

Drum Mapper 2.0

User Manual

Desert Sound Studios

Drum Mapper

Overview

Drum Mapper is a Max for Live device that remaps any incoming MIDI note to any other note. With it you can quickly lay out a MIDI controller's pads or keys to play specific sounds that works best for you.



Requirements

Drum Mapper requires Live 10 with the Max for Live add-on installed. Max for Live is included in the Live 10 Suite edition or can be purchased separately for the Standard edition of Live 10.

Installation

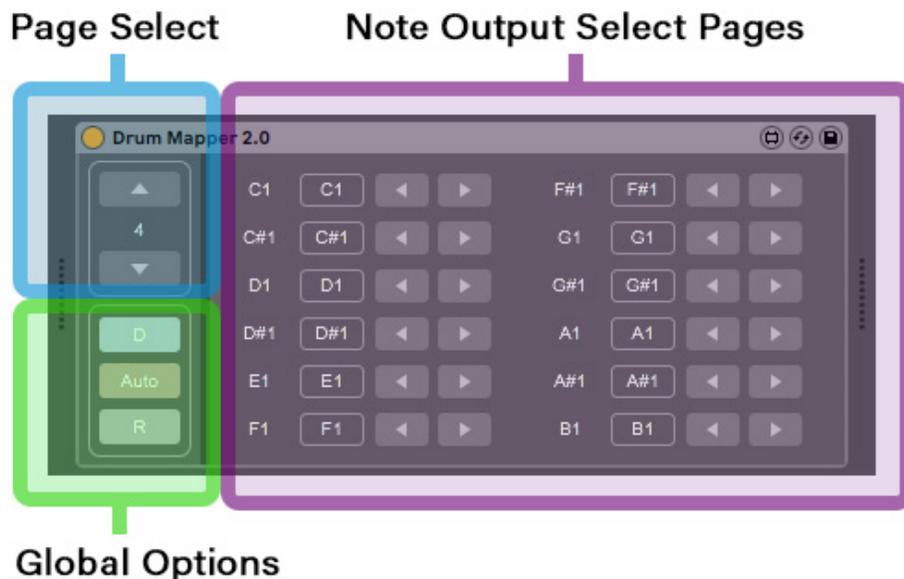
After downloading the Drum Mapper .zip file, unzip it and drag the .amxd file into the area in the Live Browser where you store Max for Live devices. Drum Mapper is now ready for use in any Live project.

Setup

To use Drum Mapper, drag the Drum Mapper device from Live's Browser window into any MIDI track with an instrument loaded on to it. Then record enable the track and start adjusting the output notes from Drum Mapper's interface. This plugin only changes the output note, so any notes recorded into the track remain as the original notes played into Live.

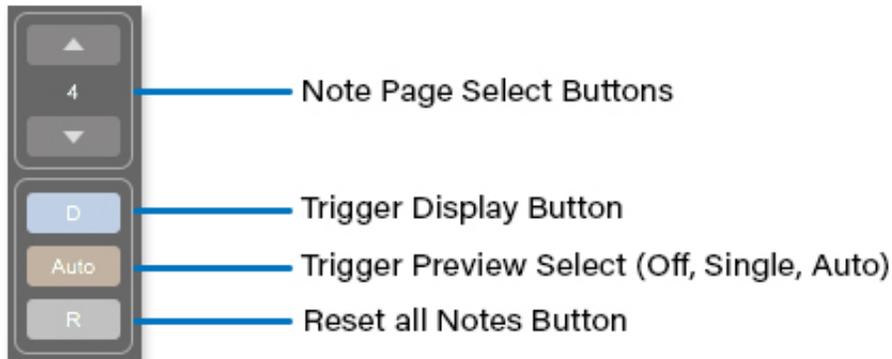
The Interface

The Drum Mapper interface breaks down into three main areas shown in the image below. The details of each of these areas are explained in the following sections.



Global Options and Page Select

The Global Options and Page Select Buttons are found on the left side of Drum Mapper's interface. The Global Options (the three buttons towards the bottom) affect the overall operation while the Page Select Buttons control the note pages that are displayed.



