TheFade v1.02 by SXRATCH

Description

TheFade is a Max for Live MIDI effect. The device outputs 8 mappable modulation signals from a bank of 16 editable patterns (Fades). Pattern changes are triggered by MIDI notes and can be either synced to the master clock (loops), or launched as one-shots. Fades can be chosen from a set of templates or designed from scratch. Templated Fades have been derived from the rhythmic crossfader motions found in classic turntablism crossfader techniques. Fade patterns can also be interrupted by automating a built-in crossfader to manually turn the signal on and off.

Mapping Section

Fig 1: The mapping section can modulate up to 8 Ableton parameters.

To map the Fade signal to an automatable parameter, click [Map] then click the parameter of your choice (eg: Volume slider or Pan knob). To cancel, click Map again (while flashing). To remove the automation click ⊗. Minimum and maximum signal values can be set by adjusting the percentage values on the right of the Map button. To map additional parameters, Click 📄 to reveal 7 additional mapping selectors.

Warning: Set the maximum value lower (eg: 50%) before mapping amplitude controls like Gain in Ableton Utility to avoid extreme volume jumps. Maximum: 85% is set as the starting maximum value to correspond with the default Ableton volume slider values.

The Fade shaper section

Fig 2: Fade shapes can be selected from a bank of templated patterns. They can also be created edited and created from scratch.

Fade shapes for each slot can be chosen from a template bank by clicking [PATTERNS ▾] and then selecting a pattern from the drop-down list. To create a new Fade shape, click [Clear] and then click inside the graph editor to add new breakpoints. Breakpoints can be snapped to grid divisions by activating [Snap]. The gridline resolution can changed by adjusting the [Grid] value.
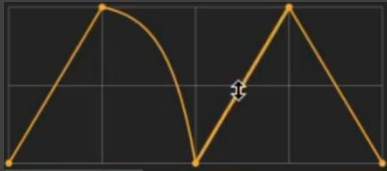
Fig 3: Diagonal vertices can be curved by holding keyboard alt/option (Ctrl on windows) and then click dragging the line.

To remove breakpoints, hold keyboard Shift and click on the point to be removed. Diagonal vertices can be curved (Fig.3) by holding keyboard alt/option (Ctrl on windows) and then click dragging the line.

Warning: Avoid editing fade patterns and triggering them at the same time. Ableton has the potential to crash. It is best to edit Fade Shapes when playback is Stopped.

Store, copy & paste patterns

Fig 4: Fade patterns can be stored into slots and copied/pasted between them.

After editing, store fade patterns by clicking `STORE` located in the in the bank section. Fade pattern shapes can be copied between bank slots by clicking `COPY` , selecting a new pattern, then by clicking `PASTE` .

Bank section

Fig 5: TheFade offers 16 slots for storing Fade patterns which can be triggered by MIDI notes or by clicking each number.

To recall a fade pattern, click the numbered slots on the grid or trigger them by using MIDI notes. Slot 1 is selected/triggered by note C1, Slot 2: C#1, and so on. Refer to Table 1 (appendix) for bank slot numbers and their corresponding MIDI notes.

Duration and trigger-type section

Fig 6: Rate dial, One Shot and Sync Loop Selection

The duration of a Fade pattern can changed be adjusting the Rate dial (fig. 2). Durations are tempo-relative and can be whole measures or subdivisions of notes. Fade patterns can be launched as either One Shot or Synced loops (Fig. 6). If One Shot is selected, the Fade pattern will play only once and will begin when the bank slot is clicked or if triggered by MIDI. If Sync Loop is selected, the Fade pattern's phase will be synchronized to Ableton's main clock.

Crossfader section

Fig 7: The modulation signal can be interrupted to control the on/off by automating the parameter and via MIDI mapping

Modulation from TheFade signal can be interrupted for manual control by automating the crossfader slider control. This slider is midi-mappable and is intended to be MIDI mapped to a physical crossfader on a DJ mixer/controller. When using this control, the signal behaves in an on/off mode and can only produce minimum and maximum signal values. If the crossfader signal touches either edge of the slider (MIDI values 0 or 127), an OFF signal will be produced. Conversely, if the crossfader slider moves between either edge (MIDI value 1-126), an ON value will be produced. The modulated Fade signal will be resumed whenever a pattern bank is selected/triggered.

Appendix

Bank slot	Midi Note
1	C1
2	C#1
3	D1
4	D#1
5	E1
6	F1
7	F#1
8	G1
9	G#1
10	A1
11	B1
12	C2
13	C#2
14	D2
15	D#2
16	E2

Table 1: Pattern bank slots and corresponding MIDI note to trigger.

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