LAUNCHSYNC PRO XL 2
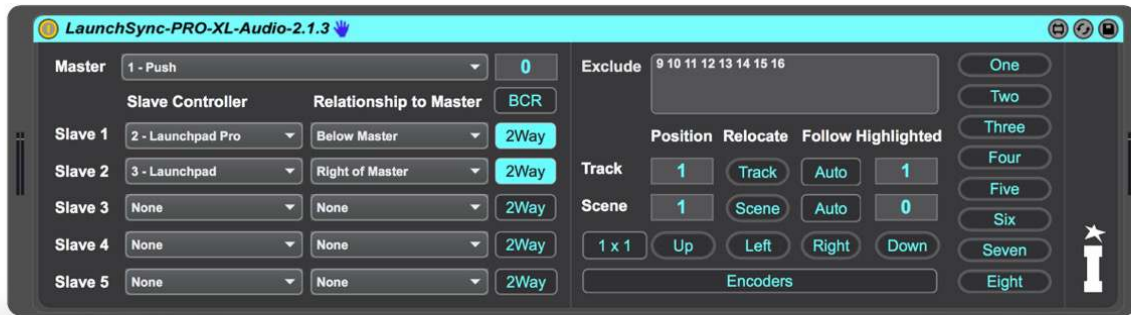

FUNCTION - As described by Peter Kirn of CreateDigitalMusic

"In live electronic music, the endless free expanse of the computer screen tends to run up against the limited ability of your brain to tell *just which freakin' track am I on, anyway*? In the studio, it can be annoying. Live onstage, it can be train wreck-inducing.

Ableton Live's Session View has for years exacerbated this problem. You can limit your options to eight (or even four) tracks. But that doesn't always work. You might need more than eight tracks for particular routings of audio or MIDI. And unless you use Device Racks and chains, you'll also need extra tracks to switch instruments.

LaunchSync is a solution to that problem. Instead of all of your controllers going their own way and controlling different parts of Live separately, they can now move in tandem. So, rather than doing scrolling on multiple devices and squinting at the screen to see where the heck you are, you can navigate on one controller and everything else follows."

INSTALLATION

Drag a copy of the LaunchSync PRO XL device onto any Audio Track (including the Master).

When initialising the Isotonik logo in the bottom right hand corner will turn black to indicate the currently attached MIDI Controllers are being scanned, once the logo turns white you will be able to select the Master and Slave Controllers. These selections will be recalled the next time your Live set is opened, and will differentiate between multiple controllers of the same name.

The device has been rewritten with the bulk of communication in Javascript to increase response times and reduce CPU usage.

CONFIGURING

The main functionality of the device is to synchronise Slave controllers to a Master, once each of the connected controllers has been scanned the drop down menus for the Master and Slave will be populated for selection.

To avoid feedback each of the Slave Menu selectors will have the Master selection greyed out.

RELATIONSHIPS

For each of the Slave controllers simply select the orientation to the Master with the second set of drop down menus.

Mirror Master - Most useful when using a Pad Based Controller with a Fader Based One, think about linking a LaunchControl XL with an Ableton Push or a AKAI MIDIMIX with a LaunchPad as a Micro DJ Set Up.

Below Master - I like to cut whole tracks up into individual segments, sometimes i get carried away and a track ends up being divided into Intro, Build, Groove, Vocal Break etc. the list becomes more than 8 and i need a LaunchPad and the APC40 to be able to trigger all of the clips of the whole track at any point.

Right of Master - Either for a 16 track layout with two LaunchPads side by Side triggering clips or as is my preference, 8 Audio Tracks controlled by a Livid Base laid next to 8 MID Tracks that my Push will follow allowing me to quickly select the MIDI tracks and lay down a beat or melody that works with the currently playing scene.

Bottom Right of Master - For the MegaSet principle made popular my Tom Cosm, Monome 128's are rare and expensive 2 of them even more so… 4 LaunchPad MINI's will give you a massive trigger grid of 256 clip slots! Bottom Right completes the square and you still have two spare slots to assign a MIDI MIX or LaunchControl XL to give control of Volume and Sends over the 16 tracks.

When saving an Ableton Live set the chosen options are retained for recall the next time the set was opened. If the previously saved MIDI Controllers are no longer connected then these selections will revert to None. This version of LaunchSync will recall in the correct order MIDI Controllers of the same name making a six Novation LaunchPad set up easy to create!

