

INTRODUCTION

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

The plan is to continue updating the product as time goes by with all updates provided as part of an original purchase no matter when you subscribed!

Some things may not be possible, where we discover bugs or limitations they're being reported 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 ours has given up the ghost I'm afraid).

THREE indicates that 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 us, 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.

- ISOTONIK STUDIOS & PERFORMODULE

PLEASE NOTE:

This performance template is a work in progress and as such 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](#)

RISKS:

It might not be possible to get to eight scenes, as a performance template we need to balance cpu usage with feature requests.



CONTENTS

- CHANGELOG
- ACTIVATION & SELECTING SCENES
- SCENE ONE - AUTOMATIC RACK CONTROL
- SCENE TWO - SENDS & RETURN XL
- APPENDIX
 - ISOMODULE RACKS



CHANGE LOG

The latest changes reflected in the manual are described below, all previous release notes are already included within the manual.

V1.9 - Released February 4th 2024

This release focuses mainly on controlling Macro Variations, allowing them to be configured and stored directly from the Push and morphing between them in a performance context.

SCENE ONE

- When changing between chains any currently in operation changes of values will stop, this allows for the setting of long release times without the changing value continuing when switching to a new effect
- Made the reset value box smaller so as not to obstruct the dial display
- Added Sigabot's code for scanning Isotonik Racks at startup
 - This supports grabbing all of the rack ids, macro ID's, so they don't need to be constantly grabbed whilst performing increasing the performance response considerably
 - Gave the ability for the user to define the number of tracks, macro variations and chains to scan, this will be useful for people when performing with larger sets.
 - Names of nested parameters are recalled and displayed in the floating window
 - All macro Variation values are stored and recalled instantly allowing for seamless morphing between values
 - Holding down a Macro Button and recalling a Macro Variation will exclude that button from the recall
 - Added variations for the Beat Repeat Effect
 - When storing new variation the device will automatically scan for the new values allowing them to be used instantly.
 - Focusing on an Isotonik Rack, which will be greyed out by default as it is controlled by live.remotes to operate at an audio rate, and pressing the SELECT Button will release control allowing for the encoders to be used to dial in a new Macro Variation, you can then store your desired values by holding shift and a plan k Macro Variation Button. Press the SELECT Button once more to regain control of the Isotonik Rack
- Completed the line up of PerforModule Racks (plus a few bonus ones to give added choice.

PLEASE NOTE: The images in this manual will need updating, I wanted to get this out to you all before my vacation, I'm away from the Internet for the next few weeks so look forwards to being able to finish Scene ONE and film the promotional video when I return!

V1.8 - Released January 12th 2024

V1.7 - Released January 4th 2024

V1.6 - Released December 31st 2023 - Alpha Testers Only

V1.5 - Released Friday 22nd December 2023



ACTIVATION & SELECTING SCENES

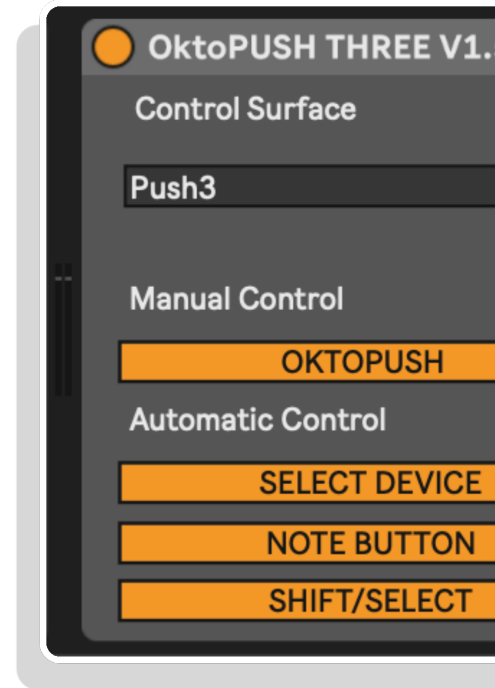
Activating OktoPUSH mode can be done with a variety of methods as selected from the buttons shown on the device itself:

1. Select the Track and then select the Push 3 Control Master 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 - currently not implemented

4. Hold down both SHIFT & SELECT BUTTONS to toggle in an out of OktoPUSH Mode



SCENE ONE - Automatic Grab and Control of an Effect Rack

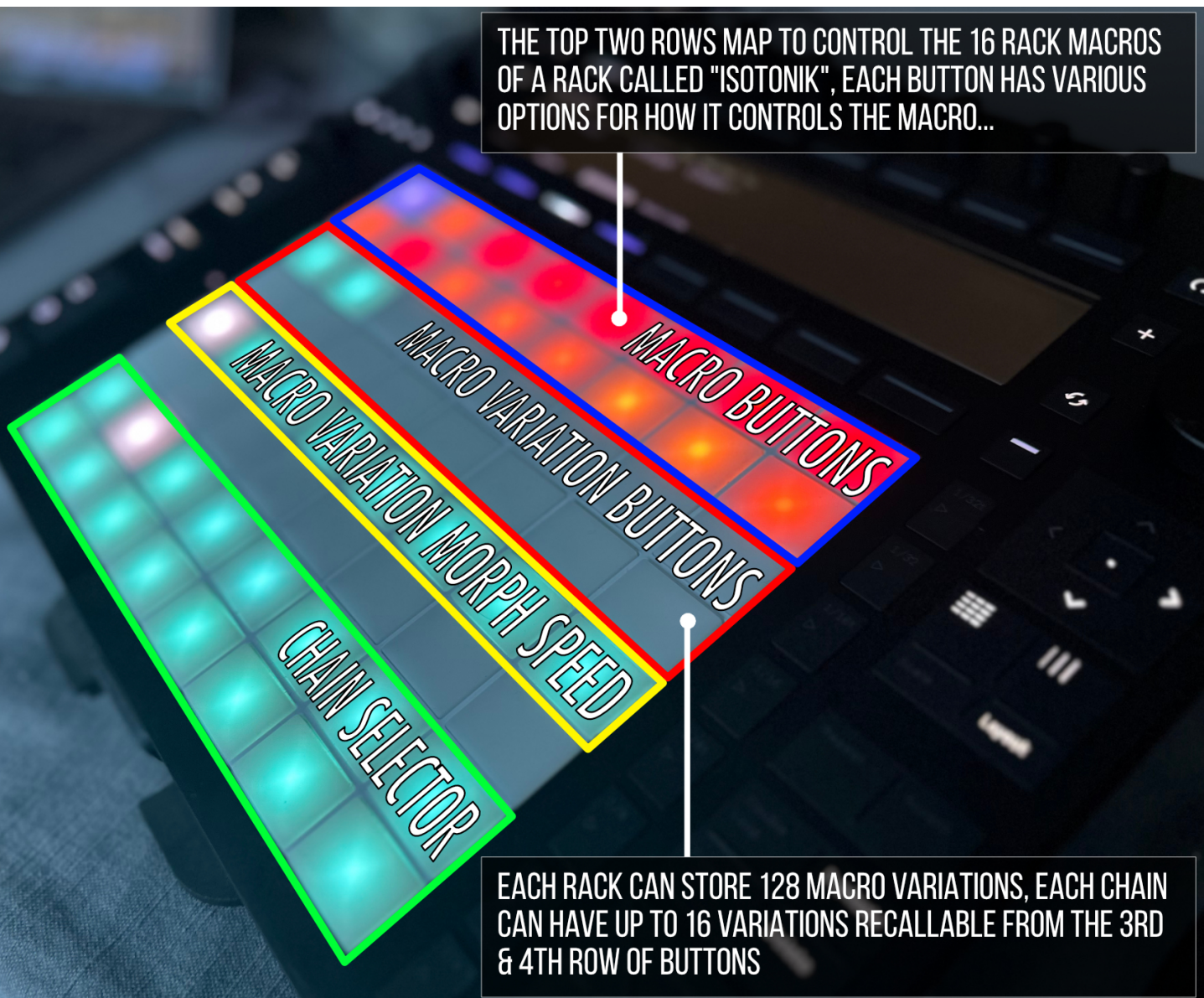
FUNCTIONALITY

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.



BUTTON OVERVIEW



Navigating to an Isotonik Rack and pressing the SELECT Button will unlock the rack to allow the Push Encoders to control the rack macros, you can now dial in a new Macro Variation.

Holding the SHIFT Button and one of the Macro Variation Buttons will either store a new variation and save it to the Chain Control Preset or delete it depending on whether you choose an unlit or lit button.

Once added the device will automatically rescan your live set to update the values within it.

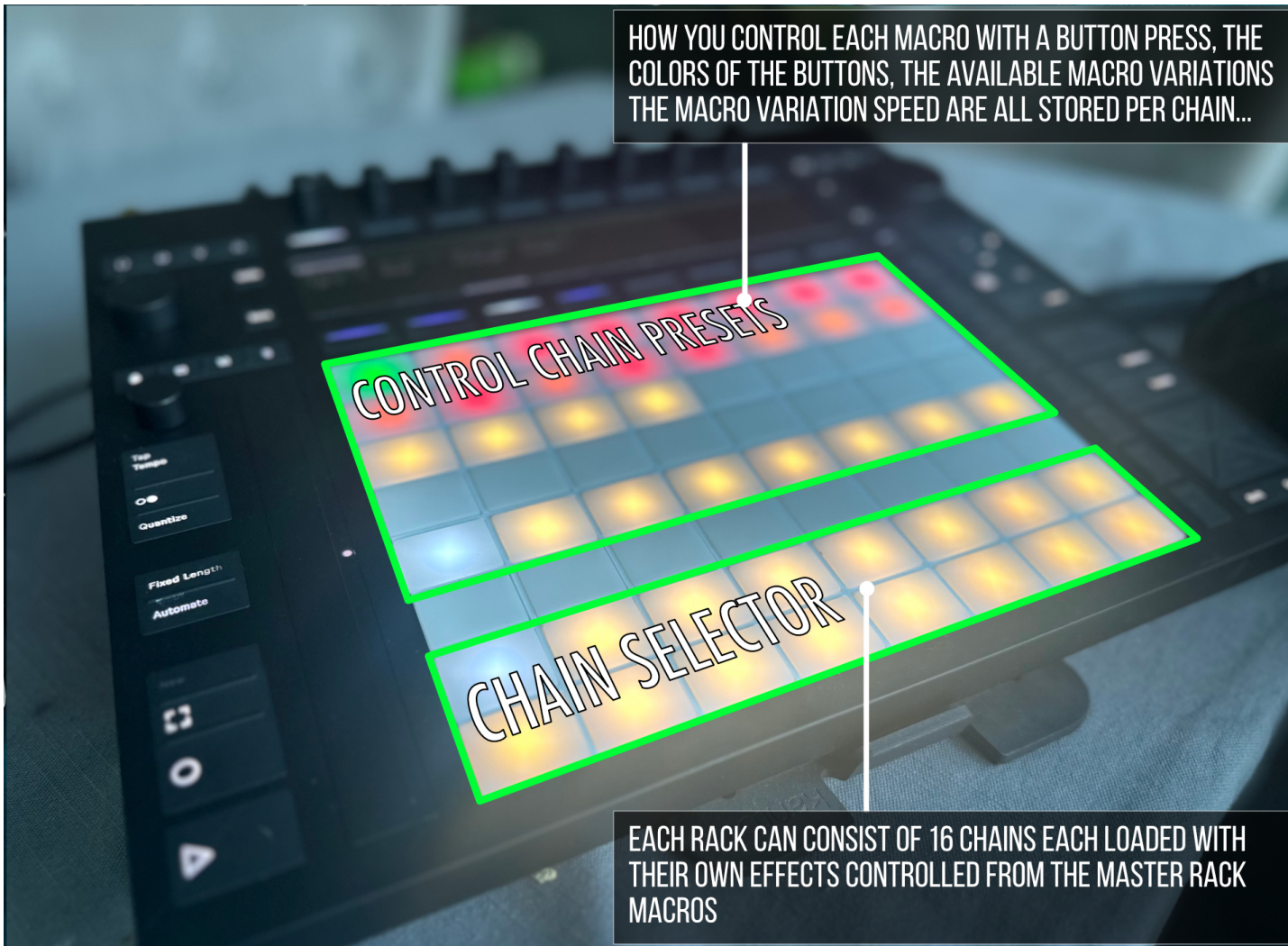
Press the SELECT Button once more to re-enable control of the Isotonik Rack ready for morphing between Macro Variations.



