

## Drumrack Toggle Loop

Please check out the online manual with more examples and infos here:

<http://blog.abletondrummer.com/drumrack-toggle-loop>

The “Drumrack Toggle Loop” lets you toggle loops on/off in a Drumrack via included Simpler Instrument. If you are using a midi controller like an electronic drum kit this could come handy as you can easily re-pitch midi notes inside a midi track. Especially using electronic drums this device solves the big issue of “Note Off” messages usually being send from a few mili-seconds to a max of a few seconds after the “Note On” message.

The Drumrack Toggle Loop device filters the “Note Off” from external midi and just uses the “Note On” messages and converts those to Note On and Note Off alternately. This way loops will be toggled on and off.

## External Midi controller e.g. electronic Drum Pad



one hit sends Midi note ON + OFF

## Drumrack Toggle Loop



filters out the note OFF  
messages and converts the  
Note ON to ON+OFF alternately

## How to use?

Just place the Drumrack Toggle Loop on a MIDI track in front of a Drumrack instrument and all incoming notes not will trigger samples/loops in a toggle mode, meaning every hit, push or Note On will trigger a Note On and Note Off alternately.



## How to set up the loop function in a Simpler?

*Alternatively to setting this up yourself, you can use the provided Simpler Loop Preset.*

### Simpler loop set-up process

1. Drag and drop an audio loop into one of the drum pads of the Drumrack. Ableton Live will automatically create a Simpler device to host this sample.

2. Inside the Simpler:

- Set the “Playback Mode” to classic
- Activate the LOOP button
- De-activate the SNAP button



3. Change the ADSR values as followed:

Attack = 0.00ms

Decay = 1.00ms

Sustain = 0.0dB

Release = 1.00ms



## Volume and Gain

Depending on what kind of Midi controller you use and especially what and if you want to archive volume changes you need to consider and edit the following things to your needs:

### Gain

You can normalize each loop to its maximum (limited to +12dB in the Simpler) – having all loops you use on the same time/in one Ableton Live set being normalized will keep things a bit more structured and cleaner when you later want to change and adjust the volume.

You can adjust the gain by mouse or putting in values in the “Gain” field or you can automatically normalize the sample/loop by opening up a menu through right-click on the sample/loop and then choose “Normalize Volumes”



### Volume

You can change the playback volume of each sample/loop individually on the bottoms right placed volume wheel.



## Velocity To Volume

One very important parameter regarding the playback volume of a sample/loop in a Simplr is the “Vel>Vol” (Velocity to Volume) wheel. With this parameter you decide how much your playing velocity e.g. how hard you hit your drum pad which is triggering this loop will be reconsidered for the playback volume of this sample.

You can access this parameter by clicking on the “Controls” tab on the upper right, where you will find the “Vel>Vol”.



Setting this parameter to “0” means that your playing/incoming/external velocity won’t have any effect on the volume. It will be played back by the volume you set in the steps before. Set up like this it will be always played back with the same volume.

If you want to have live-control via velocity over the playback volume, you can try different values according on which velocity values your external midi controller (e.g. an electronic drum pad) is creating.

This varies from controller to controller and needs to be set individually and of course depends on how much volume variation make sense for you for each sample/loop.

*Note: You can set velocities for every pad/field in the Drumrack Toggle Loop device individually. This is another option on how to pre-define the playback volume.*

## Making edits on the Drumrack Toggle Loop device

### Select the view of 16 pads



The pad overview lets you select the view of 16 pads. Even pads which view is not selected are functional and will modify Note On signals to Note On + Note Off in alternating mode.

### Pad functions



Each pad represents one pitch/one field for triggering. There are 2 edit-able functions which can be modified individually or for all 128 pads. Each pad can be triggered by midi notes by its dedicated pitch as well as trigger by clicking on it with your mouse.



## Polyphonic and Monophonic mode



Per default all pads are set to polyphonic mode – this means as many loops as you wish (up to 128) could be played at the same time. But as you want to create some music here you might want to have not all loops playing at the same time. You can archive this by activating the “M” which stand for monophonic mode. Of all pads where the “M” mode is activated only the last one triggered will play and automatically turn off the loop before which was in “M” mode as well.

All other loops which aren't set to “M”/monophonic mode won't be affected.

