

Control Matrix Reference Manual v1.3

for Windows and Mac

Reference Manual by killihu

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Plugins, skins and other resources for computer-based audio production
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This book has been inspired by the Ableton Live Reference Manual, with the aim of making it easier for Ableton Live users to read.

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Main information

1.1 Plugin Overview

Control Matrix allows you to modify parameters of different tracks/devices in the same floating window without taking exclusive control of them. In addition to offering the convenience of having all parameters in one window, you can save up to 16 presets for A/B style comparisons.

There are certain tasks that require small changes to several tracks, which forces you to change tracks continuously (layering synths, for example). You can use some mapping device to have all the parameters grouped in one place. But it has the drawback that you won't be able to use the controls on the tracks, since the mapping device will take exclusive control of them.

Adding parameters to the Control Matrix does not take exclusive control of them. You can continue to use the track/device controls and the changes will be reflected in the Control Matrix. This way the device does not affect your workflow.

Plus, with the ability to save presets, you can use the Control Matrix to perform A/B style comparisons anywhere in your project. Either on a single device or on multiple devices spread over different tracks. All without messing up Live's undo history.

Control Matrix has 3 different window sizes, displaying 8, 16 or 32 parameters. If you need to control more parameters you can always load more instances of the device.

To consider:

The device links the parameters as if it were an external controller. Therefore, it does not allow numerically entering the values corresponding to the source parameter. The controls of the device have a range between 0 and 1. You can click on the controls and for example type 0.5, which would correspond to a value of 50%. Either the mouse or the keyboard arrows can be used, with the option of using the [SHIFT] key for fine adjustment.

If you want to do A/B style comparisons with very precise values and you can't set one of the parameters to the desired value, you can change the parameter on the source track/device.

Only parameters that can be automated can be added, both for tracks and devices. For example, the volume fader of a track can be added but not the Solo button. Since the Solo button of the tracks does not allow to be automated.

When a control that is automated is added, an indicator is displayed in the Control Matrix in the same way as in the source control. This indicates that the track/device control is automated, not that the Control Matrix control is automated.

Although the device is an audio effect, it can receive MIDI data from external MIDI controllers or MIDI tracks in the project. This functionality was added at the request of users who want to use the device for live performances, but it can also be used as an alternative to, for example, automate the change of presets.

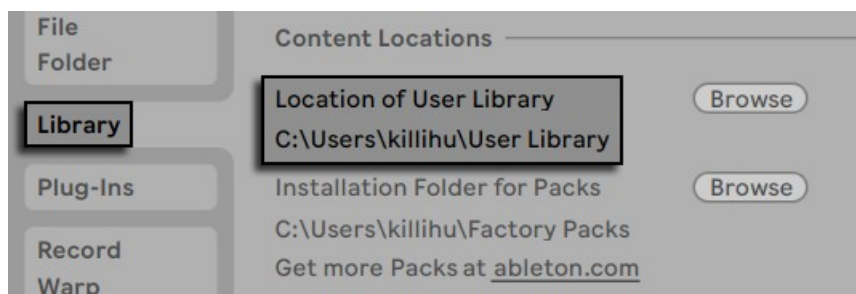
1.2 System Requirements

- Live Version: 10 / 11 / 12 with Max for Live
- Operating System: Windows, Mac

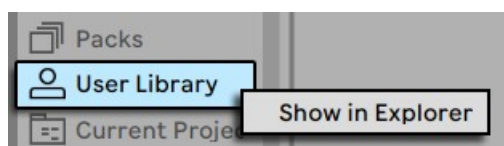
1.3 Installation Instructions

Unzip the ZIP file and copy the plugin amxd file to your User Library folder. There are two ways to find where your User Library is located:

Go to Preferences – Library – Location of User Library



Or [right-click] on the User Library in the Browser – Show in Explorer



1.4 Limitations

MIDI data reception does not work in Live 10 because the MIDI reception function in audio effects was implemented in Live 11.

Live 10 users can download version 1.1 of the device, which includes a device as a MIDI effect. It does not have all the features of version 1.2, check the changelog on the device's website to find out the differences.

Controls

2.1 Rack Controls

On the device rack is the button to show/hide the floating window. This button can be mapped, allowing you to assign a keyboard key to show and hide the floating window.

The Settings button shows the configuration options of the device.

An icon is displayed at the bottom of the device rack. Clicking on the icon shows the version of the device. When a new device update is available, a message will be displayed indicating it.

