

# nativeKONTROL Arsenal\_LPP User Manual

Version 1.0.8

## 1 CHANGES IN THIS VERSION

## 2 SETUP

- Installing Arsenal\_LPP
- Live Settings
- Lemur Template
- Next Steps

## 3 CORE CONCEPTS

- Pluggability
- Multiple Scripts
- Settings Folders/Files
- Linking
- Current Track
- Fixed Length Recording
- Grid Selector
- Status Bar
- Max for Live Interface
- MIDI Mapping
- HazMapping
- Mode Classes
- ClyphX/ClyphX Pro Integration

## 4 CONTROL LAYOUT

- Super Modes

## 5 MATRIX MODES

- Common Functionality
- Chop and Loop Mono
- Clip Play Mono
- Clip Play Poly
- ClyphX
- Cue
- Cue Snap
- Device

- Drum
- Global User
- HazMap Chain
- HazMap Mix
- HazMap Track
- Launchpad Pro Note
- Launchpad Pro User
- Meters
- Mix
- Note
- Note Capture
- Note Plus
- Pan
- Plugin
- Scale
- Scale Sequence
- Sends
- Session
- Session Record
- Session Select
- Session Snap
- Session Split
- Song Navigation
- Track
- User
- User Note
- Volume
- X/Y
- X/Y Track

## **6 TROUBLESHOOTING**

- Windows Troubleshooting
- OS X Troubleshooting
- General Troubleshooting

## **7 SUPPORT**

# 1 CHANGES IN THIS VERSION

## **Additions/Improvements:**

- In [Device Mode](#), it is now possible to toggle between Device and Clip View.
- Various minor improvements.

## **Fixes:**

- Fixed issue where [Script Linking](#) with the Push2 script wouldn't work on some systems.
- Various minor fixes.

**UPDATE NOTES:** In some cases, changes can be made to a Mode that impact the Mode, but that do not change the structure of the Mode. For that reason, although changes may be listed for a Mode, the Mode itself (or any Mode Pack that contains it) may not require updating. Mode/Mode Pack updates are only issued when the structure of a Mode changes.

## 2 SETUP

This section covers the initial installation steps you will need to complete in order to use Arsenal\_LPP. Please **take your time** when completing these steps. If you should run into trouble when performing any of these steps, please refer to the [Troubleshooting](#) section.

### Installing Arsenal\_LPP

To install Arsenal\_LPP, first close Live and then run the provided Setup executable (Windows) or package (OS X). At the end of the installation, you'll be presented with a dialog box indicating the Live installation(s) that Arsenal\_LPP was installed into. If you do not see the Live installation you're using listed there, you can select it manually.

In most cases, you will only need to install Arsenal\_LPP once. It will remain installed even after updating to a newer version of Live (when using Live's autoupdate feature). However, if you re-install Live or install Live to a new location, you will need to install Arsenal\_LPP again. It's recommended that you keep the Arsenal\_LPP Setup files on hand for such cases.

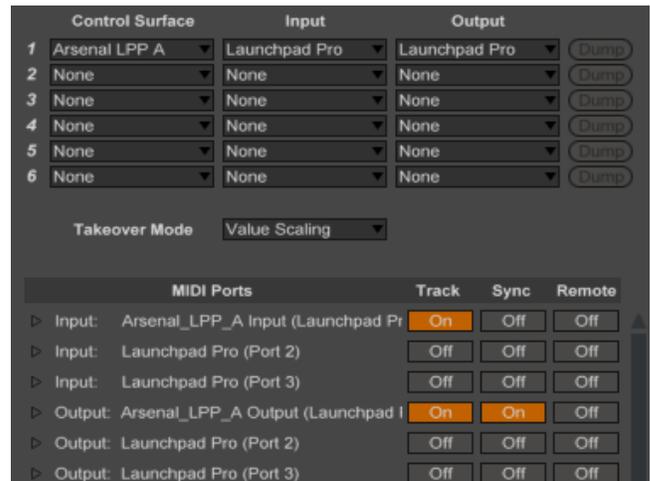
Once installation is complete, please launch Live to complete setup.

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### Live Settings

The following settings will be found in Live's Preferences on the *Link/MIDI* tab. All of the settings listed here are required for proper functionality of Arsenal\_LPP.

1. Under **MIDI Ports**, turn off all of the Sync and Remote switches related to the *Launchpad Pro* or *Launchpad Pro (Live Port)*.
2. Select *Arsenal\_LPP\_A* as a **Control Surface**.
3. For the **Input** and **Output**, select *Launchpad Pro* or *Launchpad Pro (Live Port)*.
4. Under **MIDI Ports**, turn on the Track switches for *Arsenal\_LPP\_A Input* and *Arsenal\_LPP\_A Output*. Also, turn on the Sync switch for *Arsenal\_LPP\_A Output*.



# Lemur Template

Arsenal\_LPP ships with a template (named *Arsenal\_LPP Emu*) for use with tablets running Liine's Lemur software. This template emulates the Launchpad Pro (to the extent that is required for use in Arsenal\_LPP) allowing you to use Arsenal\_LPP without (or in addition to) a Launchpad Pro.

## Lemur Setup

1. Use the Lemur Editor to load *Arsenal\_LPP Emu.jzml* and transfer it to your tablet.
2. In the Lemur Settings screen, select the MIDI ports to use. In most cases, these will be virtual MIDI ports (on Windows) or Lemur Daemon ports (on OS X).

## Live Settings

The following settings will be found in Live's Preferences on the *Link/MIDI* tab.

1. Under **MIDI Ports**, turn off all of the Sync and Remote switches related to the MIDI ports you selected during the Lemur Setup.
  2. Select one of the Arsenal\_LPP scripts (such as *Arsenal\_LPP\_A*) as a **Control Surface**.
  3. For the **Input** and **Output**, select the MIDI ports you selected during the Lemur Setup.
  4. Under **MIDI Ports**, turn on the Track switches for the Input (such as *Arsenal\_LPP\_A Input*) and Output (such as *Arsenal\_LPP\_A Output*) of the Arsenal\_LPP script that you selected in step #2.
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## Next Steps

After completing installation and setup, you'll immediately be able to use Arsenal\_LPP. However, before doing so, it is recommended that you familiarize yourself with the [Core Concepts](#) and [Control Layout](#) of Arsenal\_LPP. Once you've gotten acclimated, please refer to the [Matrix Modes](#) section to learn more about the optional features that you can add to Arsenal\_LPP.

# 3 CORE CONCEPTS

Arsenal\_LPP is a so called *Arsenal-powered Control Surface script*. This is a special type of Control Surface script that includes some new and innovative concepts as well as concepts that are common to Control Surface scripts in general. This section covers these concepts.

## Pluggability

Arsenal\_LPP ships with a number of [Matrix Modes](#) so that it is immediately useable. However, the Matrix Modes that are accessible from Arsenal\_LPP can be re-arranged or replaced by other Modes as you see fit. New Modes can be added and used in Arsenal\_LPP by installing new Modes or Mode Packs, which can be purchased from our site: <http://www.nativekontrol.com/>

Additionally, except where noted, all installed Modes can be used with any Arsenal-powered Control Surface script. In other words, if you purchase and install a Matrix Mode for use with Arsenal\_LPP, it can also be used with any Arsenal-powered Control Surface script that has a MATRIX.

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## Multiple Scripts

Arsenal\_LPP ships as 6 Control Surface scripts (Arsenal\_LPP\_A – Arsenal\_LPP\_F). These are all functionally identical, but each can have its own settings (as dictated by its settings files described in the next section). This makes it so you can use two (or more) Launchpad Pros, each running its own script with each script having entirely different settings. Alternatively, if you're only using a single Launchpad Pro, you can set up multiple scripts, each with different settings (one for studio use, one for stage use, etc) that you can switch between on-the-fly depending on your needs at any given time.

Each Arsenal\_LPP script will use the same [Live Settings](#). The only difference is in step #2. For example, if you'd like to use Arsenal\_LPP\_B, you'll select *Arsenal\_LPP\_B* in step #2 instead of *Arsenal\_LPP\_A*.

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## Settings Folders/Files

The functionality of each Arsenal\_LPP Control Surface script is largely determined by the settings files within its settings folder. This folder will be created upon completing the [Live Settings](#) for an Arsenal\_LPP script. For example, the first time you complete the Live Settings for Arsenal\_LPP\_A, a settings folder containing several settings files will be created.

You can find the settings folder in the nativeKONTROL/Arsenal directory within your User directory. The settings folder will have the same name as the script (*Arsenal\_LPP\_A* for example).

By default, 2 settings files will be created in the settings folder:

- *Settings-General.txt* – Contains general settings related to the script's operation.
- *Settings-Matrix Mode List.txt* – Contains the list of [Matrix Modes](#) the script will have access to.

Some Modes have associated settings files. Upon using one of these in an Arsenal\_LPP script, a settings file for it will be created in the settings folder.

Finally, the root nativeKONTROL/Arsenal directory within your User directory contains a settings file related to [Linking](#) that applies to all Arsenal-powered Control Surface scripts. Additionally, this directory contains a text file (*Arsenal Matrix Modes.txt*) that lists all of the installed Matrix Modes that can be used along with a brief description of each Mode.

✓ **TIP:** *In addition to the settings that can be made in the settings files mentioned above, there are some additional settings that can be made as well. These settings are covered [here](#).*

## Linking

Arsenal\_LPP can be linked to other Control Surface scripts so that it and the scripts it's linked to will control groups of Tracks and/or Scenes relative to each other. Up to 6 scripts can be linked.

In order for a script to be linked, it needs to include a linkable component. All Arsenal-powered Control Surface scripts include such a component as do many of the scripts built into Live (such as Push or APC40). In general, if a script has an associated colored border (with a fixed size) that surrounds the Tracks and Scenes it's controlling, it can be linked.

Link-related settings can be made in *Settings-Linking.txt*, which you'll find in the root nativeKONTROL/Arsenal directory within your User directory.

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## Current Track

Many of the available [Matrix Modes](#) operate upon a single Track and/or the Clips/Devices on a single Track. By default, these Modes will apply to the Track that is selected in Live. However, Arsenal\_LPP includes the ability to lock these Modes to a particular Track. This way, the Modes will continue to operate on the Track regardless of whether it's selected or not. When Modes are locked to a Track, the Track is referred to as *the current Track*.

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## Fixed Length Recording

Arsenal\_LPP includes Fixed Length Recording capability. This allows controls that launch individual Clips and controls assigned to Live's Session Record button to record Clips that have a fixed length, which will seamlessly switch from recording to playback.

In [Settings-General.txt](#), you'll find two settings that govern how this functionality works. The `FIXED_LENGTH_ON_BY_DEFAULT` setting determines if Fixed Length Recording should be turned on by default. The `FIXED_LENGTH_DEFAULT_LENGTH` setting determines the default fixed length to use.

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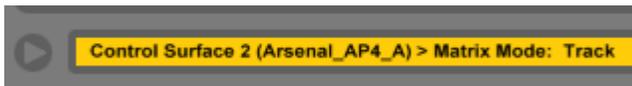
## Grid Selector

Arsenal\_LPP includes a Grid Selector, which is a colored border that indicates the Tracks and Scenes Arsenal\_LPP controls. The color of this border is dependent upon the Control Surface slot (in Live's Preferences on the *Link/MIDI* tab) the Arsenal\_LPP script you're using is selected in. For example, a script selected in the first Control Surface slot will have a red Grid Selector while a script selected in the fourth Control Surface slot will have a green Grid Selector.

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## Status Bar

Arsenal\_LPP as well as the [Matrix Modes](#) it can utilize make heavy use of Live's Status Bar, which is the horizontal bar at the bottom of Live's main window. This helps to keep you informed of what is going on in Arsenal\_LPP such as which Mode is selected.



## Max for Live Interface

Arsenal\_LPP includes a handy Max for Live interface that makes it extremely easy to access the script's controls/groups of controls from Max for Live devices. This allows you to create new (or retrofit existing) Max for Live devices to work directly with the Launchpad Pro. You can find a variety of devices that use/demonstrate this on the [Arsenal M4L Repository](#).

## **MIDI Mapping**

When using the default [Live Settings](#) for Arsenal\_LPP, it functions as a separate entity from other MIDI devices and so other MIDI devices cannot conflict with it and vice versa. However, the default Live Settings will also not allow Arsenal\_LPP to be used for MIDI mapping. Unless it's absolutely necessary, we would recommend not using MIDI mapping.

Having said that, MIDI mapping is necessary in certain use cases. For that reason, we've provided [Matrix Modes](#) (such as [User](#)) that can be used for MIDI mapping and that minimize the potential for conflicts with other MIDI devices. However, it is not possible to completely eliminate conflicts due to the nature of MIDI mapping.

In order to use the aforementioned Modes for MIDI mapping, you will need to turn on the Remote switches for the Arsenal\_LPP script you're using. These switches can be found in Live's Preferences on the *Link/MIDI* tab and are right next to the Track switches you turned on while completing your Live Settings.

Finally, you should **not** use any controls or Modes for MIDI mapping unless it's explicitly stated that they are intended to be used for MIDI mapping.

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## **HazMapping**

Some of the [Matrix Modes](#) that can be used with Arsenal\_LPP utilize **HazMapping**. HazMapping is somewhat similar to conventional MIDI mapping in Live, but with a bit more intelligence. In particular, unlike MIDI mappings which apply to specific items in specific locations within a Live Set, HazMappings apply to specific items that can exist in multiple places within a Live Set.

There are three types of HazMapping: **Track**-based HazMapping allows you to control parameters on the [current Track](#). **Chain**-based HazMapping allows you to control parameters on the selected Chain of a Rack on the current Track. **Mix**-based HazMapping allows you to control parameters across the Tracks within the [Grid Selector](#).

## **Creating HazMappings**

HazMappings are created based on the Track that is selected in Live. So you first need to select the Track that contains the parameters you'd like to create HazMappings for. Once that's done, you'll need to enter HazMap Mapping Mode. The way in which that's done depends on the Mode you're using, so please refer to the documentation of the Mode for details on that.

After entering HazMap Mapping Mode, you simply click on the parameter you'd like to create a HazMapping for (which must exist on the Track that is selected in Live) and then move or press the physical control that you'd like to control the parameter with. Although this process is quite simple, the [Status Bar](#) guides you through the process to make things even easier.

**ⓘ NOTES:** *Selecting a different Track or entering/exiting MIDI mapping mode while in HazMap Mapping Mode will cause HazMap Mapping Mode to be exited. Also, although any parameter can be clicked on in Live, not all parameters are considered by Live to be 'selected'. Parameters of that sort (such as the Crossfader) will not be controllable via HazMapping.*

## **Device Parameters**

When HazMapping parameters of a Device, there are a few things to be aware of:

- HazMapping does not take into account the position of a Device on a Track or Chain. Instead, HazMapping will apply to the first instance of a Device found on a Track or Chain.
- When using Track or Mix-based HazMapping on a parameter of a built in Live Device, HazMapping will apply only to instances of that Device that have the same name as the instance of the Device the HazMapping was created for. For example, if you created a HazMapping for the Filter Type of an Auto Filter Device named *My Filter*, HazMapping would only apply to Auto Filters named *My Filter*. If you'd like HazMapping to apply to any instance of a built in Live Device regardless of its name, create a HazMapping using an instance of the Device that has the default name for the Device (such as *Auto Filter*).
- A Mode that utilizes Chain-based HazMapping can only apply to a single type of Rack. For example, if you create a HazMapping for a parameter within a Drum Rack, it will only apply to Drum Racks. Of course, you can use multiple Modes that utilize Chain-based HazMapping and each of those can apply to a different type of Rack.

## **Mode Classes**

There are two classes of Modes that can be used in Arsenal\_LPP; **Static** and **Mutable**.

Static Modes always perform the same function regardless of how many times they are specified in a [Mode list file](#). For example, [Volume](#) is a Static Mode that will always control the Volume of Tracks.

Mutable Modes can perform different functionality and/or control different parameters based on the name that is specified for the Mode in a Mode list file. For example, [ClyphX](#) is a Mutable Mode that can trigger ClyphX actions. The ClyphX actions that CLYPHX A triggers can be entirely different from the ClyphX actions that CLYPHX B triggers.

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## **ClyphX/ClyphX Pro Integration**

Arsenal\_LPP offers integration with ClyphX and ClyphX Pro and allows you to access ClyphX/ClyphX Pro functionality from Modes such as [ClyphX](#) and [Global User](#) Modes.

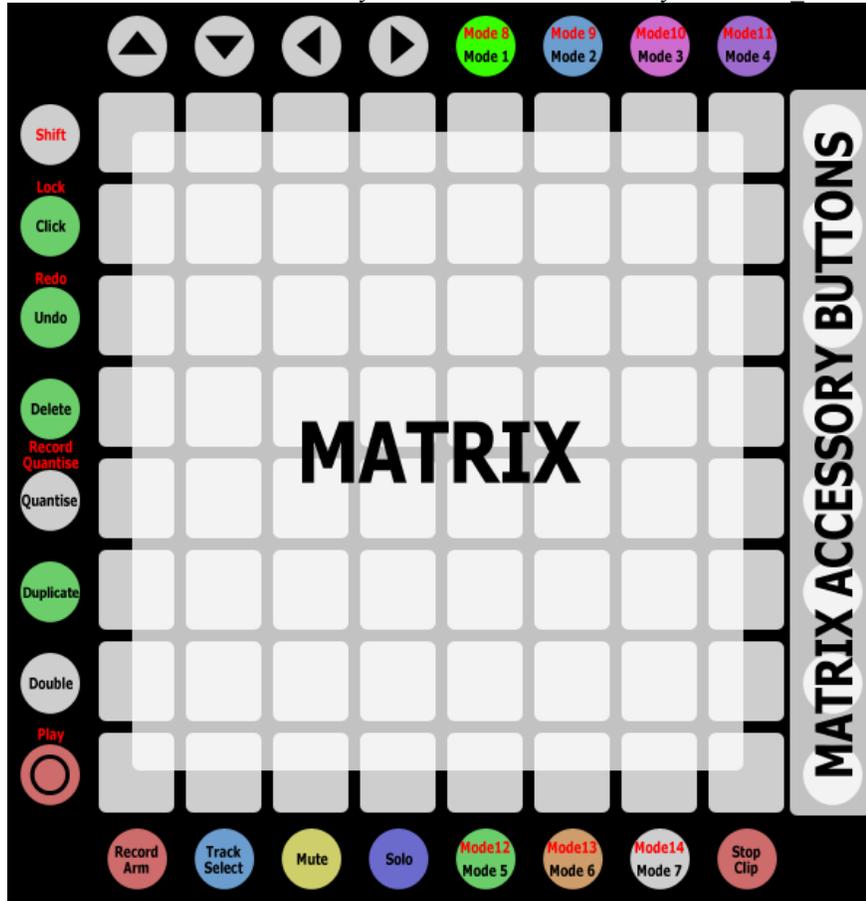
In the case of ClyphX, in order to access its functionality, ClyphX needs to be installed and selected as a Control Surface. You can download and learn more about ClyphX here:

<http://beatwise.proboards.com/board/5/clyphx>

In the case of ClyphX Pro, in order to access its functionality, ClyphX Pro simply needs to be installed. Arsenal\_LPP will automatically load ClyphX Pro so that you don't need to use up a Control Surface slot for ClyphX Pro. However, in some cases, you may want to use ClyphX Pro as a standalone Control Surface. To do that, simply select ClyphX Pro as a Control Surface. That will cause Arsenal\_LPP to not load ClyphX Pro.

# 4 CONTROL LAYOUT

This section covers the control layout and default functionality of Arsenal LPP.



**SHIFT** – Modifies the function of other controls.

**CLICK** – Toggles the Metronome.

- When **SHIFT** is held down, pressing this quickly will lock Modes that control items on the selected Track to the selected Track so that they will continue controlling items on the Track (referred to as the [current Track](#)) even while navigating to other Tracks. When pressed quickly again, this will unlock from the current Track. The [Status Bar](#) will indicate lock status. When held down, this will trigger the Mode-specific lock function of any Modes that have such a function. The LED of this Button will indicate when this Mode-specific lock function has been triggered.

**UNDO** – Triggers Live’s Undo.

- When **SHIFT** is held down, this will trigger Live’s Redo.

**DELETE** – Modifies the function of other controls.

- When **SHIFT** is held down, this will delete the selected Clip on the current Track.

**QUANTISE** – Modifies the function of other controls in [Matrix Modes](#). If the selected Matrix Mode doesn’t use this Button, it will be dark.

- When **SHIFT** is held down, this will toggle Record Quantization on/off.

**DUPLICATE** – Modifies the function of other controls.

- When **SHIFT** is held down, this will duplicate the selected Clip on the current Track.

**DOUBLE** – Modifies the function of other controls in [Matrix Modes](#). If the selected Matrix Mode doesn’t use this Button, it will be dark.

- When **SHIFT** is held down, this will double the contents of the selected MIDI Clip on the current Track.

**O** – Toggles/triggers Session Record.

- When **SHIFT** is held down, this will toggle playback.

✓ **TIP:** By default, Session Recording will apply to all armed Tracks. This can optionally only apply to the current Track via the `ALLOW_MULTI_TRACK_SESSION_RECORD` setting in [Settings-General.txt](#). Also, by default, Session Recording will not automatically stop recording. You can cause it to automatically stop recording after a certain number of bars via the `FIXED_LENGTH_ON_BY_DEFAULT` setting in [Settings-General.txt](#). You can specify the number of bars via the `FIXED_LENGTH_DEFAULT_LENGTH` setting in [Settings-General.txt](#).

▲ ▼ ◀ ▶ – The function of these Buttons is determined by the selected Matrix Mode. However, they are always used for some sort of navigation.

**MODE 1 – MODE 4** – These select Matrix Modes 1 – 4 and provide momentary (if held down) or toggle (if pressed quickly) functionality. By default, these will select [Session](#), [Launchpad Pro Note](#), [Device](#) and [Launchpad Pro User](#). The [Status Bar](#) will indicate the selected Matrix Mode.

- When **SHIFT** is held down, these select Matrix Modes 8 – 11 and provide momentary (if held down) or toggle (if pressed quickly) functionality. By default, these will select Dummy Modes (which have no functionality of their own, but can be used with [Max for Live](#)).

**MATRIX** – This section can have up to 14 Matrix Mode assignments, which can be specified in [Settings-Matrix Mode List.txt](#).

**MATRIX ACCESSORY BUTTONS** – The function of these Buttons is determined by the selected Matrix Mode.

**RECORD ARM** – Selects the Record Arm Super Mode (described below). This will set up the bottom row of Buttons in the **MATRIX** for toggling the Arm state of the Tracks within the [Grid Selector](#) according to your Exclusive Arm setting in Live's Preferences. While in this Super Mode, if **SHIFT** is held down, the Buttons will do the opposite of your Exclusive Arm setting.

- When **SHIFT** is held down, this will unarm all Tracks.

**TRACK SELECT** – Selects the Track Select Super Mode (described below). This will set up the bottom row of Buttons in the **MATRIX** for selecting the Tracks within the Grid Selector. If the Track is a Group Track, holding down the associated Button will fold/unfold the Group Track. While in this Super Mode, if **SHIFT** is held down, the Buttons will select the Track as well as the playing Clip on the Track if there is one.

- When **SHIFT** is held down, this will select the Master Track or select the previously selected Track if the Master Track is already selected.
- When **DELETE** is held down, the Buttons will delete Tracks.
- When **DUPLICATE** is held down, the Buttons will duplicate Tracks.

**MUTE** – Selects the Mute Super Mode (described below). This will set up the bottom row of Buttons in the **MATRIX** for toggling the Mute state of the Tracks within the Grid Selector. When held down, these will function as momentary Mute switches.

- When **SHIFT** is held down, this will unmute all Tracks.

**SOLO** – Selects the Solo Super Mode (described below). This will set up the bottom row of Buttons in the **MATRIX** for toggling the Solo state of the Tracks within the Grid Selector according to your Exclusive Solo setting in Live's Preferences. When held down, the Buttons will function as momentary Solo switches. While in this Super Mode, if **SHIFT** is held down, the Buttons will do the opposite of your Exclusive Solo setting.

- When **SHIFT** is held down, this will unsolo all Tracks.

**MODE 5 – MODE 7** – These select Matrix Modes 5 – 7 and provide momentary (if held down) or toggle (if pressed quickly) functionality. By default, these will select [Volume](#), [Pan](#) and [Sends](#). The Status Bar will indicate the selected Matrix Mode.

- When **SHIFT** is held down, these select Matrix Modes 12 – 14 and provide momentary (if held down) or toggle (if pressed quickly) functionality. By default, these will select Dummy Modes (which have no functionality of their own, but can be used with Max for Live).

**STOP CLIP** – Selects the Stop Clip Super Mode (described below). This will set up the bottom row of Buttons in the **MATRIX** for stopping Clips on the Tracks within the Grid Selector.

- When **SHIFT** is held down, this will stop all Clips.

