

HyperChord for iOS User Guide

This guide explains the features and usage of HyperChord.
Guide version: 1.0.0



This software is dedicated to my family who have lovingly supported me over the years.

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History

Based on research into a music theory called Holistic Tonality, HyperChord got its start on an Amiga computer in the late 1980's. Conceived initially as a real-time hyperinstrument for live performance, it has evolved into a much more versatile program in 2026, especially the Desktop Pro version. This simpler app version provides unique functionality that both builds on the legacy and opens up some new doors, all in a convenient handheld, touchscreen.

Terminology

There are some recurring ideas that occur in the HyperChord app where certain words mean certain things such as:

Superchord — a time-compressed arpeggio or melody that presents as a sound

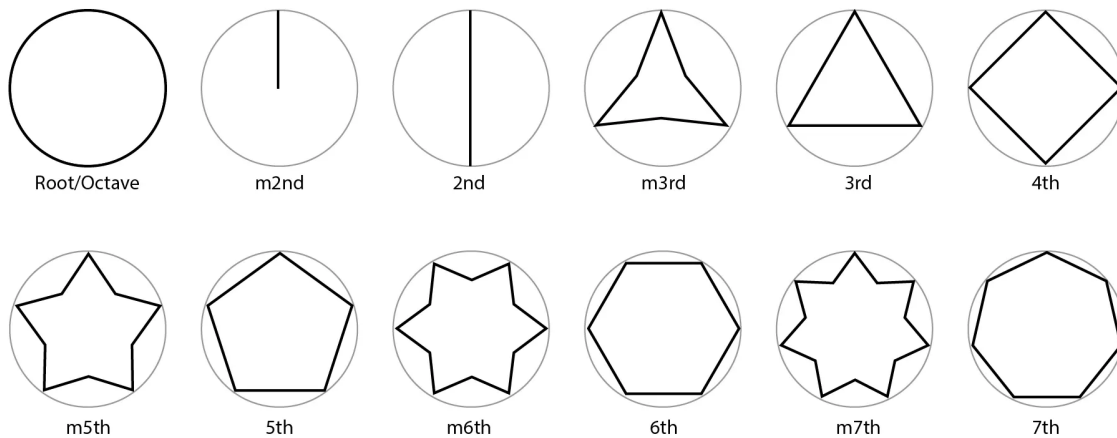
Sparkler — a higher faster sort of superchord used to create interesting sounds

Ramp — a progression of stacked notes that speed up and become more dense

Mode — this can mean any scale, mode or chord, not only the traditional modes

Interval Polygons

Wherever you see concentric polygons flashing by they are showing you the interval patterns you are hearing based on this table:



Overview

HyperChord app for iOS is meant to be a fun diversion and educational tool that is also able to do some serious musical work for those that dive deeper. Keep in mind this is a 1.0 release so congratulations for being an intrepid musical explorer and know that free updates will be coming sooner than later!

In general, it's sort of meant to play fast, sometimes VERY fast where BPM can climb above 1000! The reason for this is not to deflate the egos of the fastest shredders out there but to enable a sonic realm where notes become sounds so you can also think of "fast" as actually slow for a sound and it's less daunting. However, feel free to slow it down as much as you want because it's also enjoyable at a more leisurely pace.

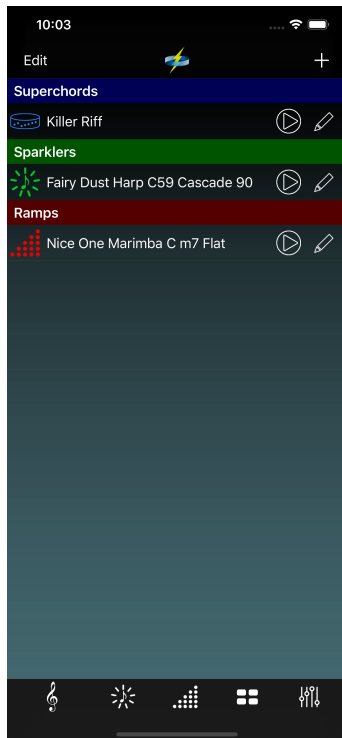
HyperChord works on both iPhones and iPads.

