

PrEditor 2.1.4

User Guide

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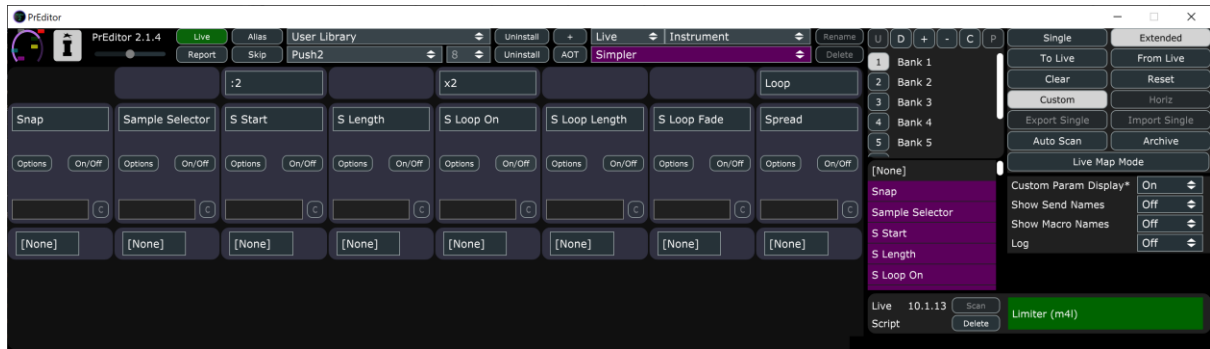


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1 Overview

PrEditor is a piece of companion software for Ableton Live that allows custom control layouts to be configured for Live's instruments & effects, and VST, AU and Max for Live plugins.

1.1 Requirements

- Windows 7 32/64-bit
- OSX 10.7+
- Ableton Live 9.7.5+, 10.0.1+

1.2 Supported Controllers

- Ableton Push (with PrEditor)
- Ableton Push 2 (with PrEditor)
- Akai APC40 (with PrEditor)
- Akai APC40 II (with PrEditor)
- Novation Launch Control XL (with Launch Control XXL Script)
- Novation Launch Control (with Launch Control X Script)
- Akai MIDI Mix (with MIDI Mix XL Script)
- Behringer BCR 2000 (with BCR XL Script)
- Behringer BCF 2000 (with BCF XL Script)
- Korg NanoKontrol Studio (with NKS XL Script)

To purchase additional control scripts please head to the Isotonik Studios website:

www.isotonikstudios.com

1.3 Limitations

The following limitations currently exist. We hope to resolve these in future updates:

- Visual devices (Auto-filter, Compressor, Echo, EQ8, Operator, Simpler, Wavetable) can be customised but visualisations can only be added to certain devices (see 10) (Push2).
- There are issues with behaviour of certain parameters when providing custom options (see 9.2) (Push).
- Having a parameter on multiple banks with options specified can cause incorrect display – it is advised to currently only have one instance of these (Push).

1.4 Live 10.1 – Please Read!

There was a fundamental change made in Live 10.1 to do with auto-population of parameters.

Prior to this version of Live, it was possible to instruct Live to auto-populate plugin parameters for all plugins, however many parameters they contained. If they contained more than 128 parameters, the first 128 would be available. This meant that PrEditor always had something to scan.

From 10.1 onwards, if a plugin contains 128 parameters or less then it can still be auto-populated, but now, any plugins that have more than 128 parameters will not auto-populate.

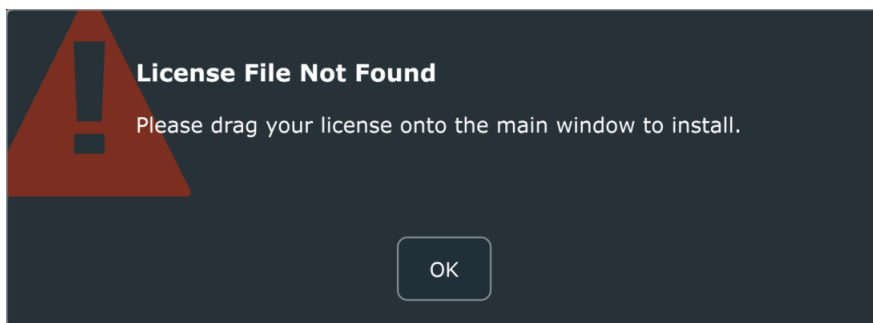
This means that often PrEditor will have nothing to scan until the plugin has some parameters mapped, and this requires the user to provide a mapping of the parameters they wish to use. For further information see section 5.2.

2 Installation

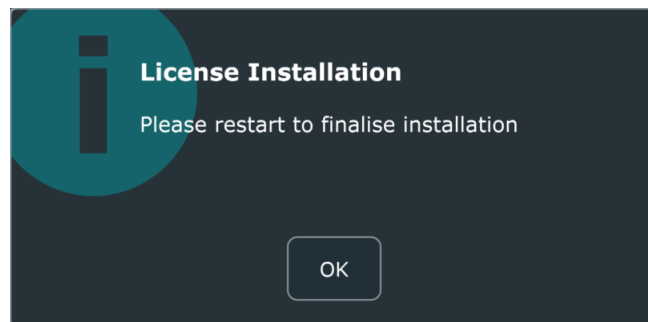
Use the provider installer (**PrEditor2.pkg** for OSX, **PrEditor2.msi** for Windows) to install the base application. Once installed launch the application

2.1 Install the License File

Upon first activation, you will be asked to provide a license file – this will have been mailed to you separately after your purchase.



Simply drag the license file (**preditor_license.txt**) onto the main window to install.

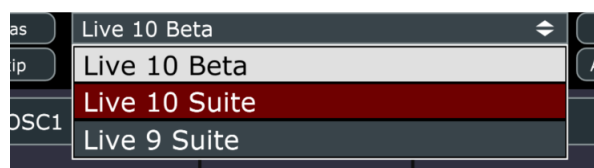


If you have not received the license file please check your junk/spam folders – this mail will have been sent from noreply@isotonik.com.

