Melody Trigger V1

Manual

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Melody Trigger V1

Please join the Ableton Drummer Facebook Group to exchange with other drummers using Ableton Live. This is a good place to ask any questions about this device as well.

You will find a 'Walk-Trough-All-Functions' video here and on the next page.

For more information on this and other Max for Live devices, online courses and 1-to-1 online teaching please visit:

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Video Walk-Through:
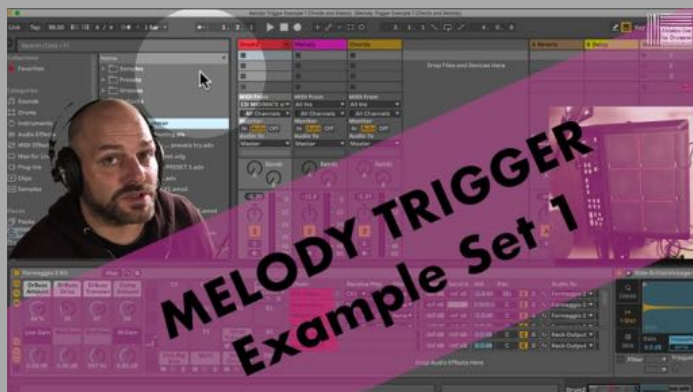
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Melody Trigger V1

Example Sets: I created example sets to give you some hands-on ideas and techniques to start with. You can download them when you buy the Melody Trigger. To get you started I created some videos for those sets.

Example Set 1

View on Youtube

Example Set 2

View on Youtube

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Contents

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Select View

The device has three main parts and is quite long. Later on when you might use multiple devices in your performance mode you might not need to see the the full width of the device. To be able to select the which of the three parts will be shown I added a "View" selection tab where you can select which parts should be displayed.

View 1 2 3

PART 1   PART 2   PART 3

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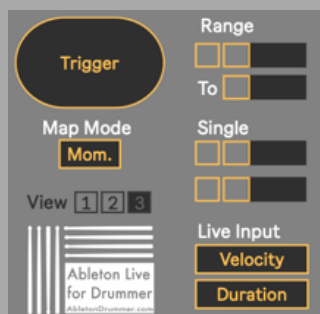
Trigger / MIDI Notes Input

You have two concepts with the Melody Trigger for triggering a sequenced melody:

1. triggering via MIDI MAP to buttons
2. triggering via set MIDI notes

Which concept to use here is dependent on what the user is going for and makes sense for his/her use. As triggering via buttons uses the known native MIDI MAP concept from Ableton Live it might be more accessible in the beginning but it comes with some limitations and is overall less flexible. Triggering via midi notes is interesting if you want to change the MIDI note pitches for certain trigger actions in one Ableton Live set or if you want to create presets of devices stored in your User Library. To get the full potential I would recommend spending the time in to dive into this concept to be able to use the Melody Trigger device to its full extent.

Each Trigger-Button can be triggered via a mouse-click. This becomes handy in your editing process when you just quickly want to check if a button is doing the right thing.
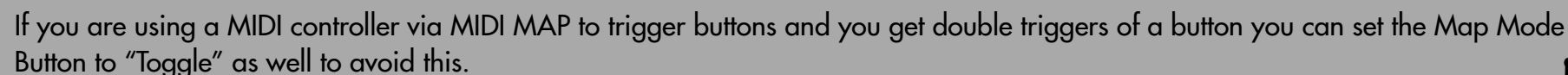
1. Triggering via MIDI MAP to buttons:

Each button is MIDI mappable via Ableton Live MIDI MAP mode. Unfortunately Ableton Live's MIDI MAP mode is limited when you map one MIDI note to a button: it only listens to the NOTE ON signal. This means when you map a pad/button/trigger from an external MIDI controller (or e-drum module) one press/hit will turn a button to ON and a second hit is needed to turn the button OFF. Although this makes sense for some use cases it definitely doesn't make sense for triggering a sequence. One press/hit should trigger the next step in a sequence - not two.
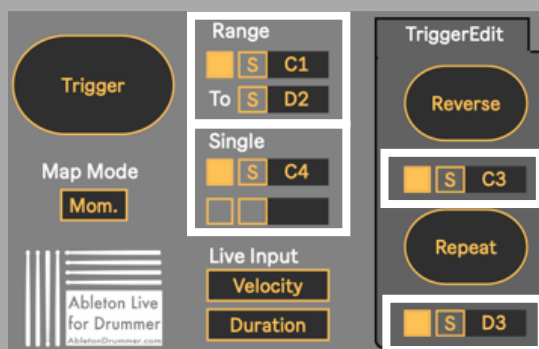
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Trigger / MIDI Notes Input

To solve this issue and to get a 'HIT TO TRIGGER WITH EVERY HIT' behaviour, I implemented a "momentary/toggle" switch which will determine how the Trigger Buttons will behave.

If set to momentary ("Mom.") the buttons will switch back to off automatically once triggered via a MIDI NOTE ON.

If set to "Toggle" the buttons will toggle to on and off.