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## **Super Modes**

The Super Modes are Modes that are able to sit on top of [Matrix Modes](#). Regardless of what the selected Matrix Mode is using the bottom row of Buttons in the **MATRIX** for, selecting a Super Mode will override it. You can exit a Super Mode by pressing the Button you used to select it or by selecting a Matrix Mode. Also, the Buttons used to select Super Modes provide momentary (if held down) or toggle (if pressed quickly) functionality.

# 5 MATRIX MODES

Matrix Modes determine the function of the MATRIX, MATRIX ACCESSORY BUTTONS and ARROW BUTTONS. This section covers the Matrix Modes that can be used in Arsenal\_LPP. In order to use a Mode, you'll need to specify the Mode's name in [Settings-Matrix Mode List.txt](#).

You'll notice that many of the Matrix Modes have overlapping functionality. For example, the functionality found in [Chop and Loop Mono](#) is also available in [Clip Play Mono](#). Similarly, the functionality found in [Volume](#), [Pan](#) and [Sends](#) is also available in [Mix](#). The reason for this is to provide you with options. In some cases, you may prefer to use Matrix Modes with discrete functionality (such as Volume). In other cases, you may prefer to use Matrix Modes with multiple layers of functionality (such as Mix). The latter essentially consolidates multiple Matrix Modes into a single Matrix Mode.

## Common Functionality

Many of the Matrix Modes share some of the same functionality. This section covers this common functionality. The description of each Matrix Mode that uses this functionality contains links to this section.

### Clip Chopping

Clip Chopping allows you to Chop Clips up. Each Button assigned to Clip Chopping will be assigned to evenly distributed Start positions based on the Clip's length. For Clips that are Looping, the length will be based on the Clip's Loop Start and End Marker. For Clips that aren't Looping, the length will be solely based on the Clip's End Marker.

Pressing a Button assigned to Clip Chopping will move the Clip's Start Marker to the corresponding position and re-launch the Clip. The Quantization to use for re-launching Clips can be selected via the MATRIX ACCESSORY BUTTONS.

- When **SHIFT** is held down, pressing a Button assigned to Clip Chopping will re-align the playing position of the Clip with the playing position of Live. This is useful in cases where Clips have fallen out of sync.

**ⓘ NOTES:** *The Quantization functionality will only work correctly with Clips whose Launch Quantization is set to Global.*

*Clip Chopping will not allow the Clip's Start Marker to be moved to a position that is less than 1/16th note away from the Clip's Loop End or End Marker.*

*The process of moving a Clip's Start Marker and re-launching it is a bit more resource-dependent than just launching a Clip. For that reason, it is possible to experience hard disk overloads and/or audio drop outs when Chopping Clips. You may be able to offset this by activating the Clip's RAM button and/or increasing the Quantization to use.*

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### Clip Loop Control

Clip Loop Control allows you to select the Clip's Loop size and position. Each Button assigned to Clip Loop Control will set the Loop to the same size at evenly distributed positions based on the Clip's length. This supports multiple Button presses to allow for different sizes to be set.

✓ **TIP:** *By default, when modifying a Clip's Loop, the Clip's Start Marker will be moved to the beginning of the Clip's Loop and, in Live's Clip View, the portion of the Clip within the Loop braces will be zoomed into. These behaviors can be changed via the MOVE\_START\_WITH\_LOOP and ZOOM\_LOOP\_ON\_EDIT settings in [Settings-General.txt](#).*

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### Clip Scrubbing

Clip Scrubbing allows you to Scrub Clips. This is somewhat similar to Clip Chopping. Each Button assigned to Clip Scrubbing will be assigned to evenly distributed Start positions based on the Clip's length. For Clips that are Looping, the length will be based on the Clip's Loop Start and End Marker. For Clips that aren't Looping, the length will be solely based on the Clip's End Marker.

Holding down a Button assigned to Clip Scrubbing will repeatedly retrigger the Clip from the corresponding Start position. The rate of the repeat as well as the length of the repeated section is determined by the Global Quantization value. The Global Quantization value can be selected via the MATRIX ACCESSORY BUTTONS.

- When **SHIFT** is held down, pressing a Button assigned to Clip Scrubbing will re-align the playing position of the Clip with the playing position of Live. This is useful in cases where Clips have fallen out of sync.

## Intelligent Button Sliders

Intelligent Button Sliders sets up each Column of Buttons in the MATRIX as a Button Slider that can control a parameter and provide smoothing to avoid abrupt changes in value. The speed of the smoothing is determined by how hard you press the Buttons. The harder the press, the faster the smoothing. The LED color, orientation and function of each Button Slider are determined by the parameter it's controlling.

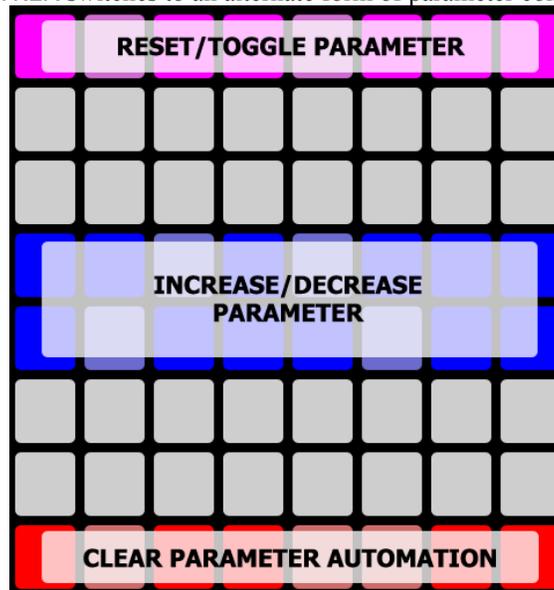
Button Sliders that control continuous parameters (such as volume) use a variety of LED colors (dictated by the Matrix Mode that uses the Button Sliders) and use the standard orientation and function where the bottommost Button sets the parameter to its minimum value and the topmost Button sets the parameter to its maximum value.

Button Sliders that control center-detented parameters (such as panning) use Amber LEDs and bipolar orientation where the upper Buttons sets the parameter to positive values and the lower Buttons set the parameter to negative values. Pressing the two Buttons in the center of the Button Slider will center the parameter.

Button Sliders that control option-related parameters (such as a filter type chooser) use Blue LEDs and only utilize the two Buttons in the center of the Button Slider. The upper Button will increase the parameter's value and the lower Button will decrease the parameter's value.

Button Sliders that control on/off parameters use Magenta LEDs and only utilize the topmost Button in the Button Slider. This Button will simply toggle the parameter on and off.

When **SHIFT** is held down, the MATRIX switches to an alternate form of parameter control:



The top Row will reset or (in the case of quantized parameters) toggle parameter values. The bottom Row will clear parameter automation that has been recorded into the Clip playing on the [current Track](#). The middle two Rows will finely increase/decrease parameter values.

✓ **TIP:** You can specify the smoothing speed to use and whether velocity-sensitive smoothing should be used via the `SMOOTHING_SPEED` and `VELOCITY_SENSITIVE_SMOOTHING` settings in [Settings-General.txt](#).

## Note Deleting/Erasing

Buttons that are used for Note Deleting/Erasing can delete or erase the Notes associated with the Buttons from the selected Clip. If the Clip is playing and a single Button is pressed, the Notes that the Clip's playhead is currently passing over will be erased. If the Clip is not playing, pressing a single Button will delete all of the Notes associated with the Button. If two Buttons are pressed (regardless of whether or not the Clip is playing), all of the Notes in the range of the two Buttons will be deleted.

## Note Repeat

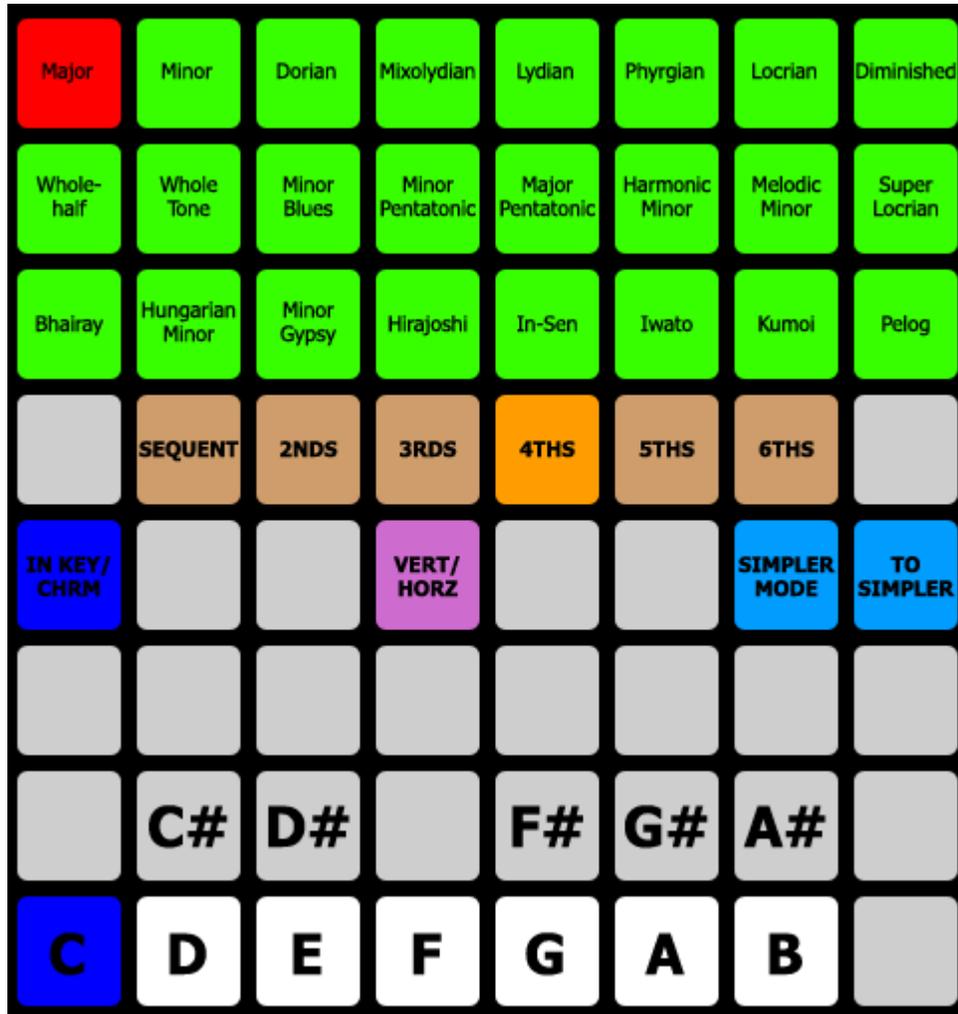
Note Repeat allows Buttons assigned to play Notes to produce a stream of continuous, rhythmic Notes at different rates (such as 1/32 or 1/4). The Button used to turn Note Repeat on/off (RPT I/O) can toggle (if pressed quickly) or momentarily toggle (if held down) Note Repeat. The [Status Bar](#) will indicate the state.

Buttons used to adjust Note Repeat rate (1/32 – 1/4) select the rate at which Notes should be repeated. The Status Bar will indicate the rate.

- When **SHIFT** is held down, these Buttons can be used for adjusting the amount of Swing to apply to Note Repeat. The Status Bar will indicate the amount.

## Scale Settings Page

The Scale Settings Page allows you to change the Scale settings used by Matrix Modes that play and/or Step-Sequence Scales.



The upper 3 Rows select the Scale Type to use. The [Status Bar](#) will indicate the selected Scale Type. The last selected Scale Type will be stored within your Live Set and recalled the next time the Set is loaded.

The lower 2 Rows select the Root Note to use. The Status Bar will indicate the selected Root Note. The last selected Root Note will be stored within your Live Set and recalled the next time the Set is loaded. Additionally, these Rows will reflect the Notes that are within the selected Scale.

**SEQUENT / 2NDS – 6THS** – These select the Offset that will be used for arranging Notes. When *Sequent* is selected, rows of Notes will ascend by octaves. When any other Offset is selected, rows of Notes will ascend by the shown number of intervals. For example, when *3rds* is selected, rows of Notes will ascend by 3rds. The [Status Bar](#) will indicate the selected Offset. This setting is not available in the [Scale Sequence Mode](#).

**IN KEY/CHRM** – Toggles between *In Key* (where only Notes within the selected Scale are accessible) and *Chromatic* (where all Notes are accessible). The Status Bar will indicate the value of this setting.

**VERT/HORZ** – Toggles between *Vertical* (where Notes ascend to the right and then up) and *Horizontal* (where Notes ascend up and then to the right) Orientations. The Status Bar will indicate the value of this setting. This setting is not available in the Scale Sequence Mode.

**SIMPLER MODE** – Toggles between Simpler’s three Playback Modes; *Classic*, *1-Shot* and *Slice*. This setting will only be available if Simpler exists on the [current Track](#) and only in [Note Mode](#) and [Note Plus Mode](#).

**TO SIMPLER** – Creates a new MIDI Track with a Simpler containing the selected Audio Clip. This setting will only be available if an Audio Clip is selected and only in Note Mode and Note Plus Mode.

---

## Sequence Page Selection

Sequence Page Selection allows you to select the size and position of the selected Clip’s Loop as well as the position(s) of the Clip that Buttons assigned to Step-Sequencing will edit. If a Clip is not selected, pressing a Button assigned to Sequence Page Selection will create a new Clip. Each Button assigned to Sequence Page Selection represents one Sequencer Page. The length of a Sequencer Page is determined by the selected Resolution, which can be adjusted via the **MATRIX ACCESSORY BUTTONS**. This supports multiple Button presses to allow for a range to be selected. The [Status Bar](#) will indicate the time range of the selected Page(s).

When a range is selected, Buttons assigned to Step-Sequencing will automatically switch between Sequencer Pages while the Clip is playing. This can sometimes make editing difficult. You can overcome this by pressing the Button assigned to Sequence Page Selection that corresponds to the Sequencer Page you want to edit. This will leave the Loop in place and allow you to edit a single Sequencer Page.

- When **DELETE** is held down, Buttons assigned to Sequence Page Selection can be used for deleting Sequencer Pages.
  - When **DUPLICATE** is held down, Buttons assigned to Sequence Page Selection can be used for duplicating Sequencer Pages.
- 

## Step-Sequencing

Buttons that are assigned to Step-Sequencing add/remove Notes associated with the Buttons into/from the current Sequencer Page in the selected Clip. If a Clip is not selected, pressing a Button assigned to Step-Sequencing will create a new Clip. The Length and Velocity of the Notes that will be added is determined by the selected Resolution and Velocity, both of which can be adjusted via the **MATRIX ACCESSORY BUTTONS**.

If a single Button is pressed and a Note is present at the associated position in the Clip, the Note will be removed. Otherwise, a single Note with a Length equal to the selected Resolution will be added. If two Buttons are pressed, a single Note with a Length that is equal to the selected Resolution times the distance between the two Buttons will be added. For example, if the selected Resolution is  $1/16$ , pressing two Buttons that are 4 Buttons apart will add a  $1/4$  Note. In this way, you can add Notes with differing Lengths without having to change the Resolution.

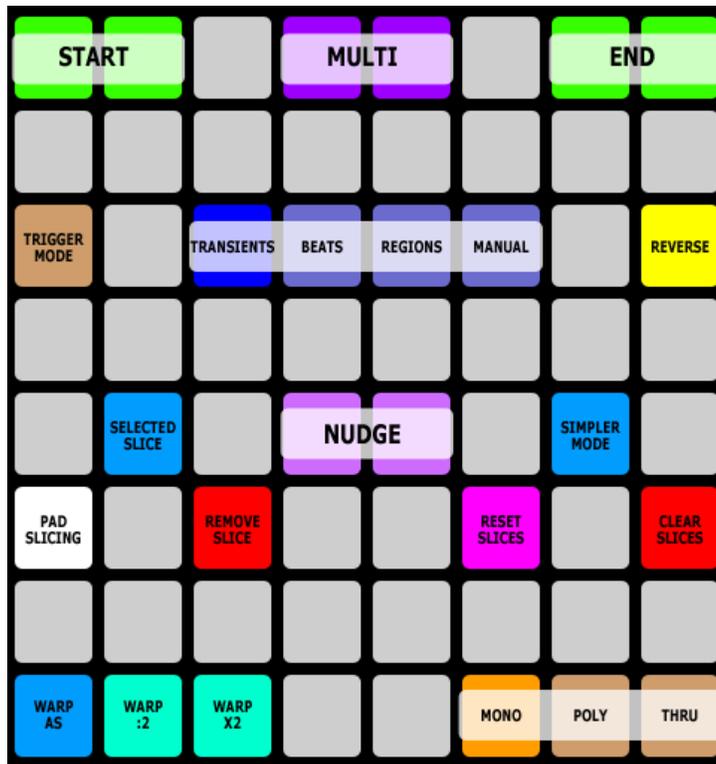
---

## Session Snapshots

A Session Snapshot stores the current playing state of all of the Tracks in your Live Set. Specifically, it will store the Clip playing on the Track if there is one. Otherwise, it will store the stopped state of the Track. After a Session Snapshot is stored, it can be recalled. Upon recall, Clips that were playing on Tracks will be launched and Tracks that had no playing Clip will be stopped. In this way, a Session Snapshot is somewhat like a Scene that is not bound to a horizontal row of Clips/Clip Slots.

## Simpler Settings Page

The Simpler Settings Page allows you to adjust Simpler settings, which are mostly related to Slicing.



**START** – These Buttons move the Sample’s Start Marker backwards/forwards. Pressing both of these Buttons will reset the Sample’s Start Marker causing it to move back to the very beginning of the Sample.

**MULTI** – These Buttons perform different functions depending on which Slicing Style (**TRANSIENTS**, **BEATS**, **REGIONS** or **MANUAL**) is selected. In all cases, pressing both of these Buttons will reset the associated property back to its default value.

- When **TRANSIENTS** is selected, these Buttons adjust Slicing Sensitivity.
- When **BEATS** is selected, these Buttons adjust the Division setting.
- When **REGIONS** is selected, these Buttons adjust the Regions setting.
- When **MANUAL** is selected, these Buttons perform no function.

**END** – These Buttons move the Sample’s End Marker backwards/forwards. Pressing both of these Buttons will reset the Sample’s End Marker causing it to move back to the very end of the Sample.

**TRIGGER MODE** – Toggles the Trigger Mode between *Trigger* and *Gate*.

**TRANSIENTS/BEATS/REGIONS/MANUAL** – These Buttons select the Slicing Style to use. **TRANSIENTS** slices based on the Sample’s transients. **BEATS** slices based on the Division setting. **REGIONS** evenly distributes Slices across the Sample based on the selected number of Regions. **MANUAL** allows you to manually add Slices as you see fit. The [Status Bar](#) will indicate the selected Slicing Style.

**REVERSE** – Reverses the Sample.

**SELECTED SLICE** – Triggers the selected Slice so that changes made via other controls can be quickly auditioned.

**SIMPLER MODE** – Toggles between Simpler’s three Playback Modes; *Classic*, *1-Shot* and *Slice*.

**WARP AS/WARP :2/WARP X2** – Trigger the corresponding functions in Simpler.

**MONO/POLY/THRU** – These Buttons select the Slice Playback Mode.

The following functions are only accessible when the **TRANSIENTS** or **MANUAL** Slicing Style is selected:

**NUDGE** – These Buttons nudge the selected Slice’s marker backward or forward.

**PAD SLICING** – Toggles Pad Slicing on/off. The Status Bar will indicate the state. When on, new Slices can be added by playing the Sample and pressing empty Slice Pads.

**REMOVE SLICE** – Removes the selected Slice.

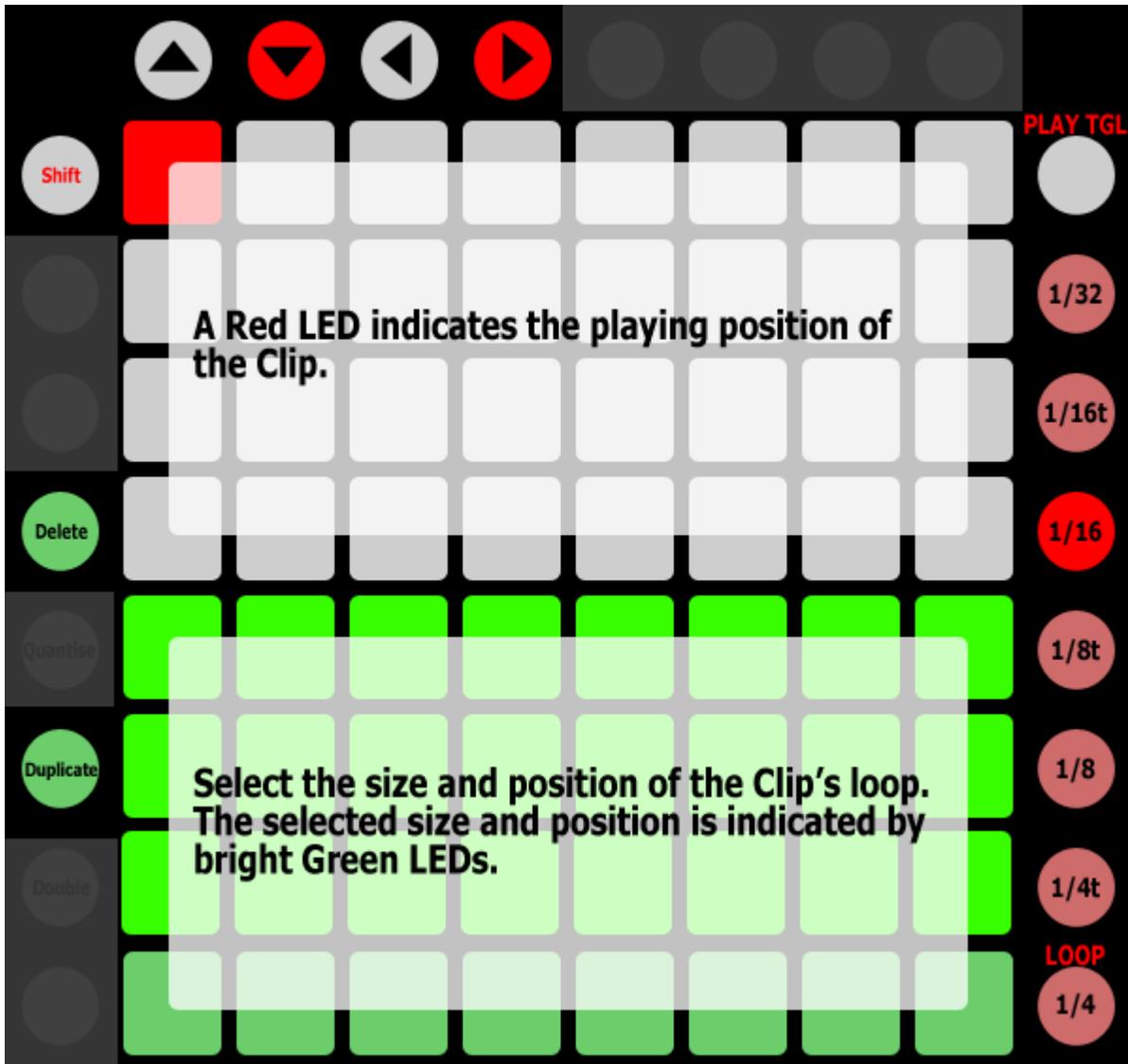
**RESET SLICES** – Resets all Slices back to their default positions.

**CLEAR SLICES** – Clears/removes all Slices.

# Chop and Loop Mono

MODE NAME (to specify in [Settings-Matrix Mode List.txt](#)): CHOP\_AND\_LOOP\_MONO

This Mode sets up the MATRIX for monophonic [Clip Chopping](#) and [Loop Control](#) over the playing or selected Clip on the [current Track](#).



## MATRIX:

- **UPPER HALF** – Assigned to Clip Chopping.
- **LOWER HALF** – Assigned to Clip Loop Control.

## MATRIX ACCESSORY BUTTONS:

- **1/32 – 1/4** – These select the Quantization to use for Clip Chopping. The [Status Bar](#) will indicate the selected Quantization.
  - When **SHIFT** is held down, the topmost Button will toggle the playing state of the Clip while the bottommost Button will toggle the Clip's Loop.

**ARROW BUTTONS** – In Session View, navigate Scenes and Tracks. In Arrangement View, navigate Tracks and the Insert Marker.

