

LAUNCHSYNC SERIES

FUNCTION

The LaunchSync Series consists of Max4Live devices that are designed to extend the use of Ableton supported MIDI controllers, specifically those who on screen Ring Focus Boxes (the Red, Green, Blue etc. rings that appear around clips in session view representing the Button Matrix of the supported controller)

MINIMUM SYSTEM REQUIREMENTS

Ableton Live 9.1.3, Maxforlive 6.1

COMPATIBLE CONTROLLERS

AKAI Push
AKAI APC40
AKAI APC40 MKII
Novation LaunchPad
Novation LaunchPad S
Novation LaunchPad PRO
Novation LaunchControl
Novation LaunchControl XL
Novation LaunchKey MINI - by default you can only move this controller in banks of 8, the device allows it to be moved track by track
Novation LaunchKey 49 - by default you can only move this controller in banks of 8, the device allows it to be moved track by track)
LIVID Instruments Base
LIVID Instruments Base II

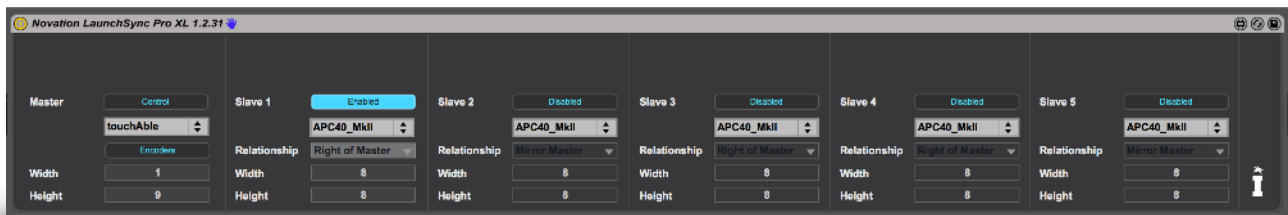
INCLUDED DEVICES - Click on the links below for Walkthrough Videos

LaunchSync PRO XL - Sync together all 6 Control Surfaces

OctoLooper - Powerful Looping control for 8 tracks

Exclude - Launch Scenes whilst excluding defined tracks

FUNCTION



To offer sync control over up to five additional Control Surfaces and to give 4 banks of MIDI Mappable dials that can be linked to any parameter within Ableton Live, when the Master Controller moves it's Ring Focus Box the linked parameters will dynamically follow.

INSTALLATION AND SETUP

Place a LaunchSync PRO XL on any track, we often use the master but if placed on an audio or MIDI track there are elements that can be controlled using Clip Envelopes.

Select the master control surface from the available controllers, you'll see the Width and Height boxes will correspond to the actual controller if it's one that is listed as supported.

The Width and Height boxes will dynamically update when the Master is touchAble allowing you to change the size of view on the iPad and have your Slave controllers adjust in real time.

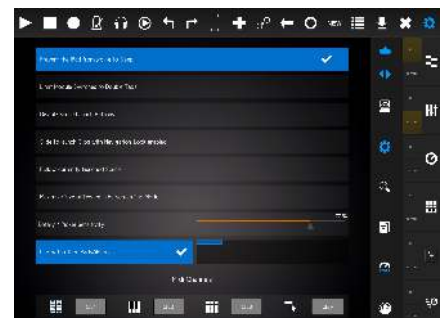
Next select the Control Surfaces you wish to act as Slaves along with their relationship to the Master. If a chosen Slave is identical to another Slave or the Master it will automatically be disabled.

DISABLE BUTTONS

This button when lit will hide the selection of Slave Controller and will prevent any relocation messages being sent which will cause a Max error message to be created when you only have one controller selected and are directly MIDI mapping to the controls in the floating window.

SYNCING TOUCHABLE 3

To enable the iPad as the Master or Slave please configure your settings on the touchAble app to "Link with other iPads/iPhones as below.



RELATIONSHIP OPTIONS

Ring FOCUS Boxes come in a few different sizes, some of the controllers listed don't on screen representation of them, instead when moving they update the yellow info bar at the bottom of the screen. An APC40 is an 8 x 5 grid with the Launchpad being 8 x 8, the LaunchControl XL who's design prompted the creation of this device has no onscreen rectangle however what it's controlling is shown in the bottom info bar of Live when the focus is moved.

The options of how to Sync the Relationship control surfaces together is fairly straightforward...

Mirror Master - both rectangles will move to the same position when the Master is moved, for controllers like the LaunchControl and it's XL big brother we simply move the Track Offset so that the Pots and Faders for example line up with the Session View of the Push.

Below Master - With two Launchpads and this device it's possible to create a clip launch grid of 8 x 16 giving a longer view of available clips for those Madeon inspired performances

Right of Master - With these option the same two Launchpads would control a 16 x 8 grid for controlling a more Eric Prydz sized template of epic proportions.

Below Right of Master - This will effectively enable the slave to be synced to the bottom right corner of the Master for completing a giant square grid of control

CONTROL WINDOW

The idea for this particular feature came from Gerhard Albinus, his initial request was to provide two number boxes that would allow him to type a Scene or Track Number and have the Master Controller automatically jump to the chosen co-ordinates and have the Slaves follow.