CHAIN CONTROL PRESETS

Each chain has its own preset stored for all of the Macro Buttons, Macro Variation Buttons, Macro Variation Morph Speed and the button color feedback for available and chosen Macro Variation, the current Macro Variation Morph Speed along with the currently selected and available chains.

Holding the SHIFT button and one of the Chain Selector Buttons will store the current configurations as Chain Control Preset, this can also be done directly from the floating window.



By first selecting a chain using the bottom two rows of the Push and then clicking the camera icon you can store the chosen options against a particular chain which will allow for control sets to be created individually based on the effects and how you want to control them.

All of the Control Chain Presets are saved within your live set but you can export them all, or individually. This is intended to make it possible for OktoPUSH users to be able to share racks and controls sets they've created via the [Facebook User Group](#)



SCENE ONE - CONFIGURATION

Open the floating window from the OktoPUSH THREE device, if ZOOM is turned on you'll be able to resize the window and have its contents scale to the chosen window size

For this release the mapping is fixed to be the second rack on each track, this means you can place an effect rack after a MIDI instrument and still control it using the Push. For an Audio track simply duplicate the provided template track.

Included within this release is the first set of effects courtesy of PerforModule, entitled the IsoModule series of racks each one is placed within it's own chain of the Isotonik rack so that they can be switched between using the bottom tow rows of the Push.



SCENE ONE - ISOMODULE FX

These effect racks are not meant to be used the way most effect racks generally are, with controls turned smoothly from one value to another, and to leave there. Instead, they are meant for macros to jump to values instantaneously and temporarily.

IsoModule FX series racks are designed to work with temporary finger presses on pads, affected by velocity sensitivity.

A finger press on a pad triggers an effect macro. The resultant value above zero is a direct relation to the velocity of the initial press. When the finger is removed, the macro returns to zero.

Use multiple fingers on pads simultaneously to modify effects in interesting ways!

Racks are set up with live performance using the first four fingers of each hand in mind. The left hand controls the leftmost two rows of four macros, while the right hand's four fingers control the rightmost two rows of four macros. The "more important" parameters are attempted to be kept near the center, where the generally strongest and most dextrous index and middle fingers are handily lined up to press them.

Some macros are designed to trigger effects immediately, and others are meant to modify the results of already-triggered macros. Experiment with different finger and pressure combinations for endless unique results!

ISOMODULE FX RACKS

- BEAT REPEAT11
- DOUBLER11
- FLANGER11
- PHASER11
- PITCH TRACKER
- QUATRO VERB
- RESONATORS
- DUAL ECHO
- FREQDUQOSION
- DUAL DELAY
- SHIFTER FREQ
- SHIFTER PITCH
- SHIFTER RING
- FORMAT MOD
- HYBRID ALGOVERB

BONUS RACKS - NOT CONFIGURED FOR USE BY THE PUSH

- MORPH FILTER
- PHASER LEGACY
- SPECTRAL TIME
- SWEEPERS CLEAN & CREAMY



ISOMODULE FX - GENERAL CONSIDERATIONS

Double Racks

Think of the sixteen-knob IsoModule racks as two left and right halves (each shaped like an old-school eight-knob Ableton Live rack), with the two rows of four pads for each half designed for manipulation by the fingers of the corresponding hand.

Hit It

Using OktoPush is really like playing effects as though they are an instrument! It takes practice to develop your own style. It's all about hit pressure! (...and sometimes how long one holds a pad.)

Velocity Punch

Ever take a punching lesson in a martial arts class? For solid velocity strikes, project your target a bit past the boundary (like you're aiming a few centimeters beyond the surface of the pad). Acquiring consistent velocity is less about the speed of hits than about the confidence of presses.

Eight Fingers!

Adjust values for many macros simultaneously by pressing with many fingers; this can result in extremely quick organic pseudo-random effect variations, good for both live performance and studio inspiration. You can't do that with rotary controls!

Macro Coloring

Macros are colored by how the control reacts when its corresponding pad is pressed. So, those with the same color will respond to pad presses similarly. "Dial" and "Toggle" types are the darkest shades.

Macro Colors vary by chirality: Left-Handed controls tend towards blue, Right-Handed towards green.

The "Wet" (usually set to Macro 12) and "Modulation Amount" (usually Macro 13) controls are given their own differentiating colors to visually stand out.

Question Marks

Macros with a question mark (?) signify the control is a switch of some sort (a toggle or an option dial).

Dual Down/Up Momentary S Mode Glitch!

Some racks have macros that are set up to have a mid-point as the default value and be controlled by two pads: one of which pushes the value down, and the other that pushes it up. They work as expected when one is pressed at a time and the value is allowed to be reset before pressing the other directional pad. However, if you press both at the same time together, the value will jump between them for the duration of their overlapping ramp times, which can lead to glitchy, sporadic results.

You might want to avoid this behavior in general... and use it purposefully sometimes.



ISOMODULE FX - EMOJI GUIDE 😊

Emojis attached to certain macro controls can help identify them at a glance — especially during hectic live performance settings.

Many signify common functions across devices.

Title Emojis 📄

👐 in the title indicates a two-hand rack, meant to be played by pressing Push controller pads with the fingers of both hands.

👉 indicates a right-handed one-hand rack, meant to be played by pressing Push controller pads with the fingers of the right hand.

👈 indicates a left-handed one-hand rack, meant to be played by pressing Push controller pads with the fingers of the left hand.

(Note: all one-hand racks are made in both left- and right-handed versions, so they can be combined at pleasure.)

Common Macro Emojis ⚙️

- | | |
|---------------------------------------|-------------------------------------|
| 💧 We t . | ↕ P i t c h o r F r e q u e n c y . |
| 🌊 A m o u n t . | ~ D e c a y . |
| 👣 O f f s e t . | ✂ L o C u t . |
| 🔗 S y n c (single). | 🔪 H i C u t . |
| 🔗 S y n c (multi). | 🎲 R a n d o m V a r i a t i o n . |
| 👉 S p e e d . | ❄ F r e e z e . |
| 🕒 R a t e . | 🐌 S l o w e r . |
| 🕒 D e l a y . | 🐇 F a s t e r . |
| 🍎 W i d t h . | 🏯 G a t e . |
| 🎨 S h a p e . | 📺 V i n t a g e . |
| ↷ ↶ E n v e l o p e o r F i l t e r . | |



MACRO BUTTON CONTROLS

Each of the buttons can have its own set of behaviours configured, these can then be stored by chain for recall with each mapped rack.

Macro Number - You can assign a button to a specific macro within the Isotonik Rack, this allows you to have multiple buttons focused on the same macro if you wish to have different ways of interacting with the macro or indeed have a number of buttons sending a different value to create a group of buttons using either the SINGLE behaviour option for simple selection of values or one of the other behaviour modes for a more complex setup.

Button Behaviour - There are thirteen different options for choosing how a Macro behaves when a button is pressed and released on the Push. Each option currently has a set of button color feedbacks detailed below

Abbreviated there are up to three elements for each behaviour, Action / Value / Time

1, Actions

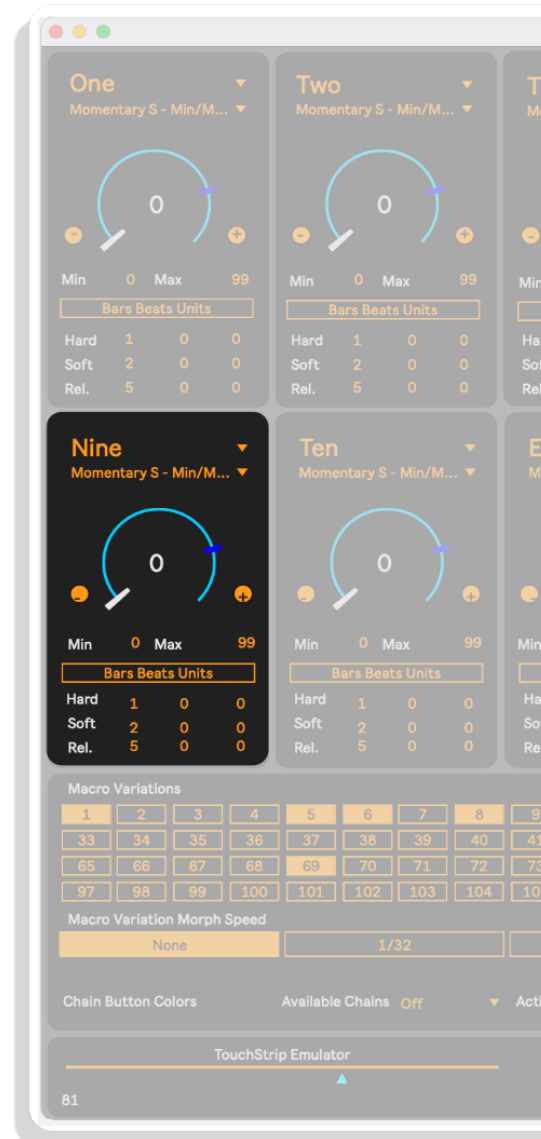
- Tgl = Toggle, each press of the button alternate between values with the release of the button having no effect
- Mtry = Momentary, both the press and release of the button are observed to translate into the chosen output
- Sin = Single, only the press of the button is observed, the end result will always be the same regardless

2. Values

- -/+ = Min / Max as defined by the user
- V = Velocity, the end resulting value being based on how hard the button was pressed with a value of between 0 and 127
- F = Fixed, only one value is possible as the result of pressing this button

3. Time

- I = Instant
- S = Smooth defined by Velocity
- T = timed as a fixed value for each value change



Button Behaviour

1. **Tgl -/+ I** - When pressed the Macro will toggle between the chosen Min and Max values - Colours Min = Red Max = Green (shades of Orange if the macro value is neither of these values)
2. **Tgl -/+ S** - As above but this time the Macro will morph between the current value and the Min / Max Values based on how hard the button was pressed, you have separate options for the speed of how quickly this morph happens which can be set in milliseconds or bar's beats and units (recalculates whenever the project tempo is changed) - Colours Min = Red Max = Green (shades of Orange if the macro value is neither of these values)
3. **Tgl V I** - Velocity 0-127 - With no Min and Max values this will toggle the Macro between off and on with the On value being dictated by how hard you press the button - Colours Min = Dark Grey / Max = White with shades of white in-between.
4. **Mtry -/+ I** - Press the button to move the macro to the Max Value, release to return to the Min Value - Colours Min = Dark Grey / Max = White with shades of white in-between
5. **Mtry -/+ S** - As with the Toggle S option the time taken to move between the current macro value and the Max value is dictated by the pressure of how hard you press with options to define both the upper and lower ranges of this time in either Milliseconds or Bars Beats and Units. As a release of a button is zero in pressure you have an additional configuration option of the release time. Colours Min = Dark Grey / Max = White with shades of white in-between
6. **Mtry V I** - Velocity - Pressing and releasing will observe the pressure to dictate the value the macro rises to, this is an instant on and off option. Colours Min = Dark Grey / Max = White with shades of white in-between
7. **Sin F I** - Use this option if you only ever want the button press to set the macro to a certain value. Combine this with other buttons that are focused on the same macro to create a radio button effect that gives visual feedback across multiple buttons of the current value. Colours Chosen Value = Light Blue Not Chosen Value - Dark Yellow
8. **Sin F S** - As with the above the press of this option will only ever reach the chosen value, with this option though the velocity is used to calculate the time it takes to reach the desired value observing the Soft and Hard time values in either milliseconds or Bars Beats and Units
9. **Sin F T** - Set time to reach value — The same singular value can be achieved by using this option, the Time value dialled in will always be used to calculate how long it takes to reach the chosen value.



