Deck Strip



The Deck Strip is the main interface for controlling the music playing on each of the Decks. This is a pop up window that you can open for each deck, by clicking on the “OPEN” Button in the device, which is located on each Deck’s device area.

Note that the drop down menu is to inform the popup what title to display. It has no other function.

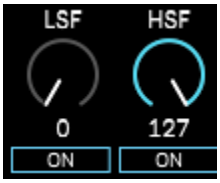
I suggest opening up multiple deck strips for as many tracks as you plan on using, and placing them side by side, similar to how a DJ Mixer is laid out.

You can save the location of where the dick strip is by clicking on the “SAVE” button down the bottom left. The deck strip will always open to this fixed position whenever you click “OPEN”.

Almost all parameters in the Deck Strip are mappable using Ableton Live’s MIDI Map mode

In the following section I will cover each area of the deck strip popup, and what it does.

Low Shelf and High Shelf Filters (LSF and HSF)



These two filters allow you to accurately isolate a particular area of the frequency spectrum using 4x Low and High shelf poles, handy if you can’t quite get the isolation you need from the regular EQs or Low / High Pass filters.

The LSF and HSF are more of a utility and sound tuning tool, whereas the LPF and HPF are more of an effect.

- LSF Dial - Sets the value of the Low Shelf Filter. Any frequency below this point will be cut.
- HSF Dial - Sets the value of the High Shelf Filter. Any frequency above this point will be cut.
- ON / OFF Button - Enables / Disables the LSF and HSF.

Sweepable Band Filter



The Sweepable Band Filter is used for raising or lowering a particular frequency range.

This is useful when mixing 2 or more tracks, and one track needs to dominate that particular frequency range. With the Sweepable Band Filter you can find the range, and boost / weaken it.

- Q Dial - Defines the width of the range of frequencies to be affected (centered around the frequency defined with the Sweep slider).
- GAIN Dial- Defines how much of the frequency range is raised or lowered. Note that the range of this dial is 0 to 127, with 64 being 0db (or no change).
- Sweep Slider - Defines the center frequency which the change is based around.
- ON / OFF Button - Enables / Disables the Sweepable Band Filter
- Reset Button - Resets everything to its default state.

Low Pass and High Pass Filters (LPF and HPF)



These filters are handy for transitions or mixes.

An example would be moving the HSF up slowly to gradually remove the sub and bass frequencies of a track that is about to finish.

- RES Dial - Defines the resonance of both filters. The resonance is a boost in volume at the particular frequency the LPF or HPF is set at. More resonance means more of an accentuated sound. Be careful with RES as a high value can be really piercing.
- DRIVE Dial - adds some power and grunt to the filters. Turning this dial to a high value can make the audio sound distorted and may not be a desired effect.
- LPF Dial - Defines the value of the Low Pass Filter. Any frequency above this value will be cut.
- HPF Dial - Defines the value of the High Pass Filter. Any frequency below this value will be cut.
- ON / OFF Button - Enables / Disables the LPF and HPF.

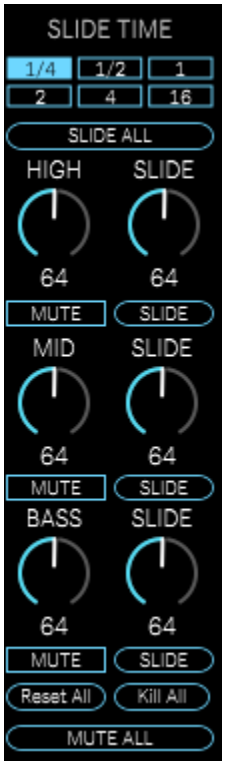
EQ



The EQ section allows you to control the volume of the 3 main frequency ranges of the audio like a traditional DJ Mixer, as well as have them slide automatically when a Button is pressed.

The value range of the HIGH, MID and BASS frequency dials can go beyond 0db, allowing you to boost the volume of that range. Note that if you push this too much, you may experience audio clipping. Stick to keeping these at a maximum of 107 if you don't want to risk clipping the audio.

- High Dial - Controls the volume of the higher frequencies.
- Mid Dial - Controls the volume of the mid frequencies.
- Bass Dial - Controls the volume of the low frequencies.
- MUTE Button - Completely mutes the audio for that particular frequency area.
- RESET ALL Button - Resets the HIGH, MID and BASS dials to 0.
- -inf ALL - Sets the HIGH, MID and BASS dials to their minimum value (-inf db), or no volume.
- MUTE ALL Button - Mutes the HIGH, MID and BASS frequency areas.



The EQ Slide Controls allow you to set a value for the HIGH, MID and BASS dials, then slide to that amount (from the current amount) over a fixed time period that is in sync with the BPM.