2-Way - With this second generation of LaunchSync its now possible for the Master to control the Slave and the Slave to also control the Master. Your syncing will still observe the Relationship that you've selected as well

MIDI CONTROL

There maybe occasions whereby you want to control the Master Controllers Ring Focus box from a non-supported MIDI controller or even the Keyboard.

With the controls seen to the right you'll recognise the simplistic navigation of **Up, Down, Left and Right**. The **1 x 1** option can additionally be set to **BANK** which will then move the Ring Focus box by it's length and height with each movement, the LaunchPad for example 8 tracks or scenes at a time.
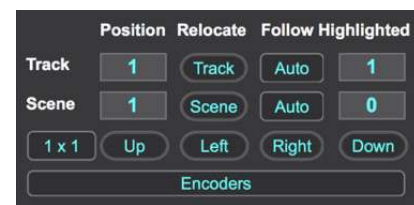
TRACK and **SCENE** have the functionality when pressed of orientating the Master Controllers top left grid position to line up with the currently highlighted track or scene. As with the other controls these can be MIDI or Key mapped, however the **AUTO** button to the right of each of these will mean that the Ring Focus Box will automatically follow whatever is highlighted.

With the **AUTO** option on you could use a foot controller to move up and down scenes and have you AKAI APC40 follow along with you.

EXCLUDE

Exclude as a device was born out of the desire to use the Scene Launch Buttons on an APC40 but not have every track launched, leaving the one shots and dummy clips alone!

In LaunchSync 2 we've given native functionality to the list of controllers at the end of this manual whereby it automatically configures the physical Scene Launch buttons of the Master Controller and then when pressed will not launch the track numbers listed in the text box.

In the example to the right tracks 9 to 16 will not be launched.

For unsupported controllers the **One** to **Eight** buttons to the right of the text box can be MIDI or Key mapped to have the same functionality.

When working with Grouped Tracks remember that the Master Track for the Group is a track number itself with it's own Play button, so if you want to Exclude any of it's contents from launching you need to exclude this master group tracks number as well.

WORKING WITH FOLLOW 4
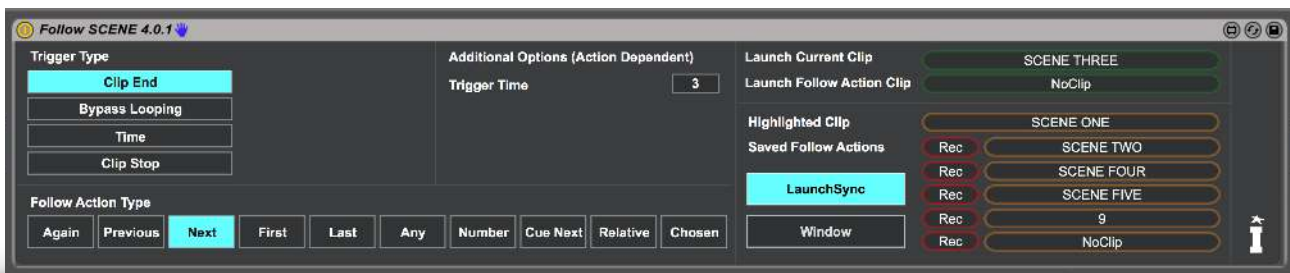
We've added LaunchSync communication to our latest version of FOLLOW which allows you to create Follow Actions for Scenes, there's nothing to set on the LaunchSync device however lighting the LaunchSync button in the **FOLLOW SCENE** device will automatically launch the chosen scene as a Follow Action observing the Excluded tracks.

MORE DETAILS - [CLICK HERE](#)