OKTOPUSH THREE | USER GUIDE

10. **Tgl +/- T** - Each press will toggle between the chosen Minimum and Maximum values, the speed at which the macro morphs between the two values is fixed in Milliseconds or Bars, Beat, & Units which remains synced to the transports tempo.
11. **Tgl V T** - Simply put the Velocity of your press is the value that you'll toggle to at the set Time dialled in via the time options.
12. **Mtry +/- T** - When pressed the max value will be reached at the set time, when released the opposite happens
13. **Mtry V T** - The velocity of how hard you press is observed and used to calculate the Macro Value to be reached at a set time. When released a separate time control is used for how long it takes to return to zero.
14. **Mtry V S** - Velocity is used for both the value reached on the Macro and the time it takes to get there, a separate time control is given for when you release the button and the value returns to zero.



MACRO VARIATIONS

OktoPUSH supports the recall of up to 16 Macro Variations per chain from a total of 128 Macro Variations per rack.

The device itself will scan the Live set at startup for all racks called “Isotonik” it stores all the required values and ID’s at this stage, if you have the floating window open at this time you will see a pop up indicating the scanning status.

If this takes to long with your available processing power then consider reducing the number of tracks, macro variations and chains that you’re asking the device to scan.

After selecting a chain using the bottom two rows you can select any of the 128 Macro Variations to be associated with the chain, save them using the camera icon at the bottom right and when switching between chains you’ll see the button colours change to indicate the number of variations available per chain, pressing one of the buttons in rows three and four will ultimately recall the saved macro variation observing the morph speed and light the button accordingly.



You can also save a macro variation to be associated with multiple chains.

Navigate to an Isotonik Rack, which will be locked for performance use indicated by the macros being greyed out, and press the SELECT Button to unlock it.

Use the Push Encoders to dial in your new values ready to store them as a Macro Variation.

Holding the SHIFT Button and one of the Macro Variation Buttons will either store a new variation and save it to the Chain Control Preset or delete it depending on whether you choose an unlit or lit button.

As soon as you save a new Macro Variation the device will scan the live set to store the values for performance use.

Remember to copy updated Isotonik Rack to replace any other instances within your Live Set, the device will scan these racks at start up so as not to expend CPU whilst you’re performing.



OKTOPUSH THREE | USER GUIDE

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!



APPENDIX



ISOMODULE EFFECTS - BEAT REPEAT

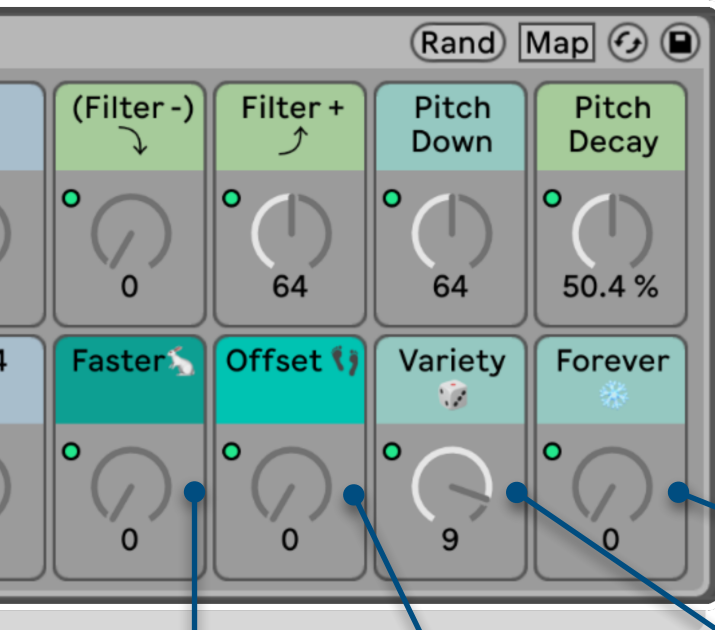
LEFT HAND

Set the chance of beat repeats occurring at the given interval.

Each button is set to M V I so the chance of the repeat happening at the chosen interval increases the harder you press the button.

Letting go will reset to zero.

Each of these controls will reset to zero when the chain is selected.



RIGHT HAND

Press these with your right hand to modify beat repeats held with the left.

Holding (Filter-) & Filter+ together results in a jittery sound!

Avoid this by letting each fully reset before pressing the other... or do it intentionally for grainy glitches.

Faster 🐰
Speeds up existing beat intervals by one to four steps by pressure. Press and hold to instantly select value by pressure. Let go to reset to original speed.

Offset 🦶
Syncopates timing offset. Tap to instantly select value by pressure.

Variety 🎲
Random timing unpredictability. Tap once to instantly select value by pressure; tap again to reset to predictable.

Forever ∞
Unlimited repeats, with variety mode by pressure. Tap once to enable Repeat Freeze and select Variation Mode; tap again to reset.



ISOMODULE EFFECTS - DOUBLER11

LEFT HAND

Description: Modulation Effect.

Syncs?

Various Sync Switch combinations.

Tap to instantly toggle between modes based on the pressure of the press!

Warmth

Retro filtering.

Tap to smoothly set value by pressure.

Time

Temporal separation amount.

Tap to smoothly set value by pressure.

MRate1

Speed of the first LFO.

Tap to smoothly set value by pressure.



Invert Feed?

Feedback polarity: positive or negative.

Tap to instantly switch between values.

Feed

Doubler feedback.

Hold to steadily increase value; release for gradual return.

Amount

Amount of doubler modulation.

Tap to smoothly set value by pressure.

Wet

The main parameter! Send signal through.

Tap once to smoothly set by pressure.

Tap again to smoothly turn effect off.



ISOMODULE EFFECTS - DOUBLER11

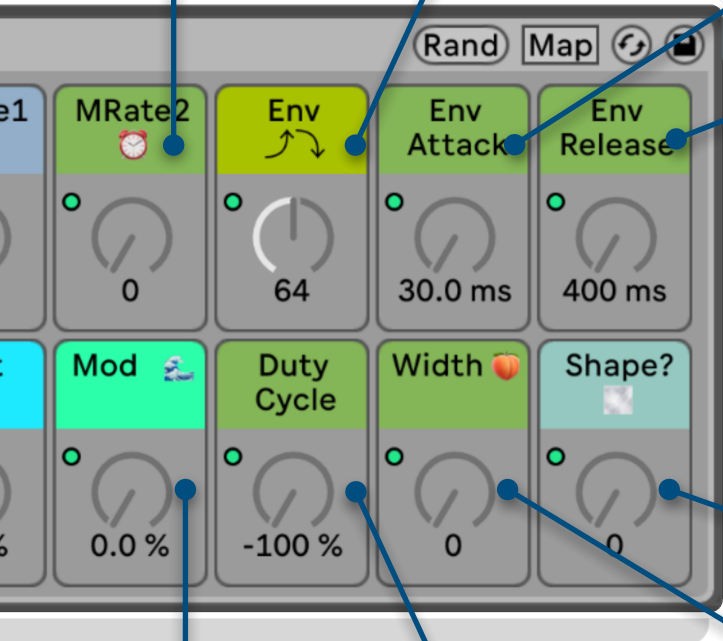
RIGHT HAND

MRate2 🕒
Speed of the second LFO.
Tap to smoothly set value by pressure.

Env ↻
Envelope follower.
Tap once to enable source reactivity, with value smoothly set by pressure; tap again to reset.

Env Attack_
Envelope onset sooner.
Tap to smoothly set value by pressure.

Env Release_
Envelope return sooner.
Tap to smoothly set value by pressure.



Mod 🌊
Amount of extra LFO.
Tap to smoothly set value by pressure.

Duty Cycle_
Morph the LFO shape.
Tap to smoothly set value by pressure.

Width 🍑
Stereo separation.
Tap to smoothly set value by pressure.

Shape? 🗃️
LFO type chooser.
Tap to instantly select by pressure.



ISOMODULE EFFECTS - FLANGER11

LEFT HAND

Description: Modulation Effect.

Syncs?

Various Sync Switch combinations.

Tap to instantly toggle between modes based on the pressure of the press!

Warmth

Retro filtering.

Tap to smoothly set value by pressure.

Time

Temporal separation amount.

Tap to smoothly set value by pressure.

MRate1

Speed of the first LFO.

Tap to smoothly set value by pressure.



Invert Feed?

Feedback polarity: positive or negative.

Tap to instantly switch between values.

Feed

Flanger feedback.

Hold to steadily increase value; release for gradual return.

Amount

Amount of Flanger modulation.

Tap to smoothly set value by pressure.

Wet

The main parameter! Send signal through.

Tap once to smoothly set by pressure.

Tap again to smoothly turn effect off.



ISOMODULE EFFECTS - FLANGER11

RIGHT HAND

MRate2 🕒

Speed of the second LFO.

Tap to smoothly set value by pressure.

Env ↻

Envelope follower.

Tap once to enable source reactivity, with value smoothly set by pressure; tap again to reset.

Env Attack_

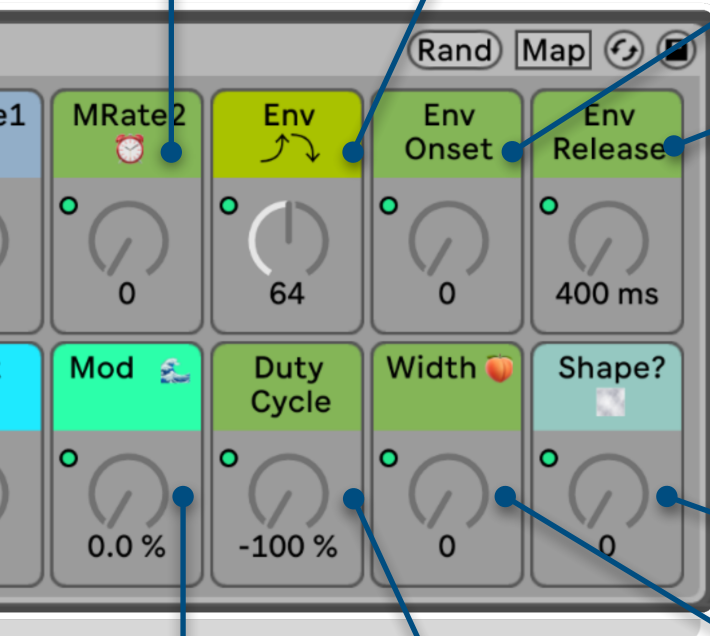
Envelope onset sooner.

Tap to smoothly set value by pressure.

Env Release_

Envelope return sooner.

Tap to smoothly set value by pressure.



Mod 🌊

Amount of extra LFO.

Tap to smoothly set value by pressure.

Duty Cycle_

Morph the LFO shape.

Tap to smoothly set value by pressure.

Width 🍑

Stereo separation.

Tap to smoothly set value by pressure.

Shape? 🎛️

LFO type chooser.


Tap to instantly select by pressure.



ISOMODULE EFFECTS - PHASER11


LEFT HAND

Description: Modulation Effect.

Syncs? 


Various Sync Switch combinations.

Tap to instantly toggle between modes based on the pressure of the press!

Warmth 


Retro filtering.

Tap to smoothly set value by pressure.