2.2 Install Main PrEditor Scripts

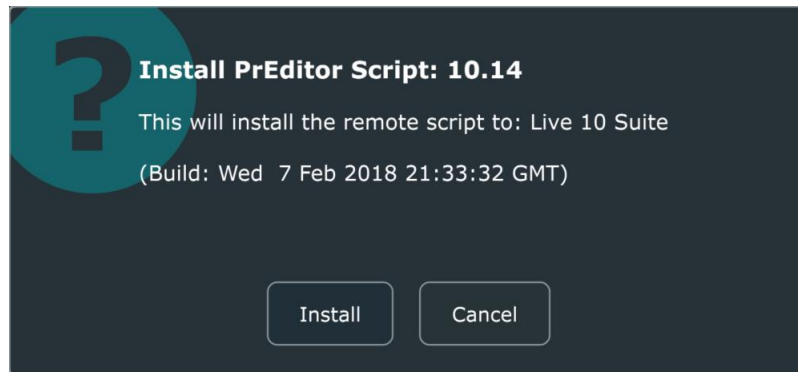
Once the license has been successfully installed and PrEditor has been restarted you can install the main scripts.

Each Live installation will require the scripts to be installed. You can see the available locations via this dropdown. Entries shown in red do not currently have the PrEditor 2 scripts installed.

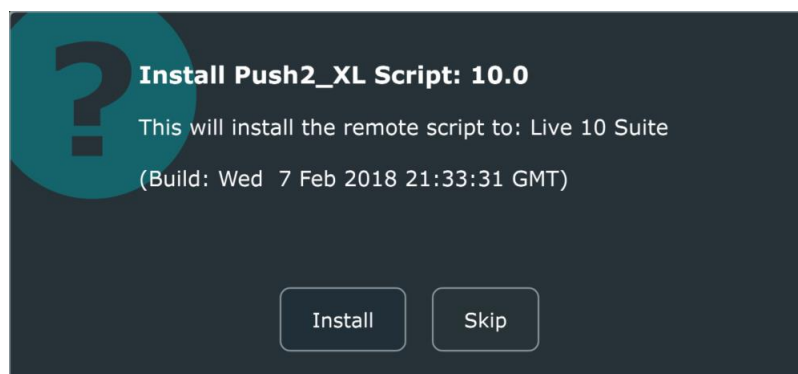


Alternatively, if you have installed Live outside of the standard Windows/OSX locations you can use the + button to add a custom location and proceed from there.

Once you have selected your installation, drag the **PrEditor.zip** file onto the main window to install.



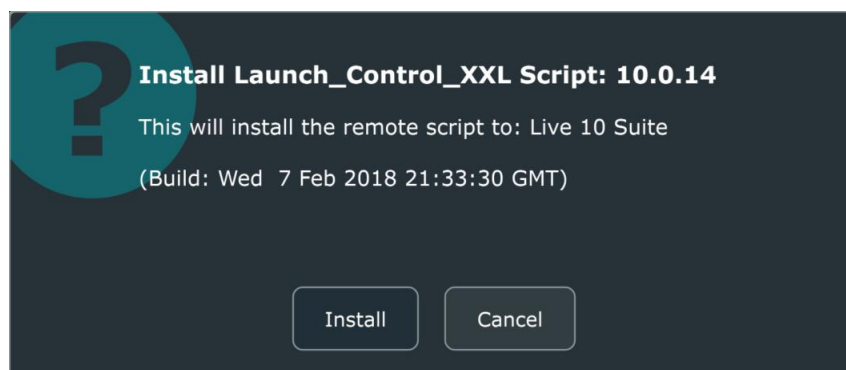
As well as the core scripts this contains the scripts for APC 40, APC 40 II, Push, and Push 2 – you will be asked which of these (if any) you wish to install.



Once completed Live will need to be restarted if it is currently running.

2.3 Install Additional Scripts

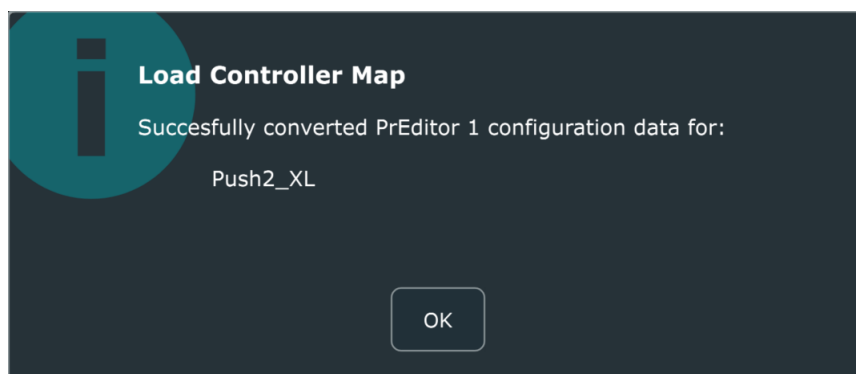
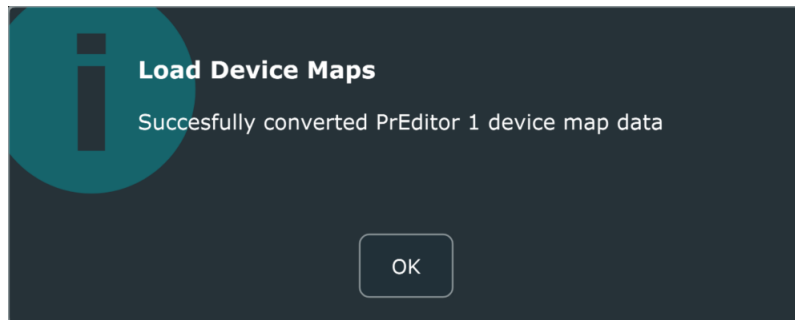
You can install any other custom scripts you may have purchased by dropping the zip file onto the main PrEditor window – only Live 10 versions of the scripts will be recognised so please make sure you download updated versions after upgrading PrEditor 2 (if you have upgraded from PrEditor 1 to PrEditor 2 upgraded versions of your existing scripts are provided free of charge – please check your account).



