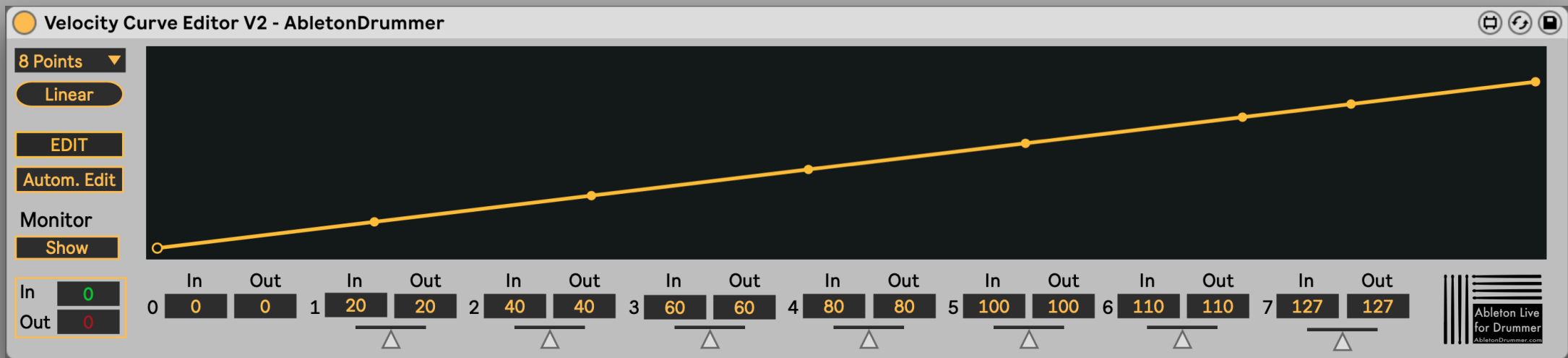
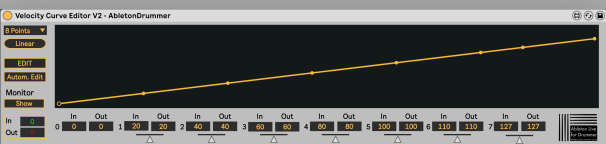


# Velocity Curve Editor V2



## Manual



# Velocity Curve Editor V2

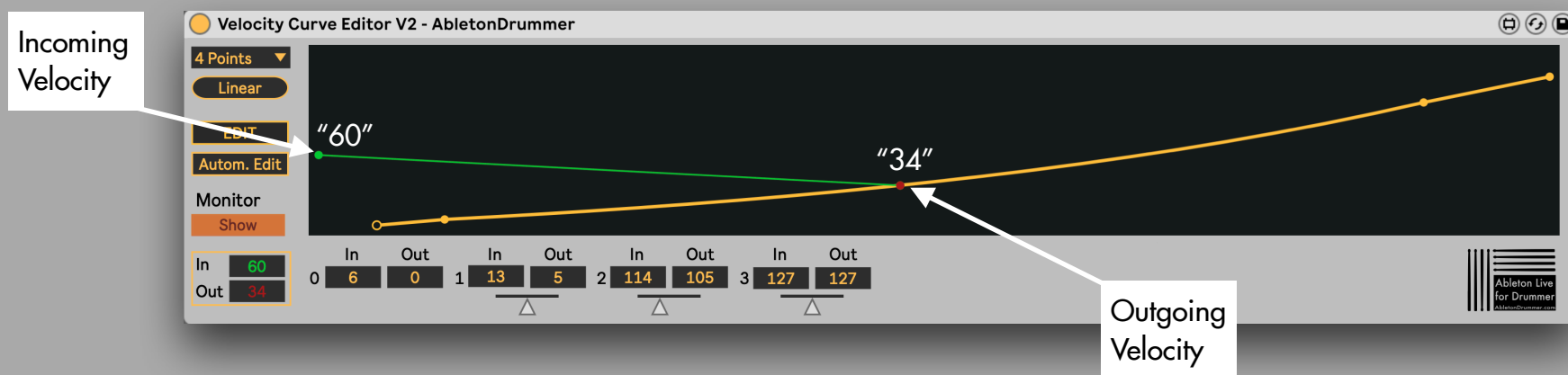
## General concept

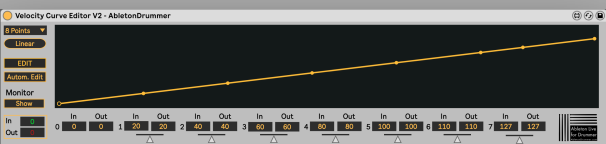
The Velocity Curve Editor lets you change the velocity of incoming MIDI notes. Especially when using external MIDI controllers, electronic drums / drum pads you sometimes don't get an ideal range of velocity values. Depending on the sounds and samples you are triggering, you sometimes want some more in depth control and some more flexibility in changing the velocity values for a perfect sound/sample triggering behaviour.

