

Thanks for reading this user guide for OktoPUSH THREE, I originally started this project simply as a way of getting some cobwebs blown away for my patching skills and to get back to where I started the Isotonik business by customising controllers to do more with MaxforLive.

My plan is to continue updating the product as time goes by with all updates provided as part of an original purchase no matter what release you first bought.

Some things may not be possible, where I discover bugs or limitations I'm reporting them to Ableton with the hope that any future roadblocks are removed making life easier for everyone.

So the name... OktoPUSH THREE!

The PUSH part is easy, this maxforlive performance template should be compatible with each of Ableton's Push controllers (I can't guarantee Push 1 as mine has given up the ghost I'm afraid).

THREE indicates this is the third iteration of the template having previously released versions for the Push 1 and 2.

And Okto, well it means eight to me, probably not accurate but hey! The intent is to keep building the template to give up to 8 scenes of functionality to the Button Matrix.

RISKS: It might not be possible to get to eight scenes, as a performance template I need to weigh up cpu usage with feature requests, I'm dedicated to reducing this wherever possible by turning off any cpu requests when they're not being used.

- DARREN E COWLEY

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Please note as this performance template is a work in progress some features may change in future updates based on users feedback. Please get in touch at any time if you have anything you want to contribute by choosing the **CONTACT** option in the menu on the product page -

[OKTOPUSH THREE](#)



CHANGE LOG

V1.4.0 - Released Black Friday 24th November 2023

Push Control Master - V1.4.1 XL

SCENE ONE

- Holding down the **SELECT BUTTON** will allow the choice and display the value of the time taken to morph between variations (this will see a significant improvement in a future release but would love your feedback for now)

SCENE TWO

- Added Return XL to the download, the first element of Scene TWO
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V1.3.0 - Released 18th November 2023

Push Control Master - V1.3.0

- Renamed Grab Release control to OKTOPUSH
- Added choices for switching in and out of OKTOPUSH mode, enable or disable as to your preference
 - Select Device - enters mode when device is selected
 - Note Button - enters mode when on an audio track and the **NOTE BUTTON** is pressed
 - Shift/Select - pressing the **SHIFT & SELECT BUTTONS** at the same time will switch in and out of OKTOPUSH mode giving one handed control

SCENE ONE

- The controls for the Isotonik rack are now confined to the top half of the **BUTTON MATRIX**
- By default when controlling the Isotonik Rack the third and fourth rows are dedicated to variation selection, up to a maximum of 16 variations
- Pressing the **SHIFT BUTTON** will change the controls of the third and fourth rows to chain selection, up to a maximum of 16 chains
- **DO NOT PRESS** - The **SELECT BUTTON** whilst in this scene

V1.2.1 - Released 15th November 2023

Initial release consisting solely of the Push 3 Control Master V1.2.1 device for building your own template.

