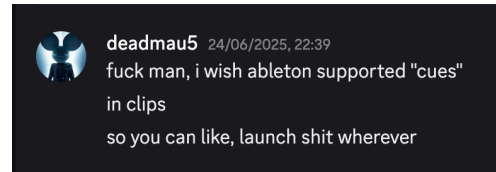


INTRODUCTION



Welcome to the User Guide for Push:Cue Mode, a MaxforLive device designed for the Ableton Push 3 Controller & Standalone.

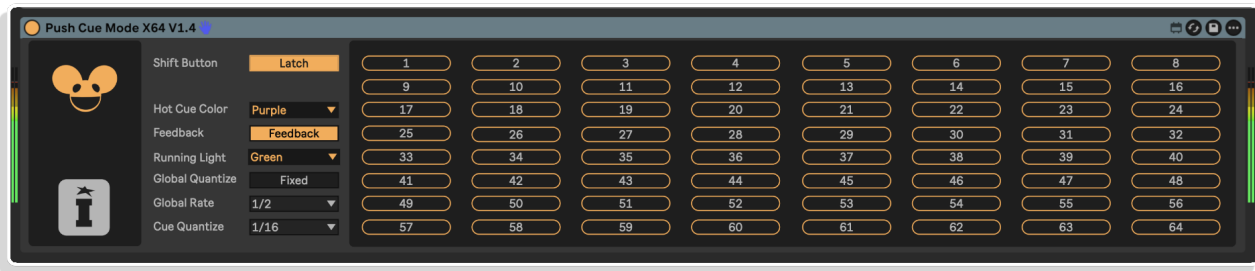
Designed in response to a user request from Deadmau5 and developed in conjunction this device aims to bridge some of the gap between popular DVS systems such as Traktor and Serato by allowing users to trigger Hot Cues within a single audio clip.

As this is not a native feature of Ableton Live our implementation is based upon utilising the warp markers within an audio clip which can be easily created by double clicking in the waveform of the audio clips header.

KEY FEATURES

- Automatically takes control of the Push Button Matrix when the track is selected and the device is activated with the Shift button.
- The Button Matrix will then display 8 or 64 warp markers as triggerable points within the currently playing clip - dependant on chosen version.
- When a hot cue is triggered by the device the playhead is directly manipulated by scrubbing to the warp marker observing the Global Clip Launch Quantization setting
- Triggering of the hot cue quantization can be set temporarily within the device, this effects the Global Clip quantization which will be reset to it's previous value when the device is deactivated.
- With the X8 version you can additionally choose to highlight favourite warp marker / cue points by including a list of their numbers preceding Q in the clip name eg "Amen Break Q 3 4 5" would highlight the pads in a different colour to the remaining hot cues that are available. - X8 Version
- A Running Light on the pads will indicate the nearest Warp Marker to the Playhead, activated by switching on Feedback from the device.

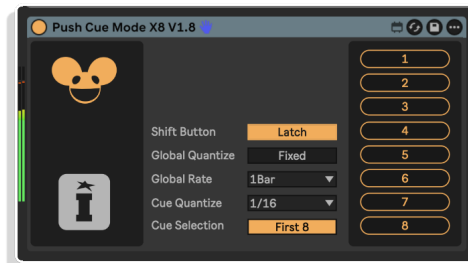
QUICKSTART - X64



1. Drop the supplied .amxd file onto any audio track that you want to be able to perform hot cues on.
2. Activate the device by pressing the Shift button, you can define the behaviour of this action to be either Momentary or Latch from within the device itself.
3. Now trigger an audio clip on the track, the device will light the pads of the Button Matrix based on how many Warp Markers are in the clip up to a maximum of 64.
4. When triggering a Hot Cue its start will be governed by the Global Launch Quantization, this can be overridden on a temporary basis when the device is active with the Quantize encoder, once the device is deactivated the Button Matrix will return to its previous state along with the Global Launch Quantization
 1. If your Live performance relies on a consistent Launch Quantization for your clips we would advise setting all of your individual clips Launch Quantization settings to this value, the device will then have no effect on the timing of your other clips when launched in scenes or via Follow Actions
 2. When the device is deactivated the Global Launch Quantization will observe the setting you've made for Dynamic or Fixed, this will either return the quantization to the value it was at prior to the device being activated or to a set value determined by the Global Rate setting in the device
5. The Feedback option of having a running light show on the Button Matrix to indicate the Playheads position in relation to the nearest Hot Cue can be controlled via the Feedback
6. Within the device UI itself any of the 64 possible Hot Cues that haven't got a corresponding Warp Marker to map to will be deactivated, the Button Matrix pad will not be lit and the buttons and pads will not react to any interaction

QUICKSTART - X8

Designed to be more akin to the Hot Cue Functionality of DVS systems the X8 version is limited to 8 Hot Cues, these can either be read from the clip name or simply be the first eight.



1. Drop the supplied .amxd file onto any audio track that you want to be able to perform hot cues on.
2. Activate the device by pressing the Shift button, you can define the behaviour of this action to be either *Momentary* or *Latch* from within the device itself.
3. Now trigger an audio clip on the track, the device will light the pads of the Button Matrix based on how many Warp Markers are in the clip up to a maximum of 8.
4. If your desired Hot Cues are not sequential then rename your clip with the following naming convention "clip name - Q - List of Hot Cue Numbers" eg. "Amen Break Q 1 3 5 6 8" and then click the Cue Selection button to display "Favourites"
5. When triggering a Hot Cue its start will be governed by the Global Launch Quantization, this can be overridden on a temporary basis when the device is active with the Quantize encoder, once the device is deactivated the Button Matrix will return to its previous state along with the Global Launch Quantization
 1. If your Live performance relies on a consistent Launch Quantization for your clips we would advise setting all of your individual clips Launch Quantization settings to this value, the device will then have no effect on the timing of your other clips when launched in scenes or via Follow Actions
 2. When the device is deactivated the Global Launch Quantization will observe the setting you've made for *Dynamic* or *Fixed*, this will either return the quantization to the value it was at prior to the device being activated or to a set value determined by the Global Rate setting in the device
6. The Feedback option of having a running light show on the Button Matrix to indicate the Playheads position in relation to the nearest Hot Cue can be controlled via the Feedback
7. Within the device UI itself any of the 8 possible Hot Cues that haven't got a corresponding Warp Marker to map to will be deactivated, the Button Matrix pad will not be lit and the buttons and pads will not react to any interaction