

# CROSSFIRE

## CrossFire v1.1.0

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# 1 CHANGES IN THIS VERSION

- Updated for compatibility with Live 11/Python 3.
- In [Step Mode](#), the 4<sup>th</sup> Encoder can now be used for adjusting Step Probability.
- Added MUTE\_BUTTONS\_USE\_TRACK\_COLORS option to [User Preferences](#). When set to TRUE, the Mute Buttons in [Performance Mode](#) will reflect Track colors.

*For existing users, you'll need to add this option to User Preferences manually. To do that, just add the following line at the bottom of your User Preferences file:*

**MUTE\_BUTTONS\_USE\_TRACK\_COLORS = TRUE**

- Added SWAP\_PERFORMANCE\_MODE\_FEATURES option to [User Preferences](#). When set to TRUE, the features of [Performance Mode](#) will be swapped such that the secondary set of features will be accessible by default and the primary set of features will be accessible when ALT is held or locked.

*For existing users, you'll need to add this option to User Preferences manually. To do that, just add the following line at the bottom of your User Preferences file:*

**SWAP\_PERFORMANCE\_MODE\_FEATURES = TRUE**

- Various other minor improvements.

## 2 SETUP

This section covers the initial installation steps you will need to complete in order to use CrossFire. Please **take your time** when completing these steps.

### Installing CrossFire

To install CrossFire, first close Live and then unzip the zip file you downloaded. You'll need to transfer folders from within the unzipped zip file to folders within Live's library. The default location of Live's library is:

**Windows:** Users/[username]/Documents/Ableton

**Mac OS:** Users/[username]/Music/Ableton

1. Go to the *User Library* folder within Live's library. If *User Library* doesn't already contain a folder named *Remote Scripts*, please create the folder manually.
2. Transfer all of the folders within *Remote Scripts* to the *Remote Scripts* folder within the *User Library* folder.

\* *If you're an existing user, please refer to the Legacy Deinstallation section below before proceeding.*

Once installation is complete, please launch Live to complete setup.

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### Legacy Deinstallation

If you're an existing CrossFire user and have either ran a CrossFire installer or manually installed CrossFire in the old installation location (inside of the Live application), you will need to deinstall the old version before you'll be able to use the new version.

To do that, go to the *MIDI Remote Scripts* folder and delete the folders named *\_NKFW2* and *CrossFire*.

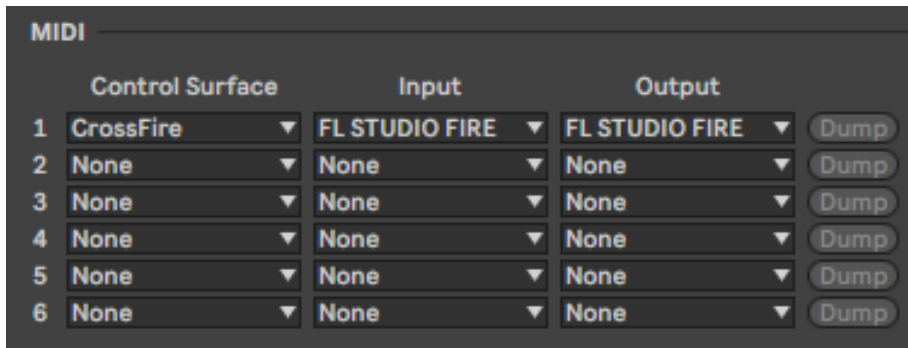
To access the Live directories mentioned above:

On **Windows**, go to: ProgramData\Ableton\Live x\Resources

On **Mac OS**, go to Applications, find *Live.app* or *Ableton Live x.app*, Control-click or right click on it and select *Show Package Contents* and then go to: Contents/App-Resources

# Live Settings

CrossFire will automatically be configured for you in most cases. If you find that CrossFire is not working, you can either close Live, delete *Preferences.cfg* and then restart Live. [This article](#) covers how to locate *Preferences.cfg*. Or you can configure CrossFire manually in Live's Preferences on the *Link/MIDI* tab as described below.