Time 

Temporal separation amount.

Tap to smoothly set value by pressure.

MRate1 

Speed of the first LFO.


Tap to smoothly set value by pressure.



Invert Feed?


Feedback polarity: positive or negative.

Tap to instantly switch between values.

Feed 


Phaser feedback.

Hold to steadily increase value; release for gradual return.

Amount 

Amount of phaser modulation.

Tap to smoothly set value by pressure.

Wet 

The main parameter! Send signal through.

Tap once to smoothly set by pressure.

Tap again to smoothly turn effect off.



ISOMODULE EFFECTS - PHASER11

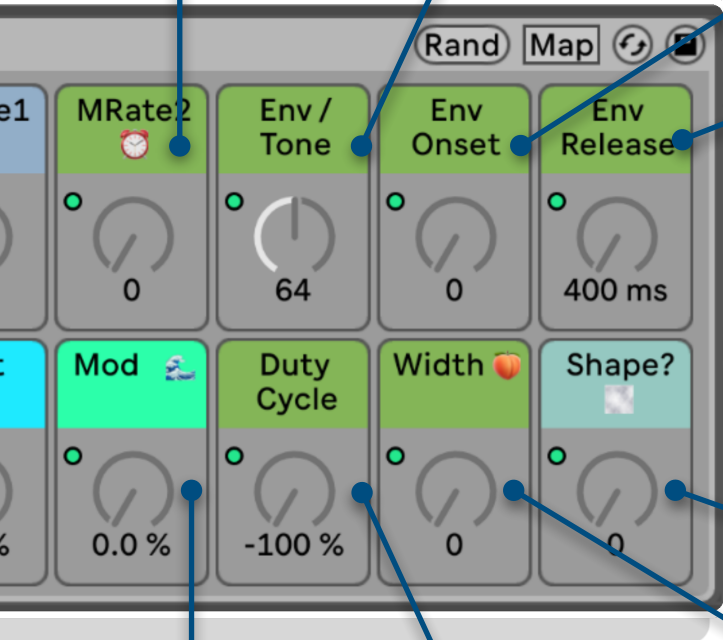
RIGHT HAND

MRate2 🕒
Speed of the second LFO.
Tap to smoothly set value by pressure.

Env ↻
Envelope follower.
Tap once to enable source reactivity, with value smoothly set by pressure; tap again to reset.

Env Attack_
Envelope onset sooner.
Tap to smoothly set value by pressure.

Env Release_
Envelope return sooner.
Tap to smoothly set value by pressure.



Mod 🌊
Amount of extra LFO.
Tap to smoothly set value by pressure.

Duty Cycle_
Morph the LFO shape.
Tap to smoothly set value by pressure.

Width 🍑
Stereo separation.
Tap to smoothly set value by pressure.

Shape? 🎨
LFO type chooser.
Tap to instantly select by pressure.



ISOMODULE EFFECTS - PITCH TRACKER

Description: Frequency-reactive vocoder effect.

Basic Instructions: Press Wet to set effect amount.

LEFT HAND

Pitch - ↓

Shift down the pitch.

Hold to smoothly decrease; let go to reset.

Pitch ↑

Shift up the pitch.

Hold to smoothly increase; let go to reset.

Formant Shift -

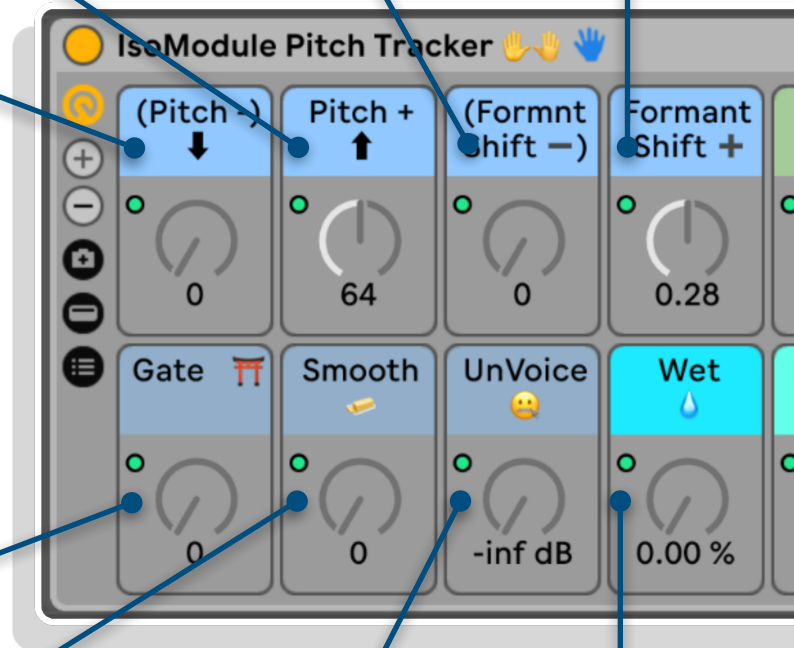
Shift down the formants.

Hold to smoothly decrease; let go to reset.

Formant Shift +

Shift up the formants.

Hold to smoothly increase; let go to reset.



Gate 🚧

Unvoiced sensitivity.

Tap to smoothly set value by pressure.

Smooth 🖋️

Slow the pitch track attack.

Tap to smoothly set value by pressure.

UnVoice 😞

Unvoiced noise generator.

Tap to smoothly set value by pressure.

Wet 💧

The main parameter! Send signal through.


Tap once to smoothly set by pressure.

Tap again to smoothly turn effect off.




ISOMODULE EFFECTS - PITCH TRACKER


RIGHT HAND

LoCut 
Set bottom frequency range.


Hold to smoothly decrease; let go to reset.

HiCut 
Set top frequency range.

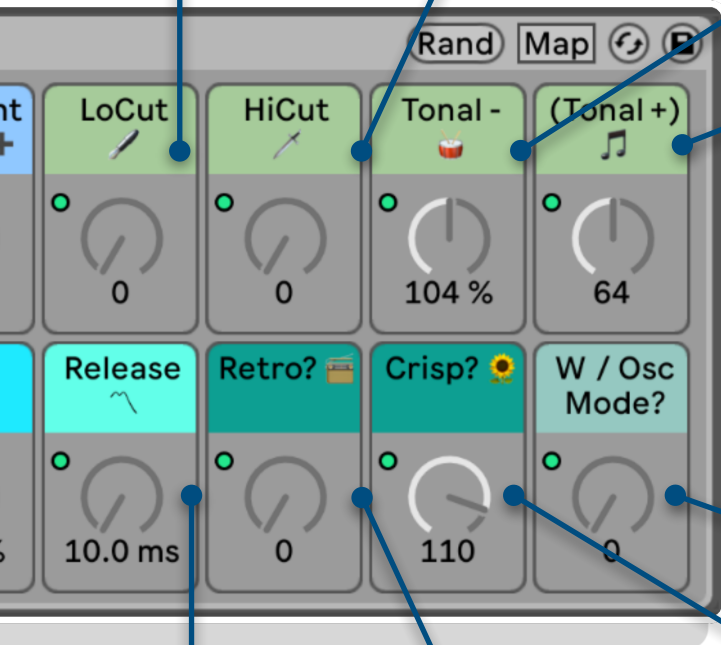
Hold to smoothly decrease; let go to reset.


Tonal - 
Reduce amount of tonality.

Hold to smoothly decrease; let go to reset.

Tonal + 
Increase amount of tonality.

Hold to smoothly increase; let go to reset.




Release 
Pitch tracker hold time.

Tap to smoothly set value by pressure.

Retro 
Modern or Vintage.

Tap to instantly switch between modes.

Crisp 
Brighten carrier signal.

Tap to instantly switch between on/off.

W / Osc Mode?
Choose oscillator plus stereo width mode.

Tap to instantly select value by pressure.



ISOMODULE EFFECTS - QUATRO VERB

Description: Four distinct reverbs in parallel: Echo Verb 🦋, Quartz Verb 🏔️, Voco Verb 🗣️ & Slow Verb 🐌 - Mix, match, modify, and blend them.

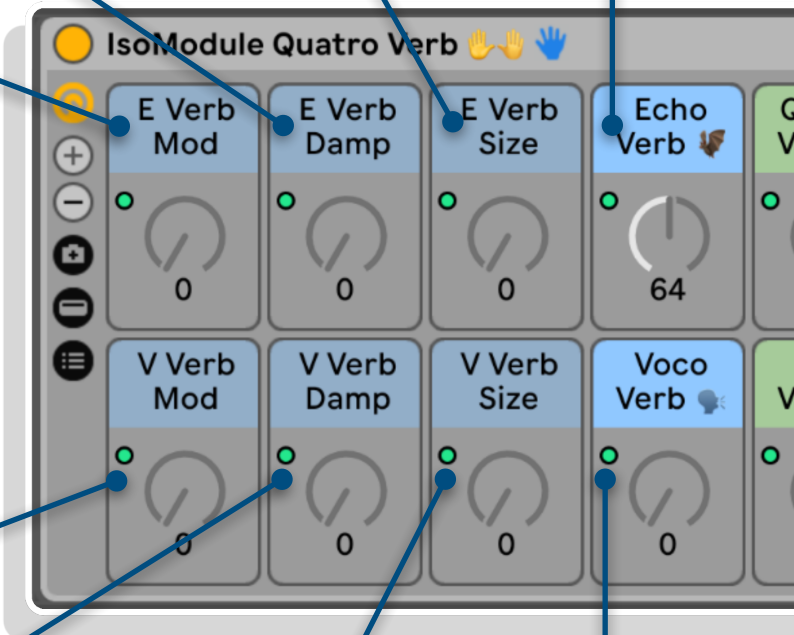
LEFT HAND

E Verb Mod
Weirder Echo Verb.
Tap to set by pressure.

E Verb Damp
Darker Echo Verb.
Tap to set by pressure.

E Verb Size
Bigger Echo Verb.
Tap to set by pressure.

Echo Verb 🦋
Amount of Reverb E.
Press harder to increase low value.
Press softer to decrease high value.
Gradual auto-decrease.



V Verb Mod
Weirder Voco Verb.
Tap to set by pressure.

V Verb Damp
Darker Voco Verb.
Tap to set by pressure.

V Verb Size
Bigger Voco Verb.
Tap to set by pressure.

Voco Verb 🗣️
Amount of Reverb V.
Press harder to increase low value.
Press softer to decrease high value.
Gradual auto-decrease.



ISOMODULE EFFECTS - QUATRO VERB

RIGHT HAND

Quartz Verb 🏔️
Amount of Reverb Q.

Press harder to increase low value.
Press softer to decrease high value.

Gradual auto-decrease.

Q Verb Size
Bigger Quartz Verb.

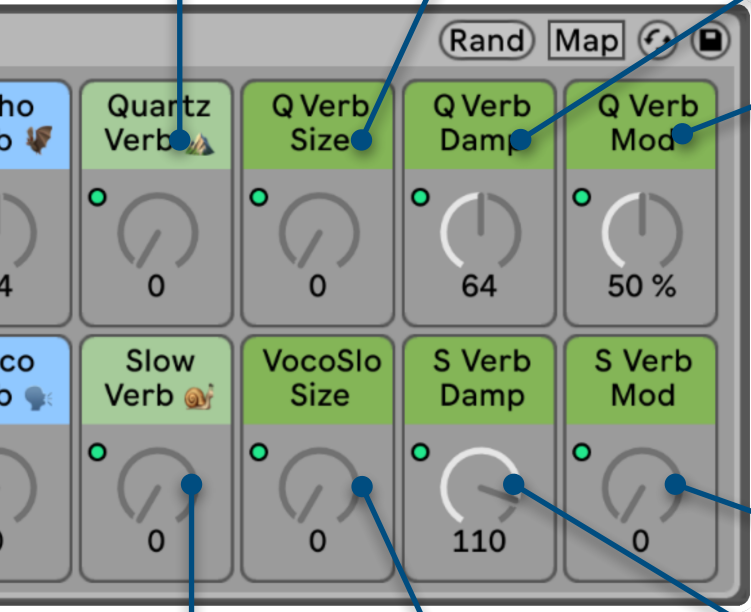
Tap to set by pressure.