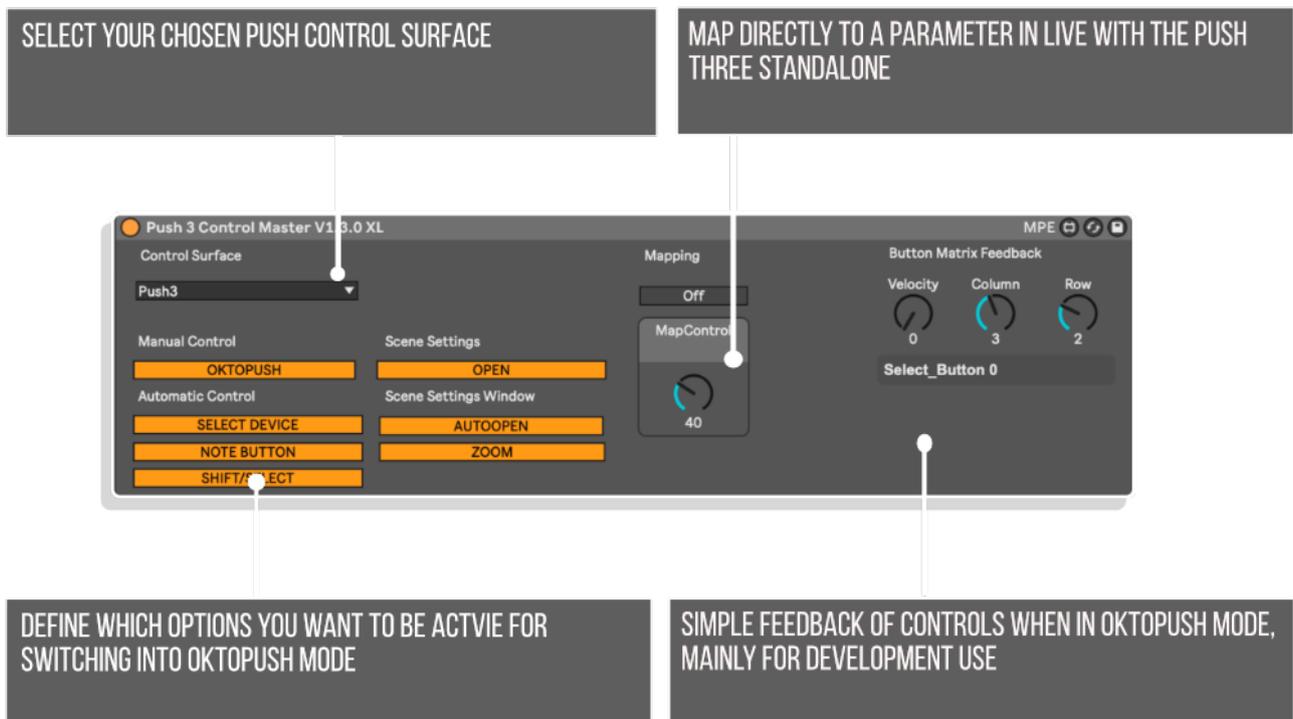


ACTIVATION & SELECTING SCENES

Switching into OktoPush mode can be done with a variety of methods, as time progresses we may add or remove from these options based on users feedback.

1. Select the Track and then select the Push 3 Control Master Device, you'll see the parameters on the screen will include a Grab/Release control assigned to an encoder for manual release prior to deleting the device.
2. Select an Audio Track and press the **NOTE MODE BUTTON**.
3. Hold down the **SHIFT BUTTON** and select a scene launch button that's coloured orange, the button coloured green is the currently selected scene, pressing this whilst already in OktoPush mode will exit.
Any buttons that are coloured red are unavailable scenes, for example you've selected a track that doesn't have an Isotonik Rack on it so selecting Scene ONE wouldn't make any sense and so isn't possible.
Pressing an red scene button whilst in OktoPush mode will exit
4. Hold down both **SHIFT & SELECT BUTTONS** to toggle in an out of OKTOPUSH Mode

If you have a great idea for another way of activating or switching between scenes then please get in touch by choosing the Contact Option from the menu on the product page - [OKTOPUSH THREE](#)



SCENE ONE - Automatic Grab and Control of an Effect Rack**FUNCTIONALITY**

When active the Push Button Matrix will be reconfigured to control a rack named Isotonik on the selected track, based on the settings detailed below the top two rows of the button matrix will be assigned to control the 16 macros of the Isotonik rack which can be in any position within your device view

When selecting a new track and engaging scene one OktoPush will automatically light the third and fourth rows to indicate the number of Macro Variations available for the Isotonik Rack, up to a minimum of 16 variations. Pressing these buttons will switch between each of them.

Whilst in this scene pressing the **SHIFT BUTTON** will change the third and fourth rows to display the available chains, up to a maximum of 16. Pressing these buttons will switch between the chains

Holding down the **SELECT BUTTON** will light the button grid to display the time it will take to morph between the variations, you can change this using the top row of buttons.

