

LFO for Push

DISCLAIMER:

- This is a MaxForLive device so you're gonna need either Live suite, or Live standard with MaxForLive.

- Works with Live 11.

TABLE OF CONTENTS

INSTALLATION :	2
BASIC USAGE:	3
Explanation:	3
Visuals:	4
CONTACT:	5

INSTALLATION :

- You can **put the devices into your Ableton Live user library**, basically anywhere.

Default location of the User Library:

When you install Live for the first time, the User Library is created at this location:

WINDOWS: \USERS\[USERNAME]\DOCUMENTS\ABLETON\USER LIBRARY

MAC: MACINTOSH HD/USERS/[USERNAME]/MUSIC/ABLETON/USER LIBRARY

Please note that Live has to analyse your user library after you put your devices in there... It could take a while. For the time being, you can just drag and drop these devices on your track from your user library. until Live analyses your folders.

Installation for Push3 Standalone:

You need to put the device in your Push's User Library from Live to a place where you'll find it later.

BASIC USAGE:

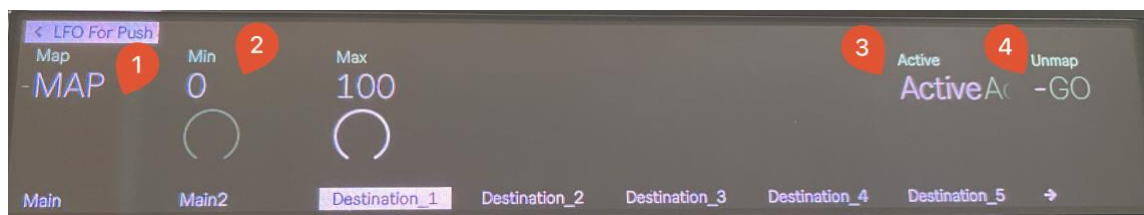
EXPLANATION:

LFO is a built-in Ableton Live device that lets you modulate up to 8 selectable parameters. Unfortunately you can't access the mapping capabilities from push with the default version. (Which makes it basically impossible to use the device from push if you don't set it up previously from your computer.)

That's why I created this modified version, where you:

- Get a visual representation of the LFO signal, and the mapped parameter's name on the Push display.
- You can select the destination of the LFO By turning the MAP dial, then selecting the desired parameter.
- Change the Min and Max values of the LFO signal.
- Unmap/Unassign the mapping.

When you load the device into a track and select one of the destination banks you can operate with the device like you normally would.



1. Map Dial:
Turn this dial (counter clockwise) then navigate to another device in the track, to select the desired parameter by turning it.
2. Min/Max dials:
Works the same way as in the original device.
3. Active:
If the destination is active A new „Active” sign will show up in the display indicating that you've assigned the LFO to a parameter.

4.

VISUALS:

In the Main bank there's a little visual representation: A dial that moves according to the LFO's signal.

With that you'll be able to see the changes you make to the device, Like the shape of the LFO and it's speed.



And If you map one of the destinations to a device parameter the bank's name will change to show you what you've mapped the LFO Slot.

So for example if you map „Destination_2” to a reverb's Dry/Wet parameter it'll display this : „ D2 Dry/Wet”



When you unmap it the Bank's will be renamed to Destination_2 again.

CONTACT:

If you have any questions or difficulties with the device feel free to write me at :

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Or you can find me in Twitter:

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Have Fun! ☺