Q Verb Damp
Darker Quartz Verb.

Tap to set by pressure.

Q Verb Mod
Weirder Quartz Verb.

Tap to set by pressure.



Slow Verb 🐌
Amount of Reverb S.

Press harder to increase low value.
Press softer to decrease high value.

Gradual auto-decrease.

VocoSlo Size
Bigger Slow and (consequently Voco) Verbs.

Tap to set by pressure.

S Verb Damp
Darker Slow Verb.

Tap to set by pressure.

S Verb Mod
Weirder Slow Verb.

Tap to set by pressure.



ISOMODULE EFFECTS - RESONATORS

Description: Modulation effect.

Basic Instructions: Press Wet to set effect amount.

- Choose A/B and Constant Modes with buttons 9 & 10.
- Set static parameters to shape the tone with the left hand's top row of buttons.
- Press and hold the Up & Down buttons as well as Decay to temporarily shift the sound.

LEFT HAND

Width 🍎

Stereo separation.

Tap to smoothly set value by pressure.

Filter On / Type?

None, HiCut, LoCut, BP, or Notch.

Tap once to instantly set filter type by pressure.

Tap again to disable

Darken 🌑

Reduce brightness.

Tap to smoothly set value by pressure.

Main Freq

Root resonator note plus filter frequency.

A or B Mode?

They sound different.

Tap to instantly switch between values.

Const? 🗿

Consistent decay tail lengths?

Tap to instantly switch between values.

Decay ~

Length of resonations.

Press harder to increase; softer to decrease.

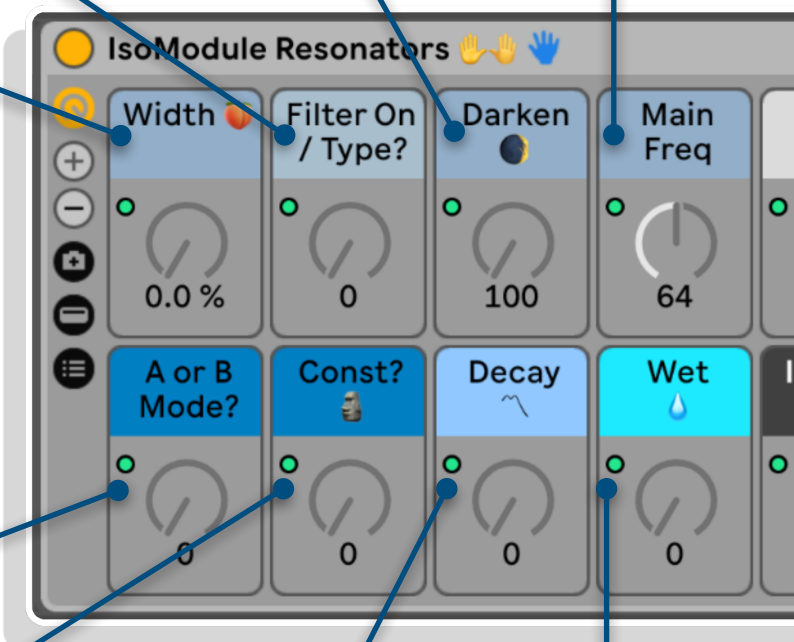
Let go for gradual reset.

Wet 💧

The main parameter! Send signal through.

Tap once to smoothly set by pressure.

Tap again to smoothly turn effect off.



ISOMODULE EFFECTS - RESONATORS

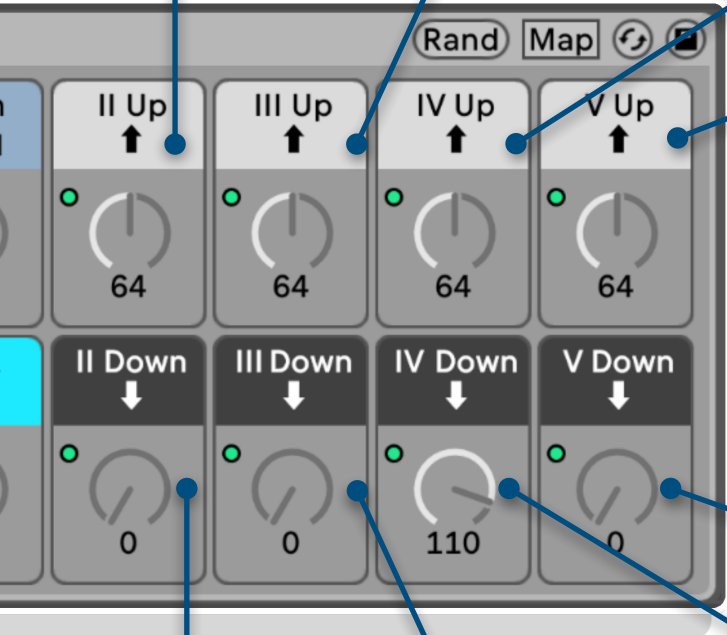
RIGHT HAND

II Up ↑
Shift up the second resonator.
Hold to smoothly increase; let go to reset.

III Up ↑
Shift up the third resonator.
Hold to smoothly increase; let go to reset.

IV Up ↑
Shift up the fourth resonator.
Hold to smoothly increase; let go to reset.

V Up ↑
Shift up the fifth resonator.
Hold to smoothly increase; let go to reset.



II Down ↓
Shift down the second resonator.
Hold to smoothly increase; let go to reset.

III Down ↓
Shift down the third resonator.
Hold to smoothly increase; let go to reset.

IV Down ↓
Shift down the fourth resonator.
Hold to smoothly increase; let go to reset.

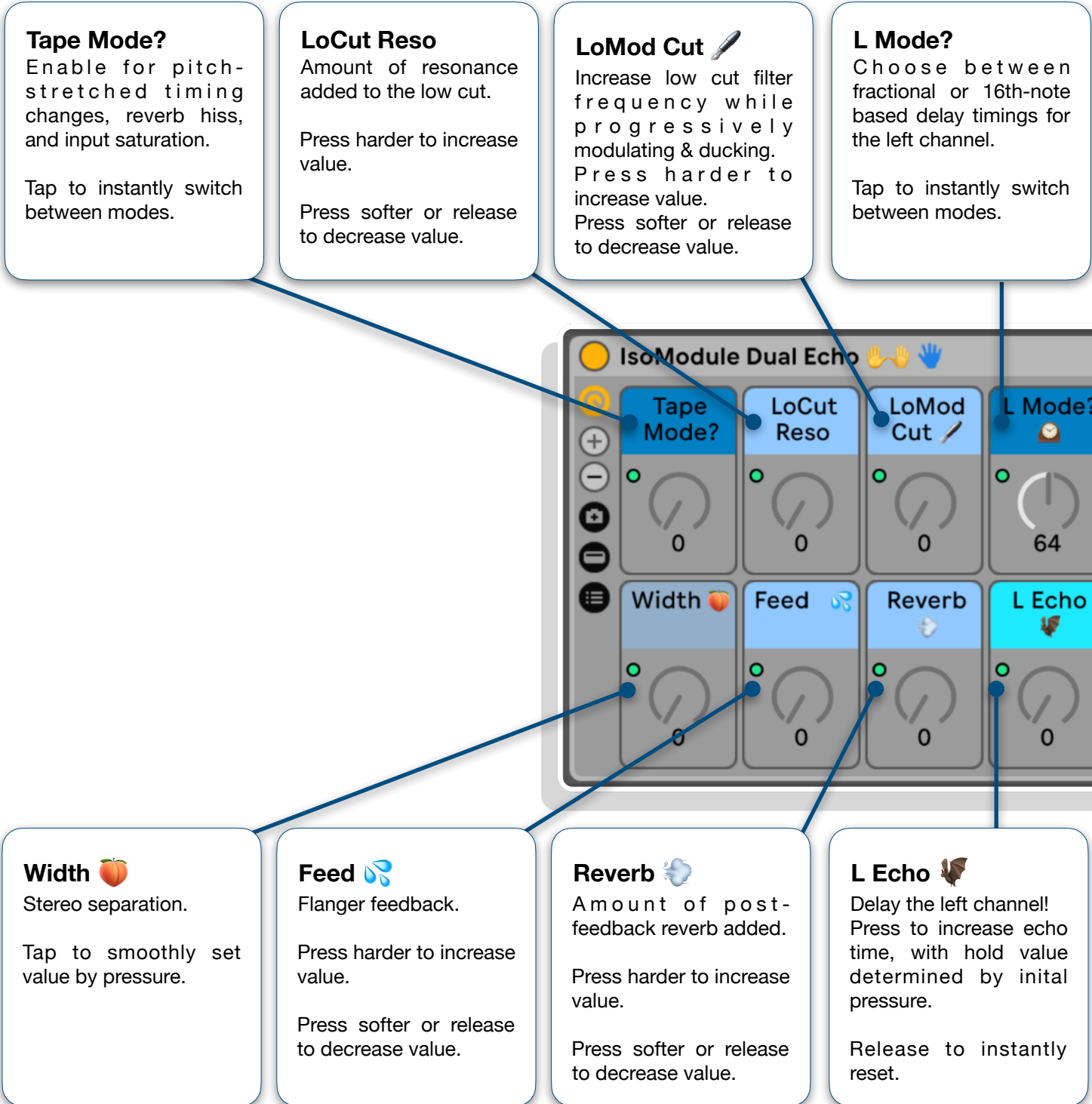
V Down ↓
Shift down the fifth resonator.
Hold to smoothly increase; let go to reset.



ISOMODULE EFFECTS - DUAL ECHO

Description: Stereo-split direct echo manipulation.

LEFT HAND




ISOMODULE EFFECTS - DUAL ECHO

RIGHT HAND

R Mode?
Choose between fractional or 16th-note based delay timings for the right channel.

Tap to instantly switch between mod

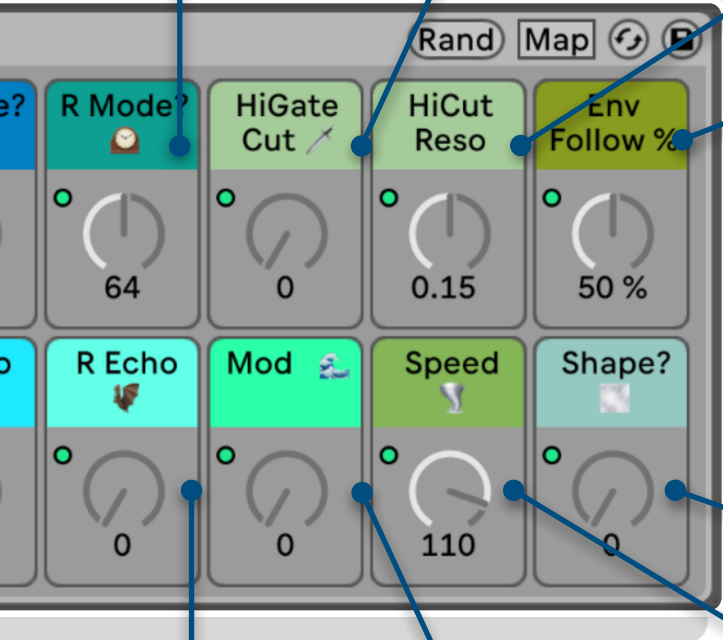
HiGate Cut 
Decrease high cut filter frequency while progressively gating the signal.
Press harder to increase value.
Press softer or release to decrease value.