The incoming MIDI notes velocity is represented on the Y-axis and the re-scaled/outgoing velocity is represented on the X-axis.

The picture below gives you one example:

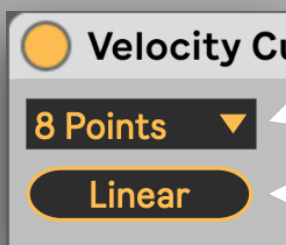
- the yellow line is the defined velocity curve
- the green point represents the incoming MIDI velocity value
- the red point represents the value the incoming velocity is being scaled (down) to





# Velocity Curve Editor V2

Select number of points and "Linear" reset



Select here how many "Edit Points" you want to have. When selecting/changing the number of edit points, all points will be automatically reset to a "Linear" 'curve'.

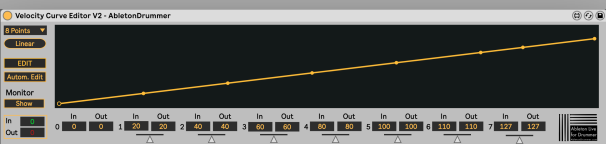
Click here to reset all current points to a linear 'curve'.

General Editing

There are 2 main ways for editing the velocity curve:

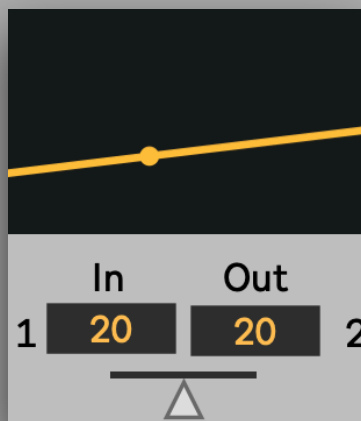
- using the number boxes/sliders for each "Edit Point"
- using "Edit Mode" for editing points via mouse-dragging.

Additionally there is an "Automatic Edit" function which is mainly useful for setting up the lowest and highest "Edit Point".