Uses for HyperChord App

Your creativity is the only limit when using HyperChord Pro but here's a starter list of things you can do with it:

- Entertainment
- Studio Production:
 - Live MIDI/Audio out
- Create unique music
- Generate a wide variety of musical patterns
- Film, Television and Game scoring
- Mood music
- Create textural content underneath or above other musical parts
- Improvisation
- Unusual arpeggiator
- Live Performance, including with Collaborators
- Experimentation
- Explore the space between music and sound
- Create Chord Progressions
- Music Theory Education and Learning
- Music Therapy

Home Screen



The Home Screen gives you easy access to all the tools of the app and for convenience keeps saved items listed for instant playback or editing.

Most of the Back buttons in the app lead back to the Home Screen.

Use the + button up top to create a new superchord.

The Main Tab buttons at the bottom are respectively:

Songs
Sparklers
Ramps
Performer
Settings

These are explained below individually.

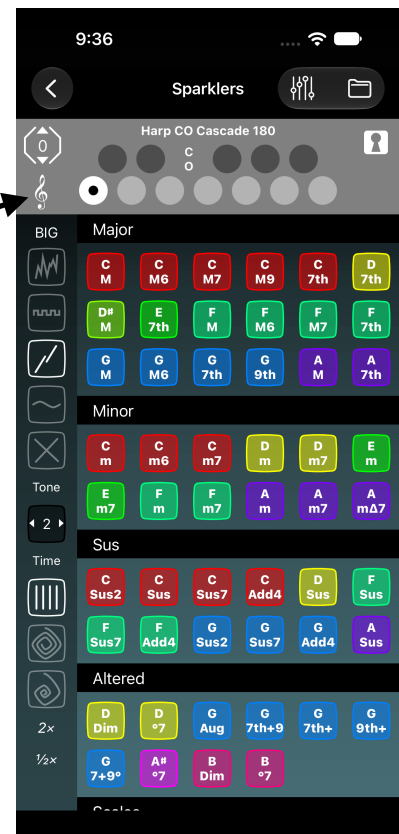
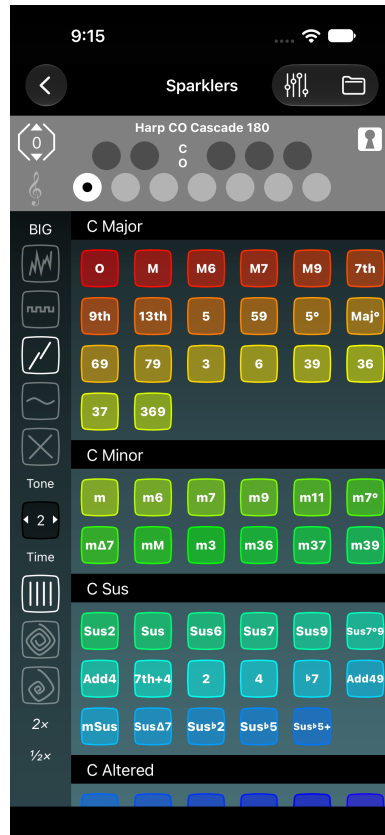
Sparklers

Sparklers sound exactly like their name implies—all sparkly.

Set base **Key** and **Octave** up top and button **Lock** to keep looping, otherwise they stop when you release your finger from the button.

- Tap on colored buttons arranged by tonal class to start. Scroll down for more scales.
- Tap Sparkler type on left side to switch to another pattern: Random, Trill, Run, Wave, Cross and on iPad Shepard, Ostinato and Triangle. When selected you can change parameters by retapping in the button where XY sets two parameters OR hold finger to get bigger XY pad.
- Time grids are Iso, Archimedean and Nautilus spiral where notes play faster and faster over time.
- BPM bumpers instantly double or half the speed. to move the current loop range to a new start point.

