



nativeKONTROL Arsenal_PS2 User Manual

Version 1.0.8

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1 CHANGES IN THIS VERSION

Additions/Improvements:

- In [Device Mode](#), it is now possible to toggle between Device and Clip View.
- Updated the color palette used in Live 10 to match the palette used by the Push2 script.
- 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.

DISCLAIMER: *Unlike other nativeKONTROL products, Arsenal_PS2 is (due to the way Push 2's display is handled within Live) dependent upon non-standardized parts of Live that are subject to change in future revisions of Live. These changes could cause Arsenal_PS2 to not work correctly. We will, of course, stay on top of these changes and do our best to provide compatibility updates where necessary. However, we cannot guarantee that it will be possible to maintain compatibility.*

2 SETUP

This section covers the initial installation steps you will need to complete in order to use Arsenal_PS2. 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_PS2

To install Arsenal_PS2, 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_PS2 was installed into. If you do not see the Live installation you're using listed there, you can select it manually.

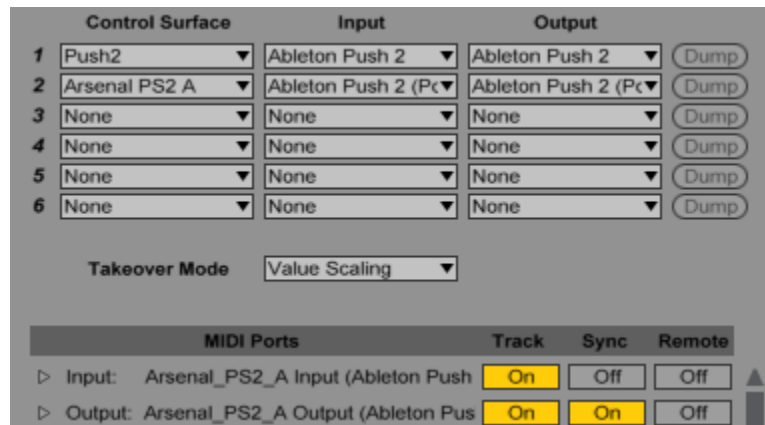
In most cases, you will only need to install Arsenal_PS2 once. It will remain installed even after updating to a newer version of Live (when using Live's autoupdate feature). However, if you re-install Live or install Live to a new location, you will need to install Arsenal_PS2 again. It's recommended that you keep the Arsenal_PS2 Setup files on hand for such cases.

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

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_PS2. Before proceeding, please ensure that Push 2 is setup in Live and working correctly.

1. Under **MIDI Ports**, turn off all of the Sync and Remote switches related to *Ableton Push 2*.
2. Select *Arsenal_PS2_A* as a **Control Surface**.
3. For the **Input** and **Output**, select *Ableton Push 2 (Port 2)* or *Ableton Push 2 (User Port)*.
4. Under **MIDI Ports**, turn on the Track switches for *Arsenal_PS2_A Input* and *Arsenal_PS2_A Output*. Also, turn on the Sync switch for *Arsenal_PS2_A Output*.



Next Steps

After completing installation and setup, you'll immediately be able to use Arsenal_PS2. However, before doing so, it is recommended that you familiarize yourself with the [Core Concepts](#) and [Control Layout](#) of Arsenal_PS2. Once you've gotten acclimated, please refer to the [Encoder Modes](#) and [Matrix Modes](#) sections to learn more about the optional features that you can add to Arsenal_PS2.

3 CORE CONCEPTS

Arsenal_PS2 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.

ⓘ NOTE: All documentation related to Arsenal-powered Control Surface scripts uses the term ‘encoder’ to mean an encoder, knob, fader or slider. Essentially, an encoder is anything that isn’t a button or switch.

Pluggability

Arsenal_PS2 ships with a number of [Encoder Modes](#) and [Matrix Modes](#) so that it is immediately useable. However, the Encoder Modes and Matrix Modes that are accessible from Arsenal_PS2 can be re-arranged or replaced by other Modes as you see fit. New Modes can be added and used in Arsenal_PS2 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_PS2, it can also be used with any Arsenal-powered Control Surface script that has a MATRIX. Encoder Modes work the same way with Arsenal-powered Control Surface scripts that have ENCODERS.

Multiple Scripts

Arsenal_PS2 ships as 6 Control Surface scripts (Arsenal_PS2_A – Arsenal_PS2_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) Push 2s, each running its own script with each script having entirely different settings. Alternatively, if you’re only using a single Push 2, 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_PS2 script will use the same [Live Settings](#). The only difference is in step #2. For example, if you’d like to use Arsenal_PS2_B, you’ll select *Arsenal_PS2_B* in step #2 instead of *Arsenal_PS2_A*.

Settings Folders/Files

The functionality of each Arsenal_PS2 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_PS2 script. For example, the first time you complete the Live Settings for Arsenal_PS2_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_PS2_A* for example).

By default, 3 settings files will be created in the settings folder:

- *Settings-General.txt* – Contains general settings related to the script’s operation.
- *Settings-Encoder Mode List.txt* – Contains the list of [Encoder Modes](#) the script will have access to.
- *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_PS2 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 two text files (*Arsenal Encoder Modes.txt* and *Arsenal Matrix Modes.txt*) that list all of the installed Encoder Modes and 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_PS2 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.

Current Track

Many of the available [Encoder Modes](#) and [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_PS2 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*.

Fixed Length Recording

Arsenal_PS2 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.

This functionality can be controlled via the [Fixed Length Display Mode](#).

Grid Selector

Arsenal_PS2 includes a Grid Selector, which is a colored border that indicates the Tracks and Scenes Arsenal_PS2 controls. The color of this border is dependent upon the Control Surface slot (in Live's Preferences on the *Link/MIDI* tab) the Arsenal_PS2 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.

Status Bar

Arsenal_PS2 as well as the [Encoder Modes](#) and [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_PS2 such as which Mode is selected.



Max for Live Interface

Arsenal_PS2 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 Push 2. 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_PS2, 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_PS2 to be used for MIDI mapping. Unless it's absolutely necessary, we would **strongly** recommend not using MIDI mapping.

Having said that, MIDI mapping is necessary in certain use cases. For that reason, we've provided [Encoder 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_PS2 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.

HazMapping

Some of the [Encoder Modes](#) and [Matrix Modes](#) that can be used with Arsenal_PS2 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_PS2; **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, [Send](#) is a Mutable Mode that can control one of the Sends levels of Tracks. If **SEND A** is specified, the Mode will control the Send A levels of Tracks. If **SEND L** is specified, the Mode will control the Send L levels of Tracks.

ClyphX/ClyphX Pro Integration

Arsenal_PS2 offers integration with ClyphX and ClyphX Pro and allows you to access ClyphX/ClyphX Pro functionality from Modes such as [Clip](#), [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:

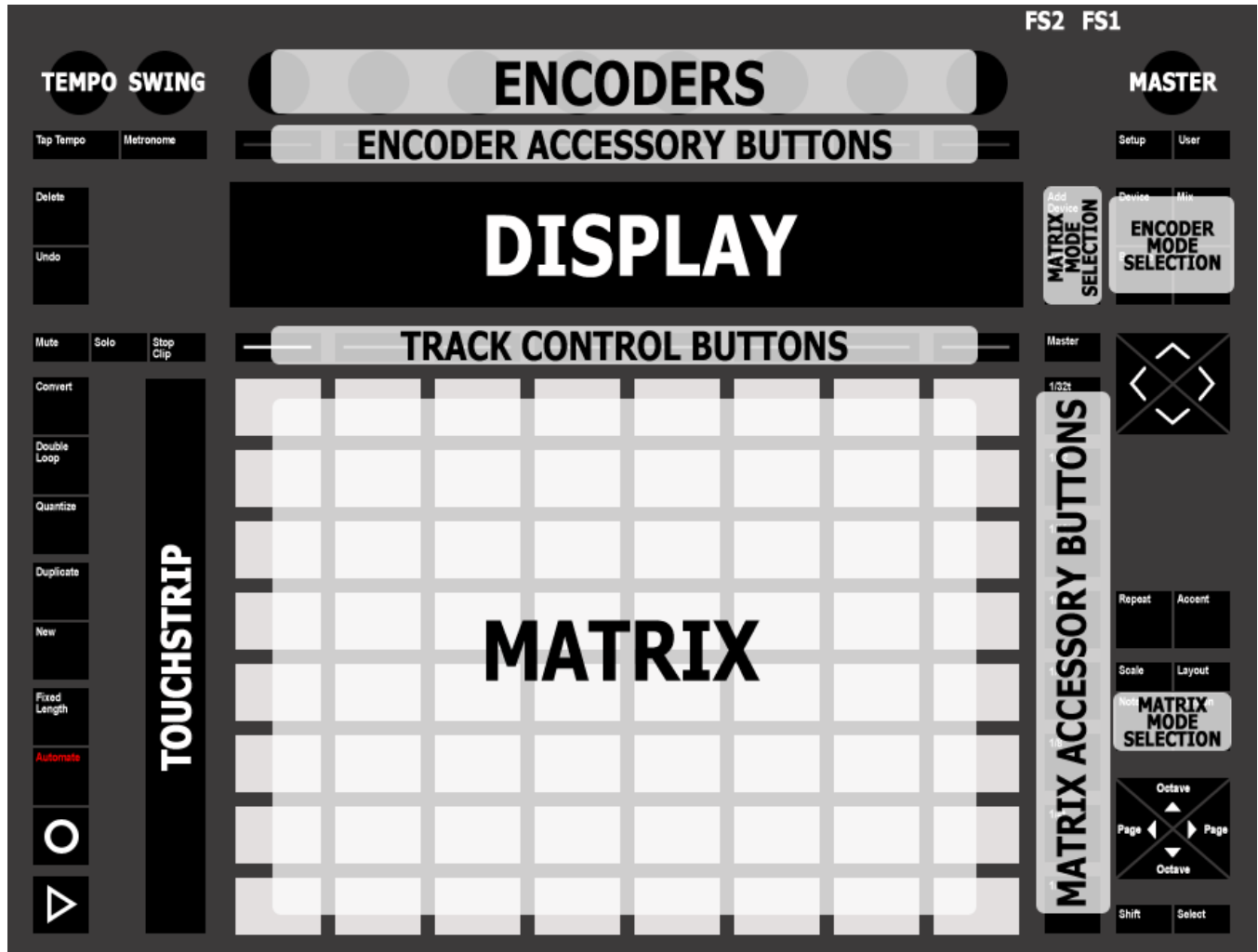
<http://beatwise.proboards.com/board/5/clyphx>

In the case of ClyphX Pro, in order to access its functionality, ClyphX Pro simply needs to be installed. Arsenal_PS2 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_PS2 to not load ClyphX Pro.

4 CONTROL LAYOUT

This section covers the control layout and default functionality of Arsenal_PS2. The functionality of Arsenal_PS2 is accessible from Push 2's User Mode and does not affect the functionality of Push 2's Live (default) Mode. You can switch between Live Mode and User Mode via the USER Button.

As you'll see in the descriptions below, we've done our best to match the default functionality of Arsenal_PS2 with Push 2's default functionality to minimize the learning curve.



Left Side Buttons and Footswitches

FS1 – Functions as a Sustain pedal.

FS2 – Toggles/triggers Session Record.

TAP TEMPO – Triggers Tap Tempo.

- 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.

METRONOME – Toggles the Metronome.

DELETE – Modifies the function of other controls.

- When **SHIFT** is held down, this will delete the selected Clip on the [current Track](#).

UNDO – Triggers Live's Undo.

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

MUTE – Modifies the function of other controls in [Matrix Modes](#) and also assigns the [TRACK CONTROL BUTTONS](#) to Mute Mode with momentary (if held down) or toggle (if pressed quickly) functionality. Mute Mode sets up the Buttons 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 – Modifies the function of other controls in Matrix Modes and also assigns the [TRACK CONTROL BUTTONS](#) to Solo Mode with momentary (if held down) or toggle (if pressed quickly) functionality. Solo Mode sets up the Buttons 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 Solo 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.

STOP CLIP – Assigns the [TRACK CONTROL BUTTONS](#) to Stop Mode with momentary (if held down) or toggle (if pressed quickly) functionality. Stop Mode sets up the Buttons for stopping Clips on the Tracks within the Grid Selector.

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

CONVERT – When held down, this will select the [Convert Display Mode](#). This Button will only be available if the selected Clip on the current Track is an Audio Clip.

DOUBLE LOOP – 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.

QUANTIZE – Modifies the function of other controls in Matrix Modes. When held down, this will select the [Quantize Display Mode](#). If the selected Matrix Mode doesn't use this Button, it will be dark.

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

DUPLICATE – Modifies the function of other controls.

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

NEW – Prepares a new Scene for recording.

- When **SHIFT** is held down, this will insert a MIDI Clip into the selected Clip Slot on the current Track (if the current Track is a MIDI Track). The length of the inserted Clip is determined by the selected [Fixed Recording Length](#).

FIXED LENGTH – When pressed quickly, this will toggle [Fixed Length Recording](#). When held down, this will select the [Fixed Length Display Mode](#).

AUTOMATE – Toggles Automation Arm.

- When **SHIFT** is held down, this will re-enable automation that has been disabled.
- When **DELETE** is held down, this will delete all automation from the selected Clip on the current Track.

RECORD – Toggles/triggers Session Record.

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

PLAY – Toggles playback.

- When **SHIFT** is held down, this will revert to Arrangement position 1.1.1.

✓ **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](#).

Right Side Buttons

SETUP – Toggles between Device and Clip View.

- When **SHIFT** is held down, this will toggle between Session and Arrangement View.

USER – Toggles between Push 2's User Mode (Arsenal_PS2 functionality) and Live Mode (Push 2's default functionality).

ADD DEVICE/ADD TRACK – These Buttons select [Matrix Modes](#) 3 and 4 and provide momentary (if held down) or toggle (if pressed quickly) functionality. By default, these will select Dummy Modes.

- When **SHIFT** is held down, these select Matrix Modes 7 and 8 and provide momentary (if held down) or toggle (if pressed quickly) functionality. By default, these will select Dummy Modes.

DEVICE/MIX/BROWSE/CLIP – These Buttons select [Encoder Modes](#) 1 – 4 and provide momentary (if held down) or toggle (if pressed quickly) functionality. By default, these will select [Device](#), [Mix](#) and two Dummy Modes respectively.

- When **SHIFT** is held down, these select Encoder Modes 5 – 8 and provide momentary (if held down) or toggle (if pressed quickly) functionality. By default, these will select Dummy Modes.

MASTER – Selects the Master Track or the previously selected Track if the Master Track is already selected.

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

REPEAT – Toggles (if pressed quickly) or momentarily toggles (if held down) [Note Repeat](#). If the selected Matrix Mode doesn't use this Button, it will be dark.

ACCENT – When pressed quickly, this will toggle full velocity for the MATRIX. When held down, this will select the [Velocity Display Mode](#). If the selected Matrix Mode doesn't use this Button, it will be dark.

SCALE – When held down, this will select the [Scale Display Mode](#). If the selected Matrix Mode doesn't use this Button, it will be dark.

LAYOUT – Toggles between the selected Matrix Mode's Sub-Modes. If the selected Matrix Mode doesn't use this Button, it will be dark.

NOTE/SESSION – These Buttons select Matrix Modes 1 and 2 and provide momentary (if held down) or toggle (if pressed quickly) functionality. By default, these will select [Scale](#) and [Session](#).

- When **SHIFT** is held down, these select Matrix Modes 5 and 6 and provide momentary (if held down) or toggle (if pressed quickly) functionality. By default, these will select Dummy Modes.

OCTAVE DOWN/UP – The function of these Buttons is determined by the selected Matrix Mode.

PAGE LEFT/RIGHT – The function of these Buttons is determined by the selected Matrix Mode.

SHIFT – Modifies the function of other controls.

SELECT – Modifies the function of other controls.

ⓘ NOTE: *Dummy Modes have no functionality of their own, but can be used with [Max for Live](#).*

Matrix and Matrix Accessory Buttons

These Buttons can have up to 8 [Matrix Mode](#) assignments, which can be specified in [Settings-Matrix Mode List.txt](#).

Encoder Accessory Buttons

The functions of these Buttons is determined by the selected [Encoder Mode](#).

Track Control Buttons

The primary functions of these Buttons is determined by the MUTE, SOLO and STOP CLIP Buttons. When none of those 3 Buttons is turned on/held down, these Buttons are used for selecting the Tracks within the [Grid Selector](#). 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 will 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.

These Buttons are also used in [Display Modes](#) when other Buttons are held down.

Encoders

ENCODERS – These controls can have up to 8 [Encoder Mode](#) assignments, which can be specified in [Settings-Encoder Mode List.txt](#). By default, these provide relatively coarse adjustment.

- When **SHIFT** is held down, (unless noted otherwise) these provide fine adjustment.
- When DELETE is held down, if the parameter an ENCODER is controlling is automated, touching the ENCODER will delete the automation. Otherwise, touching an ENCODER will reset or (in the case of quantized parameters) toggle the value of the parameter it's controlling.

The ENCODERS are also used in [Display Modes](#) when other Buttons are held down.

TEMPO ENCODER – Controls Tempo in 1-BPM increments.

- When **SHIFT** is held down, this will control Tempo in 0.1-BPM increments.

SWING ENCODER – Adjusts the amount of Swing to apply to [Note Repeat](#).

MASTER ENCODER – Controls Master Track Volume.

- When **SHIFT** is held down, this will control Cue Volume.
- When DELETE is held down, touching the MASTER ENCODER will reset Master Track Volume.

✓ **TIP:** *The reset functionality of the ENCODERS and MASTER ENCODER is actually triggered upon releasing an ENCODER. This allows for performing momentary sweeps. Simply hold down DELETE, turn an ENCODER and the value of the associated parameter will be reset upon releasing the ENCODER.*

Touchstrip

This control can perform multiple functions, which you can switch between by holding down **SELECT** and pressing the **TOUCHSTRIP**.

- **Pitch Bend** (*default*) – Functions as a Pitch Bend slider.
- **Mod Wheel** – Functions as a Mod Wheel.
- **Sprung Mode Wheel** – Functions as a spring-loaded Mod Wheel.
- **Crossfader** – Controls the Crossfader.
 - When **DELETE** is held down, touching the **TOUCHSTRIP** will reset the Crossfader.
- **Selected Parameter** – Controls the last parameter that was selected (by clicking on it). The **DISPLAY** will indicate the name of the parameter assigned to this control any time it changes. Note that, 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.
 - When **SHIFT** and **SELECT** are held down, touching the **TOUCHSTRIP** will lock it to or unlock it from the current parameter. When locked, the **TOUCHSTRIP** will continue controlling a parameter even while other parameters are selected.
 - When **DELETE** is held down, if the parameter being controlled is automated, touching the **TOUCHSTRIP** will delete the automation. Otherwise, touching the **TOUCHSTRIP** will reset or (in the case of quantized parameters) toggle the value of the parameter it's controlling.

✓ **TIP:** *The reset functionality of the **TOUCHSTRIP** is actually triggered upon releasing the **TOUCHSTRIP**. This allows for performing momentary sweeps. Simply hold down **DELETE**, slide your finger on the **TOUCHSTRIP** and the value of the associated parameter will be reset upon releasing the **TOUCHSTRIP**.*

Display

By default, the majority of the **DISPLAY** shows the names and values of the parameters the **ENCODERS** are controlling. The upper line of the **DISPLAY** shows the assignments of the **ENCODER ACCESSORY BUTTONS**. The lower line of the **DISPLAY** shows the names of the Tracks within the [Grid Selector](#). The **DISPLAY** is also used for notifications and will show the same sort of information that is shown in the [Status Bar](#).

The **DISPLAY** momentarily shows other information when a [Display Mode](#) is selected.

Display Modes

Display Modes set up the DISPLAY to show alternate information and also set up the ENCODERS or TRACK CONTROL BUTTONS to perform alternate functions.

Convert

This Mode is accessed by holding down the CONVERT Button when an Audio Clip is selected on the [current Track](#).

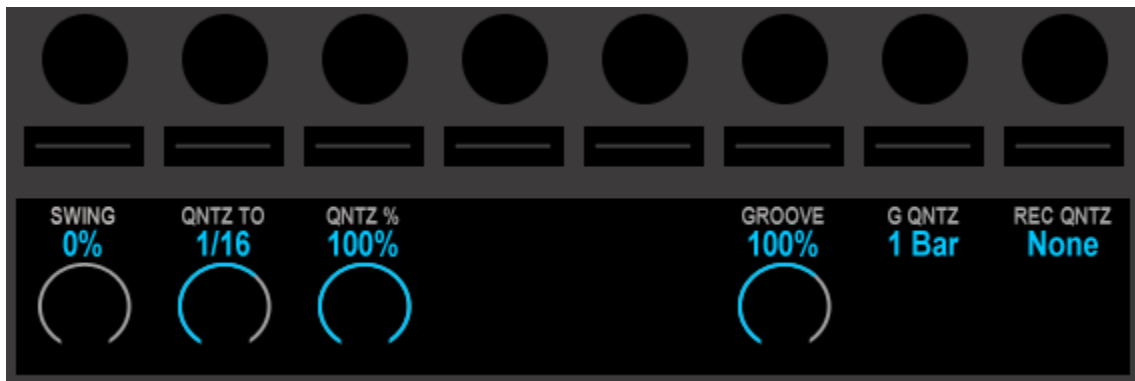


Simpler - Creates a new MIDI Track with a Simpler containing the Audio Clip.