1. Select *CrossFire* as a **Control Surface**.
2. For the **Input** and **Output**, select *FL STUDIO FIRE*.

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## Next Steps

After completing the above steps, you'll immediately be able to use CrossFire. However, before doing so, it is recommended that you familiarize yourself with the [Basic Concepts](#) and [Control Layout](#) of CrossFire. Once you've gotten acclimated, please refer to the [Encoder Modes](#) and [Matrix Modes](#) sections to learn more about the functionality of CrossFire.

# 3 BASIC CONCEPTS

This section covers some basic concepts that you'll need to be aware of when using CrossFire.

## Current Track

Much of the functionality of CrossFire controls a single Track at a time. By default, the Track that is selected in Live will be controlled. However, CrossFire includes the ability to lock to a particular Track. This way, you can continue controlling the Track regardless of whether it's selected or not. We use the term *Current Track* to refer to the Track being controlled.

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## Grid Selector

CrossFire includes a Grid Selector, which is a colored border that indicates the Tracks and Scenes CrossFire controls. The color of this border is dependent upon the Control Surface slot (in Live's Preferences on the *Link/MIDI* tab) that CrossFire is selected in. For example, a script selected in the first Control Surface slot will have a red Grid Selector while a script selected in the fourth Control Surface slot will have a green Grid Selector.

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## User Preferences

CrossFire includes a settings file named *User Preferences.txt* that allows you to change some of its behaviors. The file will be created upon completing Setup. You can find the folder (named *CrossFire*) containing this file in the *nativeKONTROL* directory within your User directory.

**NOTE:** *User Preferences.txt* is a plain text files that should be edited with an application that does **not** apply formatting. On Windows, Notepad is recommended. On OS X, TextEdit can be used but, in later versions of OS X, it may apply formatting. See [here](#) for information on how to disable that.

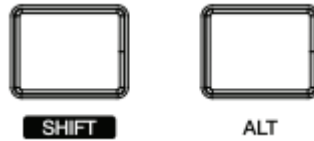
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## Max for Live Integration

CrossFire includes a powerful and well documented Max for Live Interface that makes it very easy to access and re-purpose CrossFire's Controls from Max for Live Devices. Additionally, CrossFire ships with Max for Live Devices and objects that make using the Max for Live Interface even easier. The Devices, objects and documentation related to this, which are collectively referred to as the *CrossFire M4L Toolkit*, are provided in the CrossFire download.

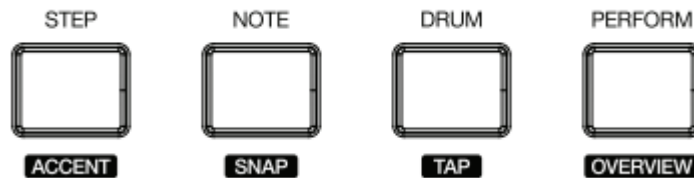
# 4 GLOBAL CONTROLS AND MODES

This section covers Controls and Modes that are global meaning that they are always available and perform the same function regardless of which [Encoder Mode](#) or [Matrix Mode](#) is selected.



**SHIFT** – Modifies the function of other Controls. Throughout the rest of this document, this Button will be referred to as **SHIFT**.

**ALT** – Modifies the function of other Controls. Throughout the rest of this document, this Button will be referred to as **ALT**.



**STEP** – Selects [Step Mode](#).

- When **SHIFT** is held down, this will toggle Full Velocity. When Full Velocity is on, the MATRIX will output full velocity (127) in [Note Mode](#) and [Drum Mode](#).

**NOTE** – Selects [Note Mode](#).

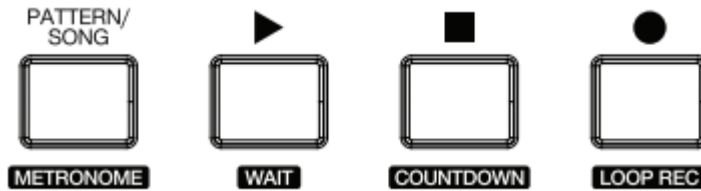
- When **SHIFT** is held down, this will quantize the selected Clip on the [Current Track](#) to 1/16<sup>th</sup> notes with the current Swing percentage selected in [Global Mode](#).

