

Touch Me



DISCLAIMER:

- This is a MaxForLive device so you're gonna need either Live suite, or Live standard with MaxForLive.

- Compatible with Live 10 Live 11 and Live 12

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INSTALLATION :

- You can **put the devices into your Ableton Live user library**, basically anywhere.

Default location of the User Library:

When you install Live for the first time, the User Library is created at this location:

WINDOWS: \USERS\[USERNAME]\DOCUMENTS\ABLETON\USER LIBRARY

MAC: MACINTOSH HD/USERS/[USERNAME]/MUSIC/ABLETON/USER LIBRARY

Please note that Live has to analyse your user library after you put your devices in there... It could take a while. For the time being, you can just drag and drop these devices on your track from your user library. until Live analyses your folders.

BASIC USAGE:

EXPLANATION:

TouchMe lets you assign a MIDI fader/knob to control the last touched/selected parameter in your project.

Now it works both with Plugin parameters, and built in Live effects, MaxForLive devices as well.

It's a great device if you like to write automation with a controller but you don't want to MIDI map the parameters every single time.

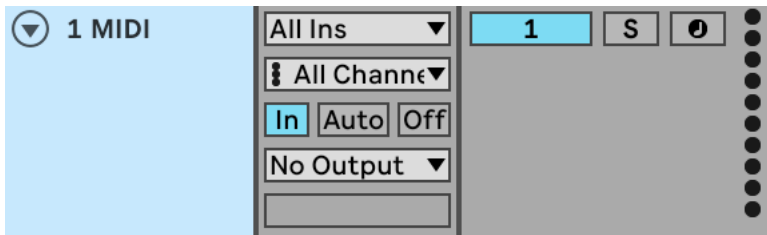
Additionally you can temporarily lock TouchMe to a device/plugin parameter:



Until Lock is enabled Touch me will stop't following the selected parameters. And it'll stay mapped to the last one you selected prior to locking.

SETUP:

First create a Midi track, and set it's input to IN so it always receives the MIDI messages when you turn your controller:



Then put TouchMe into this track.

Make sure TouchMe receives MIDI data when you turn your controller:
(You should see a small yellow indicator when you move your dial/fader)



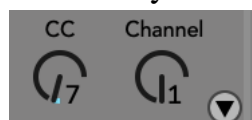
If it doesn't happen make sure you enabled your controller in Live's settings menu, and it's not completely overtaken by any remote script.



Then on the device press the „**Learn**” button, and move a fader/knob on your controller.



Once TouchMe receives any MIDI CC information you can see the CC, and Ch dials update to the values of your knob you moved:



(Additionally you can set these values manually.)

If you're using an „**Absolute**” controller

(one that has fixed range and output every MIDI value between 0 and 127 like a modwheel, or a fader)

Set the device into **Absolute mode**:



If you're using a **Continuous/Endless** controller

(One that only output two values, one when you move the knob left, and one when you move it right, to increase, or decrease the parameter's value)

Set the device into **Endless mode**:



If you're not sure which one you have, you can check the built in midi monitor.

Just press the „**Expand**” button to reveal the Advanced section:



If you see every value from 0-127 when you move your controller it's an **Absolute** one.

If you only see only two values (Usually 63 and 65) you have an **Endless** one.

Additionally if you have an Endless encoder but it sends out different values than 63 for decrease, and 65 for increase you can adjust it with these two dials:



So TouchMe should be compatible with pretty much every MIDI device! :)

DEVICES AND PLUGINS:

One thing to note:

For Live device, and MFL device parameters it's enough to select a parameter, and Touch me will automatically be able to control it.



For plugin parameters you have to select the plugin (In device View) and move the parameter a bit. (Just change its value a bit with your mouse.) :



CONTACT:

If you have any questions or difficulties with the device feel free to write me at :

info@elisabethhomeland.com

Or you can find me in Twitter:

<https://twitter.com/ElisabethHom>

Have Fun! ☺