Tap the Treble Clef to enter the Related Chords view which show some of the common chords for the current Key.

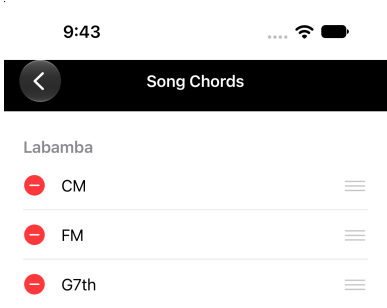
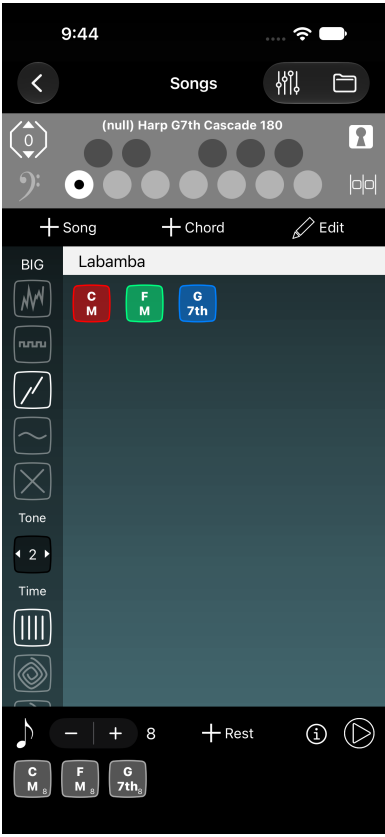
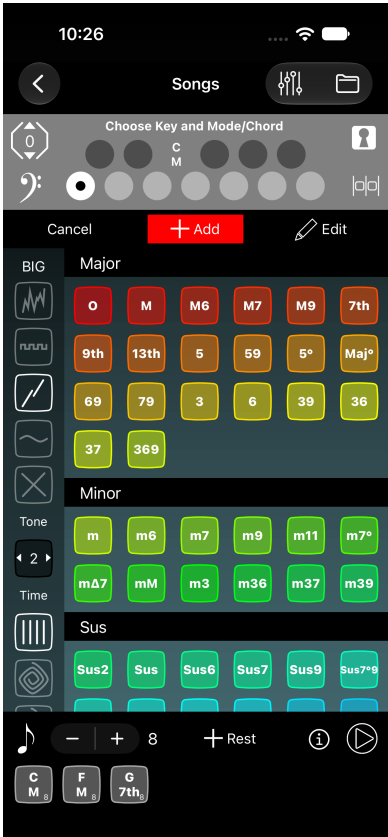
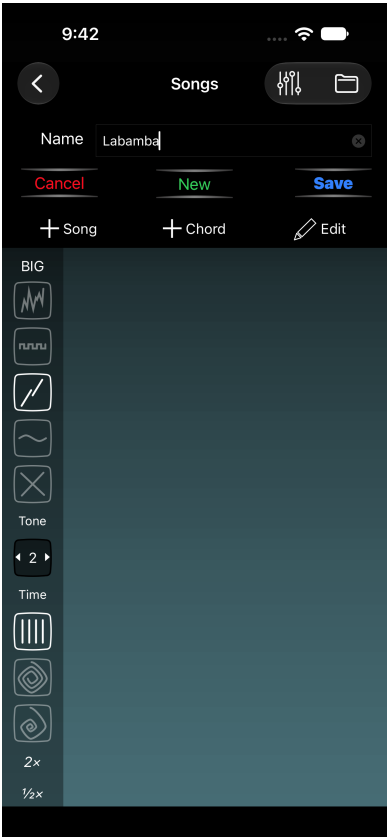


Songs

Songs are just Sparklers with specific chord buttons that allow you to play along with a chord progression. Hit the **+ Song** to start a new song by first giving it a name. Then add chords with the **+ Chord** button by selecting a chord and a ket and pressing **+ Add**. Hit the Bass Clef button to add bass notes when you his song buttons.



