypass Footswitch** toggles Dream Sequence's true-bypass relay switching. Tap Tempo is still available when Dream Sequence is bypassed for synchronizing patterns before engaging the effect.

Holding the **Bypass Footswitch** will allow the **Shape**, **Drive**, and **Tone** controls' movements to be recorded and played back. For more on this, see Knob Recording

HOLD FOOTSWITCH

The **Hold Footswitch** allows you to sustain a note or chord indefinitely, and even play "on top" of this sustained signal by turning up the **Dry Mix** control.

Dream Sequence offers three styles of operation for the **Hold Mode**: toggle, momentary, and latch.

1. **Toggle**: press the **Hold Footswitch** to sample a note or chord and sustain it. Press the switch again to return to normal operation.
2. **Latch**: Pressing the **Hold Footswitch** samples a note or chord and sustains it; pressing the switch again will clear the previous note and sample another note or chord. Double-tap the **Hold Footswitch** in quick succession to return to normal operation.
3. **Momentary**: Pressing the **Hold Footswitch** will sample a note or chord and sustain it for as long as you depress the switch. Releasing the switch returns to normal operation.

Dream Sequence ships with "Toggle" operation by default.

To switch between these modes, depress the **Hold Footswitch** while powering up Dream Sequence. The indicator lights will begin to flash, and the **Preset Bank Switch** can be used to change between **Hold Mode** styles. Flip the **Preset Bank Switch** to "User" for Toggle operation (indicator lights flash light yellow), to "Factory" for Latch operation (indicator lights flash red), or to "Saved" for Momentary (indicator lights flash turquoise). Release the **Hold Footswitch** to resume normal operation. This setting is saved in memory, and will persist after cycling power.

Note: Depending on input material, the sound quality of a single sustained note or chord may degrade after 8-10 minutes of sustaining. Sample again, and the sound quality will be restored.

5 | SECONDARY CONTROL FUNCTIONS

BYPASS

Holding the **Bypass Footswitch** will allow the **Shape**, **Drive**, and Tone controls' movements to be recorded and played back. For more on this, see Knob Recording

TAP

Holding down the **Tap Footswitch** while twisting the **Dry Mix** knob provides a manual tempo control as an alternative to the Tap Tempo system.

STARTUP PARAMETERS

- **MIDI Channel**

  Holding down the **Bypass Footswitch** while powering up Dream Sequence allows you to change the MIDI Channel that the pedal uses. When the indicator lights flash green, use the **Preset** rotary switch to choose a MIDI Channel (1-12). Release the **Bypass Footswitch** to resume normal operation. By default, Dream Sequence will listen for MIDI messages on MIDI Channel 1. This setting is saved in memory and will persist after cycling power.

- **Indicator Light Brightness**

  Holding down the **Tap Footswitch** while powering up Dream Sequence allows you the change the brightness of the LED Indicator Lights. When in this mode, the five indicator lights will turn white. Use the **Shape** knob to adjust the lights to your desired brightness, and release the **Tap Footswitch**. This setting is saved in memory and will persist after cycling power.

- **Hold Mode**

  To switch between Hold modes, depress the **Hold Footswitch** while powering up Dream Sequence. The indicator lights will begin to flash, and the **Preset Bank Switch** can be used to change between **Hold Mode** styles. Flip the **Preset Bank Switch** to "User" for Toggle operation (indicator lights flash light yellow), to "Factory" for Latch operation (indicator lights flash red), or to "Saved" for Momentary (indicator lights flash turquoise). Release the **Hold Footswitch** to resume normal operation. This setting is saved in memory and will persist after cycling power.

- **Full Factory Reset**

  If you wish to return the pedal to its original factory settings, erasing any saved presets or automation, hold down the **two outside footswitches (Tap and Hold)** while powering on the pedal. Dream Sequence will erase any customizations and return to its original preset content. This process may take up to a minute. Do not disconnect from power until this process has finished.