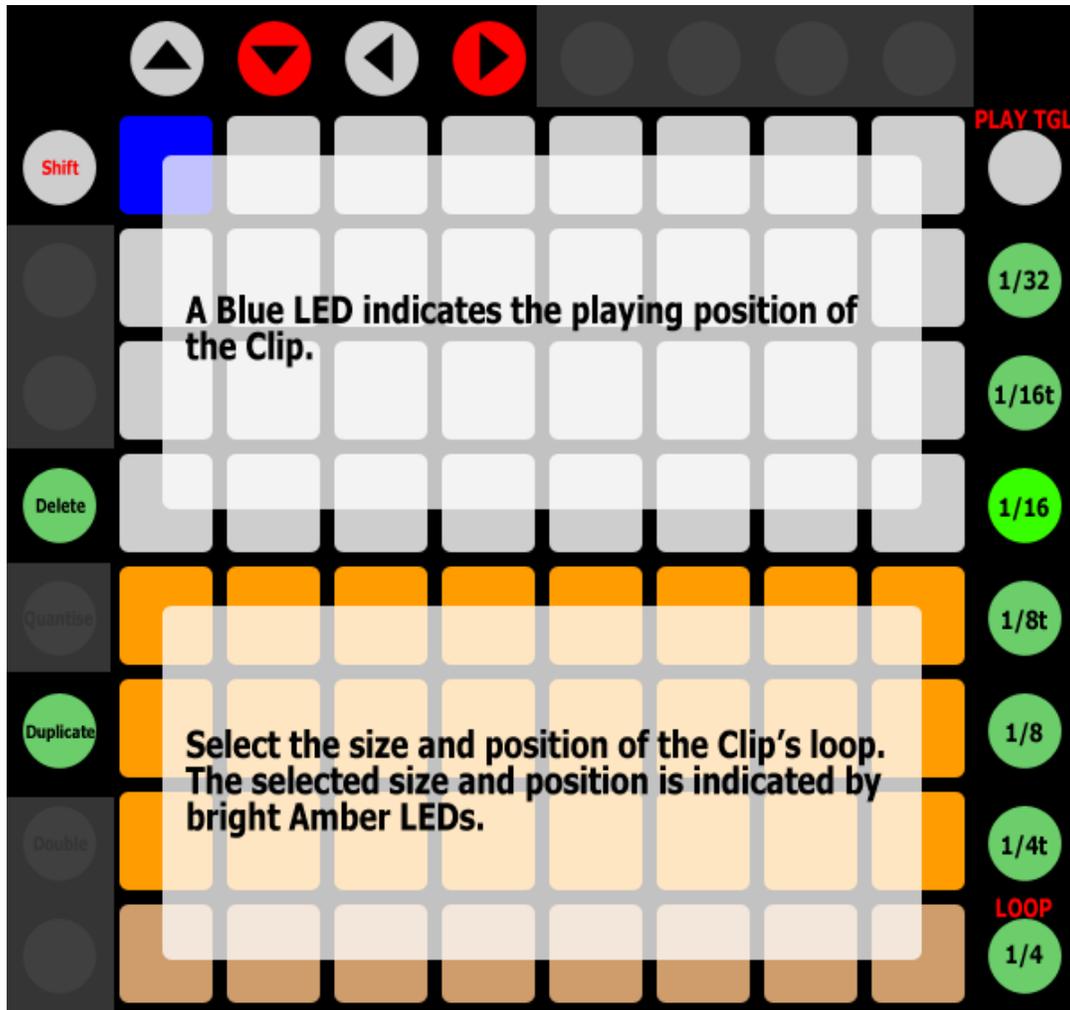
# Clip Play Mono

MODE NAME (to specify in [Settings-Matrix Mode List.txt](#)): CLIP\_PLAY\_MONO

This Mode provides 3 monophonic Sub-Modes for controlling the playing or selected Clip on the [current Track](#): **Chop/Loop** (described in the [Chop and Loop Mono](#) section), **Scrub/Loop** (described below) and **Chromatic**. These Sub-Modes can be toggled between via the Button used for selecting this Mode. The [Status Bar](#) will indicate the selected Sub-Mode.

## [Clip Play Mono] Scrub/Loop Sub-Mode

This Sub-Mode sets up the MATRIX for monophonic [Clip Scrubbing](#) and [Loop Control](#) over the playing or selected Clip on the current Track.



### MATRIX:

- **UPPER HALF** – Assigned to Clip Scrubbing.
- **LOWER HALF** – Assigned to Clip Loop Control.

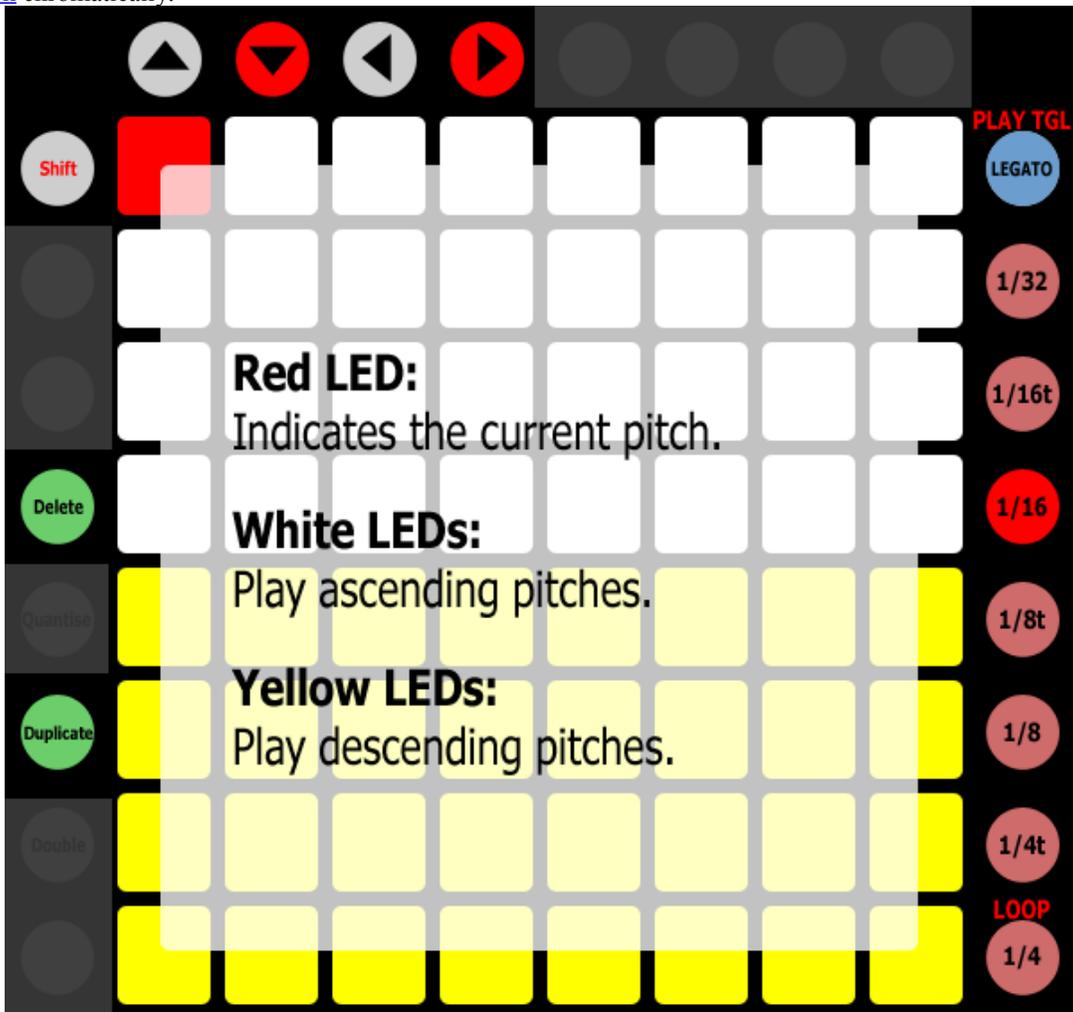
### MATRIX ACCESSORY BUTTONS:

- **1/32 – 1/4** – These select the Global Quantization value to use for Clip Scrubbing.
  - When **SHIFT** is held down, the topmost Button will toggle the playing state of the Clip while the bottommost Button will toggle the Clip's Loop.

**ARROW BUTTONS** – In Session View, navigate Scenes and Tracks. In Arrangement View, navigate Tracks and the Insert Marker.

## [Clip Play Mono] Chromatic Sub-Mode

This Sub-Mode sets up the MATRIX for Chromatic Clip Play, which allows you to play the playing or selected Clip on the [current Track](#) chromatically.



### MATRIX:

- When **SHIFT** is held down, pressing a Button in this section will change the pitch without launching the Clip.
- **UPPER HALF** – Plays ascending pitches.
- **LOWER HALF** – Plays descending pitches.

### MATRIX ACCESSORY BUTTONS:

- **LEGAT** – This Button enables/disables Legato Clip launching. When enabled, the Clip's Launch Mode will be ignored and launching will function as if the Trigger Launch Mode was selected.
  - When **SHIFT** is held down, this will toggle the playing state of the Clip.
- **1/32 – 1/4** – These select the Quantization to use for re-launching the Clip. The [Status Bar](#) will indicate the selected Quantization.
  - When **SHIFT** is held down, the bottommost Button will toggle the Clip's Loop.

**ARROW BUTTONS** – In Session View, navigate Scenes and Tracks. In Arrangement View, navigate Tracks and the Insert Marker.

**ⓘ NOTE:** Chromatic Clip Play will only work correctly on MIDI Clips if the Track the MIDI Clip is on contains a Pitch MIDI Effect that is **not** inside of a Rack. Chromatic Clip Play will control the Pitch parameter of the first Pitch MIDI Effect on the Track.

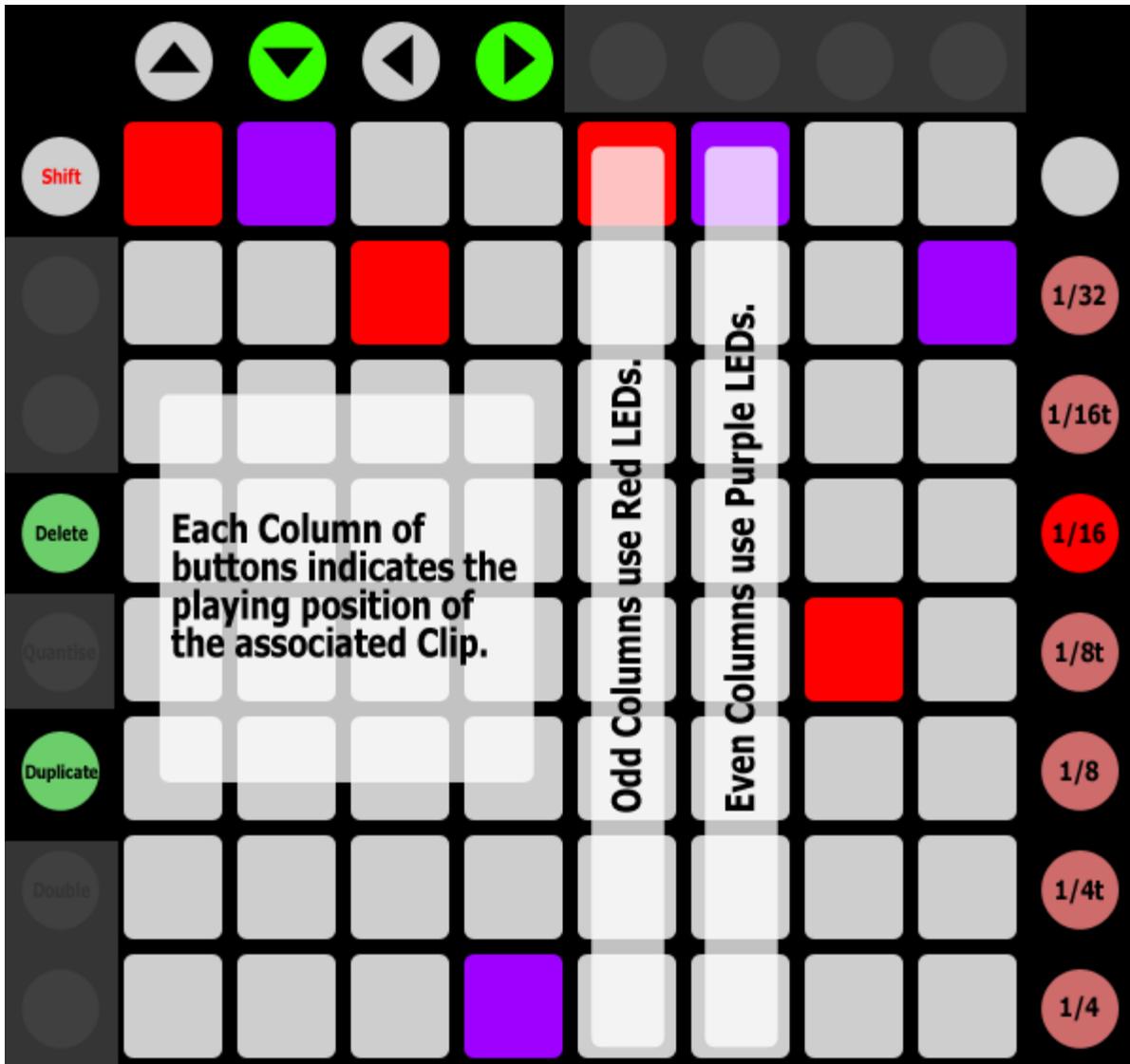
# Clip Play Poly

MODE NAME (to specify in [Settings-Matrix Mode List.txt](#)): CLIP\_PLAY\_POLY

This Mode provides 3 polyphonic Sub-Modes for playing/adjusting Clips across the Tracks within the [Grid Selector](#): **Chop** (described below), **Scrub** and **Loop**. These Sub-Modes can be toggled between via the Button used for selecting this Mode. The [Status Bar](#) will indicate the selected Sub-Mode. In all of the Sub-Modes, each Column in the MATRIX will control either the Clip that is playing or the Clip that is selected on the corresponding Track.

## [Clip Play Poly] Chop Sub-Mode

This Sub-Mode sets up the MATRIX for polyphonic [Clip Chopping](#).



**MATRIX** – Each Column of Buttons is assigned to Clip Chopping.

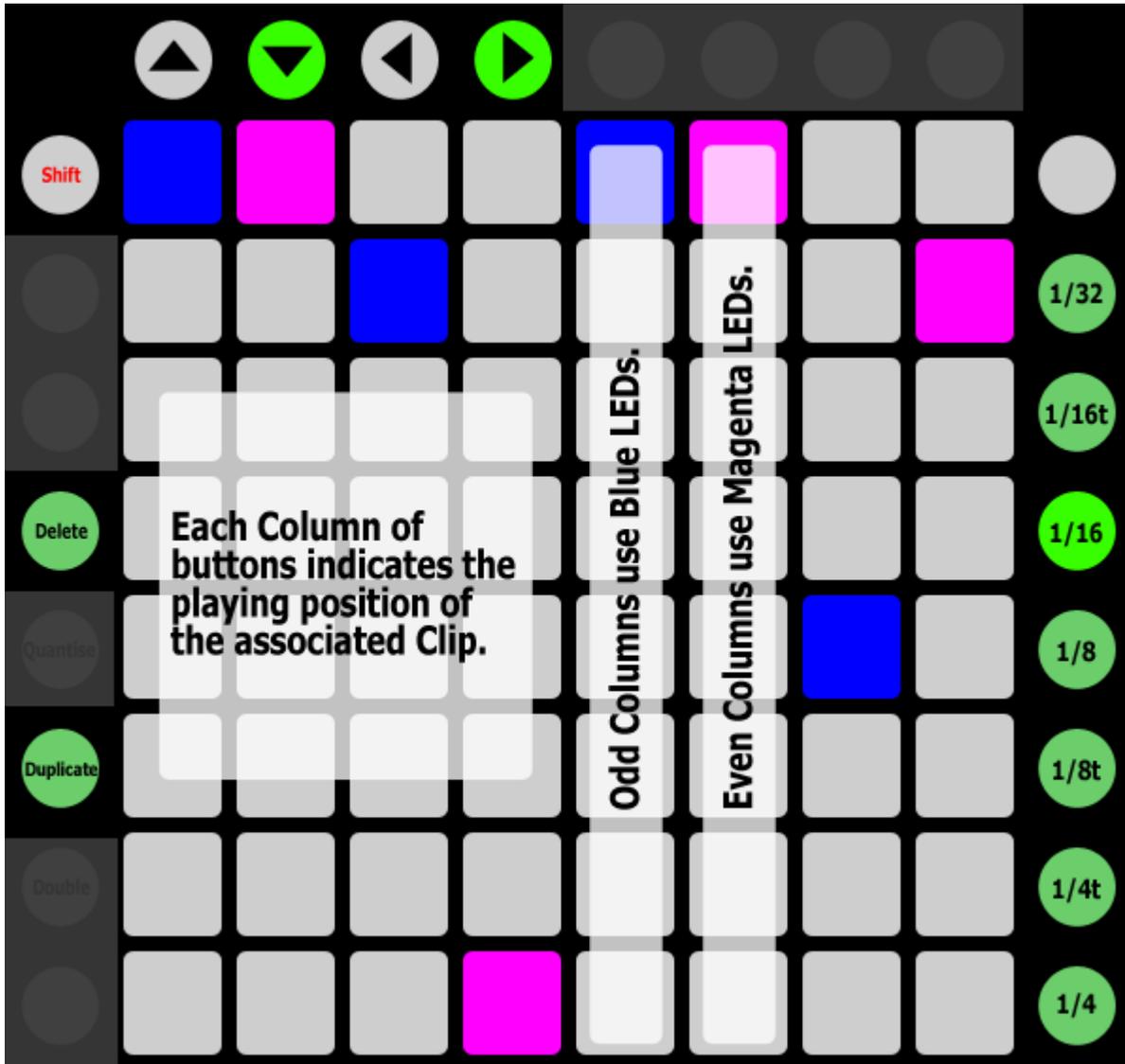
### MATRIX ACCESSORY BUTTONS:

- **1/32** - **1/4** – These select the Quantization to use for Clip Chopping. The Status Bar will indicate the selected Quantization.

**ARROW BUTTONS** – Navigate the Grid Selector.

## [Clip Play Poly] Scrub Sub-Mode

This Sub-Mode sets up the MATRIX for polyphonic [Clip Scrubbing](#).



**MATRIX** – Each Column of Buttons is assigned to Clip Scrubbing.

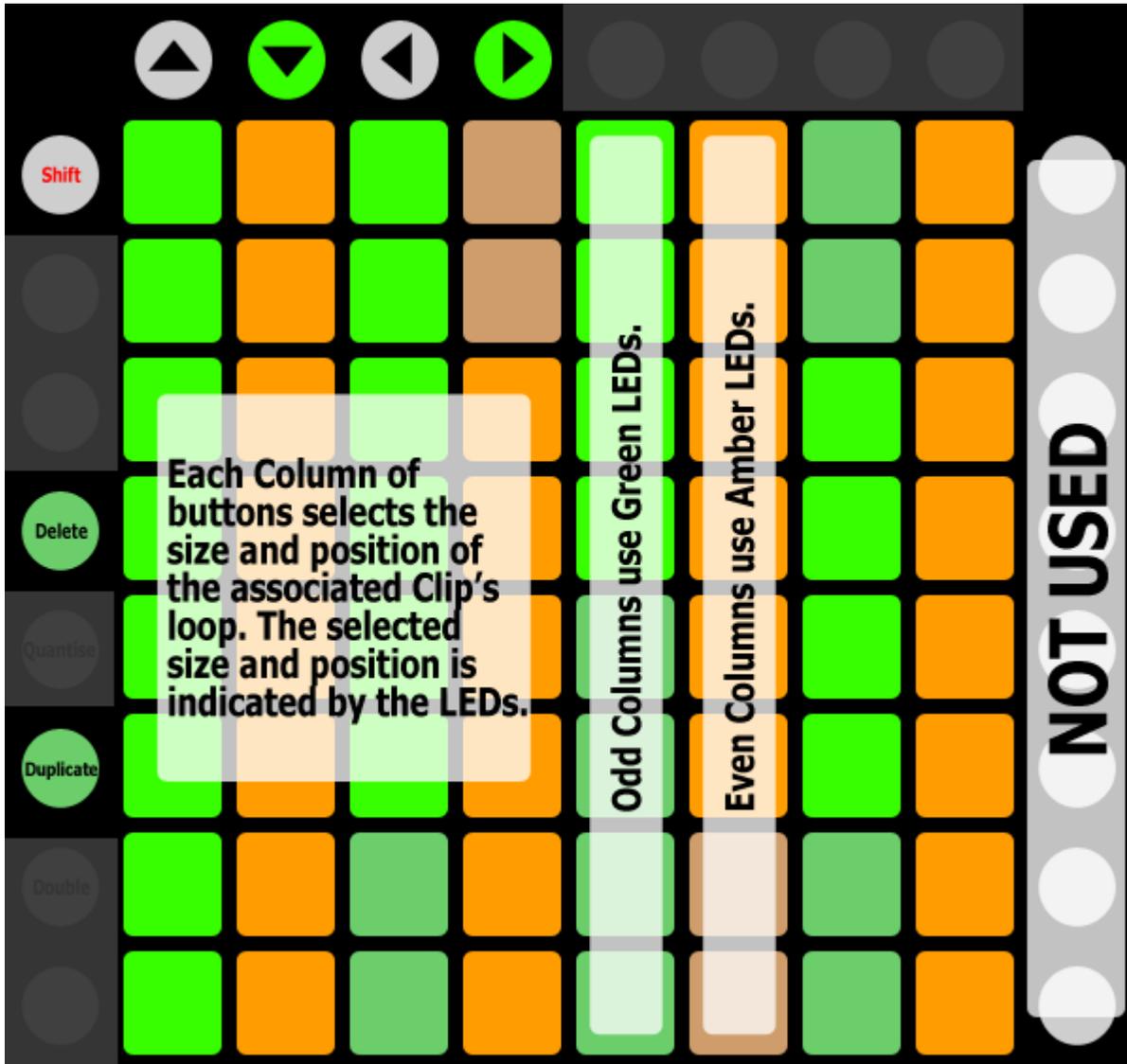
### **MATRIX ACCESSORY BUTTONS:**

- **1/32** - **1/4** – These select the Global Quantization value to use for Clip Scrubbing.

**ARROW BUTTONS** – Navigate the [Grid Selector](#).

## [Clip Play Poly] Loop Sub-Mode

This Sub-Mode sets up the MATRIX for polyphonic [Clip Loop Control](#).



**MATRIX** – Each Column of Buttons is assigned to Clip Loop Control.

**MATRIX ACCESSORY BUTTONS** - Not used in this Sub-Mode.

**ARROW BUTTONS** – Navigate the [Grid Selector](#).

# ClyphX

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): CLYPHX **x** (where **x** is the name to use for an instance of the Mode. CLYPHX TRACK for example.)

This Mode set up the MATRIX for triggering [ClyphX](#) actions. The Mode needs to include an instance name (such as CLYPHX MY ACTIONS), which you'll specify in [Settings-Matrix Mode List.txt](#). This allows each instance of the Mode to trigger different sets of ClyphX actions. The ClyphX actions each instance of the Mode should trigger can be specified in the instance's associated [settings file](#). For example, the ClyphX actions that CLYPHX MY ACTIONS will trigger are specified in the file named *Settings-ClyphX My Actions.txt*.

This Mode also set up the MATRIX ACCESSORY BUTTONS for storing/recalling ClyphX Snaps. Each instance of the Mode can store/recall its own set of ClyphX Snaps.

**MATRIX** – The Buttons in this section trigger ClyphX actions.

**MATRIX ACCESSORY BUTTONS** – The Buttons in this section store/recall ClyphX Snaps. If a Button has an associated ClyphX Snap, its LED will be lit and pressing the Button will recall the ClyphX Snap. Otherwise, pressing the Button will store a ClyphX Snap.

- When DELETE is held down, pressing a Button that has an associated ClyphX Snap will delete the ClyphX Snap.