The "Toggle" mode make sense if you are using automations/envelopes (!) as the automatic switch back to off in momentary mode will override automations and will cause to inactivate automations/envelopes written in a MIDI clip which is playing.

If you are using a MIDI controller via MIDI MAP to trigger buttons and you get double triggers of a button you can set the Map Mode Button to "Toggle" as well to avoid this.

Trigger / MIDI Notes Input

2.triggering via set MIDI notes

Every trigger button can be synced directly to a certain MIDI note pitch for the MIDI notes which are being routed into the MIDI track the Melody Trigger device is sitting on. Make sure that the MIDI IN of this track is routed correctly and that your ARMing is active or your MONITOR is set to "In" so that the device will receive MIDI notes being send in from your external MIDI controller / e-drum module / Trigger-To-MIDI interface. Of course the dedicated MIDI IN port needs to have the "Track" set to "On" in Ableton Lives preferences.

Once MIDI notes are being received the syncing process is very straight forward:
1.Switch a "Note In" field to ON

2.Click on "S" ("Sync") - the pitch value field will start to blink yellow
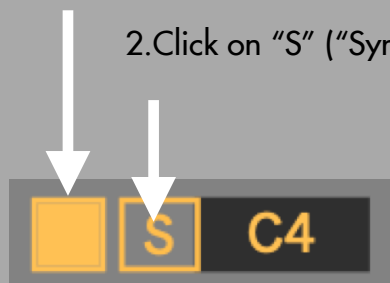

3.Hit/Press the button/pad of your e-drum/ext. MIDI controller. The note pitch will be detected and set automatically

Of course you can set the pitch by mouse/keyboard values directly into the pitch field as well. This field is MIDI mappable as well and changes can be as well automated via MIDI clips.

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Trigger / MIDI Notes Input

The "Trigger" button has some special MIDI Note Inputs:
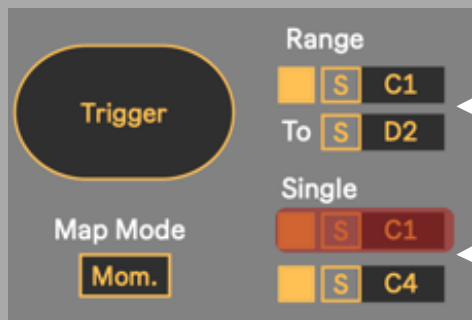
You can set a range of notes which will trigger this button, in this case the range is set from C1 up to D2 (C1,C#1, D2)

You can add single note pitches to trigger this button as well.
If a pitch of a single note is 'conflicting' with the set "Range", it will light up red to notify you about this. 'Conflicting' settings will lead to double step triggers in the sequence, so you want to avoid those.
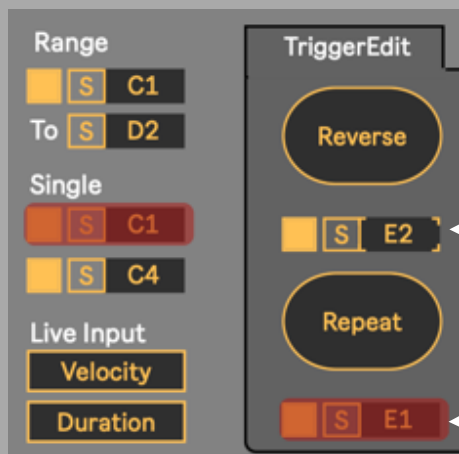
The Reverse, Repeat, Random + Reset trigger note pitches will light up red as well if they are conflicting with the included note pitches of the "Range" or the "Single" note pitches.

NOTE: Having conflicting pitches here will lead to conflicting triggering! (That sounds weird but is actually the case!)

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Trigger / MIDI Notes Input

Triggering the "Trigger"/"Reverse"/"Random"/"Repeat" buttons by synced MIDI note pitches gives you even greater control:
-you can change and automate changes via MIDI clips in one Ableton Live set. So you don't have to stick to one MIDI mapping thought a set
-you can save and recall presets for synced mappings made
-you can trigger via external MIDI hardware but also via notes in MIDI clips

However you can combine the two presented concepts here as well but:

The biggest advantage when triggering with synced notes is that you can actually use your live playing velocity and duration of notes for the melodies being triggered here.
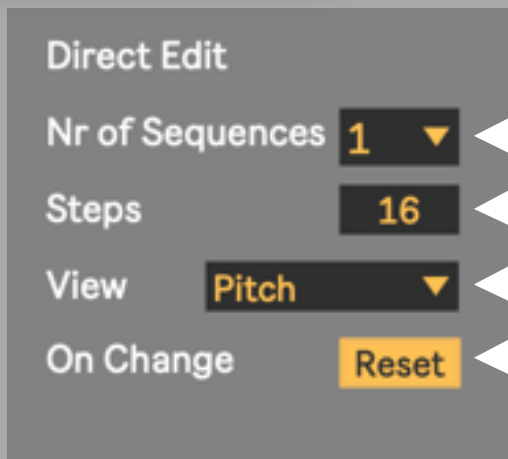
This gives you some really deep control over expression and opens up more musicality.

You can switch on/off the "Live Input" for velocity and duration at the bottom on the first section here.