6 | INPUTS & OUTPUTS

MIDI IN/OUT

Dream Sequence can receive MIDI clock signals in order to synchronize with other MIDI devices. The pedal's Tap Tempo can also be used to clock other MIDI devices. You can also create custom patterns for the pedal in nearly any DAW program (Ableton Live, Logic, etc.) and save them to the pedal via MIDI.

For a detailed explanation of all of Dream Sequence's MIDI capabilities, see MIDI IN/OUT

EXPRESSION PEDAL INPUT

An external Expression Pedal can be used to control the **Shape**, **Dry Mix, Drive**, **Tone**, **Subdivision**, or **Tempo**. If an Expression pedal is plugged in to the 1/4" "EXP" jack while the pedal is powered on, the Indicator Lights will flash blue. While the lights are flashing, move the control to which you'd like to assign the Expression Pedal. To assign the Expression Pedal to the **Tempo** control, hold the **Tap** footswitch and twist the **Dry Mix** control while the lights are flashing.

This Expression Pedal assignment will persist after cycling power; to skip this step on subsequent uses of the pedal, plug in the Expression Pedal before powering on the pedal. Or to keep the same assignment, don't touch any controls while the Indicator Lights flash after plugging it in.

If the Expression Pedal is assigned to **Subdivision**, the position of the **Subdivision** rotary switch sets the starting point for the Expression Pedal; Setting it to "8," for example, will allow the Expression Pedal to change between 8th, 8th note triplet, and 16th note subdivisions. Setting it to "2" would allow the Expression Pedal to change between 1/2, 1/4, and 1/4 note triplet subdivisions.

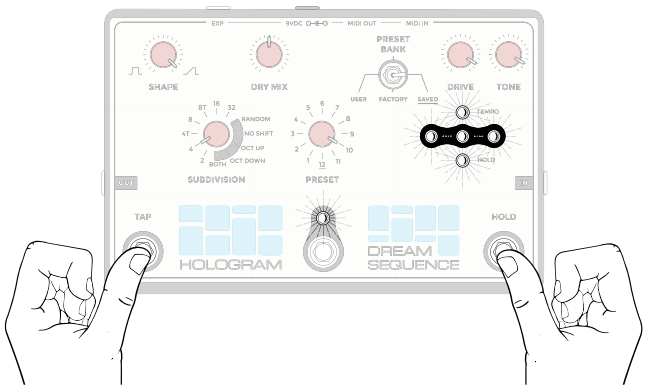
9V POWER INPUT

The pedal accepts a standard 9v, center-negative, 2.1mm DC barrel connector power supply. For best results, use a transformer isolated "wall-wart" power supply, or a pedalboard power supply with multiple isolated outputs. Using a switching power supply or daisy-chain from another pedal can add extra unwanted noise. Typical current draw is <150 mA.

7 | PRESET SAVING

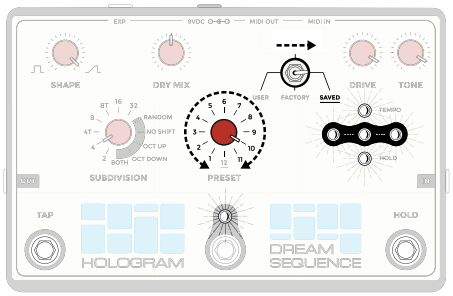
Dream Sequence allows the user to save the settings for all of the controls (including tempo), as well as any automation that the user has recorded, to any of the 11 save locations. To save a preset, hold down the outside two footswitches (**Tap Tempo** and **Hold**), for two seconds. The indicator lights will begin to blink a turquoise color. Flip the **Preset Bank Switch** to **"Saved"** (if it is not in this position already) and use the **Preset** rotary switch to choose the desired save location. Hold down the outside footswitches for two seconds to finish saving. The indicator lights will flash green when save has completed. To cancel saving, press the **Bypass Footswitch**.

