CONTENTS

LEARNING MATERIAL

This manual is intended as an introduction guide for the MaxforLive devices listed above, it should be used in places to complement your learning from watching the walkthrough videos & reading Ableton Live's own manual.

You will also find this manual within the lessons of Ableton Live. Choose **Help** from the main menu and then **Help View**, with the expanded view on the right scroll down to the option **Show all built-in lessons** and you'll find the Modular Series listed there.

We have also annotated each of the controls where possible so expanding the individual Help View with the arrow found in the bottom left of Live's screen will make it possible for you to select a control and see a brief explanation of its purpose.

We've tried to write this manual based on the support requests we've received over the years, it's not just a list of what each control does but where indicated in *italics* a specific example describes how to achieve a specific resul, they may address a specific case you've been trying to achieve or act as inspiration for things you hadn't thought of.

If you have any further questions after doing all of that then please use the contact form on the website being careful to select the correct product and "Pre-Sales Query / Product Support" as the subject so that it is assigned automatically to the correct developer. - CONTACT FORM

PACK INSTALLATION

Where possible we will provide the files in the form of an Ableton Live pack (.alp), based on the version that this alp file was created in and the version that you have installed you may see a notification that the pack was created in an earlier version of Live. You are welcome to ignore this notification and proceed.

You will then find all of the devices installed into your Live browser, within each devices relevant classification as well as directly within the Packs section which is where you will find any appropriate presets where provided.

FOLLOW SCENE XL

DEVICE TYPE

MaxforLive Audio Effect. Whilst this device can be placed and used on a MIDI track, it's nature will convert the track into having an audio output and so is inappropriate if you wish to route your MIDI to another track directly. If this is important to you then please contact us via the website contact form for an alternative device.

PURPOSE

To trigger automatic follow actions for scenes based on the clip that is played within the track the device resides. You can set a default set of behaviour with the mouse and then override them via Clip Envelope or by MIDI Mapping. Whilst the majority of TRIGGER TYPES require a clip to be warped (so that Live reports the playing position in Bars, Beats and Units) you can also use the TIME option with un-warped clips if precise timing isn't required.

INSTALLATION

- Drag a copy of **FOLLOW SCENE XL** from Live's browser onto an Audio Track within Live, we'll refer to this track as the **GUIDE TRACK** within this manual.
- Within the **GUIDE TRACK** use audio clips that are set to the length that you wish the scene to play for, the follow action is generally triggered a moment before the playing clip ends (depending on the **TRIGGER TYPE** chosen).
- You should only use one instance of the device in your Live set

ISOTONIK CONTROLS

These controls where they appear are consistent across all of the Modular Series.

PLUS - This open a floating window for a larger view of the main controls
LOCK - When locked the Floating Window will always remain at the top layer of your screen regardless of where you click with your mouse within Live
SYNC Symbol - This engages the LaunchSync Functionality described later in the manual
ARROW - This expands the device in the device view of Live to reveal further controls

CONTROLS OVERVIEW

FOLLOW ACTIONS

Each **FOLLOW ACTION** will define a different choice for the next scene to be played. The action chosen will be triggered by the event defined by the **TRIGGER TYPE.**

You can click on a **FOLLOW ACTION** with the mouse and this will then be the default action for the device, this can be overridden by an individual clip using a clip envelope or by triggering a **MANUAL OVERRIDE** option of **CLIP NAME OPTION** with the mouse or by MIDI mapping.

TRIGGER TYPES

These are hopefully fairly self explanatory but are also covered in more detail later in the manual. The choice will define the event that triggers the chosen **FOLLOW ACTION**, as shown when you select specific **TRIGGER TYPES** additional options are available where appropriate.

MANUAL OVERRIDE

Whilst most users report that they set their choices and let **FOLLOW** do it's thing, there are occasions when you want to act spontaneously. The **MANUAL OVERRIDE OPTIONS** should be MIDI mapped to a MIDI controller or controlled using the **MIRA** iPAD app from Cycling 74. Selecting one of the choices in this section will momentarily override the defined **FOLLOW ACTION** at the next trigger event, once this happens the device will revert to the default settings.

CLIP NAME OPTIONS

These are pretty cool, the device will read the name of the currently playing clip. Anything that precedes the letters FA will automatically be cross referenced against the scene names in your Live set.

You then have the choice to launch each chosen Scene at the next **TRIGGER**, or override this and launch it at the next point according to the **GLOBAL LAUNCH QUANTIZATION**.

FOLLOW ACTIONS

AGAIN - Plays the current scene again at the chosen trigger point

NEXT - Plays the scene immediately below the currently playing clip at the chosen trigger point

LAST - When each clip is played the device will automatically search for the last clip in the current block of clips. This action will play the scene that contains this final clip regardless of how many scenes there are in your set.