ENCODERS

Pressing the Encoders button in the main device will bring up the floating window below, read on for how this feature can transform your performance set up!
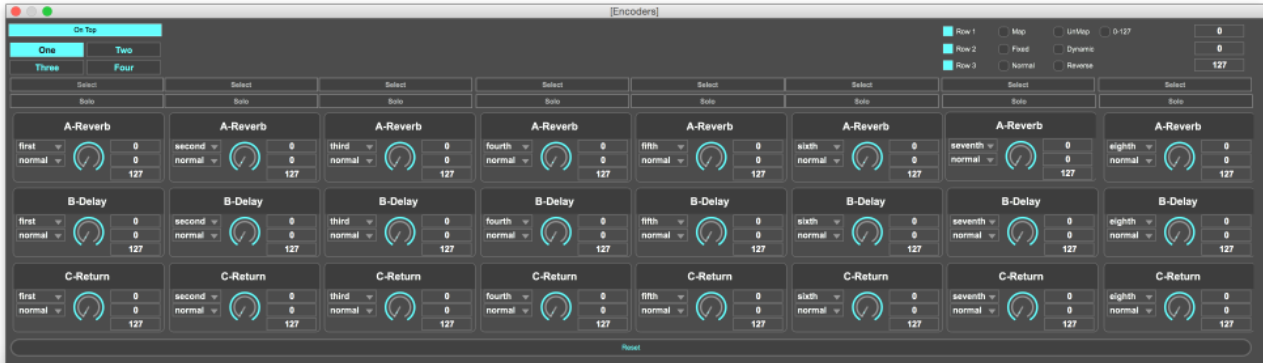
The Encoders functionality gives 4 banks of 24 parameters that can be mapped to dynamically follow the master controller, it's based on the original principle that each set is made up of identical channel strips with the same EQ and FX within each.

Many of our Control Surface Scripts have the feature whereby all of the controls on the Novation LaunchControl XL, AKAI MIDI Mix, Behringer BCR are given over to control the parameters of the currently blue handed device in Live so you can control 24 at a time and bank up and down.

MASTER CONTROLS

On Top

When this is lit clicking within your Ableton Live session will not see the floating window vanish from the screen, making it simple to set up and configure.

One, Two, Three, Four

We've provided four banks of controls, that give 96 individual controls so should be enough. The floating window is generally only used when setting up the controls however you could have it on a separate screen and MIDI map this control to change the display of whats being controlled. We've yet to find a way of updating this choice from which bank your controller is controlling, sorry!

Select, Solo

These buttons do what they say, clicking them will Select or Solo the corresponding track of the Master Controller, we added them for a user who had built his own MIDI Controller and was struggling to get this functionality trough standard MIDI mapping.

INDIVIDUAL MAP CONTROLS

Each control has everything you need to customise it's behaviour.

Click on the Dials Title (here showing as "A-Reverb") to Un-Map the currently selected control and click again when it looks like the second screen shot.

Working from left to right top to bottom…

Fixed, First, Second etc….

This menu defines how the mapping will work, if you set it to fixed it will only map to the parameter that was selected before you clicked the Dials Title to map it.

Setting to any of the First, Second, Third etc. option will then map to the corresponding parameter in the chosen track of the Master Controller. For example i'll select the Macro the controls the Bass on Track One and then map all the controls in a row to it and change the option here to be first second third etc. so i have control of ALL THE BASS! (to do this really quickly see the AutoMap options at the end of this chapter!)

Normal / Reverse

Sometimes things are just better backwards! With this control you can choose to reverse (hamster style) how the mapped parameter reacts to the changing value of the dial.

Number Boxes

These three boxes represent the range and the reset value for the parameter. The top number is the minimum value, the middle the rest and the bottom the maximum value. You'll see this represented visual on the dial with the outer ring showing the range and the inner indicator showing the reset value (which as you adjust it will change the parameter itself for fine tuning)

AUTOMAP OPTIONS

☐ Row 1	☐ Map	☐ UnMap	☐ 0-127	**0**
☐ Row 2	☐ Fixed	☐ Dynamic		**0**
☐ Row 3	☐ Normal	☐ Reverse		**127**

When developing the device we wanted a quick way to configure the Encoders feature and so built ourselves some shortcuts that really made sense.

Working in the rows at a time, the AutoMap options perform a large number of clicks in one press. Light the row you wish to effect and choose to either **Map** or **Un-Map** all of the controls in that row. Define whether each will be mapped to a **Fixed** parameter or work from track One to track Eight of the master controller with the **Dynamic**

As you can see from the above you can change all the mappings from Normal to Reverse in one click and set the ranges to be 0 as a minimum to 127 as a maximum.

For finer control you can use the three number boxes on the far right to set the Minimum, Reset and Maximum values for each of the controls that have been selected!

SUPPORTED CONTROLLERS

All of the controllers listed below are supported in the PRO XL version of the LaunchSync device, the second list covers those controllers that will natively have the Exclude functionality for the Scene Launch Buttons without having to MIDI map them manually.

For Scripts provided in the Download follow the instructions on Abletons Website - <u>CLICK HERE</u>

Click on the Underlined below to link to the Custom Control Surface Scripts from Sigabort!