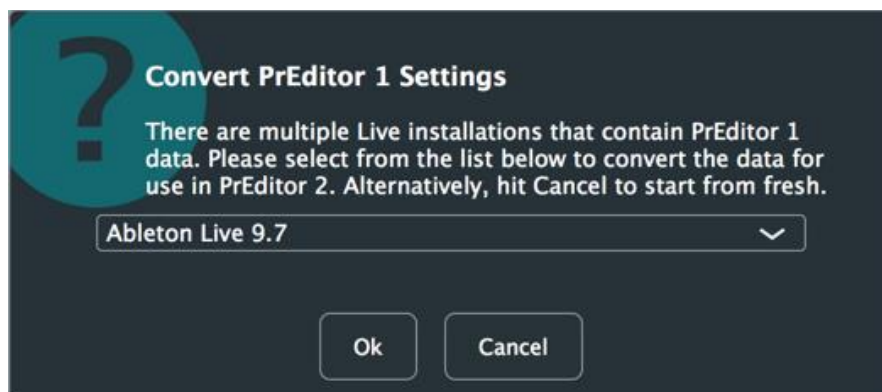
3 Upgrading from PrEditor 1

The upgrade process from PrEditor 1 is automatic and will be triggered after installing PrEditor 2 and your license file.

PrEditor 2 will initially look for data in the migrated data store and will use this if it is found.



If not found (i.e. you did not migrate PrEditor 1) then it will scan your Live installations for valid data stores and present you with a list of options to import the data from.



Please note that PrEditor 2 data files are separate from those of PrEditor 1 and will not be touched or updated in any way by the process, so even upon failure you will still have all your original settings from which to raise an issue and get support.

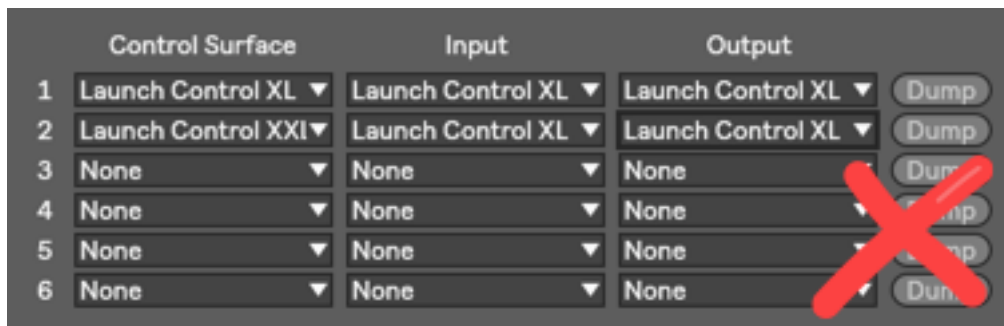
NOTE: If you wish for any reason to re-import your PrEditor 1 settings you can remove the .xml files from ~/Documents/Isotonik/PrEditor and restart PrEditor – this will trigger the conversion process.

4 Selecting the Control Surface in Live

To use the PrEditor control scripts in Live, select the XL version of the script as the only control surface.



Do not select the XL script at the same time as the stock script that comes with Live.



Make sure that you assign the correct MIDI ports and do not leave blank (these are usually auto-assigned for you).



5 Scanning Plugins

Before going into detail on the operation of PrEditor we will look at the process of scanning and how we categorise different types of scan - these types will be referenced in subsequent sections.

For a VST or AU to be mapped by PrEditor it needs to be “scanned” – this is the process of retrieving parameter information for the device so that it can be provided to you and then re-ordered at your behest.

Scanning a plugin is done via the Live panel at the bottom of the screen (unless auto-scanning is enabled – see 0).

Before you can scan a plugin, you need to make a couple of decisions – to simplify this process a flow-chart is provided for you to determine the correct type of scan for your plugin (see 17). Please take a moment to read this – it may seem complex at first but is rather straightforward if you give it a few reads.

Some points to note:

- 1) Most of your plugins (95%?) will be type 1, single mapping.
- 2) You can simplify the decision process by mapping everything as type 3 unless it is clearly a type 1.
- 3) You can simplify the decision process completely by mapping everything as type 3 – this will make type 1 plugins slightly more complex to initially setup but gives you a consistent way of handling all your plugins.
- 4) PrEditor must be running for a device to be scanned – no scanning will take place when Live is running and PrEditor is not (**NOTE:** for existing PrEditor users, please note this is a change in behaviour).

5.1 Scan Types

There are two basic types of scans that can be performed: single and multi.

5.1.1 Single Scan/Mapping

A plugin can be single scanned if:

- 1) It has fixed parameters that do not change
- 2) It has less than 128 parameters or you can create a default configuration that is 128 parameters or less that covers all instances that you wish to use

This will probably cover 95% of all your plugins.

5.1.2 Multi Scan/Mapping

Multi-mapping refers to the process and having multiple maps for a single plugin.

5.1.2.1 Why do we need this?

There are a few reasons that give rise to the multi-mapping need:

- 1) Some plugins host other plugins (e.g. CompleteKontrol)
- 2) Some plugins change their parameter layouts (e.g. Kontakt, Reaktor, Diva)

- 3) Some plugins allow the users to customise the exposed parameters (e.g. Falcon)
- 4) Live has a limit of 128 parameters that can be exposed by a plugin, even if they have many more
- 5) We want to have a different parameter layout for different presets of a plugin (e.g. Diva)

5.1.2.2 How this works in reality

There are two ways we can generally multi-map plugins, though for some plugins there is only a single option.

For most candidates, it is possible to create a unique ID for a parameter setup – e.g. the parameter layout for Monark in Reaktor is different to that of Prism and we can use this to determine we have a Monark ensemble loaded into Reaktor.

For these plugins, we can generally use a type 1 multi-mapping which relies solely on this parameter layout and treat the plugin in the same way as a single mapped plugin.

Other requirements for this type of mapping are that:

- All the parameters you want to map are exposed in the default 128 provided by Live (for example, this is not always the case with some Reaktor ensembles)

For those plugins that do not match these criteria we need a different approach. For example, when you load up a Falcon preset there are no external automation parameters defined – it is up to the user to set these up as they wish.

This leads to a situation where, potentially, we have a different control mapping for each “preset” that is used (in this case a “preset” might be a Reaktor ensemble, or a Kontakt instrument, or a Falcon automation configuration). In Live we can only save one default plugin configuration for use in all instances of that plugin - this is not available on a per plugin instance basis.