NAME - This choice of FOLLOW ACTION is best used in combination with clip envelopes as it will allow you choose any scene within your live set to play next. The list is updated when the device loads but if you add new scenes you can update the device manually by clicking on the Isotonik logo which acts as a device reset / initialisation routine.

RELATIVE - defined by a positive or negative number this action will allow you to jump up or down scenes by the number chosen.

PREVIOUS - the opposite of the NEXT action this will play the scene immediately above the currently playing clip.

FIRST - Like the LAST action the device will scan for the first clip in the current block and when chosen will play the scene that this clip resides in.

ANY - If you want to add some randomness into the playback of your scenes then this is the follow action to choose. When selected you have the further option that will appear to the right to allow to include or exclude the currently playing scene as one of the random options to be played next.

CUE NEXT - Generally used for the final scene in a song, this will end the playback of scenes and select the scene immediately below ready for triggering manually. When this option is selected you can additionally choose whether all clips are left to play till their natural end or to stop immediately, the same choice exists for the transport as well.

TRIGGER TYPES

CLIP END - This will be the main choice for most users, the device tracks the playhead of the currently playing clip and then triggers the chosen FOLLOW ACTION when the clip reaches its end.

It's important to note that MaxforLive devices run on a low priority thread so this action is triggered just prior to the clip end itself. As a result the lowest clip quantization you should use the device with is 1/16th for consistent behaviour.

If you find that scenes are being triggered a measure too late and there are gaps in the audio playback then simply increase the Trigger Time to suit you live set. There is no way of stating what the perfect setting for the Trigger Time is as it entirely depends on the processing speed of your computer and the load you're placing on it at playback.

BYPASS LOOPING - The **CLIP END** follow action requires a clip to actually end, it won't of course end if you've activated a loop within the clip. With this TRIGGER TYPE active the device will display a number box which will represent the number of times the clip will be allowed to loop before the follow action is triggered.

TIME - Designed for use with un-warped clips, with this trigger type you can dial in when the follow action will occur in Hours, Minutes and Seconds.

This **TRIGGER TYPE** was created in response to a user request that wished to use **FOLLOW** in an art installation to play long clips that were triggering random scenes at a set time with each play, You can of course set a different time for each clip via clip envelope.

CLIP STOP - Most useful in the **FOLLOW CLIP XL** device this action will trigger the follow action after a clip has ended. Its main purpose is to trigger a chosen clip that will reset macros or other parameters by clip envelope.

Since the release of **ClyphX Pro** we've had more user requests for this option to choose a X-Scene that contains an X-Action that for example includes a snap action that can recall an entire Live set's worth of parameters in less than 20ms

OFF - Does what it says on the tin, whilst you can turn the device off and stop any future follow actions from happening this will additional render the controls un-responsive to any further commands so you may wish to use the OFF trigger type momentarily while you adjust your options.

CLIP NAME OPTIONS

When a clip is played in the GUIDE TRACK its name is parsed by the device, anything written after the initials **FA** is then referenced against a Scene Name to populate the 8 options that are available to trigger next.

Where a Scene Name is made up of more than one word please bear in mind that it needs to be enscapulated within speech marks “Like This” for it to be recognised by the device.

EXAMPLE CLIP NAME - This is my clip name FA “Scene 2” “Scene Banana” “Liams Favourite”

Would give you three scenes as the option to play next, Scene 2, Scene Banana & Liams Favourite.

Because the match has to be exact please pay special attention to your speeling as mistakes in this area can be especially frustrating.

ORANGE - MIDI Map these buttons or trigger them from the MIRA iPad app to cue up the chosen scene to play at the next TRIGGER POINT. You will see when these have been selected that the FOLLOW ACTION type will change to the previously unelectable CHOSEN.

GREEN - MIDI Map these buttons or similarly control them via the MIRA iPad app to trigger the corresponding next scene immediately observing the Global and Clip Launch Quantization.

FLOATING WINDOW

As Follow will be operating on a singular computer it can be awkward for the rest of the band to see what the current settings are, for this we have two solutions.

Using the + button within the Isotonik Controls will bring up the Floating Window which is a reconfigured view of the main device.

Whilst all of the controls in the window are reactive when clicked with the mouse they are in fact in the majority duplicates of the controls in the main device so as such they are not directly MIDI mappable.

The one exception….

FOOTSWITCH - You can map this control to a MIDI foot-switch and switch between two different FOLLOW ACTIONS as chosen from the menus to the right of the switch.

MIRA

We'd love to see further development of the MIRA iPad app from Cycling 74!

With it installed on a supported iPad and connected to your computer you will be presented with a tab that shows the display of the floating window above.

You can then control the device at distance by connecting to your computer by say an ad-hoc wi-fi network.

