



LIQUID RHYTHM

User Manual

Liquid Rhythm User Manual

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CHAPTER 1 GETTING STARTED WITH LIQUID RHYTHM

On behalf of everyone at WaveDNA, thank you for supporting our software! This document will help you get Liquid Rhythm up and running, guide you through your first steps, and provide a comprehensive overview of every available feature.

SYSTEM REQUIREMENTS & INSTALLATION

Mac

Intel dual-core processor, 2 GB RAM (recommended 4 GB), 6 GB hard disk space, OS X 10.6 or later, Java v. 1.6 or later.

PC

2 GB RAM (recommended 4 GB), 6 GB hard disk space, Windows XP/Vista/Windows 7, Java v. 1.6 or later, ASIO-compatible sound card recommended.

OS X Installation

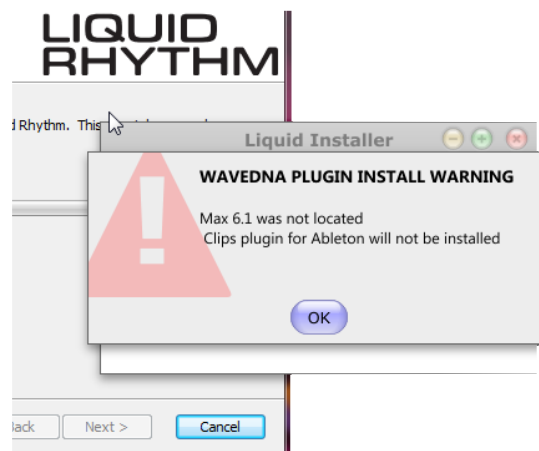
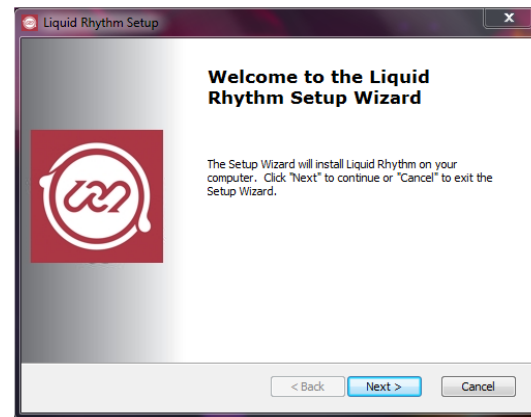
1. Navigate to your downloads folder and double-click the LiquidRhythm.dmg file to mount it.
2. Double-click Install Liquid Rhythm.
3. Follow the on-screen instructions to complete the installation of Liquid Rhythm standalone, VST, AU, RTAS, and Max for Live plugins.
4. ...and you're done! Launch Liquid Rhythm standalone or as a plugin in any of the DAWs supported by Liquid Rhythm.





Windows Installation

1. Double-click the installer file LiquidRhythm.exe to launch the setup wizard.
2. Select a destination folder. C:\Program Files (x86)\WaveDNA\Liquid Rhythm is the default destination.
3. Review your shortcut options.
4. Click Install to start the installation process. Note that you will be prompted again to install the VST plugin.
5. Click Finish to close the install window to complete the installation. Congratulations, you're now ready to start using Liquid Harmony.



Tip: For both Mac and Windows, the Liquid Rhythm installer automatically installs the Liquid Rhythm Max for Live patch for Ableton Live 9. If you don't have at least Max 6.1.6 (but not Max 7 yet!!) and Ableton Live 9 installed, you will get a message notifying you that the Liquid Rhythm Max for Live plugin was not installed. You'll be missing out on this feature but don't worry: Your install will still complete successfully. For more information on the Liquid Rhythm Max for Live patch, visit wavedna.com.





NOMENCLATURE

The purpose of this guide is to show you every available feature in Liquid Harmony. To get the most out of it, please read this description of the computer lingo used throughout:

OS X & Windows Keyboard Commands Terminology

In the Liquid Rhythm User Manual, keyboard shortcuts will be presented using a combination of modifier and keyboard keys. Note that Apple and Windows keyboards have different names for modifier keys that serve the same function in Liquid Rhythm.

For your reference and convenience, modifier keys will always be presented in the order of [OS X]/[Win] where OS X refers to Apple keyboards and Win refers to Windows keyboards.

Modifier Keys are:

- » [command]/[ctrl]
- » [option]/[alt]
- » [shift]
- » [control] **OS X only**

Mouse Terminology

- » Click: to hover the mouse arrow over an object, menu item, etc., and single-click with the left mouse button.
- » Double-click: to hover the mouse arrow over an object, menu item, etc., and double-click with the left mouse button.
- » Right-Click: to hover the mouse arrow over an object and single-click with the right mouse button. Right-clicks typically open pop-up or pull-down menus for that specific clickable object.
- » Drag: to click on an object and hold down the mouse button while moving the mouse. To stop the drag from occurring, release the mouse button.
- » Drag-and-Drop: to click on an object it, hold the button down while moving the mouse, and releasing the mouse button to complete the action.





WELCOME SCREEN

A Welcome Screen greets you when you launch Liquid Rhythm. The following is a brief description of the helpful features found there.

Watch Quickstart Video

- » Launches a Quickstart Video to get you acquainted with some of the features in Liquid Rhythm quickly.

Read Quickstart Guide

- » Opens the Quickstart Guide PDF.

Start Guided Walkthrough

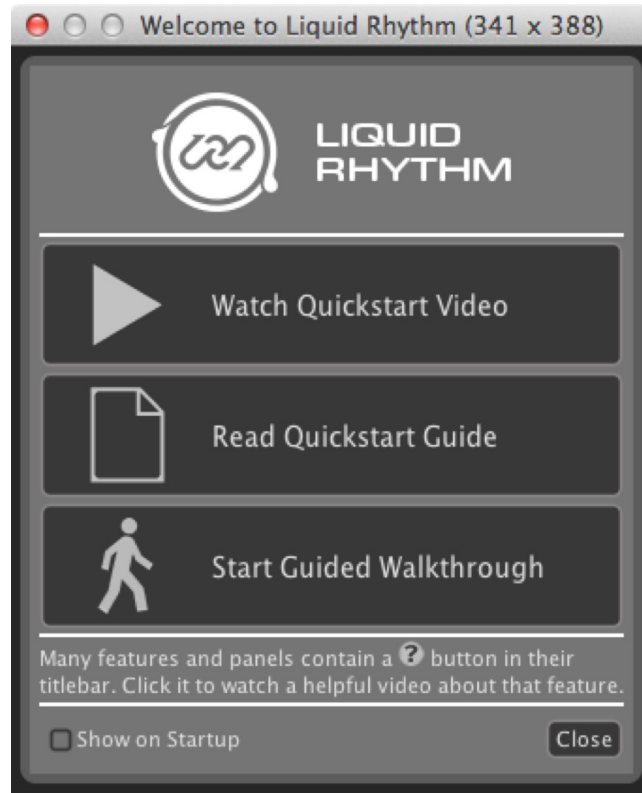
- » Launches a comprehensive and interactive walkthrough of some of the features found in Liquid Rhythm.

Show On Startup

- » Deselect this option to prevent the Welcome Screen from opening each time you launch Liquid Rhythm.

Close

- » Closes the Welcome Screen window.





SETTINGS

When you launch Liquid Rhythm for the first time, default driver and audio input/output settings will be loaded. Click on LiquidRhythm > Preferences... (OSX) or use the [command]/[ctrl]+[,] key command to open the Settings window and configure audio preferences.



Audio

Audio

This option turns audio output on and off.

Driver

Lets you select the audio interface you prefer to use.

Input Device

Lets you select the audio interface you prefer to use for audio input.

Output Device

Lets you select the audio interace you prefer to use for audio output.

Sample Rate

All the instruments in Liquid Rhythm are recorded at 44100, so unless you are looking for a very specific sound, best not tinker with this option.

Tip: In the event that your audio interface or MIDI device doesn't appear, it may be possible you haven't set up your device's drivers yet. Consult the manufacturer's website for details on installing drivers.





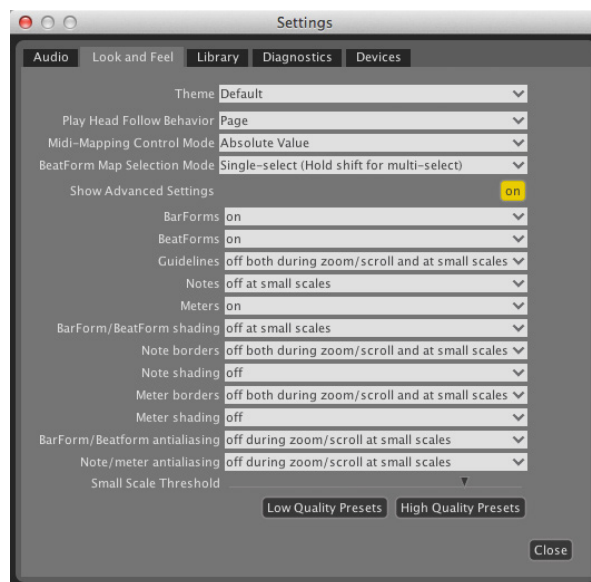
Look and Feel

Half the fun of setting up new audio software is customizing its appearance. In Liquid Rhythm, Look and Feel can be customized from the Settings window.

To access the Look and Feel window:

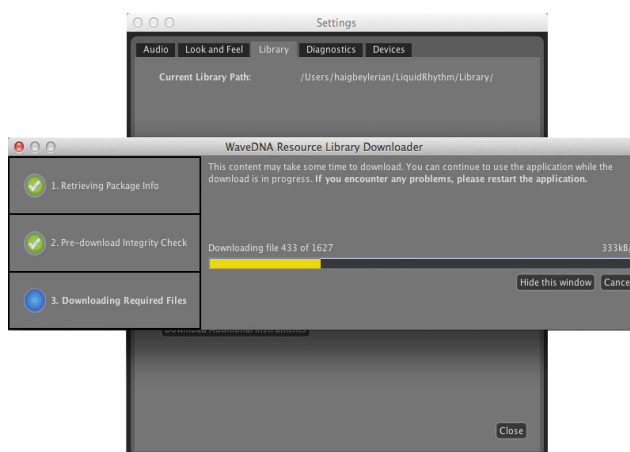
1. Click Options > Settings or press [command]/[ctrl]+[,]
2. Click the Look and Feel tab.

Try playing with these settings to see which configuration works best for you or use our Low Quality Presets and High Quality Presets buttons to quickly swap between contrasting visual experiences.



Library

One of the first things you'll want to do is download all the available drum kits featured in Liquid Rhythm (you've already paid for them, after all)! Click the Download Additional Instruments button in the Library tab to select and download them all.





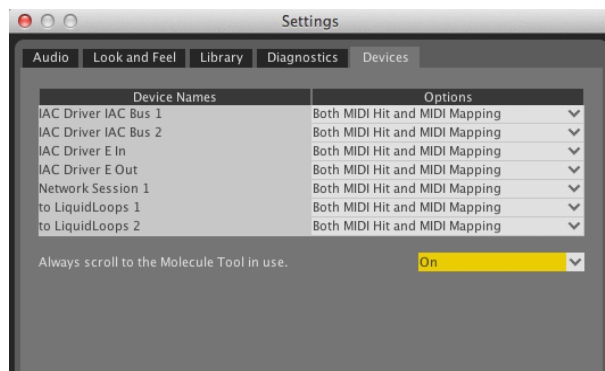
Devices

Device Names

Device Names is a list of all the external (or internal) MIDI devices recognized by your computer.

Options

Use the Options adjacent the Device Names list to set the behaviour of the connected MIDI devices:



MIDI Hit

Means that incoming MIDI Note messages (the kind drum pads or the keys on a piano send) will be received.

MIDI Mapping

Means that any MIDI control change (MIDI CC) messages (the kind that a fader or knob on your MIDI controller send) will be received.

A good way to distinguish between the two is this:

- » MIDI Hit = A note being played
- » MIDI Mapping = A UI element on Liquid Rhythm being controlled.

Note that you can also set the behaviour to Both or None.





How to connect a MIDI Device to your computer

There are two ways to connect a MIDI device to your computer:

1. Connecting an external MIDI device directly via USB:
 - a. Many new MIDI devices connect to your computer with a USB cable and have their own drivers. Make sure your MIDI device is connected to your computer and recognized by your operating system before launching Liquid Rhythm.
2. Connecting an external MIDI device through a MIDI interface:
 - a. Once you've connected your MIDI interface, make the following physical connections between your external MIDI device and MIDI interface:
 - i. The MIDI Out on your external device is connected to the MIDI IN on your MIDI interface.
 - ii. The MIDI IN on your external device is connected to the MIDI OUT on your MIDI interface.

Tip: To ensure you have followed all the necessary steps and installed all the necessary drivers to enable compatibility between your computer and MIDI interface, please reference the MIDI interface manufacturer's documentation or website.

Testing Your External MIDI Controller

The MIDI Note and Vel indicators to the right of the toolbar will display MIDI values Liquid Rhythm receives from an external device. With your MIDI device connected and turned on, press a key on your MIDI keyboard, drum pad or control surface to test connectivity and monitor it using the indicators.





CHAPTER 2 INTEGRATING LIQUID RHYTHM WITH YOUR DIGITAL AUDIO WORKSTATION

The Liquid Rhythm VST, AU, and RTAS plug-ins, along with the Max for Live patch, allow you to use Liquid Rhythm within your preferred digital audio workstation (DAW) in OS X or Windows.

A variety of workflows exist:

- » Stereo Plug-in is the most basic form of the Liquid Rhythm VST/AU/RTAS plug-in. It outputs a stereo signal through channels 1-2
- » Multi-output Plugin is a version of the plug-in capable of outputting 8x stereo channels. This is useful for doing things like implementing a unique FX chain for only a snare drum while treating the kick with a different set of FX, for example.
- » Interplug-in MIDI Routing is a zany setup we like to use around these parts. Basically, Liquid Rhythm becomes a software-based MIDI controller capable of sending performance information (MIDI notes) to other VST plug-ins.

Note that only the VST plug-in protocol makes this possible, so if you try to use AU, your DAW might crash. Use at your own risk!

For your convenience, step-by-step plug-in loading and MIDI routing procedures have been prepared for all tested DAW's.

If you notice any DAWs we haven't covered in this chapter, please contact support at info@wavedna.com. Our testers are always willing to try out new software!

Tip: Please note that there are occasionally multiple ways to achieve the same goal when using a DAW. The following steps describe only one way of loading a plug-in or solving for a desired workflow; other ways might exist, and we encourage you to explore them. Exploration is a part of becoming familiar, confident, and productive with any of the softwares we mention in this chapter =>

Also, keep in mind that these instructions don't include creating a project, assigning VST/AU/RTAS plug-in folders, or basic audio/MIDI setup of any kind. For more information on how to create a project using your host DAW software, please consult their help documentation.

The following is a list of all tested software and the plug-in loading steps for each:





OS X

Ableton Live 8

Stereo plug-in steps:

1. Navigate to your installed plug-ins by clicking View > Browser > Plug-In Devices.
2. Ableton Live 8 is compatible with both VST and AU plug-ins. Navigate to either Audio Units > WaveDNA > LiquidRhythm or VST > Local > LiquidRhythm.
3. Double-click LiquidRhythm plug-in onto the MIDI track you just created.

Tip: If you want to swap LiquidRhythm plug-in for a plug-in you have already loaded in a MIDI track, select the MIDI track and double-click LiquidRhythm in the Plug-In Devices browser.

Ableton Live 9

Stereo plug-in steps:

1. Create a MIDI track by clicking Create > Insert MIDI Track or pressing [command]+[shift]+[T].
2. Click View > Show Browser or press [command]+[option]+[B] to view the contents of the Browser (the pane on the left of the screen).
3. Under Categories, click plug-ins.
4. Navigate to either Audio Units > WaveDNA > LiquidRhythm or VST > LiquidRhythm and drag and drop the plug-in onto the MIDI track you just created to launch Liquid Rhythm.

Cubase 7

Stereo plug-in steps:

1. Click Devices > VST Instruments.
2. In the VST Instruments window, click on an empty slot (indicated by "No Instrument") and select Liquid Rhythm.
3. When asked "Do you want to create a MIDI track assigned to the plugin 'Liquid Rhythm'?" click Create (it doesn't hurt to have!)

