

1 Overview

P2D-Session is a Max for Live device that utilises the hi-res RGB display on Push 2 to provide you with an overview of where you are in the Live set.

An 8x8 matrix on the display will correspond to the clip launch buttons on the Push allowing you to see the name and playing status of each clip that you currently control. This matrix will update as you move around the set or perform additions/removals from your set.

This device supports P2D-Multi meaning that the screen display can be shared with other P2D devices, either automatically or manually via user selection.

P2D-Session comes in two flavours, the standard edition and P2D-Session+. The P2D-Session+ functionality is enabled by installing a custom component that allows screen sharing with Live (separate purchase). Functionality only available in P2D-Session+ will be tagged **P2D-Session+**.

2 Installation

P2D-Session is a single Max for Live device that you can drop onto a track in your Live set. No installation is required unless you are installing P2D-Session+.

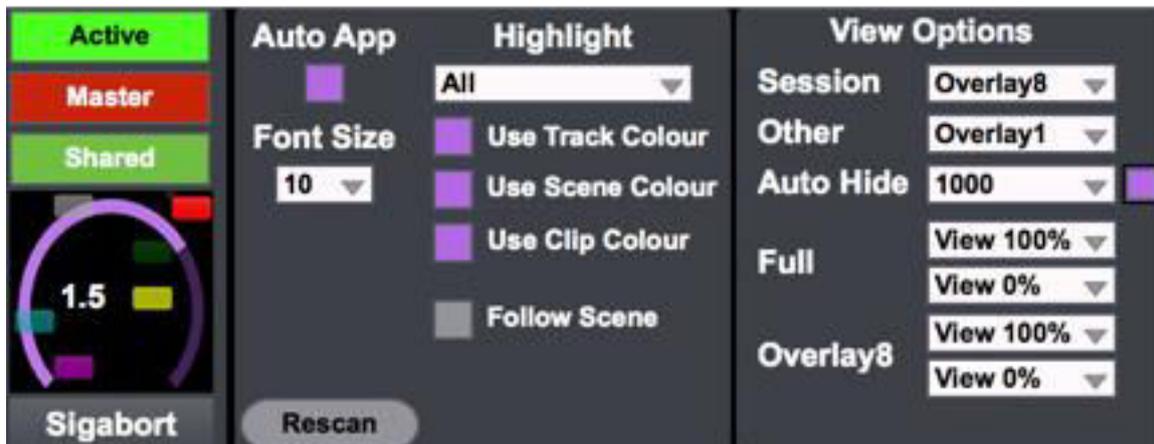
2.1 System Requirements

Live 9.5 or later, Max for Live 6/7.

OSX 10.8+ 32/64-bit

Windows 32/64-bit

3 Operation



Upon dropping the device into your Live set your Push 2 controller will be automatically selected.

3.1 Activation

To enable P2D-Session and view the current session overview press and hold **SHIFT** and then toggle the operation with the **SELECT** button.

If activation is successful, the status indicator will turn green. If for any reason the screen cannot be grabbed the indicator will turn red. The most likely cause of this is another application (other than Live) having the screen open for display. More information will be available in the Max window (right click on the device header and select 'Open Max Window').

If not using **P2D-Session+** then upon returning to normal operation mode it may take a second or so for the screen to refresh.

3.2 Shared/Exclusive Indicator

If you have purchased P2D-Session+ and have installed the custom library correctly the indicator will show **Shared** as seen in the above screenshot. If this remains grey then you have not installed the custom library correctly.

3.3 Refresh

Changes the refresh rate for clip position updates – slower rates may reduce CPU if your load is high.

3.4 Rescan

Pressing the rescan button will rescan the 8x8 matrix at your current location. You can use this if things get out of sync for any reason (please also let me know as this shouldn't happen).

This should also be used if the following operations have taken place which are not updated in real time:

- Multiple clip re-colour
- Multiple clip rename
- Multiple track re-colour
- Adding/removing stop buttons to clip slots

3.5 Scene Display

Holding down **SHIFT** will cause the right hand column of clips to be replaced with the scene names of the scenes currently in view. Releasing the button will return the display to the clips.

3.6 Group Tracks

Group tracks are displayed in white on the Push2 display. If any clips are playing in the group then the slot will be labelled **[Playing]** otherwise it will be empty.