The devices in the Modular Series that have MIRA outputs are programmed to name each tab with the track name & device name, the tabs themselves will be ordered by the tracks in which the supported devices appear from left to right.

EXAMPLE - USING CLIP ENVELOPES - VIDEO GUIDE - CLICK HERE

"I want to have the scenes play one after the other working down my live set by choosing the NEXT action with the mouse, at the final scene though I want the next scene to be cued up to play next when I want it to"

1, Choose **NEXT** with the mouse.
2, On the final clip prior to the one you want to be cued next select the clip itself and then expand the envelopes view.
3, Choose the **FOLLOW SCENE XL** device in the drop down and then the **MASTER FOLLOW ACTION** parameter.
4, On the dotted line that represents the automation double click to create a break point
5, Drag this breakpoint so that it displays **CUE NEXT** as below
6, You can additionally set the other options for the **CUE NEXT** action via the same process

EXAMPLE - MANUAL OVERRIDE - VIDEO GUIDE - CLICK HERE

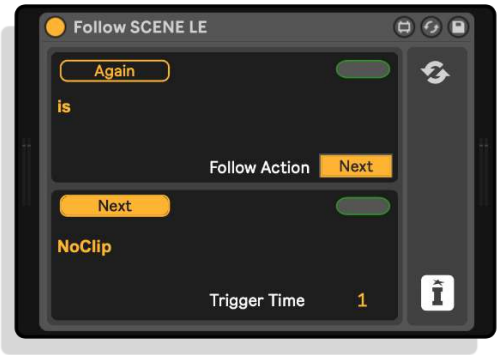
"All of our scenes play consecutively in our Live set, what happens though when our singer misses their cue and we need to repeat a section on the fly?"

MIDI map the Current Button, and then use MIDI to trigger this as soon as you'd like the current scene to repeat, this will happen as soon as your launch quantisation will allow.

"Oh ok, but what if I want the whole of the scene to play and then simply repeat at its end?"

For that MIDI map the singular AGAIN button in the FOLLOW ACTIONS section, when selected this will then repeat the current scene until you're ready to change back to NEXT using the mouse or MIDI.

FOLLOW SCENE LE



DEVICE TYPE

MaxforLive Audio Effect. Whilst this device can be placed and used on a MIDI track, it's nature will convert the track into having an audio output and so is inappropriate if you wish to route your MIDI to another track directly. If this is important to you then please contact us via the website contact form for an alternative device.

PURPOSE

To trigger automatic follow actions for scenes based on the clip that is played within the track the device resides. You can set a default set of behaviour with the mouse and then override them via Clip Envelope or by MIDI Mapping.

"Why would I choose this device over the XL version?"

Basically for its simplicity, it will only perform a NEXT or AGAIN follow action and needs only a simple MIDI Mapping to control. It's code base has been stripped right back as a result of the lack of options available

INSTALLATION

- Drag a copy of **FOLLOW SCENE LE** from Live's browser onto an Audio Track within Live, we'll refer to this track as the **GUIDE TRACK** within this manual.
- Within the **GUIDE TRACK** use audio clips that are set to the length that you wish the scene to play for, the follow action is generally triggered a moment before the playing clip ends (depending on the **TRIGGER TYPE** chosen).
- You should only use one instance of this MaxforLive device within your Ableton Live set.

ISOTONIK CONTROLS

These controls where they appear are consistent across all of the Modular Series.

SYNC Symbol - This engages the LaunchSync Functionality described later in the manual

ISOTONIK LOGO - Acts as a device reset, useful when you've finished adding clips and scenes to your live set.

TRIGGER TYPE
As the LE version of the XL device this variant only offers a trigger point at the end of the currently playing clip. Clips set to loop will never end so looping must be turned off for the next scene to be triggered.

FOLLOW ACTIONS

AGAIN - Plays the current scene again at the chosen trigger point

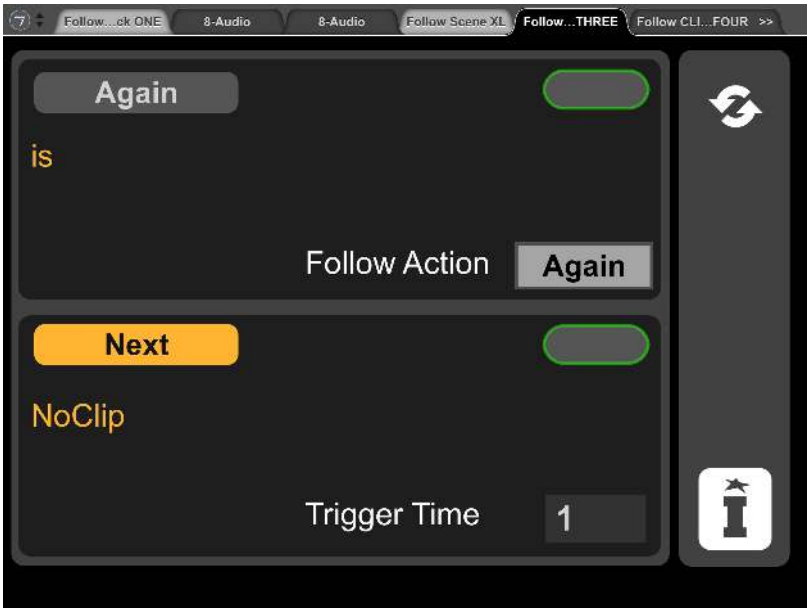
NEXT - Plays the scene immediately below the currently playing clip at the chosen trigger point