Direct Edit

Direct Edit

Nr of Sequences 1 ▼

The Direct Edit section is placed just before the Step Sequencer Object.

Select here how many different melody sequences (1to 16) you want to have.

Steps 16

Select here how many steps (1 to 64) the current selected sequence should have.

View Pitch ▼

Select here which data of the sequence(s) you want to have displayed.

On Change Reset

When you change from one sequence to another the sequence can be set to its first step.
This function is called "Reset" here and is switched to on as the default setting for each sequence.

However a newly selected sequence can also pick up from the last step number which was triggered in the sequence beforehand. Just de-activate the "Reset" for the sequence(s) you want this behaviour for, this setting will be individually stored for every sequence.

This can create some very interesting variations and lets you create different musical expression than would be available when always starting/playing a sequence from the 'top`.

Note:"Jump"ing to a certain step+changing the sequence with same MIDI note will/will not 'reset' depending on "Prio" settings.

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Direct Edit

Direct Edit

Nr of Sequences 1 ▼

Steps 16

View Pitch ▼

On Change Reset

All Notes Off+Reset

Seq/Sel Start on Load

☐ 1 1 F

"All Notes Off+Reset" will do exactly that with all notes in the current selected sequence. All notes will be set to a velocity of "0" and to the pitch of C-2, which is the lowest note on the piano roll there is.

On the bottom of the Direct Edit section you will find a section where you can edit from which sequence and which step a Melody Trigger device will be set to when loaded within an Ableton Live set.

You can also 'fire' the set values here via a mouse click, MIDI map or automation via the Fire ("F") button. This button behaviour will be set by the general "Mom/Toggle" switch if MIDI mapped or automated.

Select to which step the device should be set to trigger first when loaded or when pressing the Fire ("F") button.

Select to which sequence the device should be set to when loaded or when pressing the Fire ("F") button. Note: You can set this value down to "0" if you have a sequence change + step being triggered by the same note - this way you can trigger Seq1 first.

If this switch is set to ON the Melody Trigger device will load the selected values for the sequence and step to start from.

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Direct Edit

If the sequence selection you make for the "Start on Load" function exceeds the number of sequences which are actually active, a red box will flash up to indicate that you have selected a value here which is too high.

Example: "Nr of Sequences" is set to "12"
so the sequence select for
"Start on Load" can't be "15"
= red box will flash up.
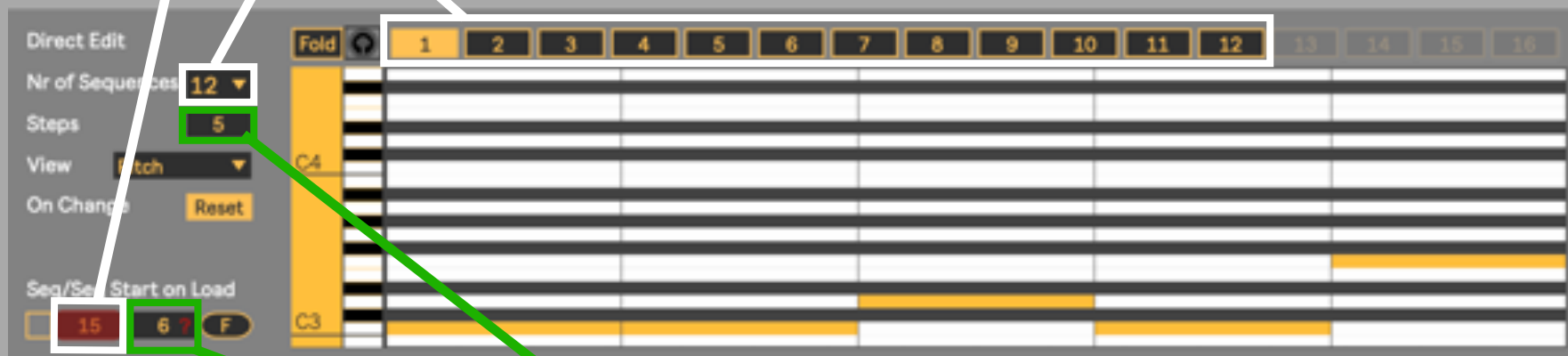
The testing for the maximum number for steps will only test the current selected sequence (!), which might not be the sequence you want to have loaded on start. However it will show a red question mark if the selected step number exceeds the step number of the current selected scene.

Example: "Steps" of current selected sequence is set to "5" -

"Start on Load" steps is set to 6 = red question mark will flash up.