Tip: You can also click Project > Add Track > Instrument... to load Liquid Rhythm, but using the method described above makes creating multiple outputs very easy.





Logic Pro 9

Stereo plug-in steps:

In Logic Pro 9...

4. Create a Software Instrument track by either clicking Track > New... or press [command]+[option]+[N].
5. Note the corresponding channel strip for the track you just created in the pane to the left of the arrange page. Above the volume fader, there are two buttons beneath the label I/O. Click the first of the two buttons to reveal a dropdown list with all the available plug-ins in your plug-in library.
6. Scroll to the bottom of the list, and navigate to AU Instruments > WaveDNA > LiquidRhythm > Stereo to load a stereo instance of the Liquid Rhythm plug-in.

Multi-output plug-in steps:

In Logic Pro 9...

1. Create a Software Instrument track by either clicking Track > New... or press [command]+[option]+[N].
2. Note the corresponding channel strip for the track you just created in the pane to the left of the arrange page. Above the volume fader, there are two buttons beneath the label I/O. Click the first of the two buttons to reveal a dropdown list with all the available plug-ins in your plug-in library.
3. Scroll to the bottom of the list, and navigate to AU Instruments > WaveDNA > LiquidRhythm > Multi Output (8xStereo) to load a multi-output instance of Liquid Rhythm.
4. Click the Mixer button on the bottom left of the Arranger panel to view the mixer.
5. Press the + button to the left of the Mixer panel to open the New Auxiliary Channel Strips dialogue box.

In the New Auxiliary Channel Strips dialogue box ...

6. In the Number field, enter 7.
7. Change the Format to Stereo.
8. Click Create.

In Logic Pro 9's Mixer panel ...

9. Seven new tracks will have appeared in Logic Pro 9's Mixer, each capable of receiving stereo feeds from Liquid Rhythm's multiple outputs. In each Aux track, click the first bar under the I/O label and assign Liquid Rhythm's outputs to the Auxiliary tracks' inputs in ascending order. For example, Aux 1 will be assigned to "LiquidRhyth 3-4", Aux 2 will be assigned to "LiquidRhyth 5-6", and so on.

Tip: Liquid Rhythm (along with every other audio unit plug-in that outputs multiple stereo tracks) reserves output 1-2 for the instrument track containing the plug-in. This means that you'll be grouping one Instrument track with seven auxiliary tracks for an 8x stereo setup in Logic Pro 9. Also note that the name of the Instrument containing Liquid Rhythm will simply be "Inst 1" if you haven't renamed the track.

In Liquid Rhythm...

10. Load individual instruments or an entire Kit from Liquid Rhythm's Library.





11. Open the Mixer by pressing [command]+[5] or pressing the Mix button on the right of the toolbar.
12. Right-click the first channel strip and select Set Ascending Channel Audio Routing to quickly send the first eight tracks in Liquid Rhythm to the eight available tracks in Logic Pro 9.
13. To set the output manually, first press the I/O button on the Master Channel Strip.
14. Click the Audio To dropdown menu on each track you want to route to your available tracks in Liquid Rhythm and select the desired outputs.

Logic Pro X

Stereo plug-in steps:

In Logic Pro X...

1. Click Track > New Software Instrument Track or use the [command]+[option]+[N] key command to open the New Track dialogue box and create a Software Instrument.
2. Note the corresponding channel strip for the Instrument track you just created in the Inspector (on the left of the screen). Hover over the Input bar (beneath MIDI FX and above Audio FX) and click the Up/Down arrows on the right of the bar to access the dropdown menu containing all the available software instruments you have installed.
3. Scroll to AU Instruments > WaveDNA > Liquid Rhythm > Stereo to load a stereo instance of the Liquid Rhythm plug-in.

Multi-output plug-in steps:

In Logic Pro X...

1. Create a Software Instrument track by either clicking Track > New Software Instrument Track or press [command]+[option]+[N] to open the New Track dialogue box and create a Software Instrument track.
2. Note the corresponding channel strip for the track you just created in the Inspector pane to the left of the arrange page. Hover over the Input bar (beneath MIDI FX and above Audio FX) and click the Up/Down arrows on the right of the bar to access the dropdown menu containing all the available software instruments you have installed.
3. Scroll to the bottom of the list, and navigate to AU Instruments > WaveDNA > LiquidRhythm > Multi Output (8xStereo) to load a multi-output instance of Liquid Rhythm.
4. Click the Mixer button on the left of the toolbar to view the mixer.
5. With the Mixer in focus, use the [command]+[option]+[N] key command to create seven New Auxiliary Channel Strips (one at a time).
6. In each Aux track, click the bar in the Input row and assign Liquid Rhythm's outputs to the Auxiliary tracks' inputs in ascending order. For example, Aux 1 will be assigned to "LiquidRhyth 3-4", Aux 2 will be assigned to "LiquidRhyth 5-6", and so on.

Tip: Liquid Rhythm (along with every other audio unit plug-in that outputs multiple stereo tracks) reserves output 1-2 for the instrument track containing the plug-in.

This means that you'll be grouping one Instrument track with seven auxiliary tracks for an 8x stereo setup in Logic Pro 9. Also note that the name of the Instrument





containing Liquid Rhythm will simply be “Inst 1” if you haven’t renamed the track.

In Liquid Rhythm...

7. Load individual instruments or an entire Kit from Liquid Rhythm’s Library.
8. Open the Mixer by pressing [command]+[5] or pressing the Mix button on the right of the toolbar.
9. Right-click the first channel strip and select Set Ascending Channel Audio Routing to quickly send the first eight tracks in Liquid Rhythm to the eight available tracks in Logic Pro 9.
10. To set the output manually, first press the I/O button on the Master Channel Strip.
11. Click the Audio To dropdown menu on each track you want to route to your available tracks in Liquid Rhythm and select the desired outputs.

Presonus Studio One 2

Stereo plug-in steps:

In Studio One 2...

1. Click View > Show Instruments.
2. Click WaveDNA in the Instruments pane on the left to reveal the plug-ins.
3. Drag-and-drop either the VST or AU Liquid Rhythm plug-in onto the blank arranger to create an instrument track and launch Liquid Rhythm.

Tip: You might (generally) enjoy more stability with the VST plug-in.

Multi-output plug-in steps:

In Studio One 2...

1. Click View > Show Instruments.
2. Click WaveDNA in the Instruments pane on the left to reveal the plug-ins.
3. Drag-and-drop either the VST or AU Liquid Rhythm plug-in onto the blank arranger to create an instrument track and launch Liquid Rhythm.

Tip: You might (generally) enjoy more stability with the VST plug-in.

4. The Instrument Editor should have appeared after loading Liquid Rhythm. If it didn’t, click Track > Show Instrument Editor.

In the Instrument Editor...

5. Click the CH button on the toolbar to reveal the channel routing options for the Liquid Rhythm instrument.
6. Click all the checkboxes to activate them.

In Liquid Rhythm...

7. Load individual instruments or an entire Kit from Liquid Rhythm’s Library.
8. Open the Mixer by pressing [command]+[5] or pressing the Mix button on the right of the toolbar.
9. Right-click the first channel strip and select Set Ascending Channel Audio Routing to quickly send the first eight tracks in Liquid Rhythm to the eight available tracks in Logic Pro 9.
10. To set the output manually, first press the I/O button on the Master Channel Strip.
11. Click the Audio To dropdown menu on each track you want to route to your available tracks in Liquid Rhythm and select the desired outputs.





Interplug-in MIDI Routing

In Studio One 2...

1. Follow the Stereo plug-in steps to load the Liquid Rhythm plug-in.
2. Follow the same Stereo plug-in steps to load a different VST or AU plug-in (such that you have two different plug-ins loaded).
3. In the Track Header belonging to the plug-in you want to control using Liquid Rhythm, change Instrument Input from "All Inputs" to "LiquidRhythm".
4. In the adjacent MIDI channel drop-down menu, select channel 10.
5. Click View > Console.

In the Console...

6. Mute Liquid Rhythm (to isolate the track being controlled with the MIDI Liquid Rhythm is sending).
7. Click the Monitor button, indicated by a blue speaker, on the track you want to send MIDI to.

Pro Tools 10

Stereo plug-in steps:

1. Create a new track by either clicking on Track > New... or press [command]+[shift]+[N].
2. In the dialogue box that appears, adjust the options for your new track from Mono to Stereo and change the type of track from Audio Track to Instrument Track.
3. Click the Create button.
4. Launch the Mix window by either clicking Window > Mix or using the [Command]+[=] key command.
5. Locate the Instrument track you just created; it will most likely be labeled Inst 1. At the very top of the track, you will find the Inserts A-E panel. Click the first empty space to reveal the dropdown menu and click on multichannel plug-in > Instrument > LiquidRhythm (Stereo) to launch Liquid Rhythm RTAS plug-in.

Tracktion 5

Stereo plug-in steps:

1. Create a new filter by clicking-and-dragging the blue New Filter button (found at the top right of the screen) onto any track's output path.
Tip: This has been done properly when the output path location glows red. For more help on creating filters in Tracktion, please consult their help documentation.
2. In the drop-down menu that appears, scroll down to Library/ Audio/Plug-Ins/VST and select LiquidRhythm.





WINDOWS

The Liquid Rhythm VST plug-in allow you to use Liquid Rhythm within your preferred digital audio workstation (DAW) in Windows. For your convenience, step-by-step plug-in loading procedures have been prepared for all tested DAW's.

Tip: Please note that there are always multiple ways to achieve the same goal when using a DAW. The following steps describe one way of loading a plug-in; other ways exist, and we encourage you to explore them. Also, keep in mind that these instructions don't include creating a project. For more information on how to create a project using your host DAW software, please consult their help documentation.

The following is a list of all tested software and the plug-in loading procedures for each:

Ableton Live 9

1. Create a MIDI track by clicking Create > Insert MIDI Track or pressing [ctrl]+[shift]+[T].
2. Click View > Show Browser or press [ctrl]+[alt]+[B] to view the contents of the Browser (the pane on the left of the screen).
3. Under Categories, click plug-ins.
4. Navigate to the LiquidRhythm plug-in and double-click it or drag and drop it onto the MIDI track you just created to launch Liquid Rhythm.





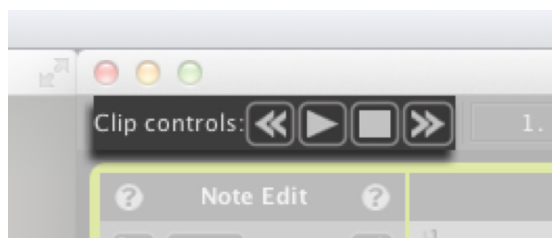
MAX FOR LIVE PATCH EXCLUSIVE FEATURES

When using Liquid Rhythm as a Max for Live patch, you'll notice that certain UI elements are non-existent and that some new features have appeared. In this section, we are going to discuss features exclusive to Liquid Rhythm's Max for Live patch.



1. Clip Controls

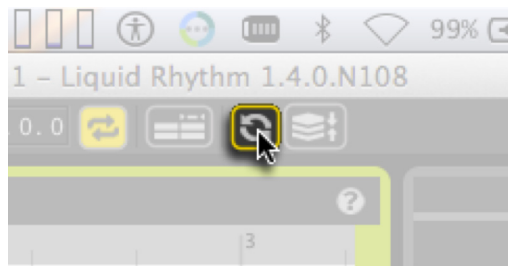
Clip Controls give you transport controls for the Ableton Clip you are working on right in Liquid Rhythm. Play, Stop, Fast Forward, or Rewind to your heart's content. Note that the Fast Forward and Rewind buttons move the playhead forward or backward by one bar.





2. Refresh from Live

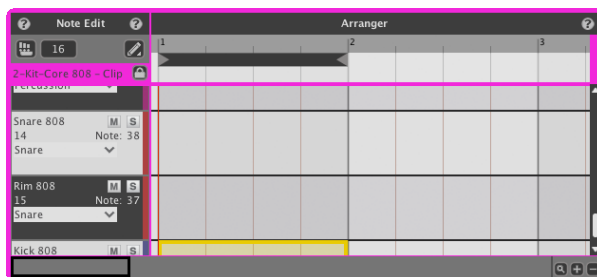
Liquid Rhythm will automatically refresh the data you manually input into Live clips. However (stay with me here), if you are using an external MIDI device (like a drum pad or keyboard) to input notes into Live while Liquid Rhythm is in focus, Liquid Rhythm will not update automatically.



Click the Refresh from Live button to update Liquid Rhythm's arranger with the contents of a Live clip you have altered using an external MIDI device.

3. Color-Coordinated Arranger

You'll notice that when you select clips in Live to edit with Liquid Rhythm, the Arranger becomes engulfed by the color of the clip being edited. Take this striking hot pink facade, for example: → Isn't it a lovely solution to the problem: "How will I keep track of which clip I'm editing?" It's the little things... *sigh



4. Clip Selector

The Clip Selector is a list containing shortcuts to clips in your Live session view. To use it:

1. Select a clip in any MIDI track (in Live) and it's automatically added to this list.
2. Double-click a Recent clip to view its contents in Liquid Rhythm.

Notice that the colors of the Clips in your Live MIDI track match those in the Clip Selector to help you keep track.



While working through your session, you'll notice that this list can quickly grow. Drag-and-drop clips you use the most often into the Saved tab.





As you already know, selecting a clip in Live loads its contents automatically into Liquid Rhythm's Arranger. To edit one clip exclusively:

1. Activate Lock Mode. You are now free to select and edit other clips in Live while keeping Liquid Rhythm focused on a specific clip.
2. When you're ready to edit another clip, double-click it from the Clip Selector list or deactivate lock mode.

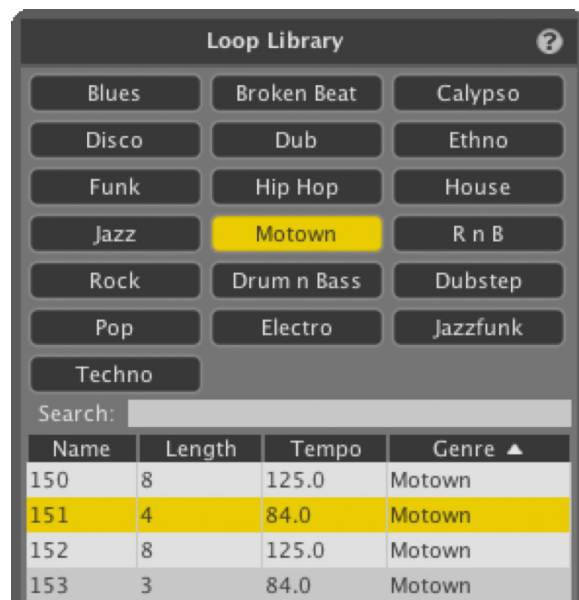
5. Loop Library

The Loop Library contains a wealth of MIDI loops you can load into Liquid Rhythm's arranger and use with any Ableton Drum Rack or 3rd party rhythm synth.

Use the Library Filters or Search Dialogue to narrow the results to your heart's content.

To load a Loop, do either of the following:

- » Drag-and-drop a Loop onto the Arranger.
- » Double-click a Loop.





CHAPTER 3 PROJECT FILE CONTROLS

PROJECT FILE COMMANDS

New Project

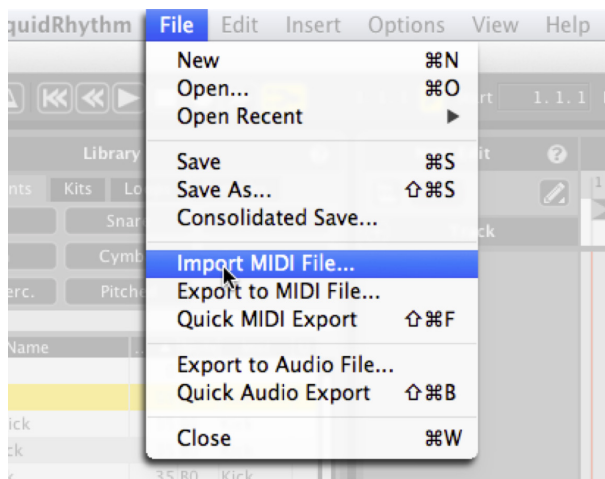
To create a new project, perform one of either command:

- » Click File > New.
- » Press [command]/[ctrl]+[N]

Open...