## Set all pads/fields/loops to monophonic or polyphonic mode at once

As well as setting monophonic/polyphonic mode individually for every pad you can set this for all pads with one click with the “Set ALL to” - “Monophonic/Polyphonic” button on the upper right corner. This will overwrite all made edits on **every** (all 128!) pads/fields.



## Pre-set and change velocity

### Individual note pitches

You can change the incoming velocity of every Midi note to a pre-set velocity. This can translate to the playback volume of your sample/loop. When you active the “V” (Velocity) button on a pad this function is activated for this individual pitch. A field for putting in a pre-set velocity value will be now shown, where you can edit the outgoing velocity.



### All note pitches

You can pre-set the velocity for all 128 notes/pads at once. For this you need to click on the “LiveVelo” button to set it to “SetVelo” to turn this on for all pads.

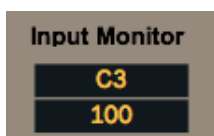


You can now change the velocity of all pads at once in the “Set Velocity” field.



*Note: velocity values will be only changing the playback volume of a sample/loop if the “Vel>Vol” parameter in the Simplr is ‘active’/not set to “0%”. Please refer to “Velocity to Volume” Chapter in this manual.*

### Input Monitor



The Input Monitor will show you the last played incoming Midi note pitch and its note on velocity.

### Logo with link for more info



By clicking on this logo, you will be taken the Ableton Drummer Blog, where you can find some more info on this and other devices.



## Drumrack Tuner (V3)

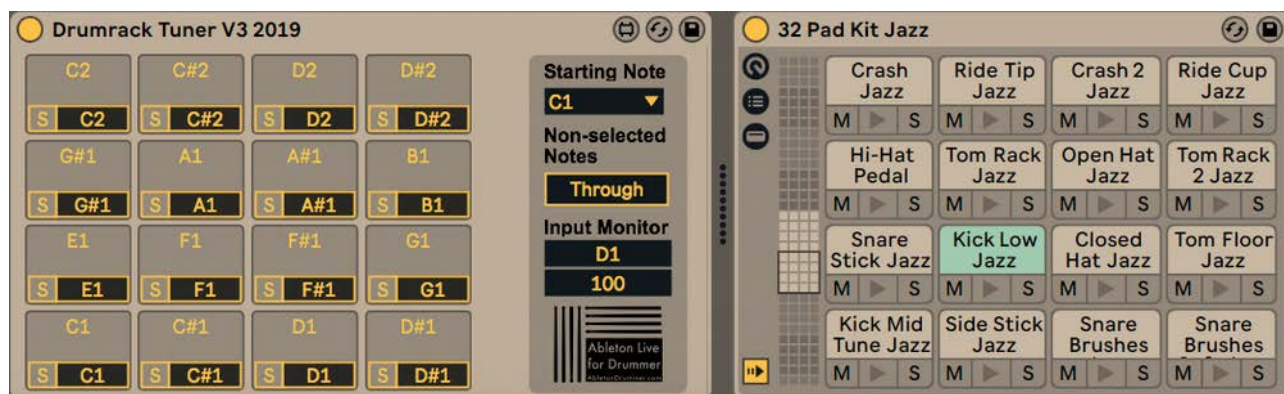
Please check out the online manual with more examples and infos here:

<http://blog.abletondrummer.com/drumrack-tuner-v3---max-for-live-device/>

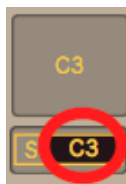
The “Drumrack Tuner” lets you change the pitch of incoming MIDI notes to (edit-able) note pitches to use in conjunction (not only) with Abletons Drumrack.

### How to use?

Just place the Drumrack Tuner on a MIDI track. in front of a Drumrack instrument.



### Re-pitch incoming MIDI notes

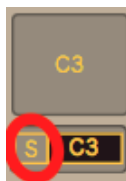


Under each pad you can edit the note pitch value, which will be re-pitched to the right pads note above. You can edit this value by hand:

- selecting the lower field and click-drag (UP+DOWN) to the right value
- select the field and use your up+down arrows to get to the right value
- select the field and type in the pitch value and press ENTER

### Re-pitching the quick way:

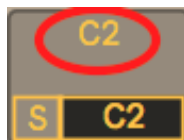
In case you don't know which note pitch you are sending in, there is a very easy and quick way to find out:



1. Click on the “S”/SYNC button – the button now will blink yellow
2. Just play the pad/key/e-drum you want to be re-pitched to the Drumrack pads note pitch.