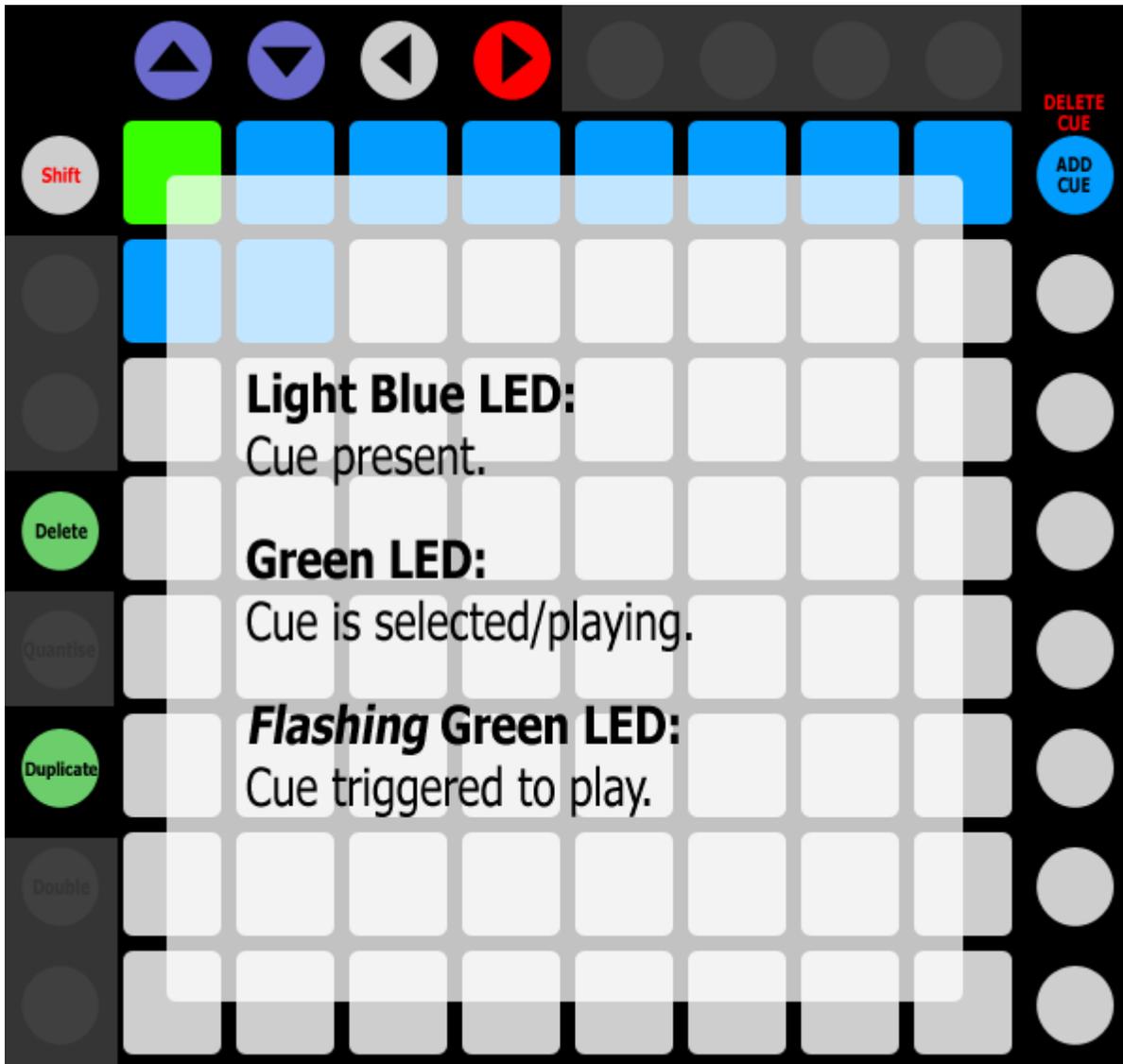
**ARROW BUTTONS** – In Session View, navigate Scenes and Tracks. In Arrangement View, navigate Tracks and the Insert Marker.

✓ **TIPS:** *By default, the settings of all Tracks in the Live Set will be snapped and the default ClyphX Snap Action will be used. These behaviors can be changed via the TRACKS\_TO\_SNAP and SNAP\_MODIFIERS settings in each instance's associated settings file.*

# Cue

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): CUE

This Mode sets up the MATRIX for launching Cues (aka Arrangement View Locators).



**MATRIX** – The Buttons in this section launch Cues with quantization that is determined by your Global Quantization setting. The [Status Bar](#) will indicate the name and position of the Cue that was launched.

- When **SHIFT** is held down, these Buttons launch Cues immediately (without quantization) regardless of your Global Quantization setting.

## MATRIX ACCESSORY BUTTONS:

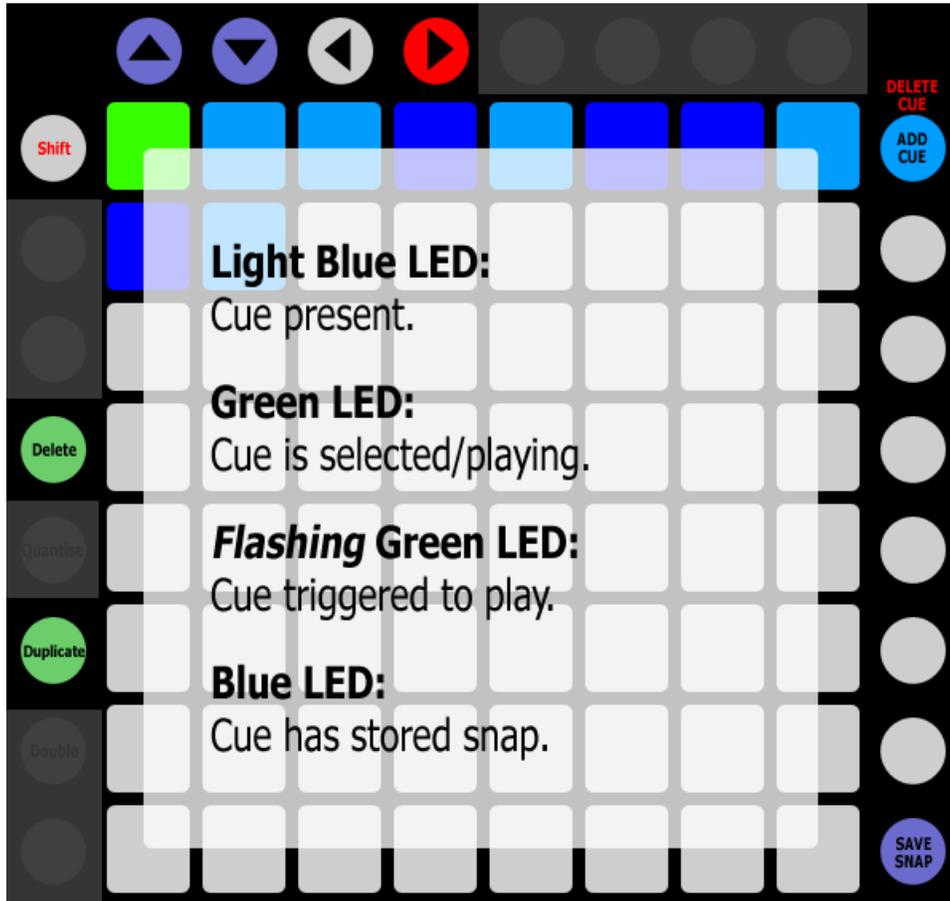
- **ADD CUE** – Adds a Cue at the current Arrangement position. This will only be accessible if the position doesn't already contain a Cue.
  - When **SHIFT** is held down, this will delete the currently selected Cue. This will only be accessible if a Cue is selected.

**ARROW BUTTONS** – Up and Down are used for Rewind and Fastforward respectively. Left and Right navigate Tracks in Session View or the Insert Marker in Arrangement View.

# Cue Snap

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): CUE\_SNAP

This Mode sets up the MATRIX for launching Cues (aka Arrangement View Locators) as well as storing/launching [Session Snapshots](#).



**MATRIX** – The Buttons in this section launch Cues with quantization that is determined by your Global Quantization setting. Also, if the Cue has an associated Session Snapshot, it will be launched when the Cue is reached. The [Status Bar](#) will indicate the name and position of the Cue that was launched.

- When **SHIFT** is held down, these Buttons launch Cues immediately (without quantization) regardless of your Global Quantization setting.
- When **DELETE** is held down, these Buttons delete stored Session Snapshots.

## **MATRIX ACCESSORY BUTTONS:**

- **ADD CUE** – Adds a Cue at the current Arrangement position. This will only be accessible if the position doesn't already contain a Cue.
  - When **SHIFT** is held down, this will delete the currently selected Cue. This will only be accessible if a Cue is selected.
- **SAVE SNAP** – When this Button is held down, pressing a Button in the MATRIX that is associated with a Cue will store and associate a Session Snapshot with the Cue.

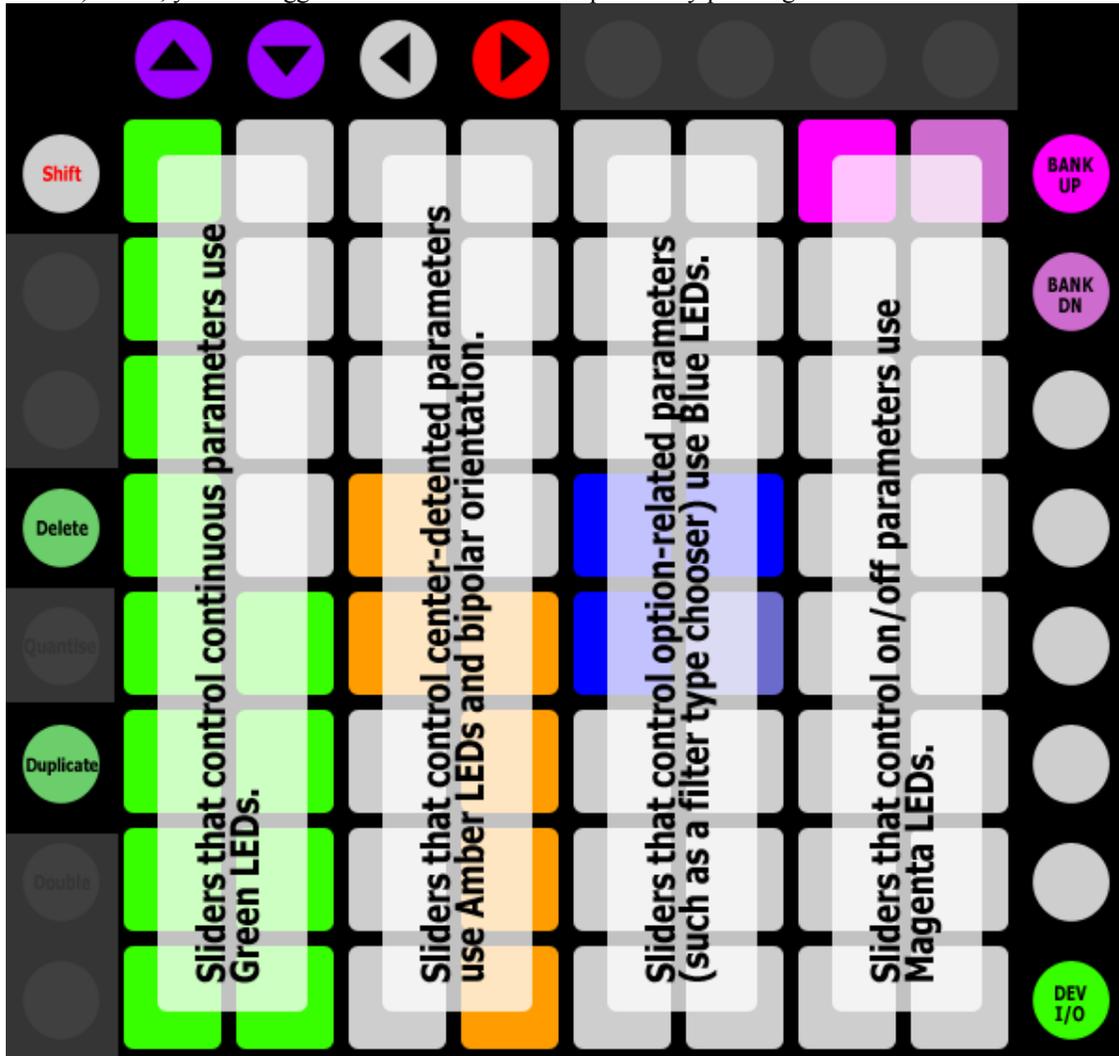
**ARROW BUTTONS** – Up and Down are used for Rewind and Fastforward respectively. Left and Right navigate Tracks in Session View or the Insert Marker in Arrangement View.

**ⓘ NOTE:** Cues that have an associated Session Snapshot will launch the Session Snapshot when the Cue is reached. In this way, Cues can be used to sequence the launching of Clips in Session View.

# Device

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): DEVICE

This Mode sets up the MATRIX for controlling parameters of the selected Device (indicated by a blue hand icon on the Device's title bar). Also, you can toggle between Device and Clip View by pressing the Button used to select this Mode.



**MATRIX** – Each Column of Buttons functions as an [Intelligent Button Slider](#) for controlling a parameter of the selected Device.

## MATRIX ACCESSORY BUTTONS:

- **BANK UP/BANK DN** – If the Device has more than 8 parameters, these will move between Banks of 8 parameters to control. The [Status Bar](#) will indicate the name of the selected Bank.
- **DEV I/O** – Toggles the Device on/off. When held down, this will function as a momentary on/off switch.

**ARROW BUTTONS** – Up and Down are used for navigating left and right between Devices. Left and Right navigate Tracks in Session View or the Insert Marker in Arrangement View.

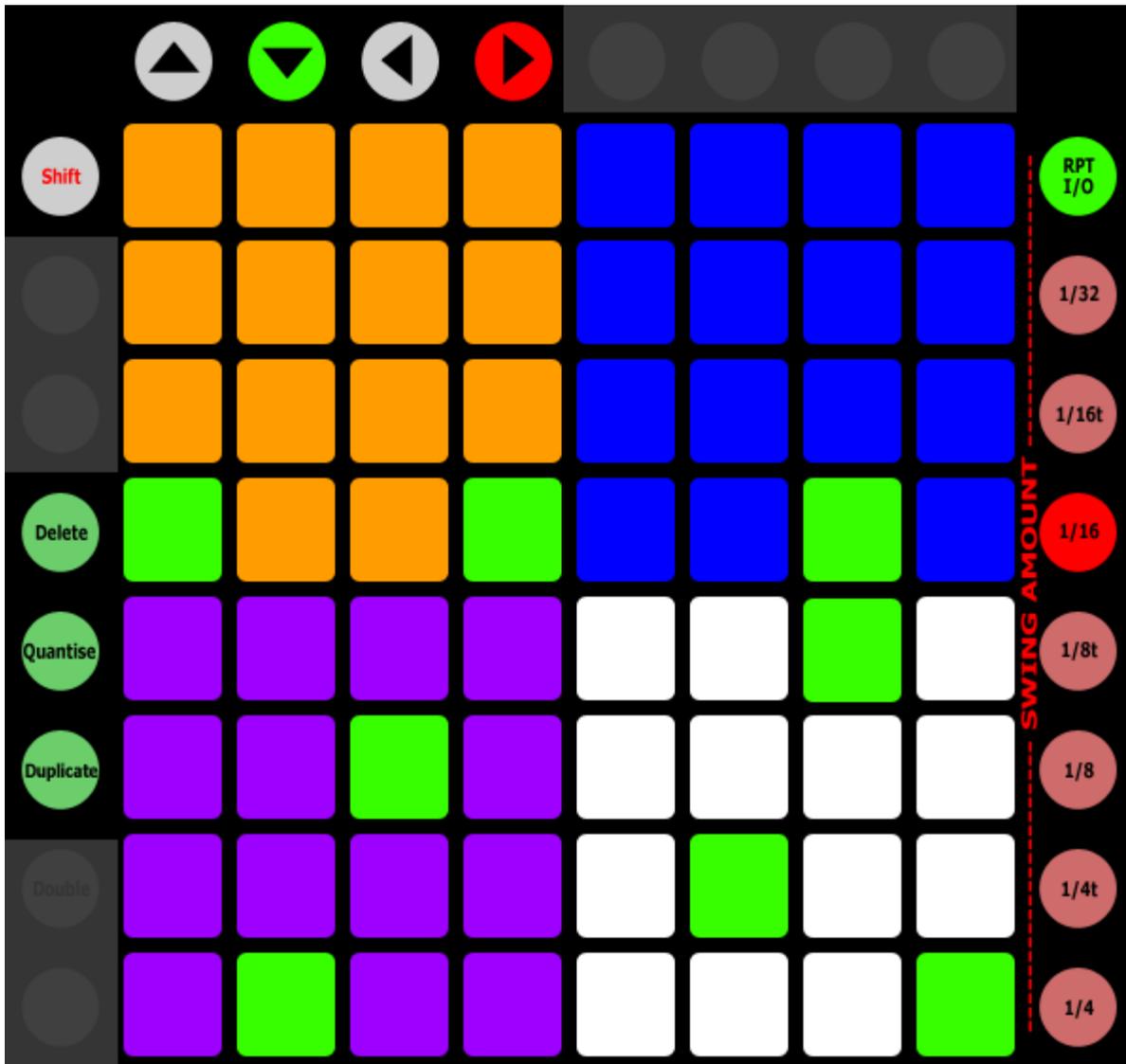
- When **SHIFT** is held down and the selected Device is a Rack or within a Rack, Up and Down have some additional functionality. Up will hide the Devices on the selected Chain. Down will show the Devices on the selected Chain if they are currently hidden. Otherwise, Down will navigate to the next Chain in the Rack.

✓ **TIP:** This Mode can be locked to the currently selected Device via [the Button assigned to Lock](#). The Status Bar will indicate lock status.

# Drum

MODE NAME (to specify in [Settings-Matrix Mode List.txt](#)): DRUM

This Mode sets up the MATRIX for playing Drum instruments (other than just the Drum Rack) on the [current Track](#).



**MATRIX** – This section is split into 4 quadrants of 4 x 4 Drum Pads. The quadrants use different LED colors to visually differentiate them from each other.

- When DELETE is held down, these Buttons are used for [Note Deleting/Erasing](#).
- When QUANTISE is held down, pressing one of these Buttons will quantize the Notes associated with the Button in the selected Clip. If two Buttons are pressed, all of the Notes in the range of the two Buttons will be quantized.

**MATRIX ACCESSORY BUTTONS** – The Buttons in this section control [Note Repeat](#).

**ARROW BUTTONS** – Up and Down will shift the Notes assigned to the Drum Pads up or down by 32 semitones. Pressing both Up and Down will revert back to the default Note range. The [Status Bar](#) will indicate the current Note range. Left and Right navigate Tracks in Session View or the Insert Marker in Arrangement View.

## **Global User**

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): GLOBAL\_USER

This Mode sets up the MATRIX for controlling user-assignable global parameters and properties as well as triggering [ClyphX](#) actions. The parameters/properties and ClyphX actions that the MATRIX should control as well as the LED colors that should be used can be specified in [Settings-Global User.txt](#).

**MATRIX** – The Buttons in this section control user-assignable global parameters/properties and trigger ClyphX actions.

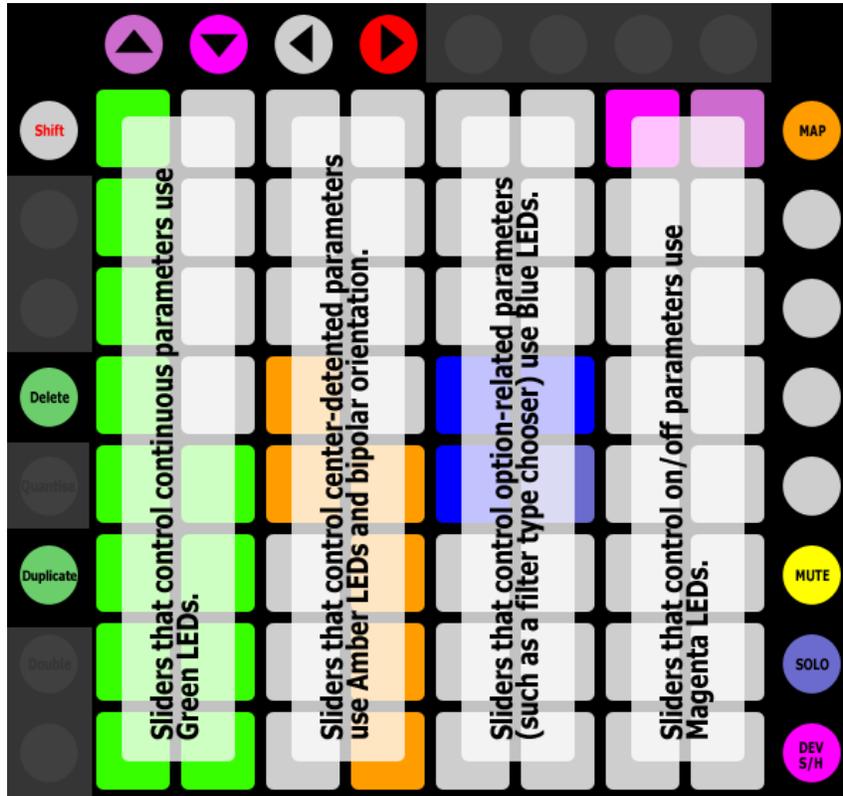
**MATRIX ACCESSORY BUTTONS** – These Buttons function as a Button Slider for controlling Cue Volume.

**ARROW BUTTONS** – In Session View, navigate Scenes and Tracks. In Arrangement View, navigate Tracks and the Insert Marker.

# HazMap Chain

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): HM\_CHAIN x (where x is the name to use for an instance of the Mode. HM\_CHAIN DR for example.)

This Mode sets up the MATRIX for [Chain-based HazMapping](#) to parameters of the selected Chain of a Rack on the [current Track](#).



**MATRIX** – Each Column of Buttons functions as an [Intelligent Button Slider](#) for controlling a HazMapped parameter of the selected Chain of a Rack on the current Track.

When MAP (described below) is held down, the first Intelligent Button Slider provides access to mapping functionality. The topmost Button will turn HazMap Mapping Mode On or Off. When On, you can [create HazMappings](#) for the Intelligent Button Sliders.

The bottommost Button will initiate deletion of the mappings of this Mode. Once initiated, the topmost Button must be pressed to perform the actual deletion.

The [Status Bar](#) will display information on all of this to help guide you through the process.

## MATRIX ACCESSORY BUTTONS:

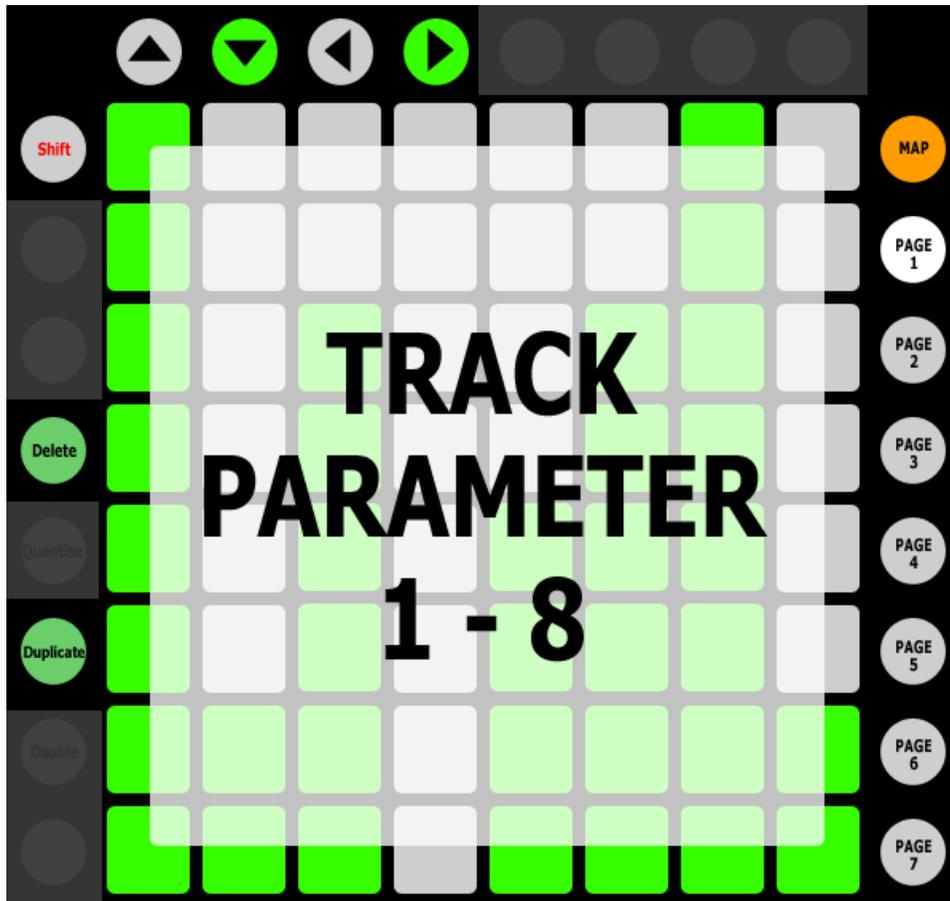
- **MAP** – When held down, this will modify the function of the first Intelligent Button Slider.
- **MUTE** – Toggles the Mute state of the selected Chain. When held down, this will function as a momentary Mute switch.
- **SOLO** – Toggles the Solo state of the selected Chain. When held down, this will function as a momentary Solo switch.
- **DEV S/H** – Shows or hides the Devices of the selected Chain.

**ARROW BUTTONS** – Up and Down will navigate between the Chains of the Rack. The Status Bar will indicate the name of the selected Chain. Left and Right navigate Tracks in Session View or the Insert Marker in Arrangement View.

## HazMap Mix

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): HM\_MIX x (where x is the name to use for an instance of the Mode. HM\_MIX EQ for example.)

This Mode sets up the MATRIX for [Mix-based HazMapping](#) to parameters across the Tracks within the [Grid Selector](#).



**MATRIX** – Each Column of Buttons functions as an [Intelligent Button Slider](#) for controlling a HazMapped parameter of a Track.

