

mLPr

v1.2

Attribution-ShareAlike 2.0 Generic (CC BY-SA 2.0)

ldmdesign.org

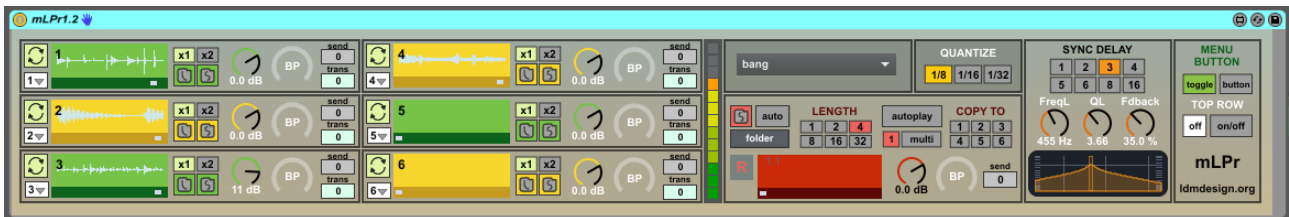


Table of Contents

GUI.....	1
Track.....	2
Record.....	3
Launchpad.....	4
Menu.....	5

GUI

From left to right you can see the tracks (see below), gain meter, recording track (see below) & options, quantize, sync delay and general options.

The meter will show if your tracks start to clip. This may not be audible in playback but if you save from any of the buffers then the clipping will affect the saved sample. There is a limiter at the end of the signal chain as a last resort, but if the meter here shows clipping then any recorded loops may clip, especially if recording from multiple tracks.

All loops will be quantized to the transport of Live, and any recording will also only trigger on beat.

Each track has a send which goes through to the sync delay, which has a BP filter with variable Q. The timing of the delay can also be set from the Launchpad menu (see below).

The top left round pad on the Launchpad is the menu. This can be set as a toggle or a momentary

button as desired, set on the global settings on the right.

The top row of the Launchpad is used to turn off the playback of each track. This can also be set to trigger the track playback if the track is stopped.

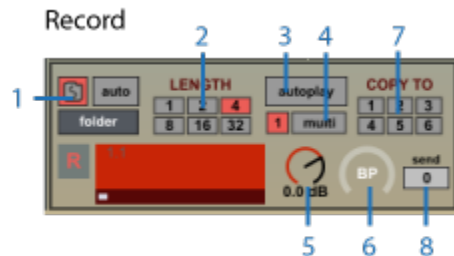
Track



Each track has the following options -

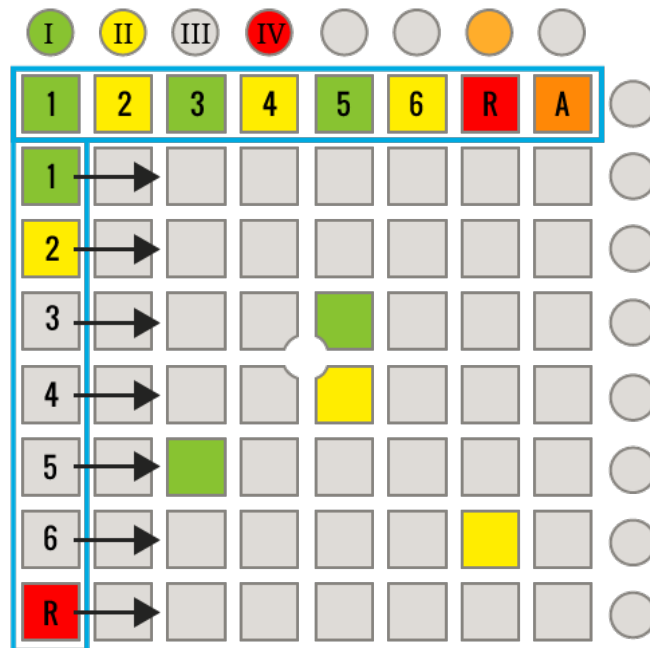
1. Loop/Single Play – By default each track is set to loop, but can also be set here to play once through. This works the same if reverse is triggered.
2. Choke group – If tracks are set to the same choke group then triggering one track will turn off all other tracks in the same group.
3. Waveform view of the loaded sample. Load the buffer by dragging the file, you can also drag directly from a track in Live.
4. Playback display meter.
5. Any sample is automatically warped according to the most likely BPM of the sample. Sometimes the sample may be better if the playback speed is doubled.
6. Samples can be loaded manually by clicking here to open a file dialog.
7. The contents of the buffer can also be saved with this file dialog.
8. Track gain. As with all of the controls, this can be mapped to another midi controller.
9. A bandpass DJ-style filter can be applied to the track. This was copied from a filter by Max for Cats.
10. Send level controls how much of the signal is sent through to the sync delay.
11. Transpose options so that different tracks can be harmonised in key. This can also be used for some creative effects and any changes can be recorded into the record buffer.