Drum Pad – Creates a new MIDI Track with a Drum Rack containing the Audio Clip.

Quantize

This Mode is accessed by holding down the QUANTIZE Button when in [Matrix Modes](#) where the Button is accessible.



SWING– Adjusts the amount of Swing to apply to [Note Repeat](#).

QNTZ TO – Selects the value to quantize Notes and Warp Markers to.

QNTZ %– Adjusts the amount of quantization to apply to Notes and Warp Markers.

GROOVE – Adjusts Global Groove Amount.

G QNTZ – Selects the Global Quantization value.

REC QNTZ – Selects the Record Quantization value.

Fixed Length

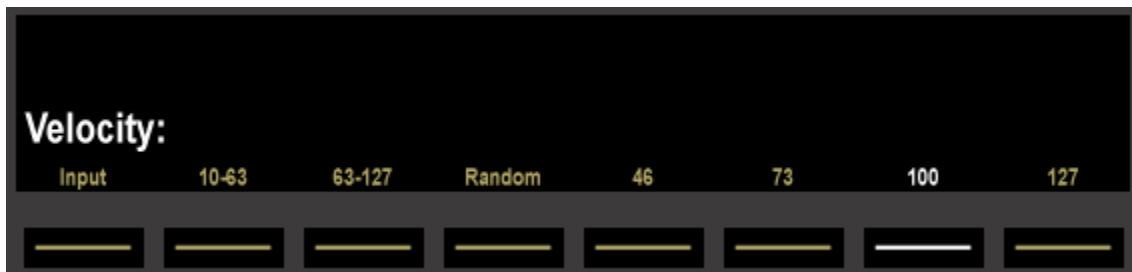
This Mode is accessed by holding down the **FIXED LENGTH** Button.



The **TRACK CONTROL BUTTONS** select the Recording Length to use for [Fixed Length Recording](#).

Velocity

This Mode is accessed by holding down the **ACCENT** Button when in [Matrix Modes](#) where the Button is accessible.



The **TRACK CONTROL BUTTONS** select the Velocity to use for [Step-Sequencing](#).

Input – The Velocity is determined by the Velocity at which a **MATRIX** Button is pressed.

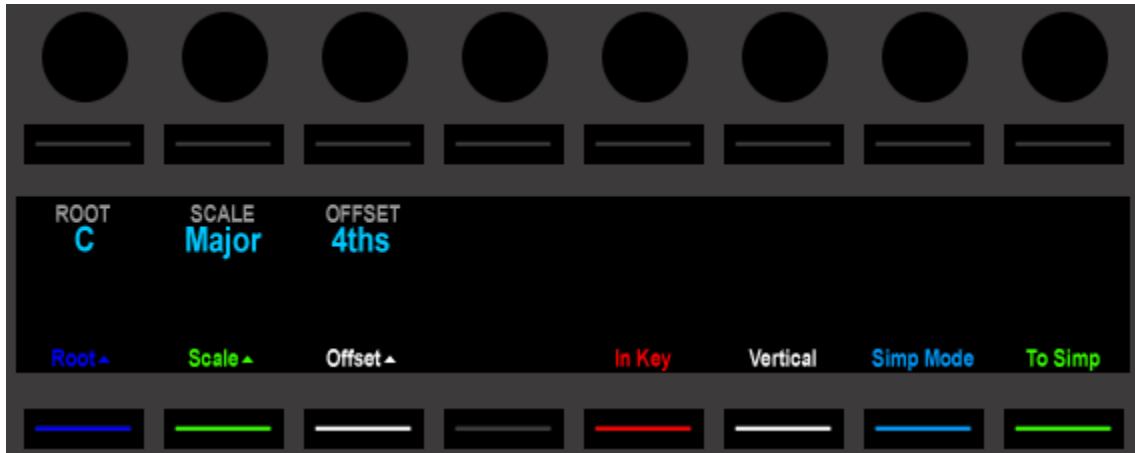
10-63/63-127 – Produces a randomized Velocity within the given range.

Random – Produces a randomized Velocity within the range of 1 – 127.

46/73/100/127 – Produces the given fixed Velocity.

Scale

This Mode is accessed by holding down the SCALE Button when in [Matrix Modes](#) where the Button is accessible.



ROOT – Selects the Root Note to use. The last selected Root Note will be stored within your Live Set and recalled the next time the Set is loaded.

Root▲ - Selects the next Root Note.

SCALE – Selects the Scale Type to use. The last selected Scale Type will be stored within your Live Set and recalled the next time the Set is loaded.

Scale▲ - Selects the next Scale Type.

OFFSET – Selects 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. This setting is not available in the [Scale Sequence Mode](#).

offset▲ - Selects the next Offset.

In Key – Toggles between *In Key* (where only Notes within the selected Scale are accessible) and *Chromatic* (where all Notes are accessible).

Vertical – Toggles between *Vertical* (where Notes ascend to the right and then up) and *Horizontal* (where Notes ascend up and then to the right) Orientations. This setting is not available in the Scale Sequence Mode.

Simp Mode – Toggles between Simplr's three Playback Modes; *Classic*, *1-Shot* and *Slice*. This setting will only be available if Simplr exists on the [current Track](#).

To Simp – Creates a new MIDI Track with a Simplr containing the selected Audio Clip. This setting will only be available if an Audio Clip is selected.

5 ENCODER MODES

Encoder Modes determine the function of the ENCODERS and ENCODER ACCESSORY BUTTONS. This section covers the Encoder Modes that can be used in Arsenal_PS2. In order to use a Mode, you'll need to specify the Mode's name in [Settings-Encoder Mode List.txt](#).

You'll notice that many of the Encoder Modes have overlapping functionality. For example, 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 Encoder Modes with discrete functionality (such as Volume). In other cases, you may prefer to use Encoder Modes with multiple layers of functionality (such as Mix). The latter essentially consolidates multiple Encoder Modes into a single Encoder Mode.

Clip

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

This Mode sets up the ENCODERS for controlling properties of the selected Clip on the [current Track](#). This Mode also sets up the ENCODER ACCESSORY BUTTONS for triggering [ClyphX](#) actions. The ClyphX actions that the Mode will trigger can be specified in [Settings-Clip.txt](#).

ENCODER 1 – Controls the Clip's Start Marker in 1 bar increments or 1 beat increments when **SHIFT** is held down.

ENCODER 2 – Controls the Clip's End Marker in 1 bar increments or 1 beat increments when **SHIFT** is held down.

ENCODER 3 – Controls the Position of the Clip's Loop in 1 bar increments or 1 beat increments when **SHIFT** is held down. This ENCODER will do nothing if the Clip's Loop switch is turned off.

ENCODER 4 – Controls the Length of the Clip's Loop in 1 bar increments or 1 beat increments when **SHIFT** is held down. This ENCODER will do nothing if the Clip's Loop switch is turned off.

ENCODER 5 – Selects the Clip's Warp Mode. This ENCODER will do nothing if the Clip is a MIDI Clip or an Audio Clip that is not warped.

ENCODER 6 – Controls the Clip's Transposition in semitone increments. This ENCODER will do nothing if the Clip is a MIDI Clip.

ENCODER 7 – Controls the Clip's Transposition in cent increments. This ENCODER will do nothing if the Clip is a MIDI Clip.

ENCODER 8 – Controls the Clip's Gain. This ENCODER will do nothing if the Clip is a MIDI Clip.

ENCODER ACCESSORY BUTTONS – Trigger ClyphX actions.

Device

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

This Mode sets up the ENCODERS for controlling parameters of the selected Device (indicated by a blue hand icon on the Device's title bar).

ENCODERS – Control the parameters of the selected Device.

ENCODER ACCESSORY BUTTONS 1-2 – 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.

ENCODER ACCESSORY BUTTONS 3-4 – No function in this Mode.

ENCODER ACCESSORY BUTTON 5 – If pressed quickly, this will toggle the selected Device on/off. If held down, this will momentarily toggle the Device on/off.

ENCODER ACCESSORY BUTTON 6 – No function in this Mode.

ENCODER ACCESSORY BUTTON 7 – Navigate to the previous Device.

- When **SHIFT** is held down, if the selected Device is a Rack or within a Rack, this will hide the Devices on the selected Chain.

ENCODER ACCESSORY BUTTON 8 – Navigate to the next Device.

- When **SHIFT** is held down, if the selected Device is a Rack or within a Rack and Devices on the selected Chain are hidden, this will show the Devices on the selected Chain. Otherwise, this 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 Pad Mix

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

This Mode sets up the ENCODERS for controlling Mixer-related parameters of the selected Drum Rack Pad on the [current Track](#).

ENCODER 1 – Controls the Volume of the selected Drum Rack Pad.

ENCODER 2 – Controls the Panning of the selected Drum Rack Pad.

ENCODERS 3-7 – Control the first 5 Send levels of the selected Drum Rack Pad.

ENCODER 8 – Selects the Drum Rack Pad (within the 16 visible Drum Rack Pads) to control. The [Status Bar](#) will indicate the name of the selected Pad.

- When **SHIFT** is held down, this will move the Drum Rack's Selector to select the 16 visible Drum Rack Pads.

ENCODER ACCESSORY BUTTON 1-2 – No function in this Mode.

ENCODER ACCESSORY BUTTON 3 – Toggles the Mute state of the selected Drum Rack Pad. When held down, this will function as a momentary Mute switch.

ENCODER ACCESSORY BUTTON 4 – No function in this Mode.

ENCODER ACCESSORY BUTTON 5 – Toggles the Solo state of the selected Drum Rack Pad. When held down, this will function as a momentary Solo switch.

ENCODER ACCESSORY BUTTON 6 – No function in this Mode.

ENCODER ACCESSORY BUTTONS 7-8 – Navigate between Drum Rack Pads. The Status Bar will indicate the name of the selected Pad.

✓ **TIP:** By default, **ENCODER 1** will control the entire Volume range of Drum Rack Pads. This can optionally be limited to 0db via the `LIMIT_VOLUME_CONTROL_TO_0_DB` setting in [Settings-General.txt](#).

Drum Pad Parameters

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

This Mode sets up the **ENCODERS** for controlling special parameters of the selected Drum Rack Pad as well as the Macros of the Drum Rack on the [current Track](#).

ENCODERS 1-5 – Control the first 5 Macros of the Drum Rack.

ENCODER 6 – Controls the Out Note (allowing for transposition) of the selected Drum Rack Pad. The [Status Bar](#) will indicate the new value.

ENCODER 7 – Controls the Sample Selector of the Sampler or the Chain Selector of the Instrument Rack on the selected Drum Rack Pad. The Status Bar will indicate the new value.

ENCODER 8 – Selects the Drum Rack Pad (within the 16 visible Drum Rack Pads) to control. The Status Bar will indicate the name of the selected Pad.

- When **SHIFT** is held down, this will move the Drum Rack's Selector to select the 16 visible Drum Rack Pads.

ENCODER ACCESSORY BUTTON 1-2 – No function in this Mode.

ENCODER ACCESSORY BUTTON 3 – Toggles the Mute state of the selected Drum Rack Pad. When held down, this will function as a momentary Mute switch.

ENCODER ACCESSORY BUTTON 4 – No function in this Mode.

ENCODER ACCESSORY BUTTON 5 – Toggles the Solo state of the selected Drum Rack Pad. When held down, this will function as a momentary Solo switch.

ENCODER ACCESSORY BUTTON 6 – No function in this Mode.

ENCODER ACCESSORY BUTTONS 7-8 – Navigate between Drum Rack Pads. The Status Bar will indicate the name of the selected Pad.

Global

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

This Mode sets up the ENCODERS for controlling global properties.

ENCODER 1 – Controls Tempo in 1-BPM increments.

ENCODER 2 – Controls Global Groove Amount. The [Status Bar](#) will indicate the new value.

ENCODER 3 – Controls Global Quantization.

ENCODER 4 – Controls Record Quantization. The Status Bar will indicate the new value.

ENCODER 5 – Controls the last parameter that was selected (by clicking on it). The Status Bar will indicate the name of the parameter assigned to this control any time it changes. Note that, 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 control.

ENCODER 6 – Controls the Crossfader. The Status Bar will indicate the new value.

ENCODER 7 – Controls Cue Volume

ENCODER 8 – Controls Master Volume.

ENCODER ACCESSORY BUTTON 1 – Locks/unlocks the parameter assigned to ENCODER 5. When locked, ENCODER 5 will continue to control the parameter it’s assigned to even if other parameters are selected. The Status Bar will indicate lock status.

ENCODER ACCESSORY BUTTONS 2-8 – No function in this Mode.

✓ **TIP:** *By default, ENCODER 8 will control the entire Volume range of the Master Track. This can optionally be limited to 0db via the `LIMIT_VOLUME_CONTROL_TO_0_DB` setting in [Settings-General.txt](#).*

HazMap Chain

MODE NAME (to specify in [Settings-Encoder 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 ENCODERS for [Chain-based HazMapping](#) to parameters of the selected Chain of a Rack on the [current Track](#).

ENCODERS – Control the HazMapped parameters of the selected Chain of a Rack on the current Track.

When SELECT is held down, the first ENCODER provides access to mapping functionality. Moving the ENCODER to its maximum value will turn HazMap Mapping Mode On or Off. When On, you can [create HazMappings](#) for the ENCODERS.

Moving the ENCODER to its minimum value will initiate deletion of the mappings of this Mode. Once initiated, the ENCODER must be moved to its maximum value to perform the actual deletion.

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

ENCODER ACCESSORY BUTTON 1 – Shows or hides the Devices on the selected Chain.

ENCODER ACCESSORY BUTTON 2 – No function in this Mode.

ENCODER ACCESSORY BUTTON 3 – Toggles the Mute state of the selected Chain. When held down, this will function as a momentary Mute switch.

ENCODER ACCESSORY BUTTON 4 – No function in this Mode.

ENCODER ACCESSORY BUTTON 5 – Toggles the Solo state of the selected Chain. When held down, this will function as a momentary Solo switch.

ENCODER ACCESSORY BUTTON 6 – No function in this Mode.

ENCODER ACCESSORY BUTTONS 7-8 – Navigate between the Chains of the Rack. The Status Bar will indicate the name of the selected Chain.

HazMap Mix

MODE NAME (to specify in [Settings-Encoder 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 ENCODERS for [Mix-based HazMapping](#) to parameters across the Tracks within the [Grid Selector](#).

ENCODERS – Control the HazMapped parameters of the Tracks within the Grid Selector.

When SELECT is held down, the first ENCODER provides access to mapping functionality. Moving the ENCODER to its maximum value will turn HazMap Mapping Mode On or Off. When On, you can [create HazMappings](#) for the ENCODERS. However, unlike other HazMap Modes, this Mode strictly uses the first ENCODER for creating HazMappings. Also, this Mode provides multiple Pages of mappings. Each Page allows for one mapping, which you'll create with the first ENCODER. You can switch between Pages while in HazMap Mapping Mode.

Moving the ENCODER to its minimum value will initiate deletion of the mappings of this Mode. Once initiated, the ENCODER must be moved to its maximum value to perform the actual deletion.

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

ENCODER ACCESSORY BUTTONS – 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.

Pre-configured Instances

This Mode includes a variety of pre-configured instances that you can use by specifying the name of the instance in [Settings-Encoder Mode List.txt](#). For the most part, these instances are provided for backwards compatibility with previous versions of Arsenal that included them as Static Modes. In all cases, the mappings of these instances cannot be changed. Also, unless otherwise note, the ENCODER ACCESSORY BUTTONS have no function in these instances.

INSTANCE NAME(S) to specify in <i>Settings-Encoder Mode List.txt</i>	ENCODER PARAMETER(S)	ENCODER ACCESSORY BUTTONS
EQ_GAIN_1_MIX – EQ_GAIN_8_MIX	Control the Gain of an EQ Eight or EQ Three band. For example, EQ8_GAIN_2_MIX will control the Gain of the 2nd band.	-
EQ8_FREQ_1_MIX – EQ8_FREQ_8_MIX	Control the Frequency of an EQ Eight band. For example, EQ8_FREQ_2_MIX will control the Frequency of the 2nd band.	-
EQ8_RES_1_MIX – EQ8_RES_8_MIX	Control the Resonance of an EQ Eight band. For example, EQ8_RES_2_MIX will control the Resonance of the 2nd band.	-
EQ8_FREQ_MIX	Control the Frequency of the bands of EQ Eight.	Select the EQ Eight band for the ENCODERS to control.
EQ8_GAIN_MIX	Control the Gain of the bands of EQ Eight.	Same as above.
EQ8_RES_MIX	Control the Resonance of the bands of EQ Eight.	Same as above.
FILTER	Control the Filter Drive, Frequency, Resonance or Type of the Filter Device*.	Select the Filter-related parameter (Drive, Frequency, Resonance or Type) for the ENCODERS to control.
FILTER_DRIVE	Control the Filter Drive of the Filter Device*.	-
FILTER_FREQ	Control the Filter Frequency of the Filter Device*.	-
FILTER_RES	Control the Filter Resonance of the Filter Device*.	-
FILTER_TYPE	Control the Filter Type of the Filter Device*.	-

* The following devices are recognized as Filter Devices: Analog, Auto Filter, Operator, Sampler, Simplr and Tension.

HazMap Track

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

This Mode sets up the ENCODERS for [Track-based HazMapping](#) to parameters on the [current Track](#).

ENCODERS – Control the HazMapped parameters of the current Track.

When SELECT is held down, the first ENCODER provides access to mapping functionality. Moving the ENCODER to its maximum value will turn HazMap Mapping Mode On or Off. When On, you can [create HazMappings](#) for the ENCODERS.

Moving the ENCODER to its minimum value will initiate deletion of the mappings of this Mode. Once initiated, the ENCODER must be moved to its maximum value to perform the actual deletion.

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

ENCODER ACCESSORY BUTTONS – No function in this Mode.

Pre-configured Instances

This Mode includes a variety of pre-configured instances that you can use by specifying the name of the instance in [Settings-Encoder Mode List.txt](#). For the most part, these instances are provided for backwards compatibility with previous versions of Arsenal that included them as Static Modes. In all cases, the mappings of these instances cannot be changed. Also, unless otherwise note, the ENCODER ACCESSORY BUTTONS have no function in these instances.

INSTANCE NAME(S) to specify in <i>Settings-Encoder Mode List.txt</i>	ENCODER PARAMETER(S)	ENCODER ACCESSORY BUTTONS
EQ_GAIN	Control the Gain of the bands of EQ Eight or EQ Three.	-
EQ8	Control the Gain, Frequency or Resonance of the bands of EQ Eight.	Select the band parameter (Gain, Frequency or Resonance) for the ENCODERS to control.
EQ8_FREQ	Control the Frequency of the bands of EQ Eight.	-
EQ8_RES	Control the Resonance of the bands of EQ Eight.	-

Mix

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

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

ENCODERS – Control the selected parameter of the Tracks within the Grid Selector.

ENCODER ACCESSORY BUTTONS – Select the parameter (Volume, Pan or Send A – F respectively) the ENCODERS should control. The [Status Bar](#) will indicate the name of the selected parameter.

✓ **TIP:** *By default, when assigned to Volume, the ENCODERS 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](#).*

Pan

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

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

ENCODERS – Control the Panning of the Tracks within the Grid Selector.

ENCODER ACCESSORY BUTTONS – No function in this Mode.

Pan & Sends

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

This Mode sets up the ENCODERS for controlling Panning and Send levels of the Tracks within the [Grid Selector](#). You can toggle between the parameters to control via the Button used for selecting this Mode. The [Status Bar](#) will indicate the selected parameter.

ENCODERS – Control the Panning or one of the Send levels of the Tracks within the Grid Selector.

ENCODER ACCESSORY BUTTONS – No function in this Mode.

Return Mix

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

This Mode sets up the ENCODERS for controlling Mixer-related parameters of the first 8 Return Tracks.

ENCODERS – Control the selected parameter of the first 8 Return Tracks.

ENCODER ACCESSORY BUTTONS – Select the parameter (Volume, Pan or Send A – F respectively) the ENCODERS should control. The [Status Bar](#) will indicate the name of the selected parameter.

✓ **TIP:** By default, when assigned to Volume, the ENCODERS 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](#).

Return Pan

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

This Mode sets up the ENCODERS for controlling the Panning of the first 8 Return Tracks.

ENCODERS – Control the Panning of the first 8 Return Tracks.

ENCODER ACCESSORY BUTTONS – Select the first 8 Return Tracks.