Well, that’s not entirely true – there is a way of achieving this functionality, and that is to rack the plugin. Within a rack, we can have differing sets of (128) parameters and this configuration and layout will be saved with the rack. This solves the issue for us with plugins such as Falcon, but also with other plugins where we need to change the default 128 parameters that Live has assigned (this is quite common with Reaktor ensembles).

When creating these racks, we name them in a specific way – that being the name we wish to use and then a trailing ++, e.g. MetaPhysical++. In PrEditor we will see this as Reaktor++ MetaPhysical (Metaphysical is a Reaktor ensemble using type 2 multi-mapping). Every time we use an instance of this rack PrEditor will know how it needs to be mapped to the control surface.

5.1.2.3 Naming

A multi-mapped plugin has two parts to the name – a host name and an instance name. Host name is fixed and comes from the actual plugin being used (e.g. Reaktor, Kontakt).

- For type 1 multi-maps the instance name is something you choose when scanning the plugin, or something that has been assigned from a set of well-known IDs.
- For type 2 multi-maps the instance name is the name of the rack that you’re using (excluding the ++ symbol)

5.2 Map Types and Procedure

5.2.1 Type 1

This is a singly mapped plugin instance – it has one set of parameters that never change.

From Live 10.1 onwards, this will only be available for plugins that contain 128 or fewer parameters. Often, you will need to follow Type 1a mapping.

5.2.1.1 Mapping Procedure

1. Select the plugin in Live and scan the plugin in PrEditor using the **SCAN** button
2. Map the plugin

5.2.2 Type 1a

This is the same as a type 1 but we have defined the 128 parameters that will never change via Live default configuration of the plugin.

5.2.2.1 Mapping Procedure

1. Configure the parameters in the plugin as you wish
2. Save the default configuration
3. Select the plugin in Live and scan the plugin in PrEditor using the **SCAN** button
4. Map the plugin

5.2.3 Type 2

This is a multi-mapped plugin that does not need to live in a Live rack

5.2.3.1 Mapping Procedure

1. Select the plugin in Live and scan the plugin in PrEditor using the **SCAN_MULTI** button
2. Name the instance
3. Map the plugin

5.2.4 Type 3

This is a multi-mapped plugin that live in a Live rack.

5.2.4.1 Mapping Procedure

1. Group the device into a rack
2. Name the rack with a name ending in ++
3. Setup the plugin as you desire
4. Configure the available parameters as you wish
5. **Save the rack**
6. Select the rack in Live and scan the plugin in PrEditor using the **SCAN** button
7. Map the plugin
8. Use this rack whenever you wish to use the device
9. **Make sure you've saved the rack**
10. Use this rack in future instead of adding the raw plugin to your set

5.3 Scanning a Device

The status of scan for a plugin can be seen in the Live panel – see section .

If the scan status is un-scanned (red) then you can use the **SCAN** or **SCAN-MULTI** buttons to scan the plugin. If the scan status is scanned, but needs updating (orange), then you can use the **RESCAN** button to update the PrEditor definition.

5.3.1 Rescanning

When rescanning a device if you're in the situation when parameters have been renamed or added then you're existing map will still be valid.

If parameters have been moved or removed it is likely you may have to remap your device, depending on what changes have occurred.

6 Workflow

The general workflow for PrEditor is as follows:

- 1) Select a Live installation
- 2) Select a controller to customise – as different controllers have different frame sizes (number of encoders) and layouts, customised layouts are based on a specific controller.
- 3) Select a frame size if appropriate (e.g. BCR2000 can be switched between 24 and 32 controller mode)
- 4) Select a type of device to customise:
 - a. Live
 - b. VST Plugin
 - c. AU Plugin
 - d. Max for Live device
- 5) Select a category:
 - a. Live: Instrument, Audio Effect, MIDI Effect
 - b. VST/AU: Single, or multi mapped Host (see 7.1.5)
 - c. Max for Live: User
- 6) Select a device/plugin to customise.
- 7) If mapping for Push1/Push2 click the **CUSTOM** button to turn off the default behaviour for that device and create a default layout (see 14.7).
- 8) Map the parameters either manually or with Live Map Mode (see 15).
- 9) Send the updates to Live using the **SEND TO LIVE** button.

7 Main Panel

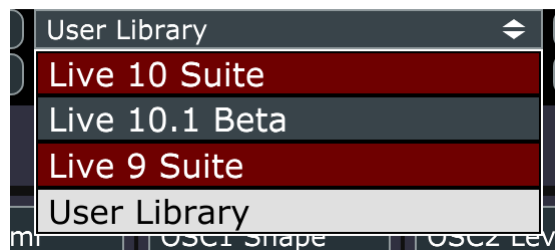
7.1 Device Selection



Selecting the device to be customised is carried out via the 6 drop-down combo boxes in the main panel.

7.1.1 Live Installation

This lists all Live installations found on your computer in the default location, plus any custom locations that you have specified.



Entries shown in red do not have PrEditor core scripts installed and therefore cannot be mapped (see section 2.2).

If using Live 10.1.13 onwards it is highly recommended that you use the newly available User Library for installing your scripts.

7.1.2 Controller

This lists all the controllers which have PrEditor scripts installed.



Entries listed in green are currently selected and running in Live.

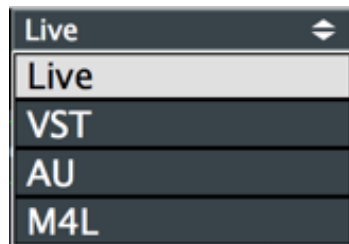
7.1.3 Frame Size

This lists any different controller number configurations available.



7.1.4 Device Type

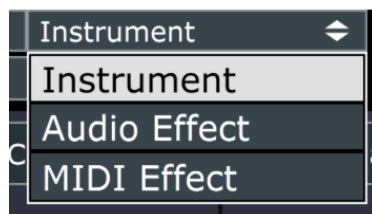
This lists the different device types support. These are Live, VST, AU (if running on OSX), Max for Live.