When MAP (described below) is held down, the first Intelligent Button Slider provides access to mapping functionality. The topmost Button will turn HazMap Mapping Mode On or Off. When On, you can [create HazMappings](#) for the Intelligent Button Sliders. However, unlike other HazMap Modes, this Mode strictly uses the first Intelligent Button Slider for creating HazMappings. Also, this Mode provides multiple Pages of mappings. Each Page allows for one mapping, which you'll create with the first Intelligent Button Slider. You can switch between Pages while in HazMap Mapping Mode.

The bottommost Button will initiate deletion of the mappings of this Mode. Once initiated, the topmost Button must be pressed to perform the actual deletion.

The [Status Bar](#) will display information on all of this to help guide you through the process.

### **MATRIX ACCESSORY BUTTONS:**

- **MAP** – When held down, this will modify the function of the first Intelligent Button Slider.
- **PAGE 1 – 7** – These select the Page of mappings to use or, while in HazMap Mapping Mode, the Page to create mappings for. The Status Bar will display the name of the selected Page.

**ARROW BUTTONS** – Navigate the Grid Selector.



## **Launchpad Pro Note**

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): LPP\_NOTE

This Mode provides access to the Launchpad Pro's Note Mode. This Mode can **only** be used with the Launchpad Pro. Unlike other Modes, [Super Modes](#) are not accessible when this Mode is selected. Also, when **SHIFT** is held, this Mode internally uses the controller's NOTE Button and so Mode 9 (which is accessed by holding **SHIFT** and pressing NOTE) cannot be accessed when this Mode is selected. Additionally, this Mode does not work the [Lemur Template](#).

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## **Launchpad Pro User**

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): LPP\_USER

This Mode provides access to the Launchpad Pro's User Mode. This Mode can **only** be used with the Launchpad Pro.

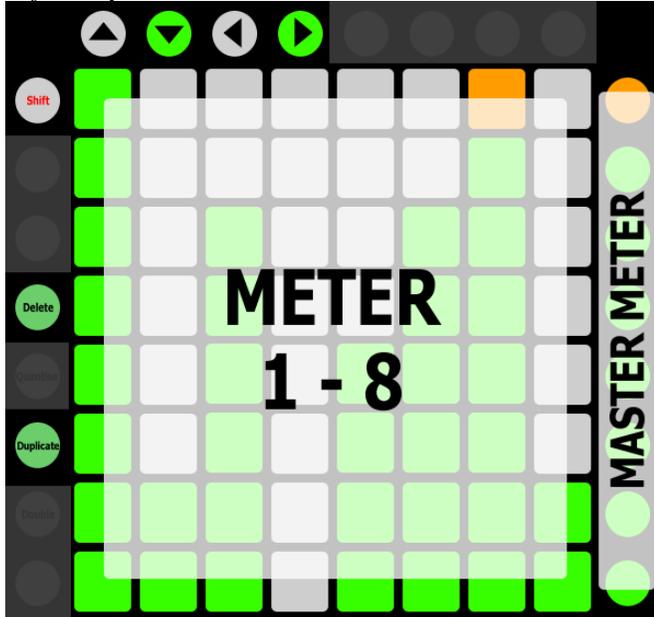
In this Mode, all of this controller's controls except for the **MODE 1 - 4** Buttons work just as they normally would in the Launchpad Pro's User Mode. Unlike other Modes, [Super Modes](#) are not accessible when this Mode is selected. Also, to exit this Mode, you need to use one of the **MODE 1 - 4** Buttons.

# Meters

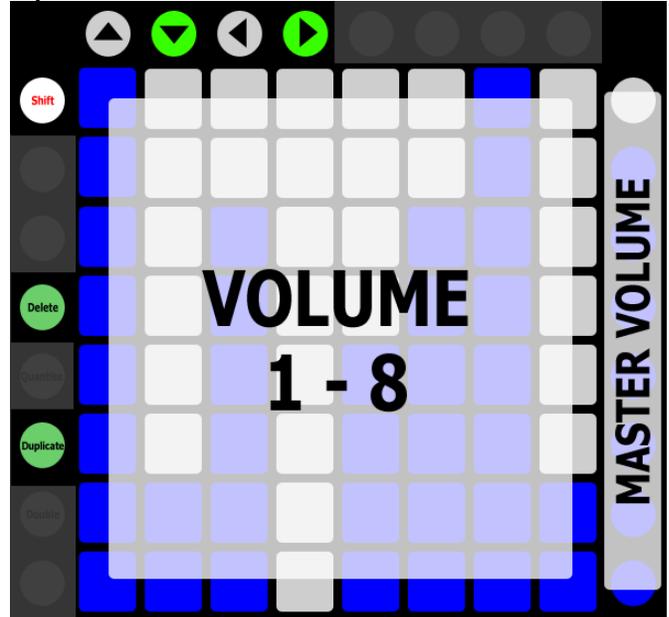
**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): METERS

This Mode sets up the MATRIX to display Level Meters and control the Volume of the Tracks within the [Grid Selector](#) as well as the Master Track.

*Default layout:*



*Layout when SHIFT is held down:*



**MATRIX** – Each Column of Buttons functions as a Level Meter for a Track.

- When **SHIFT** is held down, each Column of Buttons functions as a Button Slider for controlling the Volume of a Track.

**MATRIX ACCESSORY BUTTONS** – These Buttons function as a Level Meter for the Master Track.

- When **SHIFT** is held down, these Buttons function as a Button Slider for controlling the Volume of the Master Track.

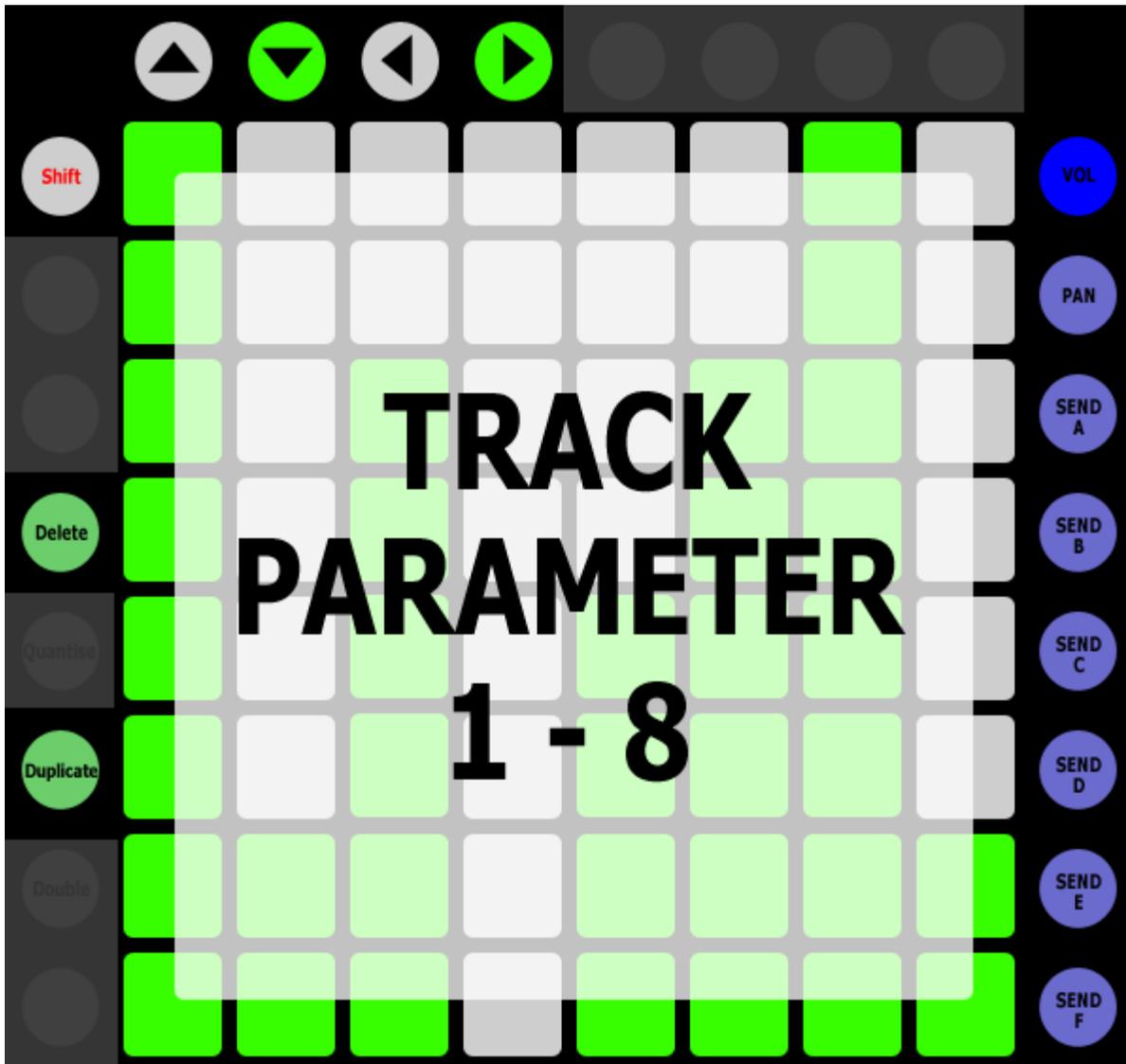
**ARROW BUTTONS** – Navigate the Grid Selector.

✓ **TIP:** By default, the Button Sliders will control the entire Volume range of Tracks. They can optionally be limited to 0db via the `LIMIT_VOLUME_CONTROL_TO_0_DB` setting in [Settings-General.txt](#).

## Mix

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): MIX

This Mode sets up the MATRIX for controlling Mixer-related parameters of the Tracks within the [Grid Selector](#).



**MATRIX** – Each Column of Buttons functions as an [Intelligent Button Slider](#) for controlling the selected parameter of a Track.

**MATRIX ACCESSORY BUTTONS** – Select the parameter (Volume, Pan or Send A – F respectively) the Intelligent Button Sliders should control. The [Status Bar](#) will indicate the selected parameter.

**ARROW BUTTONS** – Navigate the Grid Selector.

✓ **TIP:** By default, when assigned to Volume, the Button Sliders will control the entire Volume range of Tracks. They can optionally be limited to 0db via the `LIMIT_VOLUME_CONTROL_TO_0_DB` setting in [Settings-General.txt](#).

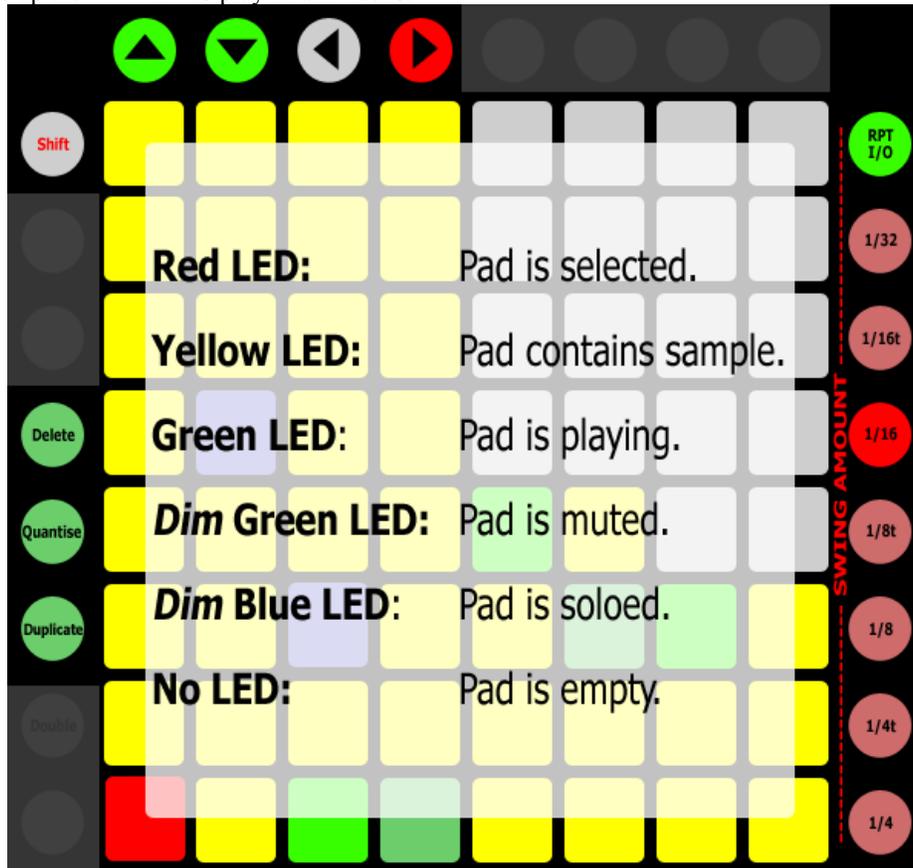
## Note

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): NOTE

This Mode provides 3 Sub-Modes for playing instruments on the [current Track](#): **Scale** (described in the [Scale](#) section), **Drum Rack** (described below) and **Simpler**. These Sub-Modes will be automatically selected based on the contents of the Track. If the Track contains a Drum Rack, the Drum Rack Sub-Mode will be selected. If the Track contains a Simpler in Slicing Playback Mode, the Simpler Sub-Mode will be selected. Otherwise, the Scale Sub-Mode will be selected.

### [Note] Drum Rack Sub-Mode

This Sub-Mode sets up the MATRIX to play Drum Racks.



**MATRIX** – This section is split into 4 quadrants of 4 x 4 Drum Pads. The lower leftmost quadrant plays the visible Pads in the Drum Rack. The other 3 quadrants play ascending quadrants of Pads in the Drum Rack.

- When DELETE is held down, these Buttons are used for [Note Deleting/Erasing](#).
- When DUPLICATE is held down, these Buttons are used for copying and pasting Pads. The first Pad that is pressed will be copied (the Drum Pad's LED and [Status Bar](#) will indicate this). The first Pad will then be copied into the second Pad that is pressed.
- When QUANTISE is held down, pressing one of these Buttons will quantize the Notes associated with the Button in the selected Clip. If two Buttons are pressed, all of the Notes in the range of the two Buttons will be quantized.

**MATRIX ACCESSORY BUTTONS** – The Buttons in this section control [Note Repeat](#).

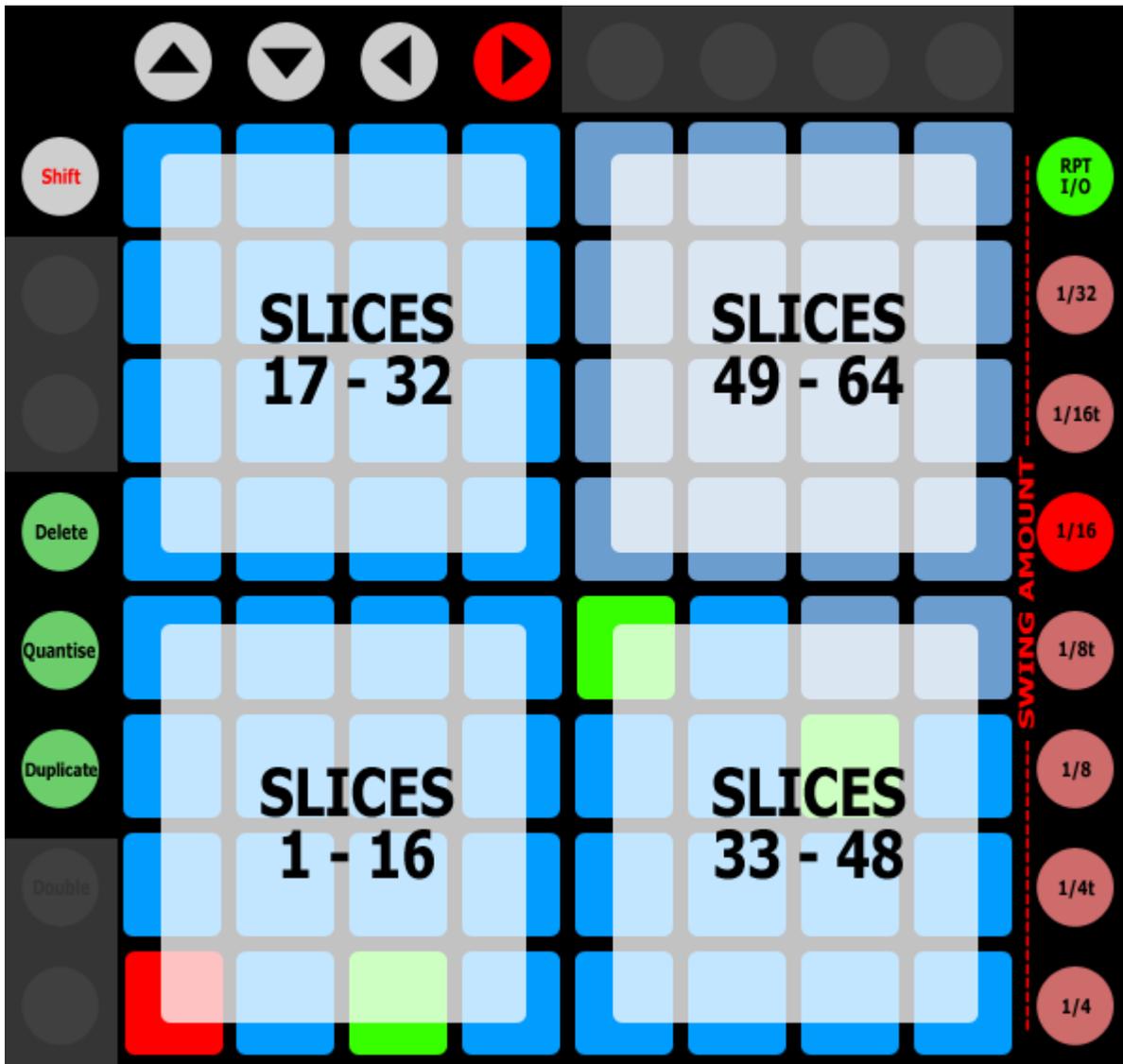
**ARROW BUTTONS** – Up and Down will move the Drum Rack selector up or down by 4 rows. Pressing both Up and Down will revert back to the default selector position. Left and Right navigate Tracks in Session View or the Insert Marker in Arrangement View.

- When SHIFT is held down, Up and Down will move the Drum Rack selector up or down by 1 row.

✓ **TIP:** The LED colors used for Drum Pads can be customized in [Settings-Drum Rack.txt](#).

## [Note] Simpler Sub-Mode

This Sub-Mode sets up the MATRIX to play Slices in Simpler.



**MATRIX** – This section is split into 4 quadrants of 4 x 4 Slice Pads.

- When **SHIFT** is held down, this section can be used for changing Simpler settings via the [Simpler Settings Page](#).
- When **DELETE** is held down, these Buttons are used for [Note Deleting/Erasing](#).
- When **QUANTISE** is held down, pressing one of these Buttons will quantize the Notes associated with the Button in the selected Clip. If two Buttons are pressed, all of the Notes in the range of the two Buttons will be quantized.

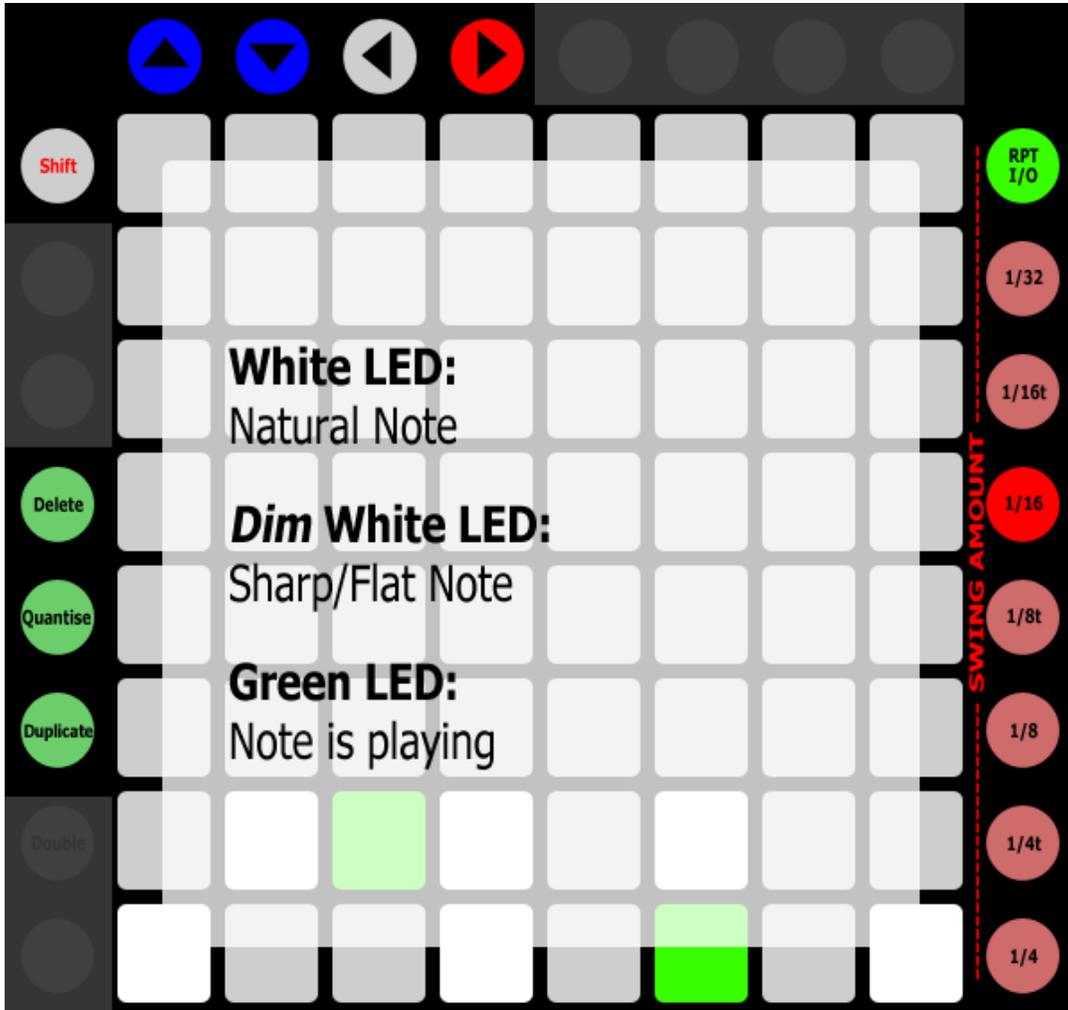
**MATRIX ACCESSORY BUTTONS** – The Buttons in this section control [Note Repeat](#).

**ARROW BUTTONS** – Up and Down are not used in this Sub-Mode. Left and Right navigate Tracks in Session View or the Insert Marker in Arrangement View.

# Note Capture

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): NOTE\_CAPTURE

This Mode sets up the MATRIX for playing Notes that be captured from the selected Clip on the [current Track](#). This Mode will capture the first 64 unique Notes from the Clip and assign them to the MATRIX in Note order. You can perform the capture by pressing the Button used to select this Mode.



**MATRIX** – Plays the Notes that have been captured.

- When DELETE is held down, these Buttons are used for [Note Deleting/Erasing](#). When SELECT is held down, pressing DELETE will delete all Notes.
- When QUANTISE is held down, pressing one of these Buttons will quantize the Notes associated with the Button in the selected Clip. If two Buttons are pressed, all of the Notes in the range of the two Buttons will be quantized. When SELECT is held down, pressing QUANTISE will quantize all Notes.

**MATRIX ACCESSORY BUTTONS** – The Buttons in this section control [Note Repeat](#).

**ARROW BUTTONS** – Up and Down will shift the captured Notes up or down by 1 octave (12 semitones). Pressing both Up and Down will revert back to the default Note range. The [Status Bar](#) will indicate the current Note range. Left and Right navigate Tracks in Session View or the Insert Marker in Arrangement View.

- When **SHIFT** is held down, Up and Down will shift the captured Notes up or down by 1 semitone.