**DRUM** – Selects [Drum Mode](#).

- When **SHIFT** is held down, this will trigger Tap Tempo.

**PERFORM** – Selects [Performance Mode](#).

- When **SHIFT** is held down, this will toggle Detail View.



**PATTERN/SONG** – Toggles between Clip and Device View.

- When **SHIFT** is held down, this will toggle the Metronome.

**PLAY** – Starts/pauses playback.

- When **SHIFT** is held down, this will launch the selected Clip Slot/Clip on the [Current Track](#).
- When **ALT** is held down, this will launch the selected Scene.

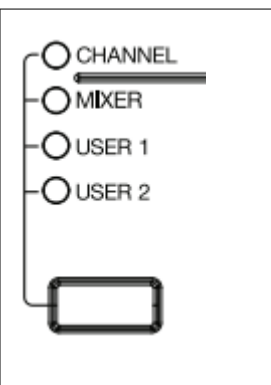
**STOP** – Stops Live's playback. When pressed a second time, the will revert Arrangement position to 1.1.1.

- When **SHIFT** is held down, this will lock the [Current Track](#). When pressed again, this will unlock from the Current Track.


**RECORD** – When pressed quickly, this toggles/triggers Session Record (with optional Fixed Length). When held down, the Fixed Length to use for recording can be adjusted via the **SELECT ENCODER**. When Fixed Length is set to anything other than *Off*, triggering Session Record will record Clips that have the specified fixed length and that seamlessly switch from recording to playback.


- When **SHIFT** is held down, this will prepare a new Scene for recording.
- When **ALT** is held down, this will trigger Capture MIDI.


✓ **TIP:** In [User Preferences.txt](#), you can set whether Fixed Length should be on by default as well as the default fixed length to use. Additionally, you can choose whether Session Record should apply to all armed Tracks or only to the [Current Track](#).




**MODE** – Cycles between [Encoder Modes](#).

	<ul style="list-style-type: none"> <li>• When <b>SHIFT</b> is held down, this will jump directly to <a href="#">Global Mode</a>.</li> <li>• When <b>ALT</b> is held down, this will toggle between linked Encoder Modes; <a href="#">Chain</a> and <a href="#">User Chain Mode</a> or <a href="#">Mixer</a> and <a href="#">User Mixer Mode</a>.</li> </ul>
	<p><b>PATTERN UP/DOWN</b> – Navigate between Scenes with scrolling if held down.</p>

	<p><b>BROWSER</b> – Toggles Browser Mode (described below).</p> <ul style="list-style-type: none"> <li>• When <b>SHIFT</b> is held down, this will trigger Undo.</li> <li>• When <b>ALT</b> is held down, this will trigger Redo.</li> </ul>
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	<p><b>SELECT ENCODER</b> – This performs different functions depending on the selected <a href="#">Matrix Mode</a>.</p> <ul style="list-style-type: none"> <li>• When <b>SHIFT</b> is held down, pressing the Encoder will double the contents and length of the selected MIDI Clip on the <a href="#">Current Track</a>.</li> </ul>
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	<p><b>GRID LEFT/RIGHT</b> – These perform different functions depending on the selected <a href="#">Matrix Mode</a>.</p> <ul style="list-style-type: none"> <li>• When <b>ALT</b> is held down, these will navigate between Tracks with scrolling if held down.</li> </ul>
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**DISPLAY** – The DISPLAY is split into four lines that can display text and graphics. The primary function of the topmost line is to show the name of the [Current Track](#) with a lock icon next to it when locked. The primary function of the line underneath it is to show the name of the selected Clip on the Current Track. The remaining lines are used to show various information.