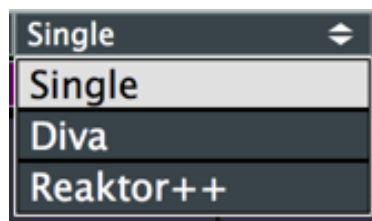
7.1.5 Category

This lists the different categories for the selected device type.

- For Live, this is Instrument, Audio Effect or MIDI Effect.



- For VST/AUs this is Single and the list of multi-map hosts (see 5).



- For Max for Live devices this is a placeholder entry and has no function.

7.1.6 Device

This lists all the devices known to PrEditor that match the device type and category that has been selected.



Entries listed in purple have a custom mapping associated with them.

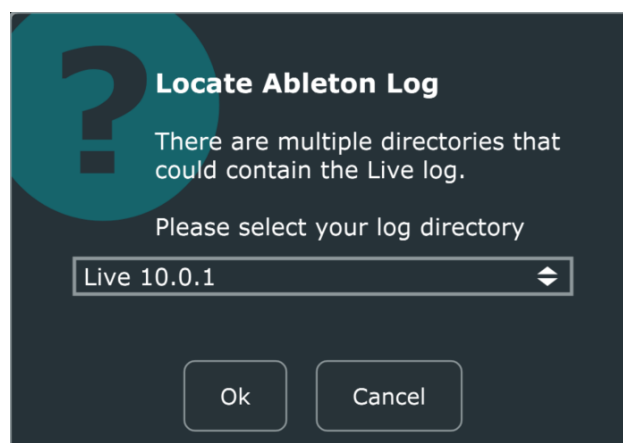
7.2 Support Functions

7.2.1 Zoom Slider

Use the slider to make the main display smaller or larger.

7.2.2 Report

Generate a report file containing all information required to debug any issues that you might be having. If more than one potential Log file location can be found you will be asked to verify the correct location for your Live instance. These are sorted by last update time so even if you have lots of old folders hanging around this is likely to pick the correct log file as the default selection.



Attach this to a ticket raised at <https://isotonikstudios.com/my-account/>.

7.2.3 Alias

Some plugins have several variants that are essentially the same device and have the same parameter makeup (e.g. Reaktor, ReaktorFX). Also, some plugins may be named differently for

different versions but as they contain no structural changes parameter wise, they can be treated as the same device (e.g. Absynth4, Absynth5).

It is possible to configure these plugins as aliases of a common name. Whenever one of these plugins is encountered it is treated as if it is the root plugin.

Each entry consists of a root plugin name and a comma separated list of all plugins that should be aliased to that name.

Reaktor	Reaktor5FX,Reaktor5FX2x8,Reaktor5FX16x16,Reaktor5Surround,Reaktor5FX2x8
Punch	PunchMulti
FM8	FM8FX
Absynth	Absynth5,Absynth5FX,Absynth5FXSurround,Absynth5Stereo
Battery	Battery4
Maschine	MaschineFX,Maschine2,Maschine2FX
Kontakt	Kontakt5,Kontakt58out,Kontakt516out,Kontakt4,Kontakt48

NOTE: The root plugin name does not have to physically exist as a plugin (e.g. Reaktor).

7.2.4 Skip

It is common for plugins that host other plugins, or have different parameter setups, or have user configurable host automation parameters to have parameter slots that are not used in some configurations. How these parameters are identified differs from plugin to plugin but the result for PrEditor is the same – these are not desired in the mappable parameters generated by a plugin scan.

It is possible to set parameter that should be ignored for a plugin by the scan process.

Each entry consists of a root plugin name (see 7.2.3) and a comma separated list of parameter name that should be ignored.

Reaktor	{reserved},{unused},{disabled,P0
Falcon	Host Automation
KompleteKontrol	-,NIKB
Kontakt	#
GuitarRig	P

NOTE: The skip list ignores all parameters that start with the listed name, e.g. an entry that contains the following:

{unused},{reserved

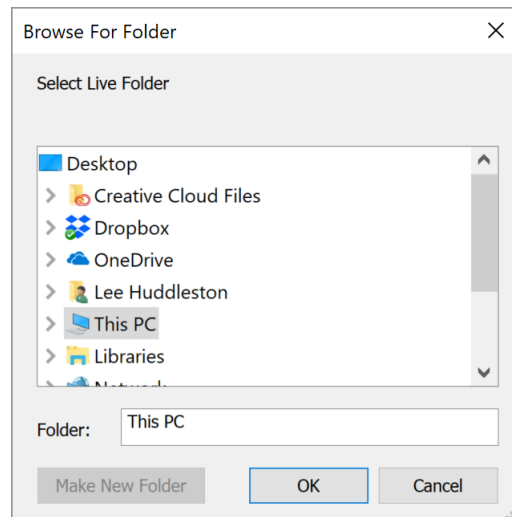
will ignore all parameters that begin with {unused} or {reserved}.

7.2.5 Uninstall

The uninstall buttons remove either a script from an instance, or all scripts from an instance. This only removes the scripts from the Live installation – all settings will remain in your documents folder.

7.2.6 + (Add custom installation)

You can add additional Live installation directories that are outside of the default install locations using this button.

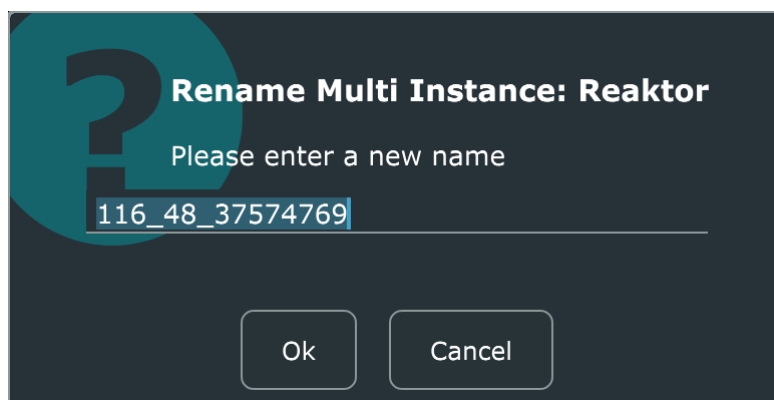


7.2.7 AOT

Activate “Always on Top” mode.