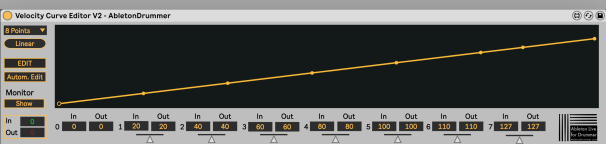


# Velocity Curve Editor V2

Editing via number boxes/sliders

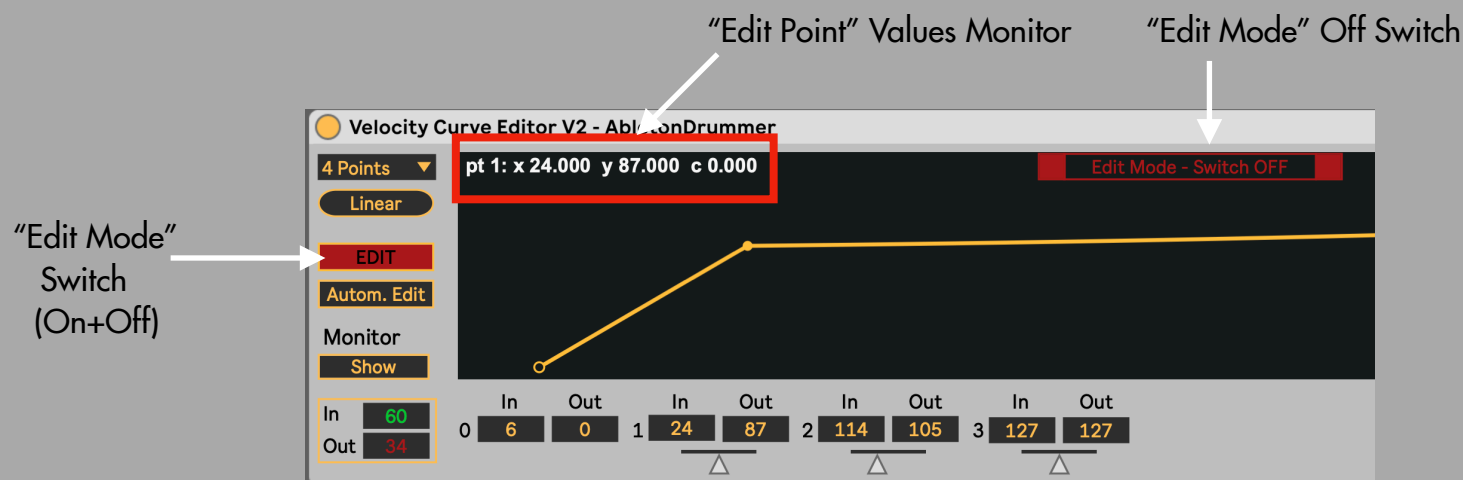


Each "Edit Point" has dedicated number boxes for editing its "In"/"Out" values. You get a slider here which can be used to bend the line-region to the previous "Edit Point" up or down.

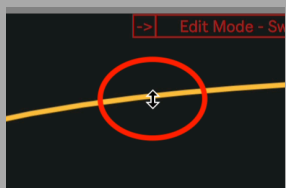


# Velocity Curve Editor V2

Editing via "Edit Mode"

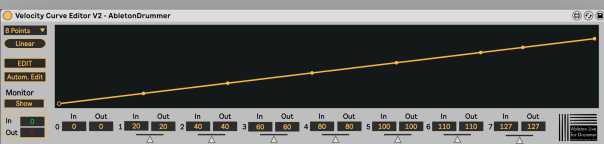


Switch on "Edit Mode" to edit the individual points by mouse drag. When hovering over a point the values of this point will be shown at the top. Make sure to switch off "Edit Mode" after you finished editing.



You can as well bend the curve up/down in "Edit Mode" by hovering over the part you want to bend, then hold down the "option" key. You can now bend the part up and down.

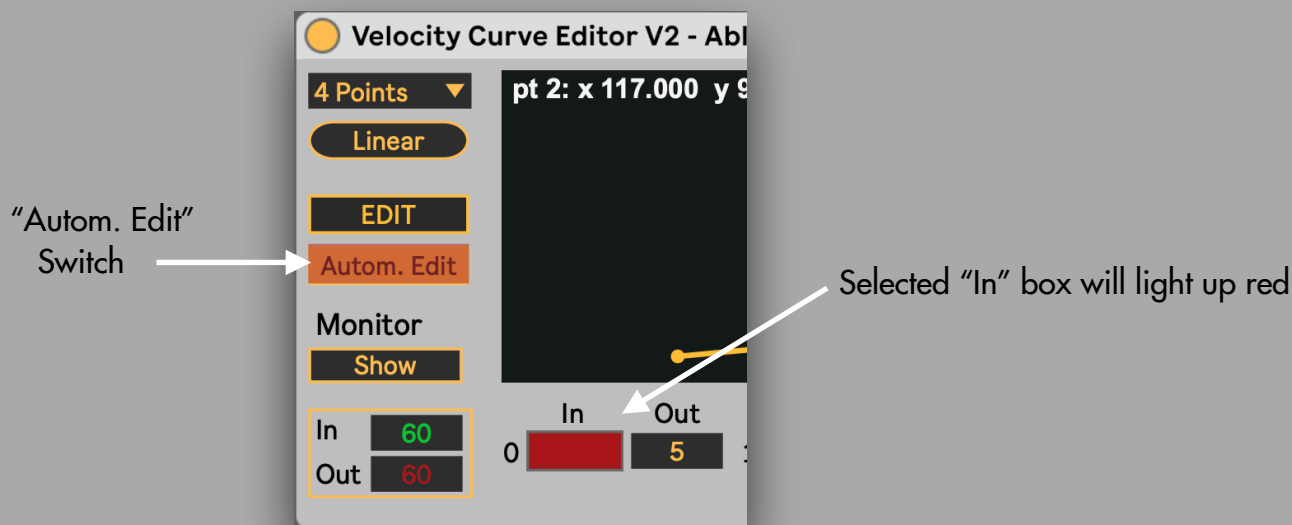
Note: Bending via this method will only be saved when in "Edit Mode".