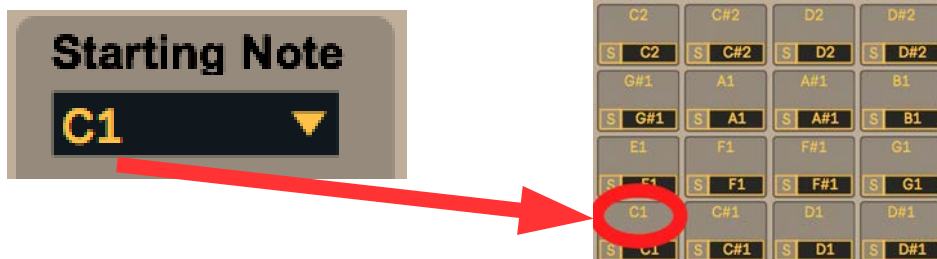
3. If a note was received, the “S” button will stop to blink and the received note pitch value will be shown and stored in the lower right field.

## Change the outgoing pitch – individual pads



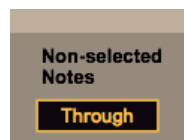
You can change the outgoing triggered pitch of each drum pad individually with the same techniques like just described before for the incoming midi notes. This might make sense if you use Drumrack sample presets which are not having all samples in the the same 4 x 4 pad format.

## Change the outgoing pitch – for all 4 x 4 pads



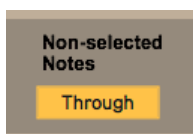
The “Starting Note” menu will change **all** outgoing/triggered pitches of the 4 x 4 pad layout starting at the bottom left pad and going up chromatically, like the Drumrack Instrument pad layout,

## (Un-) blocking all other note pitches



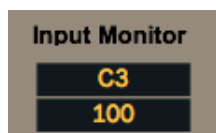
In some use cases you might want to block all other incoming notes which are not being re-pitched by the M4L device. By this you can avoid conflicting note pitches, triggering the same fields with different pads/keys/e-drums.

Per default all non-selected notes pitches are not being send “THROUGH”



If you wish to have all notes to pass through you can just click on the “THROUGH” button to turn this function on.

## Input Monitor



The Input Monitor will show you the last played incoming midi note pitch and its note on velocity.

## Logo with link for more info



If clicking on this logo, you will be taken the the Ableton Drummer blog, where you can find some more info on this and other devices.



## Impulse Tuner (V3)

Please check out the online manual with more examples and infos here:

<http://blog.abletondrummer.com/impulse-tuner---max-for-live-device/>

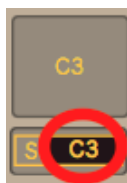
The “Impulse Tuner” lets you change the pitch of incoming MIDI notes to the required pitches for triggering Abletons Impulse. Those pitches consists of a C major scale starting from C3 (C3, D3, E3, F3, G3, A3, B3 + C4). As those pitches are fixed to trigger the 8 fields of the Impulse you can’t change the outgoing pitches in this Max for Live device but change the note pitches of incoming midi notes real quick and save this as a preset in your User Library.

### How to use?

Just place the Impulse Tuner on a MIDI track. in front of an Impulse instrument.



### Re-pitch incoming MIDI notes

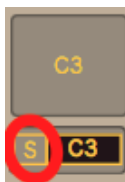


Under each pad you can edit the note pitch value, which will be re-pitched to the right pads note above. You can edit this value by hand:

- selecting the lower field and click-drag (UP+DOWN) to the right value
- select the field and use your up+down arrows to get to the right value
- select the field and type in the pitch value and press ENTER

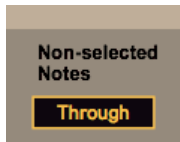
### Re-pitching the quick way:

In case you don’t know which note pitch you are sending in, there is a very easy and quick way to find out:



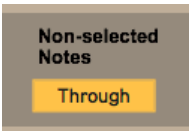
1. Click on the “S”/SYNC button – the button now will blink yellow
2. Just play the pad/key/e-drum you want to be re-pitched to the Impulse pads note pitch.
3. If a note was received, the “S” button will stop to blink and the received note pitch value will be shown and stored in the lower right field.