MIDI MAPPING
Depending on how you want to control the device there's a couple of options.

Each individual Follow Action type button is MIDI Mappable so if you have two spare buttons then you can map each and they will light to indicate the chosen action (this is reliant on your MIDI Controller supporting LED Feedback)

If you only have a single button available then the control that's annotated as "FOLLOW ACTION" should be mapped, turning the button on will change the action to **NEXT**, whilst off (and unlit) will be **AGAIN**

MIRA CONTROL
As with the XL device this version supports MIRA control with Cycling 74's iPad App. The order in which it appears in the available tabs is defined by the track number on which it resides, the tab will be automatically named with the Track and Device name.



FOLLOW CLIP XL

DEVICE TYPE

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To trigger automatic follow actions for scenes based on the clip that is played within the track the device resides. You can set a default set of behaviour with the mouse and then override them via Clip Envelope or by MIDI Mapping. Whilst the majority of TRIGGER TYPES require a clip to be warped (so that Live reports the playing position in Bars, Beats and Units) you can also use the TIME option with un-warped clips if precise timing isn't required.

INSTALLATION

- Drag a copy of **FOLLOW SCENE XL** from Live's browser onto an Audio Track within Live, we'll refer to this track as the **GUIDE TRACK** within this manual.
- Within the **GUIDE TRACK** use audio clips that are set to the length that you wish the scene to play for, the follow action is generally triggered a moment before the playing clip ends (depending on the **TRIGGER TYPE** chosen).
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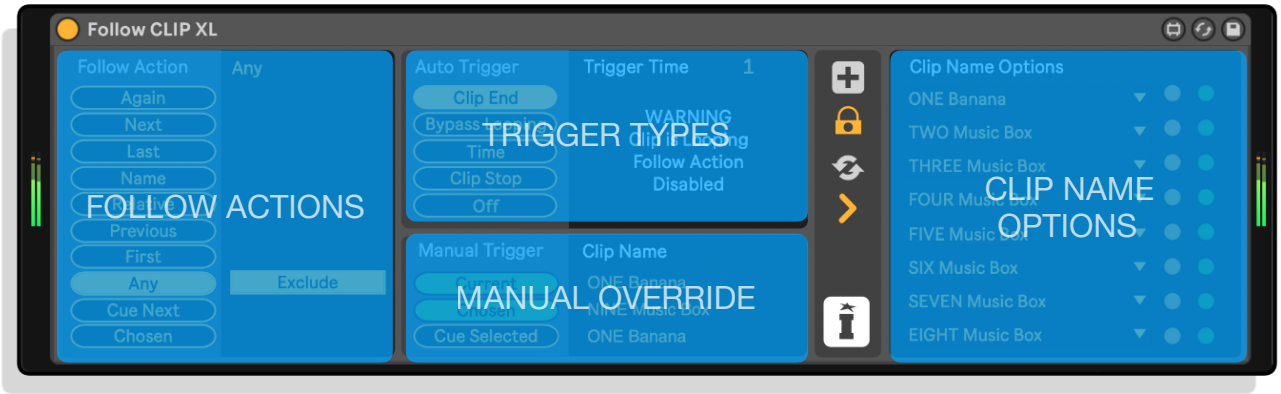
CONTROLS OVERVIEW



FOLLOW ACTIONS

Each **FOLLOW ACTION** will define a different choice for the next Clip[to be played. The action chosen will be triggered by the event defined by the **TRIGGER TYPE.**

You can click on a **FOLLOW ACTION** with the mouse and this will then be the default action for the device, this can be overridden by an individual clip using a clip envelope or by triggering a **MANUAL OVERRIDE** option of **CLIP NAME OPTION** with the mouse or by MIDI mapping.

TRIGGER TYPES

These are hopefully fairly self explanatory but are also covered in more detail later in the manual. The choice will define the event that triggers the chosen **FOLLOW ACTION**, as shown when you select specific **TRIGGER TYPES** additional options are available where appropriate.