2.2 Settings

Only configuration options for controlling the device using MIDI data are shown. If you are not going to use MIDI control you can ignore these settings.

2.2.1 MIDI From

Selects the MIDI input used to control the device. It works the same way as the Live mixer input selector.

2.2.2 MIDI Mode

Since not all external MIDI controllers use the same data type, some use MIDI notes and others MIDI CC, here you can select the option that best fits with your external controller.

Depending on the selection in this control, the following settings will be set to notes or CC.

2.2.3 Random

Assigns the MIDI note or MIDI CC to control the global randomization button found in the device's floating window.

2.2.4 Default

Assigns the MIDI note or MIDI CC to control the global default value button found in the device's floating window.

2.2.5 Presets

Assigns the MIDI notes or MIDI CC to load the device's presets.

2.3 Floating Window Controls



Info / Notes

Toogles between information and notes view.

The information view shows the Track/Device/Parameter columns. With details of the location of the parameter added.

Notes view hides the previous 3 columns and shows the Notes column. Where it is possible to enter personalized notes for each parameter by clicking on the corresponding field. Also shows controls for randomization switch, default value switch, and parameter value range.



Global Randomization

Pressing this button randomizes all parameters that have the randomization switch activated in the notes view.

Global Default Value

Pressing this button sets all parameters to the default value. It only acts on the parameters that have the default value switch activated in the notes view.

MIDI Config

When this switch is activated, controls are displayed to select the MIDI CC that will control each parameter.

Device Size

The device can be displayed in 3 different sizes.

(S) Small: Shows 8 controls.

(M) Medium: Shows 16 controls.

(B) Big: Shows 32 controls.

Common Controls

The floating window can be moved by clicking on the top bar and dragging, just like any other program window.

At the top right are controls for resizing the window, docking it on top of other windows so it's always visible, and closing it.

2.4 Parameter Controls

Link

Clicking on this button will link the last control used in Live. It works with device controls and mixer controls that can be automated. The last used control will be displayed in the bottom bar of the device.

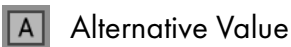


Clicking on this button will unlink the established control and will delete the information entered in the notes view.

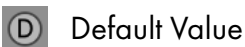


This control modifies the value of the linked parameter. It is not possible to enter the value numerically, but the SHIFT key can be used for fine adjustment when using the mouse or keyboard arrows.

For quantized parameters a drop-down menu will be shown. If it only has two values it will be displayed as a button.



Activating this control will display the numerical value used internally by the linked parameter. If when linking a parameter it does not show the value, activate this control.

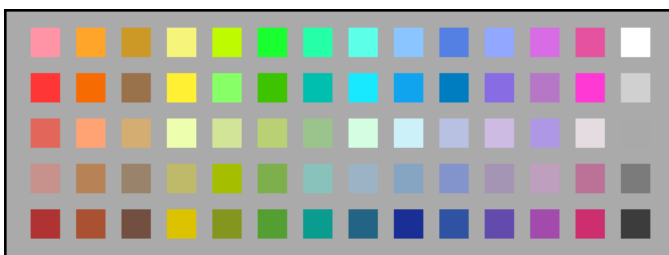


Clicking this button returns the value of the parameter to its default position. This is the same as double-clicking controls in Live.

Quantized parameters do not have a default value in Live, but can be assigned on the device using the default value switch in the notes view.



Pressing this button displays a color selection box to set a custom color for the parameter. To cancel the color change process, click outside the color selection box.



2.5 Notes View Controls

Global Random Switch

This switch must be activated for the global randomization button to act on the parameter.

Parameter Range

This controls sets the minimum and maximum values when using the global randomize button and when controlling the parameter using MIDI CC. It is possible to set a minimum value higher than the maximum to reverse control over the parameter.

Default Value Switch

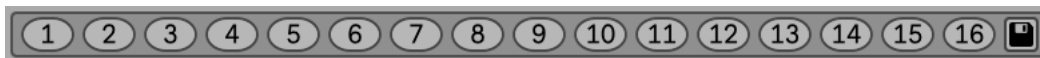
When this switch is activated, the current value of the parameter is set as the default value. This switch must be enabled for the global default button to act on this parameter.

2.6 Presets



These controls allow you to load and save presets of the parameters added to the device.

When the save control, located on the right, is activated, it is possible to save a preset of the current settings by clicking one of the preset buttons. To cancel the saving process, press the save control again.



The buttons to interact with the 16 presets are only shown in the Big view of the device.