To open an existing project, perform one of either command:

- » Click File > Open...
- » Press [command]/[ctrl]+[O] to launch the Open dialog box, navigate to your project file, and either double-click the file or select the file and click Open.



Open Recent

To open a recent project:

- » Hover your mouse over File > Open Recent to view a drop-down menu containing your most recent Liquid Rhythm projects. Click an entry to load it.

Save

To save a new or existing project file:

1. Click File > Save or press [command]/[ctrl]+[S] to launch the Save dialog box.
2. Enter a name for your project and specify a location on your hard drive to save it.
3. Click Save to confirm.

Save As...

To save a new version of an existing project file:

1. Click File > Save As or press [command]/[ctrl]+[shift]+[S] to launch the Save As dialog box.
2. Enter a name for your project and specify a location on your hard drive to save it.
3. Click Save to confirm.

Consolidated Save

To save a project file with Instrument Editor assets, including external audio samples:

- » Click File > Consolidated Save.

Import MIDI File...

To import an existing MIDI file:

1. Click File > Import MIDI File.





2. Navigate to the MIDI file you want to import.
3. Choose a General MIDI Kit to load with the file.
4. Click Open to import the MIDI file.
5. Tip: For optimized use with a percussive MIDI performance, ensure that Only General MIDI Percussion Note Numbers and Only Notes in MIDI Percussion Channel (10) are selected.

Export to MIDI File...

To export your project as a MIDI file:

1. Click File > Export to MIDI File.
2. Name the MIDI file in the File Name dialog box.
3. Click Save to export to MIDI.

Tip: All the drum and percussion tracks in your Liquid Rhythm file are automatically mapped using the General MIDI Standard.

Quick MIDI Export

- » Export current tracks to a MIDI file at the last exported location.
- » [command]/[ctrl]+[shift]+[F]

Export to Audio File

With Liquid Rhythm standalone, you can export your project as a WAV or AIFF audio file. To do so:

1. Define the Start and End points of your audio file using the Loop Region.
2. Click File > Export to Audio File to open the Export Audio window.
3. Enter a name for your audio file in the Save As dialog box.
4. Select a destination to save your file.
5. Choose either WAV or AIFF from the File Type drop-down menu.
6. Choose the bit depth from the Bit Depth drop-down menu.
7. Select:
8. Master Mix to render every track in your project file to audio.
9. Individual Tracks to select specific tracks from the window to the left
10. Click Export to start rendering to audio.

Quick Audio Export

- » Export current tracks to a WAV or AIF file using the latest settings at the latest exported location.
- » [command]/[ctrl]+[shift]+[B]

Close Project

- » Close the current project and start a new project.





CHAPTER 4 THE ARRANGER CANVAS

Liquid Rhythm's arranger is a digital canvas; what you create with it is entirely up to you. The grid is designed to help you organize your ideas as you create them: the lines running vertically through the grid represent divisions in time, while the lines running horizontally separate each track. The Playhead (the thin vertical line that moves when you press play) indicates the current frame during playback and zoom processes. The following section will walk you through the elements of the arranger.

CREATE A TRACK

To create an empty track, perform any of the following actions:

- » Right-click anywhere in the arranger grid and select Create Track from the drop-down menu.
- » Click Insert > Create Track
- » Press [command]/[ctrl]+[T]
- » Double-click an Instrument in the library.

Add or Swap Instruments

To add or swap voices into the newly created track, simply drag-and-drop Instruments from the Library onto the Channel Header.





ARRANGER EDIT COMMANDS

There are a number of useful commands we hope will make your experience editing in the arranger a great one. They can be found in the Edit menu, but most of them are mapped to keyboard commands as well. They are:

Undo

» [command]/[ctrl]+[Z]

Redo

» [command]/[ctrl]+[shift]+[Z]

Cut

» [command]/[ctrl]+[X]

Copy

» [command]/[ctrl]+[C]

Paste

» [command]/[ctrl]+[V]

Duplicate

» [command]/[ctrl]+[D]

Duplicate Loop

Delete

» [delete]/[backspace]

Select All

» [command]/[ctrl]+[A]

Deselect All

» [command]/[ctrl]+[shift]+[A]

Select All Regions in Column

Select All Regions in Row

» [command]/[ctrl]+[shift]+[T]

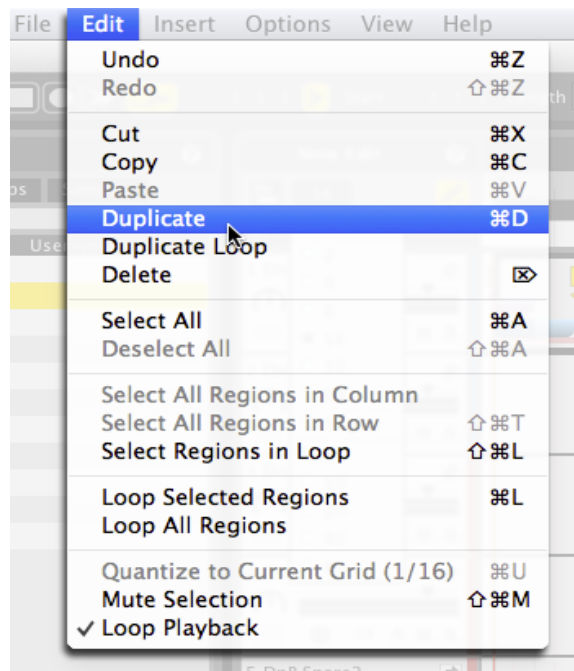
Select All Regions in Loop

» [command]/[ctrl]+[shift]+[L]

Loop Selected Regions

» [command]/[ctrl]+[L]

Loops All Regions





Mute Selection

» [command]/[ctrl]+[shift]+[M]

Loop Playback

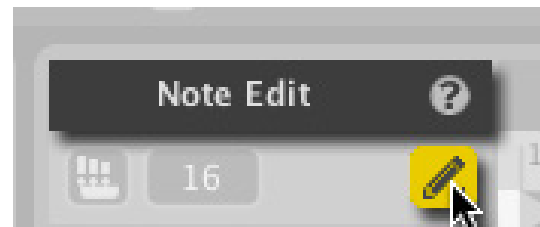




NOTE EDIT MODE

Use Note Edit Mode to draw MIDI notes (individually or in clusters) directly onto the arranger canvas with your mouse. Enable it by performing any of the following actions:

- » Click the Note Edit Mode button.
- » Press [command]/[ctrl]+[E]
- » Right-click anywhere in the arranger and select Note Edit Mode from the dropdown menu.



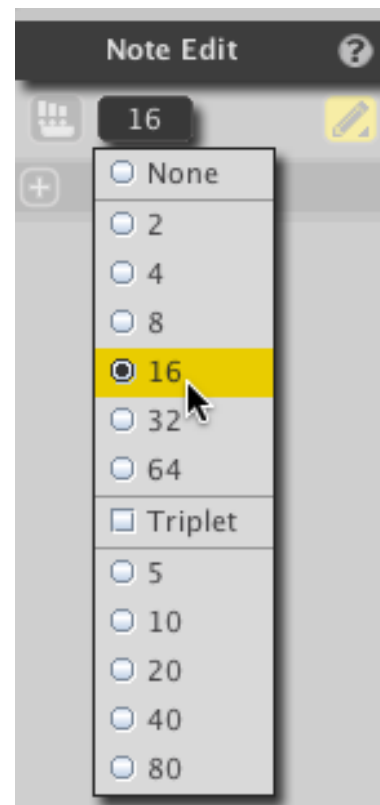
There are two distinct tools in Note Edit Mode:

- » Pencil Tool allows in-place editing of single notes. Single-click to insert a note, double-click to delete.
- » Paint Tool lets you input multiple notes simultaneously. Simply click and drag across regions to use it.

Note Edit Grid Snap Mode

Enable Note Edit Grid Snap Mode to force the notes you enter using Note Edit Mode to quantize to the grid. By default, this feature is on. To toggle it on or off, press the Note Edit Grid Snap Mode button above the track headers.

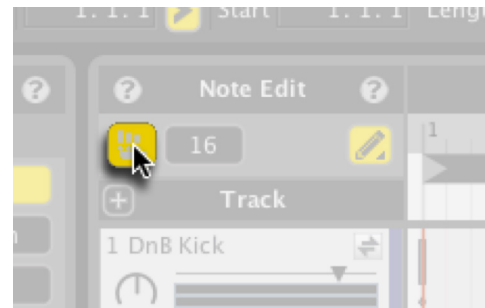
To set the Note Edit Grid Resolution, select the desired value from the drop-down menu directly to the right of the snap to grid button. Note that you can toggle the Triplet grid.





BEATFORM EDIT MODE

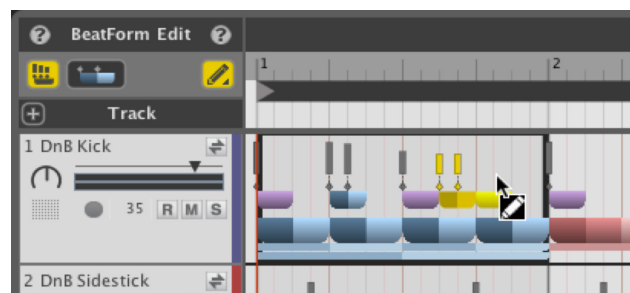
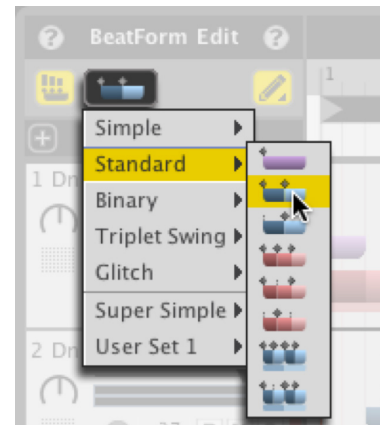
The BeatForm Edit feature lets you draw or paint with BeatForms (or clusters of notes) directly on the Arranger. To activate it, click the BeatForm Edit button.



Drawing in BeatForm Edit mode

When BeatForm Edit mode is activated, notice that the Note Edit Grid Resolution menu becomes the BeatForm Paint menu.

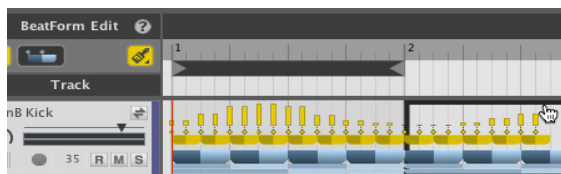
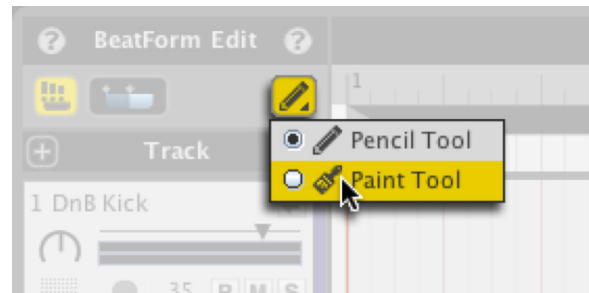
- » Select any BeatForm from this menu.
- » Click in the Arranger to draw with it.



Painting in BeatForm Edit mode

You can also click-and-drag across the Arranger to paint with BeatForms. Make sure BeatForm Edit mode is activated, then:

1. Right-click the Pencil Tool.
2. Select the Paint Tool from the drop-down menu.
3. Select a BeatForm from the BeatForm Paint menu.
4. Click-and-drag across a track in the Arranger to paint with the selected BeatForm.

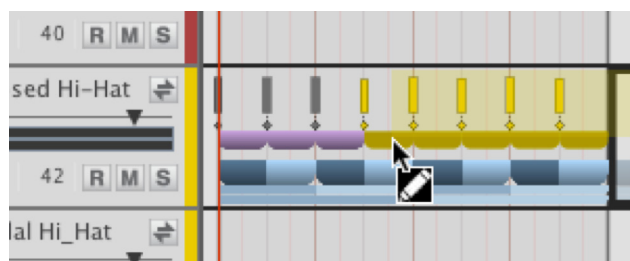




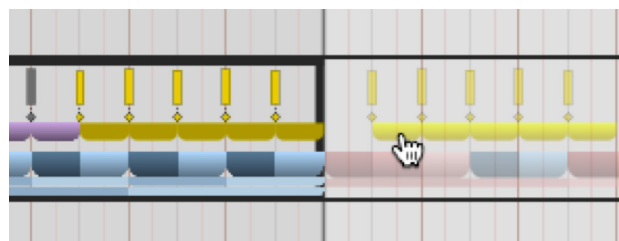
Editing in BeatForm Edit mode

While in BeatForm Edit mode, there are a number of commands you can use to edit the BeatForms you draw onto the Arranger.

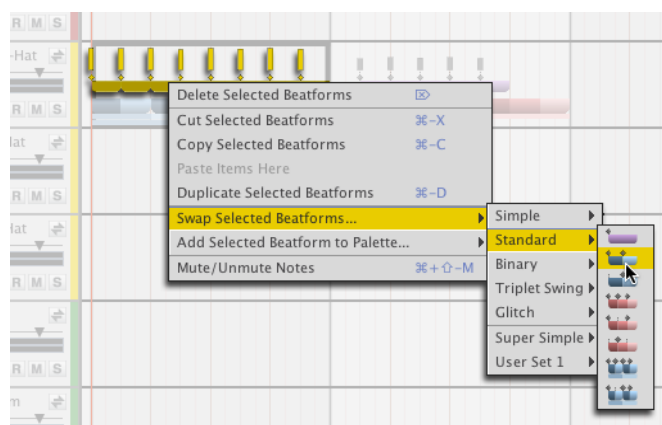
- » Press-and-hold [shift] and click-and-drag to multiselect BeatForms.



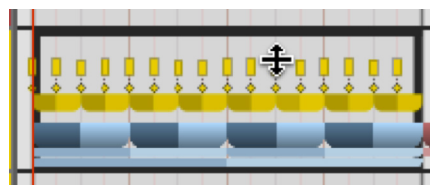
- » Click-and-drag BeatForms to move them around.



- » Right-click on BeatForms to swap them for other ones.



- » Click-and-drag the velocity bars above a BeatForm(s) to adjust it's velocity.
- » Double-click BeatForms to delete them.