## Browser Mode

Browser Mode is a special type of mode that can override other Modes and allows you to load and hotswap Drum Racks. It uses the following Controls:

**DISPLAY** – Shows the browser content that can be selected, previewed and loaded.

**SELECT ENCODER** – Navigates the browser content in increments of one item. When **SHIFT** is held

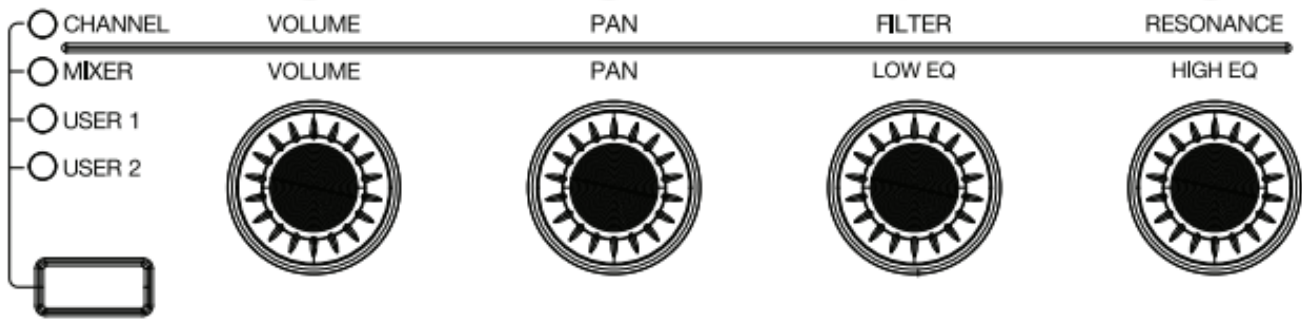


down, it can navigate in alphabetic increments (moving from names starting with A to names starting with B for example). When pressed, it will load the selected item.

**GRID RIGHT** – Toggles previewing of the selected item.

# 5 ENCODER MODES

Encoder Modes determine the functionality of the four ENCODERS to the left of the DISPLAY. You can cycle between these Encoder Modes by pressing MODE.



In all Encoder Modes, touching an ENCODER will display the name and value of the parameter it's assigned to. Also, except for [Global Mode](#), the ENCODERS provide coarse adjustment by default and fine adjustment when **SHIFT** is held down.

## Chain Mode (aka Channel)

Chain Mode controls parameters of the selected Drum Rack on the [Current Track](#). By default, the ENCODERS will control Chain Volume, Chain Panning, Simpler Filter Cutoff and Simpler Filter Resonance respectively. The assignments of ENCODERS 3 and 4 (shown in blue below) can be changed and these changes will then work with any Drum Rack in any Live Set.



Use the following procedure to change the assignments of ENCODERS 3 and 4:

1. Select a Track containing a Drum Rack.
2. Select a Pad in the Drum Rack that contains the parameters you'd like to assign.
3. Enter mapping mode by holding down **SHIFT** and **ALT** and pressing MODE.
4. Click on the parameter you'd like to assign to ENCODER 3 and then turn ENCODER 3.
5. Click on the parameter you'd like to assign to ENCODER 4 and then turn ENCODER 4.
6. Exit mapping mode by holding down **SHIFT** and **ALT** and pressing MODE.

✓ **TIP:** By default, *ENCODER 1* will control the entire Volume range of Drum Rack Pads. This can optionally be limited to 0db in [User Preferences.txt](#).

ⓘ **NOTE:** Although any parameter can be clicked on in Live, not all parameters are considered by Live to be 'selected'. Parameters of that sort (such as the Crossfader) cannot be assigned.

# Mixer Mode

Mixer Mode controls parameters of the [Current Track](#). By default, the ENCODERS will control Track Volume, Track Panning, Low EQ and High EQ respectively. Compatible EQs are EQ Eight, EQ Three, Channel EQ and any Rack with Macros named *Low EQ* and *High EQ*. The assignments of ENCODERS 3 and 4 (shown in blue below) can be changed and these changes will then work with any Track in any Live Set.