Hit this button to enter **Auto Song Play** where you can assign beats and rests to the chord sequence you create. Start and Stop with the bottom Play button.

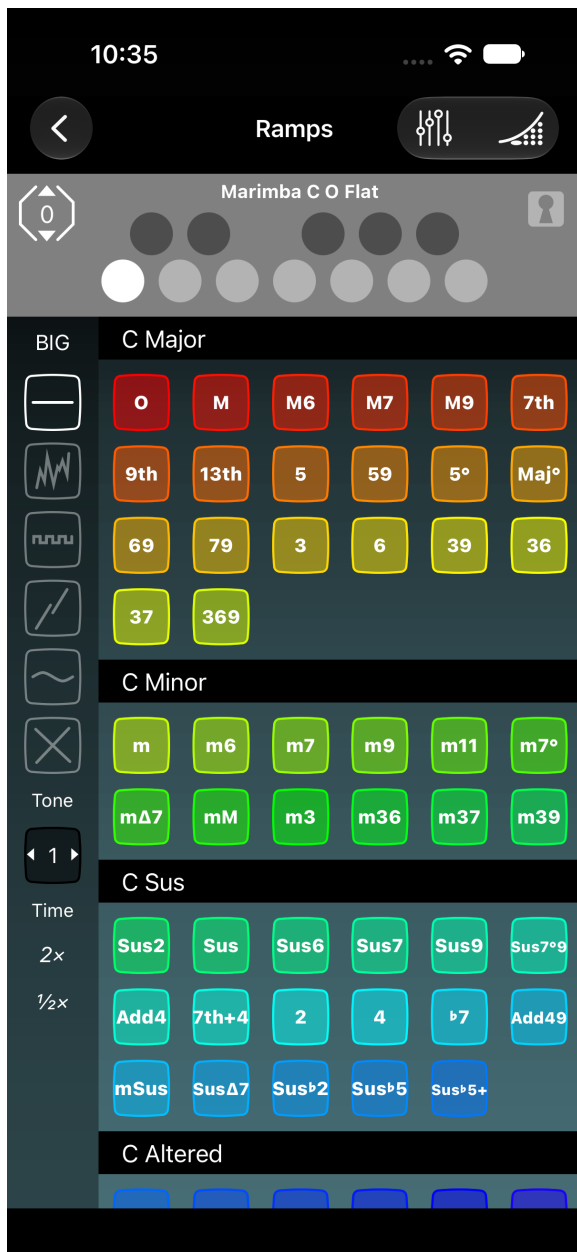


Hit the Edit button to delete or reorder chords by dragging them up or down.