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Step Sequencer Object

The Step Sequencer object is the heart of this device. All melodies, velocity, duration and some extra values can be edited and played via this object. You can select a sequence (for editing) via clicking on number of sequence on the "Sequence Selection" toolbar on top of the object. Navigating on the piano roll here works the same as in the MIDI clip editor in Ableton Live.
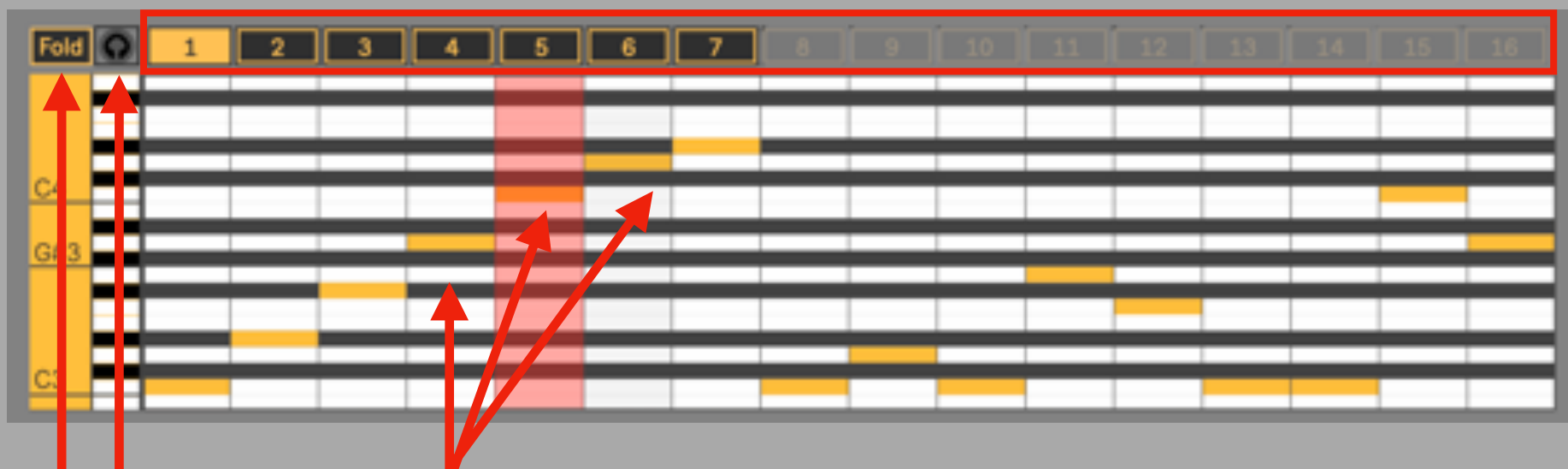
You can edit note pitches, velocities, durations plus some extra values directly with your mouse inside this object.

Similar to the MIDI clip editor in Ableton Live you can switch on a "Preview" function which will trigger the current note you are creating/editing with your mouse. Every time you click your mouse a note will be triggered when the "Preview" is turned to on.

Same as in the MIDI clip editor in Ableton Live you can "Fold" the piano roll. This will hide all rows which don't contain any MIDI notes.

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Step Sequencer Object

The initial note pitches of every sequence in a newly loaded Melody Trigger are set to C-2 (bottom row on the piano roll) and to a velocity of "0" - which means they are deactivated. You can still see notes which are set to "zero velocity"/off as they will have a thin lined yellow border line.

You can activate/deactivate notes by double clicking on the actual notes or on the field you want to have the pitch set to. If you want to edit the velocity of all notes in one sequence you can do this in the "SeqEdit" section under velocity.

Setting notes to off gives you the opportunity to set up getting sounds/samples not being triggered on each trigger input.

When you import notes from MIDI clips (via "SeqEdit") into the Step Sequence Object breaks won't be imported! You could set additional notes in the MIDI clip which you then need to de-activate each here. Depending on the instrument you are triggering you could set a note in the MIDI clip to a pitch which won't trigger a sound. E.g. if you are using Ableton Lives Grand Piano preset there is no sound being triggered when playing a note below the pitch of A-1.

Step Sequencer Object

Using the "Fold" mode (folding the piano roll only to the rows which have MIDI notes set to) is an excellent function when playing a sequence. However when editing notes it is not always beneficial e.g. when importing notes which are not in the former "Fold" selection you have to 'un-Fold' to make those visible.

Velocity, Pitch and the Extra1/2 value editing works similarly. You just change the values like editing the velocity values in a MIDI clip in Ableton Live via your mouse. The Y-position will determine the values you set and those will be shown to the left of the piano roll.