## (Un-) blocking all other note pitches



In some use cases you might want to block all other incoming notes which are not being re-pitched by the M4L device. By this you can avoid conflicting note pitches, triggering the same fields with different pads/keys/e-drums.

Per default all non-selected notes pitches are not being send “THROUGH”



If you wish to have all notes to pass through you can just click on the “THROUGH” button to turn this function on.

## Input Monitor



The Input Monitor will show you the last played incoming midi note pitch and its note on velocity.

## Logo with link for more info



If clicking on this logo, you will be taken to the Ableton Drummer blog, where you can find some more info on this and other devices.



## Toggle All Notes

Please check out the online manual with more examples and infos here:

<http://blog.abletondrummer.com/note-toggle-all>

The “Toggle All Notes” lets you toggle loops on/off in a Drumrack via included Simplifier Instrument. If you are using a midi controller like an electronic drum kit this could come handy as you can easily re-pitch midi notes inside a midi track. Especially using electronic drums this device solves the big issue of “Note Off” messages usually being send from a few mili-seconds to a max of a few seconds after the “Note On” message.

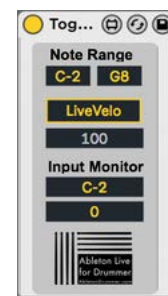
The “Toggle All Notes” device filters the “Note Off” from external midi and just uses the “Note On” messages and converts those to Note On and Note Off alternately. This way loops will be toggled on and off.

### External Midi controller e.g. electronic Drum Pad



one hit sends Midi note ON + OFF

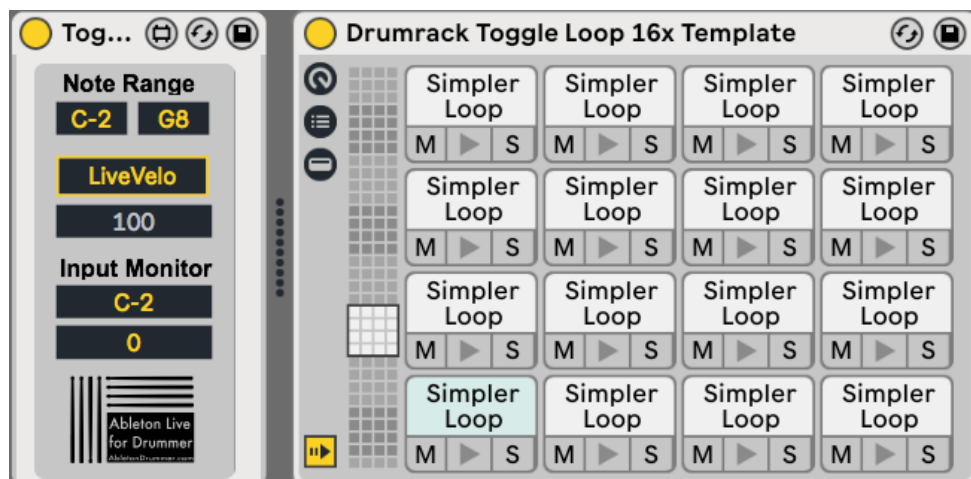
### Toggle All Notes



filters out the note OFF  
messages and converts the  
Note ON to ON+OFF alternately

### How to use?

Just place the Toggle All Notes on a MIDI track in front of a Drumrack instrument and all incoming notes not will trigger samples/loops in a toggle mode, meaning every hit, push or Note On will trigger a Note On and Note Off alternately.



## How to set up the loop function in a Simpler?

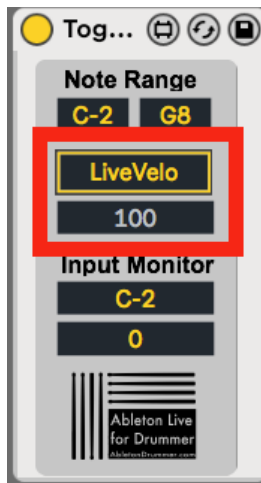
Please follow the instructions in the manual for the “Note Toggle All” bigger brother device, The Note Toggle Drumrack. You find the manual here:

<http://blog.abletondrummer.com/drumrack-toggle-loop>

Alternatively to setting this up yourself, you can use the provided Simpler Loop Preset.