**ⓘ NOTE:** A Clip must contain at least 2 unique Notes in order for Notes to be captured from it.

## Note Plus

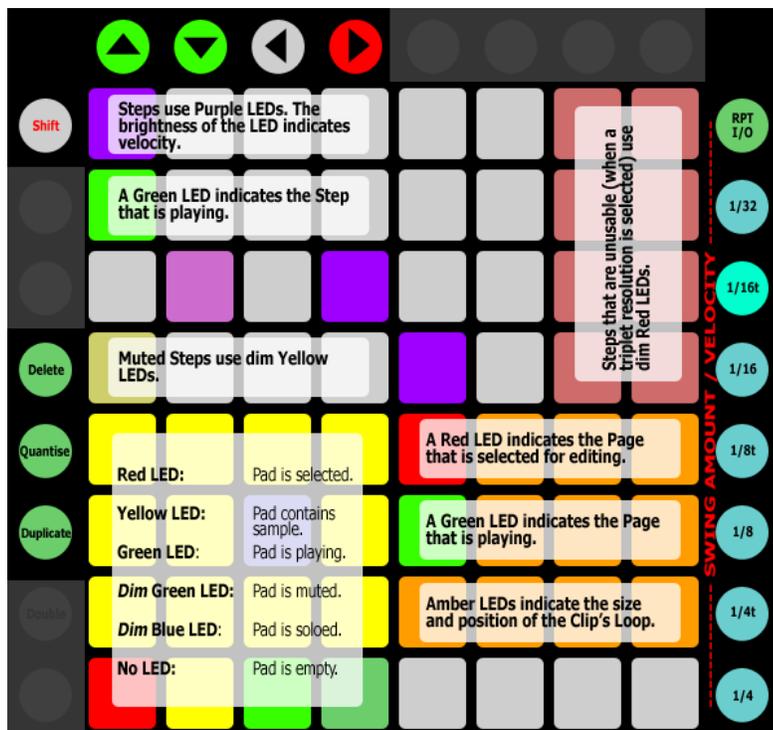
**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): NOTE\_PLUS

This Mode provides 3 Sub-Modes for playing instruments on the [current Track](#): **Scale** (described in the [Scale](#) section), **Drum Rack** (described below) and **Simpler**. The Drum Rack and Simpler Sub-Modes also include Step-Sequencing and 16 Levels functionality. These Sub-Modes will be automatically selected based on the contents of the Track. If the Track contains a Drum Rack, the Drum Rack Sub-Mode will be selected. If the Track contains a Simpler in Slicing Playback Mode, the Simpler Sub-Mode will be selected. Otherwise, the Scale Sub-Mode will be selected.

### [Note Plus] Drum Rack Sub-Mode

This Sub-Mode sets up the MATRIX to play and Step-Sequence Drum Racks. This Sub-Mode includes three Layouts: **Default** (described below), **16 Levels** and **64 Pad** (described in the [\[Note\] Drum Rack Sub-Mode](#) section), which can be toggled between by pressing the Button used to select Note Plus Mode. The [Status Bar](#) will indicate the selected Layout.

**MATRIX** – The MATRIX is split into three sections; the lower 4 Rows on the left is the **DRUM PAD SECTION**, the lower 4 Rows on the right is the **LOOP/EDIT POSITION SECTION** and the upper 4 Rows is the **STEP-SEQUENCE SECTION**.



– **DRUM PAD SECTION** – This section of Buttons plays the visible Pads in the Drum Rack and also selects the Pad to sequence from the **STEP-SEQUENCE SECTION**.

- When **SHIFT** is held down, these Buttons can be used for selecting the Pad to sequence without playing the Pad.
- When **DELETE** is held down, these Buttons are used for [Note Deleting/Erasing](#).
- When **QUANTISE** is held down, pressing one of these Buttons will quantize the Notes associated with the Button in the selected Clip. If two Buttons are pressed, all of the Notes in the range of the two Buttons will be quantized.

– **LOOP/EDIT POSITION SECTION** – The Buttons in this section are used for [Sequence Page Selection](#).

– **STEP-SEQUENCE SECTION** – The Buttons in this section are used for [Step-Sequencing](#).

**MATRIX ACCESSORY BUTTONS** – When [Note Repeat](#) is on, the Buttons in this section control Note Repeat. Otherwise:

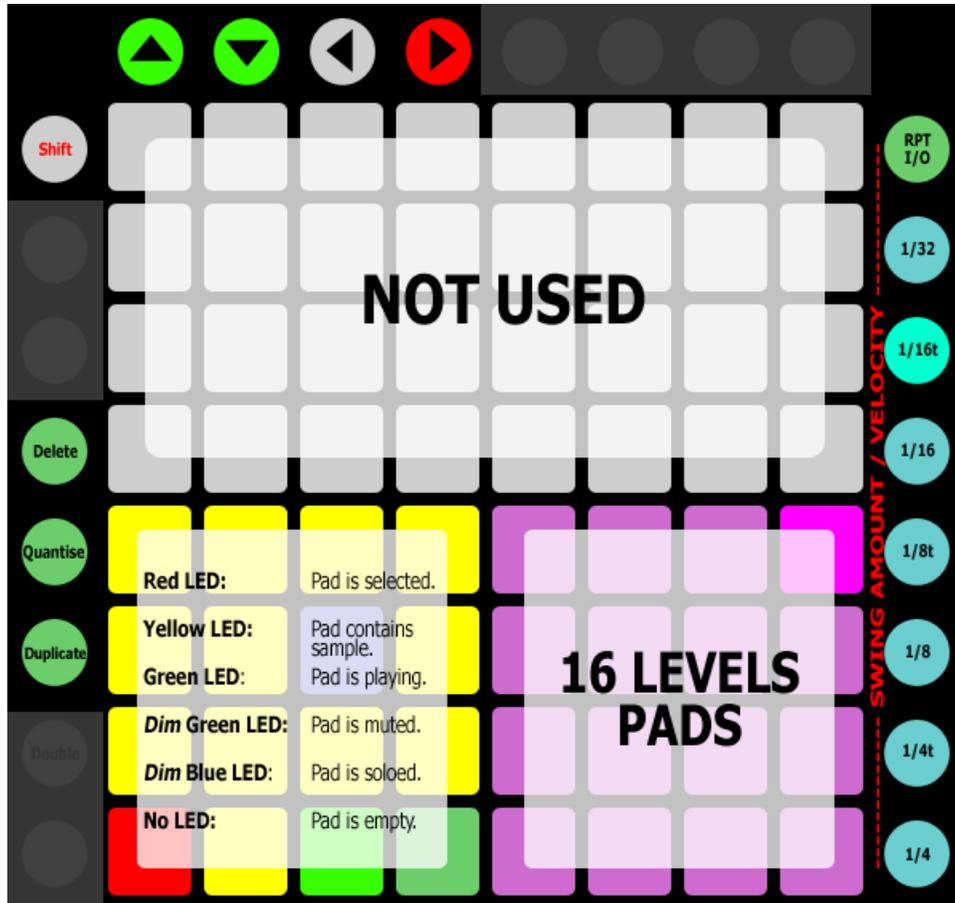
- **1/32 – 1/4** – Select the Resolution to use for Step-Sequencing. The [Status Bar](#) will indicate the selected Resolution.
  - When **SHIFT** is held down, these Buttons can be used for selecting the Velocity to use for Step-Sequencing. The Status Bar will indicate the selected Velocity.

**ARROW BUTTONS** – Up and Down will move the Drum Rack selector up or down by 4 rows. Pressing both Up and Down will revert back to the default selector position. Left and Right navigate Tracks in Session View or the Insert Marker in Arrangement View.

- When **SHIFT** is held down, Up and Down will move the Drum Rack selector up or down by 1 row.

✓ **TIP:** The LED colors used for Drum Pads can be customized in [Settings-Drum Rack.txt](#).

## [Note Plus] Drum Rack Sub-Mode - 16 Levels Layout



**MATRIX** – The MATRIX is split into two sections; the lower 4 Rows on the left is the **DRUM PAD SECTION** and the lower 4 Rows on the right is the **16 LEVELS PAD SECTION**.

- **DRUM PAD SECTION** – This section of Buttons plays the visible Pads in the Drum Rack and also selects the Pad to play from the 16 LEVELS PADS SECTION.
  - When **SHIFT** is held down, these Buttons can be used for selecting the Pad to play without playing the Pad.
  - When **DELETE** is held down, these Buttons are used for [Note Deleting/Erasing](#).
  - When **QUANTISE** is held down, pressing one of these Buttons will quantize the Notes associated with the Button in the selected Clip. If two Buttons are pressed, all of the Notes in the range of the two Buttons will be quantized.
- **16 LEVELS PAD SECTION** – This section of Buttons plays the selected Drum Rack Pad with ascending Velocities.

**MATRIX ACCESSORY BUTTONS** – When [Note Repeat](#) is on, the Buttons in this section control Note Repeat.

**ARROW BUTTONS** – Up and Down will move the Drum Rack selector up or down by 4 rows. Pressing both Up and Down will revert back to the default selector position. Left and Right navigate Tracks in Session View or the Insert Marker in Arrangement View.

- When **SHIFT** is held down, Up and Down will move the Drum Rack selector up or down by 1 row.

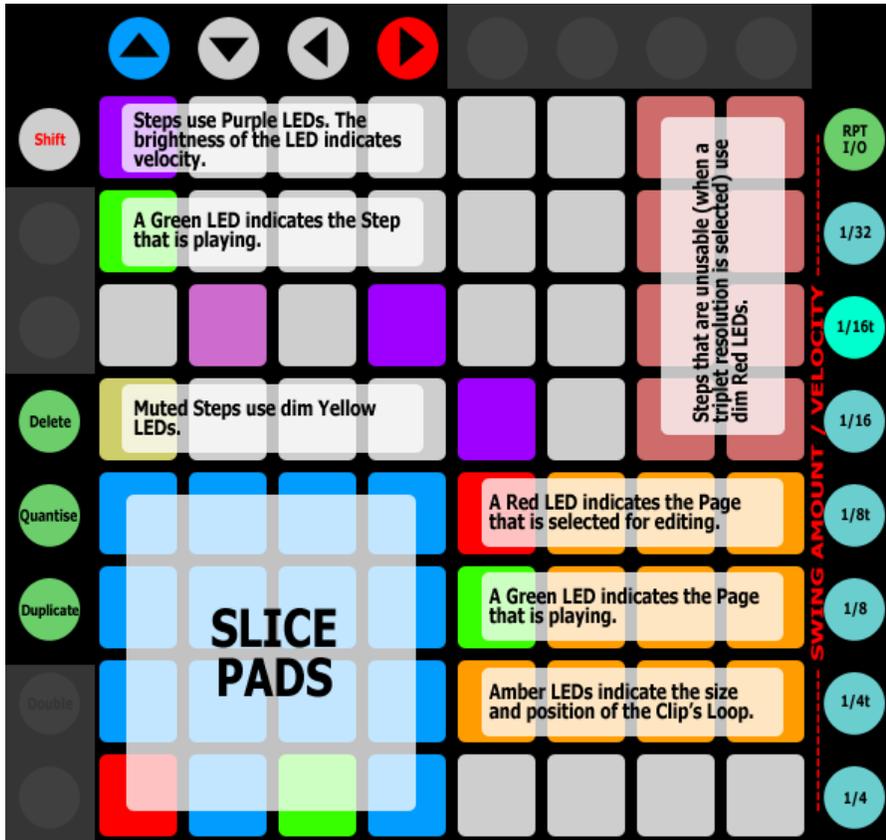
✓ **TIP:** The LED colors used for Drum Pads can be customized in [Settings-Drum Rack.txt](#).

## [Note Plus] Simpler Sub-Mode

This Sub-Mode sets up the MATRIX to play and Step-Sequence Slices in Simpler. This Sub-Mode includes three Layouts: **Default** (described below), **16 Levels** and **64 Pad** (described in the [\[Note\] Simpler Sub-Mode](#) section), which can be toggled between by pressing the Button used to select Note Plus Mode. The [Status Bar](#) will indicate the selected Layout.

**MATRIX** – The MATRIX is split into three sections; the lower 4 Rows on the left is the **SLICE PAD SECTION**, the lower 4 Rows on the right is the **LOOP/EDIT POSITION SECTION** and the upper 4 Rows is the **STEP-SEQUENCE SECTION**.

- When **SHIFT** is held down, the MATRIX can be used for changing Simpler settings via the [Simpler Settings Page](#).



- **SLICE PAD SECTION** – This section of Buttons plays Slices in Simpler and also selects the Slice to sequence from the **STEP-SEQUENCE SECTION**.
  - When **DELETE** is held down, these Buttons are used for [Note Deleting/Erasing](#).
  - When **QUANTISE** is held down, pressing one of these Buttons will quantize the Notes associated with the Button in the selected Clip. If two Buttons are pressed, all of the Notes in the range of the two Buttons will be quantized.

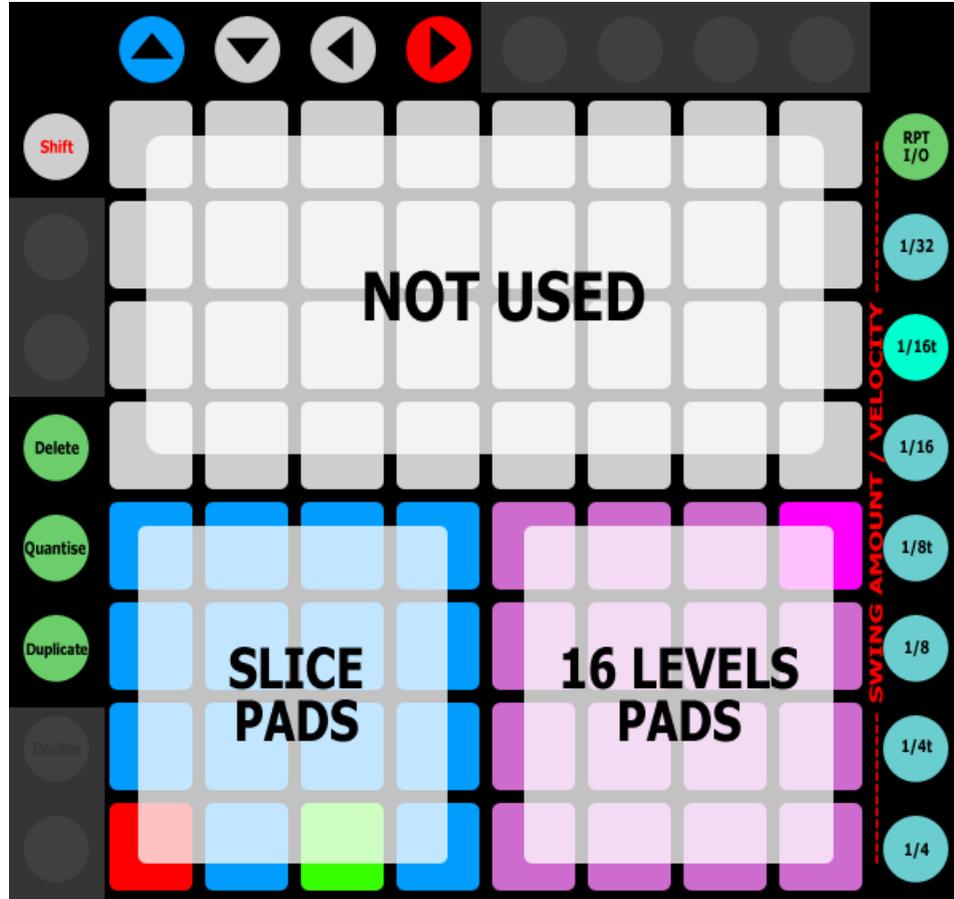
- **LOOP/EDIT POSITION SECTION** – The Buttons in this section are used for [Sequence Page Selection](#).
- **STEP-SEQUENCE SECTION** – The Buttons in this section are used for [Step-Sequencing](#).

**MATRIX ACCESSORY BUTTONS** – When [Note Repeat](#) is on, the Buttons in this section control Note Repeat. Otherwise:

- **1/32 – 1/4** – Select the Resolution to use for Step-Sequencing. The [Status Bar](#) will indicate the selected Resolution.
  - When **SHIFT** is held down, these Buttons can be used for selecting the Velocity to use for Step-Sequencing. The Status Bar will indicate the selected Velocity.

**ARROW BUTTONS** – Up and Down navigate Slices (if more than 16 Slices are present). Pressing both Up and Down will revert back to the first 16 Slices. The Status Bar will indicate the current range of Slices. Left and Right navigate Tracks in Session View or the Insert Marker in Arrangement View.

## [Note Plus] Simpler Sub-Mode - 16 Levels Layout



**MATRIX** – The MATRIX is split into two sections; the lower 4 Rows on the left is the **SLICE PAD SECTION** and the lower 4 Rows on the right is the **16 LEVELS PAD SECTION**.

- When **SHIFT** is held down, the MATRIX can be used for changing Simpler settings via the [Simpler Settings Page](#).
- **SLICE PAD SECTION** – This section of Buttons plays Slices in Simpler and also selects the Slice to play from the **16 LEVELS PADS SECTION**.
  - When **DELETE** is held down, these Buttons are used for [Note Deleting/Erasing](#).
  - When **QUANTISE** is held down, pressing one of these Buttons will quantize the Notes associated with the Button in the selected Clip. If two Buttons are pressed, all of the Notes in the range of the two Buttons will be quantized.
- **16 LEVELS PAD SECTION** – This section of Buttons plays the selected Slice with ascending Velocities.

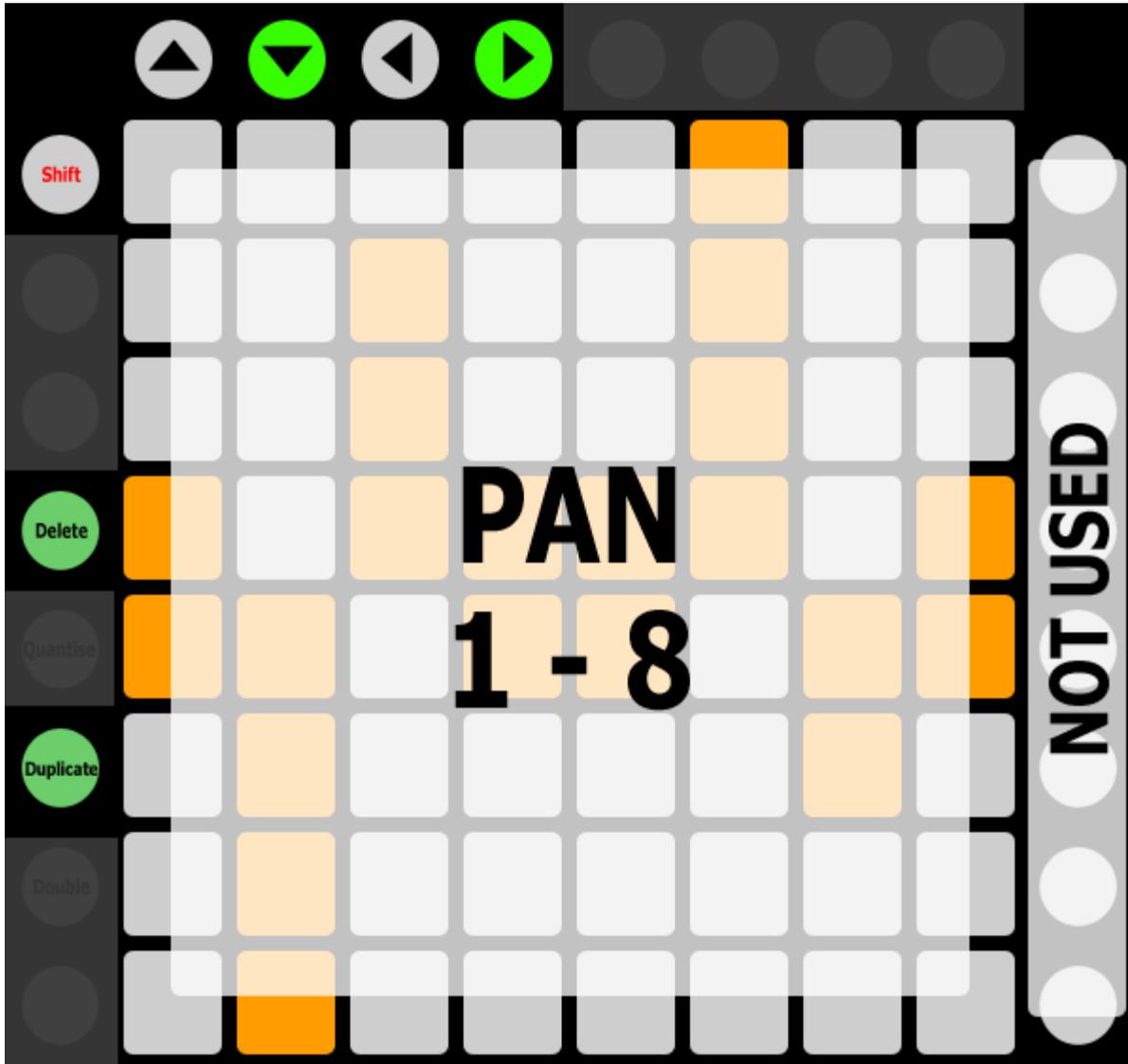
**MATRIX ACCESSORY BUTTONS** – When [Note Repeat](#) is on, the Buttons in this section control Note Repeat.

**ARROW BUTTONS** – Up and Down navigate Slices (if more than 16 Slices are present). Pressing both Up and Down will revert back to the first 16 Slices. The [Status Bar](#) will indicate the current range of Slices. Left and Right navigate Tracks in Session View or the Insert Marker in Arrangement View.

# Pan

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): PAN

This Mode sets up the MATRIX for controlling the Panning of the Tracks within the [Grid Selector](#).



**MATRIX** – Each Column of Buttons functions as an [Intelligent Button Slider](#) for controlling the Panning of a Track.

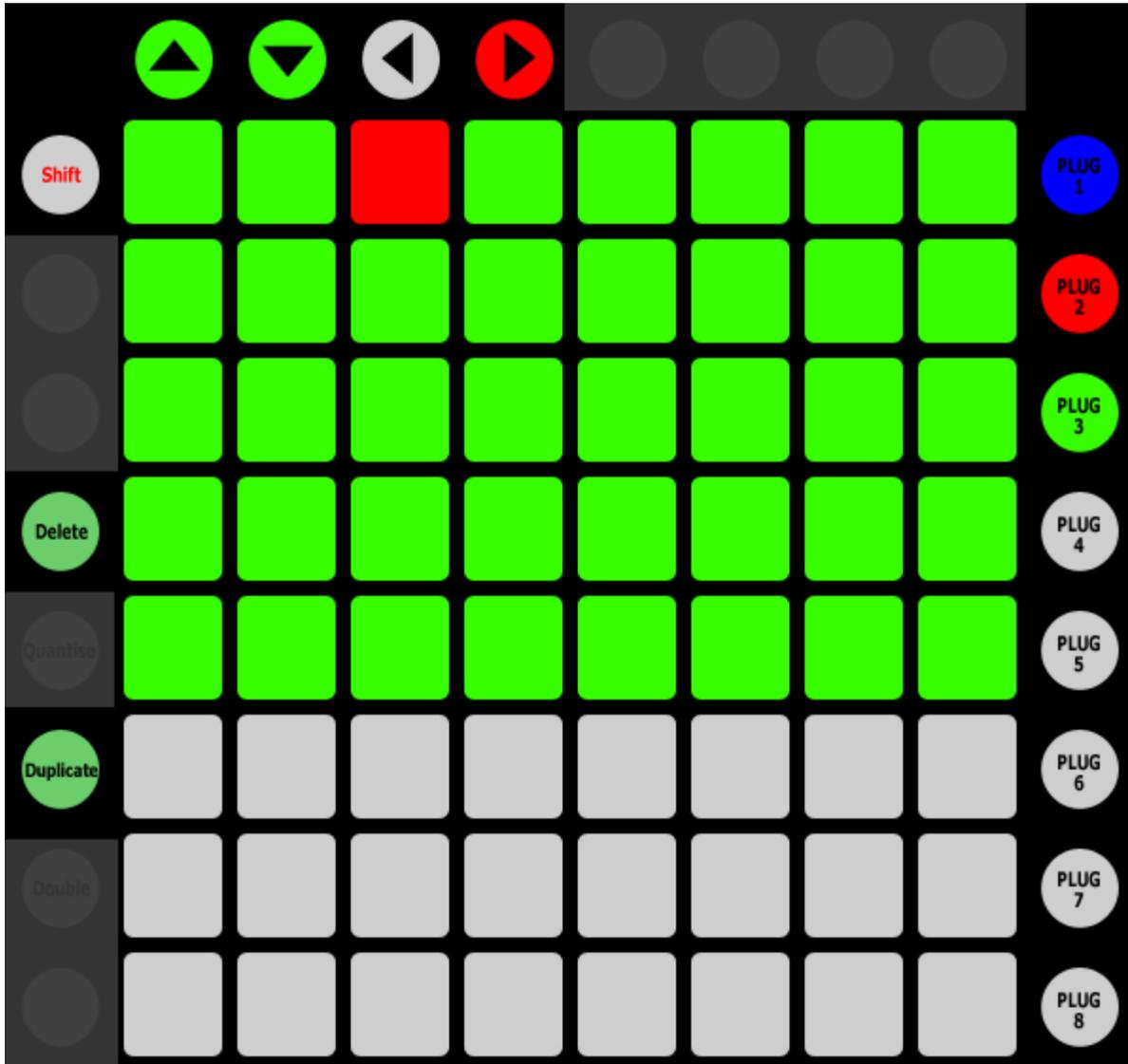
**MATRIX ACCESSORY BUTTONS** – Not used in this Mode.

**ARROW BUTTONS** – Navigate the Grid Selector.

# Plugin

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): PLUGIN

This Mode sets up the MATRIX for Plugin preset selection on the [current Track](#).