You can "click + drag" edit multiple notes. This becomes very handy if you want to change parameters for a large number of notes.
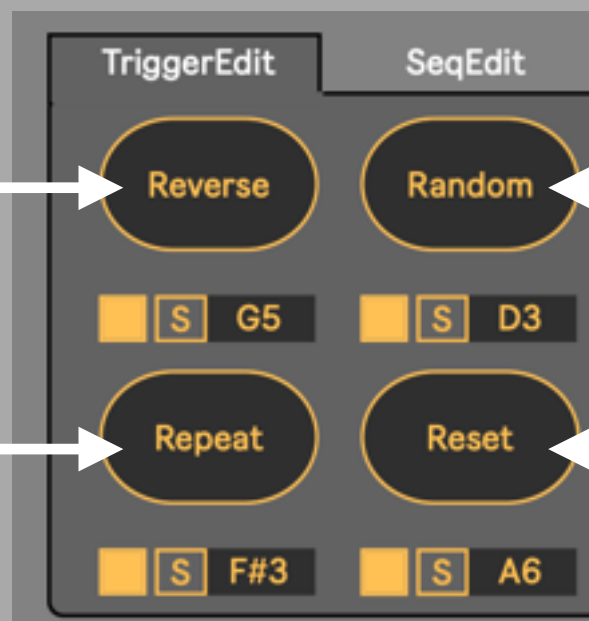
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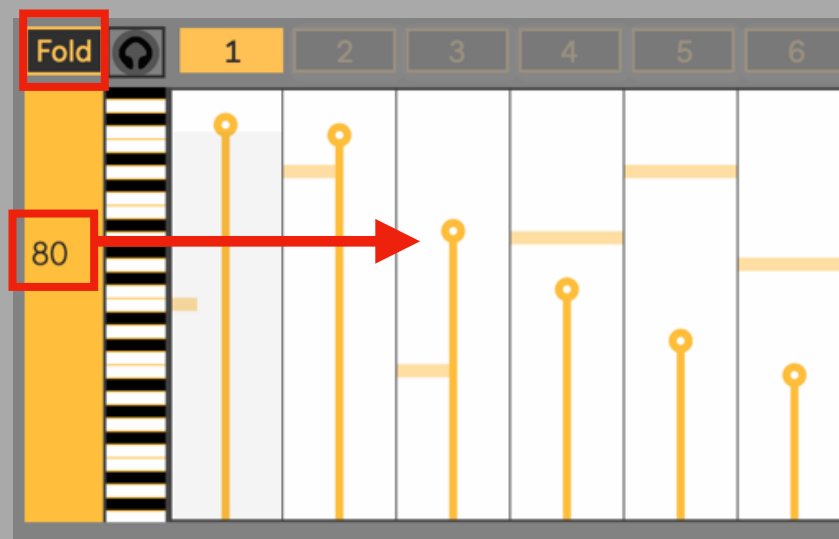
Trigger Edit

The "Trigger Edit" window is all about how to trigger the current selected sequence. You might want to play the sequence backwards ("Reverse) or you might just want to put in a certain scale which you trigger completely "Random". You can create your own approach here on how and when to trigger step(s).

The "Reverse" button will trigger one step/note backwards from the current position in the sequence.

The "Random" button will trigger a random step from the currently selected sequence. This function is blocked when only using one step in a sequence.

The "Repeat" button will trigger the current last step/note on the current position in the sequence. In other words: it will repeat the last played note.

The "Reset" button won't trigger a step/note. The next ('forward direction') trigger after the reset will start from the first step/note of the sequence again.

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Trigger Edit

The "Jump" buttons will 'jump' and trigger to a certain step in the sequence. You can edit the number of a step it should jump to in the number field below.

In case you selected a number/step to jump to which is too high (meaning the current sequence doesn't have this step) the number will light up red. When the "Jump" button is triggered now it will play the very last step of the sequence.