ZOOMING IN AND OUT

There are a variety of ways to zoom in and out of the arranger canvas:

Zoom to Selection

- » select a region(s) and click View > Zoom to Selection
- » [command]/[ctrl]+[R]

Zoom Out to Maximum

- » click View > Zoom Out to Maximum
- » [shift]+[command]/[ctrl]+[R]

Zoom to Default

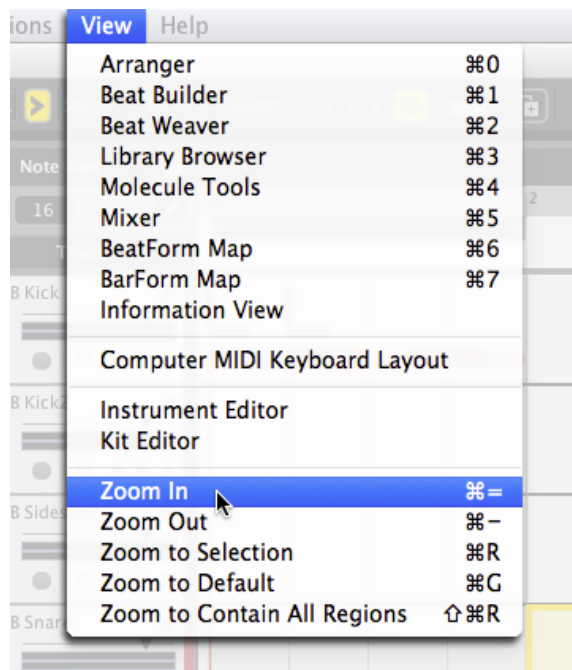
- » click View > Zoom to Default
- » [command]/[ctrl]+[B]

Zoom In To Focus

- » select a region(s) and click View > Zoom In to Focus
- » [command]/[ctrl]+[=]

Zoom Out from Focus

- » select a region and click View > Zoom Out from Focus
- » [command]/[ctrl]+[-]

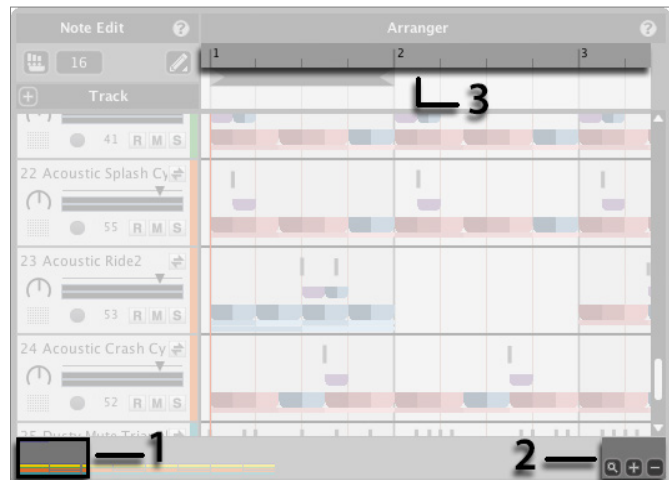




Zooming Manually

Use the following tools to manually adjust the arranger canvas view with simple click and drag gestures using your mouse:

- » Overview Scroll and Zoom bar
- » Zoom In to Focus/Zoom Out from Focus
- » Ruler Bar





CHAPTER 5 TRACK HEADERS

TRACK HEADERS

Each track you create in Liquid Rhythm has a corresponding track header in the arranger canvas and a channel strip in the Mixer panel. You use track headers to adjust the volume and balance of tracks, mute or solo them, or arm them for recording.

Track headers also contain valuable information about what kind of drum Instrument is associated with it.

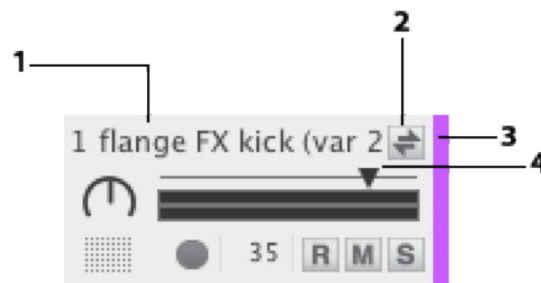
This chapter is all about Track Headers and what you can do with them in Liquid Rhythm.





1. Track Name

- » Displays the name of the instrument currently loaded into the track.
- » To rename the track, click on the track name and type a new name.
- » To manually select a different instrument, click the dropdown menu and choose an instrument from the list.



2. Instrument Swap Button

- » Click the Instrument Swap Button to swap any sound in the Library for the one you have presently loaded. The track name updates to reflect the new instrument loaded. How to use it:
- » First, open the Library by pressing [command]/[ctrl]+[1]
- » Activate Swap Mode for the track whose Instrument you want to swap.
- » Single-click any instrument in the Library and it will swap into the track.
- » Note that activating Swap Mode on a track causes the Library to filter instruments specific to that track.
- » Swapping is a great way to audition instruments during playback!

Tip: Another way to quickly swap instruments is to drag-and-drop them from the Library onto the Channel Header.

3. Color Bar

- » Located at the right of the track header, it denotes what instrument type the instrument is. To pick another color, right-click on the Channel Header and select Change Track Color from the dropdown menu. Select a color using any of the three tabs and click Ok to confirm your selection.
- » You can also click the Color Bar to fold the track.

4. Volume Fader

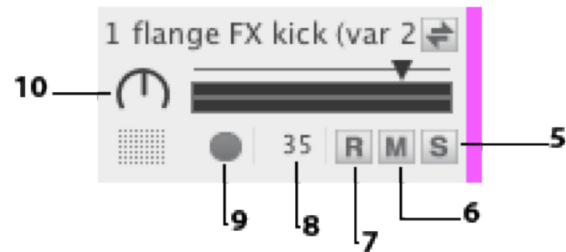
- » Controls the track's volume. Click the volume fader and move the mouse left or right to set the volume for your track. Command-click to return the fader to its default value.





5. Solo

- » Click the button labeled S to isolate the track(s) you want to hear without the rest of the project playing.



6. Mute

- » Click the button labeled M to mute the track(s) you do not want to hear.

7. Record

- » Click the button labeled R to write any MIDI input received from the computer or external device to the selected track(s).

Tip: Press and hold [shift] while clicking any Mute or Record button to affect every channel.

8. MIDI Input Note Number

- » Indicates the MIDI note value associated with the track. Click the value and drag the mouse up or down to map the instrument to another MIDI note.

9. MIDI Activity Light:

- » Click this button to audition the instrument loaded in the track.

10. Balance Knob

- » Varies the relative level of the left and right channels in the track. Click on the knob and drag the mouse up and down to change its value; command-click to return the knob to its default value.





TRACK HEADER COMMANDS

Right-click a track header (or select multiple track headers using [command]+click or [shift]+click) to reveal a drop-down menu containing the following commands:

Duplicate

- » Makes a duplicate of the selected track(s) but not the region(s) within the track(s).

Duplicate Track and Contents

- » Makes a duplicate of the selected track(s) and the regions within it/them.
- » Key command: [command]/[ctrl]+[D].

Delete

- » Removes the selected track(s)
- » Key command: [delete]

Rename

- » Changes the name of the selected track(s).

Select All Tracks

- » Highlights all the track headers.
- » Key command: [command]/[ctrl]+[A].

Deselect All Tracks

- » Removes highlighting from all the track header(s).
- » Key command: [command]/[ctrl]+[shift]+[A].

Collapse Track

- » Minimizes the selected track header(s).

Collapse All Tracks

- » Minimizes all the track headers.

Change Track Color

- » Changes the color of the Color Bar associated with the selected track header(s).

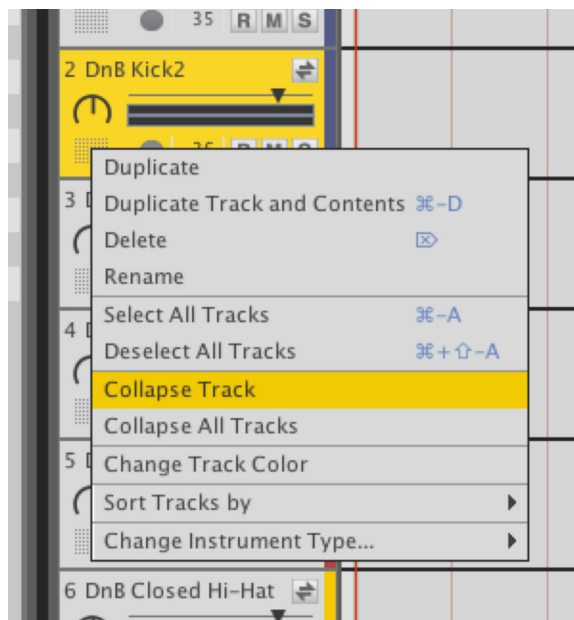
Sort Tracks By

- » Arranges the tracks by Name, MIDI Note, Instrument type.

Change Instrument Type...

- » Allows changing of the instrument type associated with selected track(s).

Tip: The BeatSeeker uses instrument types to suggest results, so use this option to help organize custom samples from your library!



CHAPTER 6 THE TRANSPORT PANEL

Playback, tempo, loop region controls, quick controls, and the show/hide buttons for all the panels can be found in the Transport Bar.

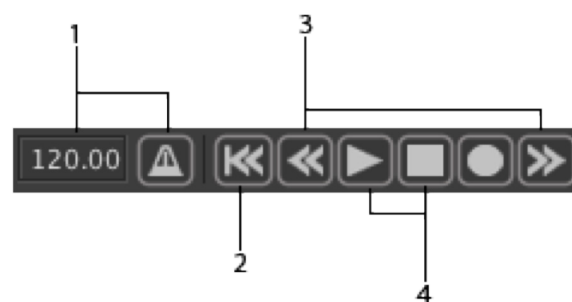
Tip: Playback and tempo will be synced to your host DAW's transport in plug-in mode and disabled in Liquid Rhythm.

1. Tempo & etronome

Click the Metronome button to activate Liquid Rhythm's click track in standalone mode. The tempo window displays the current project's beats per minute (BPM). Adjust the tempo by performing any of the following actions:

- » Click the Tempo window and drag the mouse up or down to increase or decrease the tempo value.
- » Click the Tempo window and enter a numerical value using your keyboard.
- » Click the Tempo window and press the up and down cursors on the keyboard to increase or decrease the tempo.

Tip: Note that in plug-in mode, tempo controls in Liquid Rhythm are disabled.



2. Rewind to Start

- » Rewind to the beginning of the arrangement.

3. Back One Bar/Forward One Bar

- » Moves the Playhead back or forward by one bar.

4. Play/Stop

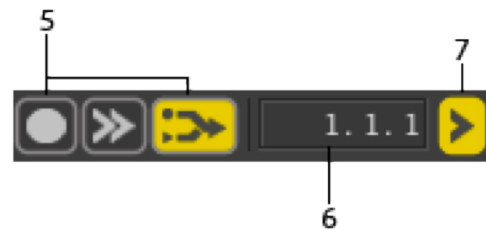
- » Use these buttons to start and stop playback.
- » Key command: [spacebar]



5. Recording

To record a beat to Liquid Rhythm's arranger canvas:

1. Turn Record Mode on by clicking the Record Mode button on the transport panel.
2. Arm a track(s) by pressing the R button on the track header.
3. Press the Play button in the transport panel or the [spacebar] to start recording.



Tip: You can arm every track in the arranger by pressing [shift] and clicking the Record button within the track header.

6. Playhead Position

The Playhead is the thin vertical line that scrolls to indicate what regions and notes are being read during playback. The Playhead Position window displays where the Playhead is using a three-digit numerical value denoting bars.quarters.sixteenths. For example, 2.3.1 means that the Playhead is at the 1st sixteenth note of the 3rd quarter note of the 2nd bar. To manually adjust the location of the Playhead, either:

- » Click on the first value (bar) in the Playhead Position window, enter a number using the numbers on your keyboard, and press [return]/[enter].
- » Click on the first value in the Playhead Position window and drag the mouse up or down to increase or decrease the value.

7. Follow

- » Press the Follow button to scroll through the arranger canvas during playback. When Follow is disabled, the view on the Arrange Page will stay in the same position when the Playhead goes out of view.
- » Key command: [command]/[ctrl]+[F]

You can adjust the behavior of the **Follow** feature. To do so:

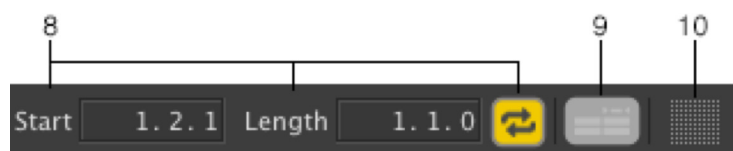
1. Click Options > Settings or press [command]/[ctrl]+[,] to open the Settings menu.
2. Click the Look and Feel tab at the top of the Settings window.
3. Click the Playhead Follow Behavior dropdown menu to select from either Scroll or Page.





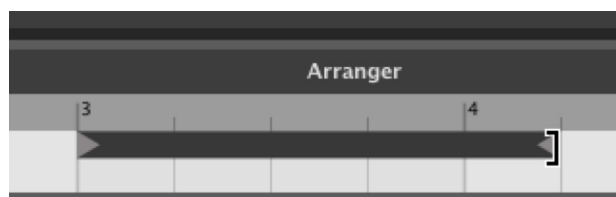
8. Loop Mode & Defining a Loop Region

Loop mode enables you to loop a specific section of your beat. Click the Loop Toggle button to enable Loop Mode.



There are two ways to define the Loop Region:

1. Using the Loop Region bar,
 - a. Resize by clicking the edge(s) of the Loop Region bar and dragging the mouse left or right to extend the region.
 - b. Reposition by clicking the center of the Loop Region bar and dragging the mouse left or right.
2. Using the Loop Length and Loop Start windows,
 - a. Resize by clicking the Loop Length window and either dragging the mouse up or down or manually entering a value using the numbers on your keyboard and pressing [return]/[enter] to confirm.
 - b. Reposition by clicking the Loop Start window and either dragging the mouse up or down or manually entering a value using the numbers on your keyboard and pressing [return]/[enter] to confirm.



9. Lock Loop to Focus

Once you've defined a loop region, click the Lock Loop to Focus button to automatically loop the bar presently selected.

10. Drag-and-Drop MIDI

Click-and-drag this button onto another DAW's arranger to instantly copy/paste the MIDI performance in Liquid Rhythm's arranger.

You can also drag-and-drop to your desktop to save the contents of Liquid Rhythm's arranger as a MIDI file.

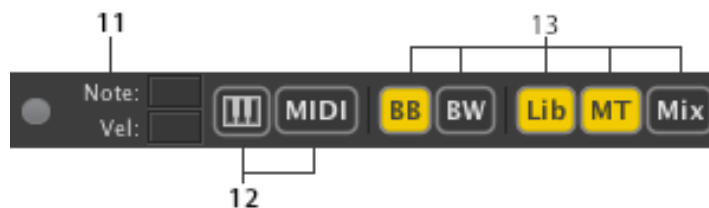
Tip: Since Liquid Rhythm's instruments are mapped using General MIDI, dropping the resulting MIDI file into another drum/percussion/beat plug-in will have great results!





11. Note & Velocity

Show the MIDI note being played on an external MIDI control device and its velocity (from 0-27).



12. Computer MIDI Keyboard Mode & MIDI Map Mode

- » Enable Computer MIDI Keyboard Mode to use your computer keyboard as a MIDI drum pad with the instruments laid out in a 4x4 grid and mapped according to the General MIDI Standard. Use the image to the right to identify what MIDI note number each key triggers.
- » Enable MIDI Map Mode to use an external controller with Liquid Rhythm. Any object with a red border can be assigned to a button, fader, or knob on a hardware controller.



13. Show/Hide Panel Buttons

Use these buttons to show and hide either the BeatBuilder or BeatWeaver panels. Alternatively, use the following key commands:

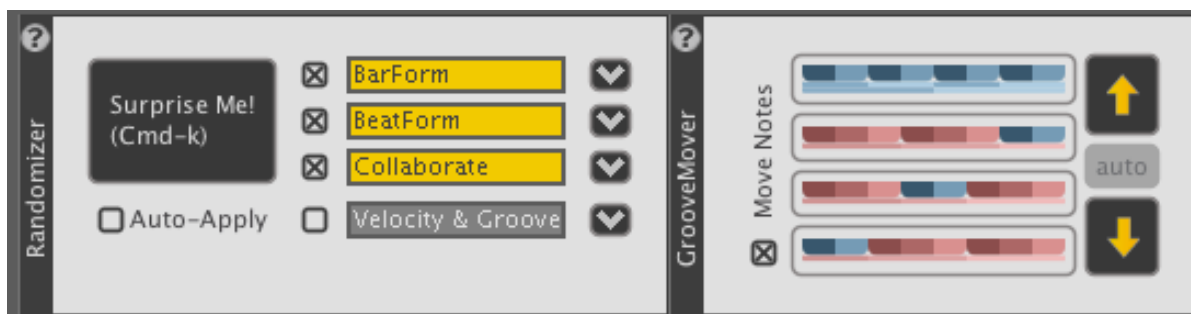
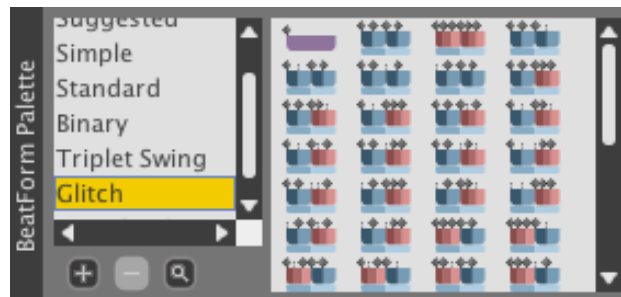
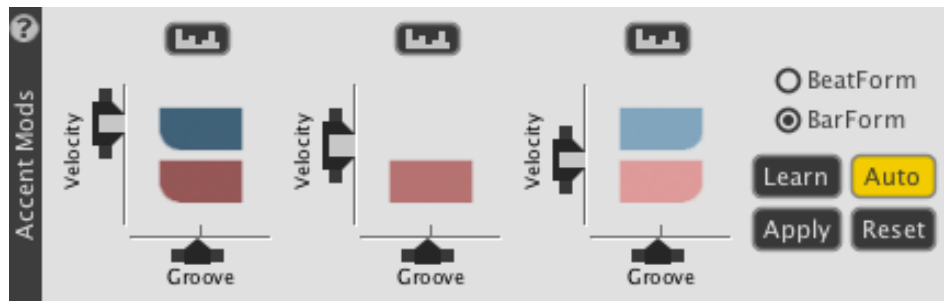
- » BeatBuilder: [command]/[ctrl]+[1]
- » BeatWeaver: [command]/[ctrl]+[2]
- » Library: [command]/[ctrl]+[3]
- » Molecule Tools: [command]/[ctrl]+[4]
- » Mixer: [command]/[ctrl]+[5]





CHAPTER 7 MOLECULE TOOLS

The Molecule Tools are a suite of MIDI effects along the bottom of the Liquid Rhythm window. They add variety, character, and excitement to the beats you create using Liquid Rhythm. From unexpected to completely musical, the results you get with these effects are totally up to you.