HiCut Reso
Amount of resonance added to the high cut.

Press harder to increase value.
Press softer or release to decrease value.


Env Follow %
Amount the modulation is affected by input signal rather than LFO shape.

Tap once to smoothly set by pressure.
Tap again to reset.




R Echo 
Delay the right channel!
Press to increase echo time, with hold value determined by initial pressure.


Release to instantly reset.

Mod 
Amount of LFO- and/or envelope-driven modulation to the echo time.

Tap to smoothly set value by pressure.

Speed 
Speed of the modulation.

Tap to smoothly set value by pressure.

Shape? 
LFO type chooser.

Tap to instantly select by pressure.



ISOMODULE EFFECTS - FREQDUQOSION

Description: Freq/Ring Shifter -> Erosion -> Redux.

LEFT HAND

The diagram illustrates the control interface for the IsoModule FreqDuxOsion effect. It features a central software interface with various knobs and buttons. Surrounding this interface are eight callout boxes, each providing detailed instructions for a specific control. Blue lines connect these callouts to their respective controls in the software interface.

- Fine ↓**
Fine frequency shift downwards. Acts as stereo spread when width is above 0.
Hold to decrease; let go to reset.
- Fine ↑**
Fine frequency shift upwards. Acts as stereo spread when width is above 0.
Hold to increase; let go to reset.
- FrEq ↓**
Shift frequency and erosion downwards.
Hold to decrease; let go to reset.
- FrEq ↑**
Shift frequency and erosion upwards.
Hold to increase; let go to reset.
- Ring Mode?**
"Freq Mod" vs "Ring Mod" switch.
Tap to instantly switch between modes.
- ERo Mode**
witch between "Noise", "Wide Noise", and "Sine" modes, with "Hard Downsampling" at max.
Tap to instantly set value by pressure.
- Noise** 📡
Amount of erosion noise.
Tap to smoothly set value by pressure.
- Wet** 💧
The main parameter! Send signal through.
Tap once to smoothly set by pressure.
Tap again to smoothly turn effect off.



ISOMODULE EFFECTS - FREQUENCY OSCILLATION

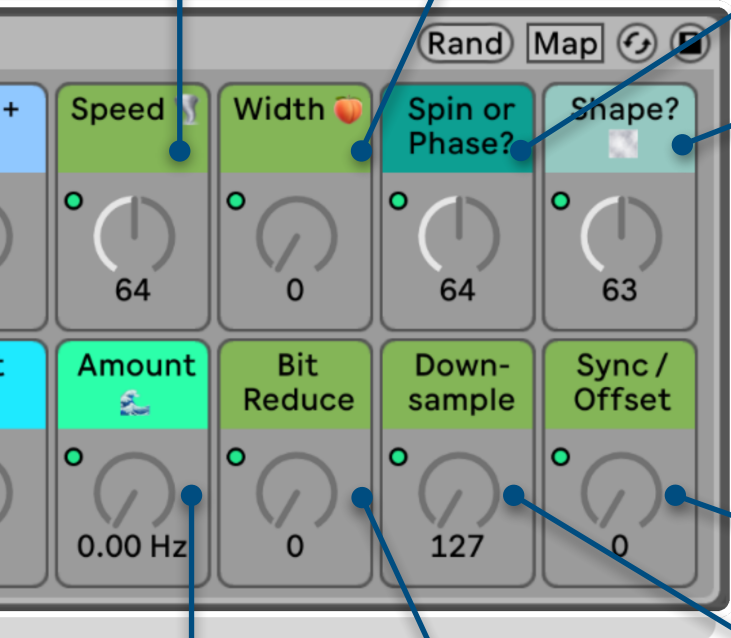
RIGHT HAND

Speed 🦋
Speed of the modulation.
Tap to smoothly set value by pressure.

Width 🍊
Stereo separation.
Tap to smoothly set value by pressure.

Spin or Phase?
"Spin" vs "Phase" switch.
Tap to instantly switch between width modes.

Shape 📐
LFO type chooser.
Tap to instantly select by pressure.



Amount 🌊
Amount of shifter modulation
Tap to smoothly set value by pressure.

Bit Reduce
Bit size reduction effect.
Tap to smoothly set value by pressure.

Down-sample
Sample rate reduction effect.
Tap to smoothly set value by pressure.

Sync / Offset
Switches on Sync mode and sets the waveform start point.
Tap once to smoothly set by pressure.
Tap again to smoothly turn effect off.



ISOMODULE EFFECTS - DUAL DELAY

Type: Stereo-split direct delay manipulation.

Basic Instructions: Press L Delay and/or R Delay to rhythmically play with the delay times. Affect modulation using the left and right bottom pads. Change timing modes with the pads above, and filter the delays with the upper side pads.

LEFT HAND

Filter - ↘
Filter left delay downwards.

Hold to enable & decrease filter; let go to reset.

L Filter 🏔️
Amount of left filter.

Press harder to narrow bandwidth.

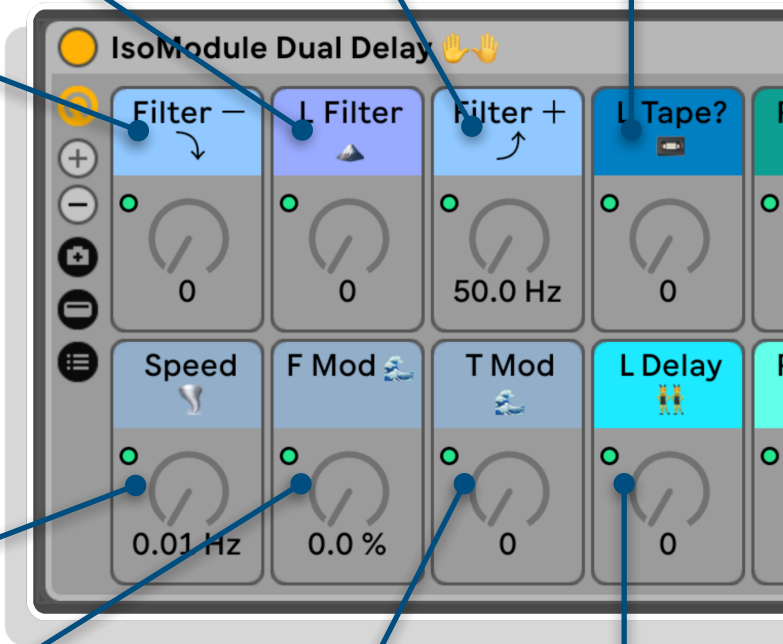
Press softer or release to widen bandwidth.

Filter + ↗
Filter left delay upwards.

Hold to enable & increase filter; let go to reset.

L Tape? 📼
Choose between smooth or pitch bend time-switching modes.

Tap to instantly switch between modes.



Speed 🌀
Speed of the left modulations.

Tap to smoothly set value by pressure.

F Mod 🌊
Amount of left frequency modulation.

Tap to smoothly set value by pressure.

T Mod 🌊
Amount of left time modulation.

Tap to smoothly set value by pressure.

L Delay 🐱
Delay the left channel!

Press to instantly set delay interval.

Release to reset.

ISOMODULE EFFECTS - DUAL DELAY

RIGHT HAND

R Tape? 📼
Choose between smooth or pitch bend time-switching modes.

Tap to instantly switch between modes.

Filter - ↘
Filter right delay downwards.

Hold to enable & decrease filter; let go to reset.

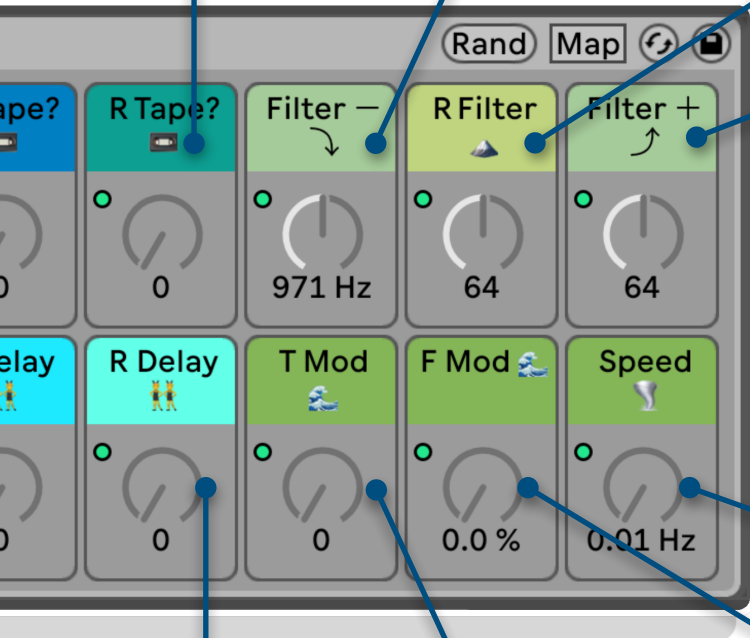
R Filter 📄
Amount of right filter.

Press harder to narrow bandwidth.

Press softer or release to widen bandwidth.

Filter + ↗
Filter right delay upwards.

Hold to enable & increase filter; let go to reset.



R Delay 🧑🧑
Delay the right channel!

Press to instantly set delay interval.

Release to reset.

T Mod 🌊
Amount of right time modulation.

Tap to smoothly set value by pressure.

F Mod 🌊
Amount of right frequency modulation.

Tap to smoothly set value by pressure.

Speed 🏆
Speed of the right modulations.

Tap to smoothly set value by pressure.



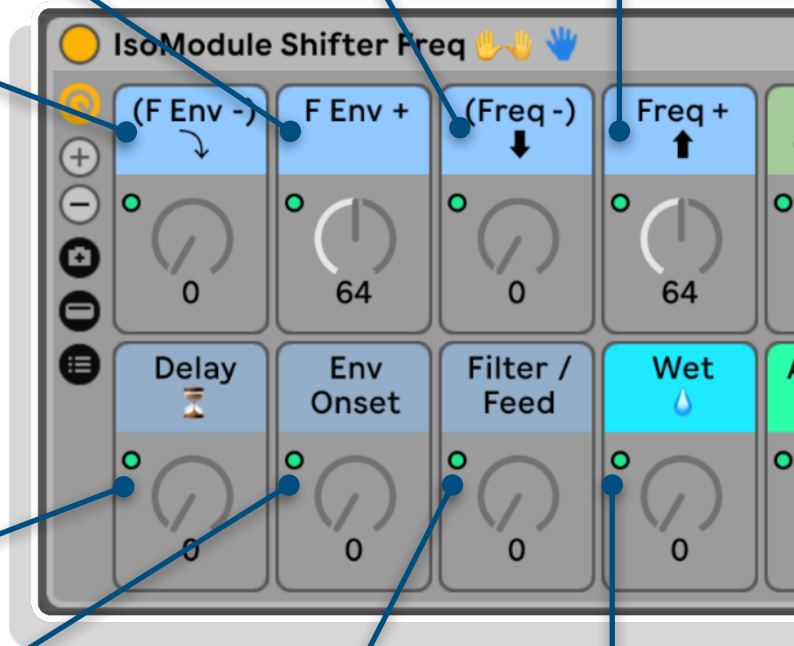
ISOMODULE EFFECTS - SHIFTER FREQ

Description: Frequency modulator.