7.2.8 Rename

Rename a multi-mapped instance.

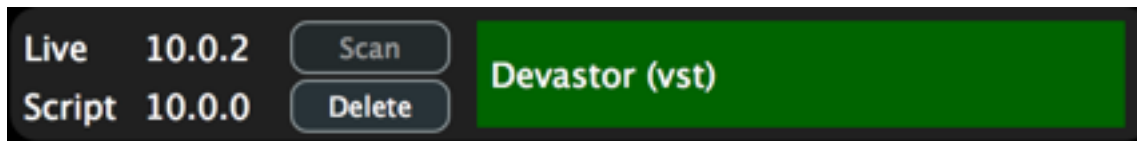


7.2.9 Delete

Please refer to section 8.6. This performs the same operation but is for the currently selected plugin in PrEditor rather than the currently selected device in Live.

8 The Live Panel

This panel shows information about the running version of Live.



8.1 Live Version

The version number of the Live version that PrEditor is connected to.

8.2 Script Version

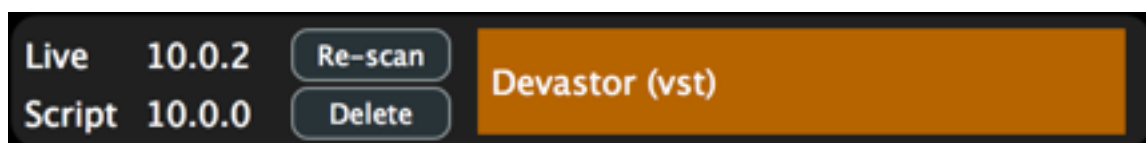
The version of the script that is running the currently selected controller in PrEditor

8.3 Currently Selected Device

This shows the currently selected device in Live and its scan status.

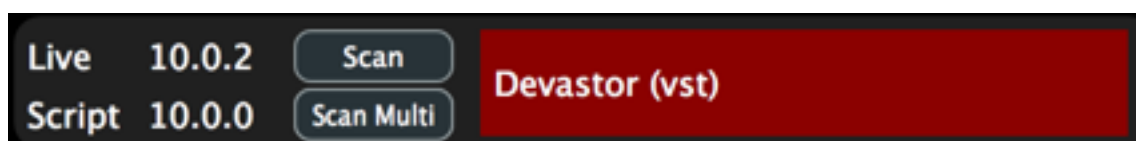
Double clicking on this description when the status is Green, or Amber will take you to the mapping associated with that device.

- Status: Green – scanned and up to date
- Status: Amber – scanned but needs rescan.



This will happen, for example, in the following circumstances:

- You've updated a plugin and it has added/removed parameters
- You had a default configuration for a plugin that you've changed
- You've updated a Reaktor ensemble or a Kontakt instrument that has added/remove parameters
- You changed the configured parameters for a multi-mapped type 2 plugin.
- Status: Red – not scanned



8.3.1 Multi-Mapped Display

Type 3 Mappings are indicated with a “++” in the live panel.



8.4 Scan

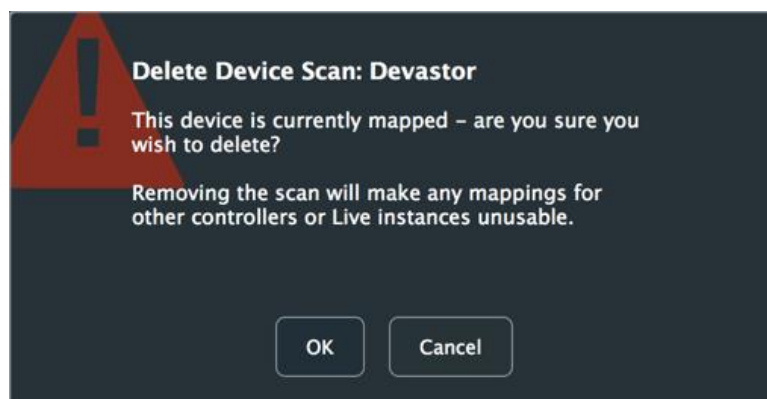
This scans the currently selected plugin in Live as a single-mapped plugin. If successful, the device status will turn green and you can begin mapping the plugin.

8.5 Scan-Multi

This scans the currently selected plugin in Live as a multi-mapped plugin. If successful, the device status will turn green and you can begin mapping the plugin.

8.6 Delete

This will delete the scan. This will also delete any mapping you have for the plugin for the currently selected controller.



NOTE: This only deletes mappings for the currently selected controller – if loading a different controller that relies on this plugin you will be notified that the plugin details cannot be found – this mapping will be deleted the next time you perform a **TO LIVE**.

9 Control Cells

The control cell is where the setup of a rotary controller takes place. On a general level this selects which parameter of the device is being controller and allows some basic reordering of parameters. This may also contain some controller specific options for customising display text, colour etc.



9.1 Mapped Parameter

This shows the currently mapped parameter.

Parameters can be updated in two ways:

- 1) Click the parameter names to change or remove a mapping
- 2) Drag the parameter from the parameters list onto the cell (see section

9.2 Options (Push/Push 2 only)

This allows you to give a quantised set of options for a parameter when a plugin does not identify those options.

For example, a plugin may have a parameter that is Sine, Saw, Square as 3 settings for a parameter, but express this in a 0.0-1.0 value, using values 0.0, 0.5 and 1.0 respectively.

By specifying the options as a colon separated list here you can get the displayed text rather than the value, e.g.

Sine:Saw:Square

9.2.1 Crossover Points

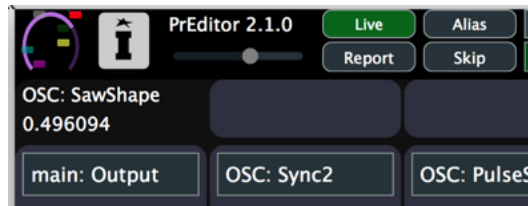
Crossover points are the values at which an option changes from one value to the next. These do not always fall conveniently on divisible boundaries and for some parameters it will be necessary to provide them.