## Using your live playing/incoming velocity

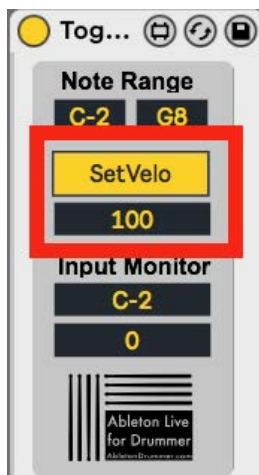
Per default the device is set to use the “LiveVelo” (=live velocity), this means the velocity of the incoming midi notes could be translated to the playback volume of the loops being triggered.



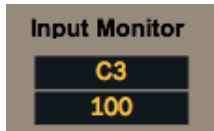
*Note: velocity values will be only changing the playback volume of a sample/loop if the “Vel>Vol” parameter in the Simpler is ‘active’/not set to “0%”. Please refer to “Velocity to Volume” Chapter in this manual.*

## Using a pre set velocity for all notes

You can set a forced output velocity for all notes. This could make sense if you don’t want any jumps in volume and don’t want to have a dynamic controlled playback volume. Just switch on the “SetVelo” and put in the velocity value you need.



## Input Monitor



The Input Monitor will show you the last played incoming Midi note pitch and its note on velocity.

## Logo with link for more info



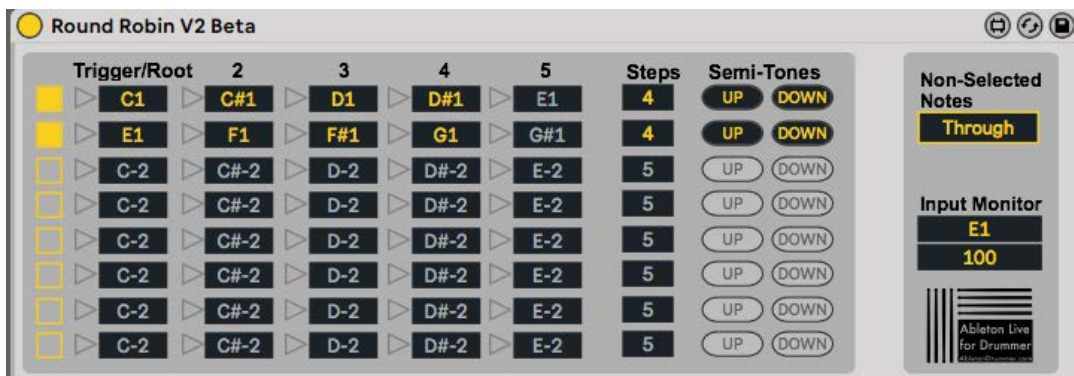
By clicking on this logo, you will be taken the Ableton Drummer Blog, where you can find some more info on this and other devices.





Please check out the online manual with more examples and infos here:

<http://blog.abletondrummer.com/round-robin-max-for-live-device/>



This device lets you trigger cycles of up to 5 midi note pitches from up to 8 trigger notes. Possible use cases vary from cycling via different drum samples e.g. from one resampled acoustic drum, triggering short melodies or triggering different sounds in a row/cycle via just one incoming Midi note e.g. from an (eletronic drum) pad or button from an external midi hardware controller.

## Editing one cycle

First you need to switch on the cycle(s) you want to use by activating the box on the far left of each row. Now the row is active and all boxes and parameters of this row are edit-able



## Trigger/Root Note

The first note pitch box defines which note will trigger this sequence. On the same time it will be the “Root” note/the first note pitch which will be triggered



## Steps

This parameter defines how many notes will be played in this cycle/sequence. All non-active note pitch boxes will be grayed out.



Example 1:

Steps: 4

First 4 note fields are active (1-4) – number 5 is grayed out



Example 2:

Steps: 2

First 2 note fields are active (1+ 2) – 3-5 are grayed out



## Edit note pitches

You can change the note pitches of all notes which are added to the trigger/root note. You can do this by selecting a note field and

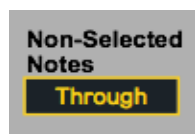
- type in the note pitch value + presser enter
- scroll up and down while you keep your click/mouse down
- use your computer keyboard arrows up and down

A second and quicker way to set the added note pitches to go chromatically up/down related to the root note are the “Semi-Tones UP + DOWN” buttons.