Return Send

MODE NAME (to specify in [Settings-Encoder Mode List.txt](#)): RTN_SEND X (where X is the letter of the Send to control (in the range of A – L). RTN_SEND B for example.)

This Mode set up the ENCODERS for controlling one of the Send levels of the first 8 Return Tracks.

ENCODERS – Control one of the Send levels of the first 8 Return Tracks.

ENCODER ACCESSORY BUTTONS – Select the first 8 Return Tracks.

Return Sends

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

This Mode sets up the ENCODERS for controlling Send levels of the first 8 Return Tracks.

ENCODERS – Control the level of the selected Send of the first 8 Return Tracks.

ENCODER ACCESSORY BUTTONS – Select the Send (Send A – H respectively) the ENCODERS should control. The [Status Bar](#) will indicate the name of the selected Send.

Return Volume

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

This Mode sets up the ENCODERS for controlling the Volume of the first 8 Return Tracks.

ENCODERS – Control the Volume of the first 8 Return Tracks.

ENCODER ACCESSORY BUTTONS – Select the first 8 Return Tracks.

✓ **TIP:** By default, the ENCODERS 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](#).

Send

MODE NAME (to specify in [Settings-Encoder Mode List.txt](#)): SEND **x** (where **x** is the letter of the Send to control (in the range of A – L). SEND **B** for example.)

This Mode set up the ENCODERS for controlling one of the Send levels of the Tracks within the [Grid Selector](#).

ENCODERS – Control one of the Send levels of the Tracks within the Grid Selector.

ENCODER ACCESSORY BUTTONS – No function in this Mode.

Sends

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

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

ENCODERS – Control the level of the selected Send of the Tracks within the Grid Selector.

ENCODER ACCESSORY BUTTONS – Select the Send (Send A – H respectively) the ENCODERS should control. The [Status Bar](#) will indicate the name of the selected Send.

Track

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

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

ENCODER 1 – Controls Volume.

ENCODER 2 – Controls Panning.

ENCODERS 3-8 – Control the first 6 Send levels.

ENCODER ACCESSORY BUTTONS – No function in this Mode.

✓ **TIP:** By default, ENCODER 1 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](#).

Track Route

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

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

ENCODER 1 – Controls Volume.

ENCODER 2 – Controls Panning.

ENCODER 3 – Controls Monitoring. The [Status Bar](#) will indicate the new value.

ENCODER 4 – Controls Crossfade Assignment. The Status Bar will indicate the new value.

ENCODER 5 – Controls Input Type. The Status Bar will indicate the new value.

ENCODER 6 – Controls Input Channel. The Status Bar will indicate the new value.

ENCODER 7 – Controls Output Type. The Status Bar will indicate the new value.

ENCODER 8 – Controls Output Channel. The Status Bar will indicate the new value.

ENCODER ACCESSORY BUTTONS – No function in this Mode.

✓ **TIP:** By default, ENCODER 1 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-Encoder Mode List.txt](#)): **USER X** (where X is the letter of the Mode (in the range of A – F). **USER B** for example.)

This Mode set up the ENCODERS for [MIDI mapping](#) on MIDI channels 9 – 14. For example, **USER A** operates on channel 9 and **USER D** operates on channel 12.

ENCODERS – Used for MIDI mapping.

ENCODER ACCESSORY BUTTONS – No function in this Mode.

Volume

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

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

ENCODERS – Control the Volume of the Tracks within the Grid Selector.

ENCODER ACCESSORY BUTTONS – No function in this Mode.

✓ **TIP:** *By default, the ENCODERS 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](#).*

6 MATRIX MODES

Matrix Modes determine the function of the MATRIX, MATRIX ACCESSORY BUTTONS, ARROW BUTTONS, OCTAVE BUTTONS, PAGE BUTTONS and LAYOUT BUTTON. Note, however, that the PAGE BUTTONS and LAYOUT BUTTON are not used by any Matrix Mode unless otherwise noted. This section covers the Matrix Modes that can be used in Arsenal_PS2. 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.

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](#).*

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.

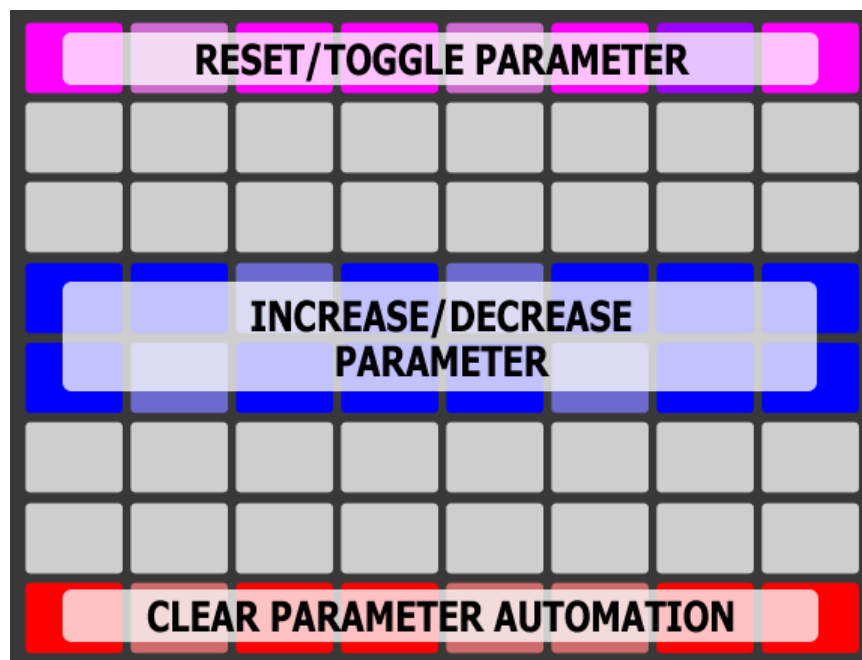
Button Sliders that control continuous parameters (such as volume) use a variety of LED colors (dictated by the Matrix Mode that uses the Button Sliders) and use the standard orientation and function where the bottommost Button sets the parameter to its minimum value and the topmost Button sets the parameter 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). Note Repeat can be turned on/off via the [REPEAT](#) Button.

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.

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 of the Notes that will be added is determined by the selected Resolution, which can be adjusted via the **MATRIX ACCESSORY BUTTONS**. The Velocity of the Notes that will be added can be selected via the [Velocity Display Mode](#).

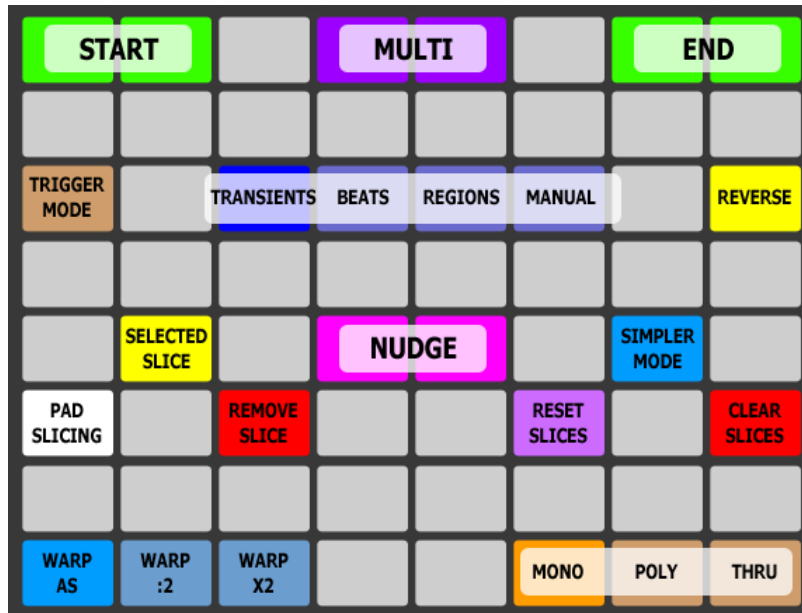
If a single Button is pressed and a Note is present at the associated position in the Clip, the Note will be removed. Otherwise, a single Note with a Length equal to the selected Resolution will be added. If two Buttons are pressed, a single Note with a Length that is equal to the selected Resolution 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.

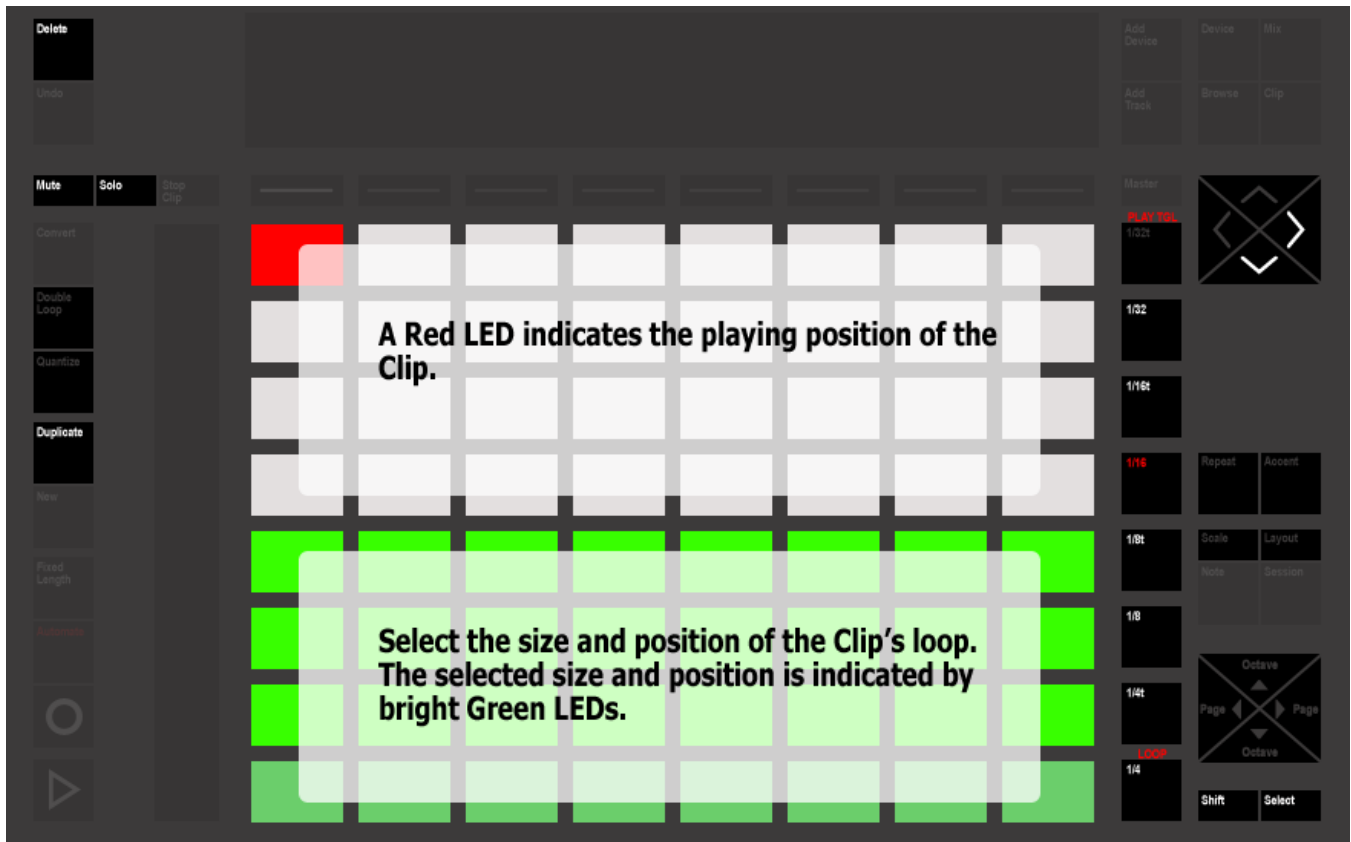
RESET SLICES – Resets all Slices back to their default positions.

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.

OCTAVE BUTTONS – Not used in this Mode.

Clip Play Mono

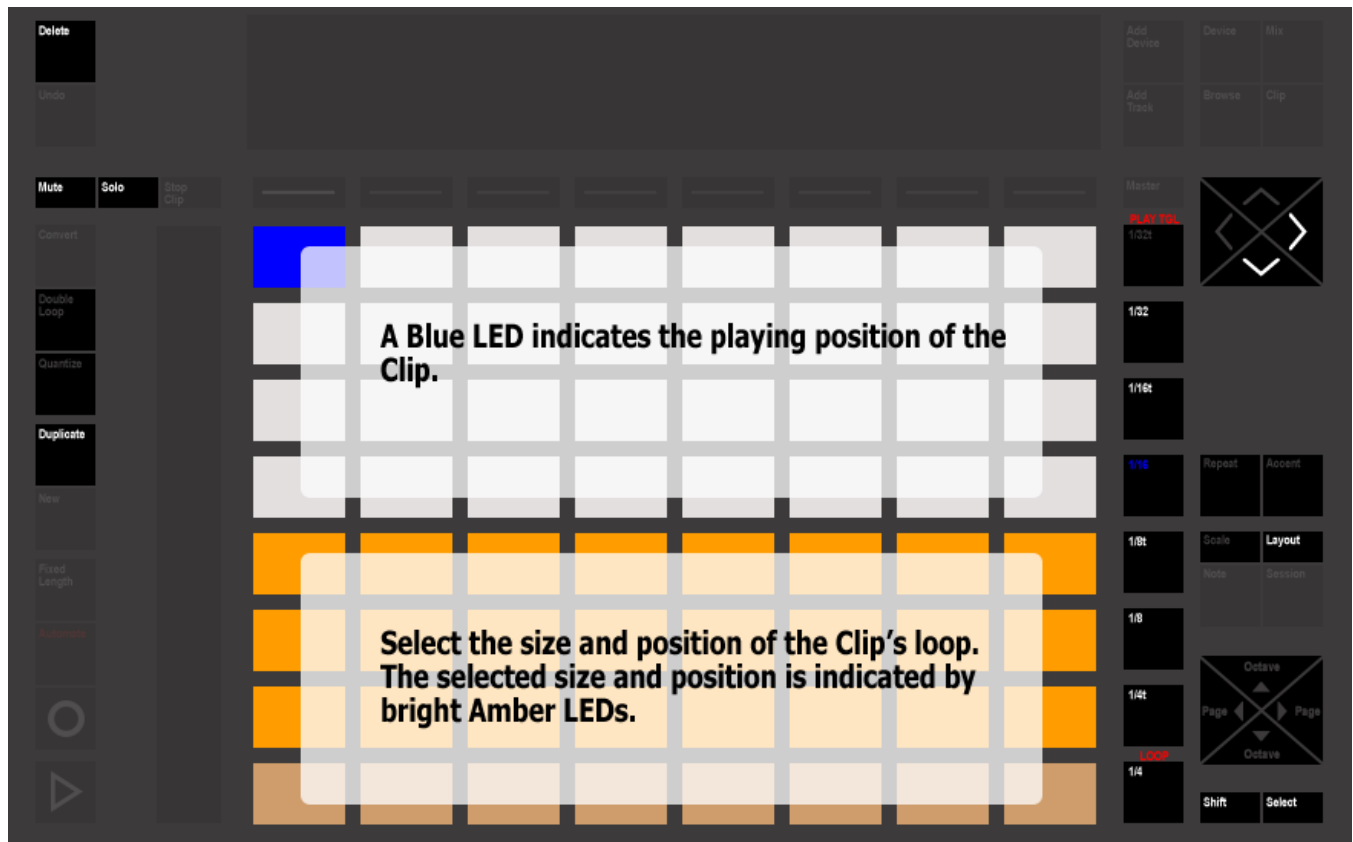
MODE NAME (to specify in [Settings-Matrix Mode List.txt](#)): CLIP_PLAY_MONO

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 LAYOUT BUTTON or the Button used for selecting this Mode. The [Status Bar](#) will indicate the selected Sub-Mode.

The OCTAVE BUTTONS are not used in this 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.

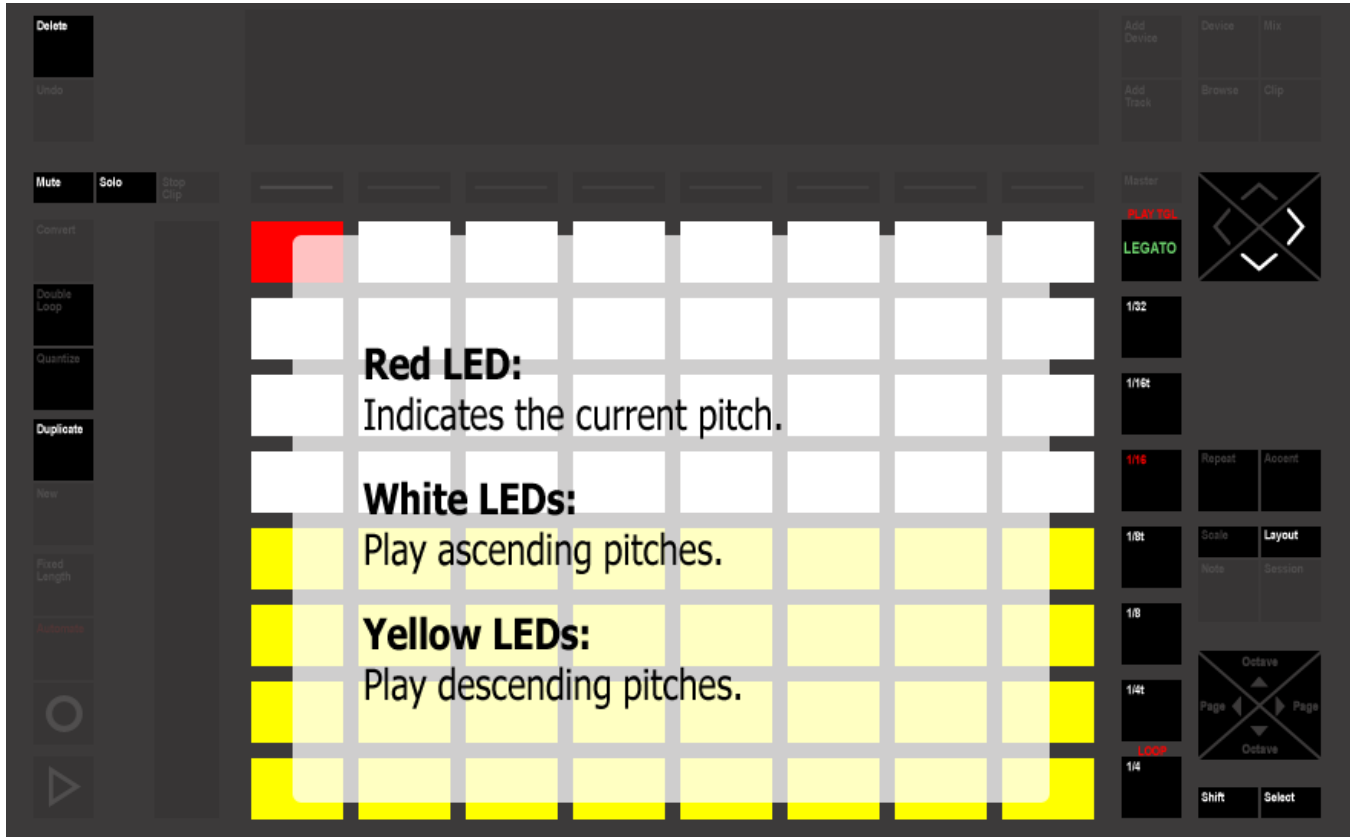
MATRIX ACCESSORY BUTTONS:

- **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.

