// MANUAL · MAX FOR LIVE

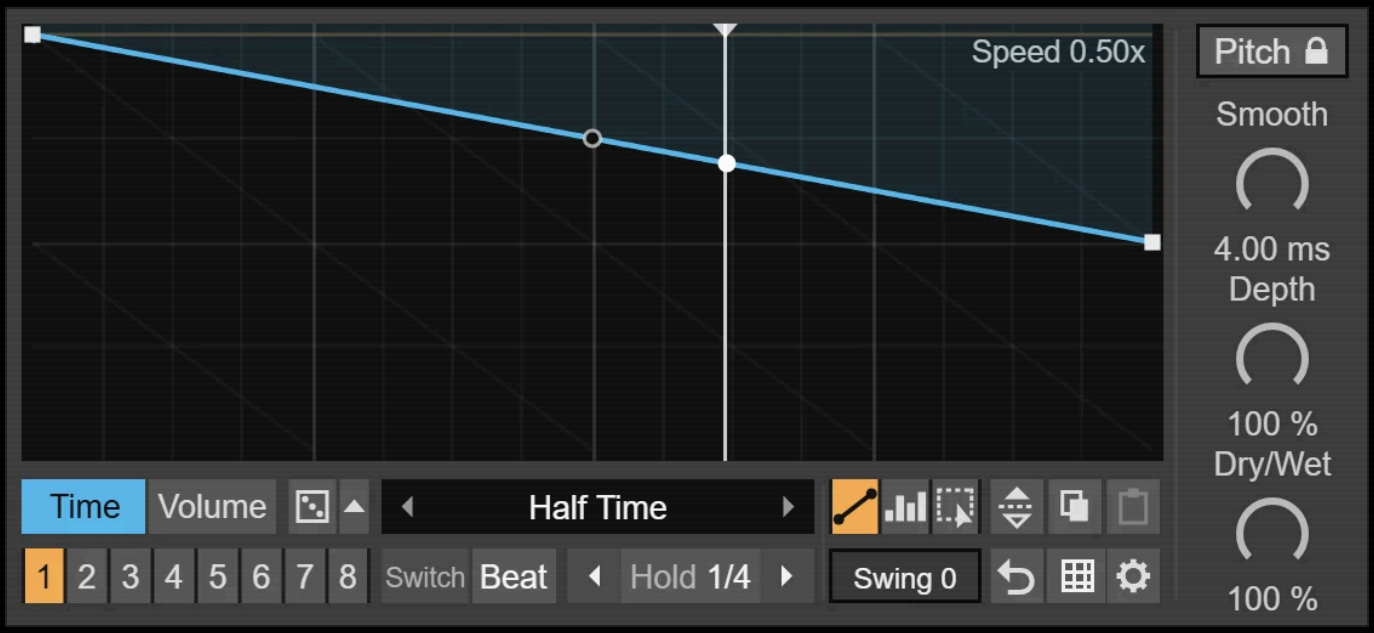
Gross Warp manual

Written for version 1.0.

// GROSS WARP

Gross Warp is an audio effect for Ableton Live 12 (Max for Live). You draw how playback moves through time and how loud it is, and it plays stutters, half time, tape stops, scratches, reverses, rolls, gates and pumps, locked to your song.

Shortcuts are written Mac / Windows: Option / Alt, Cmd / Ctrl.



Gross Warp playing the Half Time combo

The display

The large display at the top is the editor. It shows one envelope at a time; **Time** | **Volume** (bottom left) picks which.