3.7 Setting the Font Size

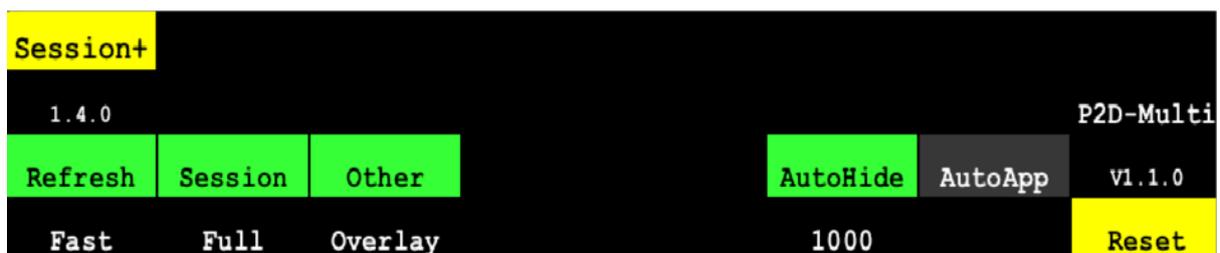
You can choose a font size of 10-16 for the clip names display to allow more characters to be displayed for longer clip names. The status bar and track names are not affected by this setting.

3.8 AutoApp

If AutoApp is enabled and you also have P2D-Sequence available, you will switch between the apps when switching between **SESSION** and **NOTE** views.

3.9 On-Screen Menu

Most of the options available on the device are available from the on-screen menu. This is engaged/disengaged by a double press of **[Select]**.



3.10 Highlights

It is possible to highlight the currently selected track, the last launched scene and any groups.

These can be shown individually or in any combination.

For the highlights you can select whether:

- Scene highlight uses the scene colour or green
- Track highlight uses the track colour or white
- Group highlights use the group colour or white

Please Note: It is not currently possible to determine the end of a group in M4L, therefore groups will run until the next group is encountered. Please bear this in mind when using this feature.

3.11 Scene Follow

If enabled the currently playing scene will always be on view somewhere in the 8x8 matrix covered by Push2. If a scene is launched independently of Push2, e.g. by clicking on the scene in Live, or via another controller, then the session grid will be adjusted to make this scene visible if it is not so.

4 P2D-Session+ Display Modes

The display modes section of the device will only be visible when P2D-Session+ has been installed.

The P2D-Session+ display has two basic modes – Session and Other. Session display refers to the display when in session view mode and Other refers to the display at all other times.

4.1 Session Display Mode

Selects the display mode, either Full, Overlay8 or Overlay1, when in Session mode.

4.2 Other Display Mode

Selects the display mode, either Full, Overlay8, Overlay1, or Off, when not in Session mode.

4.3 Auto-Hide

When the display mode is Full and Auto-Hide is enabled then touching/moving any of the encoders, or using any of the buttons around the display will cause the standard Live display to be shown on the screen for the selected period of time. After the time has elapsed, the display will return to its previous setting.

4.3.1 HideAll/HideSelected

The check box next to Auto-Hide allows you to select between hiding all the columns (on) and only hiding columns as the encoders are activated (off).

4.4 Auto-Hide Mode

This sets the mode for Auto-Hide:

- View 0% - P2D-Session is completely hidden
- View 30% - P2D-Session is visible full screen at 30%
- View 50% - P2D-Session is visible full screen at 50%
- View 70% - P2D-Session is visible full screen at 70%
- View 100% - P2D-Session is visible full screen at 100%
- Overlay8 – P2D-Session switches to Overlay8 mode
- Overlay1 – P2D-Session switches to Overlay1 mode