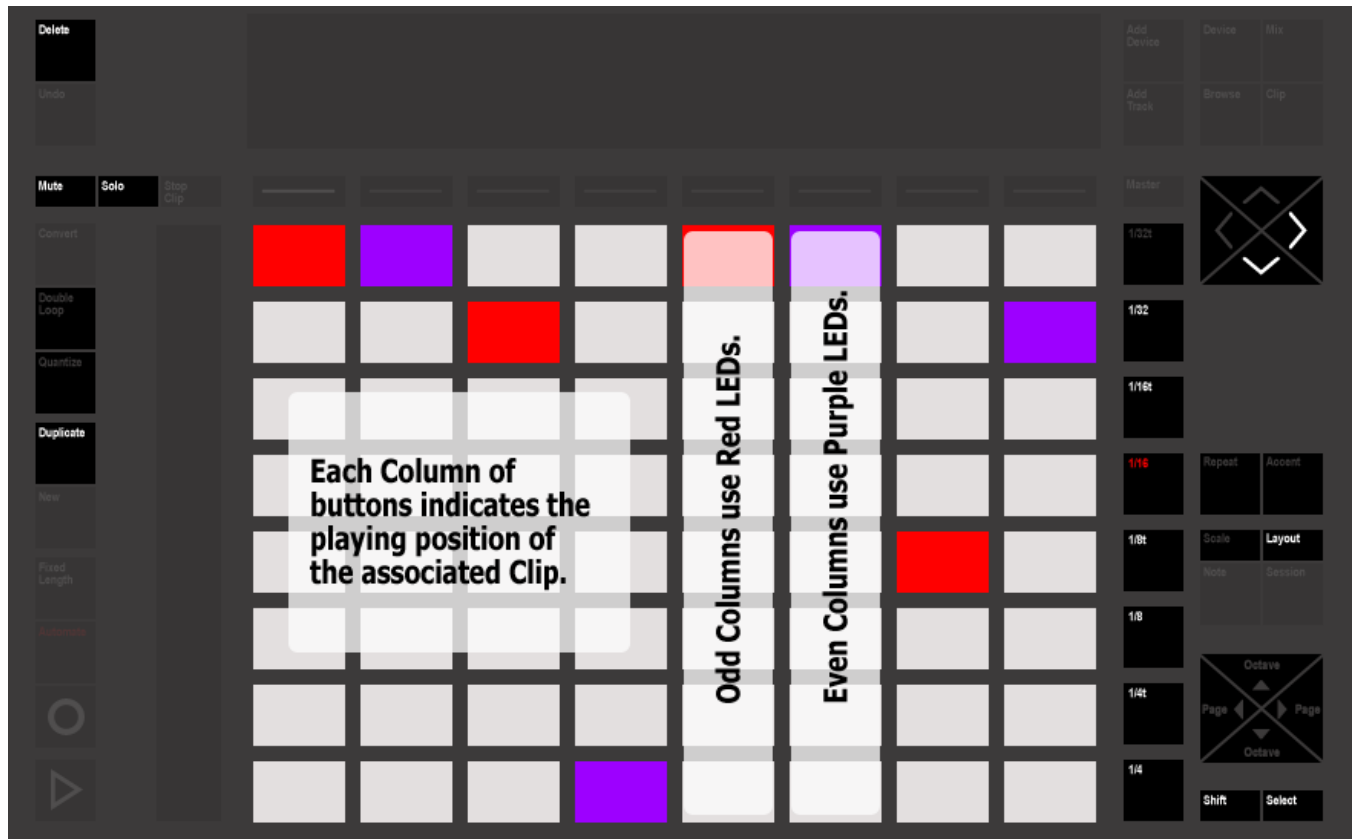
Clip Play Poly

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 **LAYOUT** **BUTTON** or 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.

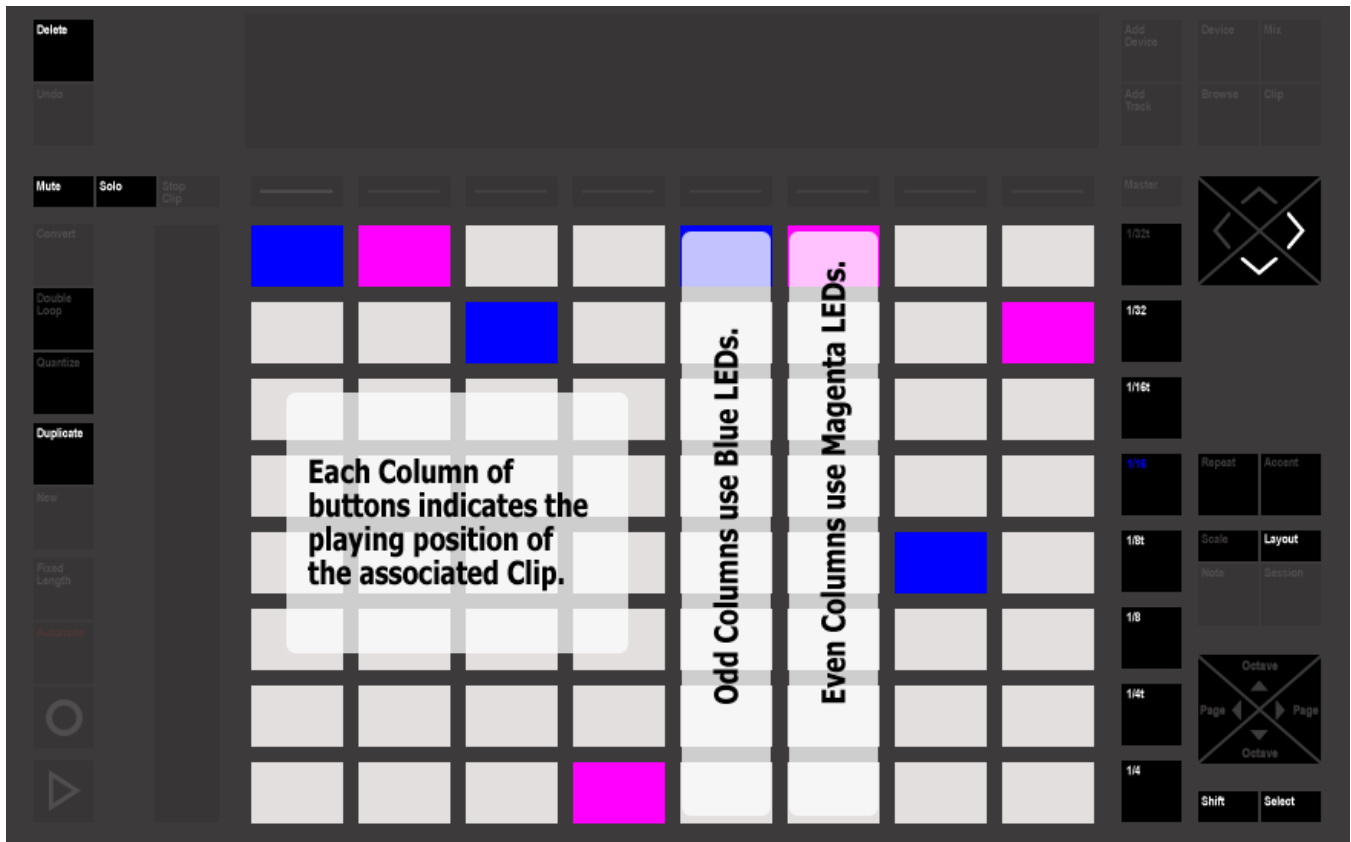
ARROW **BUTTONS** – Navigate the Grid Selector.

OCTAVE **BUTTONS** – Navigate the Grid Selector up or down by 8 or 5 Scenes.

PAGE **BUTTONS** – Navigate the Grid Selector left or right by 8 Tracks.

[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.

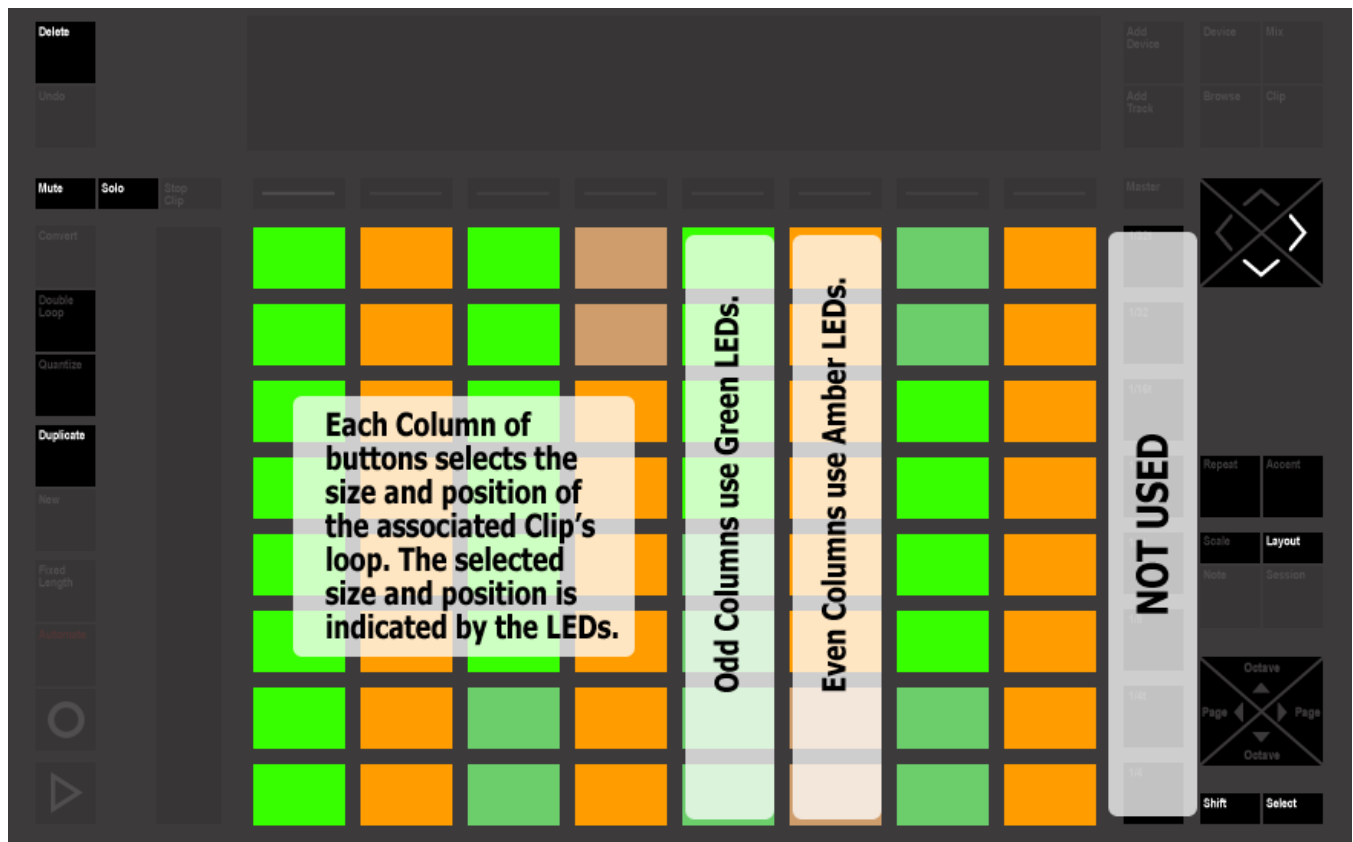
ARROW BUTTONS – Navigate the [Grid Selector](#).

OCTAVE BUTTONS – Navigate the Grid Selector up or down by 8 or 5 Scenes.

PAGE BUTTONS – Navigate the Grid Selector left or right by 8 Tracks.

[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](#).

OCTAVE BUTTONS – Navigate the Grid Selector up or down by 8 or 5 Scenes.

PAGE BUTTONS – Navigate the Grid Selector left or right by 8 Tracks.

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.

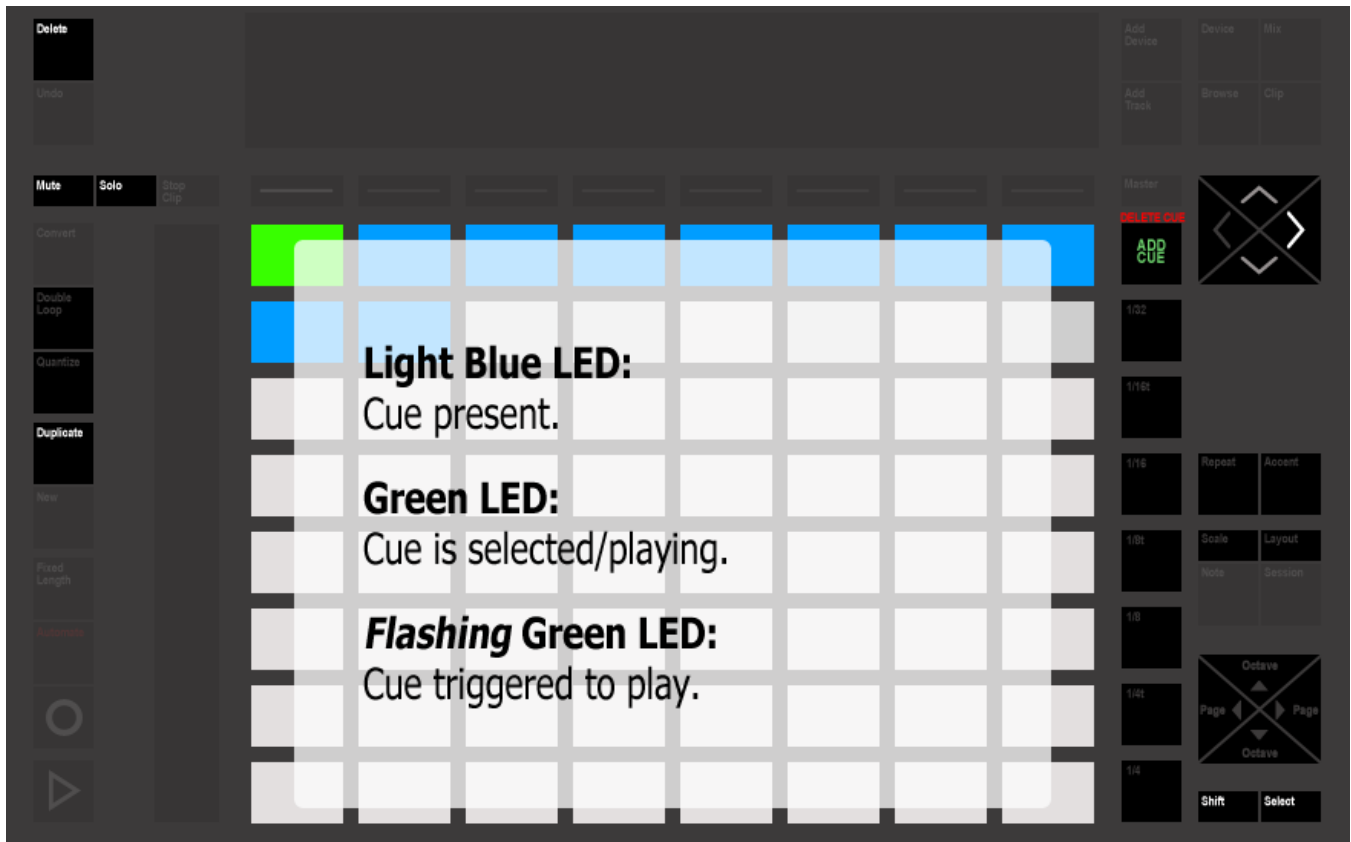
OCTAVE BUTTONS – Not used in this Mode.

✓ **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.

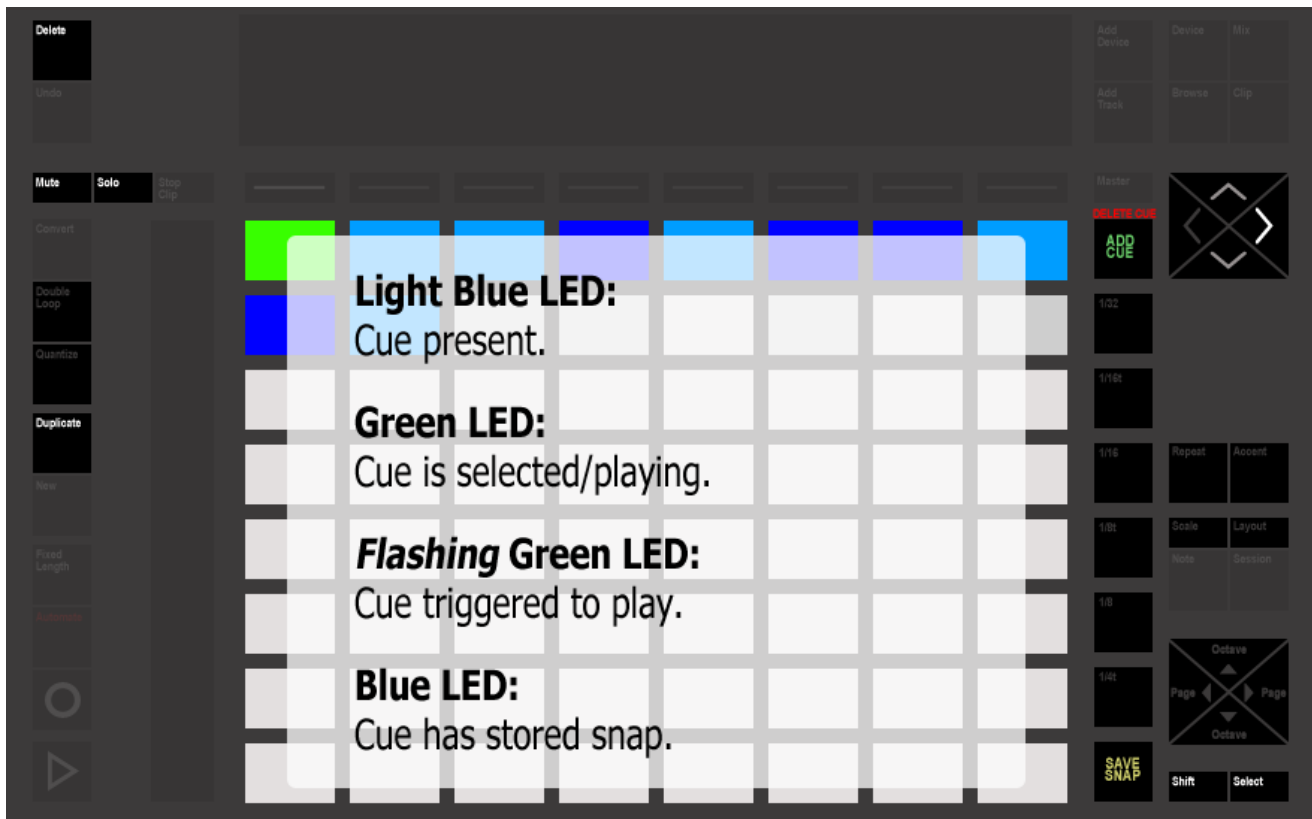
ARROW BUTTONS – Up and Down are used for Rewind and Fastforward respectively. Left and Right navigate Tracks in Session View or the Insert Marker in Arrangement View.

OCTAVE BUTTONS – Not used in this Mode.

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.

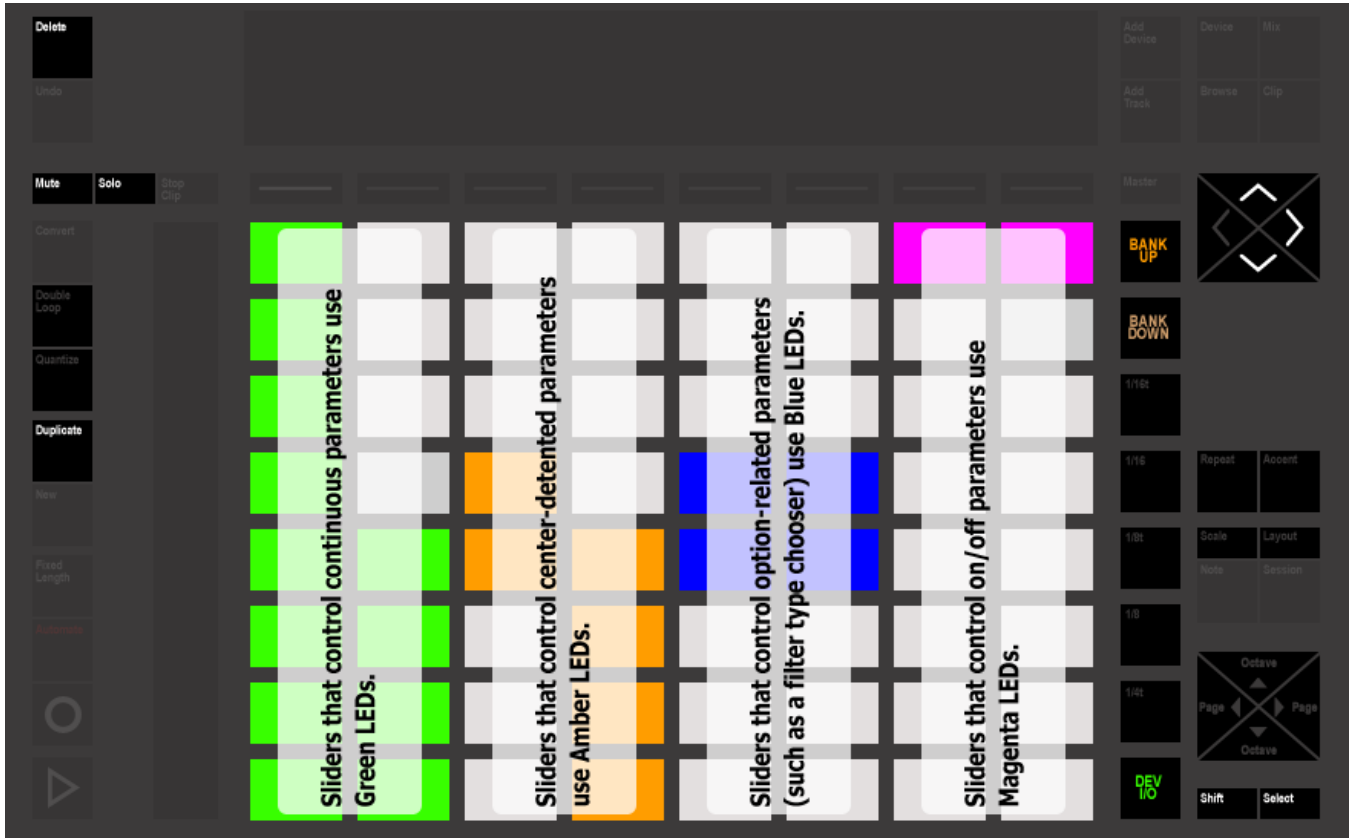
OCTAVE BUTTONS – Not used in this Mode.