Use the following procedure to change the assignments of ENCODERS 3 and 4:

1. Select a Track containing Devices with parameters you'd like to assign.
2. Enter mapping mode by holding down **SHIFT** and **ALT** and pressing **MODE**.
3. Click on the parameter you'd like to assign to ENCODER 3 and then turn ENCODER 3.
4. Click on the parameter you'd like to assign to ENCODER 4 and then turn ENCODER 4.
5. Exit mapping mode by holding down **SHIFT** and **ALT** and pressing **MODE**.

✓ **TIP:** By default, ENCODER 1 will control the entire Volume range of Tracks. This can optionally be limited to 0db in [User Preferences.txt](#).

ⓘ **NOTE:** Although any parameter can be clicked on in Live, not all parameters are considered by Live to be 'selected'. Parameters of that sort (such as the Crossfader) cannot be assigned.

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## User Chain Mode (aka User 1)

User Chain Mode is identical to [Chain Mode](#) except that it has no default assignments and all four ENCODERS can be assigned.

✓ **TIP:** You can toggle between User Chain Mode and Chain Mode by holding down **ALT** and pressing **MODE**.

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## User Mixer Mode (aka User 2)

User Mixer Mode is identical to Mixer Mode (described above) except that it has no default assignments and all four ENCODERS can be assigned.

✓ **TIP:** You can toggle between User Mixer Mode and Mixer Mode by holding down **ALT** and pressing **MODE**.

# Global Mode

Global Mode controls global parameters. Unlike other Encoder Modes that have their own LED indicator, when Global Mode is selected, all four LEDs above **MODE** will be lit. The **ENCODERS** control Tempo, Global Quantization, Record Quantization and Swing Amount respectively. Swing Amount determines the amount of Swing to add to the Note Repeat feature of [Note Mode](#) and [Drum Mode](#) and to use when quantizing Clips.



✓ **TIP:** You can select Global Mode from any other Encoder Mode by holding down **SHIFT** and pressing **MODE**.

# 6 MATRIX MODES

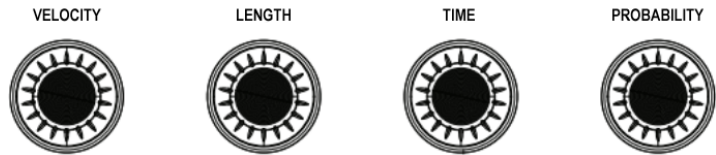
Matrix Modes determine the functionality of the MATRIX, MUTE/SOLO BUTTONS, SELECT ENCODER and GRID LEFT/RIGHT BUTTONS.

## Step Mode

Step Mode is used for step-sequencing into the selected MIDI Clip on the [Current Track](#). This Mode is optimized for use with Drum Racks and provides additional functionality when used with Drum Racks, but can be used with any type of instrument.

**MATRIX** – Quickly pressing Pads will add or remove Steps from the Clip. If a Clip does not yet exist in the selected Scene on the Track, one will be created for you. When adding Steps, the Velocity to use is determined by the Default Velocity, which can be selected via the **SELECT ENCODER**.

When one or more Pads are held down, the **ENCODERS** to the left of the **DISPLAY** can be used for adjusting Step parameters.