**MATRIX** – The Buttons in this section directly select the Plugin’s presets. The [Status Bar](#) will indicate the name of the selected preset.

**MATRIX ACCESSORY BUTTONS** – The Buttons in this section can load Plugins onto the selected Track. You can specify the Plugins to load in [Settings-Plugins To Load.txt](#). The Status Bar will indicate the name of the Plugin being loaded.

**ARROW BUTTONS** – Up and Down navigate to the Plugin’s next/previous preset. Pressing both Up and Down will select the Plugin’s first preset. Left and Right navigate Tracks in Session View or the Insert Marker in Arrangement View.

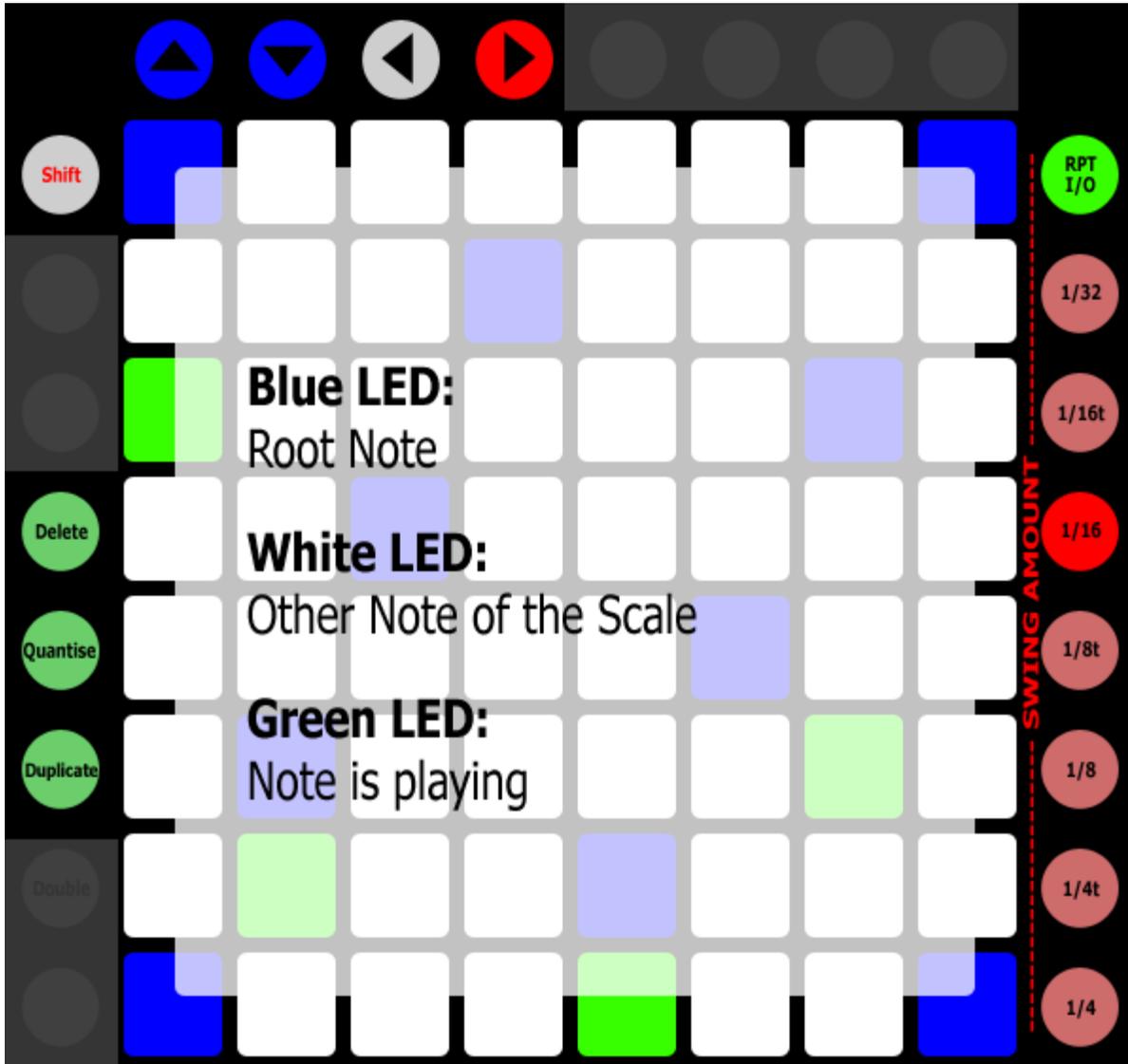
- When **SHIFT** is held down, Up and Down navigate between Banks of 64 presets (if the Plugin has more than 64 presets) that can be selected from the MATRIX. Pressing both Up and Down will revert to the first Bank of presets. The Status Bar will indicate the Bank of presets that is selected.

**ⓘ NOTE:** *Plugin presets can only be selected/navigated if the Plugin’s preset list is exposed (visible in the Plugin’s container in Live).*

# Scale

MODE NAME (to specify in [Settings-Matrix Mode List.txt](#)): SCALE

This Mode sets up the MATRIX to play Scales and is useful for playing virtually any instrument on the [current Track](#).



**MATRIX** – Plays the Notes of the assigned Scale. By default, the Notes that are accessible are all within the selected Scale and oriented by 4ths. This means that, when moving upwards, each Row is a 4th higher than the Row below it.

- When **SHIFT** is held down, this section can be used for changing Scale settings via the [Scale Settings Page](#).
- When **DELETE** is held down, these Buttons are used for [Note Deleting/Erasing](#).
- When **QUANTISE** is held down, pressing one of these Buttons will quantize the Notes associated with the Button in the selected Clip. If two Buttons are pressed, all of the Notes in the range of the two Buttons will be quantized.

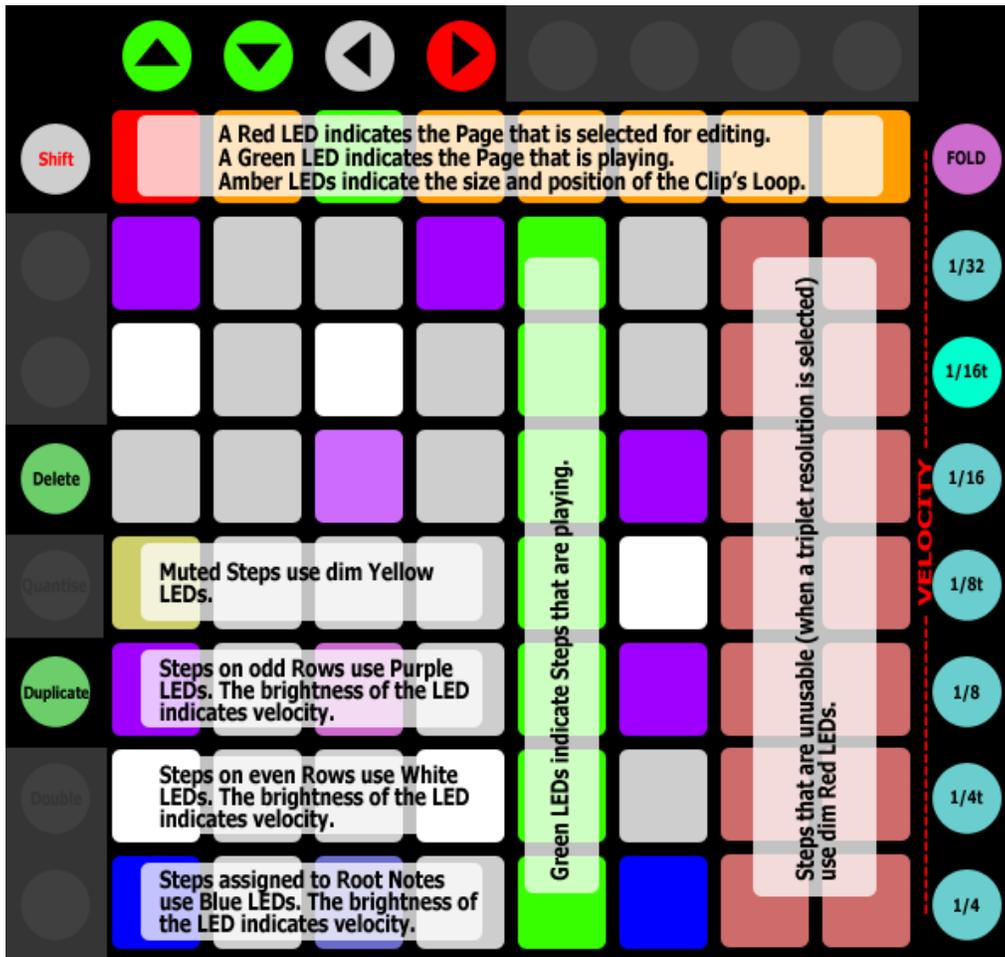
**MATRIX ACCESSORY BUTTONS** – The Buttons in this section control [Note Repeat](#).

**ARROW BUTTONS** – Up and Down will shift the Scale up or down by 1 octave (12 semitones). Pressing both Up and Down will revert back to the default Note range. The [Status Bar](#) will indicate the current Note range. Left and Right navigate Tracks in Session View or the Insert Marker in Arrangement View.

# Scale Sequence

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): SCALE\_SEQ

This Mode sets up the MATRIX for Scale-based polyphonic Step-Sequencing on the [current Track](#).



**MATRIX** – The MATRIX is split into two sections; the uppermost Row is the **LOOP/EDIT POSITION SECTION** and the other Rows are the **STEP-SEQUENCE SECTION**.

- When **SHIFT** is held down, the MATRIX can be used for changing Scale settings via the [Scale Settings Page](#).
- **LOOP/EDIT POSITION SECTION** – The Buttons in this section are used for [Sequence Page Selection](#).
- **STEP-SEQUENCE SECTION** – The Buttons in this section are used for [Step-Sequencing](#).

## MATRIX ACCESSORY BUTTONS:

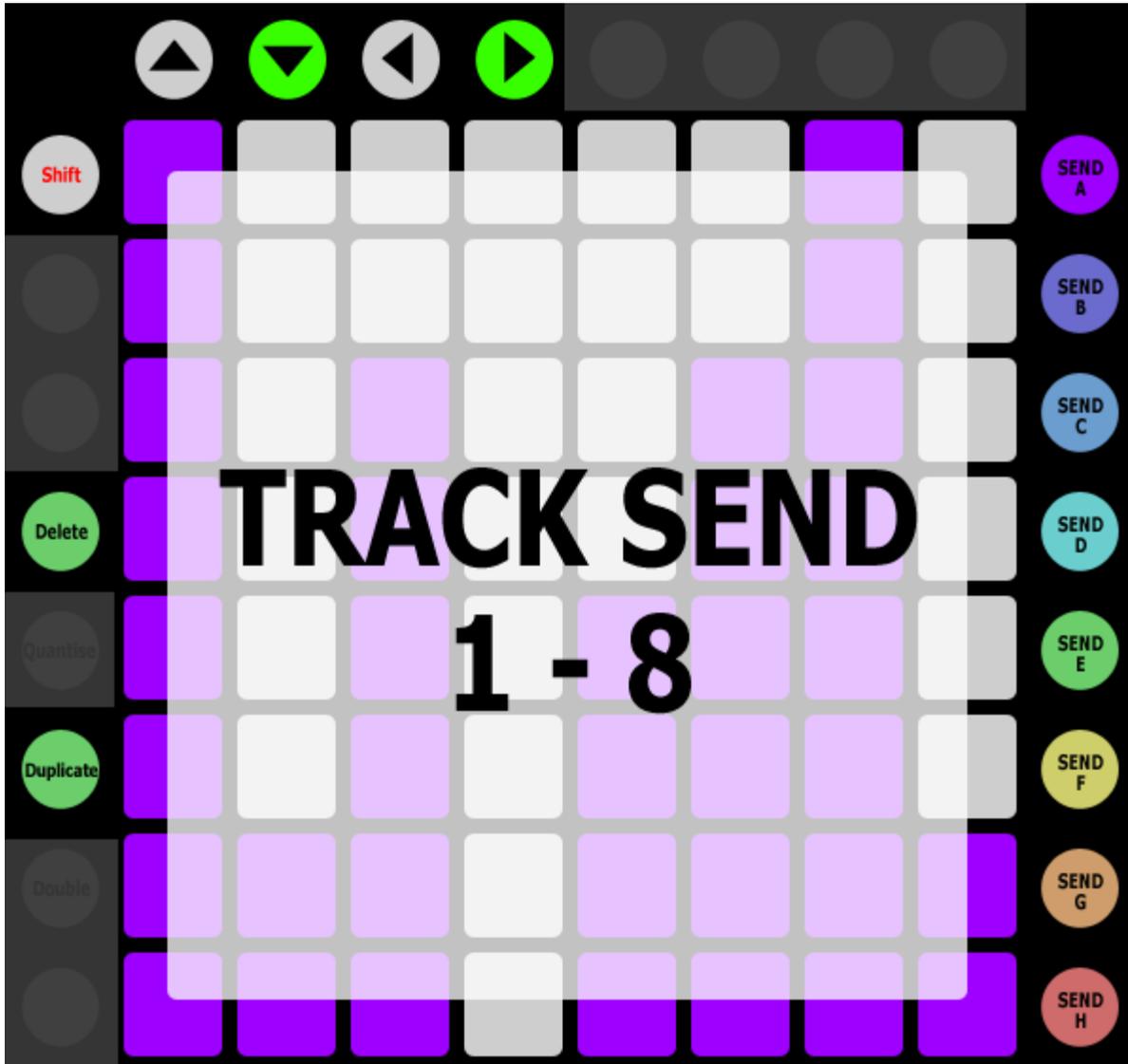
- **FOLD** – Restricts the Notes accessible from the **STEP-SEQUENCE SECTION** to the Notes present in the selected Clip (similar to the Fold function within Live). This requires that the selected Clip contains at least two Notes. Pressing this Button again will remove this restriction so that all the Notes of the Scale are accessible.
- **1/32 – 1/4** – Select the Resolution to use for Step-Sequencing. The [Status Bar](#) will indicate the selected Resolution.
  - When **SHIFT** is held down, these Buttons can be used for selecting the Velocity to use for Step-Sequencing. The Status Bar will indicate the selected Velocity.

**ARROW BUTTONS** – Up and Down will shift the Scale (or Folded Notes) up or down by 1 semitone. Pressing both Up and Down will revert back to the default Note range. The Status Bar will indicate the current Note range. Left and Right navigate Tracks in Session View or the Insert Marker in Arrangement View.

## Sends

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): SENDS

This Mode sets up the MATRIX for controlling Send Levels of the Tracks within the [Grid Selector](#).



**MATRIX** – Each Column of Buttons functions as an [Intelligent Button Slider](#) for controlling the level of the selected Send.

**MATRIX ACCESSORY BUTTONS** – Select the Send (Send A – H respectively) the Intelligent Button Sliders should control. The [Status Bar](#) will indicate the name of the selected Send.

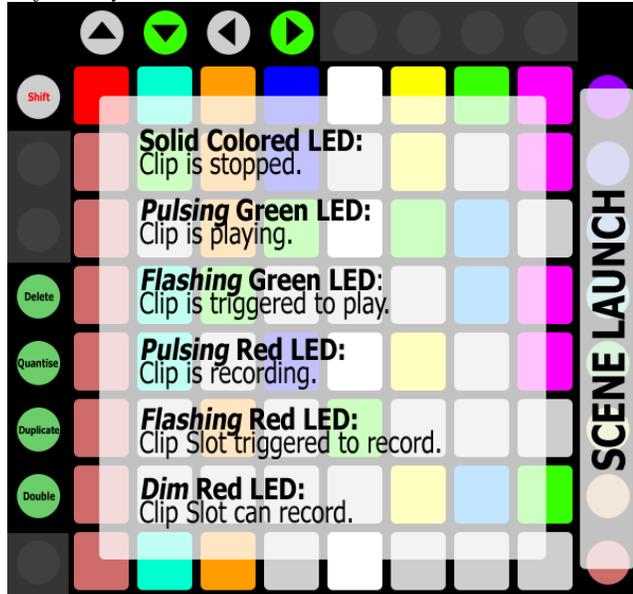
**ARROW BUTTONS** – Navigate the Grid Selector.

## Session

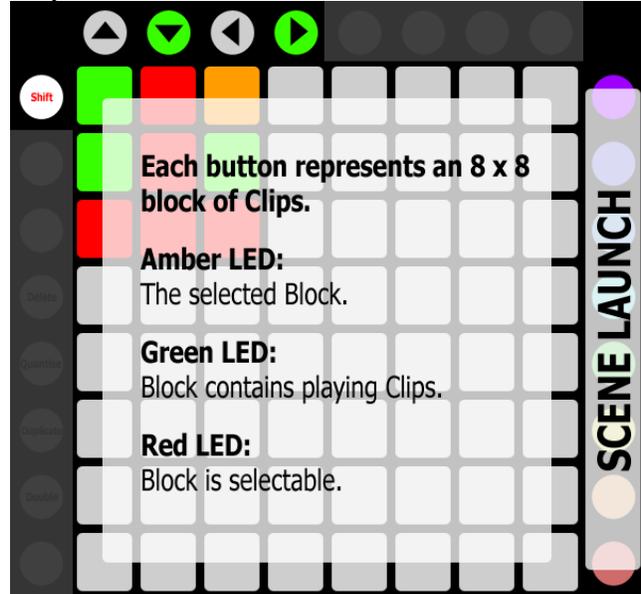
**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): SESSION

This Mode sets up the MATRIX for launching Session View Clips on the Tracks and Scenes within the [Grid Selector](#) as well as navigating in Session View.

*Default layout:*



*Layout when **SHIFT** is held down:*



**MATRIX** – Launch Session View Clips.

- When **SHIFT** is held down, the Buttons in this section select the 8 x 8 Block of Clips to control.
- When **DELETE** is held down, the Buttons in this section delete Clips.
- When **DUPLICATE** is held down, the Buttons in this section duplicate Clips.
- When **QUANTISE** is held down, the Buttons in this section quantize Clips.
- When **DOUBLE** is held down, the Buttons in this section double the contents of MIDI Clips.

**MATRIX ACCESSORY BUTTONS** – Launch Scenes.

- When **DELETE** is held down, the Buttons in this section delete Scenes.
- When **DUPLICATE** is held down, the Buttons in this section duplicate Scenes.

**ARROW BUTTONS** – Navigate the Grid Selector.

## **Session Record**

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): SESSION\_RECORD

This Mode sets up the MATRIX for recording/overdubbing Session View Clips within the [Grid Selector](#) as well as navigating in Session View.

This Mode is functionally identical to [Session](#) except for the default function of the MATRIX (when **SHIFT** is not held down). Pressing a Button in the MATRIX associated with an empty Clip Slot, will Arm the Track the Clip Slot is on and commence recording a new Clip. If the Clip Slot is not empty, pressing the associated Button will Arm the Track and turn on Session Record to allow for overdubbing into the Clip within the Clip Slot.

Session Record can be turned off by pressing the Button used to select this Mode.

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## **Session Select**

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): SESSION\_SELECT

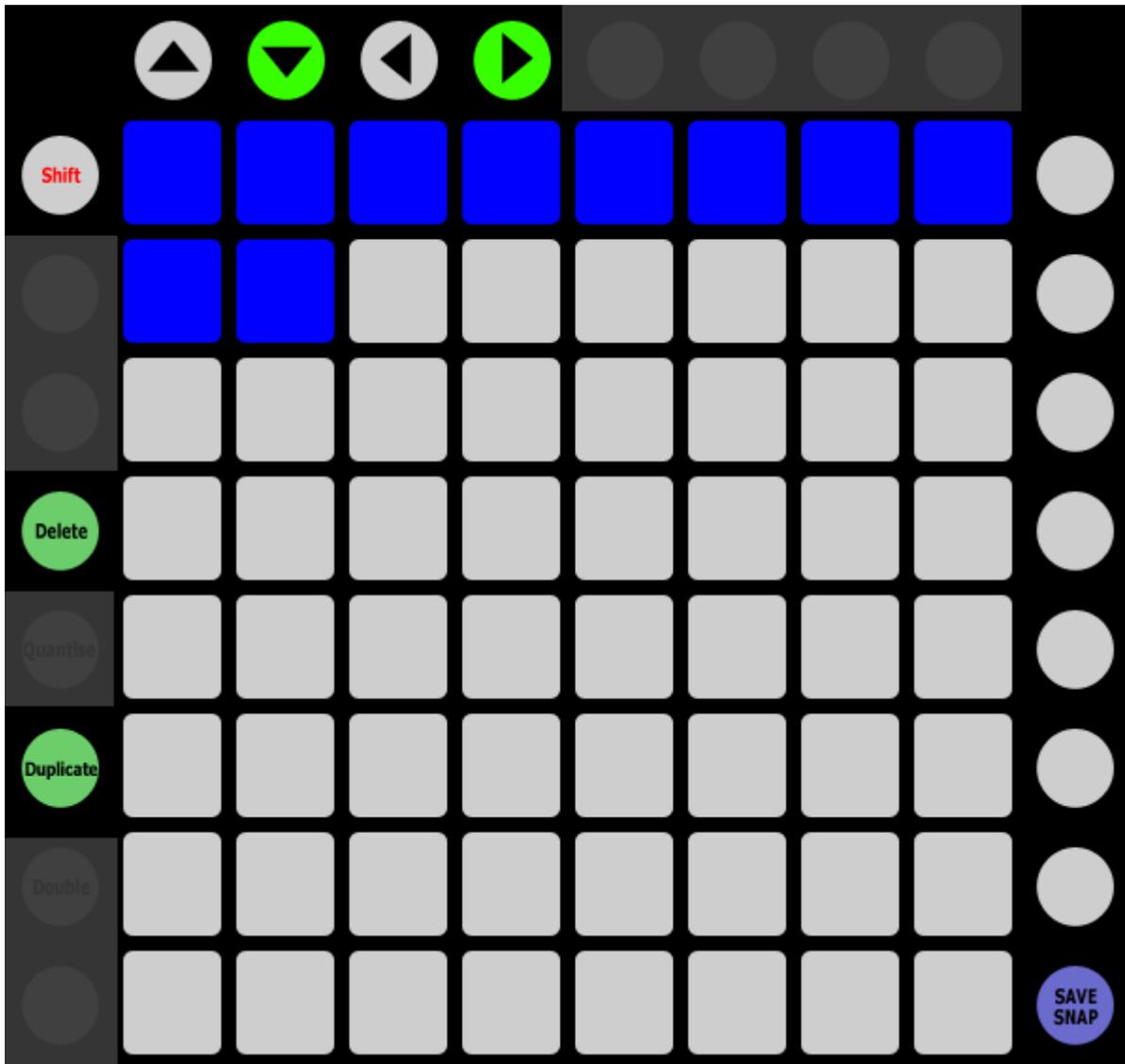
This Mode sets up the MATRIX for selecting Session View Clips and Scenes within the [Grid Selector](#) as well as navigating in Session View.

This Mode is functionally identical to [Session](#) except that, instead of launching Clips and Scenes, the MATRIX and MATRIX ACCESSORY BUTTONS selecting Clips and Scenes.

# Session Snap

MODE NAME (to specify in [Settings-Matrix Mode List.txt](#)): SESSION\_SNAP

This Mode sets up the MATRIX for storing/launching [Session Snapshots](#).



**MATRIX** – The Buttons in this section launch Session Snapshots.

- When **SHIFT** is held down, these Buttons launch Session Snapshots immediately (without quantization) regardless of your Global/Launch Quantization settings.
- When **DELETE** is held down, these Buttons delete stored Session Snapshots.