ⓘ 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 LAYOUT BUTTON or 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.

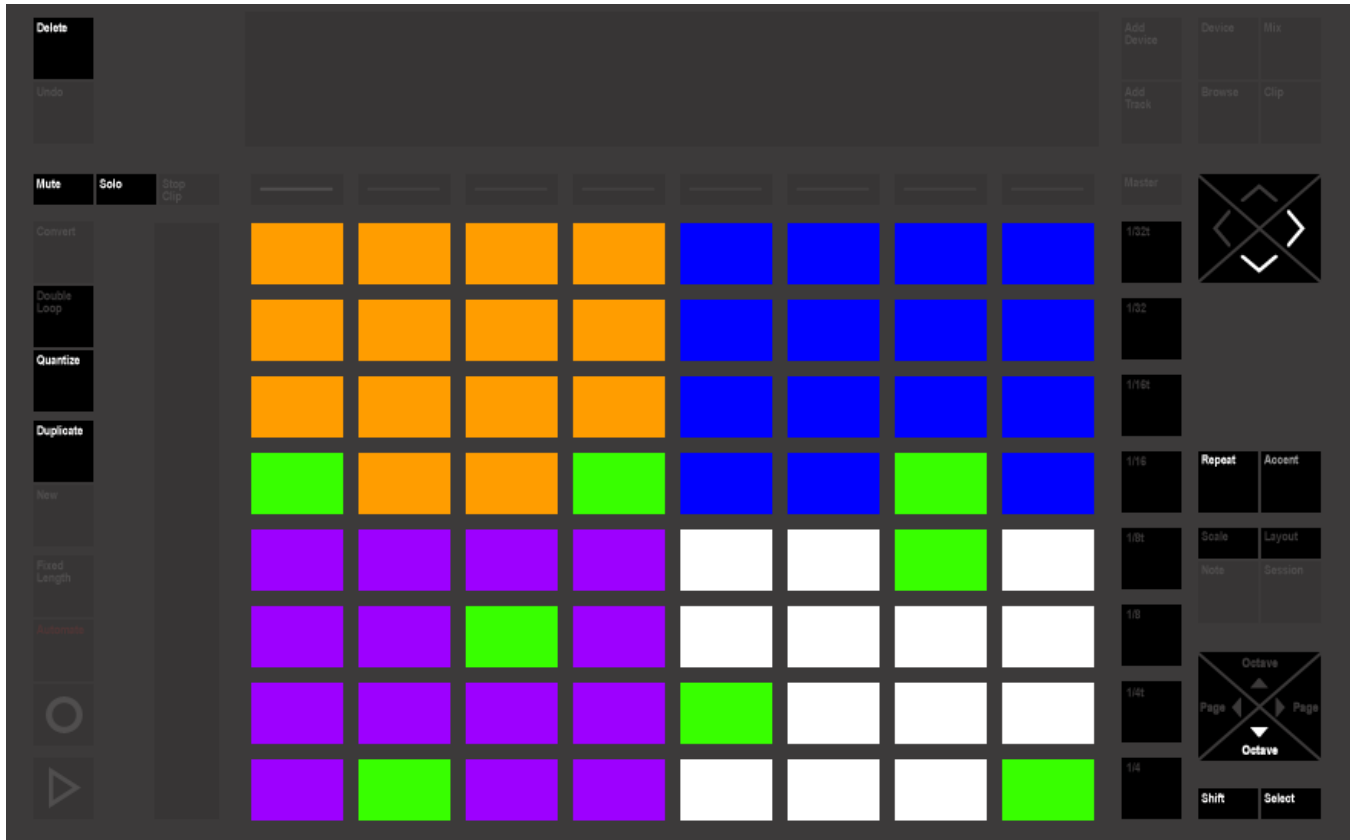
OCTAVE BUTTONS – Not used in this Mode.

✓ **TIP:** This Mode can be locked to the currently selected Device via [the Button assigned to Lock](#). The Status Bar will indicate lock status. However, if the [Encoder Device Mode](#) is also in use, this Mode cannot be locked and will not work correctly if the Encoder Device Mode is locked. For that reason, it is recommended that you do not use this Mode while also using the Encoder Device Mode unless you won't be using the lock functionality.

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 SELECT is held down, pressing DELETE will delete all Notes.
- When QUANTIZE 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 QUANTIZE 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.

OCTAVE BUTTONS – Shift the Notes assigned to the Drum Pads up or down by 32 semitones. Pressing both of these will revert back to the default Note range. The [Status Bar](#) will indicate the current Note range.

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.

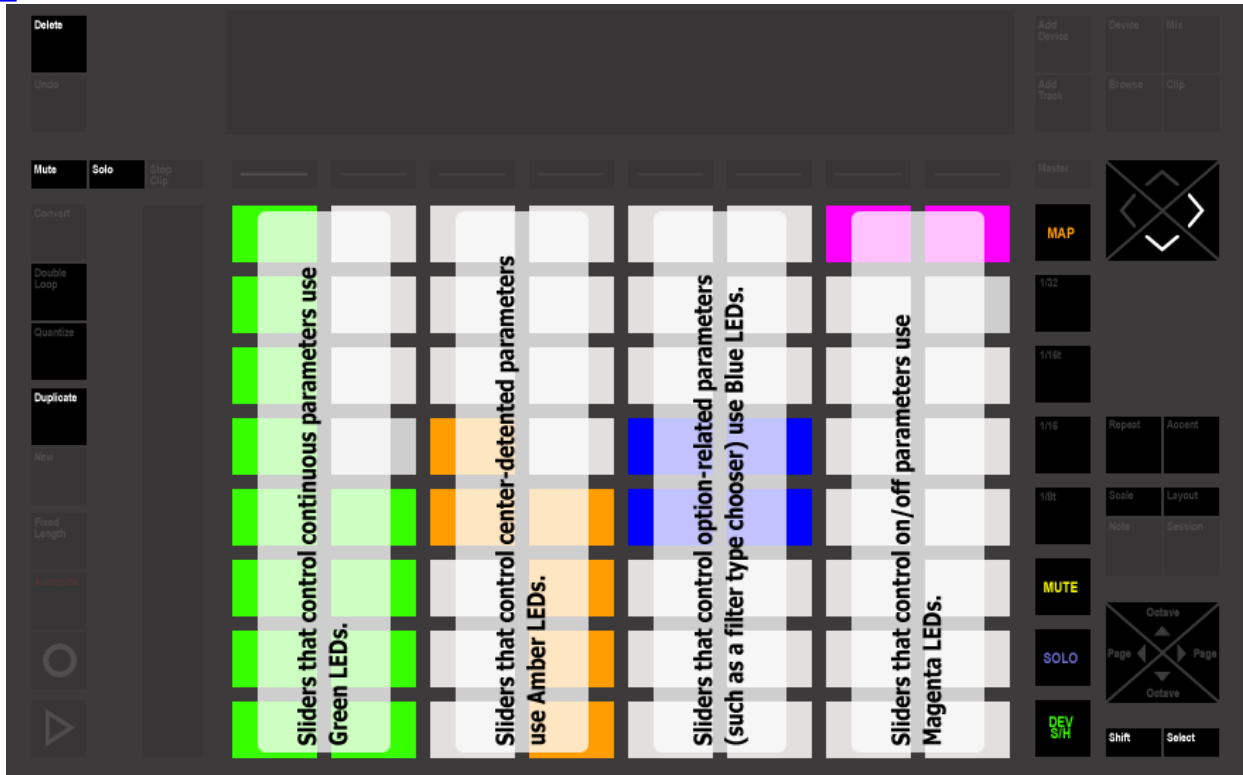
ARROW BUTTONS – In Session View, navigate Scenes and Tracks. In Arrangement View, navigate Tracks and the Insert Marker.

OCTAVE BUTTONS – Not used in this Mode.

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.

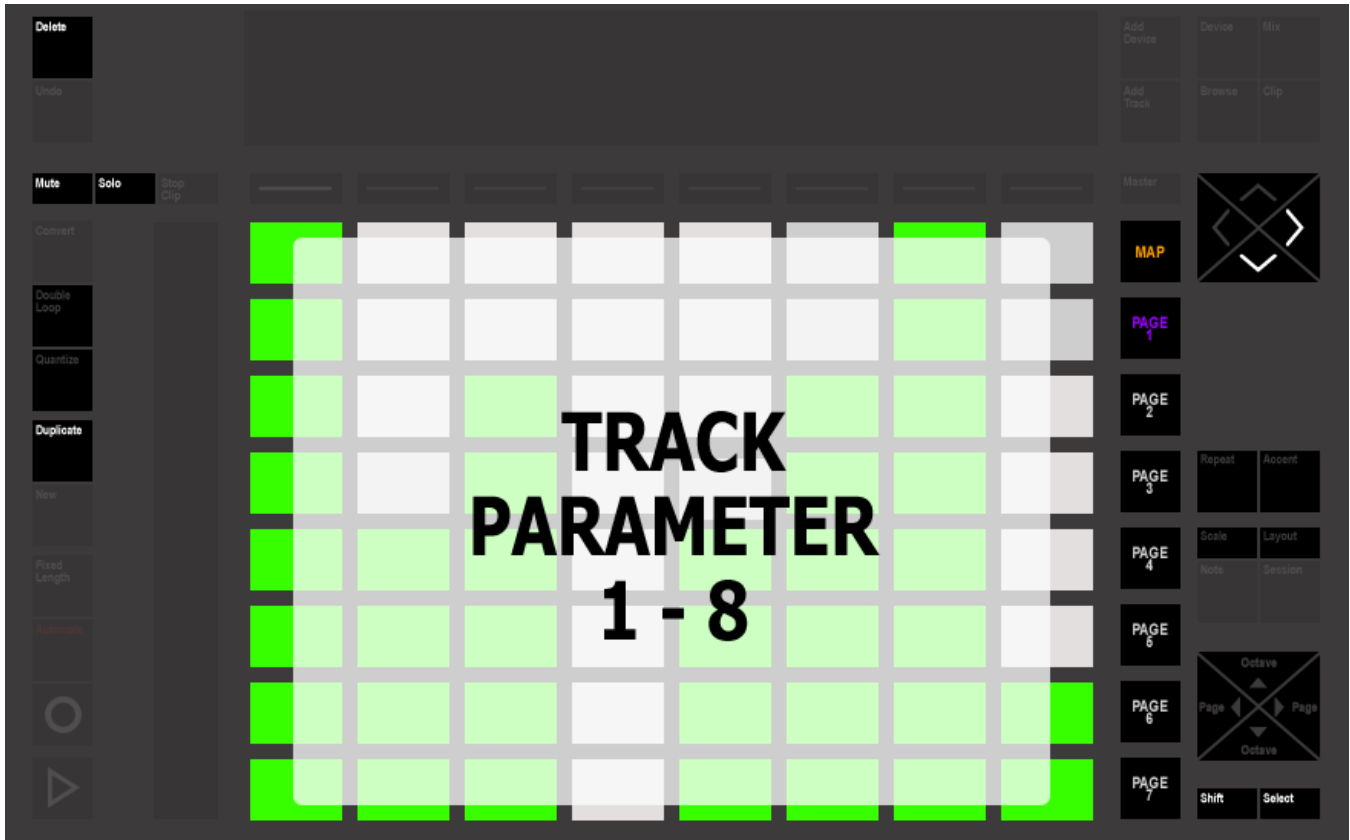
ARROW BUTTONS – Up and Down will navigate between the Chains of the Rack. The Status Bar will indicate the name of the selected Chain. Left and Right navigate Tracks in Session View or the Insert Marker in Arrangement View.

OCTAVE BUTTONS – Not used in this Mode.

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.

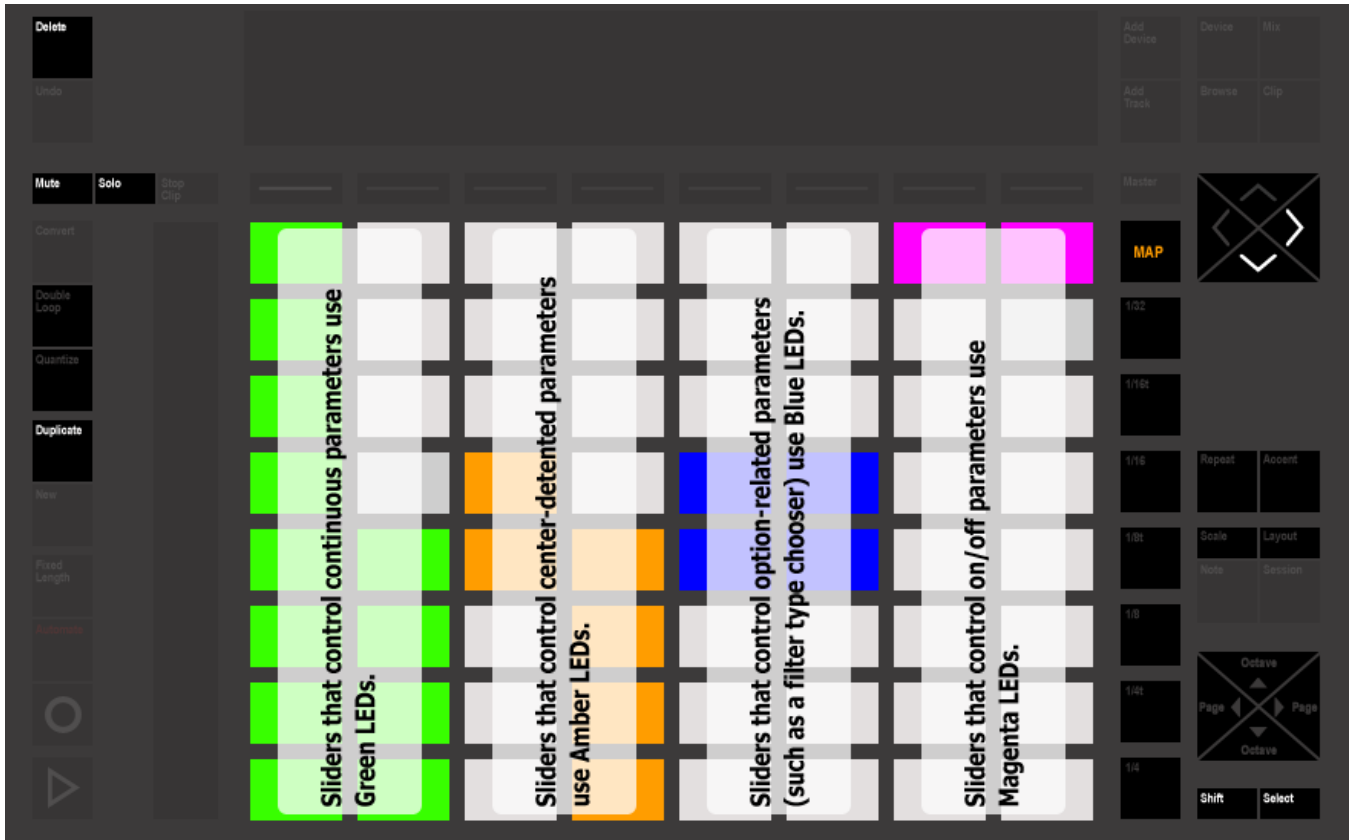
OCTAVE BUTTONS – Navigate the Grid Selector up or down by 8 or 5 Scenes.

PAGE BUTTONS – Navigate the Grid Selector left or right by 8 Tracks.

HazMap Track

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

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



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

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

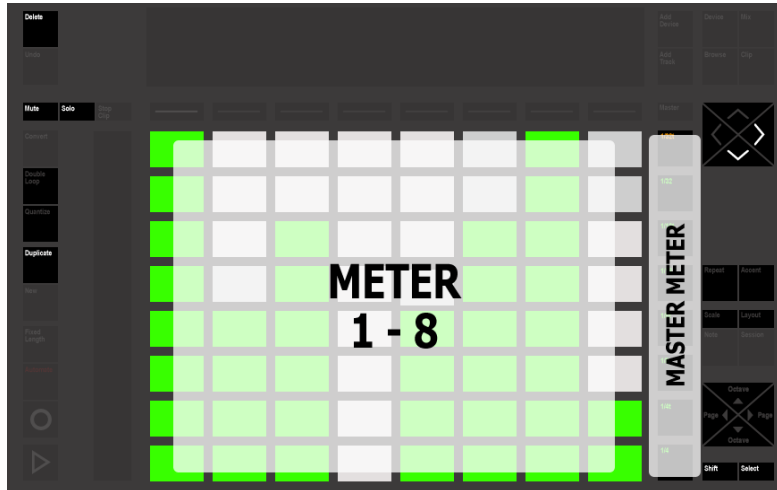
OCTAVE BUTTONS – Not used in this Mode.

Meters

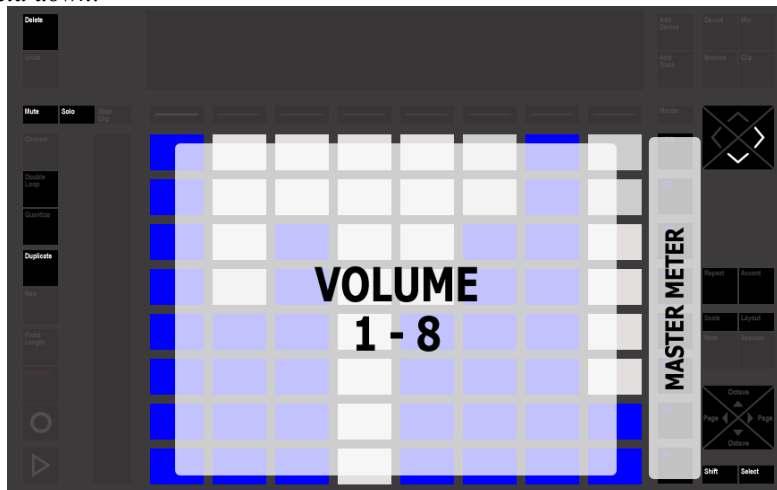
MODE NAME (to specify in [Settings-Matrix Mode List.txt](#)): METERS

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.

OCTAVE BUTTONS – Navigate the Grid Selector up or down by 8 or 5 Scenes.

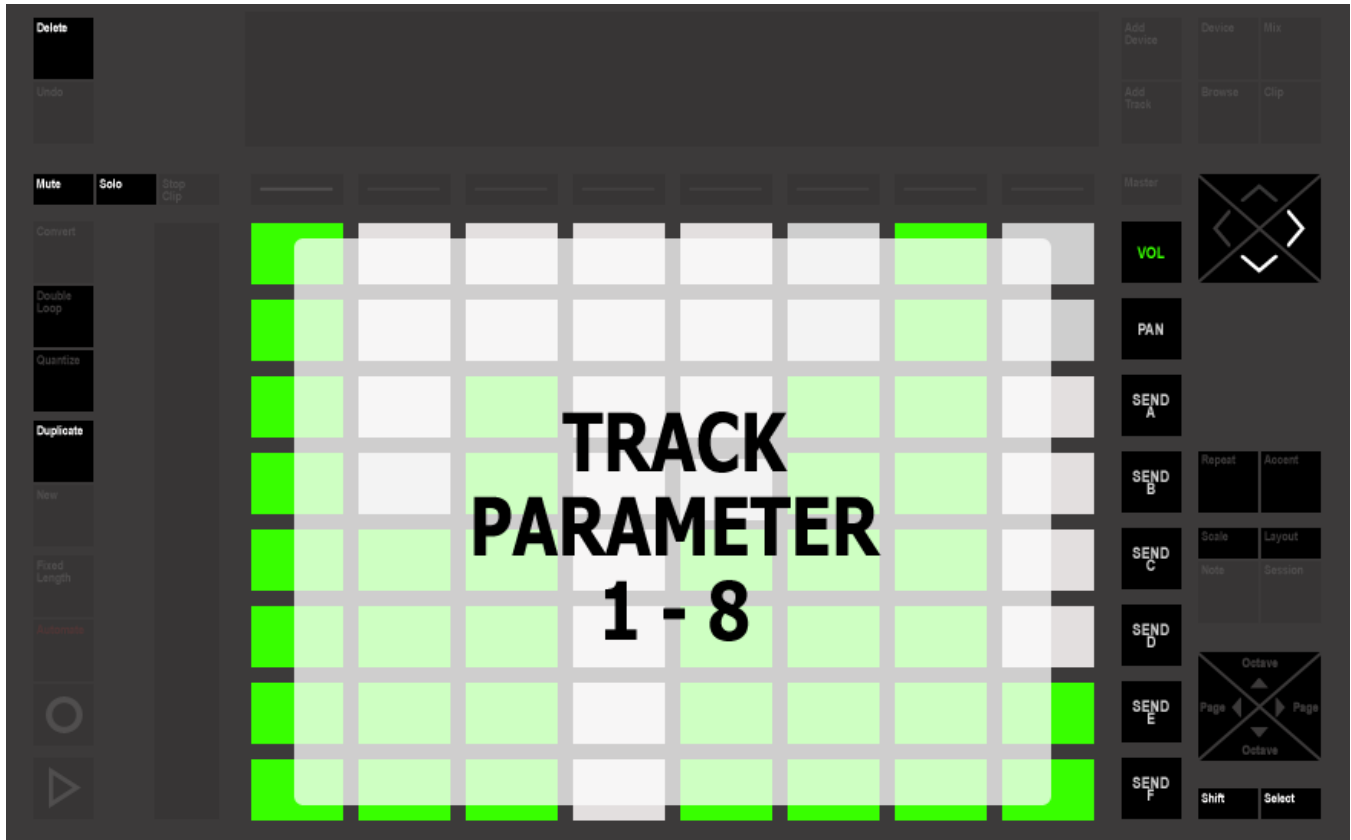
PAGE BUTTONS – Navigate the Grid Selector left or right by 8 Tracks.