Currently to morph between Variations the device has to jump to the destination variation grab the value, jump back to the previous macro and then morph between the two.

A lack of API access to Macro Variation Values has seen this become the approach of every device out there but I do have a plan that should make this another first for the OktoPUSH template, I really don't want to compromise and that's what the current solution feels like so bear with me!

Not every Isotonik rack has to be identical, it just has to be named Isotonik!



CONFIGURATION - USING YOUR OWN EFFECTS RACKS

This initial release contains no audio effect racks so we'd love to know what you come up with whilst PerforModule gets busy in the laboratory!

1. Add an audio effect rack to any track in Live, right click on the header and change its name to Isotonik!
2. Expand the macros to 16 & create as many chains and variations as you'd like, make sure each chain is represented on the Chain Selector by a singular value.
3. Click on the round button within the device to open the settings window (you can resize this window based on your screen and the contents will zoom to fit)
4. For each of the first two rows of buttons, each of which corresponds to a macro within the Isotonik rack, you can set the effect of what happens when a button is pressed, the minimum and maximum values as well as the LED feedback for each button.
 - Velocity - the macro will jump to a value based on the velocity of hard you press the button up to the maximum value chosen, releasing the button will reset the macro to the minimum value
 - Toggle - one press for on, another for off - corresponding to the minimum and maximum values
 - Momentary - Press for on release for off - corresponding to the minimum and maximum values

SELECT BETWEEN THE THREE CHOICES OF HOW THE MACRO WILL RESPOND TO BUTTON PRESSES, VELOCITY, TOGGLE OR MOMENTARY...

CONTROL THE MINIMUM AND MAXIMUM VALUES FOR THE BUTTON PRESSES INDEPENDENT OF THE MACRO SET UP FOR THE RACK...



SELECT THE BUTTON COLOR FEEDBACK FOR THE AVAILABLE & SELECTED CHAINS & VARIATIONS

BUTTON COLOUR FEEDBACK IS AVAILABLE FOR EACH MACRO, OFF = MIN VALUE / RELEASED, ON = MAX VALUE / PRESSED NULL = WHEN THE VALUE OF THE MACRO ISN'T MIN OR MAX!

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SCENE TWO - SENDS & RETURN XL

The plan for this scene is to control all of the sends on the currently selected track from the Button Matrix, with each column representing one of 8 sends.

This will come later but in the meantime we've worked to add a new device to the template that will make this scene even more effective. Effectively it will allow the control with the Push encoders of the first device on each return track whilst remaining on the track you're focused on!

Oh and hold down shift and it'll automatically bank to the second set of 8 parameters saving you trying to navigate between them.

RETURN XL - V1.0

This first version is an advanced proof of concept, I've been working on it for as while as I've never been truly satisfied with mapping devices in MaxforLive.

This first version is limited to mapping the first device in the first return track but it will expand to allow the selection of each of the 8 return tracks by the use of the Bank buttons on the Push controller.

One of the drawbacks of mapping to other devices in MaxforLive has been that you can't update the details on the Push screen, so this device operates a workaround!

Once you have you device set up as you wish, either in a rack with macros mapped or as the standard device, then open Return XL for editing.

Within the device are simple instructions to unfreeze, click a button, toggle a toggle, freeze and save. The device will now correctly display the mapped dials on it's screen!

And not only that, I've worked through all of the standard audio effects in Ableton and made sure that the first 16 parameters of each device will also show the correct values on the Push screen.

You'll know if you map a macro to a parameter that has the choice of On or Off then the Macro will still display the values of 0 - 127.... Not with this device it'll correctly display and only allow the choice of On or Off.

Now here's where you come in!!

I've done the first 16 parameters of each Audio Effect but of course some of those effect have more than 16 parameters, so when you configure the device for your favourite effect and you don;t see the parameter you want to be able to control then let me know!! The first step will be for me to make sure that when mapped to a Macro that the value displays correctly but if I'm able to add in some form of custom mapping to the device in a later version I'll do so!