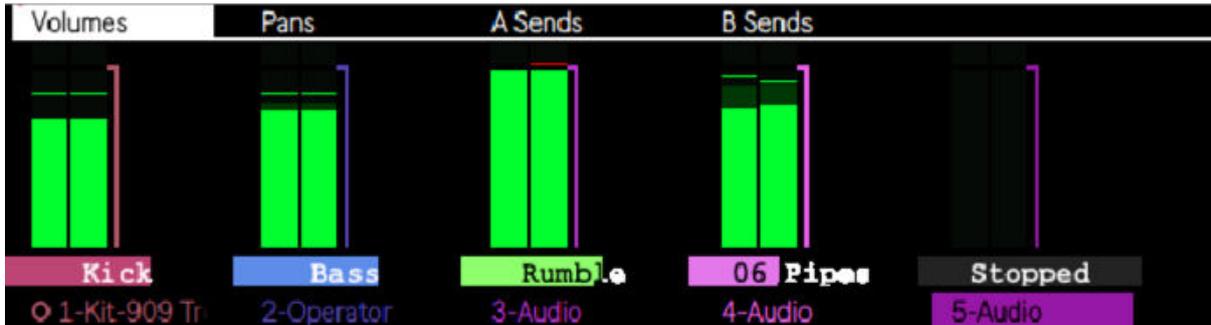
4.5 Opacity

This sets the degree to which the P2D-Session view in Full mode is visible:

- View 100% - P2D-Session is completely visible
- View 70% - P2D-Session is visible at 70%
- View 50% - P2D-Session is visible at 50%
- View 30% - P2D-Session is visible at 30%

5 P2D-Session+ Overlay Mode

Overlay mode shows the currently playing clips superimposed on the standard Live display. If no clip is currently playing, then a **[Stopped]** entry will be displayed.



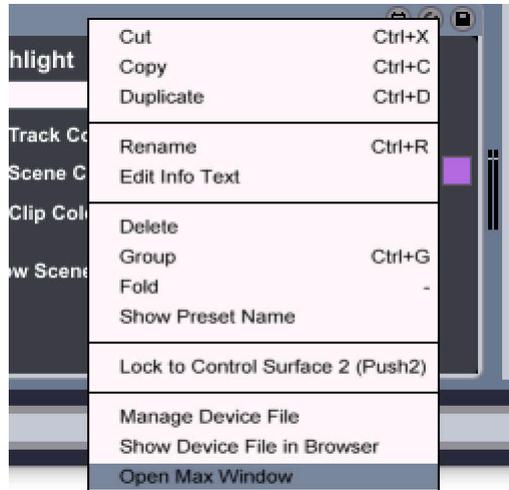
Overlay mode will be disabled when Live is displaying full screen displays (e.g. browsers) and will be re-enabled once the user moves back.



Overlay mode is supported for viewing 1 or 8 rows of clip information.

6 Troubleshooting

Should you need to troubleshoot the device the first thing you are likely to need to do is to pull up the Max window. You do this by right-clicking on the device and selecting the option.



You should be greeted with a display similar to the following with some basic version information.

 Max for Live

```
js • info 20:45:15.180: ControlSurfaces -+- Creating: ControlSurfaces
js • Created ControlSurfaces: 1.0.8e(P2D)
Warning: you have multiple files in your search path with the name jit.viddll.engine.mx64
using this file: C:/Users/leehu/Documents/Max 7/Packages/VIDDLL/externals/jit.viddll.engine.mx64
viddll.engine version: 1.0.1
P2D 1.3.4b1 (debug-Product) Max: 724, OS: Windows 10.0 64-bit; m4l@sigabort.co.uk; www.sigabort.co/p2d
Using custom libusb: 1.3.0
jit.gl.context: using software renderer.
```

Should you be asked to provide a status dump or turn on debugging, this can be done by pressing the Sigabort logo:



After the initial press you will see a large amount of information dumped to the Max window and operations will continue to provide trace information which may be asked for.

```
p2d-info • App: Session
p2d-info • Refresh: 1500, on_timer: 0, m4l: 1, custom_libusb: 1, banner_time: 0
p2d-info • Instance: 0, Mode: 2, update: 1, lock_count: 0
p2d-info • Matrix 0: Session_i1_0_0_0: show:1: 8x10, w: 118, h: 15, P1: 0, x_offs: 0, y_offs: 0, sep_x: 2, sep_y: 1, total_w: 960, total_h: 160, num_dirty
p2d-info • Row: 0 text: , pos: 0x0(0x0), d: 0, v: 100, bg: 0.00.0.00.0.00.1.00, text: , pos: 1x0(120x0), d: 0, v: 100, bg: 0.00.0.00.0.00.1.00, text: , pos: 2x
p2d-info • Row: 1 text: , pos: 0x1(0x16), d: 0, v: 100, bg: 0.00.0.00.0.00.1.00, text: , pos: 1x1(120x16), d: 0, v: 100, bg: 0.00.0.00.0.00.1.00, text: , pos:
p2d-info • Row: 2 text: , pos: 0x2(0x32), d: 0, v: 100, bg: 0.00.0.00.0.00.1.00, text: , pos: 1x2(120x32), d: 0, v: 100, bg: 0.00.0.00.0.00.1.00, text: , pos:
p2d-info • Row: 3 text: , pos: 0x3(0x48), d: 0, v: 100, bg: 0.00.0.00.0.00.1.00, text: , pos: 1x3(120x48), d: 0, v: 100, bg: 0.00.0.00.0.00.1.00, text: , pos:
p2d-info • Row: 4 text: , pos: 0x4(0x64), d: 0, v: 100, bg: 0.00.0.00.0.00.1.00, text: , pos: 1x4(120x64), d: 0, v: 100, bg: 0.00.0.00.0.00.1.00, text: , pos:
p2d-info • Row: 5 text: , pos: 0x5(0x80), d: 0, v: 100, bg: 0.00.0.00.0.00.1.00, text: , pos: 1x5(120x80), d: 0, v: 100, bg: 0.00.0.00.0.00.1.00, text: , pos:
p2d-info • Row: 6 text: , pos: 0x6(0x96), d: 0, v: 100, bg: 0.00.0.00.0.00.1.00, text: , pos: 1x6(120x96), d: 0, v: 100, bg: 0.00.0.00.0.00.1.00, text: , pos:
p2d-info • Row: 7 text: , pos: 0x7(0x112), d: 0, v: 100, bg: 0.00.0.00.0.00.1.00, text: , pos: 1x7(120x112), d: 0, v: 100, bg: 0.00.0.00.0.00.1.00, text: , po
p2d-info • Row: 8 text: , pos: 0x8(0x128), d: 0, v: 100, bg: 0.00.0.00.0.00.1.00, text: , pos: 1x8(120x128), d: 0, v: 100, bg: 0.00.0.00.0.00.1.00, text: , po
p2d-info • Row: 9 text: , pos: 0x9(0x144), d: 0, v: 100, bg: 0.00.0.00.0.00.1.00, text: , pos: 1x9(120x144), d: 0, v: 100, bg: 0.00.0.00.0.00.1.00, text: , po
p2d-info • Groups: 0
p2d-info • has_fg: 0, has_bg: 1, has_erase: 0, has_overlay: 0, has_auto_fg: 0, has_view: 1, has_dims: 0, has_font: 0, has_face: 0, has_size: 1, has_al
p2d-info • usb_is_open: 0, shared_open: 0
p2d-info • custom: 1, version: 1.3.0
p2d-info • open: 1, num_instances: 0, use_p2d: 0, fade: 0, chroma: 0, store_rendered: 0, viewport: x: 0, y: 0, w: 0, h: 0, x_offs: 0, y_offs: 0, count: 1605
p2d-info • live_master: 1
info • 20:48:12.853: ControlSurfaces Live Control Surfaces: Isotonik: false, Launchsync: undefined, Info: false, P2D: true
info • 20:48:12.853: ControlSurfaces Control surface: 1 - Inactive
info • 20:48:12.853: ControlSurfaces Index: 1, Name: 2 - Push2, Type: Push/Push2, Instance: 0, Enabled: false, Bulk: false, Direct: false, Needs Active
info • 20:48:12.853: ControlSurfaces monitored: Shift_Button: -3, property: value
info • 20:48:12.853: ControlSurfaces monitored: Select_Button: -4, property: value
info • 20:48:12.854: ControlSurfaces monitored: Matrix_Modes: -24, property: selected_mode
info • 20:48:12.854: ControlSurfaces monitored: Session_Mode_Button: -25, property: value
info • 20:48:12.854: ControlSurfaces monitored: Up_Arrow: -26, property: value, nav: 1
info • 20:48:12.854: ControlSurfaces monitored: Down_Arrow: -27, property: value, nav: 1
info • 20:48:12.854: ControlSurfaces monitored: Left_Arrow: -28, property: value, nav: 2
info • 20:48:12.854: ControlSurfaces monitored: Right_Arrow: -29, property: value, nav: 2
info • 20:48:12.854: ControlSurfaces monitored: Octave_Up_Button: -30, property: value, nav: 1
```

Unfortunately it is not possible to copy the text from this window using normal copy operations so you'll need to do a screen grab or two.