ACCENT MODIFIERS

Use the Accent Modifiers to quickly and easily alter the velocity and/or groove of a selected region(s).

To access the Molecule Tools panel, either:

- » Click the MT button to the far right of the toolbar.
- » Press [command]/[ctrl]+[4]



Strong, Medium, and Weak

Each 8th note beat in a 4/4 bar has unique rhythmic significance. This musical nuance is visualized in Liquid Rhythm using dark, medium, and light tones of red and blue; these three tones are referred to as:

Strong

Medium

Weak

Tip: Blue blocks represent note groupings of two and red blocks represent groupings of three.

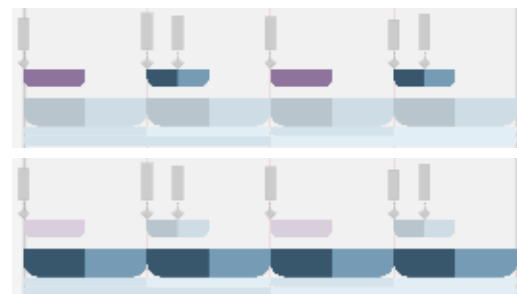
Accent Modifier Target Buttons



Accent modifiers target the velocity and groove of a note(s) based on their positions within a beat or an entire bar.

To toggle focus between the notes in a bar and the notes in a beat, click the Accent Modifiers Target buttons.

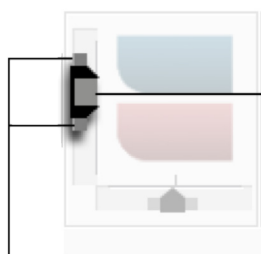
- » BeatForm targets all the notes grouped by the smaller step sequencer.
- » BarForm targets all the notes grouped by the larger step sequencer.





Velocity Sliders

Velocity Sliders target the velocity, or volume, as well as timbre of a sound(s) based on their position within the whole bar or single beat.

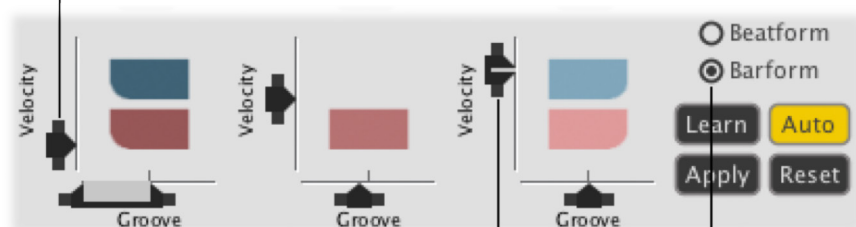
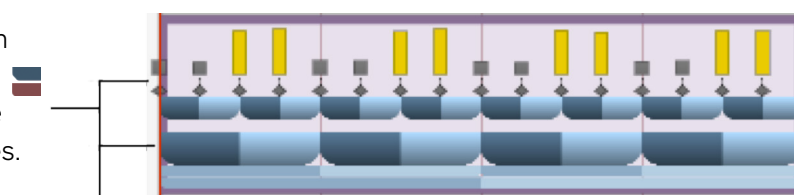


Click the slider and drag up or down using your mouse to increase or decrease velocity.

Humanize the velocity of your beat by dragging the handles above and below the sliders. Random velocity values within the slider's range will be applied to the selection.

Velocity Sliders in Action

All the notes in the strong positions have lower velocities.



Hovering over a slider highlights the affected notes. In this case, all the notes occurring on the weak beats are lit up.

☐ Beatform
☒ Barform
 Learn Auto
 Apply Reset

Notice that changes are being applied at the BarForm level.

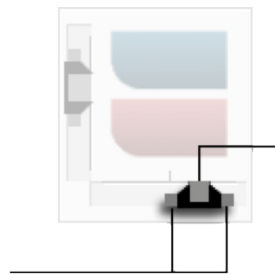




Groove Sliders


Groove Sliders target the groove, or offset of time, of notes or groups of notes based on their position within a bar or beat.

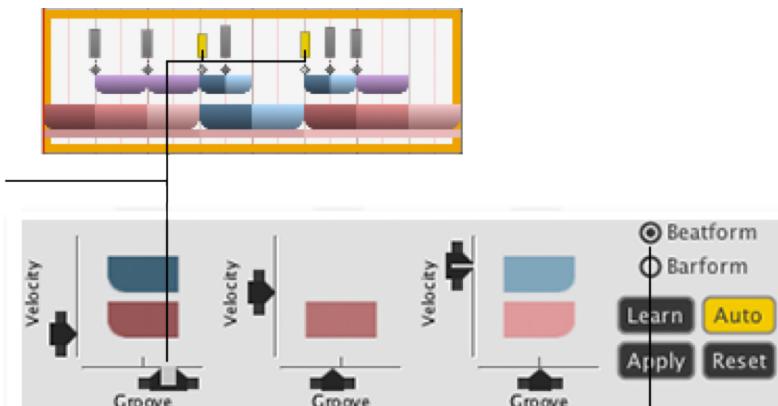
Humanize the groove of your beat by dragging the handles to the left and right of the sliders. Note that random groove values within the sliders' range will be generated.



Click the slider and drag left or right to move the notes earlier or later in time.

Groove Sliders in Action

Liquid Rhythm helps you keep track of what you're editing: Hovering over a slider highlights the affected notes. In this case, all the notes occurring on the Strong  beats are lit up.



Notice that the Notes in the Beat are being targeted.

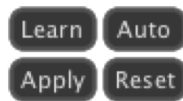




Learn, Apply, Auto, Reset Buttons

Learn the velocity and groove values from the currently selected region(s) in the Arranger.

When enabled, Auto adjusts velocity and groove settings to reflect the selected region(s) in the Arranger.



Apply the velocity and groove values of the current sliders to all selected regions in the Arranger.

Reset the velocity and groove values of the selected region(s) in the Arranger to defaults.





BEATFORM PALETTE

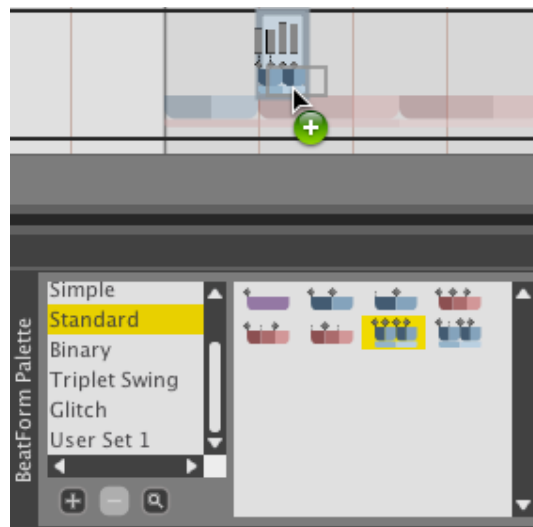
BeatForms (or clusters of notes) can be used to create rhythmic variations instantly. The BeatForm Palette is a library of palettes that contain various note clusters.



Interacting with individual BeatForms

The individual BeatForms in the BeatForm Palette are interactive objects.

- » Drag-and-drop them onto tracks in the arranger to manually build rhythm patterns with note clusters.



- » Drag-and-drop them into the BeatWeaver panel to populate the In, Mid, Out Grid.
- » Select the BeatForm you want to draw or paint with in BeatForm Edit mode.





BeatForm Palette List

Liquid Rhythm contains a list of factory sets of BeatForms including Suggested, Simple, Standard, Binary, Triplet Swing, and Glitch.

Add and Remove BeatForm Sets

Use the Plus button beneath the list to create a customizable User Set. If needed, click the Minus button to delete a user set.

Zoom Into the BeatForm Palette

The Magnifying Glass zooms into the Palette to give you a better look at the note clusters.





How the BeatForm Palette affects other features

The following features and Molecule Tools in Liquid Rhythm are directly affected by the list you select in the BeatForm Palette:

Randomizer

- » Can be set to generate patterns using BeatForms contained in the Palettes.

BeatForm Tumbler

- » Each knob in the BeatForm Tumbler cycles through the BeatForms currently in the BeatForm Palette.

BeatForm Sequencer

- » BeatForms can be dragged into the Sequencer from the Palette.
- » There is an option in the BeatForm Sequencer to automatically grab its contents from the Palette.
- » To do so, right-click anywhere in the BeatForm Sequencer and select Auto-Load BeatForms from BeatForm Palette.

BeatForm Editing

- » When painting patterns with note clusters in BeatForm Editing mode, use the BeatForm Palette to select which note cluster you want to paint with.

Tip: More information on how these features are affected can be found in this chapter in their respective sections.



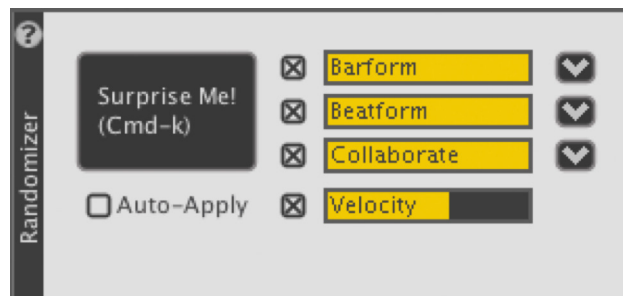


RANDOMIZER

The Randomizer generates musically informed rhythm patterns from a customizable palette.

To use it, either:

- » Press the Surprise Me! button.
- » Select Auto-Apply to apply changes as you drag the sliders.



The generated results are based on four distinct parameters which can be activated or deactivated by clicking the checkbox to the left of each slider. Also, note that you can click and drag the yellow sliders.

Random BarForm



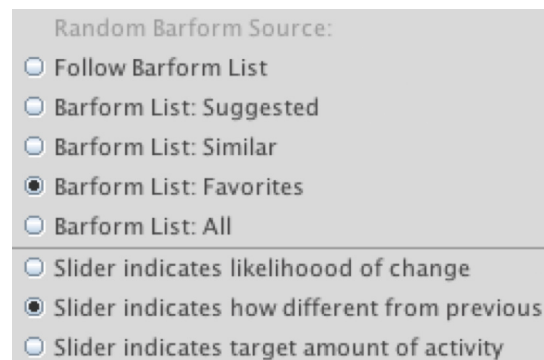
Activate BarForm to populate the selected region(s) in the Arranger with a BarForm(s) from the BarForm List. Click the arrow to the right of the slider to reveal a drop-down menu. It's divided into two sections:

Random BarForm Source

- a. The upper section of the drop-down menu is where you choose the list that the random BarForms will be chosen from.

Slider Behavior

- b. The lower section of the drop-down menu defines the slider behavior:
 - i. Slider indicates likelihood of change:
The barform slider will indicate the likelihood that each of the selected bars will change when "Surprise Me!" is hit.
 - ii. Slider indicates how different from previous: The Bar Form slider will indicate how different the generated beat can be from the current one.
 - iii. Slider indicates target amount of activity: The barform slider will indicate how dense the generated beat should be.





Random BeatForm



Activate Random BeatForm to populate the selected region(s) in the Arranger with a BeatForm(s) from the BeatForm Palette or BeatForm Sequencer.

Click the arrow to the right of the slider to reveal a drop-down menu. It's divided into two sections:

Random BeatForm Source

- » The upper section of the drop-down menu is where you can select the source of the random BeatForm.
- » Note that selecting Follow Beat Sequencer means that these results will be directly linked to the contents of the BeatForm Palette.



Repeat BeatForm on Accents

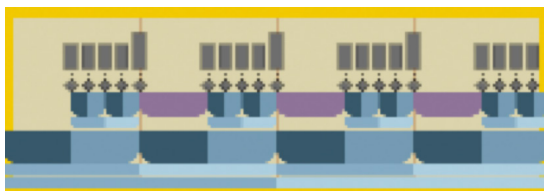
- » The lower section of the drop-down menu features an option to Repeat BeatForm on Accents. Basically, this locks the same randomly generated BeatForm into each accent position (strong/medium/weak).

For example, in the image below:

8th notes BeatForms are repeated on the strong beats (or the four dark blue positions)



32nd note BeatForms are repeated on the weaker beats (or the four light blue positions).





Collaborate



When Collaborate is active, it prevents notes from overlapping across each track - no two notes playing at the same time across the random generation. We call this “collaborate” because (in a sense) multiple drum instruments are collaborating on one distinct performance pattern. `` Click the arrow to the right of the slider to reveal a drop-down menu. It's divided into three sections:

Collaboration Unit

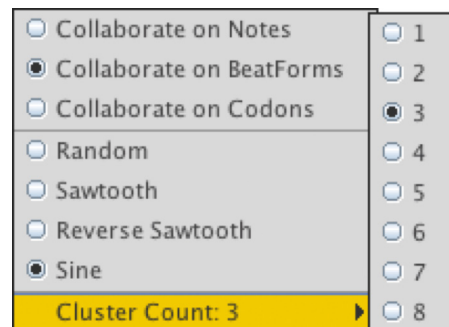
The top section of the drop-down menu is where you select the type of group to preserve when spreading notes across bars. For example, selecting BeatForm will cause notes grouped by BeatForms to stay together.

Collaboration Shape

The middle section of the drop-down menu is where you choose the shape to generate notes across. For example, to generate notes in a zigzag pattern, choose Sawtooth, select bars over three tracks in the arranger, and click Surprise Me!

Cluster Count

The last option in the drop-down menu is where you select the number of units (BeatForm, BarForm, codon) to cluster together. (Higher numbers result in a higher number of sequential notes).



The image below is an example of Collaborate in action. Note that the tracks have been folded to display the whole arrangement. The settings here are:

- » Collaborate on Notes
- » Sine
- » Cluster Count: 3





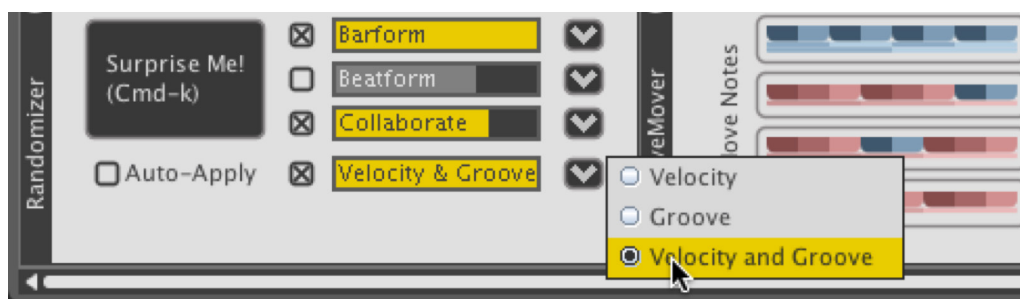
Random Velocity and/or Groove

The Random Velocity and/or Groove slider lets you control the amount of randomness in the new velocity, groove, or both velocity and groove values chosen. The higher the slider value, the more the velocity will vary.