This is handy for freeing up your hands.For example, you want the bass of one deck to slowly fade out over 16 bars, but you don't want to slowly move the BASS dial over those 16 bars.

- Slide Dial (HIGH) - Sets the target value for the HIGH dial.
- Slide Dial (MID) - Sets the target value for the MID dial
- Slide Dial (LOW) - Sets the target value for the LOW dial
- Slide Time Selector - Defines the time it takes for the DIALS to move from their current value to their target value. The options are BPM synced values - so choosing a value of 1 will set the value to slide over a period of 1 bar.
- SLIDE ALL Button - Slides the HIGH, MID and LOW dials to their target destinations over the set time period defined by the Slide Time.
- SLIDE Button - Slides the specific EQ Dial from its current value to the target value.

Send Controls and Gain



Each Deck can be sent to up to 5 different Return tracks that have different effects on them.

These are useful for quickly sending the audio from the Deck to one of five return tracks

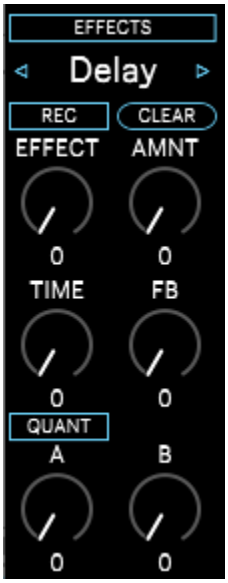
You can go to the corresponding Return tracks (A, B and C) and map controllers to the values.

- Echo Dial - Sends the audio to a short unsynced delay.
- Delay Dial - Sends the audio to a BPM synced delay.
- Reverb Dial - Sends the audio to a native Ableton Live reverb.

The other two send the audio to the Dummy Tracks and the Automoton.

The Gain dial controls the main track Volume in Ableton Live. This is useful for removing the signal completely and only having the return tracks audible, without having to adjust the main Volume in the Deck Strip.

Effects



The Effects area offers 32 individual effects that have been carefully crafted to work well with DJing and Mashups.

Each effect has 6 controls, which change depending on what effect is selected. Some of the effects can take advantage of the QUANT Button, switching the effect into a mode that is synced with the BPM.

A handful of effects do not require all of the 6 dials. For example, the SPACE effect's only function is to widen the sound across the stereo spectrum, so only the AMNT Dial is used.

- ON / OFF Button - Disables / Enables the entire effect unit.
- Effect Display - This box will display what effect is currently active.
- Effect Select Button - These Buttons allow you to move up or down through the different effects sequentially. These Buttons are good to map to a controller.

- EFFECT Dial - Sweep quickly through the effects.
- AMNT Dial - Defines how much of the selected effect is applied.
- TIME Dial - Changes a parameter in the effect related to timing or length.
- QUANT Button - if applicable, switches the effect into a synced mode. When this Button is enabled, the TIME Dial (and potentially other parameters) will now move in increments that are synced with the BPM.
- FB Dial - Changes the Feedback value of the effect. Note that this dial may change something else depending on the effect selected, but it will always be something close to feedback or effect intensity.
- A Dial - Changes the primary main parameter of the effect. This dial will be different for each effect.
- B Dial - Changes the secondary main parameter of the effect. This dial will be different for each effect.

You are encouraged to try each effect and it's parameters to get a feeling of how each one changes the sound. Here is a list of the 32 effects with a basic description:

1. Delay - A classic delay effect with Feedback and filter controls. Quant mode syncs the delay time to the BPM.
2. Echo - A heavy dub style echo with filter modulation controls. Quant mode syncs the delay time to the BPM.
3. Metal - A delay to be used with very short delay times that change in pitch when the Time dial is moved, creating a metallic effect.
4. Nuclear - A granular delay with parameters that change the pitch and time of each delay, good for a more chaotic, sprayed out sounding delay.
5. Reverb - A classic Ableton Live reverb for making audio sound lush and smooth.
6. Reverb Conv - A collection of 12 convolution reverb algorithms that produce rich and organic sounding reverberated environments.
7. Rev Alg - A collection of Algorithmic reverbs that create wide artificial spaces.
8. Chop - A volume chopping / gating effect that produces quick gaps of silence in the audio. Quant mode syncs the gaps to BPM synced increments.
9. Slop - A combination of a chop and a frequency shifter that creates strange pitched stutters in the audio.
10. Filter - A modulating filter that sweeps up and down over time. Quant mode synces the sweep time with the BPM.
11. Flanger - A classic Flanger effect that thickens and widens the sound.
12. Phaser - A classic Phaser effect that twists and spaces out the sound.
13. Chorus - A classic Chorus effect that stacks the audio with copies of itself, creating a rich and full sound.
14. Robot - A vocoder that squeezes the audio into a robot saw wave mode.
15. Melody - A vocoder that attempts to track the pitch of the audio, mixing a saw wave of that pitch with the original audio.
16. Pitch - A frequency shifter that shifts all the audio up or down.
17. Ring - An effect that shifts the pitch of the audio using a Ring Modulator.