Track and Scene Relocate Buttons

One of the things that many controllers seemingly lack is the ability to follow the highlighted Track or Scene in Live. With the press of these two buttons the Master will relocate it's Red Box to the currently highlighted Track or Scene orientating itself so it's positioned at the top left of the chosen button.

Track and Scene Offset

Simply put these number boxes allow you to type where you'd like the top left of the master to be positioned to.

Left, Right, Up and Down

These buttons can be MIDI mapped to any other MIDI controller allowing you to move the Master Controllers Red Box through a second controller.

1 x 1 vs Bank Button

The APC40 MKII has a Bank Option which when lit will change the behaviour of the Direction arrows from moving a Track or Scene at a time versus moving in Banks of the grid size of the controller. This option does exactly the same and can be MIDI mapped.

ENCODER CONFIGURATION

Install the device following the instructions for the LaunchSync device above, open the mapping configuration controls by clicking on the ENCODERS button within the main device. A floating window will appear which will remain on top of Ableton Live until you close it.

1, Click on the MAP button to engage mapping mode.

2, Click on any parameter within Live.

3, Click on the now exposed map button that correspond to the Dial you wish to link the parameter to. (You may have to press this twice to clear any hidden mappings)

4, Set how you want the mapping to respond to the master controller, if you want it to remain fixed to the parameter chosen regardless of the position of the Ring Focus Box select FIXED.

If you'd like the mapping to follow the Ring Focus Box then simply select which track you'd like it to follow FIRST, SECOND, THIRD etc.

5, Set the range using the bar control, SHIFT and the mouse extends the range of the bar from the minimum to maximum.

6, Now turn the mapping off and the exposed number boxes per dial represent the reset values that will be set when pressing the master Reset Button at the bottom of the screen!

There are four banks of mappings available and each dial is configured to be able to be banked through when locked to a control surface. If you have a LaunchControl XL our [LaunchControl XXL](#) remote script allows all 24 parameters per bank to be controller at one time. You can additionally bank between the groups of 24 parameters directly from the controller.

As the Track Select and SOLO buttons on each track are not selectable using the above method we've exposed them individually to allow you to MIDI map them where required.



EXCLUDE

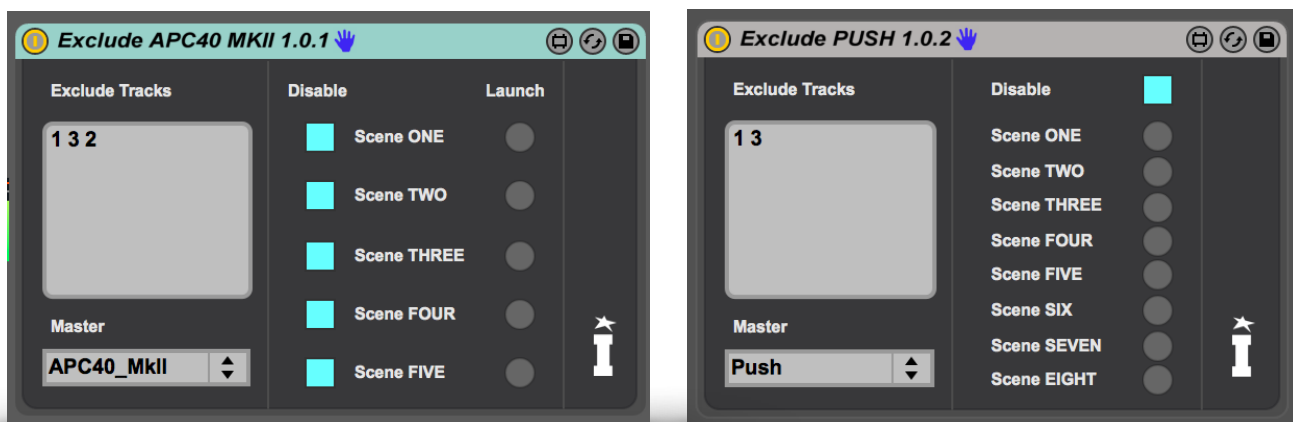
FUNCTION

When working with Dummy Clips or One Shot Samples it becomes difficult to operate with launching scenes without inadvertently launching clips that you don't want to, cue mad rush to stop launched clips.

Exclude allows you to launch scenes but define which tracks to exclude

VERSIONS

There are specific versions for the AKAI APC40 MKII, ABLETON PUSH as well as a MIDI version that can be mapped or set to translate MIDI notes that are played through it.