**MATRIX ACCESSORY BUTTONS:**

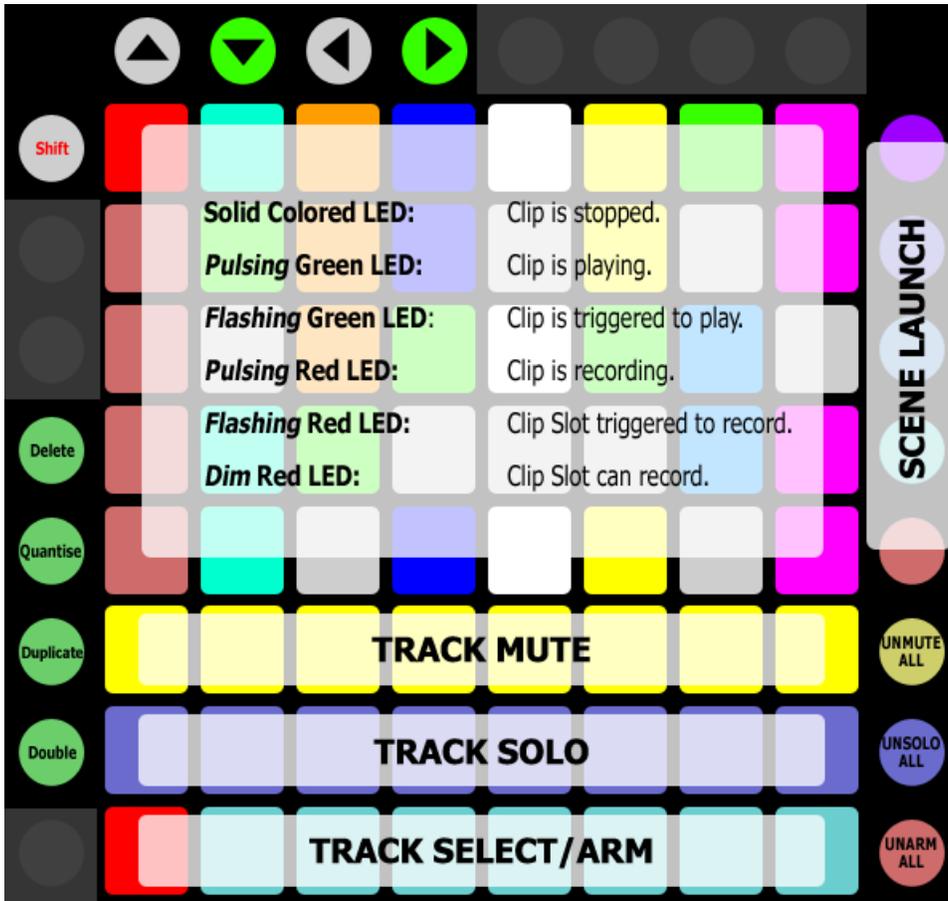
- **SAVE SNAP** – When this Button is held down, pressing a Button in the MATRIX will store a Session Snapshot.

**ARROW BUTTONS** – Navigate the [Grid Selector](#).

# Session Split

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): SESSION\_SPLIT

This Mode sets up the MATRIX for launching Session View Clips on the Tracks and Scenes within the [Grid Selector](#) as well as Stopping, Muting, Soloing and Arming Tracks.



## MATRIX:

- **UPPER FIVE ROWS** – This section functions the same as the MATRIX described in the [Session](#) section.
- **TRACK MUTE** – Toggle the Mute state of Tracks. When held down, these will function as momentary Mute switches.
- **TRACK SOLO** – Toggle the Solo state of Tracks according to your Exclusive Solo setting in Live's Preferences. When held down, these will function as momentary Solo switches.
  - When **SHIFT** is held down, the Buttons do the opposite of your Exclusive Solo setting.

- **TRACK SELECT/ARM** – Select Tracks. If the Track is already selected, pressing the associated Button again will toggle the Arm state of the Track. If the Track is a Group Track, holding down the associated Button will fold/unfold the Group Track.
  - When **SHIFT** is held down, these Buttons select the Track as well as the playing Clip on the Track if there is one.
  - When **DELETE** is held down, these Buttons will delete Tracks.
  - When **DUPLICATE** is held down, these Buttons will duplicate Tracks.

## MATRIX ACCESSORY BUTTONS:

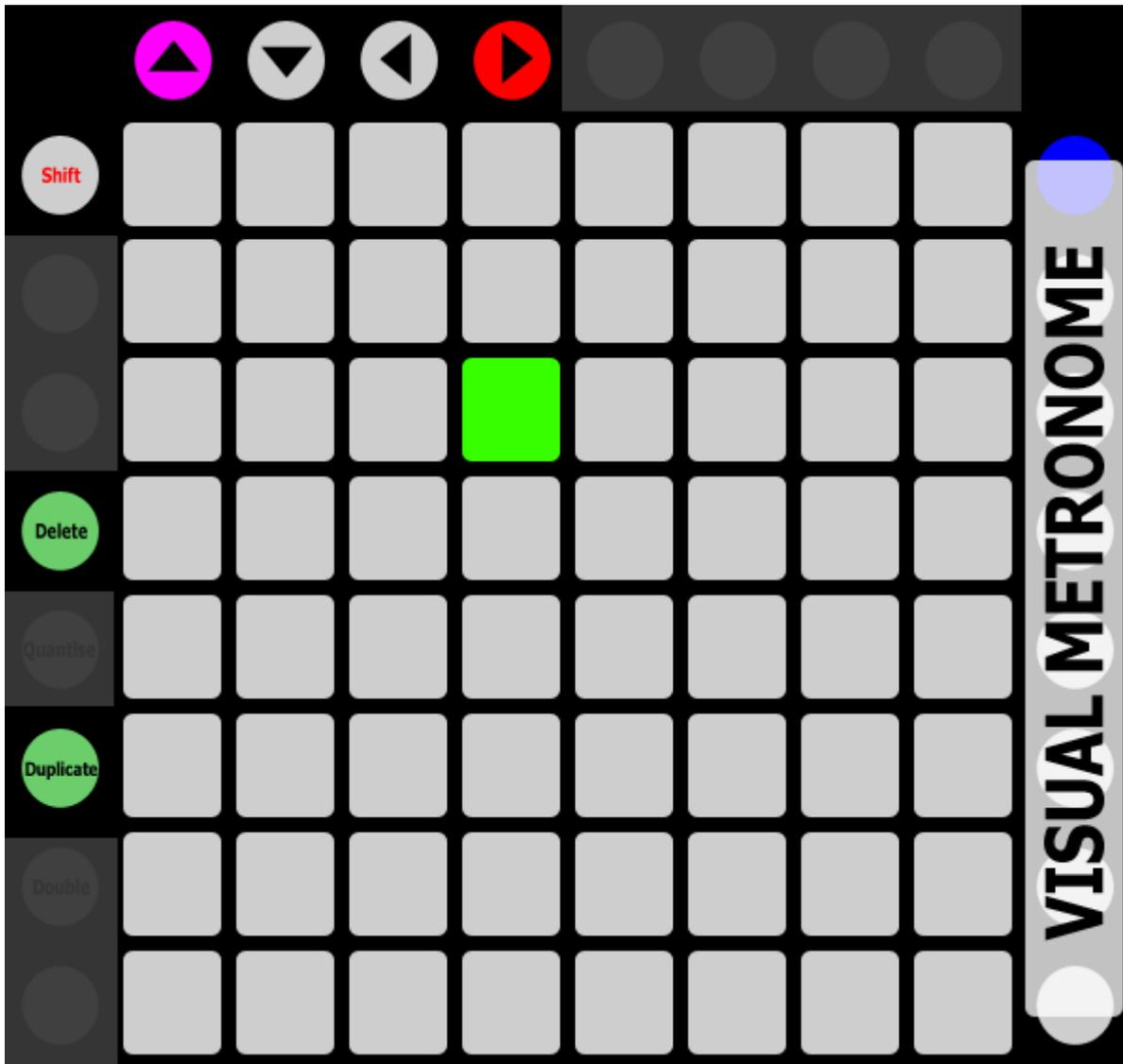
- **UPPER FIVE** – This section functions the same as the MATRIX ACCESSORY BUTTONS described in the [Session](#) section.
- **UNMUTE ALL** – Unmute all Tracks.
- **UNSOLO ALL** – Unsolo all Tracks.
- **UNARM ALL** – Unarm all Tracks.

**ARROW BUTTONS** – Navigate the Grid Selector.

## Song Navigation

MODE NAME (to specify in [Settings-Matrix Mode List.txt](#)): SONG\_NAV

This Mode sets up the MATRIX for quickly navigating the timeline of songs and displaying where you are along the timeline.



**MATRIX** – The Buttons in this section jump to specific bars in the timeline and display the bar that is currently playing.

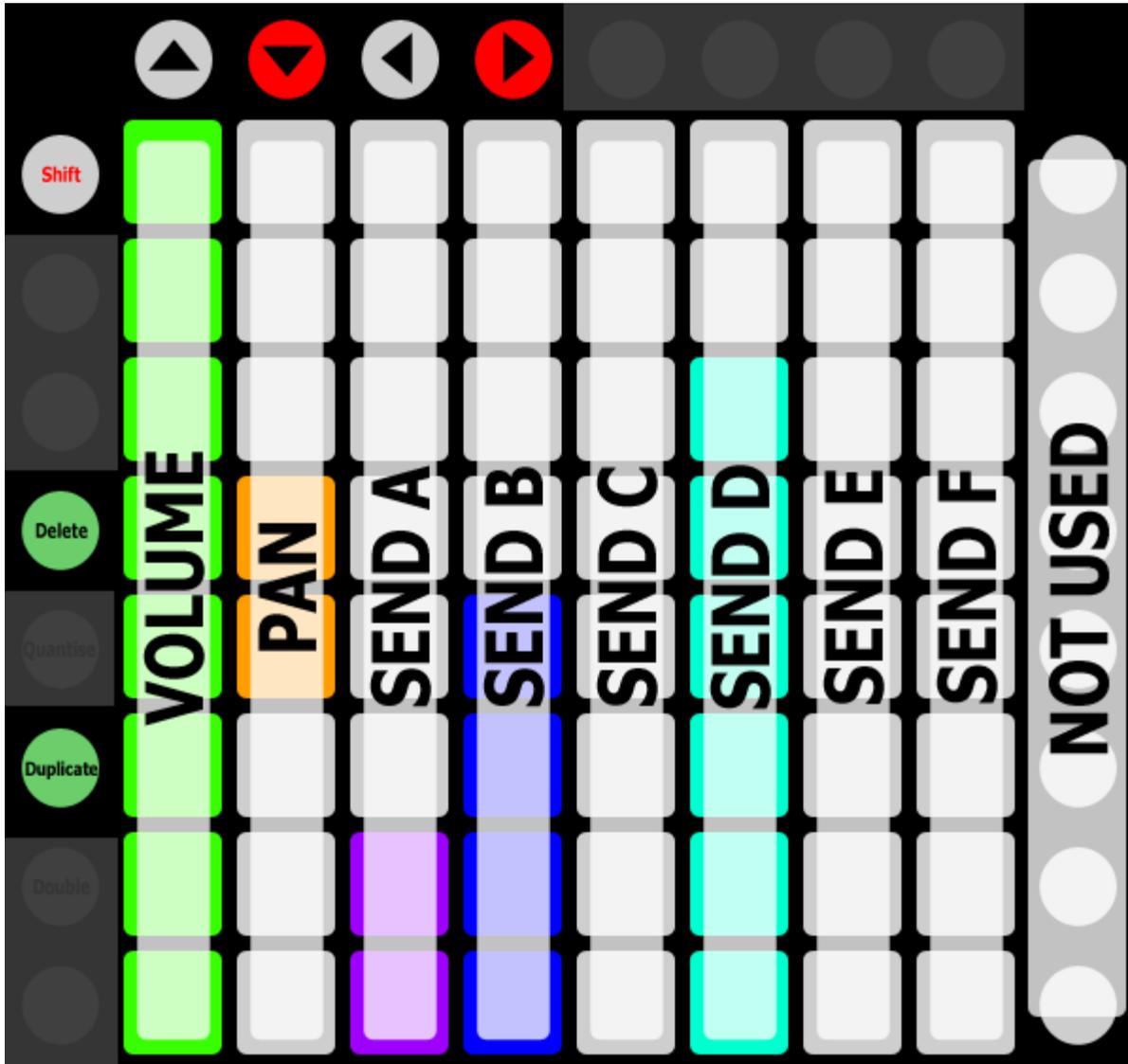
**MATRIX ACCESSORY BUTTONS** – The Buttons in this section function as a visual metronome. Also, the topmost Button will toggle playback.

**ARROW BUTTONS** – Up and Down navigate between Banks of 64 bars that can be selected from the MATRIX. Pressing both Up and Down will revert to the first Bank of bars. The [Status Bar](#) will indicate the Bank of bars that is selected. Left and Right navigate Tracks in Session View or the Insert Marker in Arrangement View.

# Track

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): TRACK

This Mode sets up the MATRIX for controlling Mixer-related parameters of the [current Track](#).



**MATRIX** – Each Column of Buttons functions as an [Intelligent Button Slider](#) for controlling a Mixer-related parameter (Volume, Panning and Send A – F respectively) of the current Track.

**MATRIX ACCESSORY BUTTONS** – Not used in this Mode.

**ARROW BUTTONS** – In Session View, navigate Scenes and Tracks. In Arrangement View, navigate Tracks and the Insert Marker.

✓ **TIP:** By default, the first Intelligent Button Slider will control the entire Volume range of the Track. This can optionally be limited to 0db via the `LIMIT_VOLUME_CONTROL_TO_0_DB` setting in [Settings-General.txt](#).

# User

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): USER

This Mode sets up the MATRIX for use with [Max for Live](#) and/or [MIDI mapping](#) on MIDI channel 6.

**MATRIX** – The Buttons in this section can be used with Max for Live and/or MIDI mapping.

**MATRIX ACCESSORY BUTTONS** – The Buttons in this section can be used with Max for Live and/or MIDI mapping.

**ARROW BUTTONS** – In Session View, navigate Scenes and Tracks. In Arrangement View, navigate Tracks and the Insert Marker.

---

# User Note

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): USER\_NOTE x (where x is the name to use for an instance of the Mode. USER\_NOTE POLY for example.)

This Mode sets up the MATRIX for playing user-assignable Notes. The Mode needs to include an instance name (such as USER\_NOTE MY NOTES), which you'll specify in [Settings-Matrix Mode List.txt](#). This allows each instance of the Mode to play different sets of Notes. The Notes that each instance of the Mode should play can be specified in the instance's associated [settings file](#). For example, the Notes that USER\_NOTE MY NOTES will play are specified in the file named *Settings-User Note My Notes.txt*.

**MATRIX** – Plays the assigned Notes.

- When DELETE is held down, these Buttons are used for [Note Deleting/Erasing](#). When SELECT is held down, pressing DELETE will delete all Notes.
- When QUANTISE is held down, pressing one of these Buttons will quantize the Notes associated with the Button in the selected Clip. If two Buttons are pressed, all of the Notes in the range of the two Buttons will be quantized. When SELECT is held down, pressing QUANTISE will quantize all Notes.

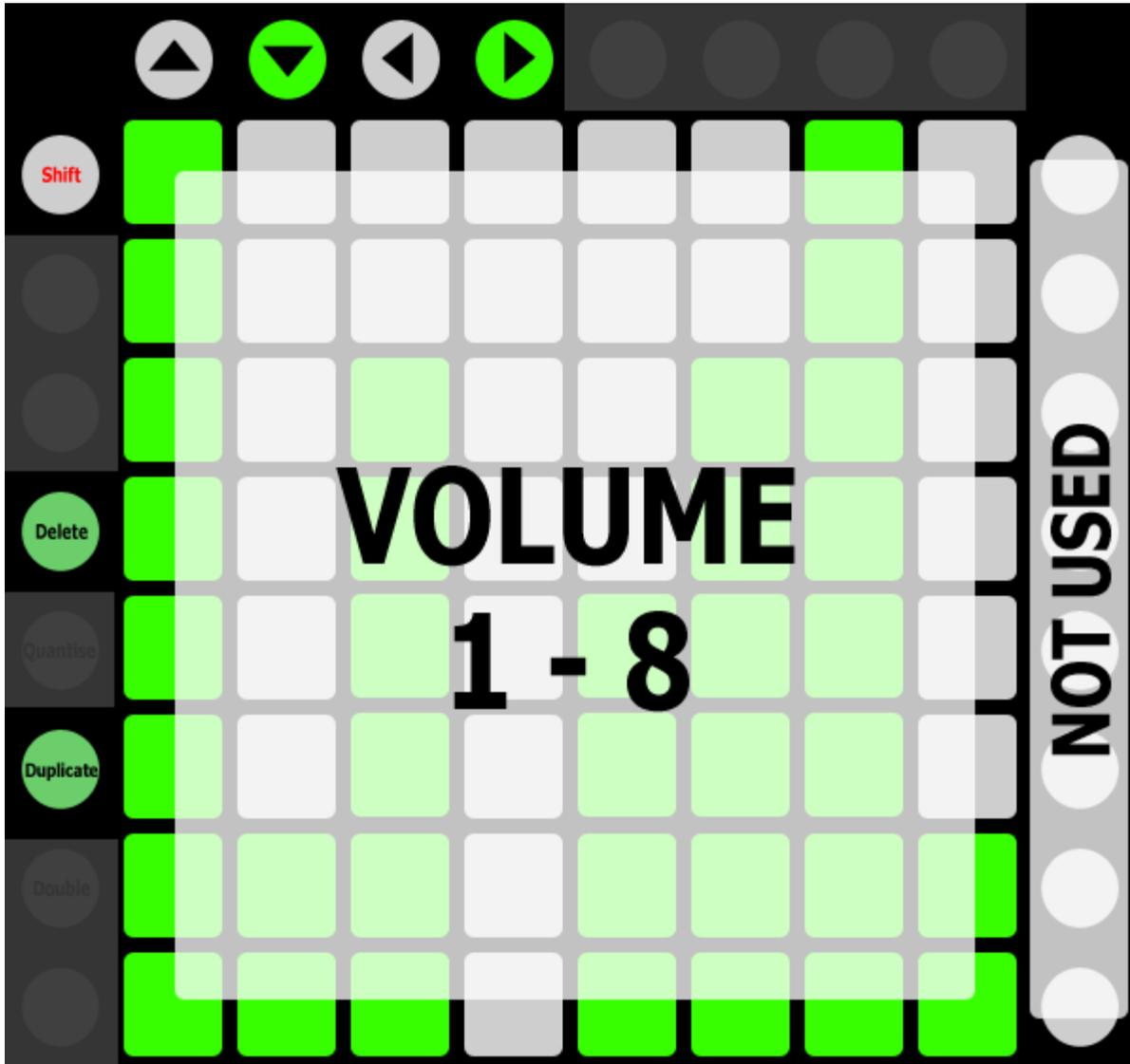
**MATRIX ACCESSORY BUTTONS** – The Buttons in this section control [Note Repeat](#).

**ARROW BUTTONS** – In Session View, navigate Scenes and Tracks. In Arrangement View, navigate Tracks and the Insert Marker.

# Volume

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): VOLUME

This Mode sets up the MATRIX for controlling the Volume of the Tracks within the [Grid Selector](#).



**MATRIX** – Each Column of Buttons functions as an [Intelligent Button Slider](#) for controlling the Volume of a Track.

**MATRIX ACCESSORY BUTTONS** – Not used in this Mode.

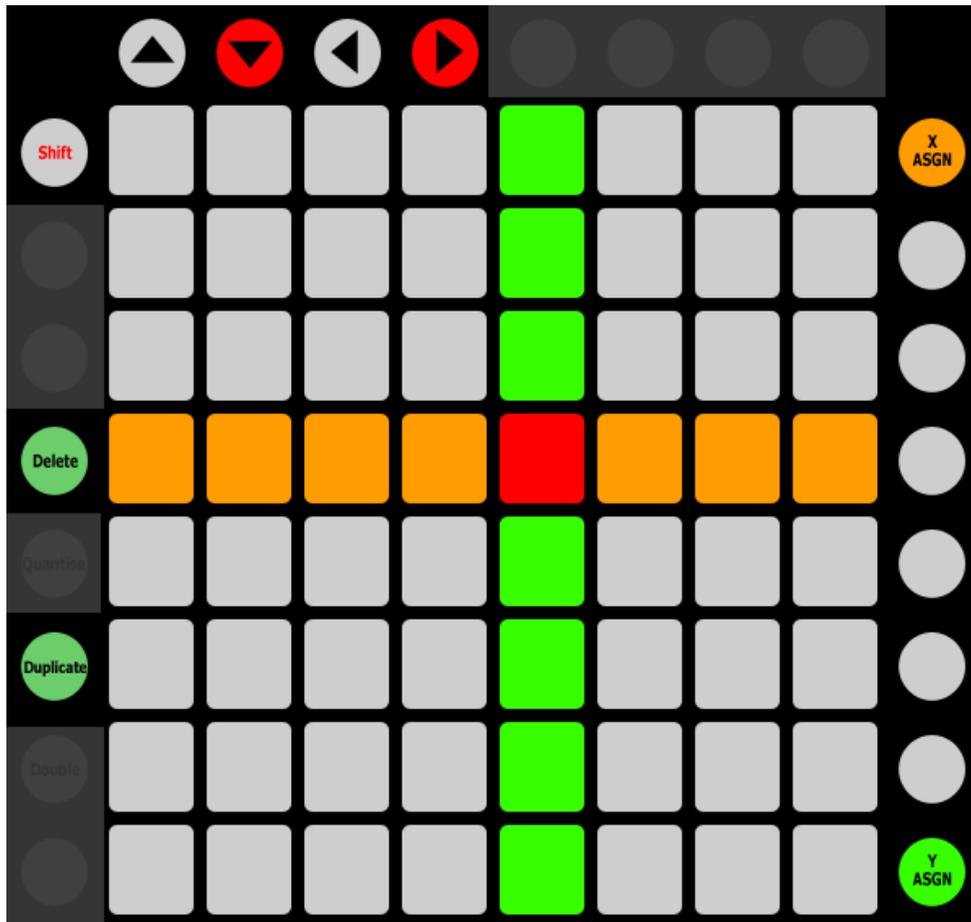
**ARROW BUTTONS** – Navigate the Grid Selector.

✓ **TIP:** By default, the Intelligent Button Sliders will control the entire Volume range of Tracks. They can optionally be limited to 0db via the `LIMIT_VOLUME_CONTROL_TO_0_DB` setting in [Settings-General.txt](#).

## X/Y

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): X\_Y

This Mode sets up the MATRIX to function as an X/Y Pad that can control two parameters anywhere within a Live Set.



**MATRIX** – The Buttons in this section function as an X/Y Pad for controlling the assigned parameters.

**MATRIX ACCESSORY BUTTONS** – The Buttons in this section are used for activating/deactivating learning for the X and Y Axis. In both cases, the [Status Bar](#) will indicate learning status. When learning is activated, you can select the parameter to assign to an Axis by clicking on it with your mouse. Upon clicking on a parameter, the Status Bar will indicate the name of the parameter (if it can be controlled by this Mode) as well as which Button to press to assign it to an Axis.

- **X ASGN** – Activates/deactivates learning for the parameter that the X Axis should control.
- **Y ASGN** – Activates/deactivates learning for the parameter that the Y Axis should control.

**ARROW BUTTONS** – In Session View, navigate Scenes and Tracks. In Arrangement View, navigate Tracks and the Insert Marker.

✓ **TIP:** You can specify the smoothing speed to use and whether velocity-sensitive smoothing should be used via the [SMOOTHING\\_SPEED](#) and [VELOCITY\\_SENSITIVE\\_SMOOTHING](#) settings in [Settings-General.txt](#).

ⓘ **NOTES:** Although any parameter can be clicked on in Live, not all parameters are considered by Live to be 'selected'. Parameters of that sort (such as the Crossfader) will not be controllable from this Mode. Additionally, this Mode stores the parameters assigned to it within your Live set. If the names of objects related to the assignments (such as the name of a device) are changed after the assignments are created, the assignments will not work upon the Live set being reloaded. For that reason, it is recommended that you re-assign parameters in this Mode after making changes to names related to the assignments.

## X/Y Track

**MODE NAME** (to specify in [Settings-Matrix Mode List.txt](#)): X\_Y\_TRACK x (where x is the name to use for an instance of the Mode. X\_Y\_TRACK FILTER for example.)

This Mode sets up the MATRIX to function as an X/Y Pad that can control two parameters on the [current Track](#).

This Mode is essentially identical to [X/Y](#) except that it utilizes [Track-based HazMapping](#) to control parameters on the current Track. Also, unlike X/Y, this Mode does not store parameter assignments within your Live set and so changes to the names of objects do not affect it.

# 6 TROUBLESHOOTING

This section provides resolutions to common problems that you may run into when installing or using Arsenal\_LPP. If you do not find a resolution to your problem here, please contact [Support](#).

## Windows Troubleshooting

I ran the provided Setup executable, but don't find any Arsenal\_LPP scripts listed under Control Surfaces.

If Live was running at the time you ran the Setup executable, you will need to restart Live. If this doesn't resolve the problem, then it's likely that you've installed Live in a protected location (such as Program Files). In this case, you will need to elevate the permissions on your Live installation directory so that you can write to it. Once this is done, re-run the Setup executable.

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## OS X Troubleshooting

I ran the provided Setup package, but don't find any Arsenal\_LPP scripts listed under Control Surfaces.

If Live was running at the time you ran the Setup package, you will need to restart Live.

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When trying to run the Setup package, I receive a message stating "Setup can't be opened because it is from an unidentified developer".

Control-click or right click on the Setup package and select *Open* from the menu that appears.

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## General Troubleshooting

I reinstalled Live and Arsenal\_LPP, but other Modes I purchased are not working/available.

Modes/Mode Packs are installed via their own installers (separate from the Arsenal\_LPP installer). You'll need to run each Mode/Mode Pack installer in order to restore access to the Mode(s) it installs.

# 7 SUPPORT

## **Email:**

[support@nativekontrol.com](mailto:support@nativekontrol.com)

## **Forum:**

[Beatwise Network](#)

## **Feature Requests:**

[User Voice Forum](#)

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