✓ **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.

OCTAVE BUTTONS – Navigate the Grid Selector up or down by 8 or 5 Scenes.

PAGE BUTTONS – Navigate the Grid Selector left or right by 8 Tracks.

✓ **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](#).

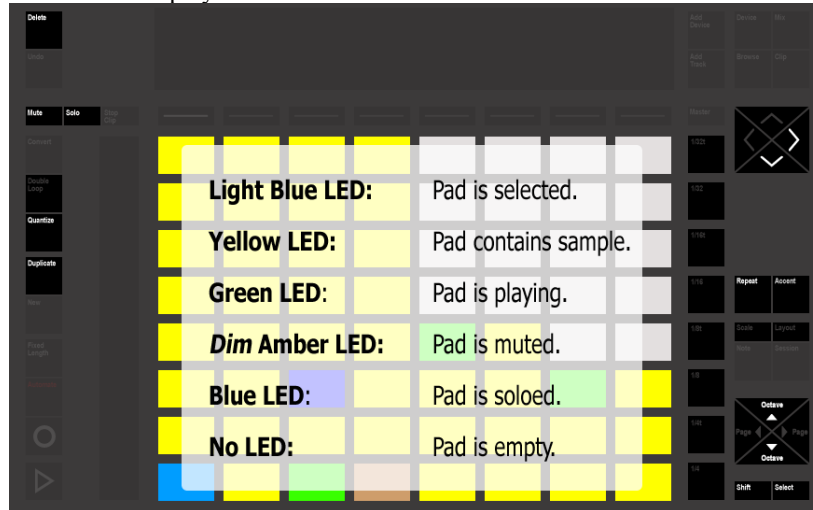
Note

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 **SELECT** is held down, these Buttons are used for selecting Pads without playing them.
- 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 **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 **QUANTIZE** 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 **QUANTIZE** will quantize all Notes.
- When **MUTE** is held down, these Buttons are used for muting Pads. When **SELECT** is held down, pressing **MUTE** will unmute all Pads.
- When **SOLO** is held down, these Buttons are used for soloing Pads. When **SELECT** is held down, pressing **SOLO** will unsolo all Pads.

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.

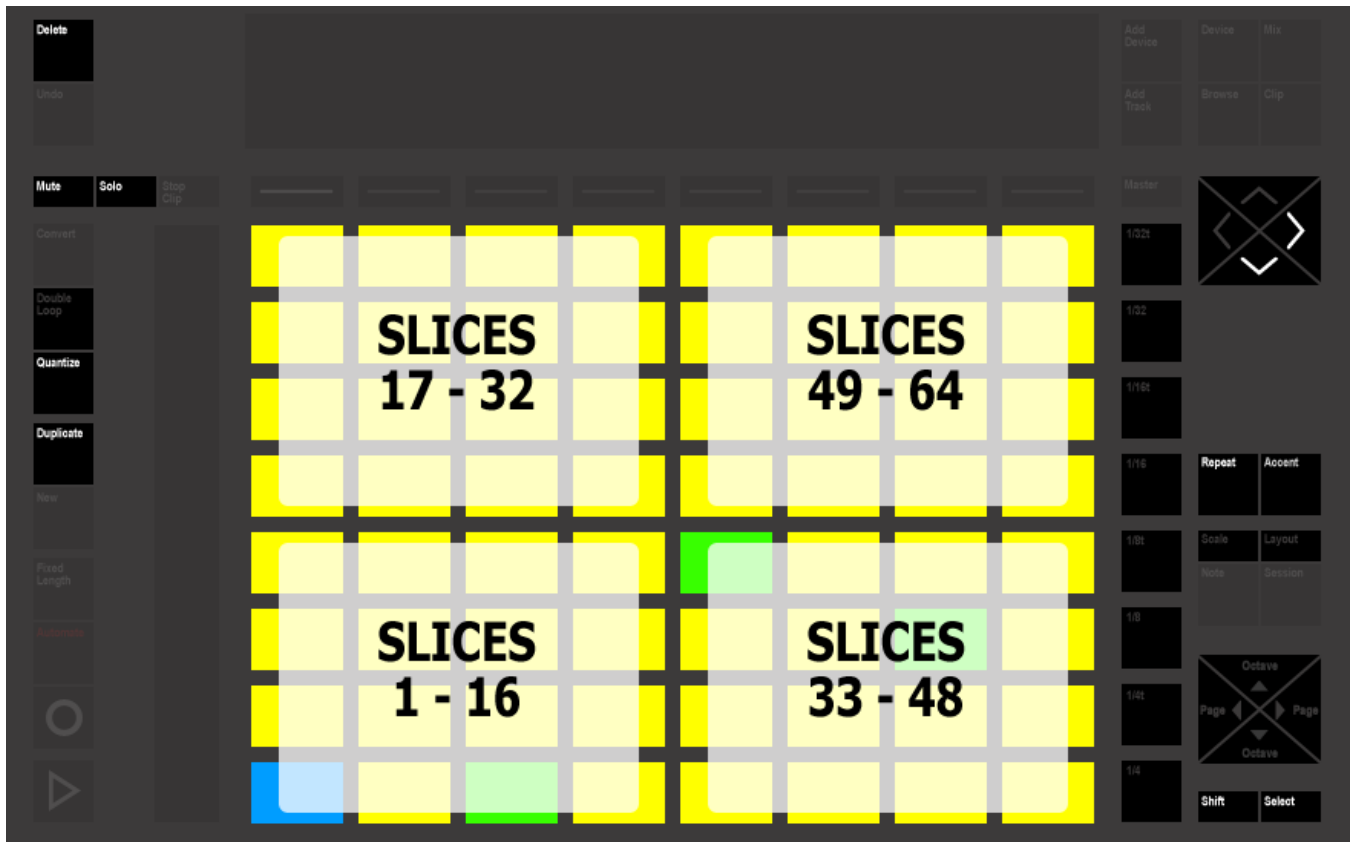
OCTAVE BUTTONS – Move the Drum Rack selector up or down by 4 rows. Pressing both of these will revert back to the default selector position.

- When **SHIFT** is held down, these 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, the MATRIX can be used for changing Simpler settings via the [Simpler Settings Page](#).
- When **SELECT** is held down, these Buttons are used for selecting Slices without playing them.
- 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 **QUANTIZE** 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 **QUANTIZE** 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.

OCTAVE BUTTONS – Not used in this Mode.

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 LAYOUT BUTTON or 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 QUANTIZE 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 QUANTIZE 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.

OCTAVE BUTTONS – Shift the captured Notes up or down by 1 octave (12 semitones). Pressing both of these will revert back to the default Note range. The [Status Bar](#) will indicate the current Note range.

- When **SHIFT** is held down, these 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.

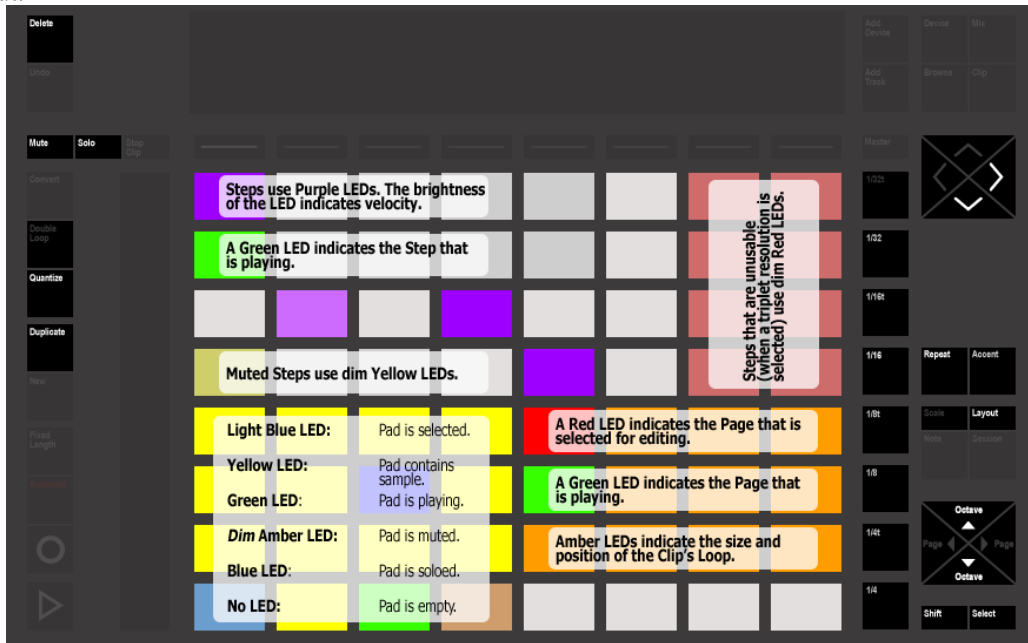
Note Plus

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 via the LAYOUT BUTTON or 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 functions exactly as described in the [Note] Drum Rack Sub-Mode section and also selects the Pad to sequence from the **STEP-SEQUENCE SECTION**.
- **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.

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

OCTAVE BUTTONS – Move the Drum Rack selector up or down by 4 rows. Pressing both of these will revert back to the default selector position.

- When **SHIFT** is held down, these 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 functions exactly as described in the [\[Note\] Drum Rack Sub-Mode](#) section and also selects the Pad to play from the **16 LEVELS PADS SECTION**.
- **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 – In Session View, navigate Scenes and Tracks. In Arrangement View, navigate Tracks and the Insert Marker.

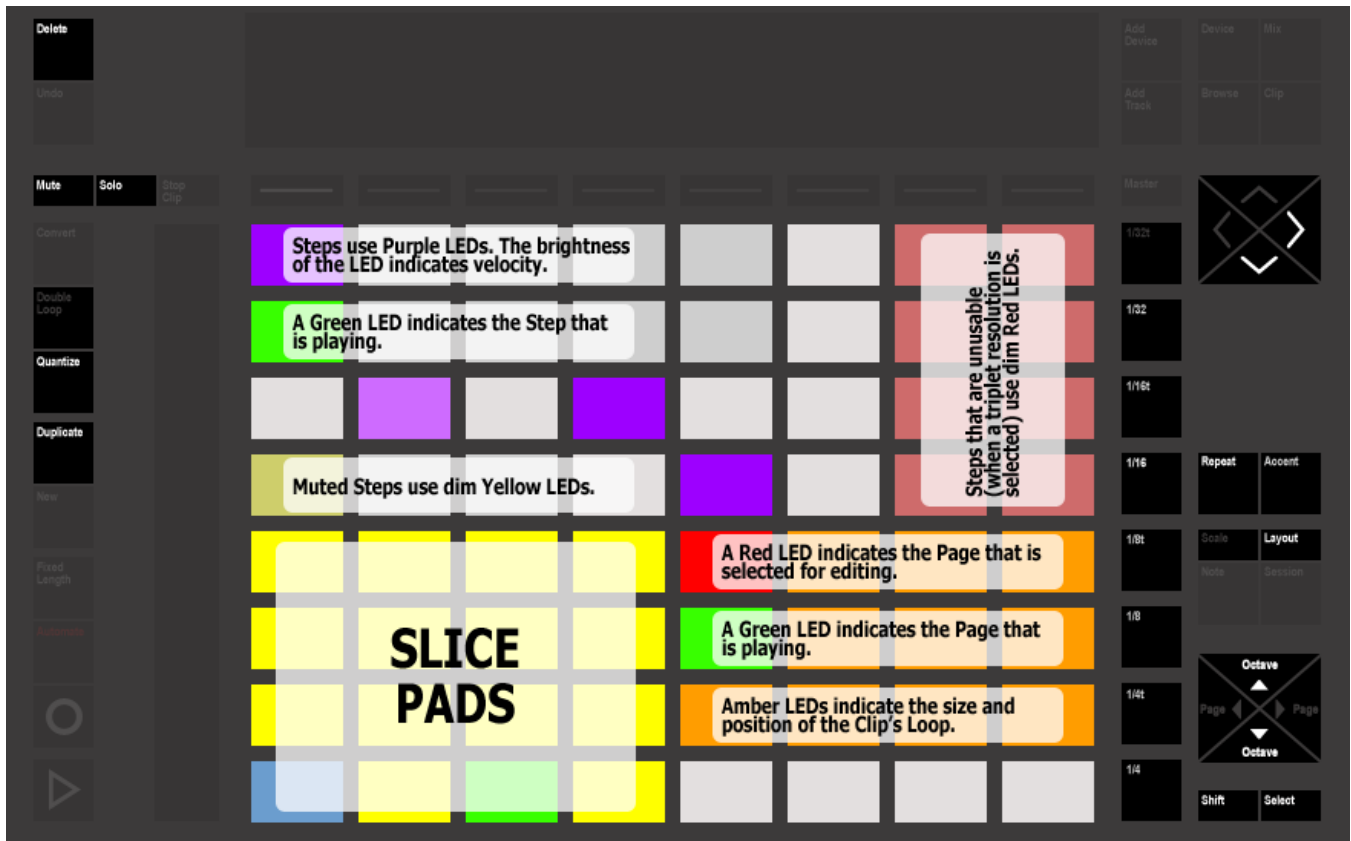
OCTAVE BUTTONS – Move the Drum Rack selector up or down by 4 rows. Pressing both of these will revert back to the default selector position.

- When **SHIFT** is held down, these 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 via the LAYOUT BUTTON or 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 functions exactly as described in the [Note] Simpler-Sub-Mode section and also selects the Slice to sequence from the **STEP-SEQUENCE SECTION**.
- **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](#).

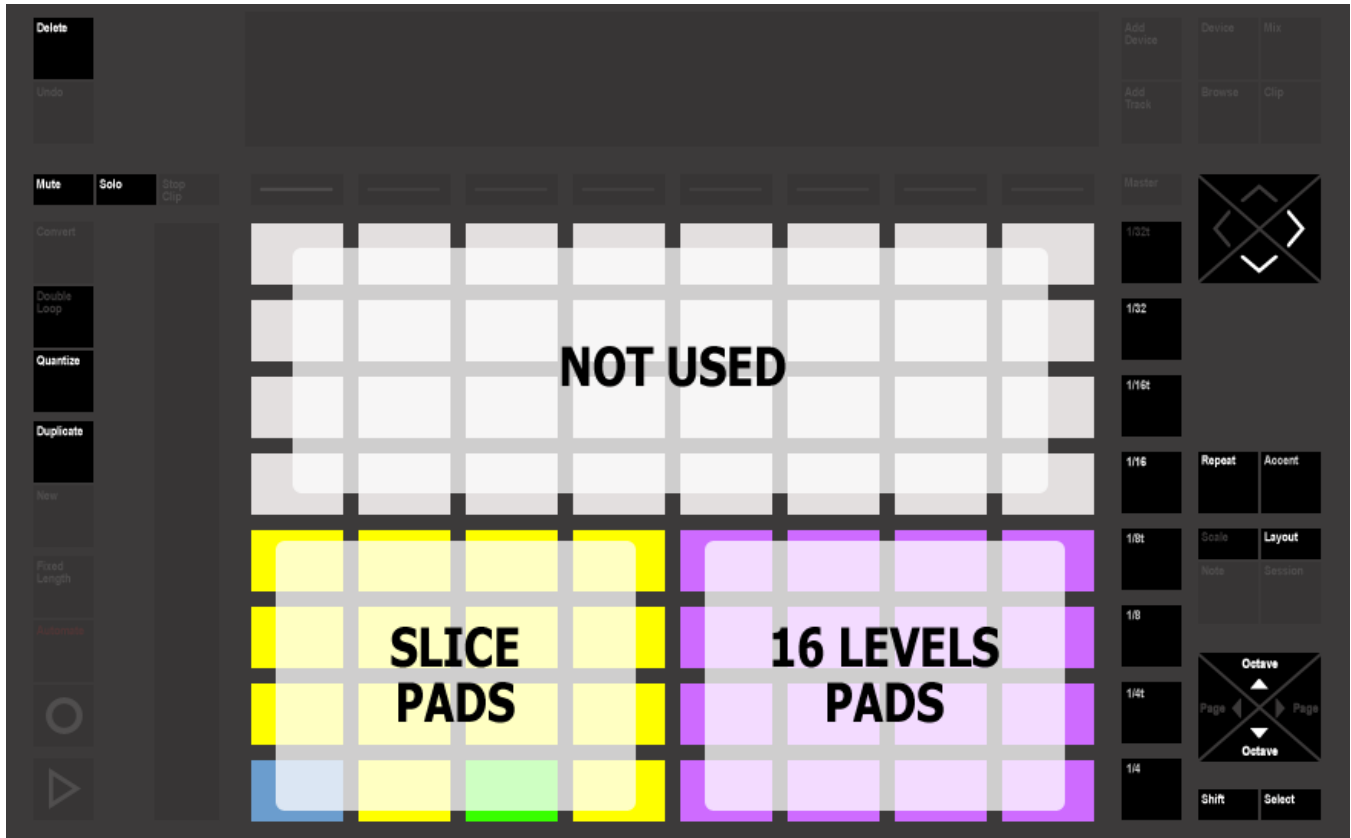
MATRIX ACCESSORY BUTTONS – When [Note Repeat](#) is on, the Buttons in this section control Note Repeat. Otherwise:

- **1/32 – 1/4** – Select the Resolution to use for Step-Sequencing. The [Status Bar](#) will indicate the selected Resolution.

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

OCTAVE BUTTONS – Navigate Slices (if more than 16 Slices are present). Pressing both of these will revert back to the first 16 Slices. The Status Bar will indicate the current range of Slices.

[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 functions exactly as described in the [\[Note\] Simpler-Sub-Mode](#) section and also selects the Slice to play from the **16 LEVELS PADS SECTION**.
- **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.

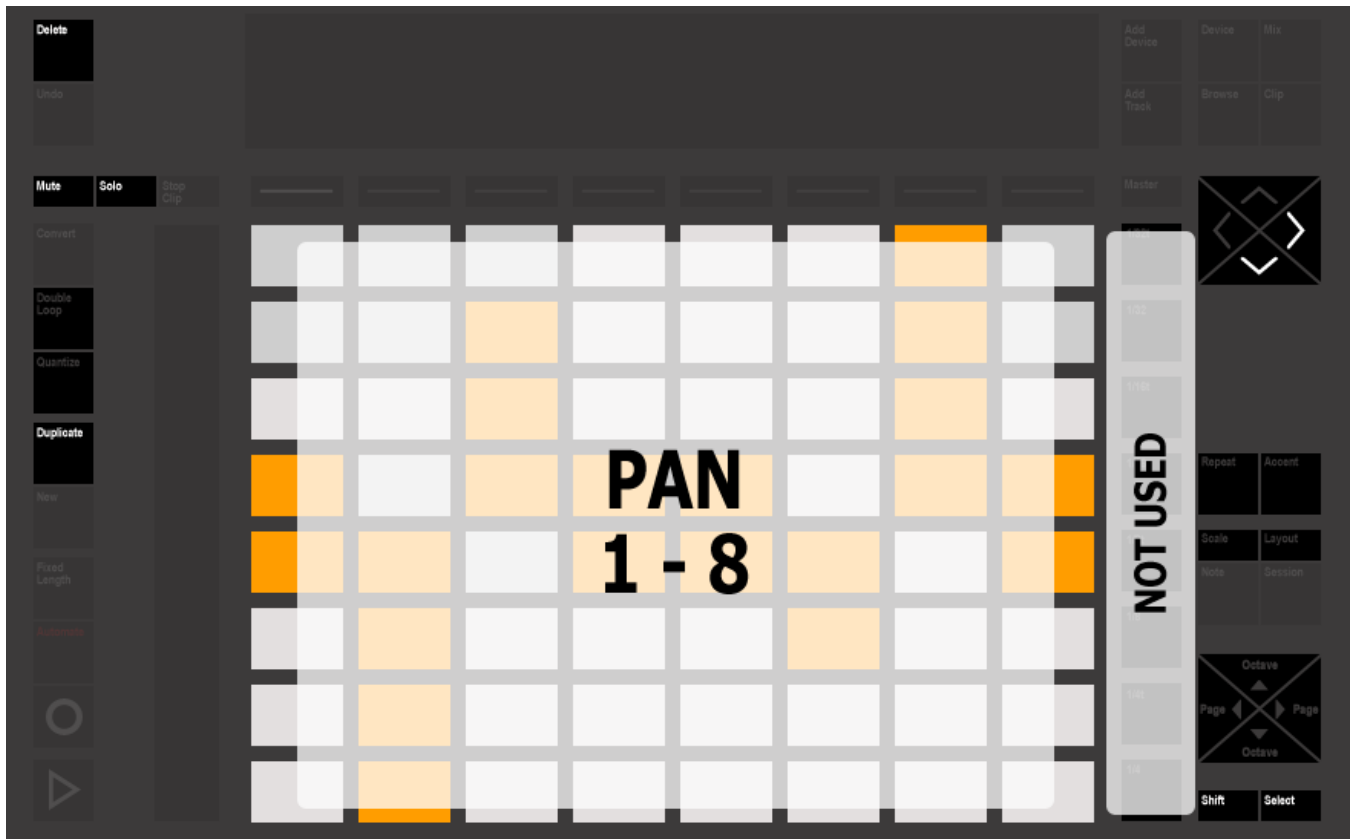
ARROW BUTTONS – In Session View, navigate Scenes and Tracks. In Arrangement View, navigate Tracks and the Insert Marker.