To select which parameter you want to control, click the arrow to show the drop-down menu and select either:

- » Velocity
- » Groove
- » Velocity and Groove

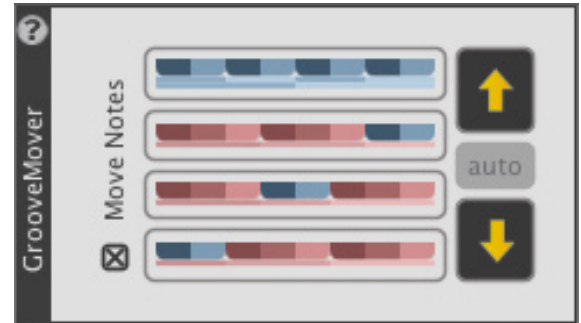
Tip: A great trick to humanize an entire beat very quickly is to select every region in the arranger, tune down the velocity, and click Surprise Me!





GROOVEMOVER

The GrooveMover rearranges the beats in your bar, giving you instant variations or remixes of your note patterns. To use it, click the up and down arrow buttons, or the colored pattern buttons.



Understanding the GrooveMover

Every 4/4 bar used in Liquid Rhythm is categorized by four unique rhythmic accent patterns (the uppermost row of colors in the image above). The dark colors represent accented 8th notes in a 4/4 bar; the light colors represent the less-stressed beats. These patterns come into play with all our editing tools, so you don't just get random results when experimenting; the results will be based on beats you have made.

When you apply the GrooveMover, note clusters that originally occur on dark-colored spaces move to the new dark-colored locations. This way, though your accents have clearly changed, the resulting beat still shares some commonality with the original.

Tip: Try selecting every region in a four bar loop and applying GrooveMover.

Move Notes

Deselect Move Notes to override Liquid Rhythm's underlying pattern suggestions without shifting the notes around.

Simply click on a BarForm pattern (any colored rectangle) to swap it into the selected region(s).

Tip: Notice how the Accent Modifiers shift as you change underlying BarForm patterns. Try different patterns to use the Accent Modifiers on and to get a wider variety of results from the GrooveMover.



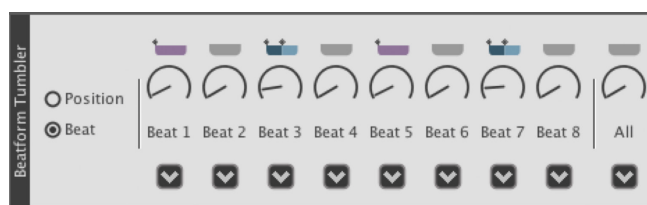


BEATFORM TUMBLER

With the BeatForm Tumbler, you can select a region(s) in the Arranger and tumble through possible rhythmic variations, affecting either:

- » Each of the eight beats in the bar individually.
- » Strong, Medium, and Weak positions in a bar.

Click either Position or Beat to switch between the two. To use the tumblers, simply click and drag the knobs.



How the BeatForm Palette affects the BeatForm Tumbler

Use the BeatForm Palette to determine which BeatForms you can cycle through while using the Tumblers. For example, select the Simple palette to limit your options to “simple” BeatForms in the Tumblers (as illustrated below):



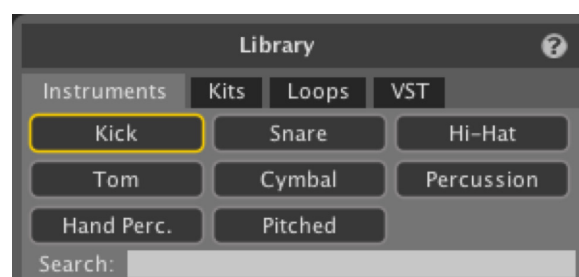


CHAPTER 8 THE LIBRARY

Liquid Rhythm features a resource library with a wide variety of acoustic and electronic drum, percussion, and pitched percussion samples. Specify which version(s) of the library you want to download in the popup window located at Help > Download Additional Instruments. If, for any reason, your internet connectivity is lost during the library download, Liquid Rhythm will automatically resume the download on application restart.

INSTRUMENTS

The Instruments tab consists of acoustic, electronic, percussive, and pitched Instruments comprised of 1-10 samples, each responding to various velocity ranges—this allows for realistic dynamics and expression when performing or programming a beat. For a dramatic and instant demo of how this sounds, use the Accent Modifiers



Scroll up or down to navigate through the entire list or use the filter buttons below the tabs to narrow your selection options to a specific instrument grouping.

Alternatively, search for Instruments by typing the desired name into the search field directly below the instrument type buttons. To load an instrument, simply double-click it.

KITS

The Kits panel consists of matching Instruments that can be loaded simultaneously, like a DnB kit or a Rock kit. Every kit included in Liquid Rhythm is premapped to General MIDI, so your hardware controllers will automatically work with our kits.

To load a kit, double-click it.

Tip: Use the kits panel to get started quickly and easily.

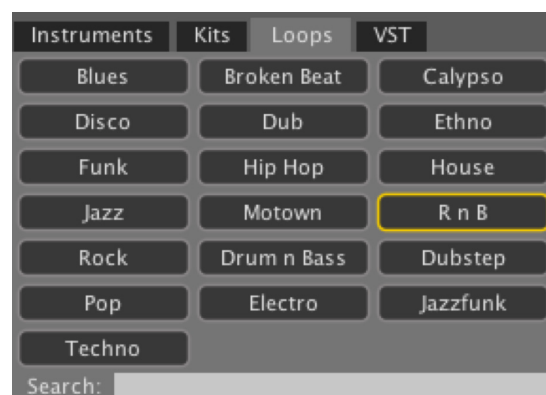




LOOPS

The Loops panel consists of kits and drum loops stored in Liquid Rhythm's library.

Click the buttons below the Library tabs to narrow your selection options by genre. For example, click the R n B button to limit your selections to R n B beats.



Alternative, use the search field below the genre buttons to type in a genre. To load a loop, double-click it.

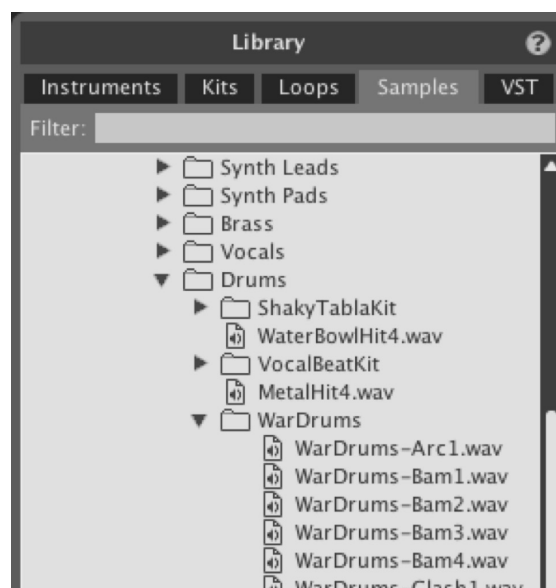
SAMPLES

We encourage you to also use your own samples when making beats with our software. That's why Liquid Rhythm features a Samples tab in its library. After all: DJs, producers, and electronic musicians tend to work pretty hard to curate an exclusive selection of sounds.

Compatible file types include: .mid, .midi, .wav, .wave, .aif, .aiff.

All you need to do to access your samples is:

1. Click the Samples tab in the Library.
2. Click the Add Folder button at the bottom of the pane.
3. Navigate to the folder containing your sample library and click Open.



As with the instruments included in Liquid Rhythm, you'll be able to audition and load any compatible sample in your personal collection. Simply double-click a sample and a new track will be created containing it.

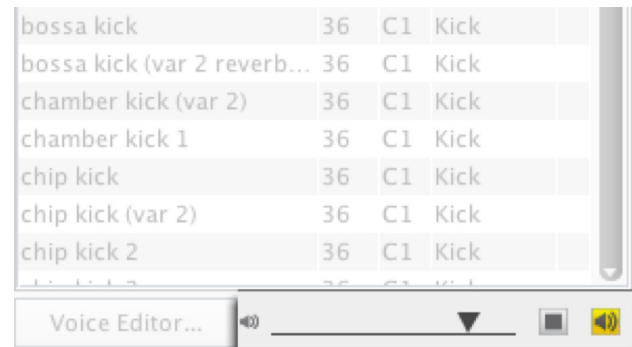




AUDITION TOOLS

All the Instruments in Liquid Rhythm's library can be auditioned before loading them. To do so, click any Instrument.

To control the audition volume for an instrument, kit, or loop, click the audition volume fader and drag your mouse left or right to decrease or increase the volume.



Stop Audition Playback

To stop the playback of a instrument, kit, or loop, click the stop button, indicated by the small square on the bottom right of the library panel.

Auto-Audition Mode

Auto-audition makes it possible for you to hear the instruments, kits, and loops in Liquid Rhythm's library as you click on them. It is enabled by default.

To toggle it on or off, click on the Auto-Audition Mode button indicated by a speaker.

Loop Audition Kit Selection Menu

Liquid Rhythm's Loops library has been designed to pair genres with appropriate sounding kits. You can, however, select a kit you prefer to audition various genres of loops with. To do so:

1. Deselect the Use Default Kit button by clicking on it.
2. Select the kit you prefer from the Loop Audition Kit Selection Menu.

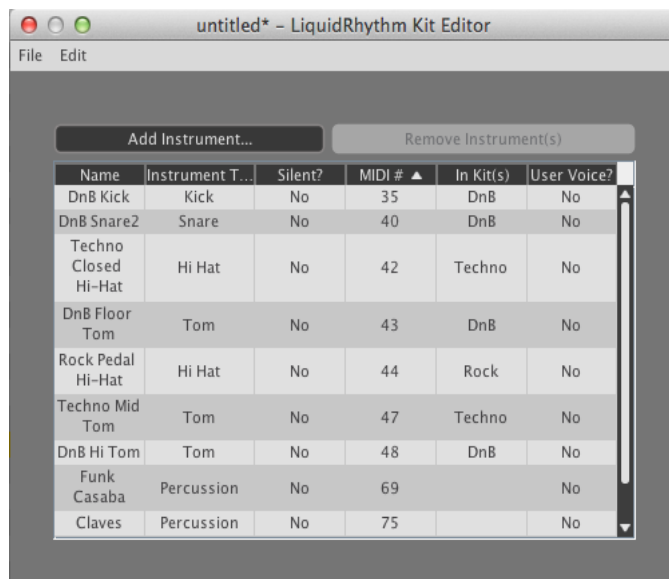




KIT EDITOR

Use the Kit Editor to create and save your own personalized kits within Liquid Rhythm using the multi-sample instruments included with the software or samples in your personal library.

Tip: Kits can only be created in Standalone mode. When used with Ableton Live, your kits will be built using the Drum Rack and saved in Ableton Live's Browser.



Create a Kit

To create

a kit in standalone mode, follow these steps:

1. Open Liquid Rhythm and click the Lib button to open the library.
2. In the Library panel, click on the Kits tab to view your kit library.
3. Click the Kit Editor button at the bottom of the panel to open the Kit Editor window.
4. In the Kit Editor window, click the Add Instrument... button to explore all the factory and user instruments and samples in your library. Click any instrument or sample to add it to your new kit.
5. To save your drum kit, click File > Save Kit As... You can now close the editor and use your kit!
6. To edit a kit, right-click it and select Edit Kit from the drop-down menu.





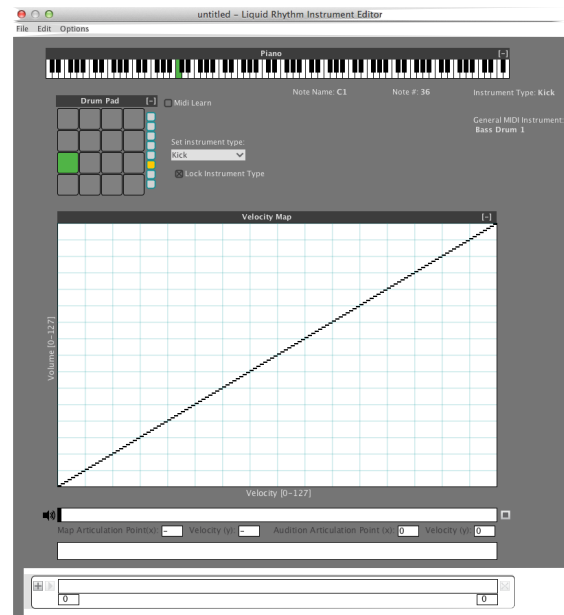
INSTRUMENT EDITOR

With Liquid Rhythm's Instrument Editor, you can create your own multi-sample instruments with customized articulations and velocity ranges. Liquid Rhythm recognizes both wav and aiff audio files.

Loading a Sample

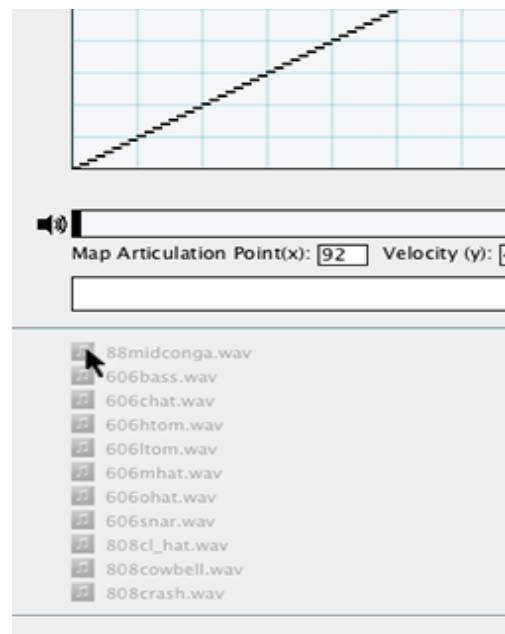
There are three ways to load a sample:

- » click the Load Sample Button and select an audio file located on your hard drive.
- » click File > Load Sample Into Instrument or use the [command]/[ctrl]+[L] key command to launch the Open dialog box.
- » drag-and-drop a WAV or AIF file into the Sample Velocity Manager window.



Loading Multiple Samples Simultaneously

Adding multiple samples simultaneously when creating a instrument is easy. To do so, select up to 127 wav or aiff files and drag them into the Sample Velocity Manager window.





Velocity Map

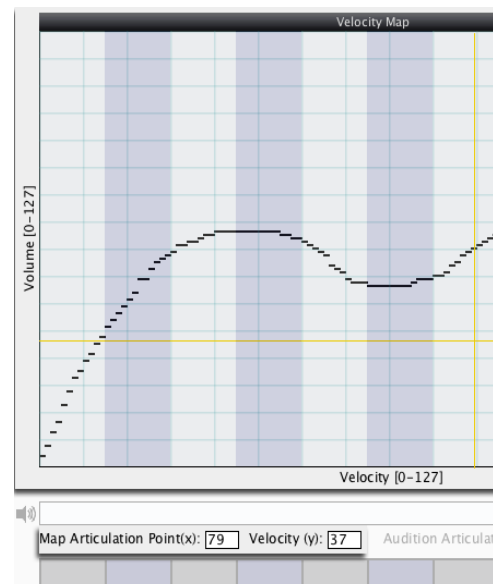
The Velocity Map maps MIDI input velocity (x-axis) to playback velocity (y-axis) for each sample.

Sample ranges are distinguished from one another using purple and gray shading.

The Velocity Map is an interactive environment.

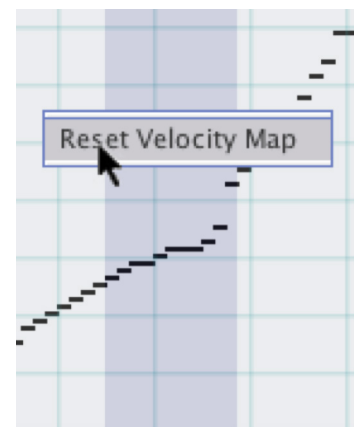
To draw a velocity curve manually:

1. Click the left mouse button and drag your mouse.
2. Press and hold [shift] while dragging to draw a straight line.
3. Notice that yellow crosshairs follow the mouse pointer to highlight your location on the graph and Map Articulation Point indicators beneath the Instrument Audition display your coordinates for reference, helpful in fine-tuning Articulation Regions.