MANUAL OVERRIDE

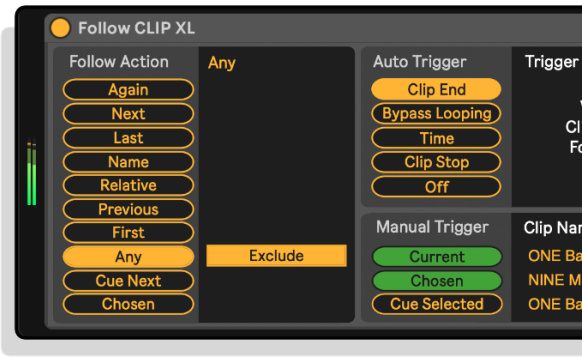
Whilst most users report that they set their choices and let **FOLLOW** do it's thing, there are occasions when you want to act spontaneously. The **MANUAL OVERRIDE OPTIONS** should be MIDI mapped to a MIDI controller or controlled using the **MIRA** iPAD app from Cycling 74. Selecting one of the choices in this section will momentarily override the defined **FOLLOW ACTION** at the next trigger event, once this happens the device will revert to the default settings.

CLIP NAME OPTIONS

These are pretty cool, the device will read the name of the currently playing clip. Anything that precedes the letters FA will automatically be cross referenced against the Clip names in the track where the device is placed.

You then have the choice to launch each chosen Clip at the next **TRIGGER**, or override this and launch it at the next point according to the **GLOBAL LAUNCH QUANTIZATION**.

FOLLOW ACTIONS



AGAIN - Plays the current clip again at the chosen trigger point

NEXT - Plays the clip immediately below the currently playing clip at the chosen trigger point

LAST - When each clip is played the device will automatically search for the last clip in the current block of clips. This action will play this final clip

NAME - This choice of FOLLOW ACTION is best used in combination with clip envelopes as it will allow you choose any clip within the track that the device sits on to play next. The list is updated when the device loads but if you add new scenes or clips to the track you can update the device manually by clicking on the Isotonik logo which acts as a device reset / initialisation routine.

RELATIVE - defined by a positive or negative number this action will allow you to jump up or down clips by the number chosen.

PREVIOUS - the opposite of the NEXT action this will play the clip immediately above the currently playing clip.

FIRST - Like the LAST action the device will scan for the first clip in the current block and when chosen will play it.

ANY - If you want to add some randomness into the playback of your scenes then this is the follow action to choose. When selected you have the further option that will appear to the right to allow to include or exclude the currently playing clip as one of the random options to be played next.

CUE NEXT - Generally used for the final clip in a song, this will end the playback of clips and select the clip immediately below ready for triggering manually. When this option is selected you can additionally choose whether all clips are left to play till their natural end or to stop immediately, the same choice exists for the transport as well.

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It's important to note that MaxforLive devices run on a low priority thread so this action is triggered just prior to the clip end itself. As a result the lowest clip quantization you should use the device with is 1/16th for consistent behaviour.

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Where a Clip Name is made up of more than one word please bear in mind that it needs to be enscapulated within speech marks “Like This” for it to be recognised by the device.

EXAMPLE CLIP NAME - This is my clip name FA “Chorus” “Bridge” “Outro”

Would give you three clips as the option to play next, Chorus, Bridge & Outro

Because the match has to be exact please pay special attention to your speeling as mistakes in this area can be especially frustrating.

ORANGE - MIDI Map these buttons or trigger them from the MIRA iPad app to cue up the chosen clip to play at the next TRIGGER POINT. You will see when these have been selected that the FOLLOW ACTION type will change to the previously unelectable CHOSEN.

GREEN - MIDI Map these buttons or similarly control them via the MIRA iPad app to trigger the corresponding next clip immediately observing the Global and Clip Launch Quantization.

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The devices in the Modular Series that have MIRA outputs are programmed to name each tab with the track name & device name, the tabs themselves will be ordered by the tracks in which the supported devices appear from left to right.

EXAMPLE - USING CLIP ENVELOPES - VIDEO GUIDE - CLICK HERE

"I want to have the clips play one after the other working down my live set by choosing the NEXT action with the mouse, at a particular clip though I want to trigger the first clip in the current block"

1, Choose **NEXT** with the mouse.
2, On the final clip you want to trigger the first clip next from go to the clip view in Live and then expand the envelopes view.
3, Choose the **FOLLOW CLIP XL** device in the drop down and then the **MASTER FOLLOW ACTION** parameter.
4, On the dotted line that represents the automation double click to create a break point
5, Drag this breakpoint so that it displays **FIRST** as below

EXAMPLE - MANUAL OVERRIDE - VIDEO GUIDE - CLICK HERE

"I want to use the device with Dummy Clips, I route the audio through them and use clip envelopes in each clip to change the parameters of Live Clips for stuttering and filtering in sync with my tempo, how do I reset these?"