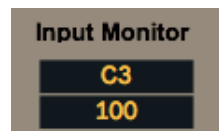
## Through

Per default all non-selected note pitches then active “Trigger/Root” notes are not being send “THROUGH”, meaning all other note are blocked by the device.



If you wish to have all other notes to pass through you can just click on the “THROUGH” button to turn this function on.

## Input Monitor



The Input Monitor will show you the last played incoming midi note pitch and its note on velocity.

## Logo with link for more info



If clicking on this logo, you will be taken the the Ableton Drummer blog, where you can find some more info on this and other devices.

## Use cases

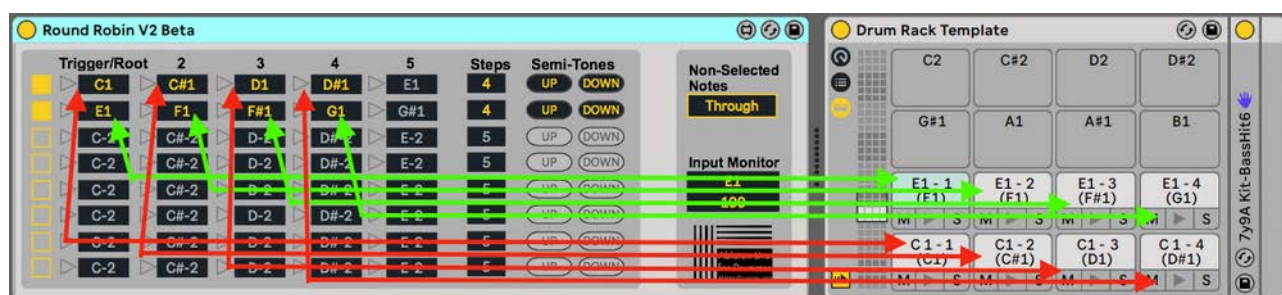
### Example 1

The incoming external midi notes C1 and E1 should trigger 4 different drum samples each, the samples are placed in a Drumrack.

1. Activate the first 2 rows and set the “Trigger/Root” notes to C1 and E1
2. Set “Steps” of both rows to “4”
3. Click on “UP” (under Semi-Tones) in both rows
4. Place the samples in an empty Drumrack

First row will trigger the Drumrack pads of C1, C#1, D1, D#1

Second row will trigger E1, F1, F#1, G1



## Simple Step Sequence V3 + Simple Step Sequence Long V3

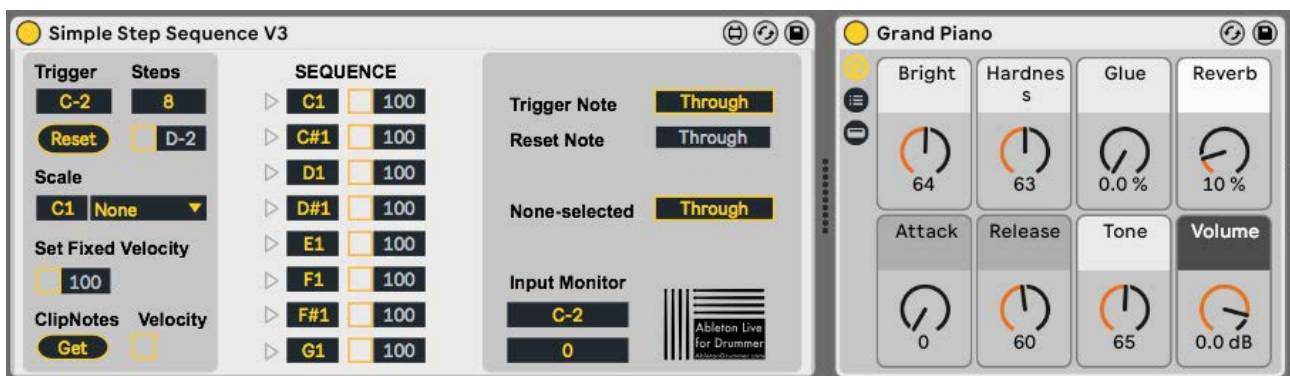
Please check out the online manual with more examples and infos here:

<http://blog.abletondrummer.com/simple-step-sequence-max-for-live-device>

The Simple Step Sequence device lets you step through a midi note sequence of up to 8 (the "Long" version up to 32) notes pitches triggered by one incoming midi note from one certain pre-set pitch.