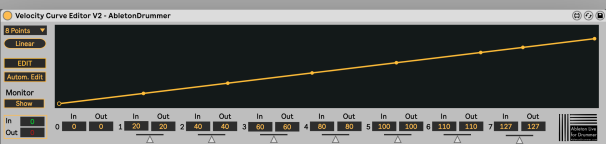
# Velocity Curve Editor V2

## Automatic Edit ("Autom. Edit")

Automatic Edit is a method to quickly detect and set the "In" value of one "Edit Point". This is very useful e.g. when an electronic drum pad is not producing the full range of velocity values (1-127) - in this case you can set the first "Edit Point" to the lowest velocity value and the last (highest) "Edit Point" to the highest value being produced by the drum pad.



Switch on "Autom. Edit" and then select the "In" number box you want to edit, a selected number field will light up red. Then play/hit/press the MIDI note (e.g. via your external controller). The velocity value of this note will be automatically detected and set to the number box.

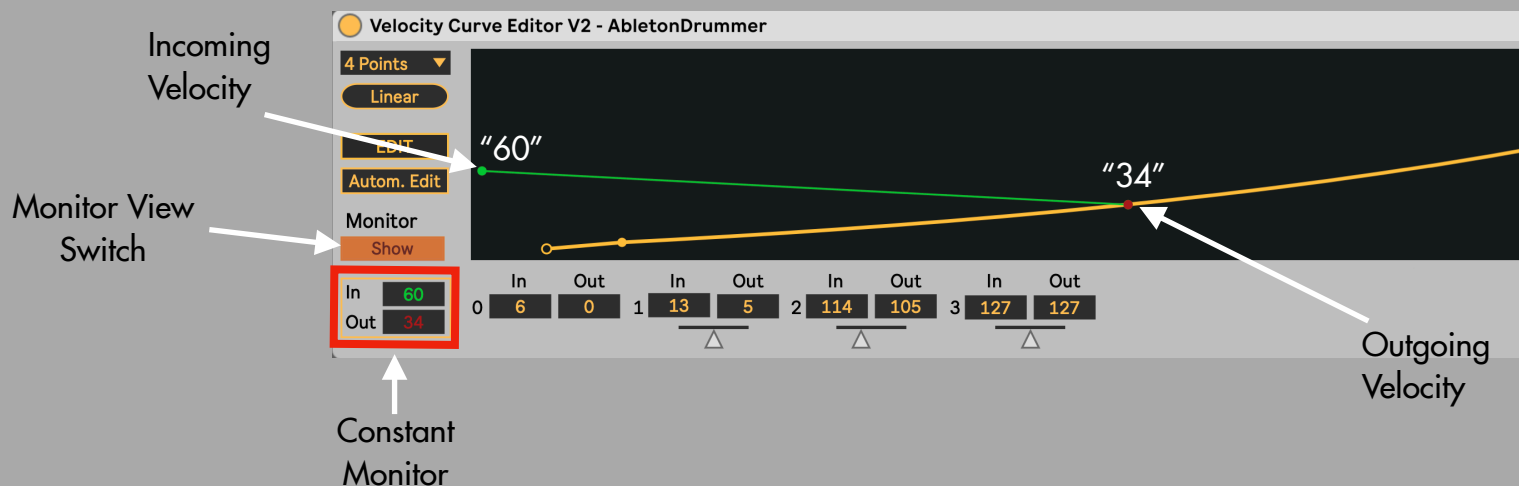


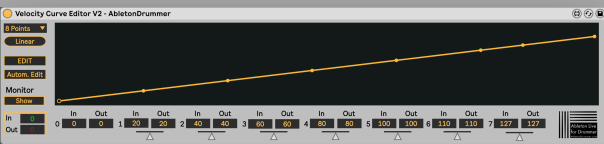
# Velocity Curve Editor V2

## Monitor View

To get a good visualisation of the re-scaling of velocity you can switch on the "Monitor" via the "Show" button. You will now see a green line with a green point which will represent the incoming MIDI note velocity and a red point showing the outgoing MIDI velocity value. Make sure to switch this view off when not needed as this function puts some pressure on your computers CPU.

There is a second, constant monitor for the in and outgoing velocity which is located in the bottom left corner. It will light up yellow when a note is being received.





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