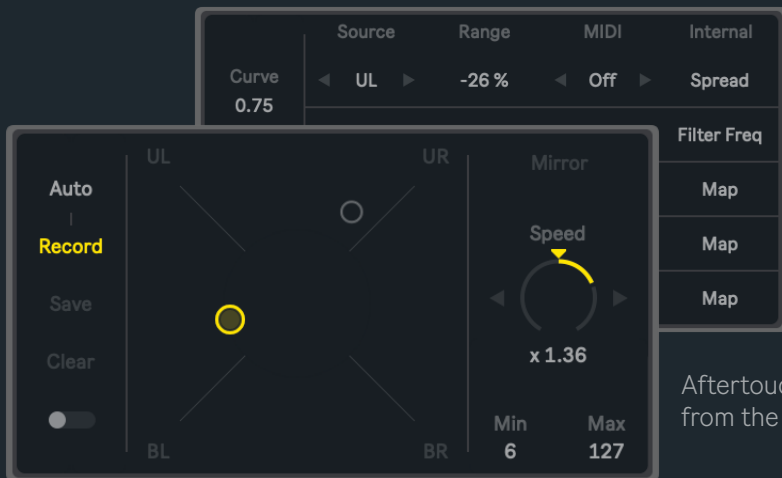


# Mime v1.0 by NOISS COKO



Featured in the Control Pack, this pair of audio and MIDI effects are mostly designed to first capture organic gestures performed in their X/Y panels and use them after as control agents for both external parameters and others within Ableton Live.

Mime features two main sections. The first one creates, records, plays back and saves X/Y coordinates. The second uses them to shape four individual control sources, defining different kinds of MIDI control messages (CC, Pitch Bend, Aftertouch, etc) or simply mapping specific Live parameters from the control outputs located in the Route section.

## SOURCE SECTION

### X/Y Panel

Click and hold the yellow knob while dragging its position across the panel in order to perform or record a sequence of X/Y coordinates, later played back and used to control external instruments and parameters inside Live.

These transitions define four different sources, labeled as:

- **UL** or Upper Left.
- **UR** or Upper Right.
- **BL** or Bottom Left.
- **BR** or Bottom Right.

### Auto/Manual

Sets a specific mode for recording the knob's position within the X/Y panel:

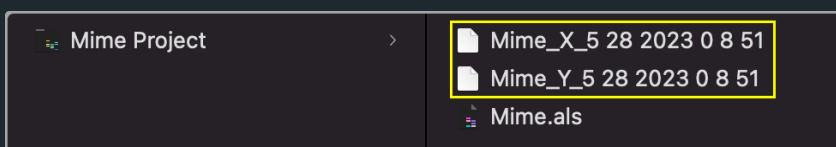
- When **Auto** is selected, the Record button remains momentarily disabled. Instead, the recording process starts automatically with every mouse click and only stops after the click is released.
- If **Manual** is chosen, the Record button is once again enabled and used to start or stop the recording process.

### Record

Only when Manual is selected the Record button starts and stops recording X/Y movements. Once the writing process begins, a small grey knob will display the starting point or first recorded value. This could as well be the reference to end the loop and create continuity during playback.

### Save

Since by default no X/Y information gets written on your hard drive, **buffer recordings will be lost every time the Live session's closed**. However, the Save toggle allows to choose a specific folder for every new recording to be automatically exported and recalled when the Live session is reopened. The autosaving function is once again disabled if this toggle is turned off.



Once a path is assigned, two different files (one for each axis) will be exported every

time Mime finishes a new recording. All these automatically saved files will start with the title "Mime\_X" and "Mime\_Y", then followed by a unique sequence of numbers that represent the specific date and time when they were originally saved.

**It is also very important to notice** that this path will be broken if the assigned folder name or location is manually changed or deleted. Mime will then be unable to find any previously saved file. It is recommended to define a route once the Ableton Live project (or any other folder of your preference) is found on a safe and definitive place on your hard drive.

### Clear

Deletes the buffers and all previously recorded or saved data for the X/Y positions.