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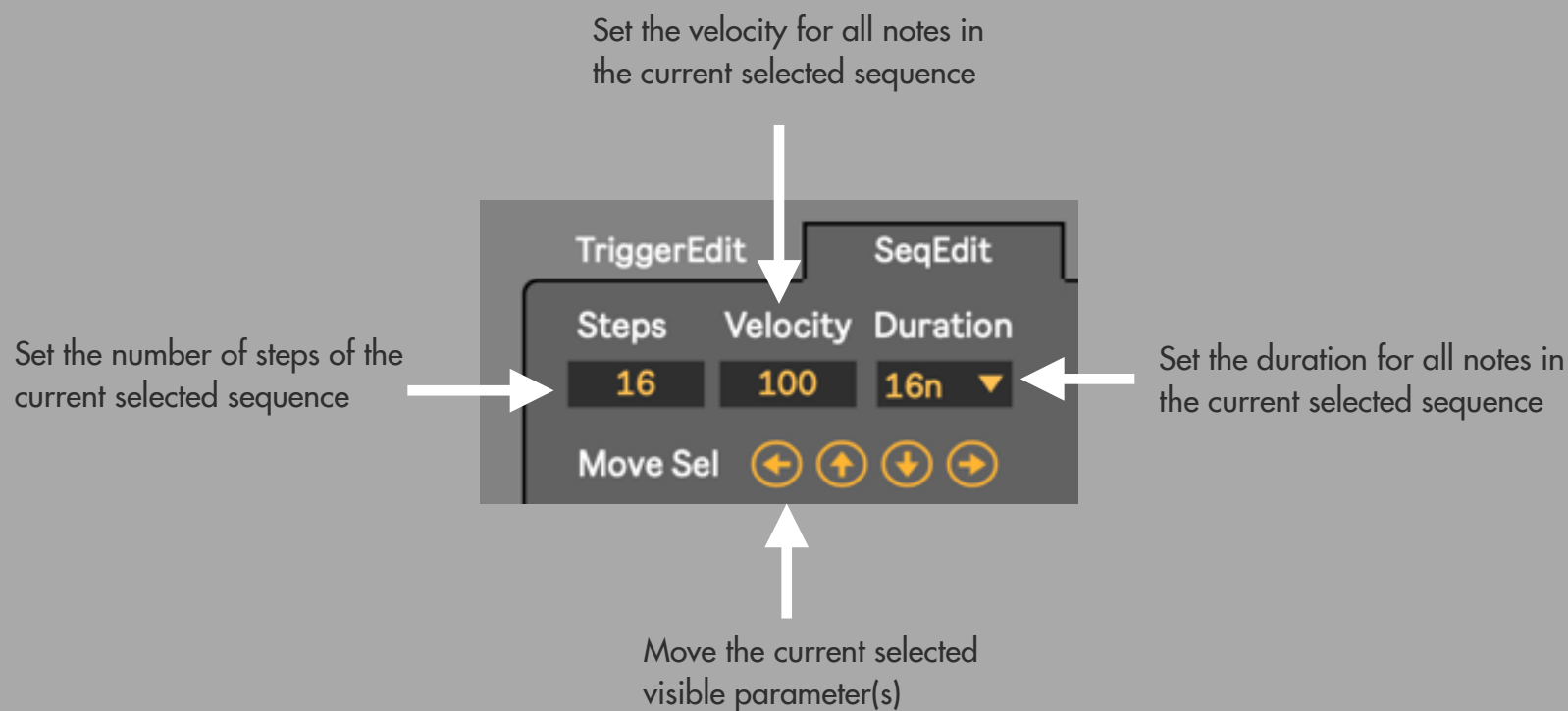AbletonDrummer.com
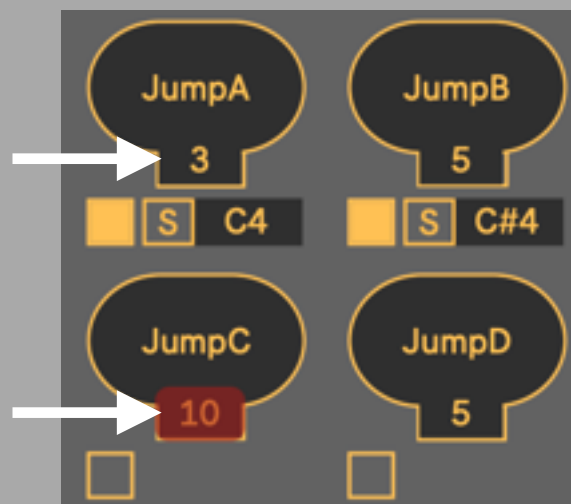
Trigger Edit

If you have the same note pitches selected for 2 (or more) note triggers all note input boxes will light up red.

Note: You don't want any conflicting values here.

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Sequence(Seq) Edit

In the "SeqEdit" window you get a lot of different techniques for editing the current selected sequence. You can apply scales, copy and paste parts, set all notes to the same velocity and duration, randomize all and you can even import MIDI notes from MIDI clips.

Set the velocity for all notes in the current selected sequence

Set the number of steps of the current selected sequence

Set the duration for all notes in the current selected sequence

Move the current selected visible parameter(s)

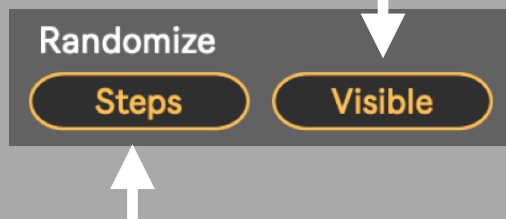Ableton Live for Drummer
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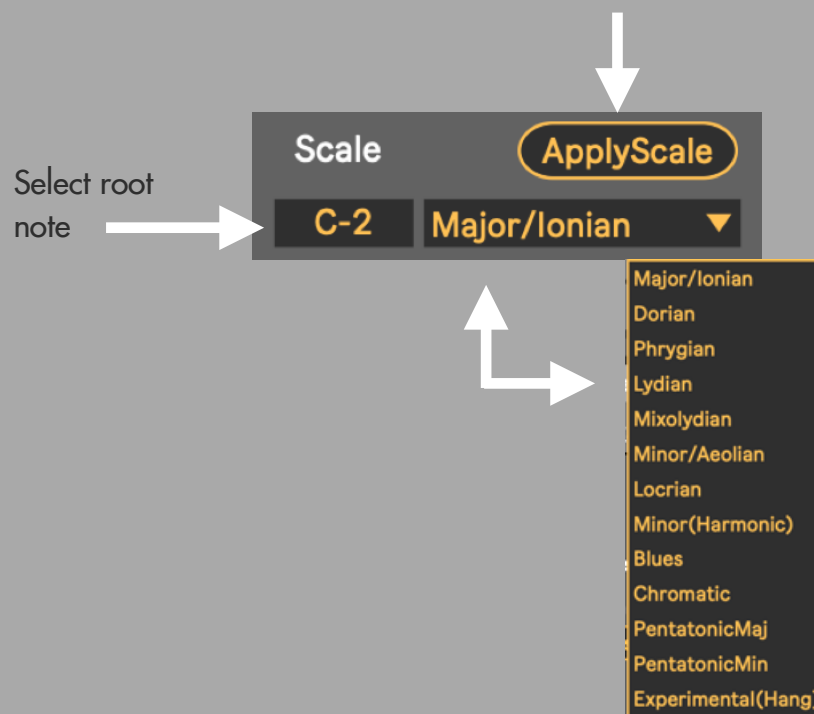
Sequence(Seq) Edit

You can randomize the current steps and its different data. All values will be changed by other already existing data, no new values will be added.