STEP 1



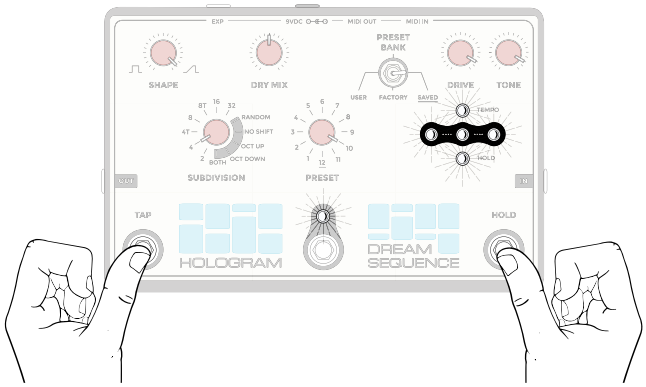
Hold both outside switches for two seconds. Indicator lights will flash turquoise when ready to save.

STEP 2



Flip Preset Bank Switch to "Saved" and change Preset switch to desired save location. You can choose Preset slots 1-11 (12 is reserved for Pattern Recorder).

STEP 3



Hold both outside switches again for two seconds, or press Bypass to cancel. Indicator lights will flash green when completed.

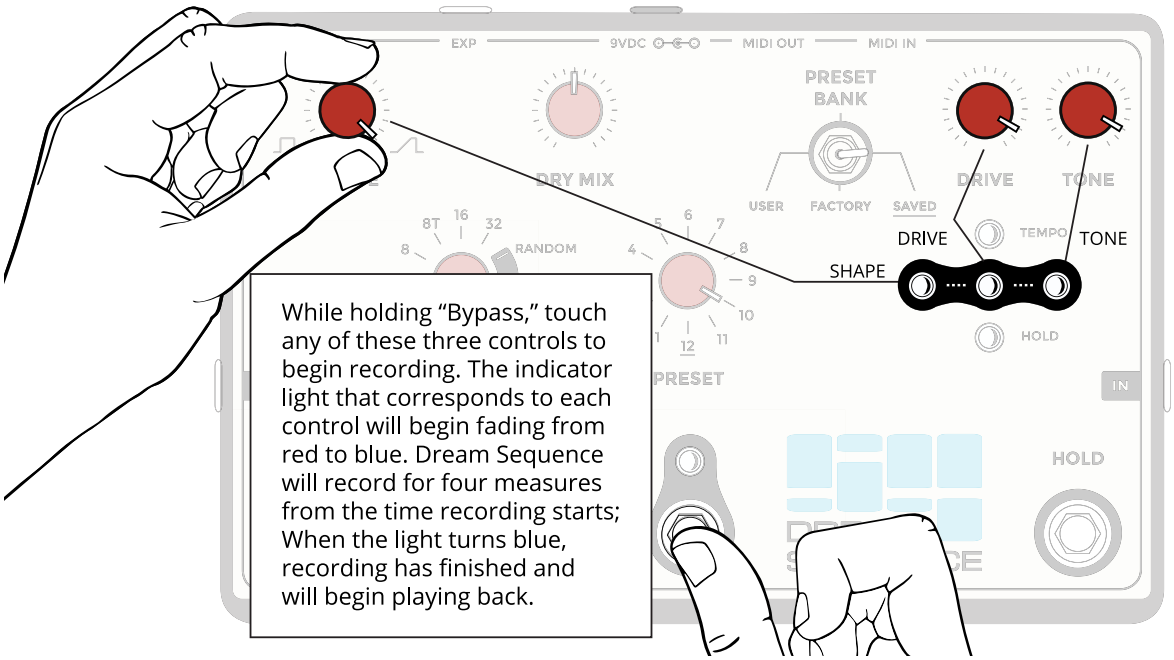
7 | PRESET SAVING CONTINUED

Saving a preset to one of the slots in the **Saved Bank** will overwrite any data previously stored in that location. This bank is empty by default when Dream Sequence ships.

Instead of a 12th save location, the **Saved Bank's** 12th location launches the **Pattern Recorder**, allowing you to create your own sequences by tapping the 3 footswitches.
For more on this, see Pattern Recording

Presets in the **Saved Bank** can also be modified in place; if you wish to change any of a preset's control values, simply modify them and repeat the above process (hold outside two footswitches for two seconds, indicator lights will blink, release, then press them down for another two seconds).