### How to use?

Just place the Simple Step Sequence device in front of an Ableton instrument e.g. a Grand Piano Sampler preset.



### Set the trigger note

Under "Trigger" you can set the note pitch which will trigger the sequence.



### Set the number of steps

Under "Steps" you can set the number of steps/notes for the sequence to step through.



In the he "Long" version you can trigger up to 32 steps/notes



## Reset

You can reset the sequence to start from the beginning again by clicking on the “Reset” button. You can as well set this function to be triggered by a midi note by checking the box just right to this button. You can set the pitch on the now active box on the right.



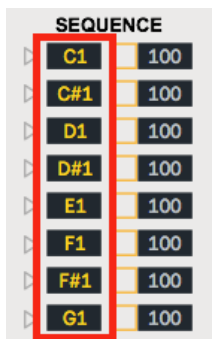
## Edit Sequence

### Note Pitches

You have 3 ways to edit the note pitches of the sequence:

- individual
- scale
- ClipNotes import

### Individual



You can set individual pitches just right in the pitch box for every note

### Scale



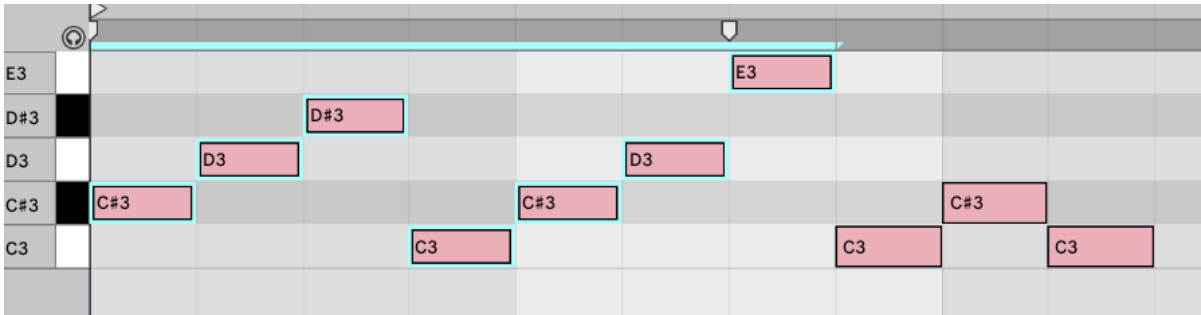
You can set the sequence to a certain scale.  
Pick the root note and a scale and the sequence will be set to this.



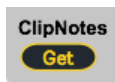
## Clip Notes Import

You can import notes from a midi clip.

Select notes you want to import in midi clip



While keeping those notes selected go back to the Simple Step Sequence device and click on the “Get” button on the bottom left.



## Velocity

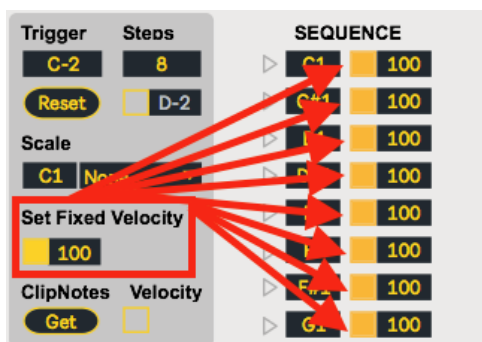
You can decide if you want to use your live-playing/triggering velocity or if you want to use a pre-set velocity for every note (individually)

You have 3 options to edit the pre-set velocity:

- set a fixed velocity for all notes
- set a fixed velocity for individual notes
- import the velocity when you import note pitches from a midi clip

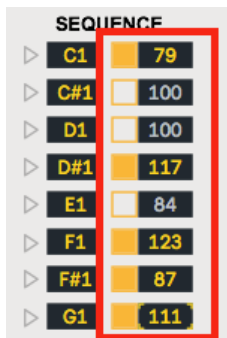
### Set a fixed velocity for all notes

First you need to check the “Set Fixed Velocity” box. This will activate all “Set” velocity boxes for all notes as well as de-select all when turned off. The velocity value box is now activated and you can put in your desired values. If active changes will change all individual velocity boxes for all notes.