Randomize all the data which is currently visible in the Step Sequencer Object - all between another.

This button will randomize all steps of the current sequence. The pitch, velocity and duration of each step will stay together.

You can select scales and apply those to the current selected sequence. Select a root note and a scale and then click on "ApplyScales".

Select root note

Major/Ionian
Dorian
Phrygian
Lydian
Mixolydian
Minor/Aeolian
Locrian
Minor(Harmonic)
Blues
Chromatic
PentatonicMaj
PentatonicMin
Experimental(Hang)

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Sequence(Seq) Edit

You can also import MIDI notes from MIDI clips. You just need to select the MIDI notes you want to import and then click on "Notes".

Note: MIDI notes will only stay selected if the MIDI clip is on the same MIDI track as the Melody Trigger device!

Click here to import selected MIDI notes from a MIDI clip.

Activate which data of the notes you want to import beforehand.

Select from which step in your current sequence the note should be inserted.
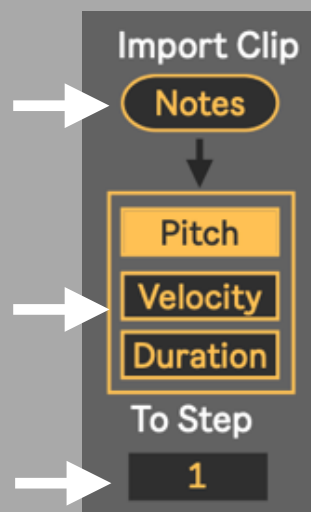
You can copy a whole sequence or a certain part to another sequence by defining the range and Copy and Paste it. Press here to copy.

Beforehand select the range to copy here.

Press here to paste the copied steps

Select here from which step the copied Steps should be pasted in.

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Play Edit

The "PlayEdit" window is all about changing and selecting sequences. You can cycle forward/backward, pick random or select certain sequences. Of course all those buttons which are triggering these functions are MIDI mappable but are also able to be triggered directly via pre-set incoming MIDI notes, just like the step triggering.
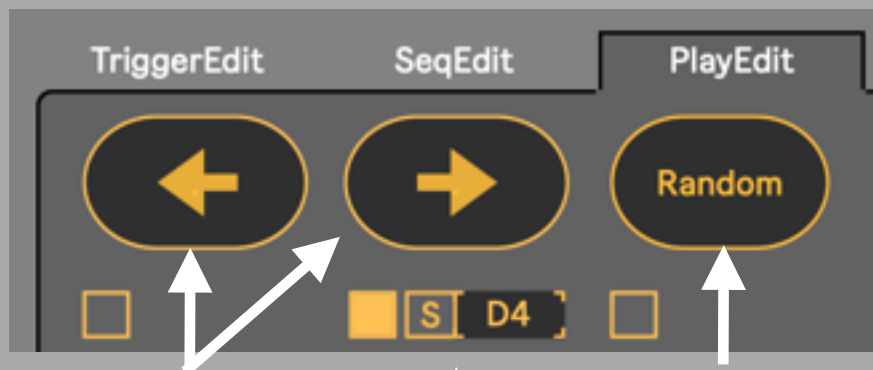
Trigger backward/forward to the last/next sequence.

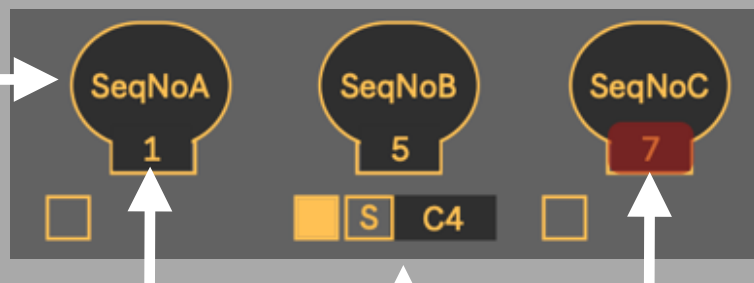Click here to select a random sequence. This function is blocked if only one sequence is active.

All functions here are able to be triggered by incoming MIDI notes. Just switch the "Note Input" to On, click the "S" and press/hit on your controller/pad to send the MIDI note you want to be synced.

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Play Edit

You get 4 buttons which you can set to select a certain sequence.

Click on the button to go to
the sequence.

SeqNoA SeqNoB SeqNoC
  1   5   7

S C4

Put in number of the sequence you want
to go to when the button is triggered.

If the number here is set higher then the actual "Nr of Sequences"a
red box will light up. If this button is triggered in this state it will
trigger the highest number of the current set range of sequences.

All functions here are able to be
triggered by incoming MIDI notes.
Just switch the "Note Input" to On,
click the "S" and press/hit on your
controller/pad to send the MIDI note
you want to be synced.