8 | KNOB RECORDING



RECORD KNOB MOVEMENTS

HOLD "BYPASS" WHILE TURNING SHAPE, DISTORTION, OR TONE

Dream Sequence allows you to record, play back, and save the movements of the **Shape**, **Drive**, and **Tone** controls. In addition to the rhythmic and pitch effects applied by a preset's pattern, one can, for example, sweep the **Drive** control up and down in time with the pattern, or move the **Tone** control to add filter sweeps to a sequence. Changing and recording the movement of the **Shape** control can drastically change the sound of a pattern and add an interesting dimension to your sequences.

To record knob movements, twist one of the **Shape**, **Drive**, or **Tone** controls while holding down the **Bypass Footswitch**. When Dream Sequence detects a change in one of these controls, it will begin recording, and the indicator lights will switch color and arrangement. When it begins recording the movement of a knob, the corresponding indicator light will turn red; the light will fade from red to blue as it records to indicate the amount of time left. Recording lasts for four measures from the time you change one of the controls, and the corresponding indicator light will flash blue when it has finished. Dream Sequence will then play back the movements you made. To re-record this knob movement or to record another control's movement, simply hold down the **Bypass Footswitch** and twist a different control. Multiple controls can be recorded simultaneously.

If you are satisfied with the knob movements you have recorded, these can be saved as part of a preset in the Saved Bank in the usual way. See Preset Saving

If you'd like to go back to the normal function of a knob and discard the movement you recorded, simply twist the control again to resume normal operation.

POTENTIAL USES FOR THIS FUNCTION:

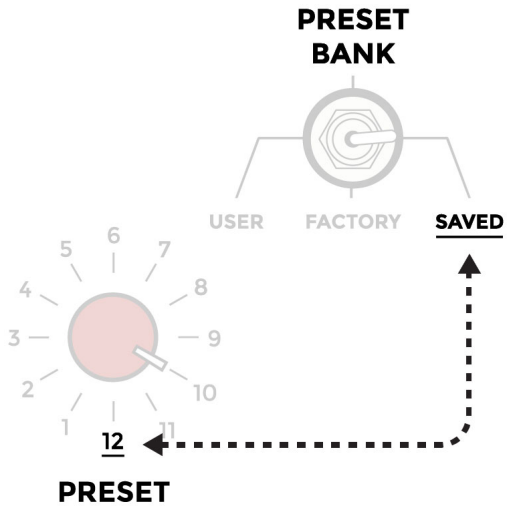
- Set the **Preset Bank switch** to **"User"** and the **Shape** control to 0 (fully counter-clockwise) for fast, percussive patterns, and record slight up and down motions over the course of a pattern to add "movement" to the sequence.
- Set the **Shape** control to 100% (fully counter-clockwise) for slow, ramping octave effects, and sweep the distortion in time with the pattern to create interesting "textural" effects.
- Use the **Tap Tempo** or manual tempo control to slow Dream Sequence to a very slow tempo, then record sweeping the **Tone** control back and forth. Speed the tempo back up to your desired speed to create modulation-like effects on top of your pattern.
- In Auxiliary modes (No Shift, Oct Up, Oct Down, or Both), the **Shape** control can be automated to control the pitch shifted signal. Record the movement of the **Shape** control to create unique, pitch-shifted swells, or sweep the **Shape** control in the No Shift position for custom tremolo effects.

9 | PATTERN RECORDING

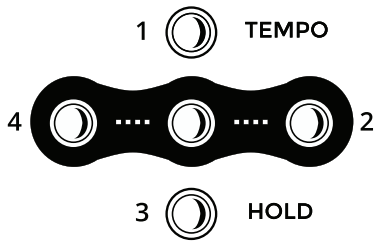
INTERNAL PATTERN RECORDER

In addition to the included preset patterns, custom patterns can be created by using Dream Sequence's built in **Pattern Recorder**. Much like a traditional step sequencer, Dream Sequence allows the user to create patterns by adding or subtracting notes for each of the three voices (octave down, middle octave, octave up). To access the Pattern Recorder, flip the **Preset Bank** switch to **"Saved,"** and navigate to **Preset 12**.