Note Page Select Buttons

Pressing the up and down arrows shift through the various Note Pages. It's here that you can set the output value for each incoming note. Eleven pages provide the full range of 128 notes. The currently displayed page is indicated by the number in between the two arrows.

Trigger Display Option

When Trigger Display is activated, a button will light up whenever that note is played. Use this feature to quickly locate currently playing notes.

Trigger Preview Select

The Trigger Preview Select button lets you preview sounds from the interface (via the increase/decrease buttons available for each note).

Off - pressing the increase/decrease arrows reassigns the output note without playing the sound.

On (lit up blue) - a sound plays once each time an arrow is pressed.

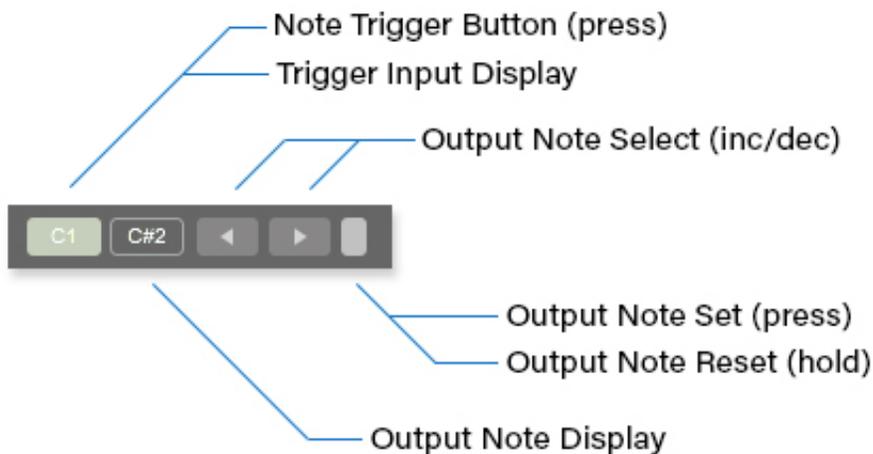
Auto (lit up tan) - holding down an arrow button increases or decreases the output note value once per second and plays the sound for each new note.

Reset All Notes

Pressing the Reset All button resets all mapped notes to their default values. In the default setting, all output note values match the notes from the MIDI hardware input.

Note Assign Pages

The right side of the interface is where you can set the output note values for each input note. Each of the eleven pages (selected with the page select buttons) include twelve notes, each with dedicated controls for changing the output notes (shown in the image below).



Note Trigger Button/Trigger Input Display

Pressing the first button in the row triggers that note to play. If the global Display option is turned on, this button also will light up green whenever that note is played from MIDI hardware (or when notes recorded in the track are played back).

Output Note Display

This button shows the current output note that the input note will trigger. The value will change when new notes are selected via the Output Note Select buttons.

Output Note Select

These two arrow buttons incrementally change the output note values. If Auto Mode is turned on (global option), holding down an arrow moves through different sounds once per second.

Output Note Set/Reset

The small button at the end of the row has two functions.

Pressing it once quickly and then press any MIDI key or pad to set the output note to the value of the key just pressed.

Pressing and holding down this button resets the output note to the default value. Resetting the note this way lets you reset single notes rather than all notes which is done with the global Reset button.

Saving and Reusing Note Maps

Any note map layout created with Drum Mapper will be saved with the Live project. To use the layout in another Live project, you can save the current instance of Drum Mapper as a preset. To do this, press the circle disk icon in the upper right corner of the Drum Mapper. Once pressed, you will see a new preset appear in Live's browser area. After the preset is saved, you can then drag the preset into other projects to use that layout in another project.

License

This software is available for personal or commercial music/sound production and performance. This software may not be re-distributed in whole or in part in any form. The software or any derivative of it may not be offered or installed as a part of any commercial or non-commercial service. All code and interface design is copyrighted 2019 by Desert Sound Studios.

Manual Version 2.0

October 2019

© 2019 Desert Sound Studios