This is what the CLIP STOP trigger type was created for. Your first step is to create a single clip that has clip envelopes that will reset the parameters of your chosen devices, trigger this clip will effectively perform a reset. Set the Launch Quantization on this clip to "None"

Personally I'd set all of your effect modulation clips to have their own Clip Launch Quantization that suits you style of play, for stutters using beat repeat I'd go for 1/16th. The set the launch type to gate so that they'll play for as long as you hold down the play button or whatever you have them mapped to. That way as soon as you release the play button or your MIDI control the clip will end in 1/16th.

Now set the **FOLLOW ACTION** with the mouse to either **FIRST** if the reset clip is the first in the block (preferable) or **NAME** and then choose the name of the clip if you have spaced out your effect clips with spaces between.

Of course if you don't want to spend ages configuring your reset clips with clip envelopes for every parameter of every device on the track you should look into the SNAPS functionality of ClyphX Pro that can recall recorded settings in a flash!

FOLLOW SCENE LE

DEVICE TYPE

MaxforLive Audio Effect. Whilst this device can be placed and used on a MIDI track, it's nature will convert the track into having an audio output and so is inappropriate if you wish to route your MIDI to another track directly. If this is important to you then please contact us via the website contact form for an alternative device.

PURPOSE

To trigger automatic follow actions for clips based on the clip that is played within the track the device resides. You can set a default set of behaviour with the mouse and then override them via Clip Envelope or by MIDI Mapping.

"Why would I choose this device over the XL version?"

Basically for its simplicity, it will only perform a NEXT or AGAIN follow action and needs only a simple MIDI Mapping to control. It's code base has been stripped right back as a result of the lack of options available

INSTALLATION

- Drag a copy of **FOLLOW CLIP LE** from Live's browser onto an Audio Track within Live, the device will only perform follow actions on the track it sits on
- You should only use one instance of this MaxforLive device for every track you wish to control the follow actions created by the device within your Ableton Live set.

ISOTONIK CONTROLS

These controls where they appear are consistent across all of the Modular Series.

SYNC Symbol - This engages the LaunchSync Functionality described later in the manual

ISOTONIK LOGO - Acts as a device reset, useful when you've finished adding clips and scenes to your live set.

TRIGGER TYPE
As the LE version of the XL device this variant only offers a trigger point at the end of the currently playing clip. Clips set to loop will never end so looping must be turned off for the next scene to be triggered.

FOLLOW ACTIONS

AGAIN - Plays the current scene again at the chosen trigger point

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MIDI MAPPING
Depending on how you want to control the device there's a couple of options.

Each individual Follow Action type button is MIDI Mappable so if you have two spare buttons then you can map each and they will light to indicate the chosen action (this is reliant on your MIDI Controller supporting LED Feedback)

If you only have a single button available then the control that's annotated as "FOLLOW ACTION" should be mapped, turning the button on will change the action to **NEXT**, whilst off (and unlit) will be **AGAIN**

MIRA CONTROL
As with the XL device this version supports MIRA control with Cycling 74's iPad App. The order in which it appears in the available tabs is defined by the track number on which it resides, the tab will be automatically named with the Track and Device name.

SMART XL

DEVICE TYPE

MaxforLive Audio Effect. Whilst this device can be placed and used on a MIDI track, its nature will convert the track into having an audio output and so is inappropriate if you wish to route your MIDI to another track directly. If this is important to you then please contact us via the website contact form for an alternative device.

PURPOSE

This device was designed to overcome some of the limitations of MIDI Mapping in Ableton Live. Whilst you can set a range of control for any MIDI mapping it's not really that easy to create complex mappings where one half of a dial does one thing and the other does another.

Also standard MIDI mapping is on a linear basis and can't be stepped to avoid certain options like being able to turn a dial and only choose the triplets options in a beat repeat.

INSTALLATION

- Drag a copy of SMART XL onto an audio track in Live
- Map up to 16 parameters within Live from within the Floating Window
- Each mapping can be controlled individually or all at once with the singular SMART Dial

ISOTONIK CONTROLS

These controls where they appear are consistent across all of the Modular Series.