(Preset 12 and "Saved" are underlined to indicate this connection)



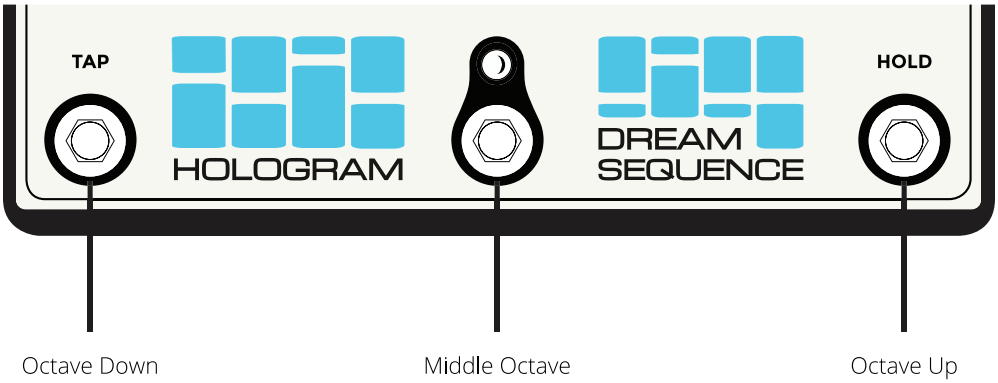
After entering the **Pattern Recorder**, the indicator lights will begin blinking, prompting the user to select a length for the pattern. By default, one light will blink, indicating a pattern length of one measure. While the lights are blinking, press any footswitch to increase the number of measures, up to four.



Set Number of Measures

After a few seconds, the lights will stop blinking and the Pattern Recorder will begin. To serve as a "guide track," all of the sixteenth notes for all three voices are filled in by default. Strum a chord or play a note at this point to get a feel for the tempo of the pattern.

Each footswitch represents one "voice" of the sequencer: the left footswitch ("Tap") represents the Octave Down voice, the middle footswitch ("Bypass") represents the Middle Octave voice, and the right footswitch ("Hold") represents the Octave Up voice. While in Pattern Recorder mode, the three footswitches do not perform their normal functions (Bypass, Tap, etc). To exit the Pattern Recorder without saving, simply change the Preset switch to a different preset.



Tapping any of these footswitches will clear out the default pattern for that voice and record a note into the pattern; footswitch taps are automatically quantized to sixteenth notes, so any notes entered will always be in time. The pattern will loop continuously, allowing the user to build up a pattern with every subsequent footswitch press.

To clear one of the voices, hold the corresponding footswitch down for two seconds.

Once you're satisfied with the pattern you've created, simply hold down the two outside footswitches (**Tap** and **Hold**) and save to a preset location.

MIDI

The presets found in the **Factory Bank** represent the kind of complex patterns that can be created for Dream Sequence in a DAW application (Ableton Live, Logic, etc) and transmitted via MIDI. The exact procedure for creating such a pattern may vary from program to program, but the basic concept is the same.

Dream Sequence will accept MIDI CC messages 20, 21, and 22 for the three sequencer voices.

CC #20 = Octave Up

CC #21 = Middle Octave

CC #22 = Octave Down

You can draw envelopes (or otherwise automate) the corresponding CC messages in your DAW program to construct your patterns, and Dream Sequence will be able to capture and store these as presets.