OCTAVE BUTTONS – Navigate Slices (if more than 16 Slices are present). Pressing both of these will revert back to the first 16 Slices. The [Status Bar](#) will indicate the current range of Slices.

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.

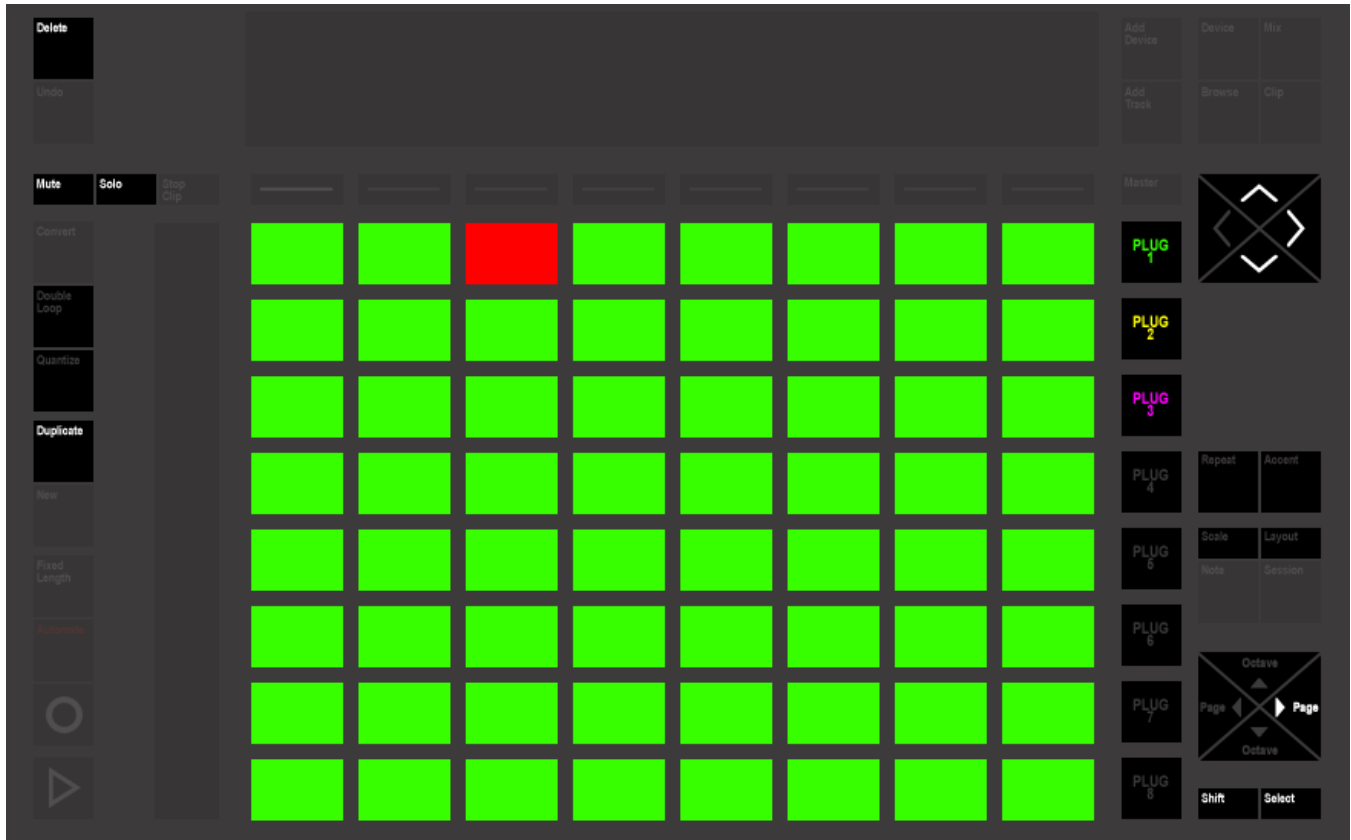
OCTAVE BUTTONS – Navigate the Grid Selector up or down by 8 or 5 Scenes.

PAGE BUTTONS – Navigate the Grid Selector left or right by 8 Tracks.

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.

OCTAVE BUTTONS – Not used in this Mode.

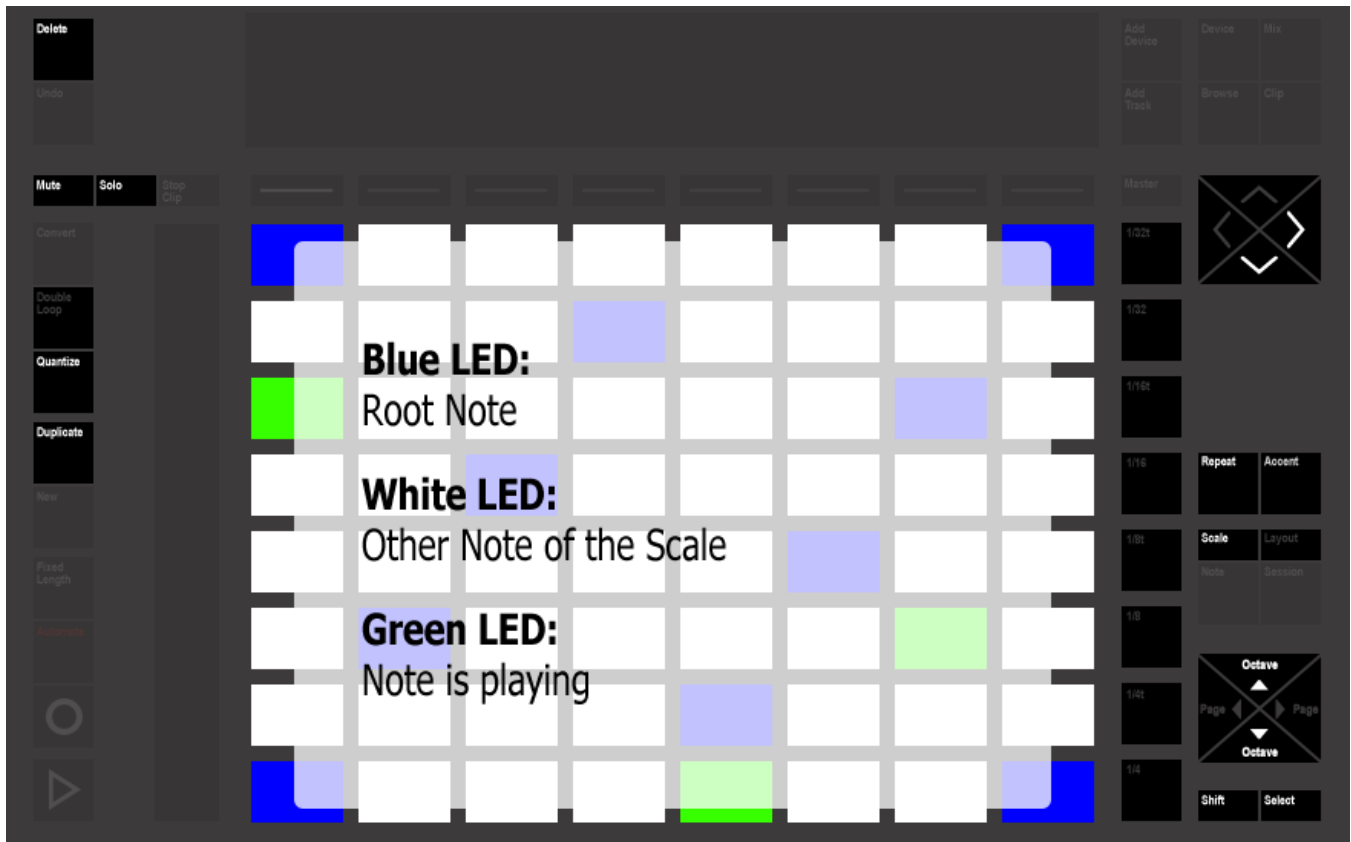
PAGE BUTTONS – Navigate between Banks of 64 presets (if the Plugin has more than 64 presets) that can be selected from the MATRIX. Pressing both of these will revert to the first Bank of presets. The Status Bar will indicate the Bank of presets that is selected.

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](#). Scale settings can be adjusted via the [Scale Display Mode](#).



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 DELETE is held down, these Buttons are used for [Note Deleting/Erasing](#). When SELECT is held down, pressing DELETE will delete all Notes.
- When QUANTIZE 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 QUANTIZE will quantize all Notes.

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

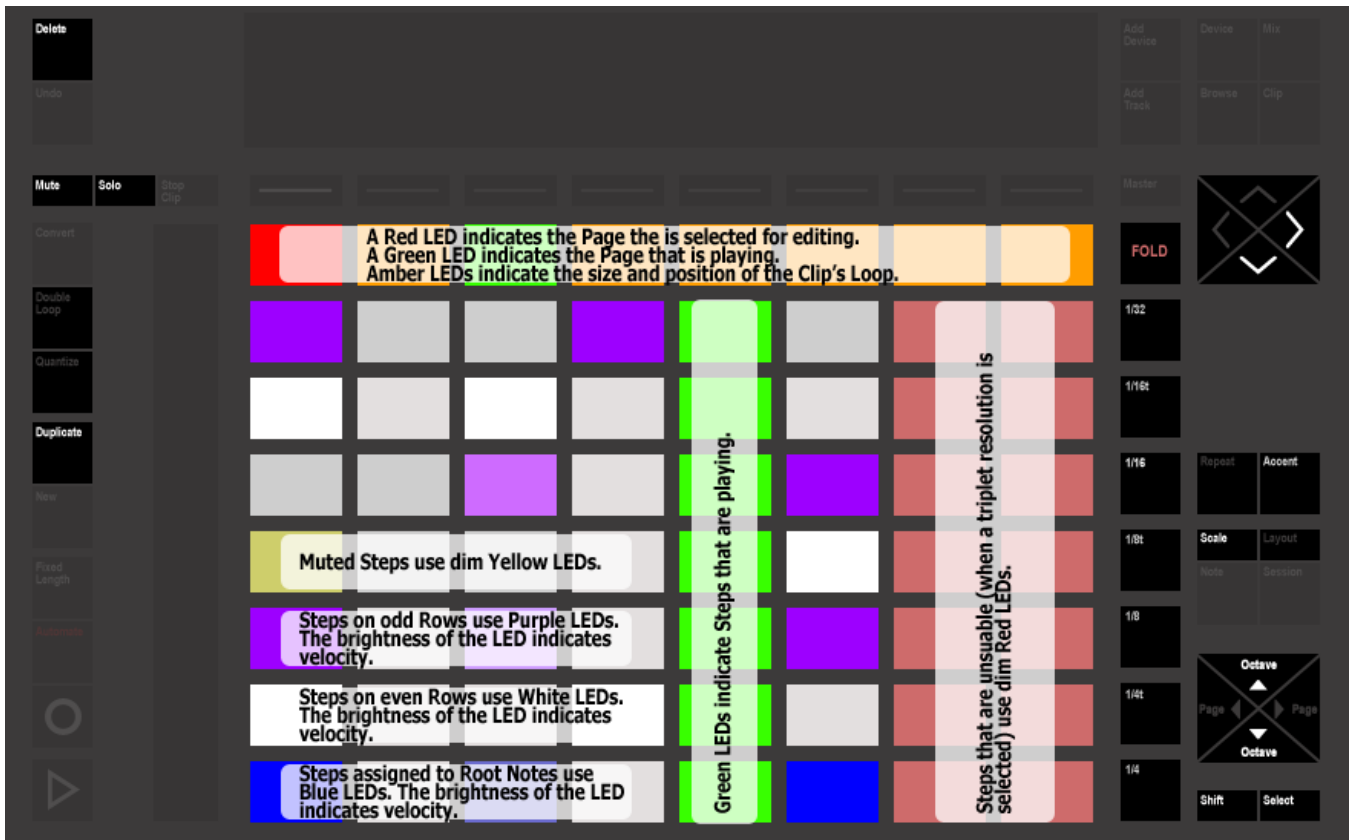
ARROW BUTTONS – In Session View, navigate Scenes and Tracks. In Arrangement View, navigate Tracks and the Insert Marker.

OCTAVE BUTTONS – Shift the Scale up or down by 1 octave (12 semitones). Pressing both of these will revert back to the default Note range. The [Status Bar](#) will indicate the current Note range.

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](#). Scale settings can be adjusted via the [Scale Display Mode](#).



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**.

- **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.

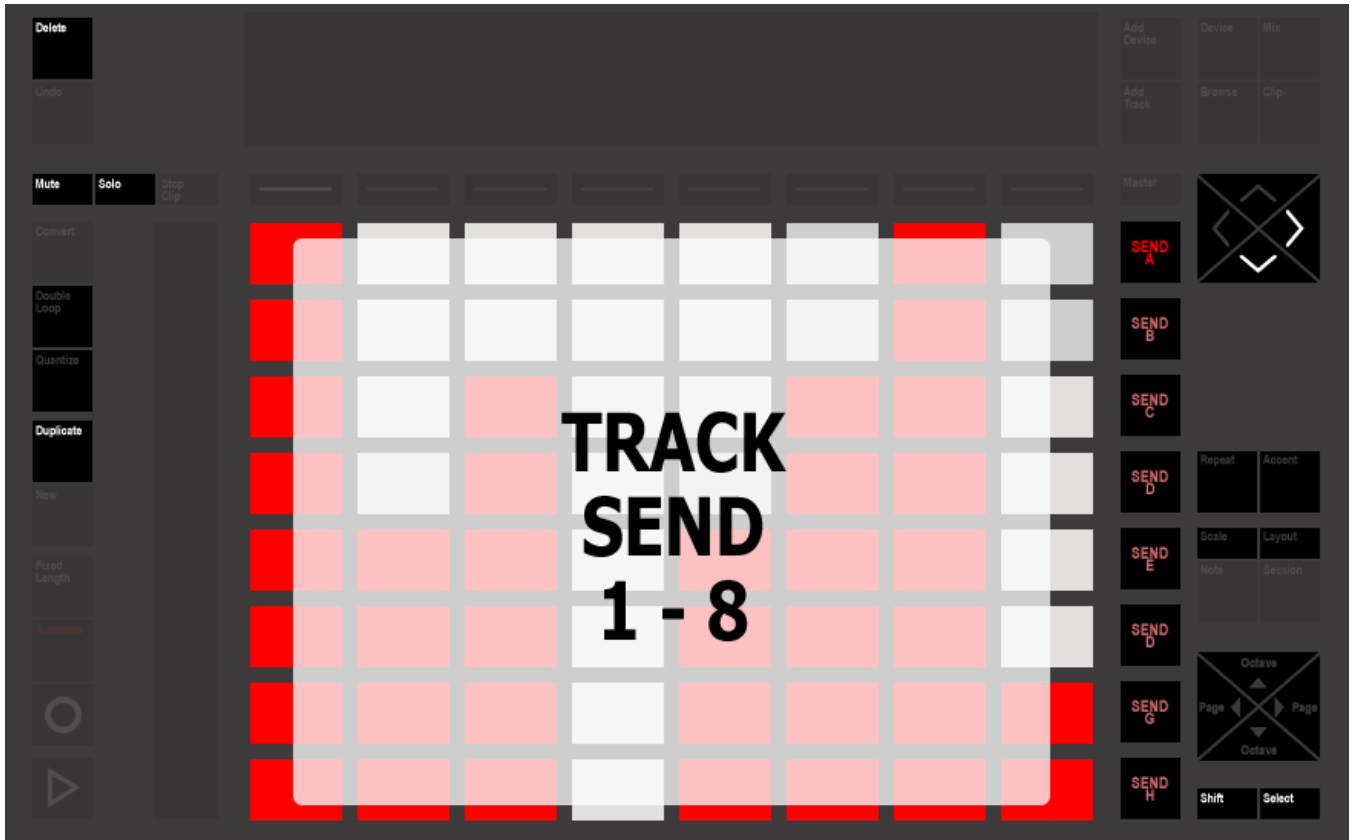
ARROW BUTTONS – In Session View, navigate Scenes and Tracks. In Arrangement View, navigate Tracks and the Insert Marker.

OCTAVE BUTTONS – Shift the Scale (or Folded Notes) up or down by 1 semitone. Pressing both of these will revert back to the default Note range. The Status Bar will indicate the current Note range.

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.

OCTAVE BUTTONS – Navigate the Grid Selector up or down by 8 or 5 Scenes.

PAGE BUTTONS – Navigate the Grid Selector left or right by 8 Tracks.

Session

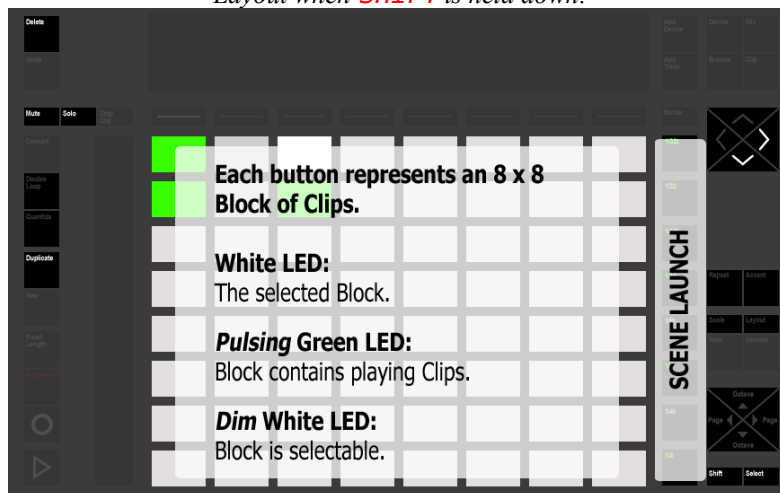
MODE NAME (to specify in [Settings-Matrix Mode List.txt](#)): SESSION

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 **SELECT** is held down, the Buttons in this section select Clips.
- 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 **QUANTIZE** 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 **SELECT** is held down, the Buttons in this section select 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.

OCTAVE BUTTONS – Navigate the Grid Selector up or down by 8 Scenes.

PAGE BUTTONS – Navigate the Grid Selector left or right by 8 Tracks.

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.