Basic Instructions:

LEFT HAND

<p>F Env - ↘</p> <p>Envelope follow + fine pitch downwards.</p> <p>Hold to enable & decrease; let go to reset.</p>	<p>F Env + ↗</p> <p>Envelope follow + fine pitch upwards.</p> <p>Hold to enable & increase; let go to reset.</p>	<p>Freq - ↓</p> <p>Shift frequency downwards.</p> <p>Hold to enable & decrease; let go to reset.</p>	<p>Freq + ↑</p> <p>Shift frequency upwards.</p> <p>Hold to enable & increase; let go to reset.</p>
---	---	---	---



<p>Delay ⌚</p> <p>Set delay time.</p> <p>Tap to smoothly set value by pressure.</p>	<p>Env Onset</p> <p>Hasten envelope follower attack.</p> <p>Tap to smoothly set value by pressure.</p>	<p>Filter / Feed</p> <p>Increases feedback but reduces high frequencies in the path as it does so.</p> <p>Tap to smoothly set value by pressure.</p>	<p>Wet 💧</p> <p>The main parameter! Send signal through.</p> <p>Tap once to smoothly set by pressure.</p> <p>Tap again to smoothly turn effect off.</p>
--	---	---	--



ISOMODULE EFFECTS - SHIFTER FREQ

RIGHT HAND

Duty Cycle +
Morph the LFO shape.

Hold to enable & decrease; let go to reset

Duty Cycle -
Morph the LFO shape.

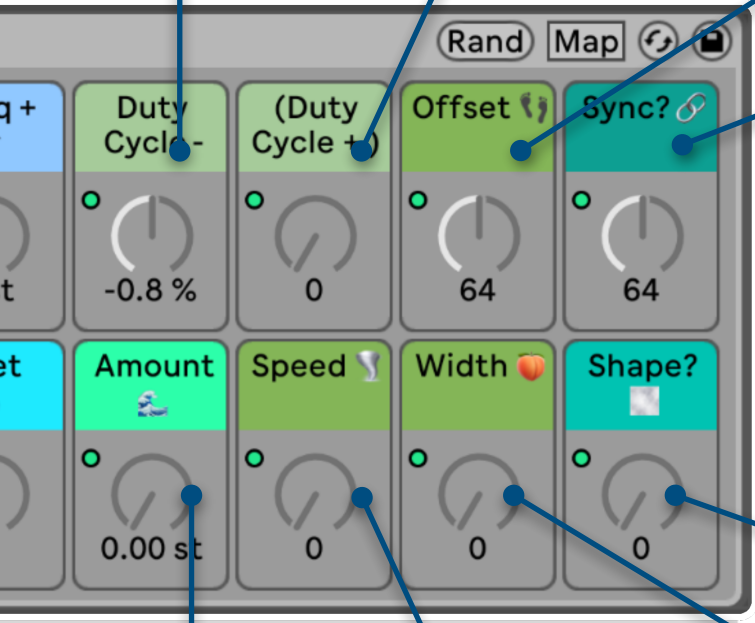
Hold to enable & increase; let go to reset.

Offset 🦶
Synced stereo offset.

Tap to smoothly set value by pressure.

Sync? 🔗
"Free Time" vs "Follow BPM" switch.

Tap to instantly switch between modes.



Amount 🌊
Amount of shifter modulation.

Tap to smoothly set value by pressure.

Speed 🦶
Speed of the modulation.

Tap to smoothly set value by pressure.

Width 🍑
Stereo separation.

Tap to smoothly set value by pressure.

Shape? 🖼️
LFO type chooser.

Tap to instantly select by pressure.



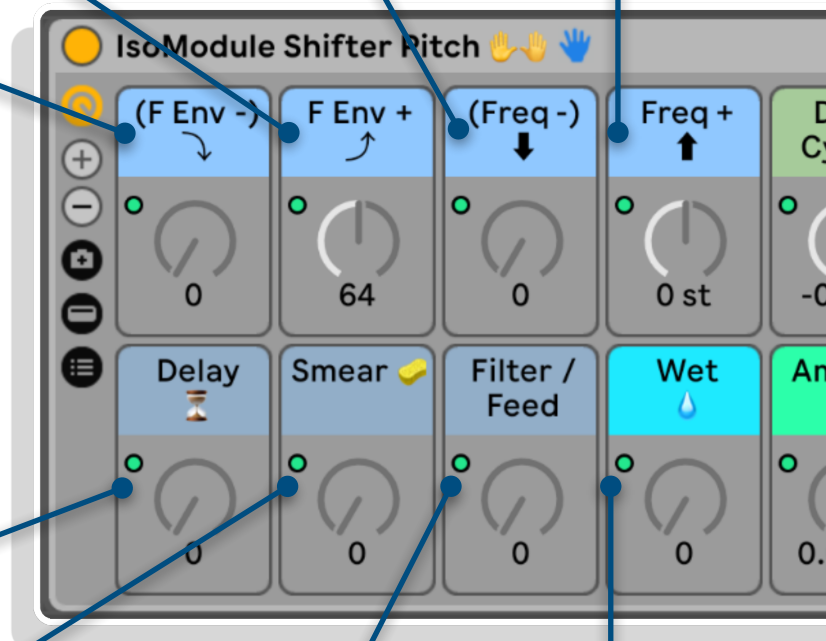
ISOMODULE EFFECTS - SHIFTER PITCH

Description: Pitch Modulator.

Basic Instructions:

LEFT HAND

<p>F Env - ↙</p> <p>Envelope follow + fine pitch downwards.</p> <p>Hold to enable & decrease; let go to reset.</p>	<p>F Env + ↘</p> <p>Envelope follow + fine pitch upwards.</p> <p>Hold to enable & increase; let go to reset.</p>	<p>Freq - ↓</p> <p>Shift frequency downwards.</p> <p>Hold to enable & decrease; let go to reset.</p>	<p>Freq + ↑</p> <p>Shift frequency upwards.</p> <p>Hold to enable & increase; let go to reset.</p>
---	---	---	---



<p>Delay ⌚</p> <p>Set delay time.</p> <p>Tap to smoothly set value by pressure.</p>	<p>Smear 🧽</p> <p>Increases window time and slows envelope onset.</p> <p>Tap to smoothly set value by pressure.</p>	<p>Filter / Feed</p> <p>Increases feedback but reduces high frequencies in the path as it does so.</p> <p>Tap to smoothly set value by pressure.</p>	<p>Wet 💧</p> <p>The main parameter! Send signal through.</p> <p>Tap once to smoothly set by pressure.</p> <p>Tap again to smoothly turn effect off.</p>
--	--	---	--



ISOMODULE EFFECTS - SHIFTER PITCH

RIGHT HAND

Duty Cycle -
Morph the LFO shape.

Hold to enable & decrease; let go to reset

Duty Cycle +
Morph the LFO shape.

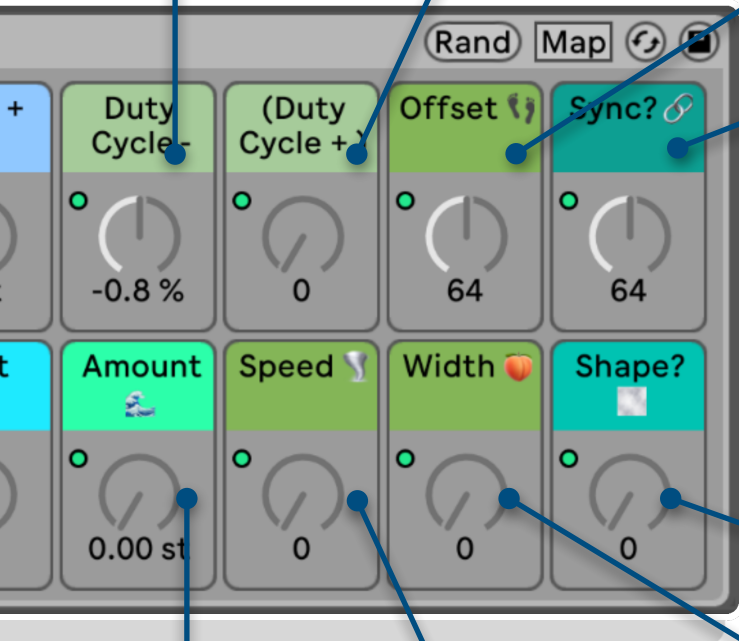
Hold to enable & increase; let go to reset.

Offset 🦶
Synced stereo offset.

Tap to smoothly set value by pressure.

Sync? 🔗
"Free Time" vs "Follow BPM" switch.

Tap to instantly switch between modes.



Amount 🌊
Amount of shifter modulation.

Tap to smoothly set value by pressure.

Speed 🦶
Speed of the modulation.

Tap to smoothly set value by pressure.

Width 🍑
Stereo separation.

Tap to smoothly set value by pressure.

Shape? 🗃️
LFO type chooser.

Tap to instantly select by pressure.



ISOMODULE EFFECTS - SHIFTER RING

Description: Ring Modulator.

Basic Instructions:

LEFT HAND

F Env - ↘

Envelope follow + fine pitch downwards.

Hold to enable & decrease; let go to reset.

F Env + ↗

Envelope follow + fine pitch upwards.

Hold to enable & increase; let go to reset.

Freq - ↓

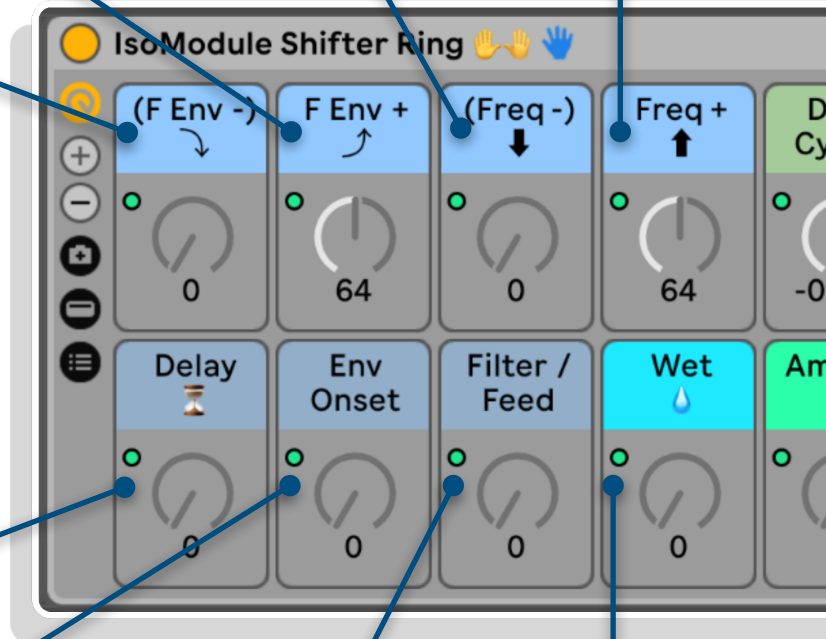
Shift frequency downwards.

Hold to enable & decrease; let go to reset.

Freq + ↑

Shift frequency upwards.

Hold to enable & increase; let go to reset.



Delay ⌚

Set delay time.

Tap to smoothly set value by pressure.

Env Onset

Hasten envelope follower attack.

Tap to smoothly set value by pressure.

Filter / Feed

Increases feedback but reduces high frequencies in the path as it does so.

Tap to smoothly set value by pressure.

Wet 💧

The main parameter! Send signal through.

Tap once to smoothly set by pressure.

Tap again to smoothly turn effect off.



ISOMODULE EFFECTS - SHIFTER RING

RIGHT HAND

Duty Cycle -

Morph the LFO shape.

Hold to enable & decrease; let go to reset

Duty Cycle +

Morph the LFO shape.

Hold to enable & increase; let go to reset.