Ableton Push - LE Script Provided in Download
Ableton Push 2 - LE Script Provided in Download
APC40, APC40 MKII, APCMINI
<u>APCMINI XL - Isotonik Script</u>
MIDIMIX XLE - Provided in Download
<u>MIDIMIX XL - Isotonik Script</u>
<u>Behringer BCR XL - Isotonik Script</u>
<u>Behringer BCF XL - Isotonik Script</u>
LaunchPad, LaunchPad S, LaunchPad MKII, LaunchPad MINI, LaunchPad PRO
LaunchKey MINI, LaunchKey 49
LaunchControl, LaunchControl XL
<u>LaunchControl XXL - Isotonik Script</u>
Base, Base II
<u>A&H K1 - Isotonik Script</u>
<u>A&H K2 - Isotonik Script</u>
touchAble 3

Exclude Native Functionality

Ableton Push - LE Script Provided in Download
APC40 MKI, APC40 MKII, APCMINI
<u>APCMINI LE - Isotonik Script</u>
LaunchPad, LaunchPad S, LaunchPad MKII, LaunchPad MINI
LaunchPad PRO

Further Compatability

It may be possible to add functionality for other controllers not listed here, please contact us for a quote via email isotonik@isotonikstudios.com

LAUNCHSYNC EXCLUDE

FUNCTION

LaunchSync Exclude has all of the functionality of the LaunchSync PRO XL device however it only tracks a Master Controller, this is so that it can be combined with the LaunchSync PRO XL and give either a second set of Encoders to be controlled or to have a different set of settings for excluding tracks. The controls are identical to the main device so the use cases are described below

DOUBLE ENCODERS

With the LaunchSync PRO XL device the Encoders when set to dynamic mappings will follow the Red Box of the master controller, when you set perhaps a second Novation LaunchPad and LaunchControl XL combo to be synced "to the right" of the Master you can then control channel strips on 16 tracks at a time.

DOUBLE EXCLUDE

With the Master Controller excluding tracks 9 to 16 and the Slave synced "to the right" using the LaunchSync Exclude device can allow you to set the Scene Launch Buttons on the slave controller to exclude tracks 1 to 8. You now have two controllers synced to follow each other and with each's Scene Launch Buttons set to only launch tracks within their own Ring Focus Box

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 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 then the assigned name of the controller.

FLOATING WINDOW - CONFIGURATION

Click the **Open** button to bring up the Floating Window, set the **OnTop** control to be lit so that it always remains in view and finally select the **Zoom%** to configure the view for your display preference.
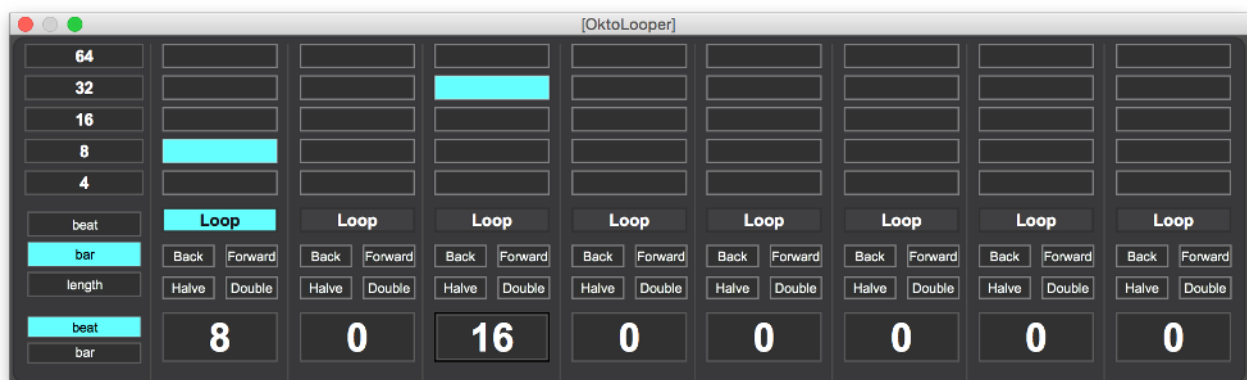
The device offers up to five preset lengths of loop, these can be configured to have the loop start point set to the nearest Beat or Bar as defined by the **LOOP QUANTIZATION** option. The **LOOP SIZES** values should be set according to the number of beats you wish the loop size to be set for each of the corresponding Loop Set Buttons. Moving Loops can be in a **Beat** a **Bar** or the **Length** of the Loop as defined in the window.

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.