Reset the Velocity Map

To reset the Instrument Map, right-click anywhere on the map to open the drop-down menu and click Reset Velocity Map.





Auditioning Samples

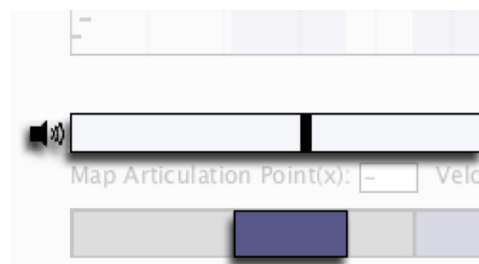
To audition a sample, click the Audition Sample button to the left of the Articulation Region. This plays the sample as it is, ignoring any velocity changes you may have applied.



Instrument Audition Bar

To audition multiple samples with the Velocity Curve applied, use the Instrument Audition Bar.

Click anywhere in it to hear the sample within the Articulation Region playback at the assigned velocity.



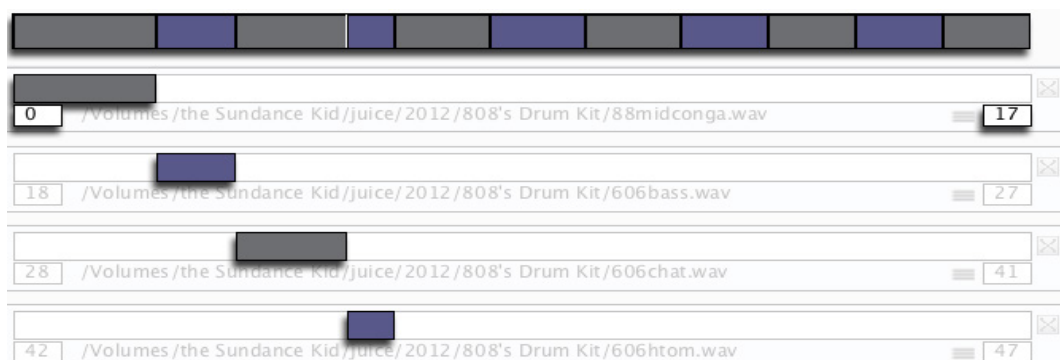
Adjusting Articulation Boundaries

MIDI input velocities are assigned to samples using the Adjust Articulation Boundaries bar. Click and drag the black dividers to manually set the boundaries.

If you have defined uneven Articulation Boundaries and you want to add a new sample without disrupting the present configuration, deselect Auto-Resize located in Options > Auto-Resize.

Tip: When you add multiple samples, or with each subsequent sample you add to your instrument, the Articulation Boundaries are automatically resized uniformly.

In the example below, the first sample will be triggered by velocity input MIDI values ranging from 0 – 17.



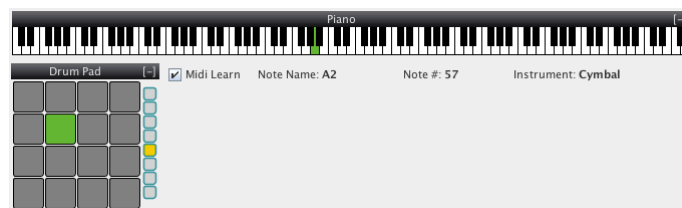


Assigning a MIDI Note to an Instrument

There are a variety of ways to assign a MIDI note to an instrument:

- » click a key on the Piano Roll to assign it to the instrument. In the example below, A2 triggers the instrument. click a pad in the Drum Pad to assign it to the instrument.
- » with an external MIDI controller connected to your computer, press the MIDI Learn button and then press a key or drum pad on your controller to assign it to the instrument.

Tip: Note that all the drum instruments in Liquid Rhythm follow the General MIDI Standard. For your reference, the Instrument field displays the percussion instrument type typically associated with the selected note.



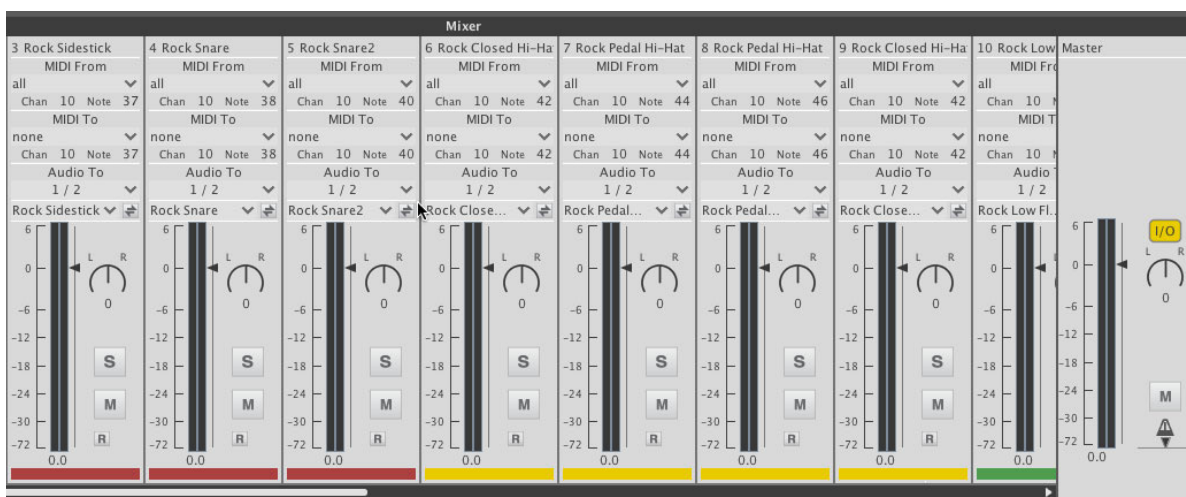
Saving an Instrument

- » To save a new instrument, click File > Save Instrument As
- » To save an existing instrument you have edited, click File > Save Instrument



CHAPTER 9 THE MIXER

Every instrument you load from the library has a corresponding track header in the arranger canvas and a channel strip in the mixer. Launch the mixer panel by either pressing the Mix button on the top right of the screen or by pressing [command]/[ctrl]+[5].



CHANNEL STRIP

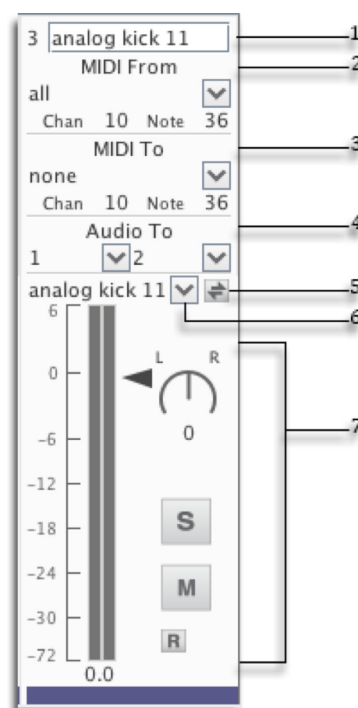
The following is a detailed description of the features found on a channel strip:

1. Track Title

- » This field displays the name of the instrument associated with the channel strip.
- » By default, it inherits the name of the instrument loaded into the track. Click in the dialog box to enter a custom title for the track.

2. MIDI From

- » Set which external or internal MIDI device you want to use to trigger the instrument associated with this channel strip by clicking





the drop down arrow and selecting the device of your choice.

- » To change which MIDI channel the internal or external device communicates through and which MIDI note value triggers the instrument loaded in the channel strip, click on the Chan and/or Note value(s) and drag your mouse up or down to redefine the values.

3. MIDI To

- » You can use Liquid Rhythm as a sequencer and send MIDI data to external or internal devices. To do so, click the drop down arrow and select the device of your choice, and set the Chan and Note values to match the corresponding values on your external or internal MIDI device.

Tip: Setting your MIDI To values when you're unsure about your computer's MIDI setup can create an abrasive feedback loop that might startle you, and, worse, might damage your speakers. Please take great care when sending MIDI from the tracks in Liquid Rhythm to tracks in other pro audio software!

4. Audio To

- » Use the Audio To drop-down list to define the output routing for a track.
- » As a VST or AU in multi-output mode, this feature allows you to send the Kick, Snare, and Hi-Hats, for example, to their own exclusive channels in your host DAW.

Tip: This feature enables you to really fine-tune the sound of your beat in plug-in mode.

5. Instrument Swap

- » Click the Instrument Swap button to swap any sound in the Library for the one you have presently loaded. The track name updates to reflect the new instrument loaded.
- » With Instrument Swap activated, open the Sample Browser to swap WAV and AIF files from your personal Library into a track.

6. Instrument Selector

- » The Instrument Selector drop down menu contains every instrument in Liquid Rhythm's resource library. Click the menu and select any instrument to replace the one currently loaded into your track.





7. Volume Fader, Balance Knob, Solo, Mute, & Record

- » The volume fader, balance knob, solo, mute, and record buttons are autonomous with those found on the instrument's corresponding track header. For information about them, please see Track Headers in Chapter 3.

Tip: Any changes made to the volume, balance, solo, mute and record of a channel strip will instantly reflect in the track header.





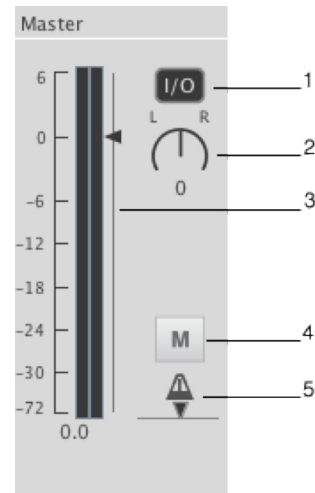
MASTER CHANNEL STRIP

1. I/O (Input/Output)

- » Click the I/O button to reveal the audio and MIDI input and output routing options for the tracks in the Mixer.

2. Master Balance Knob

- » Varies the relative level of the left and right channels in the Master channel. Click on the knob and drag the mouse up and down to change its value.
- » [command]+click the knob to return it to its default value.



3. Master Volume

- » Adjusts the volume for the Master channel. Note that this affects the volume of the entire mixer.

4. Master Mute

- » Mutes the Master channel.

5. Metronome Volume

- » Adjusts the playback volume of the metronome track.



CHAPTER 10 THE BEATBUILDER

The BeatBuilder is a rhythm pattern generator and 8-step sequencer with a twist. Use it to make beats the way you would use Legos to build a spaceship; that is, using the right parts for the job.

The BeatBuilder panel (on the right of the Liquid Rhythm window) is open by default, but to access it at any time press either:

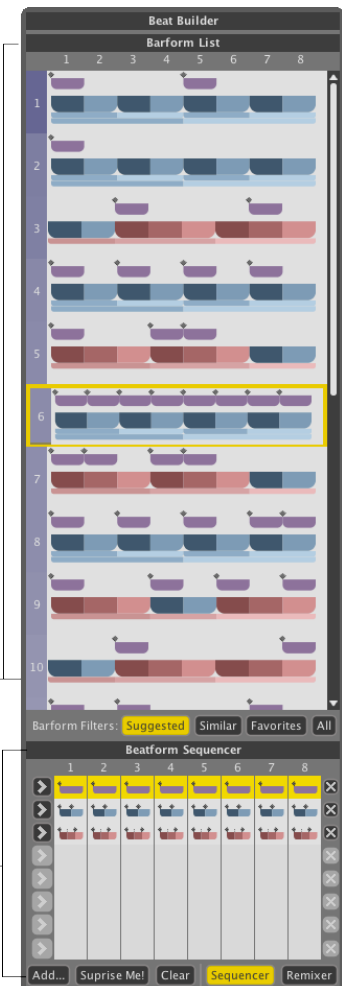
- » [Tab]
- » [command]/[ctrl]+[1]
- » Click the BB button on the right of the toolbar.

HOW TO USE THE BEATBUILDER

- » The BeatBuilder works on one or more bars simultaneously, but at least one must be selected.
- » Select a bar in the Arranger canvas to activate it. If the arranger is empty, create a track or load a instrument from the library to get started.
- » Notice how as you click on different patterns in the BeatBuilder, the selected region(s) in the Arranger become populated with that pattern.
- » The BeatBuilder consists of two panels:

BarForm List

BeatForm Sequencer





BARFORM LIST

The BarForm List contains one-bar long rhythm patterns.

- » Click a pattern to insert or swap it into the selected region(s) in the Arranger
- » Drag-and-drop a pattern on a region in the Arranger.

BarForm Filters

Use the BarForm Filter buttons on the bottom of the BarForm List to populate the list with a variety of results.

Suggested

- » The top twenty most occurring patterns for the instrument you have selected, appear on the list.
- » These patterns are identified by the BeatSeeker.

Similar

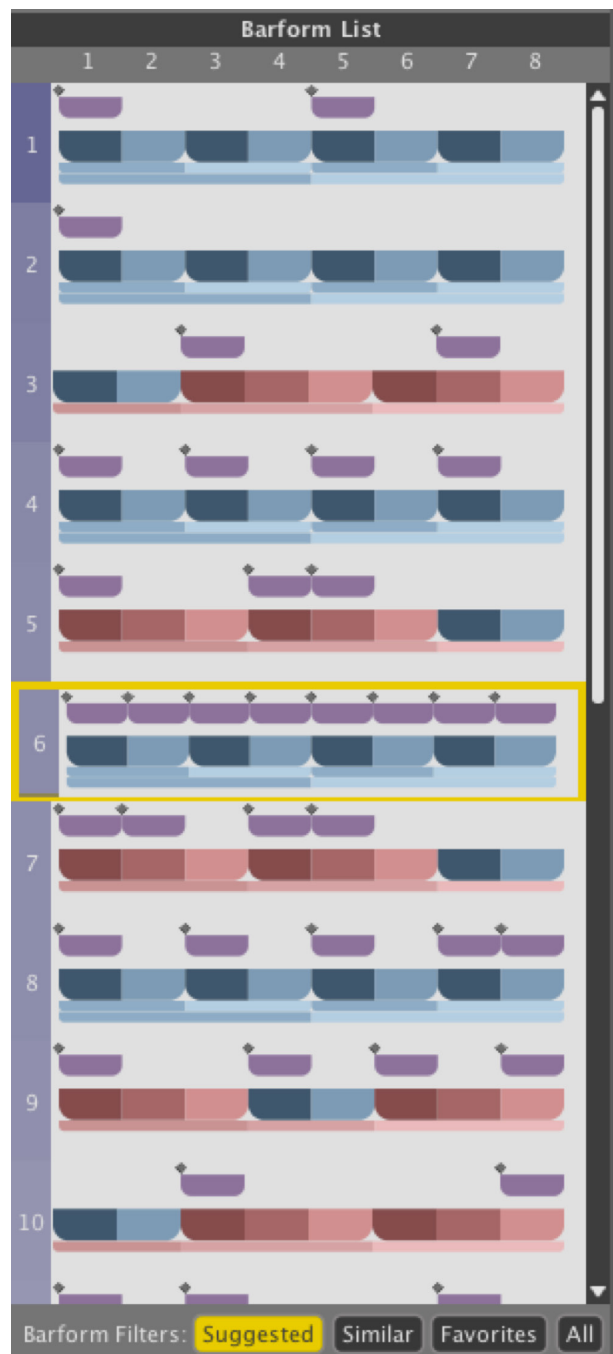
- » Patterns most rhythmically similar to the one you have selected in the Arranger.

Favorites

- » Right-click on a pattern in the list to add it to your Favorites list.
- » Scroll through all your preferred rhythm patterns using this list.

All

- » View every possible combination of 8th notes and rest in a 4/4 bar; 256 total patterns.