Offset

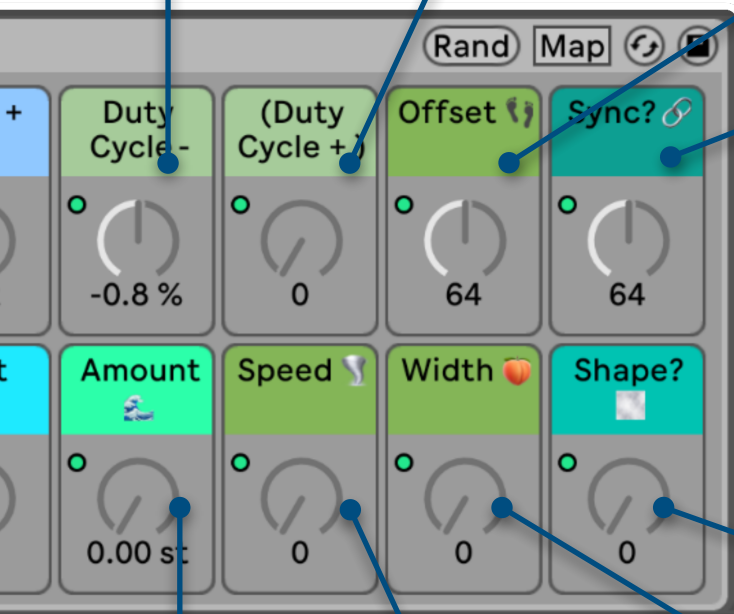
Synced stereo offset.

Tap to smoothly set value by pressure.

Sync?

"Free Time" vs "Follow BPM" switch.

Tap to instantly switch between modes.



Amount

Amount of shifter modulation.

Tap to smoothly set value by pressure.

Speed

Speed of the modulation.

Tap to smoothly set value by pressure.

Width

Stereo separation.

Tap to smoothly set value by pressure.

Shape?

LFO type chooser.

Tap to instantly select by pressure.



ISOMODULE EFFECTS - FORMANT MOD

Description: Self-modulating vocoder effect.

Basic Instructions: Press Wet to set effect amount. Adjust Formant - and +. Alter other controls to change the sound.

LEFT HAND

Depth - 🗨️

Amount of used carrier envelope.

Hold to smoothly decrease; let go to reset.

Depth + 🗨️

Amount of used carrier envelope.

Hold to smoothly increase; let go to reset.

Formant Shift -

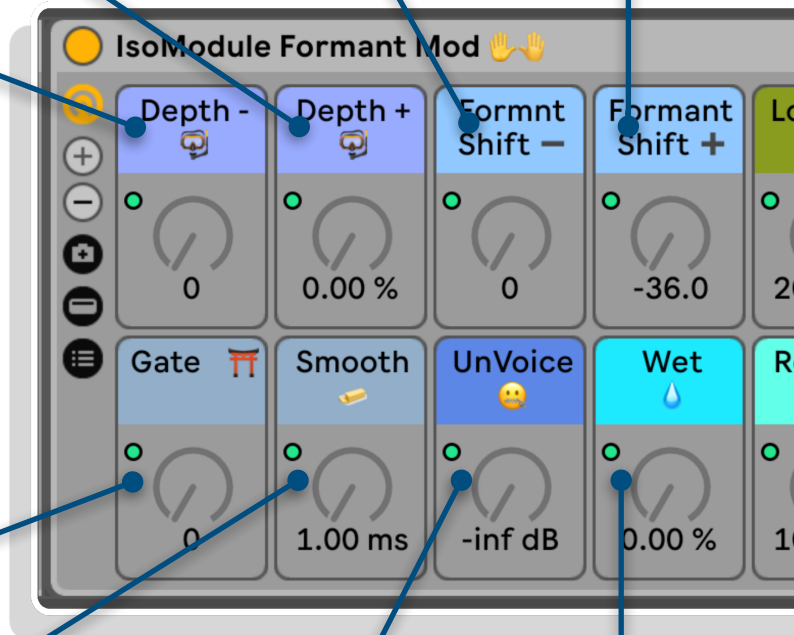
Shift down the formants.

Hold to smoothly decrease; let go to reset.

Formant Shift +

Shift up the formants.

Hold to smoothly increase; let go to reset.



Gate 🗨️

Unvoiced sensitivity.

Tap to smoothly set value by pressure.

Smooth 🗨️

Slow the formant shifter attack.

Tap to smoothly set value by pressure.

UnVoice 🗨️

Unvoiced noise generator.

Tap to smoothly set value by pressure.

Wet 💧

The main parameter! Send signal through.

Tap once to smoothly set by pressure.

Tap again to smoothly turn effect off.



ISOMODULE EFFECTS - FORMANT MOD

RIGHT HAND

LoCut

Set bottom frequency range.

Hold to smoothly decrease; let go to reset.

HiCut

Set top frequency range.

Hold to smoothly decrease; let go to reset.

Chroma -

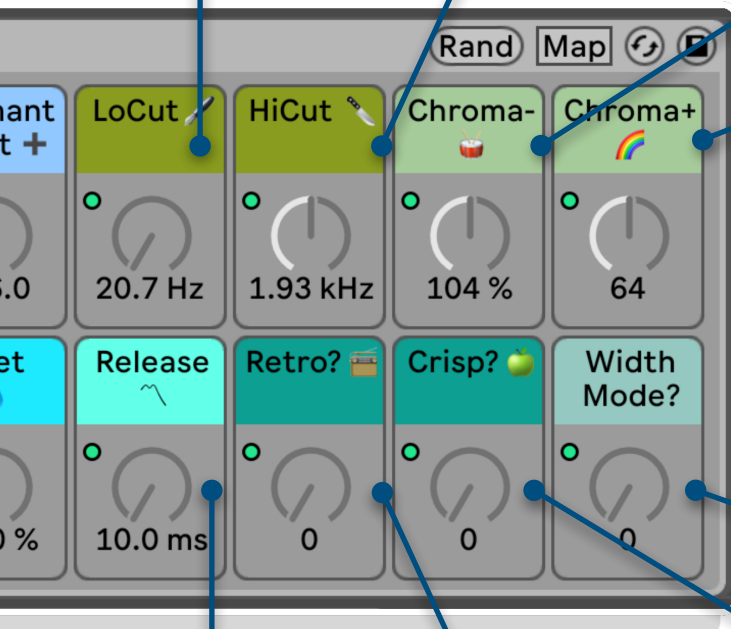
Reduce amount of tonality.

Hold to smoothly decrease; let go to reset.

Chroma +

Increase amount of tonality.

Hold to smoothly increase; let go to reset.



Release

Formant shifter hold time.

Tap to smoothly set value by pressure.

Retro?

Modern or Vintage.

Tap to instantly switch between modes.

Crisp

Brighten carrier signal.

Tap to instantly switch between on/off.

Width Mode?

Select between mono, stereo, and dual-mono channel processing for the effect.

Tap to instantly select value by pressure.

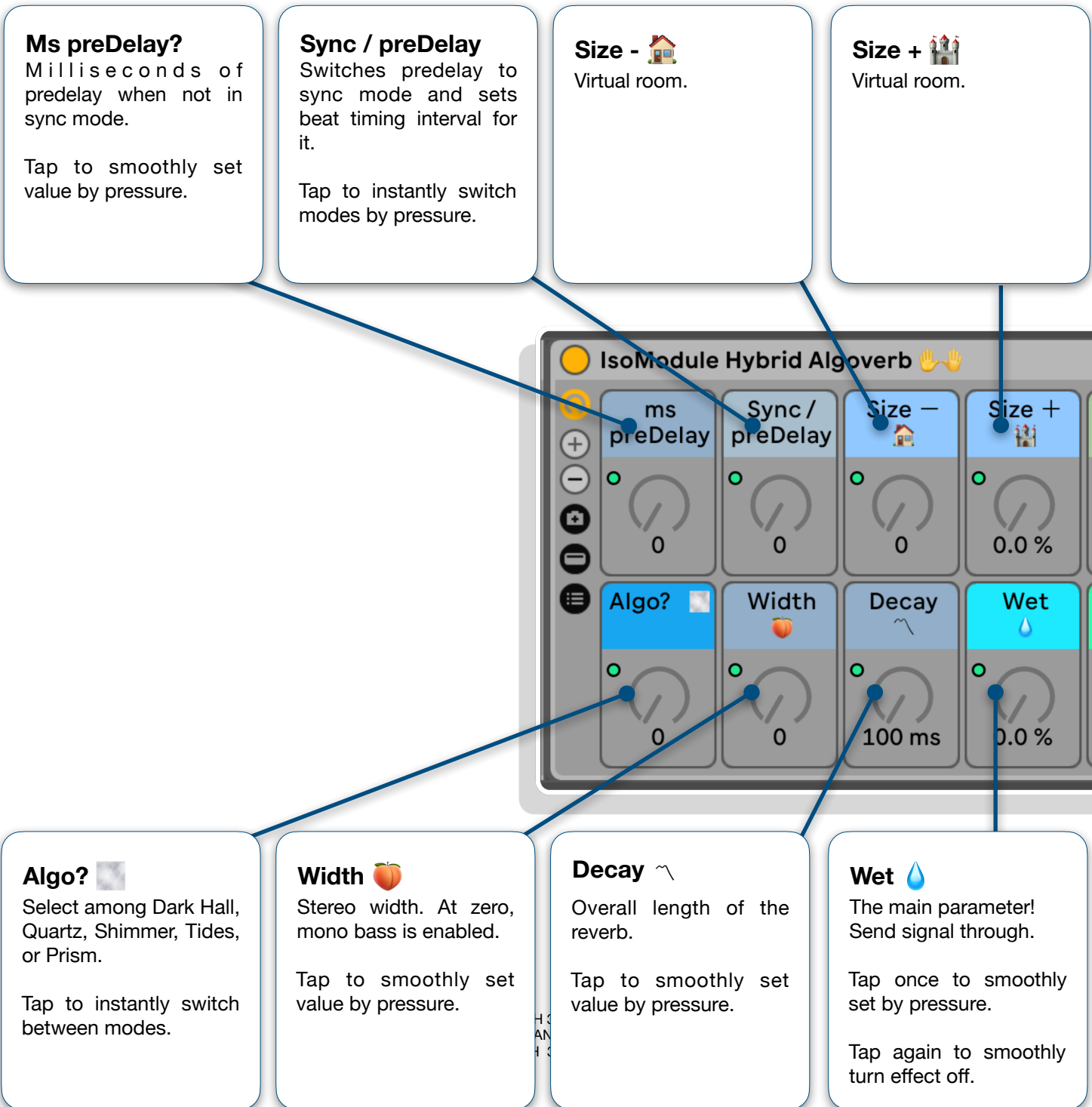


ISOMODULE EFFECTS - HYBRID ALGOVERB

Type: Performable control over Hybrid Reverb's characterful algorithms.

Basic Instructions: Select algorithm using Algo. Press Wet and Decay to increase amount of perceptible reverb. Affect the character using Size, Age, and Damp. Change the sound further using the bottom-right controls. For rhythmic delay to the verb signal, turn up Sync/preDelay, or turn that off and fine-tune using ms preDelay instead. Use Freeze / Freeze+ with great caution!

LEFT HAND



ISOMODULE EFFECTS - HYBRID ALGOVERB

RIGHT HAND

Feed 🎧
Reverb feedback.

Hold to steadily increase value; let go for gradual return.

Damp ☔
Reduce decay for high frequencies.

Tap to smoothly set value by pressure.

Age? 📁
Select vintage quality between Subtle, Old, Older, and Extreme.

Tap to instantly switch modes by pressure.

Freeze / Freeze +
Freeze the reverb; turn up further to continue to add input signal to the frozen.

Tap to instantly switch between modes.



Mod 🌊
Amount of LFO applied to the reverb tail.

Tap to smoothly set value by pressure.

Special A
Unique control that varies based on chosen algorithm.

Tap to smoothly set value by pressure.

Special B
Unique control that varies based on chosen algorithm.

Tap to smoothly set value by pressure.

Special C
Unique control that varies based on chosen algorithm.

Tap to smoothly set value by pressure.