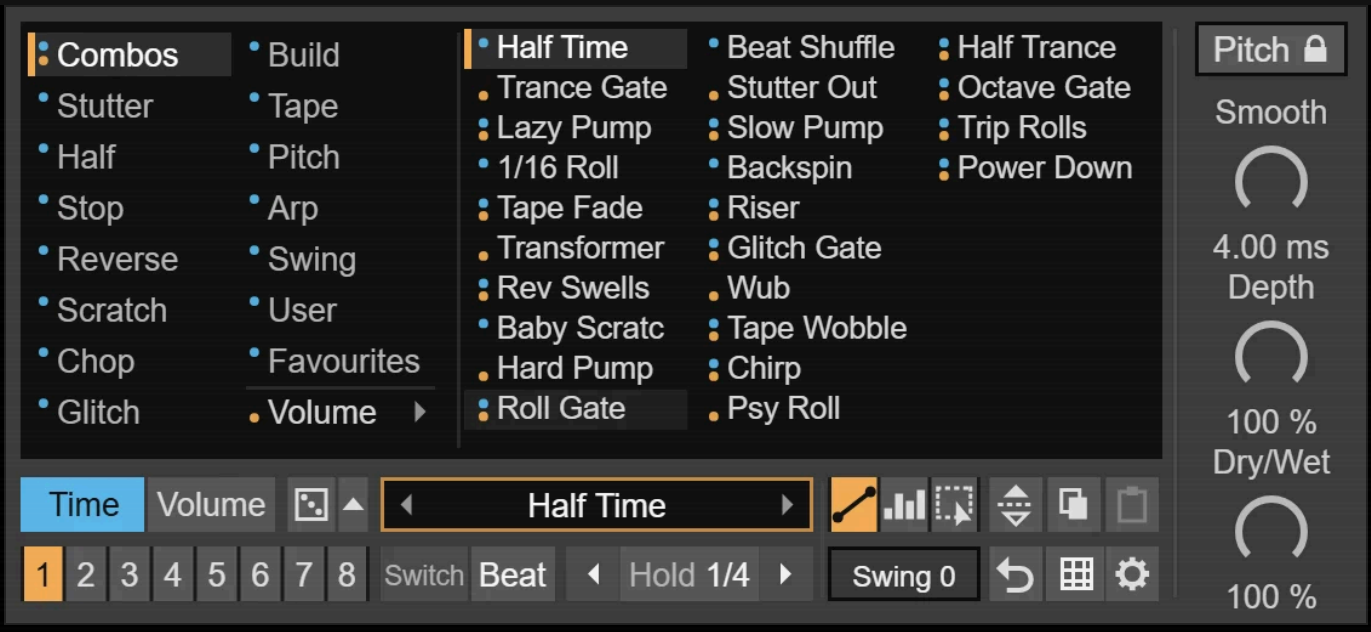
- **Time** (blue): where the sound plays from. The top is "now"; lower is further back in time (the bottom is one whole pattern back). A flat line at the top is normal playback. A line sloping down plays slower (top to the middle across the pattern is half time; steeper gives slow-downs and tape stops), a slope along the faint guide lines plays backwards at normal speed, and a vertical step makes a jump: stutters and repeats.
- **Volume** (yellow): the gain across the pattern, for gates, pumps and trance gates.
- Your incoming audio is drawn faintly behind the envelope, so edits line up with the hits. The grid shows bars, beats and the snap value. While the transport runs, a playhead shows where you are.
- Rest the mouse on any button and a tip with its name and shortcut appears in the top-left of the display (Settings > Hints turns tips off).

Drawing

The editing tools sit in the row under the display.

- **Line**: click to add a point, drag to move it (it snaps to the grid; hold Shift or Cmd / Ctrl to move freely, Option / Alt to move it finely at quarter speed), drag the round handle to bend a line, double-click a point to delete it.
- **Block**: paint steps on the grid. Quick for stutters and gates.
- **Select**: drag a box around points to select them (Shift adds), then drag one to move them all. Delete or Backspace removes them. With a selection, Copy, Paste and Flip work on just that part; Paste again right away to repeat it.
- **Flip / Copy / Paste**: flip the envelope upside down, copy it, paste it. Paste works between Time and Volume and between Gross Warp devices.
- **Grid** (#, bottom right): **Snap** (1/4 to 1/32, and triplets) and the pattern **Length** (1/4 bar to 4 bars).
- **Swing** (bottom right): pushes the off-beats of both envelopes later. Drag it, or click and type a value; double-click resets it to 0. The curve redraws as you will hear it.
- **Reset** (the round arrow): resets the pattern in view and the Dice settings.
- **Undo / Redo**: Live's own Cmd / Ctrl+Z and Shift+Cmd / Ctrl+Z. Every drag, tool action and preset load is one step.

Presets



The preset list: folders on the left, presets beside them

Click the preset name in the black bar. All folders open at once; rest on a folder to see its presets beside it, click one to load.