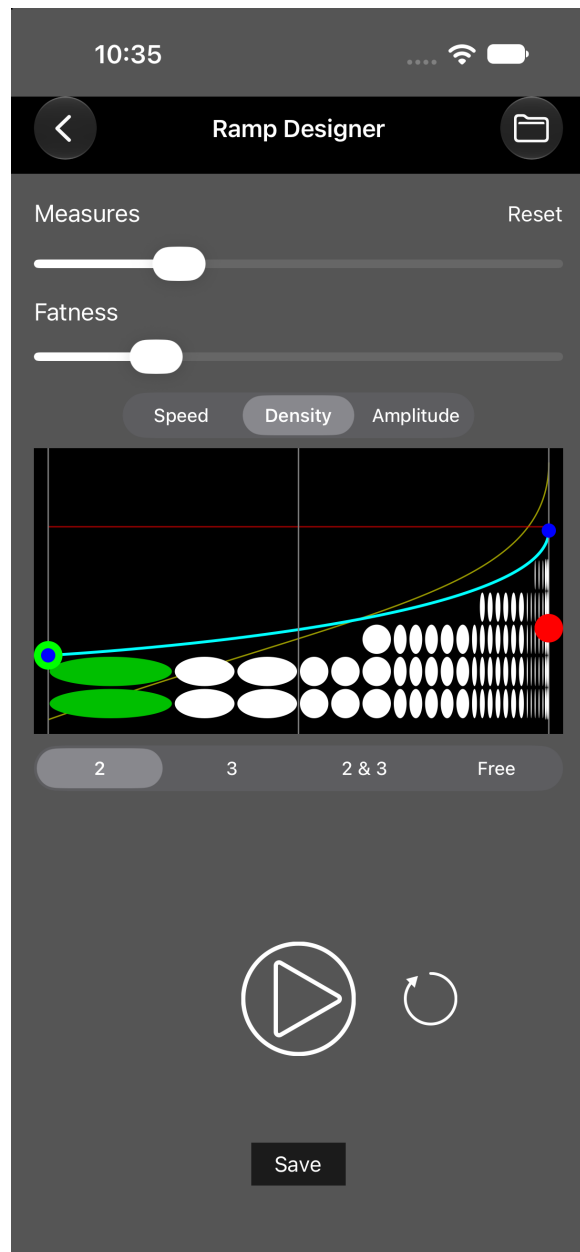
Ramps

Ramps are measures of progressively faster or slower or denser or sparser stacked chords.

Hold you finger on a chord button to hear the ramp play. Use the **Ramp Editor** to move curve points around to shape the speed, density and volume of a ramp. The Ramp Editor has a **Beat Value Limiter** that affects what sort of note durations are allowed or preferred where 2 is more like half, quarter, eighth and 3 is more triplet types. **Measures** controls how long the ramp passage is and **Fatness** controls how many notes it will stack up at its max.



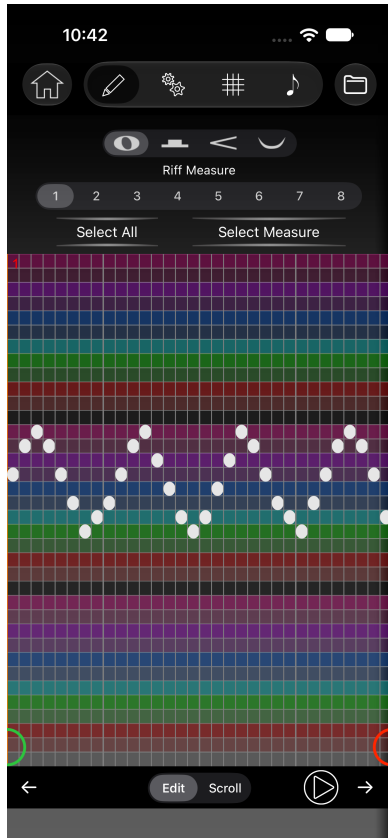
Ramps Screen



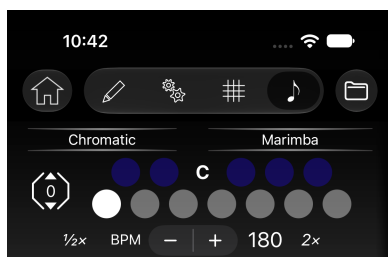
Ramp Editor

Superchords

From the Home Screen hit **+** to create a new superchord or hit the **Edit** button to edit an existing one or hit **Play** to hear one that's saved.



Superchord Editor



Use all the various tools in this screen to create monophonic superchords that reflect a musical vibe you want to achieve. Blend these into other music in your favorite DAW for cool effects that are hard to get any other way.

The top row of buttons:

Home—return to the home screen.