PLUS - This open a floating window for a larger view of the main controls
LOCK - When locked the Floating Window will always remain at the top layer of your screen regardless of where you click with your mouse within Live
ARROW - This expands the device in the device view of Live to reveal further controls

SMART XL

1, MAIN SMART DIAL - turning this will output the values of all of the mapped individual smart dials, automation will be written to this individual dial when recording your session. As each mapping will write automation to it's destination parameter you should consider removing the SMART XL device from your Live set before exporting the final audio

2, SMART DIALS 1-8 - as a default the fist 8 dials are shown in the main device, these can be MIDI mapped or controlled via the 2 bank on the Push

3, SMART DIALS 9-16 - presses the arrow symbol will expand the device view horizontally to reveal the second set of 8 SMART Dials, again these can be MIDI Mapped or controlled with the third bank of a Push

SAVING PRESETS

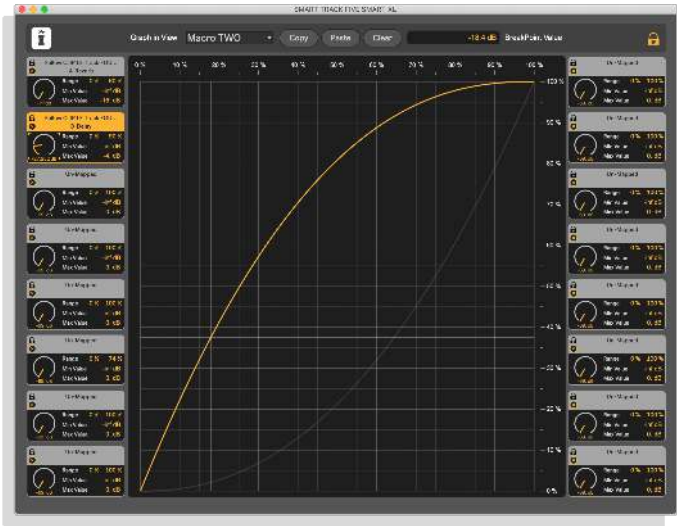
You can place the device within a rack, whilst mappings can be made to any parameter in Live the bonus of only mapping to parameters found within the rack in which it resides is that the rack can be saved as a preset and recalled in other Live sets with the mappings left intact.

Use the Save symbol at the top right of the device to store the Preset to your Live Browser.

In addition you could also map and name the macros of the rack to control any of the 8 SMART Dials and so they will appear with their names on the Push 2 Screen

FLOATING WINDOW

Open the Floating Window with the + symbol in the SMART XL device



If you want the window to remain on top at all times no matter where you click with the mouse in Live then press the Lock symbol in the device or the window itself.

The window should only really be open when mapping and configuring the SMART Graphs.

When performing close the floating window so that you aren't using unnecessary resources for graphics when modulating the SMART dials, you'll see that any choppiness disappears when you do this.

CONFIGURATION

- Click on the Lock Symbol to unlock the mapping, this prevents unwanted un-mapping when you're configuring the device.
- Click on a parameter within Live and the click on the "Unmapped" title of the Dial
- The Dial will indicate that it's mapped by displaying the track and name of the mapped parameter.
- To Un-Map a SMART Dial click on the X symbol
- You can set the minimum and maximum values with the percentage controls, changing these will also display the parameter values in the parameters native measure such as dB or HZ.
- Turning the dial will automatically bring the chosen SMART graph into view, it'll also turn the chosen SMART Dial yellow so there's no confusion.
- You can also manually choose a graph to edit with the dropdown menu at the top of the window entitled "Graph inView"
- Any mapped parameter that's not currently selected will still show it's SMART Graph in the background in grey so that you can keep track of your other mapping.
- The SMART Graphs are laid out with 0-100% from left to right for the value of the SMART Dial and 0-100% from top to bottom where the values are dialled in by the percentage controls for each mapping.
- Double Clicking on the SMART Graph line will insert a new break point, you can delete by clicking on the break point and pressing delete.
- As you move the breakpoint observe the BreakPoint Value as this will display the value of the mapped parameter in its native measurement.
- The Dials in theFloating Window cannot be MIDI Mapped, these are used to audition the effect of turning the main device SMART dial without having to have it in view.
- If you have a particular SMART Graph you want to use again the **COPY** and **PASTE** buttons work between graphs in the same device or across separate instances of SMART XL.

LOOPER BRACE XL

DEVICE TYPE

MaxforLive Audio Effect. Whilst this device can be placed and used on a MIDI track, its nature will convert the track into having an audio output and so is inappropriate if you wish to route your MIDI to another track directly. If this is important to you then please contact us via the website contact form for an alternative device.

PURPOSE

Unlike Ableton Lives looper this MaxforLive device gives you MIDI Control over the playing clips loop brace. As this is destructive and will change the loop settings for a clip when used it's purpose is generally for audio clips used in a DJ context. It will also work with MIDI clips however

INSTALLATION

- Drag a copy of Looper Brace XL onto a track in Live
- The device will load on first use with preset Loop Lengths (shown above at 2, 4, 8, 16 & 32 beats) these can be changed to your preference however the lowest division is 1 beat as this is the smallest a Loop Brace can be set in Live.
- If you change the loop lengths they will be recalled in the Livce set in which they're saved or you can save them as a preset to your Live browser using the Save icon at the top right hand side of the device.