	<p><b>MUTE/SOLO</b> – When pressed quickly, these will toggle the Mute state of the Steps on the corresponding Row. When held down, they function as momentary toggles.</p> <ul style="list-style-type: none"> <li>When <b>SHIFT</b> is held down, these will toggle the Solo state of the Steps on the corresponding Row. When held down, they function as momentary toggles.</li> <li>When <b>ALT</b> is held down and a Drum Rack is in use, these will select Drum Rack Pads. The LEDs to the right of the Buttons will indicate which Pad is selected.</li> <li>When <b>SHIFT</b> and <b>ALT</b> are held down, these will play/audition the associated Drum Rack Pad or Note.</li> </ul>
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	<p><b>SELECT ENCODER</b> – Selects the Drum Rack Pads or group of Notes to Sequence in increments of 4. Pressing the Encoder will revert to the default Drum Rack Pads or group of Notes.</p> <ul style="list-style-type: none"> <li>When <b>SHIFT</b> is held down, this will select in increments of 1. This has no effect when a Drum Rack is in use.</li> <li>When <b>ALT</b> is held down, this will select the Default Velocity to use when inputting Steps. Pressing the Encoder will toggle between four common Velocities.</li> </ul>
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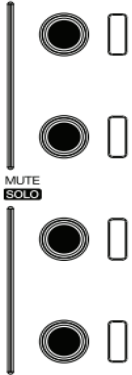
	<p><b>GRID LEFT/RIGHT</b> – Navigate between Sequence Pages in increments of 16 Steps with scrolling if held down. Pressing both of these will revert to the first Sequence Page.</p> <ul style="list-style-type: none"> <li>When <b>SHIFT</b> is held down, these will navigate in increments of 1 Step.</li> </ul>
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# Note Mode


Note Mode is used for playing instruments on the [Current Track](#).

**MATRIX** – Plays the instrument using the current Layout/Scale, which can be selected via the **SELECT ENCODER**. The LED coloring of the Pads indicates the type of Note assigned to each Pad. Green LEDs are C Notes, white LEDs are natural Notes and amber LEDs are flat/sharp Notes.

- When **SHIFT** and **ALT** are held down (in that order), the Pads delete or erase the Notes associated with the Pads from the selected Clip. If the Clip is playing, holding down a Pad will erase the Notes that the Clip's playhead is currently passing over. If the Clip is not playing, pressing a Pad will delete all of the Notes.

	<p><b>MUTE/SOLO</b> – These are used for Note Repeat, which allows the Pads to produce a stream of continuous, rhythmic Notes at different Rates. The available Rates are 1/32, 1/16, 1/8 and 1/4 respectively. When pressed quickly, these will toggle Note Repeat. When held down, they function as momentary toggles.</p>
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	<p><b>SELECT ENCODER</b> – Selects the Layout/Scale to use. Pressing the Encoder will close the Scale/Layout list.</p>
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	<p><b>GRID LEFT/RIGHT</b> – Shift the Notes assigned to the Pads in increments of 1 Octave. Pressing both of these will revert to the default Octave.</p> <ul style="list-style-type: none"><li>• When <b>SHIFT</b> is held down, these will shift in increments of 1 Semitone.</li></ul>
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# Drum Mode


Drum Mode is used for playing drum instruments on the [Current Track](#) via two Layouts; [64 Pads](#) and [16 Levels](#), which can be selected via the **SELECT ENCODER**. This Mode is optimized for use with Drum Racks and provides additional functionality when used with Drum Racks, but can be used with any type of instrument.


## Functionality Common To Both Layouts

**MATRIX** – Plays the instrument. In terms of Pad coloring, when a Drum Rack is in use, the Pad colors will match those of the Drum Rack Pad Chains. Otherwise, a static set of colors will be used.

- When **ALT** is held down and a Drum Rack is in use, a color palette page will be shown, which can be used to change the color of the selected Drum Rack Pad.
- When **SHIFT** and **ALT** are held down (in that order), the Pads delete or erase the Notes associated with the Pads from the selected Clip. If the Clip is playing, holding down a Pad will erase the Notes that the Clip's playhead is currently passing over. If the Clip is not playing, pressing a Pad will delete all of the Notes.

	<p><b>MUTE/SOLO</b> – These are used for Note Repeat, which allows the Pads to produce a stream of continuous, rhythmic Notes at different Rates. The available Rates are 1/32, 1/16, 1/8 and 1/4 respectively. When pressed quickly, these will toggle Note Repeat. When held down, they function as momentary toggles.</p>
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	<p><b>SELECT ENCODER</b> – Selects the Layout to use.</p>
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	<p><b>GRID LEFT/RIGHT</b> – Move the Drum Rack Selector in increments of 4 Rows or shift the Notes assigned to the Pads in increments of 16 Semitones. Pressing both of these will revert to the default position of the Drum Rack Selector or Note assignments.</p> <ul style="list-style-type: none"><li>• When <b>SHIFT</b> is held down, these will move in increments of 1 Row or 4 Semitones.</li></ul>
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## **64 Pads Layout**

In this Layout, the entire MATRIX can be used for playing drum instruments.