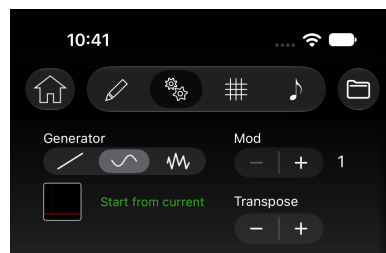
Edit—the place where you can draw or drag notes around

Operations—helpers that create patterns for you

Grid—control the divisions and views of the grid

Music—set the BPM, key and mode of the superchord

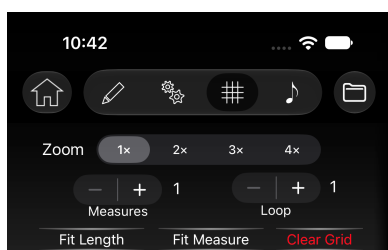
Save—save your work for the Performer or Home Screen.



Operations let you create helpful patterns such as lines (scales), waves and random. Hold your finger on the XY pad to adjust the parameters of the generator. Use Mod to create a recurring Ostinato note and use Transpose to move the notes up and down.

Use the Green and Red circles to set the range of operation.

Set the **Scale**, **Instrument**, **Key**, **Octave** and **Speed (BPM)** of your superchord in the Music tab. These are saved with the definition and will be used when you perform it.



Change the **Zoom**, number of **Measures** and number of **Loops** as well as the **Grid** fitting behavior in the Grid tab.

Global Settings

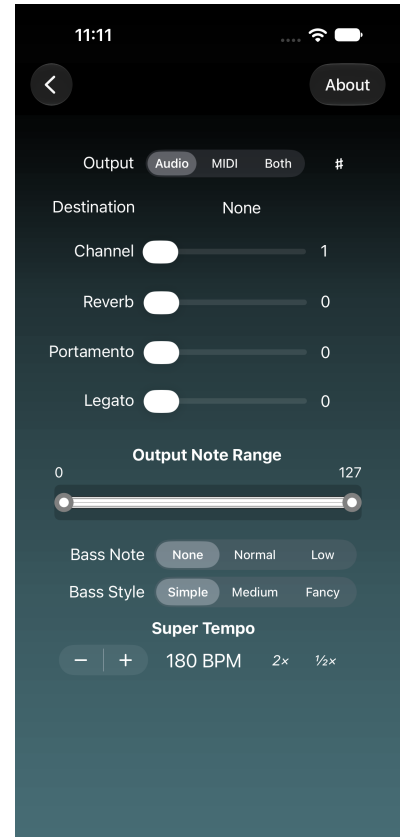


This button always leads to the global settings screen where you can change global app behaviors and assign a MIDI out destination and Channel.

A basic Reverb is included for convenience and certain synthesizer type voices respond to Portamento (glide between notes) and Legato creates small overlaps to smooth out note transitions.

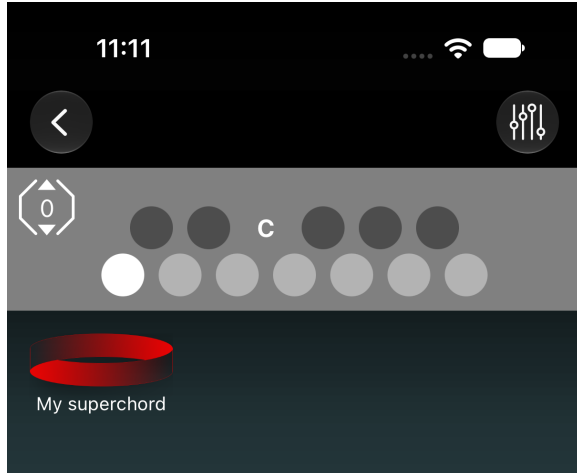
Control the **Master Output Range** by moving the ends of the Range Control. Notes outside the range will be herded back into range by octaves.

The Bass controls are very basic and optional but can add some needed bottom end on occasion.



Performance

The Performance screen lets you jam with superchords you have saved and we'll be adding more functionality soon.



Choose the key and octave and tap the jam buttons to hear your superchords play.