## Set a fixed velocity individual notes

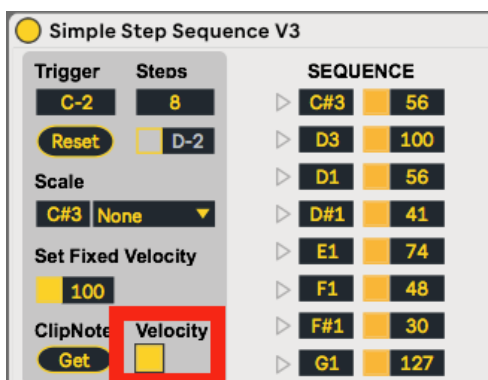
You can activate the pre-set velocity function for every note/step of the sequence individually by (de-)activating the boxes next to each pitch field on the right. This will (de-)activate the velocity value box for each note, where you can put in your desired velocity values.



### Velocity from imported notes

When you import midi notes from clips you can import their velocity values as well. For this you need to turn on the “Velocity” box next to the ClipNotes “Get” button before you import the notes.

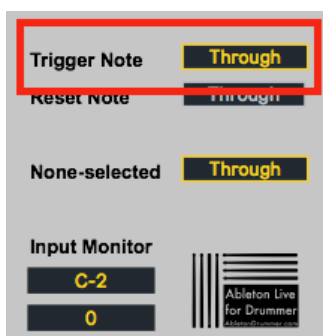
Per default turning on this box will as well switch on the “Set Fixed Velocity”/ all pre-set velocity boxes for each individual note.



## Through functions

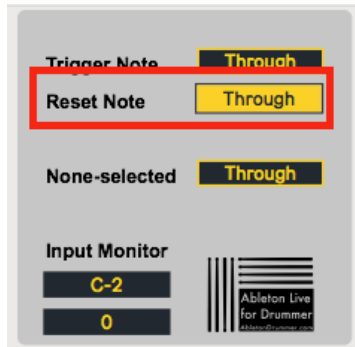
### Trigger Note

In some use cases you want the “Trigger Note” which is used for triggering the step sequence being send to the instrument to trigger a sound/note as well. You can (de-) activate this function via the Trigger Note “Through” button.



## Reset Note

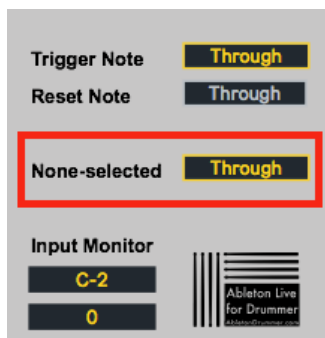
This works the same like for the trigger note. For this function the ‘Reset-by-Note’ needs to be activated.



## Non-Selected

If you have a midi track where you just want the notes from the **selected** sequence notes to trigger sounds you can block all other notes coming into this track via having the “Through” button de-activated. This way only the notes selected in the sequence will get ‘through’ = trigger sounds.

If you have more then one midi effects on one track which are triggering/for creating sounds you can activate the “Non-selected Through” button if you need other notes to pass through.



## *“Non-Selected Through” Examples:*

1) You have one Simple Step Sequence device set to trigger a C4 Major scale via the trigger note C3.

All other incoming notes then C3 should not trigger any sound – the None-selected “Through” needs to be de-activated.

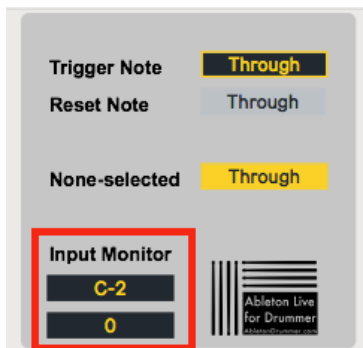
2) You have one Simple Step Sequence device set to trigger a C4 major scale via the trigger note C3 and you have a second Simple Step Sequence device on the same track to trigger a D4 major scale via the note D3 - the None-selected “Through” needs to be activated on both devices so all notes can pass through.

“D3” - Trigger note for second Simple Step Sequence needs to pass through the first device  
C4 major sequence from first device needs to pass through the second device.



## Input Monitor

The Input Monitor will show you the last played incoming midi note pitch and its note on velocity.



## Logo with link for more info

If clicking on this logo, you will be taken the the Ableton Drummer blog, where you can find some more info on this and other devices.