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## **16 Levels Layout**

In this Layout, the MATRIX is split into several sections.

The 2<sup>nd</sup> Quadrant of Pads plays the instrument.

The 3<sup>rd</sup> Quadrant of Pads plays the last Note that was played from the 2<sup>nd</sup> Quadrant with ascending Velocities.

The Pads in the four corners of the MATRIX are Cycle Sequence Pads. These can record and playback a sequence of one or more Notes. To record a sequence, hold down **SHIFT** and press a Cycle Sequence Pad. Then, use the 2<sup>nd</sup> Quadrant of Pads to play the sequence to record. Finally, to end recording, press the Cycle Sequence Pad again. Now, the Pad will playback the recorded sequence.

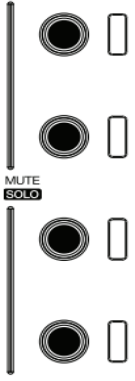



# Performance Mode


Performance Mode is used for Launching, Duplicating and Deleting the Clips and Scenes within the [Grid Selector](#). It also include a secondary set of features accessible when **ALT** is held down for Stopping, Muting, Soloing, Selecting and Arming the Tracks within the Grid Selector. You can lock into the second set of features by holding down **ALT** and pressing **PERFORM**.

**MATRIX** – Pressing Pads will Launch Clips.

- When **SHIFT** is held down, pressing Pads will Duplicate the corresponding Clip.
- When **SHIFT** and **ALT** are held down (in that order), pressing Pads will Delete the corresponding Clip.
- When **ALT** is held down:
  - ◆ The 1<sup>st</sup> Row will Stop Tracks.
  - ◆ The 2<sup>nd</sup> Row will toggle the Mute state of Tracks (with momentary toggling when held down).
  - ◆ The 3<sup>rd</sup> Row will toggle the Solo state of Tracks (with momentary toggling when held down).
  - ◆ The 4<sup>th</sup> Row will Select Tracks. If the Track is already selected, it will be Armed. If the Track is a Group Track, holding these Buttons down will toggle the Fold state of the Group Track.

	<p><b>MUTE/SOLO</b> – These will Launch Scenes.</p> <ul style="list-style-type: none"> <li>• When <b>SHIFT</b> is held down, these will Duplicate the corresponding Scene.</li> <li>• When <b>SHIFT</b> and <b>ALT</b> are held down (in that order), these will Delete the corresponding Scene.</li> <li>• When <b>ALT</b> is held down:           <ul style="list-style-type: none"> <li>◆ The 1<sup>st</sup> Button will Stop all Tracks.</li> <li>◆ The 2<sup>nd</sup> Button will unmute any Muted Tracks.</li> <li>◆ The 3<sup>rd</sup> Button will unsolo any Soloed Tracks.</li> <li>◆ The 4<sup>th</sup> Button will disarm any Armed Tracks.</li> </ul> </li> </ul>
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	<p><b>SELECT ENCODER</b> – Moves the Grid Selector in increments of 4 Scenes.</p> <ul style="list-style-type: none"> <li>• When <b>SHIFT</b> is held down, this will move in increments of 1 Scene.</li> </ul>
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	<p><b>GRID LEFT/RIGHT</b> – Move the Grid Selector in increments of 16 Tracks.</p> <ul style="list-style-type: none"> <li>• When <b>SHIFT</b> is held down, these will move in increments of 1 Track.</li> </ul>
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# 7 SUPPORT

## **Submit Support Ticket:**

<https://isotonikstudios.com/my-account/>

## **Forum:**

<http://forum.nativekontrol.com/>

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