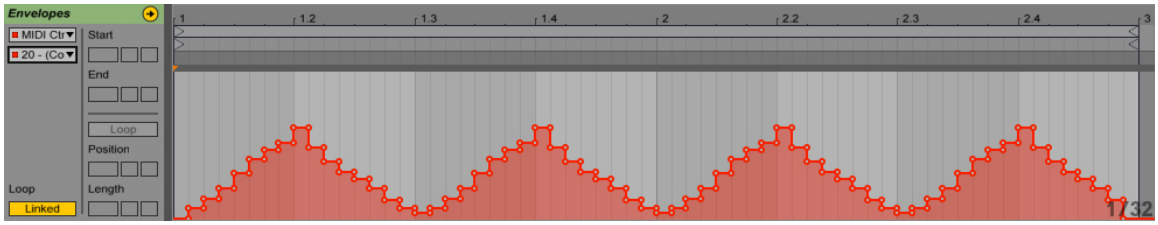
9 | PATTERN RECORDING CONTINUED

Connect a MIDI cable from your MIDI interface's MIDI OUT port to the pedal's MIDI IN jack. Make sure that your DAW is sending MIDI clock to the pedal (necessary for using this function), and that the MIDI CC patterns are sending to your MIDI OUT port. Your DAW may require you to enable sending MIDI CC messages out on your chosen port (Ableton Live, for example, requires "Remote" to be turned on for the MIDI output you intend to use, under Preferences/MIDI).

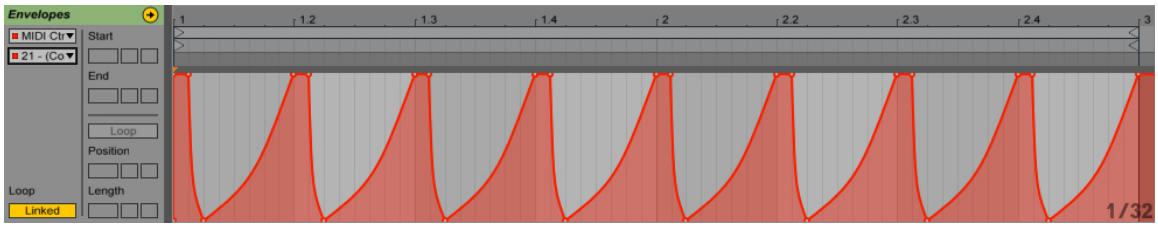
Press play to preview your pattern. As soon as Dream Sequence receives a MIDI Start message, it will synchronize to the MIDI clock. If it receives a MIDI CC message corresponding to one of the octave voices (CC# 20, 21, or 22), it will begin playing back any pattern sent from the DAW.

Once you begin creating a pattern, it may be helpful to loop a few bars in your DAW to see and hear the results in real time. Here is an example of Preset #2 from the **Factory Bank**, created in Ableton Live.

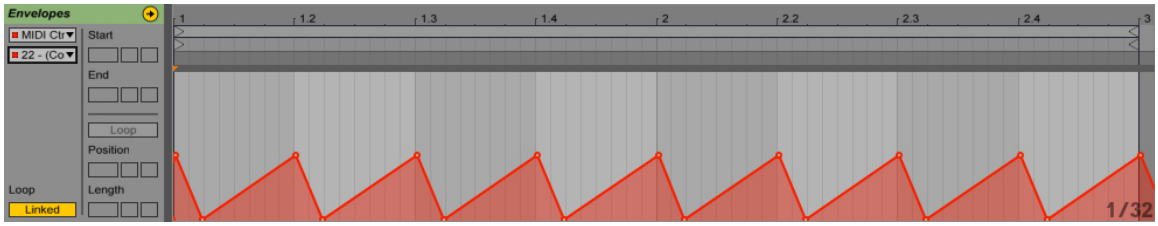
Here are the envelopes for the Middle Octave (MIDI CC #21) :



Octave Up (MIDI CC #20) :



and Octave Down (MIDI CC #22) :



Once you're satisfied with the pattern you've created, hit stop in your DAW program. Flip the **Preset Bank** switch to **"Saved"** and the **Preset** knob to position "12," the **Pattern Recorder**.

While the Indicator Lights are flashing yellow, press play in your DAW, and Dream Sequence will begin recording your pattern via MIDI. Any patterns captured via MIDI IN are automatically recorded for four measures, so if your pattern is shorter than that, simply loop it and let it play.

9 | PATTERN RECORDING CONTINUED

As Dream Sequence is recording, you should see the pattern you've created played back on the Indicator Lights. When it has captured four measures of material, the pedal will automatically stop recording, and the Indicator Lights will blink turquoise. From this point, simply save the pattern like you would a normal preset: turn the **Preset** knob to the location where you intend to store it, and hold down the outside two footswitches (**Tap** and **Hold**) for two seconds.