18. Sing - A set of resonators ring at different pitches, creating chords and harmony. The pitch of the individual resonators can be changed.
19. Spec Res - An effect that warps the audio into a specified pitch using Ableton Live's Spectral Resonator effect.
20. Spec Time - A fast delay style effect that can freeze audio in time.
21. Scratch - An effect that can be used to quickly pitch the audio up or down.
22. Crab - A combination of Scratch and a rhythmical gate, to create sound similar to that of the crab turntablism technique.
23. Crush - A bit reducer, to make the audio sound lofi.
24. Distort - A guitar style amp distortion to roughen the edges of the audio.
25. Noise - A vocoder set on White Noise mode, turning the audio gradually into noise.
26. Mud - A corpus effect that adds a pitched audible ring to anything fed through it.
27. Saturate - A saturator to thicken and widen the sound.
28. Copy - A device that quickly captures fixed BPM synced loops of the audio and plays them back mixed in with the audio.
29. Flop - A device that quickly captures fixed BPM synced loops of the audio and plays them back in place of the original audio.
30. Expand - A transient shaper that exaggerates the punchyness of the sound..
31. Space - An effect that exaggerates the stereo width of the audio, making the lefts leftier, and the rights rightier.
32. OTT - A classic "Over The Top" Multiband compression, for drastically expanding the sound to make it sound extremely present and rich.

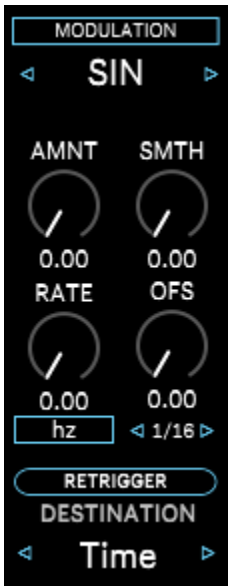
You can record a loop your dial movements with the REC button. Clicking this will enable recording (quantized to the next beat). When this is enabled, any dial movements will be recorded into memory. Clicking the REC button again will stop recording and begin playback.

You can do this process again to create a new loop, overwriting the previous one, or you can click the CLEAR button to delete the recording and go back to manual control.

Modulation

The Modulation area has an LFO that creates a constantly moving value that can be "attached" to any of the Effect parameters.

This is handy for automating and modulating the effects, so they constantly change on their own without you having to move the dial yourself.



- ON / OFF Button - Disables / Enables the entire modulation unit.
- LFO Wave Display - This shows what the currently active wave shape for the LFO is.

- LFO Wave Select Button - Moves through the different LFO Wave Shapes. Good for mapping to your controller.
- Phase Offset Retrigger Button - These Button instantly reset the LFO's phase to an increment of 0, 0.5 (half way) or 1. (full way). These are good if the LFO is in time, but not perfectly in phase.
- SMTH Dial - Smooths out the LFO waveform. This is mostly useful for when the Random LFO Waveshape is selected, turning the square and rigid changes in value, to smooth slopes.
- OFS Dial - This offsets, or shifts, the LFO forward so you can match up the modulation with other audio.
- Rate Dial - Changes the speed of the LFO (when in hz Mode).
- AMTN Dial - Sets how much of the LFO is applied to the target parameter. A small amount will only move the parameter slightly. You can see the range of the LFO by watching the colored part of the target dial move. Setting this to its maximum value will sweep the entire range of the dial.
- SYNC Mode Display - This shows you what the current LFO time is, if SYNC mode is enabled.
- SYNC Mode Select Button - Shifts through the different synced times available in SYNC mode.
- Hz / SYNC Button - Switches between hz (or free time) mode, and BPM synced mode.
- Destination Display - Shows what the LFO's target currently is.
- Destination Select Button - Sets the LFO destination by cycling through the 6 different effect parameters.

Volume

This is a simple mappable volume slider that gives you control over the master output of the deck.

Looper

The looper is for repeating parts of the playing audio over and over until the EXT Button is pressed. This is good for intros and outros, when you don't want the audio to finish yet.



- Looper Display Area - Shows if the audio is currently being looped, with a timed animation to show the loop length.
- Looper IN and OUT buttons - Sets the start and end points for the loop. Push the IN button just before the beat where you want the loop to begin (similar to how triggering Clips in Ableton live with Quantization). When you want your loop to end and start repeating, push the OUT button just before the beat where you want it to end. The loop will immediately start happening.
- EXT Button - releases the loop and continues playing the track as normal.
- Half and Double buttons - When a loop has been set, these buttons will update their names, giving you the option to either half or double the loop.

Change Log

- 1.1
    - Light version default / reset values set to 64