Crossover points are specified with the crossover value after the option name, e.g.:

One,0:Two,0.1:Three,0.3:Four,0.7:Five,0.9

9.2.2 9.2.2 Determining Crossover Points

PrEditor 2 will automatically display the crossover values of any controls that have options assigned to them in the top left corner of the screen as the parameter is updated on Push2.



You can use this display to update the values specified with the options. 1 or 2 significant digits should be enough, but this will depend on the values that are seen.

9.3 On/Off (Push/Push 2 only)

Shortcut to set the options for Push/Push 2 display to be Off and On (i.e. Off:On)

9.4 Custom name (Push/Push 2 only)

Provides a custom name to be displayed on the Push/Push 2 display.

9.5 Colour (Launch Control XL only)

Allows the encoder LED to be set manually rather than the default PrEditor colours scheme arranged by bank.

9.6 Cell Movement

9.6.1 < - Left, no wrap

Move selected cell, and those to its left on the bank, one cell to the left. Cells moving off the left of the bank will be lost.

9.6.2 > - Right, no wrap

Move selected cell, and those to its right on the bank, one cell to the right. Cells moving off the right of the bank will be lost.

9.6.3 << - Left, with wrap

Move selected cell, and those to its left on the bank and in all prior banks, one cell to the left. Cells moving off the left of the first bank will be lost.

9.6.4 >> - Right, with wrap

Move selected cell, and those to its right on the bank and in all succeeding banks, one cell to the right. If a cell is moved off the end of the last bank a new bank will be created to house it.

9.6.5 Move/Swap

Dragging **MOVE/SWAP** will allow a cell to be dragged to another location. Holding **SHIFT** whilst releasing the drag will cause the two cells to be swapped, otherwise the initial cell will be moved.

10 Visualisations (Push2)

The devices in the following sub-sections have visualisations that can be configured by PrEditor.

When one of these devices is selected, and enabled for customisation, the visualisation configuration cells will appear below the main configuration cells.



Visualisation configuration is per bank and a visualisation can only appear once per bank. Select the starting cell for the visualisation and the number of cells it should occupy.

Most visualisations allow a width to be specified (e.g. LFOs, envelopes) but some are fixed width and take up the whole screen (e.g. Simpler waveform).

Not all visualisations are currently available and are still being worked on – those available are indicated in the Supported column of the table.

Device	Visualisation	Full screen	Supported
AutoFilter	Filter		Y
Compressor	Compressor		
Echo	Filter		Y
	LFO		
	Tunnel		
EQ8	EQ	Y	
Simpler	Envelope		Y
	Filter		
	Waveform	Y	
Operator	Envelope		
	Filter		
Wavetable	Env		
	Filter		
	LFO		
	Wavetable		

10.1 Button Mappings (Push2)

	Loop		:2	x2			
[None]	Loop	Trigger Mode	Warp as X Bars	:2	x2	Clear Slices	Reset Slices
Split Slice	Crop	Reverse	Retrigger	LFO Sync Type			

Certain Live devices take advantage of the top row of buttons on Push2 for toggling certain parameters. If the current device as toggle options then the top row of buttons on the UI will be enabled and populated.

It is only possible to map the buttons to controls currently exposed by Ableton, though we hope to extend this at a future date.

Device	Parameter	Parameter
Utility	Mono	Bass Mono
EQ Eight	Left/Right	Mid/Side
Autofilter	Slope	Slope
Echo	M/S Switch	L/R Switch
	M Sync	L Sync
	Invert	Clip Dry
	Filter	S Sync
	R Sync	Reverb Loc
	Mod 4x	Gate
	Duck	Noise
	Wobble	
Operator	Filterslope	
Simpler	Loop	Trigger Mode
	Warp as X Bars	:2
	X2	Clear Slices
	Reset Slices	Split Slice
	Crop	Reverse
	Retrigger	LFO Sync Type
Wavetable	Osc	Sub
	Filter 1 Slope	Filter 2 Slope
	Add To Matrix	LFO 1 Sync
	LFO 2 Sync	
Multiband Dynamics	Mid Freq	
Compressor	Auto Release	Makeup
	Sidechain	Listen
Sampler	Filter Slope	

10.2 Additional Parameters

Additional parameters are not direct control parameters of the device but are control parameters usually linked to the visualisations of a device.

Device	Parameter	Description
Simpler	Zoom	Controls zoom level of the Waveform visualisation.
	Envelope	Selects the type of display for the Envelope visualisation: Volume, Filter, Pitch
	On	Provides an on/off control linked to the current Envelope visualisation
	Attack	Provides an attack control linked to the current Envelope visualisation
	Decay	Provides a decay control linked to the current Envelope visualisation
	Sustain	Provides a sustain control linked to the current Envelope visualisation
	Release	Provides a release control linked to the current Envelope visualisation

10.3 Sends

LFO Offset	S/C On	S/C Mix	S/C Gain	(Send 1)	(Send 2)	(Send 3)	(Send 4)
(Send 5)	(Send 6)	(Send 7)	(Send 8)				

It is possible to map controls to Sends 1-8 allowing these controls to be mixed with normal device parameters without having to switch modes.

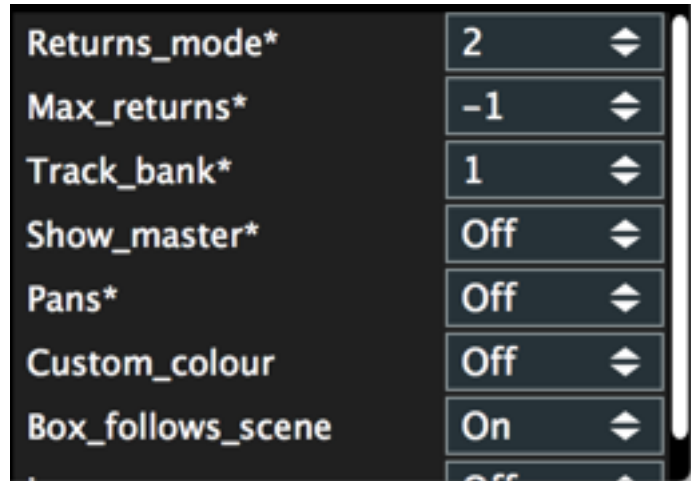
10.4 Macros

(Send 6)	(Send 7)	(Send 8)	(Macro 1)	(Macro 2)	(Macro 3)	(Macro 4)	(Macro 5)
(Macro 6)	(Macro 7)	(Macro 8)					

If a device has been racked then it is possible to map controls to the Macro 1-8 controls, allowing these to be mixed with normal device parameters without having to switch modes.