Record



1. The folder icon brings up a dialog for saving the contents of the record buffer to any file. Saving of any recorded track can be done automatically into the folder selected with the 'folder' button, and if the 'auto' toggle is selected.
2. This sets the length of the buffer for recording. 4 is the default setting. This option can also be changed in the Launchpad menu (see below)
3. If autoplay is selected then the recorded buffer will play immediately after being recorded. This will also make sure to turn off any tracks which were being recorded automatically.
4. By default the device only records from one track – whichever track you trigger after arming the recording. If you select multi then you can record from multiple tracks, which will be all tracks by default. When multi is selected, upon arming the record track, the top row will change to select which tracks are added. The pad on the right will function to turn on or off all the tracks. The pad which corresponds to the record track will now function to trigger the recording, without the need to press any of the track pads below.
5. Gain level for the track output.
6. Bandpass filter, as for the other tracks.
7. After the recording has been made, you can then copy the contents of the recording to any other track. This can also be done onboard the Launchpad (see below)
8. The record track can also be sent to the sync delay fx.

Launchpad



The round pads function as follows -

- I. The menu button (toggle or momentary)
- II. Copy To – After a recording has been made, you can then assign the recording to any other track. This is done by holding this button and pressing the appropriate pad in the top row.
- III. Reverse – Any track playback will play in reverse if this button is held while triggering the pads. This includes making smaller loops.
- IV. Record Arm – This button will arm the record track. The recording is then triggered by pressing one of the track pads. If recording is set to ‘multi’ the recording can also be triggered by pressing the R pad in the top row.

Top Row

The top row of pads is used to turn on any playing track. The numbers corresponding to its associated track below. The A pad can be used to turn off all playing tracks. The top row pads can also function to start playback of a track if this is selected in the general options on the GUI.

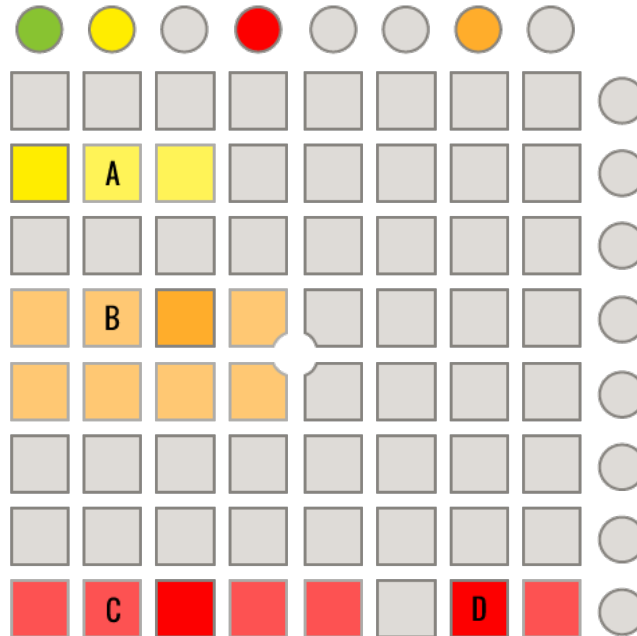
Every row under the top row is used for triggering the playback for each track, 1-6 and R. Pressing any pad in the row will start the playback from that point in the loop.

Smaller Loops

By holding one pad and pressing another pad, you can set a smaller loop within the track. For example, if you hold down the 1st pad in the row and press the 5th pad then the track will loop back

before it gets to the fifth portion of the loop – You will playback 4 sections, which is half of the entire sample. To break the loop, press any pad as normal.

Menu



When the green menu button is triggered, you will see this on the Launchpad.

- A) This is the quantize settings, as seen on the GUI – 1/8 1/16 or 1/32
- B) This sets the timing of the sync delay, as seen on the GUI. This is set to 3 by default.
- C) This sets the recording length, as seen on the GUI. The default is 4.
- D) This sets what tracks are recorded, as on the GUI. Recording a single track is default. Change this to record multiple tracks.

Any questions, feedback or suggestions, you can email haelu@ldmdesign.org