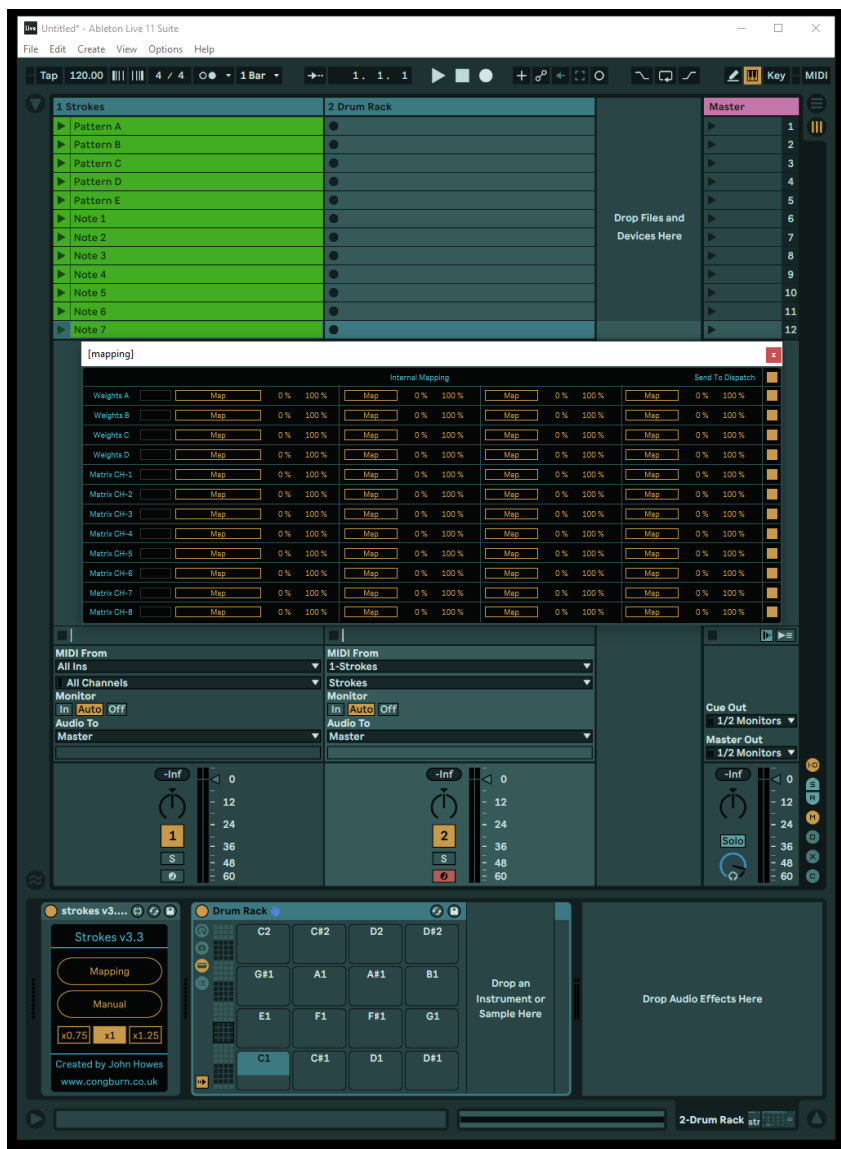


Whether you're using Mac or Windows, you'll need to use the VST3 version of Strokes within Ableton Live.

Due to the limitations of Ableton Live's MIDI implementation, a companion Max For Live device is required. You'll find the "strokes v3.3 receiver.amxd" device in this folder. The M4L device does three tasks:

- If there is a single instance of Strokes VST3 in a project, the M4L device will set up its own routing and arm itself to record.
- Then the M4L device creates MIDI clips on the Strokes VST3 channel which allow you to change Pattern and Note Select.
- The M4L device converts MIDI pitch-bend data* to parameter modulation, with four modulation destinations (Map Buttons) per source.

*Live is the only host which doesn't allow MIDI CC data to be passed out of VST3 plugins - so as a workaround all of the modulation data from Strokes is sent via the pitchwheel, the M4L device converts this data to Map buttons and strips the dummy pitchwheel data from the outgoing MIDI signal. Strokes knows which host is running and only chooses to send this weird pitch-bend information when running in Ableton Live.



*****You'll need to use the M4L device on every channel that receives MIDI from Strokes, or weird pitchwheel data will be passed on to your devices further down the chain.*****

Step by step

1. Add Strokes VST3 to a MIDI channel.
2. Create another MIDI channel
3. Add the "strokes v3.3 receiver.amxd" device from your download folder, or Max For Live Devices > Max MIDI Effect
4. The M4L device sets up its own routing, so add a drum/instrument rack after the M4L device and you're ready to go

If you have any suggestions for how to improve this guide, please leave a comment.