Your custom pattern will now be stored as a preset in the pedal's memory and will persist after cycling power. The preset will be saved at the tempo at which it was recorded from the DAW.

If you have a particularly complex pattern, it may be necessary to slow the tempo of your DAW down to allow Dream Sequence to capture all of the information correctly. If this is the case, follow all of the above steps and, after saving the preset, change to the correct tempo in your DAW. Hit play to synchronize Dream Sequence to the correct tempo, and re-save the preset in place.

For a video demonstration of this process and other in-depth tutorials, please visit our website at hologramelectronics.com.

10 | MIDI IN/OUT

CLOCK

Dream Sequence accepts MIDI clock signals via the MIDI IN jack. When it receives a MIDI Start message, the pedal will switch from its internal clock to the external clock signal. Upon receiving a MIDI Stop message, the pedal will revert to its internal clock. Note that **Tap Tempo** is not available when synchronized to an external clock.

The pedal also recognizes MIDI Song Position Pointer, Start, Stop and Continue messages.

In addition to receiving MIDI clock, Dream Sequence can also transmit MIDI clock signals via the MIDI OUT jack. The pedal sends a MIDI Start message after powering on, and will transmit either the tempo assigned to a given preset or any tempo changes made by **Tap Tempo**.

THRU

Dream Sequence echoes any messages it receives on its MIDI IN port on the MIDI OUT port by default, so that other devices can be used simultaneously with a single MIDI connection from a MIDI source. The pedal listens for commands on Channel 1 by default, so other devices connected via MIDI OUT/THRU should be configured to listen on another channel. Alternatively, Dream Sequence's default MIDI channel can be changed. To change the default channel, see Startup Parameters

CONTROL CHANGE

Dream Sequence will accept MIDI CC messages #20, #21, and #22 for the three octave voices.

CC #20 = Octave Up

CC #21 = Middle Octave

CC #22 = Octave Down

When the pedal receives a MIDI Start message, any MIDI CC messages transmitted for the three octave voices can be "played" in real time, and will override the current preset. These messages can be recorded and saved as a preset. For more on this, see MIDI Pattern Recording

CC #23 = Bypass

MIDI CC #23 controls the pedal's relay bypass. Sending a value greater than 64 will engage the effect, and sending a value less than 64 (0-63) will bypass the effect.

PROGRAM CHANGE

Sending a Program Change message to the pedal will allow the user to switch between any of the 35 internal presets.

Program Change 001-012 = User Bank Presets 1-12

Program Change 013-024 = Factory Bank Presets 1-12

Program Change 025-35 = Saved Bank Presets 1-11

MIDI IMPLEMENTATION CHART

MIDI Message Type	Function	Range
Start	Sequencer Start	N/A
Stop	Sequencer Stop	N/A
Continue	Sequencer Start	N/A
Song Position Pointer	Adjust Sequencer Time	N/A
Control Change #20	Octave Up Level	0-127
Control Change #21	Middle Octave Level	0-127
Control Change #22	Octave Down Level	0-127
Control Change #23	Effect Bypass	Effect Off: 0-63, Effect On: 64-127
Program Change	Change Preset	001-035

For in-depth tutorials and demonstration videos,
please visit our website at hologramelectronics.com

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11 | WARRANTY

Hologram Electronics warrants your product to be free from physical defects in material and workmanship for a period of 1 year from the date of the original retail purchase. If you discover a defect covered by this warranty, we will repair or replace the product.

Not Covered by this Warranty:

This warranty covers manufacturing defects that arise from the correct use of this device. It is limited to defects in materials or workmanship and does not cover damage caused by unauthorized modification, abuse, lightning or power surge damage. The warranty does not cover the normal wear and tear of graphics, knobs, or enclosures.

To request a repair, please email repairs@hologramelectronics.com.

FCC COMPLIANCE

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient or relocate the receiving antenna.

—Increase the separation between the equipment and receiver.

—Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

—Consult the dealer or an experienced radio/TV technician for help.

Changes or modifications could void your authority to operate the equipment under FCC rules.