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Play Edit

The "Prioritize Sequence Change" button has the function to prioritize sequence change over sequence step trigger.

Prio:
If set to "Prio" the MIDI notes for sequence change will be send before the MIDI notes which are triggering sequence steps.

This makes sense when the same MIDI note(s) is set to select a sequence AND to trigger a sequence step, the sequence will change first and then trigger the step of the newly selected sequence.

When set to "Prio" state more latency is added to MIDI note(s) which are triggering sequence step(s).

NonPrio:
When set to "NonPrio" MIDI note step triggers are triggering earlier than sequence changes. Using the same use case described before (using the same MIDI note pitch for triggering a step and a sequence change on the same time) this would mean that the step trigger would happen first (from the 'old' sequence) and then the sequence change would happen after.

Extra Edit

Besides the pitch, velocity and duration data you are able to send 2 more extra layers of signals. They are called "Extra1" and "Extra2" and every step is fully edit-able between values from 0 to 127 in the "Step Sequencer Object". Just select Extra1 or Extra2 under "View" in the "DirectEdit" section. Those triggered "Extra" values can be send to 2 destinations each. A 'MAP' signal which can be mapped to a parameter inside Ableton Live and a MIDI Continuous Controller/Control Change (CC) signal. A MIDI CC signal can be send to external MIDI hardware, other software or can be routed back to Ableton Live e.g. via IAC driver to control MIDI mappable parameters here.

First select if you want to send a CC, Map or Both signals.

Here you can set the CC Number on which the CC values will be sent.
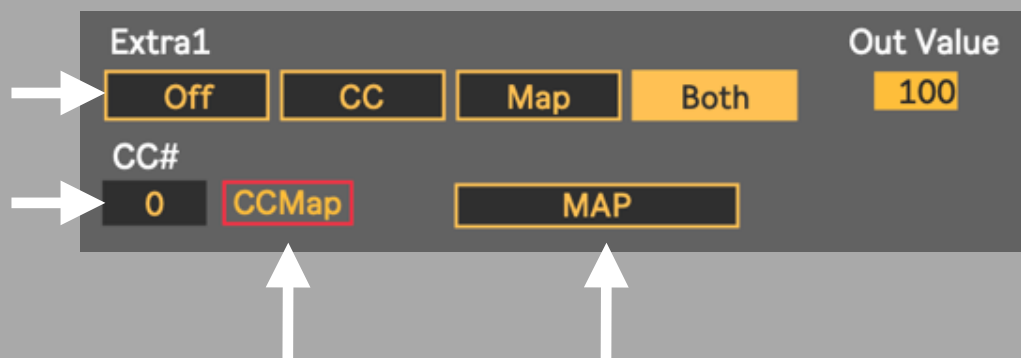
The Out Value monitor is only active if CC#/MAP is activated.

For mapping the CC values you can switch this "CCMap" to On. This field will blink now while sending out some CC values to test the output/making the MIDI map process easier if MIDI is send back to Ableton Live. Make sure you switch the "CCMap" back to Off when you finished the mapping process.

Press this button and then select the parameter in Ableton Live you want to be MAPed/controlled by the "Extra" values. The name of the parameter which is mapped now will be shown in the MAP button field.
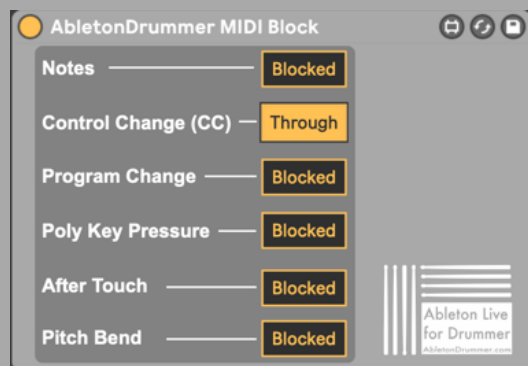
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Extra Edit

As much as setting up some 'Extra' control via MAP is very straight forward I want to point out that I personally prefer using CC# for internal and external MIDI control. I have made several experiences with MAP buttons in Max4Live-stock devices where I experienced the MAP buttons not always to work consistently. Even if setting up CC# control will need some more steps compared to MAPing I would recommend this as 'feels-more-stable' solution (especially for live-performances).

Setting this up would need you to set up some virtual MIDI routing. Please check this guide if you are not familiar with this yet.

Once set up you need to 'hijack' the MIDI from the track the Melody Trigger device is sitting on (let's call this "Main Track").
Just create a new MIDI track ("let's call this "Receive Track"). Set the "MIDI From" to be received from the "Main Track" and set the Monitor section to "IN".

You will now receive all the MIDI from the "Main Track" which means MIDI CC# and MIDI notes. As you just want to use the MIDI CC# here you want to block the MIDI notes. You can do this via using my "MIDI Block" device for this purpose. (The device is included in this pack).

Set the "Control Change (CC)" to "Trough" and leave everything else "Blocked".

You can now set the "MIDI To" to the (virtual) MIDI port and either route it back into Ableton Live to "Remote" control parameters via the native MIDI MAP function in Ableton Live or send it out to other software apps/hardware you wish to control.