- **Combos** come first: each sets Time and Volume together. Then the Time folders (Stutter, Half, Stop, Reverse, Scratch, Chop, Glitch, Build, Tape, Pitch, Arp, Swing) and the Volume folders (Gate, Pump, Trans, Stutter, Rhythm, Triplet, Fade, Cut, Shape). 231 factory presets in all; the strongest come first in each folder.
- Time and Volume presets load separately, so any time effect works with any volume shape.
- ‹ › step to the previous or next preset. After clicking the preset name, the Up and Down arrow keys step too, until you click anywhere else.
- **User**: "+ Save current" saves the envelope in view and opens a name box: type a name and press Return (Esc keeps "User n"). Hover a user preset for its pencil (rename) and x (delete). User presets are shared by every Live Set.
- **Favourites** (last, after User): hover a preset and click its star. Favourites are shared by every Gross Warp.

Patterns and performance

The bottom row holds the live-playing tools.

- **1-8**: eight patterns, each with its own Time and Volume. Click one to switch. Option / Alt-click a pad to copy the current pattern into it. Automate the **Pattern** parameter to switch patterns in the arrangement.

- **Switch** (Now / Beat / Bar): when a pattern change or Hold takes effect. While it waits, the new pad blinks.
- **Hold** `‹ Hold 1/4 ›`: the left arrow is **Hold Last** (loops what just played), the right arrow **Hold Next** (records what comes, then loops it). Click again to let go. The middle sets the loop length (1/16 to 1 bar). Both start on the Switch grid, keep the Volume envelope, and can be automated.

Dice and Evolve

- **Dice** rolls a new musical pattern. Each roll picks a style (stutter, tape, reverse, glitch and more) and never repeats one of the last few.
- The small arrow next to it opens the Dice menu:
- **Evolve**: Off, Roll (a new pattern) or Drift (changes the one playing), **Every** 1 beat to 4 bars. The title says OFF, RUNNING or PAUSED. Clicking Dice while Evolve runs pauses it; click again to resume.
- **Lanes**: roll the envelope in view, or Time and Volume together. **Complexity**: how much happens. Moving it after a roll reshapes that roll instead of replacing it.
- **Random / Mutate**: a new pattern, or new parts in some steps of the current one. **History**: the last 4 rolls; click one to go back to it.

Sound

The column at the right.

- **Pitch** 🔒 (Keep Pitch): when lit, slow-downs, half time, tape stops and scratches keep the original pitch and drums stay sharp. Off gives the classic tape-style pitch drop. Pitch and Arp presets need it off. Keep Pitch works with short grains, so long held notes and vocals can sound slightly grainy.
- **Smooth**: how soft jumps, speed changes and volume edges are. Low is tight, high is soft. It never moves the timing.
- **Depth**: how much of the Volume envelope you hear.
- **Dry/Wet**: the balance between the original and the effect.

Settings (the gear)

Manual (top of the card) opens this manual on elxr.net. Colours for Time, Volume, Accent and Knobs; Hints on or off; Wave (how bright the waveform is: Off, Low, Medium, High); Reset all settings. Colours, Hints and Wave are saved with the Live Set.

Good to know

- Gross Warp needs the transport running. When Live is stopped, audio passes straight through.
- It adds no latency. Export and Freeze sound exactly like playback. One Freeze detail: where the last clip on a frozen track ends, the effect stops with it (Live renders what follows with the transport stopped), while playback keeps replaying the last moments. Resample or export if you need that tail.
- Playback above normal speed is band-limited, so it doesn't alias. Keep Pitch uses more CPU than normal mode.
- Everything (all 8 patterns, Snap, Switch and the Dice settings) is saved with your Live Set.

Install

Drop Gross Warp.amxd on an audio track, or save it into your User Library (Presets / Audio Effects / Max Audio Effect). Needs Ableton Live 12 with Max for Live. Questions: elxr.audio@gmail.com.

The bundle

Guides

FOLLOW

Instagram

YouTube

TikTok

Facebook

HELP

Support

elxr.audio@gmail.com

Refund policy

Your downloads

Request a feature

Report a bug

© 2026 ELXR

Terms Refunds Privacy

Ableton and Max for Live are trademarks of their owners. ELXR is not affiliated with Ableton.