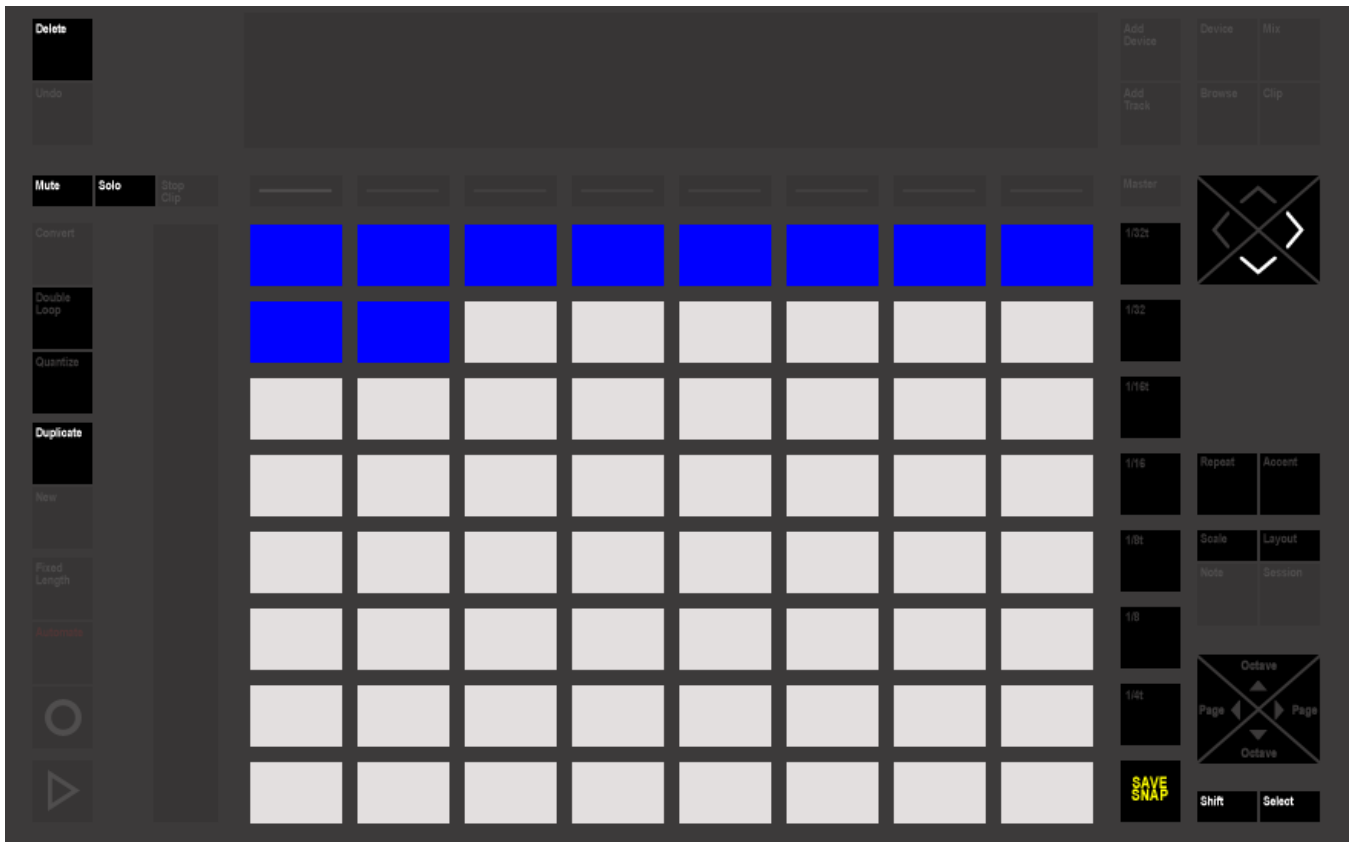
This Mode is functionally identical to [Session](#) except for the default function of the MATRIX (when **SHIFT** is not held down). Pressing a Button in the MATRIX associated with an empty Clip Slot, will Arm the Track the Clip Slot is on and commence recording a new Clip. If the Clip Slot is not empty,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

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](#).

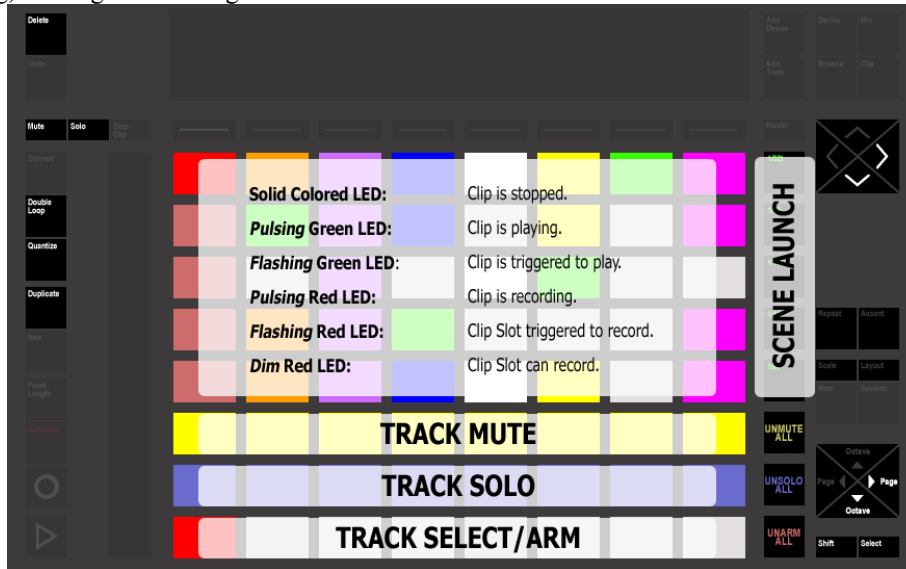
OCTAVE BUTTONS – Navigate the Grid Selector up or down by 8 or 5 Scenes.

PAGE BUTTONS – Navigate the Grid Selector left or right by 8 Tracks.

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.

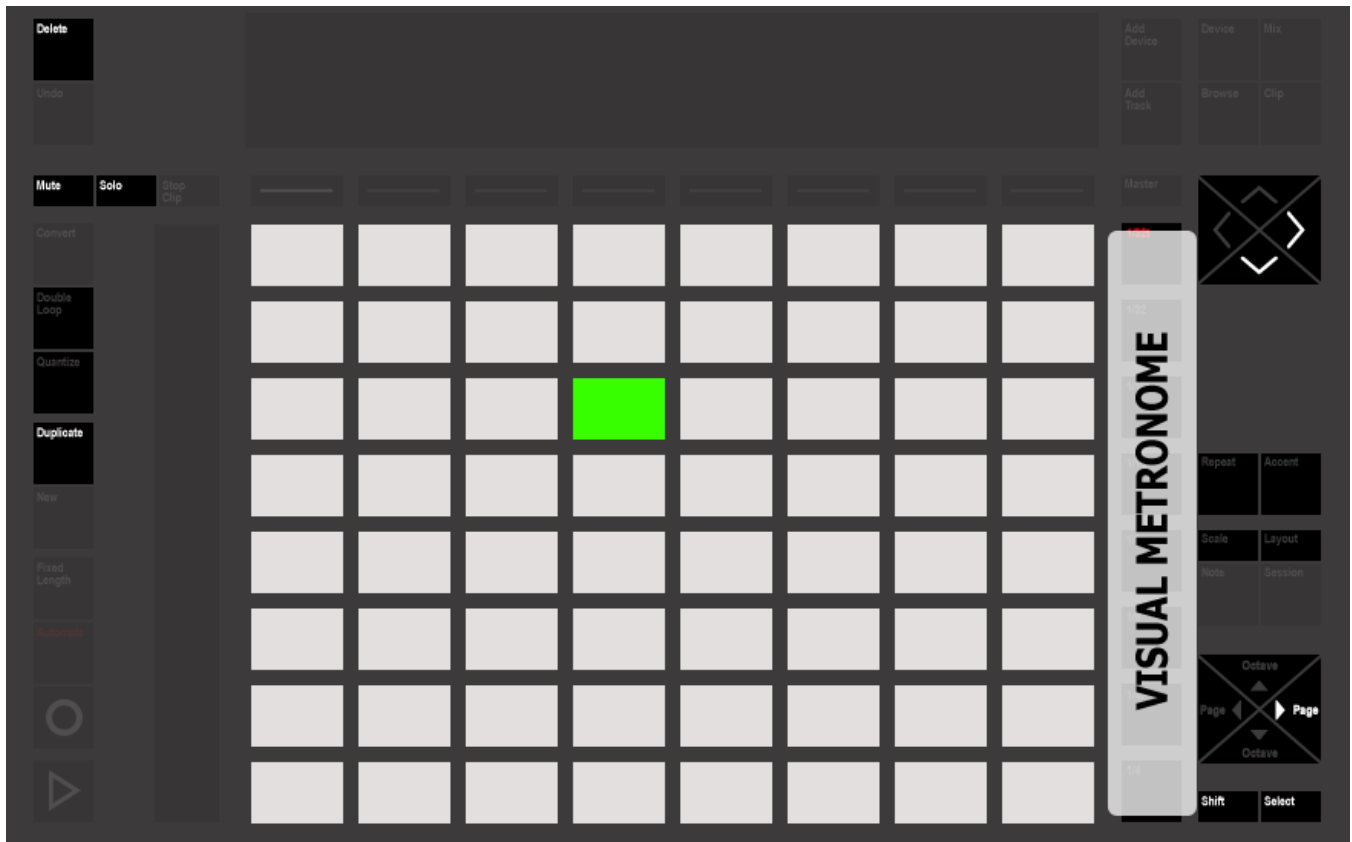
OCTAVE BUTTONS – Navigate the Grid Selector up or down by 5 Scenes.

PAGE BUTTONS – Navigate the Grid Selector left or right by 8 Tracks.

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

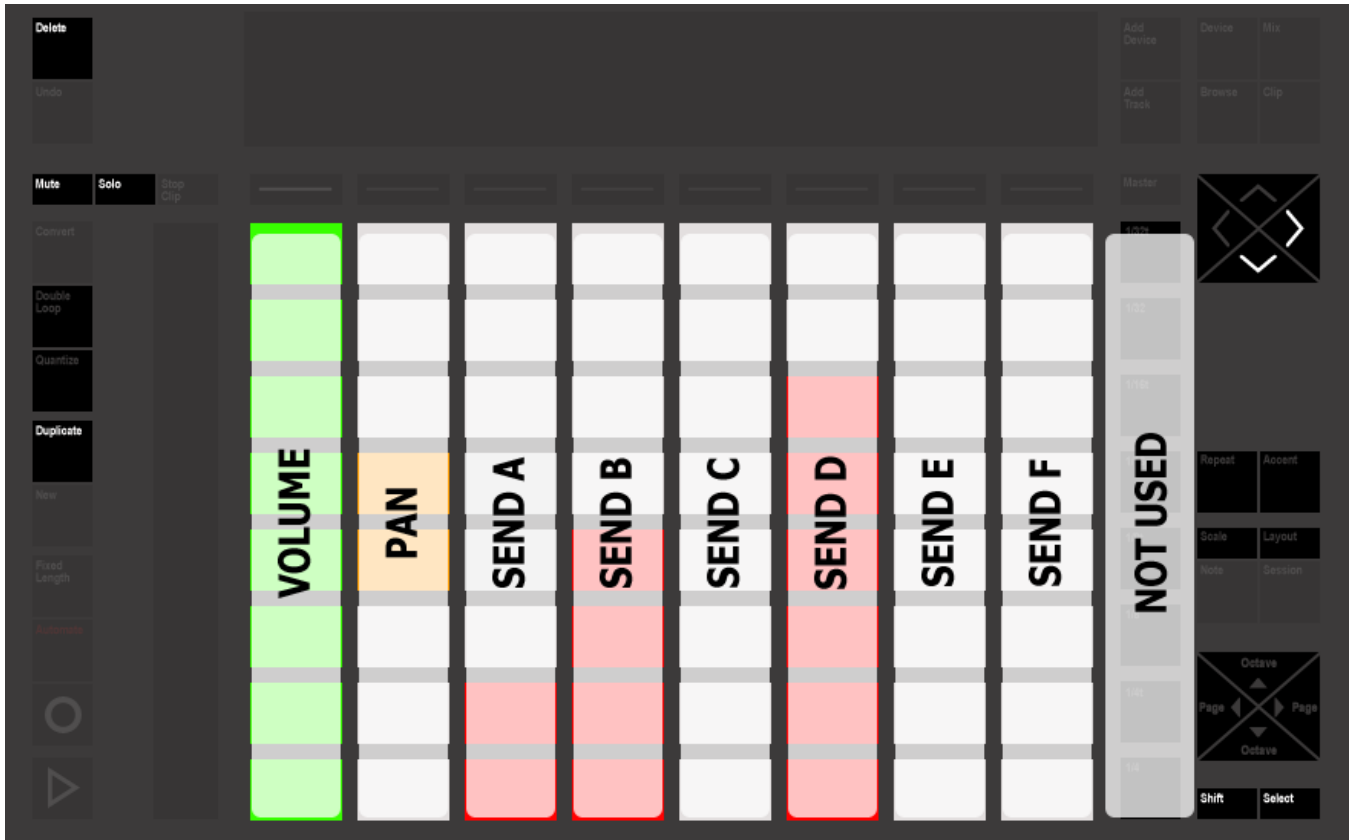
OCTAVE BUTTONS – Not used in this Mode.

PAGE BUTTONS – Navigate between Banks of 64 bars that can be selected from the MATRIX. Pressing both of these will revert to the first Bank of bars. The [Status Bar](#) will indicate the Bank of bars that is selected.

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.

OCTAVE BUTTONS – Not used in this Mode.

✓ **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 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 QUANTIZE 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 QUANTIZE will quantize all Notes.

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

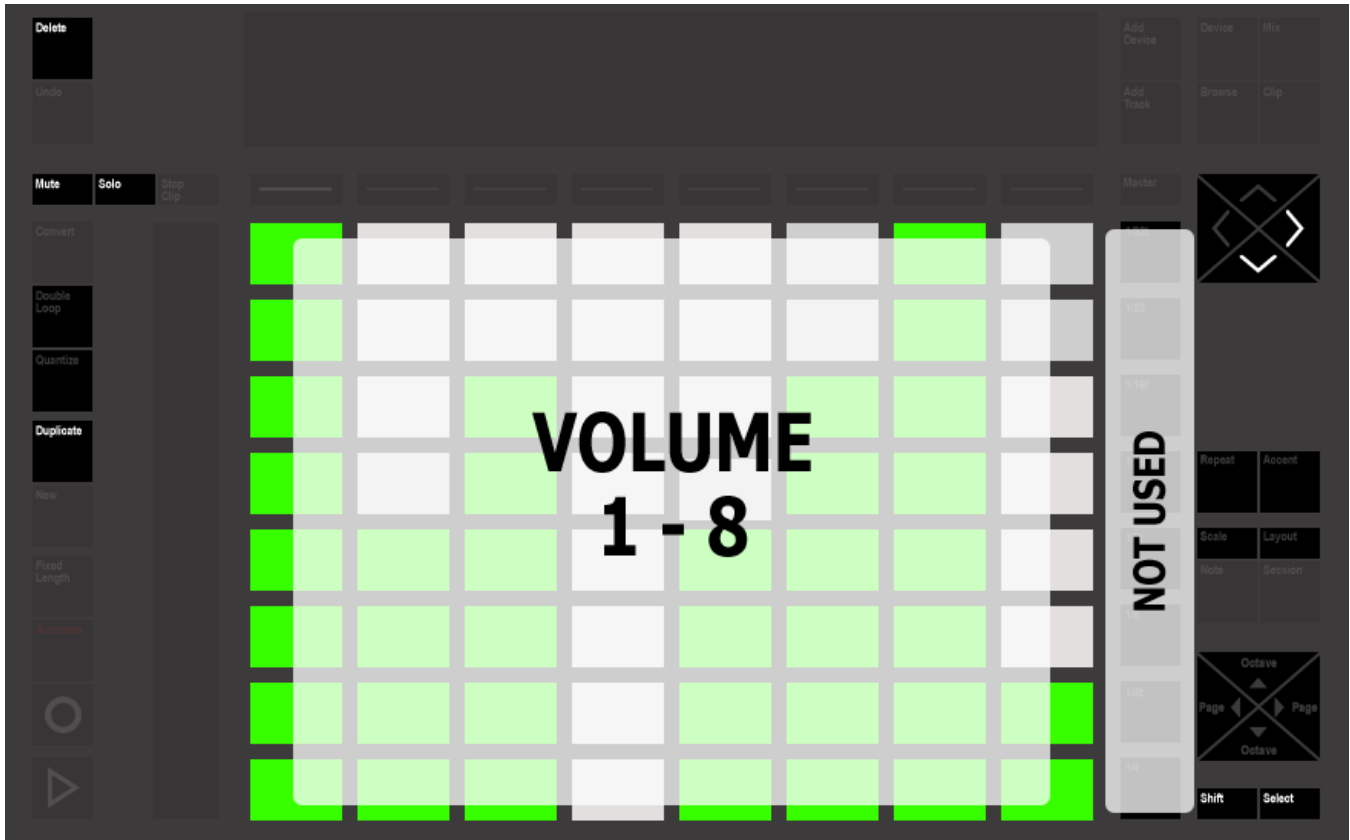
ARROW BUTTONS – In Session View, navigate Scenes and Tracks. In Arrangement View, navigate Tracks and the Insert Marker.

OCTAVE BUTTONS – Not used in this Mode.

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.

OCTAVE BUTTONS – Navigate the Grid Selector up or down by 8 or 5 Scenes.

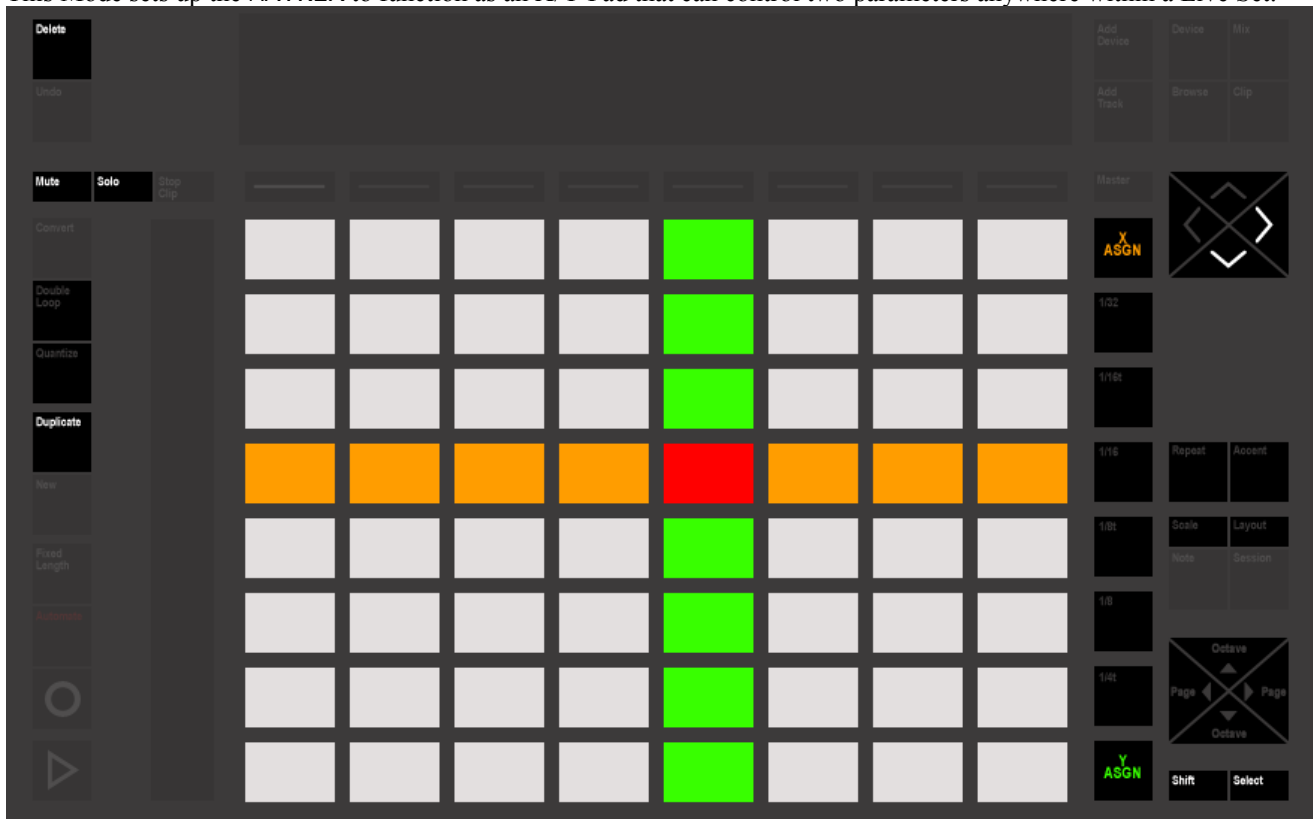
PAGE BUTTONS – Navigate the Grid Selector left or right by 8 Tracks.

✓ **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.

OCTAVE BUTTONS – Not used in this Mode.

✓ **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.

7 TROUBLESHOOTING

This section provides resolutions to common problems that you may run into when installing or using Arsenal_PS2. 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_PS2 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.

OS X Troubleshooting

I ran the provided Setup package, but don't find any Arsenal_PS2 scripts listed under Control Surfaces.

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

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.

General Troubleshooting

I reinstalled Live and Arsenal_PS2, but other Modes I purchased are not working/available.

Modes/Mode Packs are installed via their own installers (separate from the Arsenal_PS2 installer). You'll need to run each Mode/Mode Pack installer in order to restore access to the Mode(s) it installs.

8 SUPPORT

Email:

support@nativekontrol.com

Forum:

[Beatwise Network](#)

Feature Requests:

[User Voice Forum](#)

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