### Switch Windows

Displays one of two different set of parameters available for Mime's main interface. The first one features the X/Y panel, the second reshapes their values and defines what parameters are controlled by the available sources.

### Playback Mode

Selects a specific playback mode or behavior:

- **Mirror** plays back the recording back-and-forth.
- **Forward** repeats the movements as they were originally recorded.

### Speed

Sets the playback speed for previously recorded X/Y movements. The left and right arrows jump between half and double speed, whenever these leaps fall within the parameter's range.

### Minimum and Maximum

Before they are used as control sources, the Min and Max parameters scale Mime's global X/Y outputs and restrict their values within a certain range.

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## OUTPUT SECTION

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### Curve

Depending on this factor, the range distribution across the X/Y panel alternates between:

- Logarithmic ( $< 1$ ): More resolution towards each corner's higher end.
- Linear ( $= 1$ ). Values are equally distributed along the spectrum.
- Exponential ( $> 1$ ). More resolution towards each corner's lower end.

### Lag

Produces a smooth transition between one value and the next. How long the transition takes is defined by this parameter.

### Source

For every individual control output, it is possible to choose between four available sources: UL (Upper Left), UR (Upper Right), BL (Bottom Left) or BR (Bottom Right). This allows a unique set of values to be used as a control signal for those parameters attached to a specific row.

### Range

Negative amounts will shrink the control source towards its lower spectrum, pushing down the original values while keeping some relative difference between them. The positive side will do exactly the opposite by leaning all control values towards Mime's maximum range.

### MIDI

Depending on what instrument or device is receiving the information, control sources can be formatted as:

- **CC** or Control Change. This type of message always feature two different yet simple elements. These are used by the receiver to identify what specific parameter is now being controlled (CC Number) and what is that parameter's new

state or position after the message is received (CC Value). In this case, values are defined by the incoming source and the number is determined by the CC X box that is displayed when this format is chosen.

- **PB** or Pitch Bend. Generally used to bend an instrument's pitch up and down, but its effect ultimately depends on how the receiver is configured to interpret this specific type of message.
- **MW** or Modulation Wheel.

	Source	Range	MIDI	Internal
Curve 0.75	UL	-26 %	Off	Spread
	UR	22 %	Off	Filter Freq
Lag 76 ms	BL	63 %	AT	Map
	BR	0 %	CC 8	Map
<input type="checkbox"/>	None	0 %	Off	Map

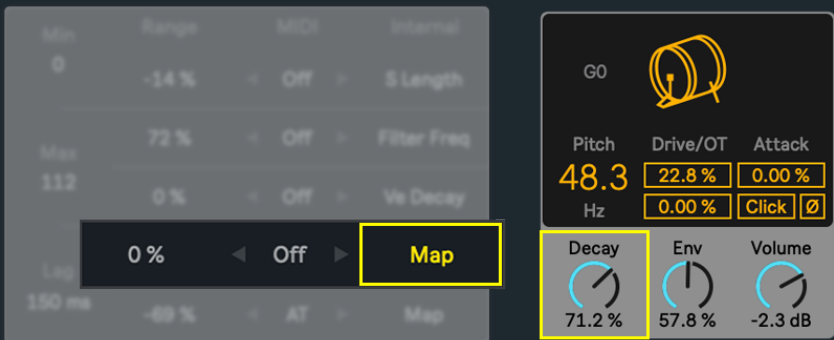
- **FC** or Foot Control.
- **AT** or Aftertouch.
- **Off** prevents a row's MIDI information from being output. Its Map function still remains independent.

These formats are particularly useful when working with instruments like Sampler, Operator or even Wavetable, all of which offer a versatile modulation section for very specific parameters that otherwise would not support MIDI mapping nor clip automation.

### Map

Mime allows to map and control parameters inside Live. Click on a Map button, and while it is blinking, select the parameter that is going to be linked. Its name will then be displayed as the new button caption.

To undo these steps, click on a Map button and hold until the previous selection is cleared or press the Internal title in order to clear all of them at once. Buttons' default state will then be restored.



## ABOUT DEVICES

Mime v1.0

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