INSTALLATION - APC40 MKII / ABLETON PUSH

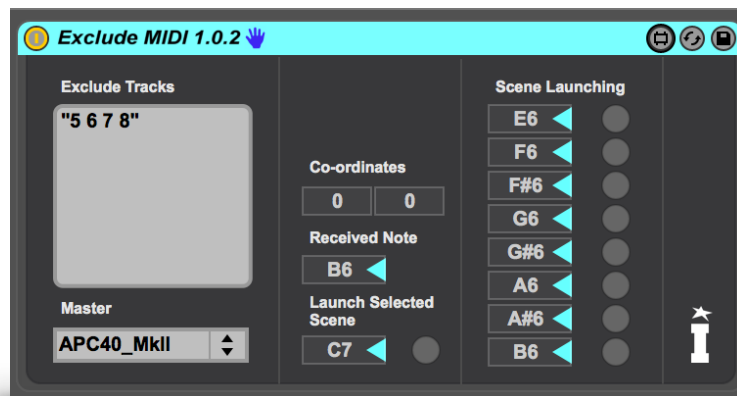
For the controller specific versions simply drag a copy of the chosen device to any track within your live set, choose the correct controller from the MASTER drop down menu.

In the EXCLUDE TRACKS box type (with spaces) the numbers of the tracks that you wish to be ignored when launching a scene.

Finally Click on the DISABLE buttons to take control of the Scene Launch Buttons. For the APC40 MKII each Scene Launch Button is disabled separately whereas on the PUSH one button disables all.

When switching between Session and Note Modes on the PUSH the Scene Launch buttons are reconnected when in Note Mode.

INSTALLATION - MIDI VERSION



For best results drag the MIDI version to it's own MIDI track.

Select the master controller in the MASTER drop down menu then as before type in the EXCLUDE TRACKS box the tracks you wish to ignore when launching each scene.

When sat on it's own MIDI track you can define the notes that will launch each scene, use the Received Note Box information to read what MIDI note is played as you press the buttons on your controller and then use these for the individual Scene Launching values.

Remember to set the track to be armed and remove all the stop buttons for the clip slots so that you don't inadvertently record data to them.

The Round buttons to the far right of the device can be MIDI mapped directly however this is best used when your controller can be defined to send MIDI CC's which work on a momentary basis rather than MIDI Notes which will cause the Scene to be launched on a toggle basis with every other press.

OCTOLOOPER



FUNCTION

To follow a Master Ring Focus Box and provide control over the looping of up to 8 tracks within it.

INSTALLATION

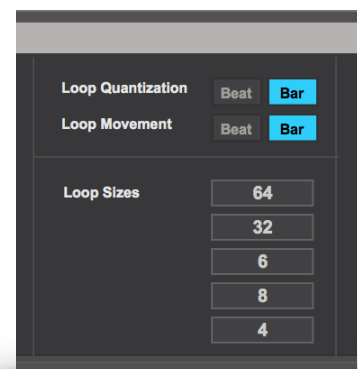
Drag one copy per Master controller onto any track, we utilise it mainly on the Master track.

Select from the MASTER drop down menu the controller you wish the device to follow, the device will display the grid size of a supported chosen controller and will update the Grid reference to show you where the top left of the Ring Focus Box is, this is especially useful for when you have multiple controllers of the same type attached to Ableton Live as the device can only describe the name of the Control Surface rather than the assigned name of the controller.

CONFIGURATION

The device offers up to five preset lengths of loop, these can be configured to have the loop start point set to the nearest Beat or Bar as defined by the LOOP QUANTIZATION option.

A clip that is set to loop can also have it's loop brace moved by the device by either a beat or bar as defined by the LOOP MOVEMENT option.



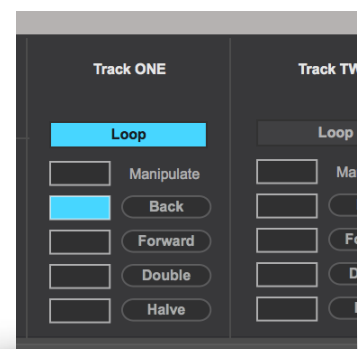
The LOOP SIZES values should be set according to the number of beats you wish the loop size to be set for each of the corresponding Loop Set Buttons.

OPERATION

Depending on your chosen controller you can MIDI map the oblong **SET LOOP** buttons which when pressed will set a loop of the pre-defined length.

The main **LOOP** button simply turns the looping of the currently playing clip on and off.

The **BACK**, **FORWARD**, **DOUBLE** and **HALVE** buttons manipulate the loop brace on the currently playing clip, these have no effect when a clip isn't set to loop.



RELATIONSHIP OPTIONS

Clip Launch Rectangles come in a few different sizes, some of the controllers listed don't have them. An APC40 is an 8 x 5 grid with the Launchpad being 8 x 8, the LaunchControl XL who's design prompted the creation of this device has no onscreen rectangle however what it's controlling is shown in the bottom info bar of Live when the focus is moved.

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CREDITS

Thanks to the Novation team for including us in the early days of their plans for the LaunchControl XL, we hope you like what we've cooked up together and find it useful.

And thanks to Sylvain and Christian of touchAble and Lee Huddleston of sigarbort.com for their passionate work on the integration with the iPad!

If you like what you've found please consider sharing it through any social media such as Twitter or Facebook, we can be found on [Facebook](#) and [@IsotonikStudios](#)