11 Options

This panel shows custom controller options that can be configured. Whilst these are remote scripts configuration options and not directly PrEditor related they are provided here for convenience.

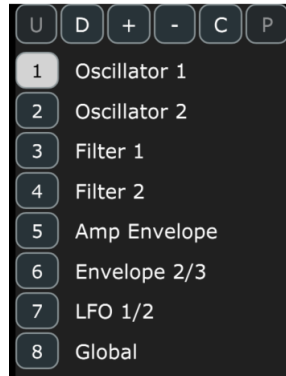


For details on individual controller configuration options, please refer to the documentation for that controller.

Options that are marked with * will require a restart of Live to be picked up.

12 Banks

Using the banks panel, you can re-organise the banks for the device.



Up to 64 banks are supported (I think this is probably more than anyone will need).

12.1 Default Bank Names

If the controller has 8 controls on it then the banks names will be defaulted to those provided by Live as these are laid out in banks of 8.

For all other sizes, bank names will default to Bank 1, Bank 2, and so on.

Click on a bank name to rename it whatever you wish.

12.2 Operations

12.2.1 Up

Move the selected bank up one place.

12.2.2 Down

Move the selected bank down one place

12.2.3 Add Bank

Add a new bank after the currently selected bank.

12.2.4 Remove Bank

Remove the currently selected bank.

12.2.5 Copy Bank

Copy the currently selected bank to the copy buffer.

12.2.6 Paste Bank

Paste the copy buffer to the currently selected bank.

13 Parameters

Using the parameters panel you can drag device parameters onto cells to populate them.



Parameters that are mapped in the device will show as purple.

14 Main Options

14.1 Single

When on only a single assignment of each parameter will be available in a mapping. If off you can map a parameter as many times as you like.

14.2 Extended

This button will be enabled if an extended mapping exists for the selected device. If enabled and on, the device will use the extended parameter set for mapping.

14.3 To Live

Sends the current state of PrEditor to Live. This button will be red if changes have been made in PrEditor that are not in Live.

If the Live status indicator (see XXX) turns amber after sending to Live, then Live needs a restart to pick up all the changes.

14.4 From Live

Loads the current Live configuration into PrEditor. This can be used to undo any changes that you've made in PrEditor that you wish to cancel.

NOTE: This will automatically be performed when you start PrEditor so that it reflects the current Live state.

14.5 Clear

Clear all mapping assignments from the current device.

14.6 Reset

Restore mappings for the current device to the default (initial) state.

14.7 Custom (Push/Push2 Only)

Push and Push 2 operate differently from the other scripts in the fact that they support dynamic mappings (i.e. you can have a control on one encoder that affects the setup of the following encoder). This functionality is not supported in PrEditor (I do hope to achieve some headway on this over the coming months).

The standard default mapping for all other controllers is different to this mapping for Push and Push 2 and is enabled if you wish to customise a Live device. Thus, you need to indicate that you want a device to be customised before you can start editing it, otherwise it will continue to behave in the default Push/Push 2 manner.

14.8 Horiz

Not currently supported.

14.9 Export Single

Not currently supported.

14.10 Import Single

Not currently supported.

14.11 Auto Scan

If on then PrEditor will scan all plugins that it has not previously scanned when they are encountered in the Live set.

NOTE: Plugins will be scanned as single-map plugins (see 5). If this is not what you desired then you can delete the single-scan and then manually rescan the plugin as multi-scan.

14.12 Archive

Generates a complete backup of your scanned devices and mappings. This archive is suitable for transferring to another computer.

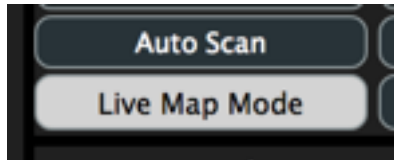
To restore an archive simply drop it on the main PrEditor window.

14.13 Live Map Mode

Engage Live Map Mode (see 15).

15 Live Map Mode

Live map mode allows you to map the controls by selecting them in Live rather than via the selection combo. This can be useful for devices with lots of parameters, or devices that have confusing/duplicated names.

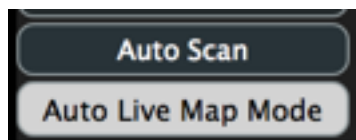


When Live map mode is engaged, moving over the configuration cells will present a Map button. Clicking on this button enables map mode for that cell – once this is active you can select a parameter in the Live device (or configuration screen), or move a control in the VST/AU display, and that parameter will be mapped to the slot.



15.1 Auto Mapping

Holding down CTRL/CMD whilst enabling Live Map Mode will engage auto Live map mode. This operates the same as Live map mode but after each successful mapping, the next cell will automatically be activated for mapping allowing you to map several controls one after each other.



16 Extended Mappings

Extended mappings are available for some native Live instruments and effects, and for some Max for Live devices.

Extended mappings for Live devices come about from the fact that historically each device has had a maximum of 64 parameters mapped for use on a control surface – 8 banks of 8 controls. Some devices contain more than 64 parameters and these are traditionally hidden from the user.

For Max for Live devices, apart from there being no 128-parameter limit as there is for VST/AU plugins, it is up to the developer which parameters they wish to expose. Even if their device has 30 controls on it, they may decide to only expose 8 to a control surface.

If either of these cases is true for a device then the **EXTENDED** button will be enabled when the device is selected in PrEditor and you can switch to extended mapping mode.



Once enabled your parameter selection will be changed (and most likely the order!) and you will be able to choose from all parameters the device has.

NOTE: Switching between modes will erase any mapping there currently is for the device.

NOTE: It is not currently possible to use extended mapping with Live Simpler.

17 Push 1/2 Dynamic Parameter Layouts

We are currently not sure how feasible it is to add support for this to PrEditor 2 but we will be investigating this soon.

18 Appendix I

Use this flowchart to determine the correct mapping type for your plugin.