ISOTONIK CONTROLS

These controls where they appear are consistent across all of the Modular Series.

ARROW - This expands the device in the device view of Live to reveal further controls

LOOPER BRACE XL

CONTROLS

Loop Divisions - with this control you can choose whether the values you set below represent beats or bars.

Loop Lengths & Set Loops - You can define the size of the loops that will be set by the buttons underneath the values.

Loop Start Quantize - Set to choose whether the start of the loop quantises to the nearest beat or bar when you set it.

MIDI Loop Controls - each of these buttons is separately MIDI Mappable, you can double or halve the loop length or move it backwards and forwards by its length. These controls will of course only work when the Loop brace is switched on as indicated and controlled by the middle button.

Push Controls - whilst titled with Push Controls these are alternative controls for MIDI Mapping to endless encoders, there are just two controls to map Halve/ Double & Back/Forward. As you'd expect turning your encoder to the left for these controls will Halve or move the loop back by its length, turning it to the right will double or move the loop forwards by its length.

LOOPER SCRUB XL

DEVICE TYPE

MaxforLive Audio Effect. Whilst this device can be placed and used on a MIDI track, its nature will convert the track into having an audio output and so is inappropriate if you wish to route your MIDI to another track directly. If this is important to you then please contact us via the website contact form for an alternative device.

PURPOSE

Unlike Ableton Lives looper this MaxforLive device gives you MIDI Control over the playing clips scrubbing. As the Loop Brace itself isn't changed any preset loops remain untouched.

This version of the Looper can also go down to as low as 1/32 in size, it's only drawback is that no loop larger than 4 Bars can be set.

INSTALLATION

- Drag a copy of Looper SCRUB XL onto a track in Live
- The device will load on first use with preset Loop Lengths (shown above at 2, 4, 8, 16 & 32 beats) these can be changed to your preference however the lowest division is 1 beat as this is the smallest a Loop Brace can be set in Live.
- If you change the loop lengths they will be recalled in the Livce set in which they're saved or you can save them as a preset to your Live browser using the Save icon at the top right hand side of the device.

ISOTONIK CONTROLS

These controls where they appear are consistent across all of the Modular Series.

ARROW - This expands the device in the device view of Live to reveal further controls

LOOPER BRACE XL

CONTROLS

Loop Divisions - with this control you can choose whether the values you set below represent beats or bars.

Global Clip Launch Quantize - to achieve the scrubbing this device momentarily sets the global clip launch quantisation to the required scrub. Length. It then resets it to the amount chosen with this menu.

Loop Start Quantize - Set to choose whether the start of the loop quantises to the nearest beat or bar when you set it.

MIDI Loop Controls - each of these buttons is separately MIDI Mappable, you can double or halve the loop length or move it backwards and forwards by its length. These controls will of course only work when the Loop brace is switched on as indicated and controlled by the middle button.

Push Controls - whilst titled with Push Controls these are alternative controls for MIDI Mapping to endless encoders, there are just two controls to map Halve/ Double & Back/Forward. As you'd expect turning your encoder to the left for these controls will Halve or move the loop back by its length, turning it to the right will double or move the loop forwards by its length.

ISOTONIK FXL

DEVICE TYPE

MaxforLive Audio Effect. Whilst this device can be placed and used on a MIDI track, its nature will convert the track into having an audio output and so is inappropriate if you wish to route your MIDI to another track directly. If this is important to you then please contact us via the website contact form for an alternative device.

PURPOSE

This device is a combo-FX device for users that miss the buffer style effects of Serato & Traktor. It buffers the incoming audio and allows it to be processed in a number of ways. The order in which the effects are applied to the incoming audio works from left to right.

INSTALLATION

- Drag a copy of Isotonik FXL onto a Return Track in Live
- Expand the device using the arrow within the Isotonik controls section
- Select the tracks you wish to process the audio for with the drop down menus, up to eight tracks can be processed in this manner, however additional tracks can also be processed by sending their audio into the Return track in the usual manner using sends

ISOTONIK CONTROLS

These controls where they appear are consistent across all of the Modular Series.

ARROW - This expands the device in the device view of Live to reveal further controls

ISOTONIK FXL

CONTROLS

TRACK SELECT - defined by the drop down menus in the expanded view (close it when performing to conserve on CPU. Turning on a button will intercept the tracks audio after any FX on the track and mute the track automatically so as to not double the audio signal.

SLICER - This element of the effect slices the previous bars worth of audio into 1/8ths. Pressing any of the buttons will repeat that particular slice of audio until released. The rate of the repeat is handled by the first slider in the FX Controls

FX CONTROLS - Each effect has a slider to control the effect, the Gate, Reverse and Brake Effects also have an On/Off switch to engage them. The large Reset button will turn off all effects and let the dry signal pass through the device.