BeatBuilder Quick Insert

To quickly swap and insert any of the top ten patterns in the BarForm List results, perform the following steps:

1. In the menu bar, go to Insert > BeatBuild Quick Insert.
2. Select from Quick Barform Select 1 through 10.

For your joy, the top ten results in your BarForm List are mapped to keyboard shortcuts. The Quick Barform Select keyboard commands are:

- » [control]/[ctrl]+[press any number 1 – 0 where 1 is the first entry and 0 is the tenth entry in the BarForm List]

Tip: Note that on Windows, [ctrl]+[0] will not correspond to the tenth entry in the BarForm List.

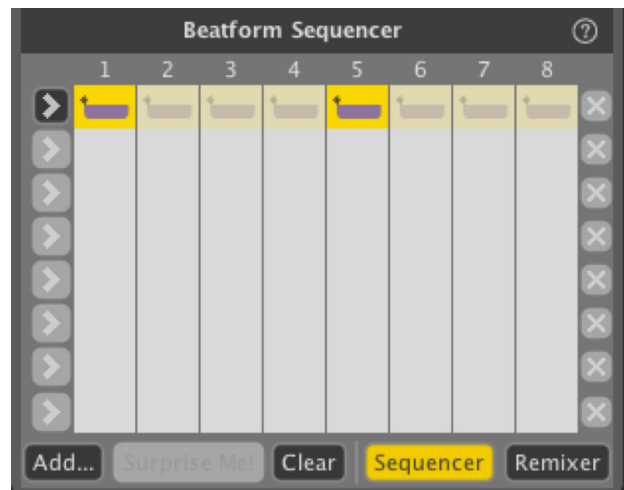




BEATFORM SEQUENCER

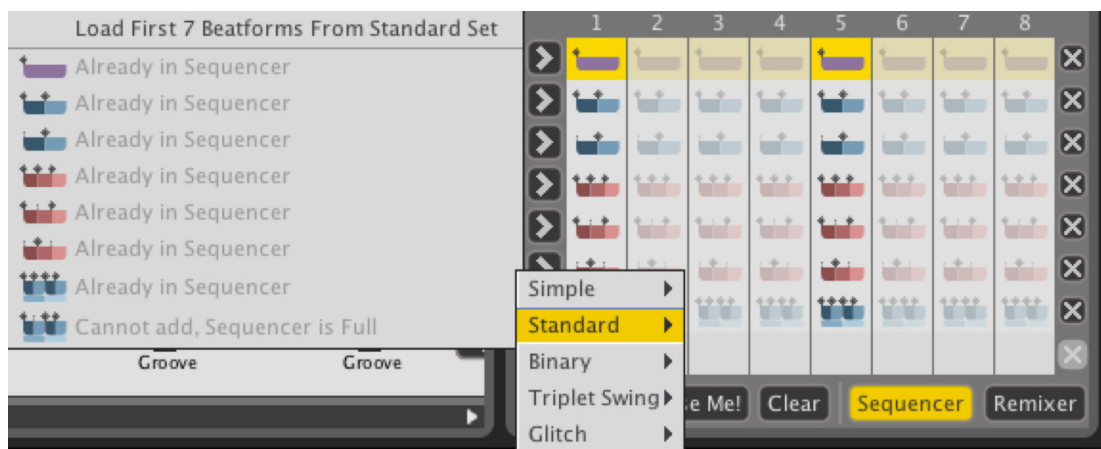
Sequencer

The BeatForm Sequencer contains a list of potential variations on each eighth-note beat in the pattern selected in the above BarForm List. It can affect one or more selected bars in the Arranger simultaneously. Use it to access complex rhythmic variations very quickly.



Add BeatForms to the Sequencer

- » Click the Add... button and select a palette to load a set of BeatForms. Note that greyed columns are inactive.





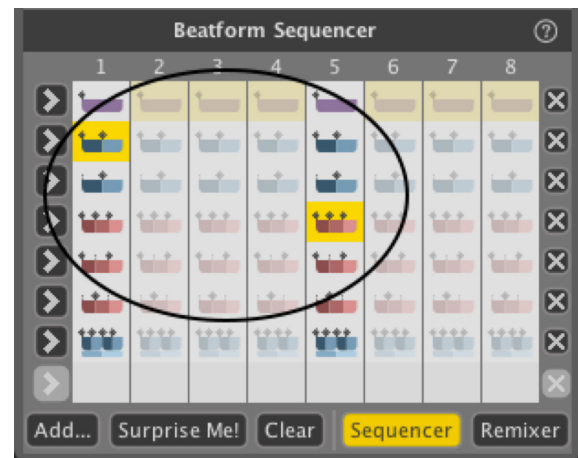
WORKING WITH THE BEATFORM SEQUENCER

You'll notice that the BarForms you select from the BarForm List contain purple BeatForms (that is, the 8th note BeatForm) by default.



Use the BeatForm Sequencer to access other note clusters (or BeatForms) that fit into the space of one purple 8th note.

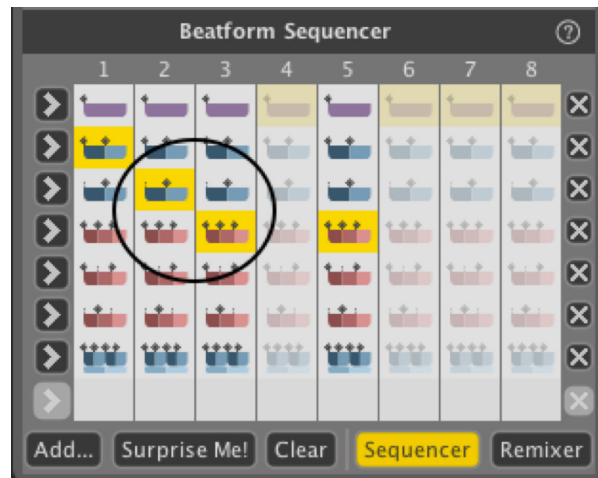
- » Click any of the blue or red BeatForms to substitute them for the purple BeatForm in the same column.



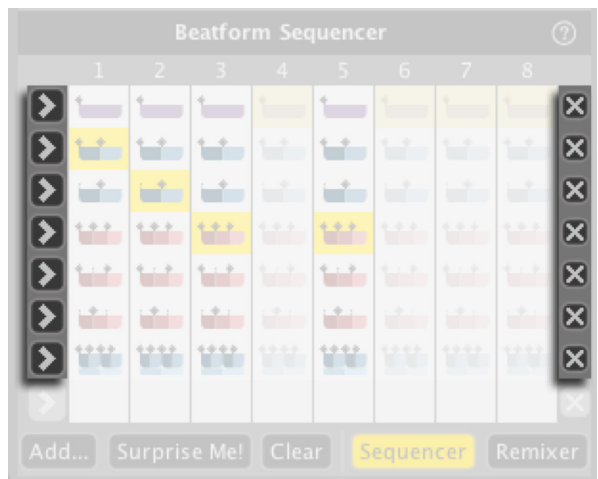


The BeatForm Sequencer will reflect the BarForm pattern you have selected by highlighting all the active spaces.

- » To activate an inactive space, click it. To deactivate it, click it again.



- » To apply a BeatForm across an entire BarForm, click any of the corresponding arrows to the left.
- » To delete a row, click any of the corresponding Xs on the right.





Surprise Me!

- » Click Surprise Me! for a random pattern based on the BeatForms loaded across the active columns.
- » Click Clear to remove any unused BeatForms.

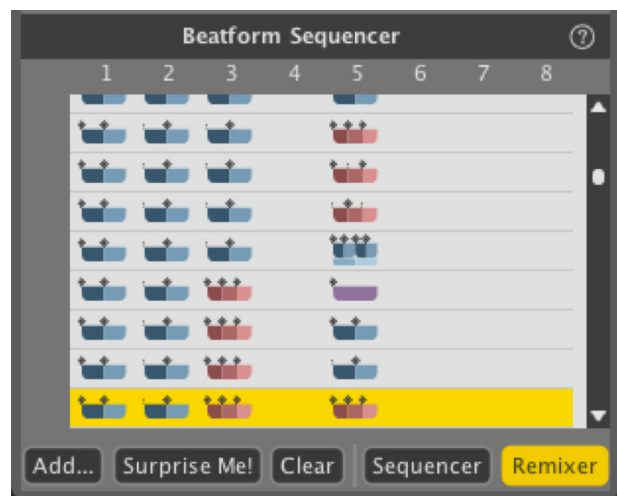


Remixer

Click the Remixer button to view a comprehensive list of rhythmic possibilities.

This list is built based on:

- » The BarForm pattern you have selected in the BarForm List.
- » The BeatForm Set you have loaded from the Add... list.

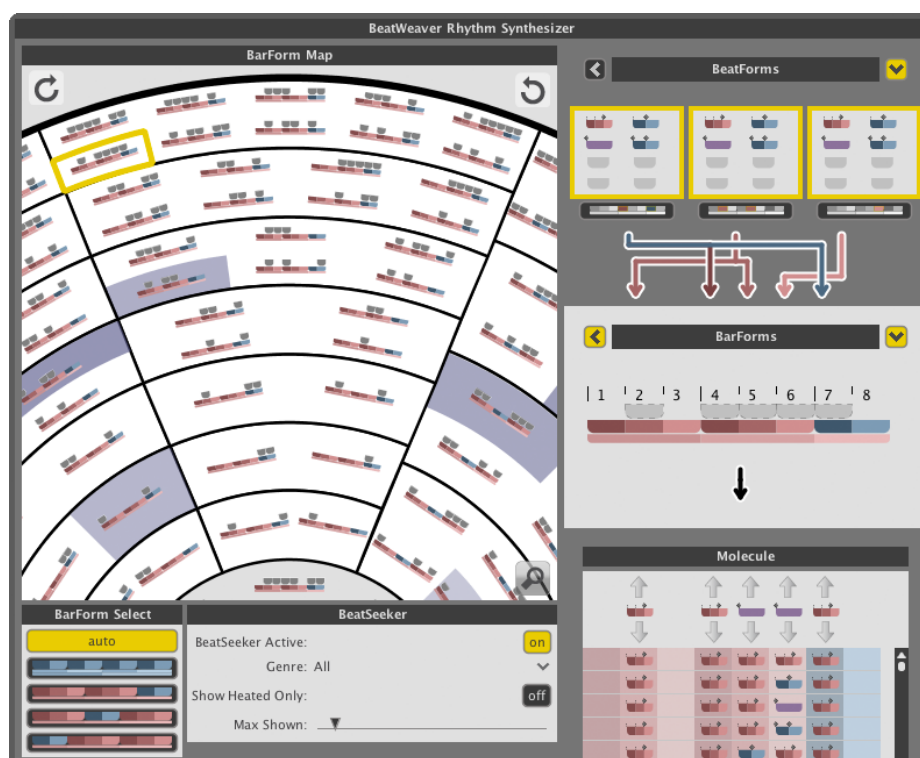




CHAPTER 11 THE BEATWEAVER RHYTHM SYNTHESIZER

The BeatWeaver Rhythm Synthesizer can make any bar a work of rhythmic art, quickly. To open the BeatWeaver panel:

- » Click the BW button on the right of the toolbar.
- » Key command: [command]/[ctrl]+[2]



HOW TO USE THE BEATWEAVER

The BeatWeaver works on one or more bars simultaneously, but at least one must be selected.

- » Select a bar in the arranger canvas to activate it.
- » If the arranger is empty, create a track or load a instrument from the library to get started.



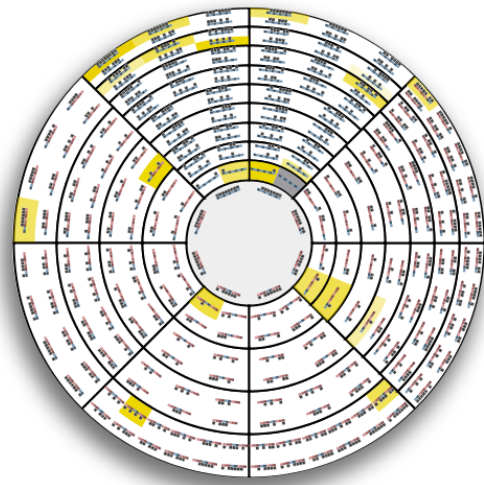


THE BARFORM & BEATFORM MAPS

Throughout this manual, two new terms that have been used frequently are BarForm and BeatForm. To recap, a BarForm is a one-bar pattern of music and a BeatForm is cluster of notes that fits into the space of an eighth-note.

BarForm Map

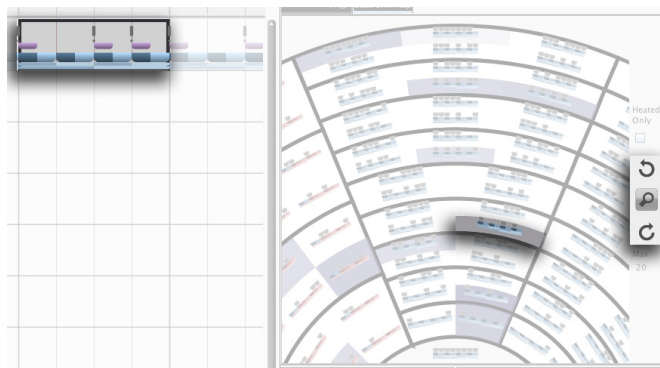
- » The BarForm Map is a palette of one-bar rhythm patterns that can instantly be inserted into your arrangements.
- » With eighth note subdivisions, there are 256 total combinations of notes and rests.
- » Click any pattern to immediately load it into the selected bar in the arranger. Hold [option]/[alt] and click any BarForm to audition it.



Zooming Into the BarForm Map

- » Click the Magnifying Glass tool to the right of the BarForm map to get a better look at the BarForm in the wheel.
- » Use the Rotate Map buttons above and below the Magnifying Glass to spin the wheel clockwise or counterclockwise.

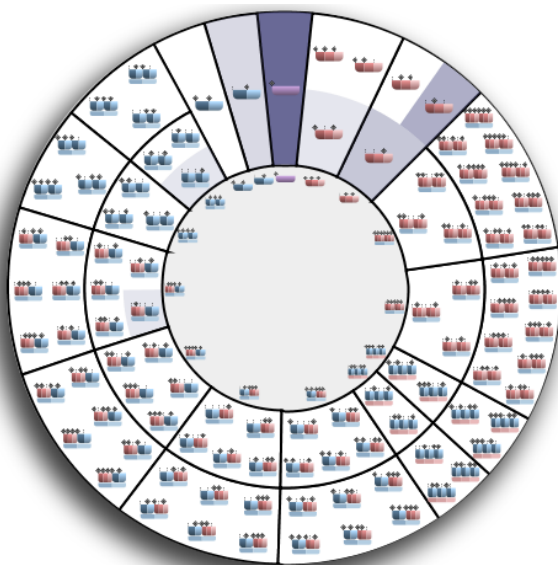
Tip: Click around various bars in the Arranger. Notice how the BeatWeaver reflects the selection(s) in the arranger? Every element in the BeatWeaver is closely related to whatever region you have selected in the arranger canvas.





BeatForm Map

- » The BeatForm Map contains note groups that are equal to or higher resolution than 8th notes, such as 8th's, 16th's, 16th note triplets, as well as rests.
- » [option]/[alt]+click to audition any BeatForm.





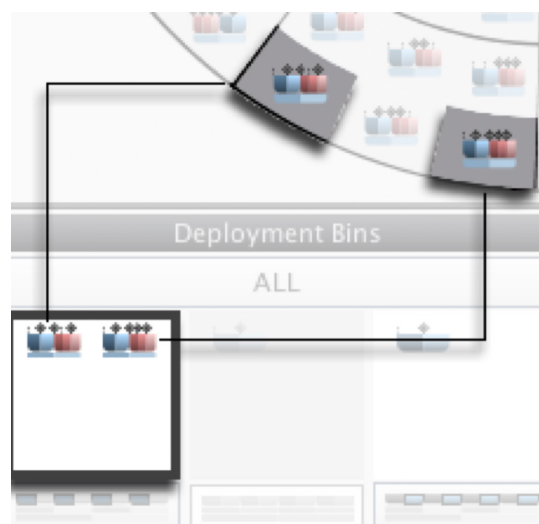
DEPLOYMENT BINS

When you click on a BeatForm in the wheel above, it is deployed (or placed) into the selected Deployment Bins, indicated by a black border.

Press and hold [shift] to place multiple BeatForms into a bin.

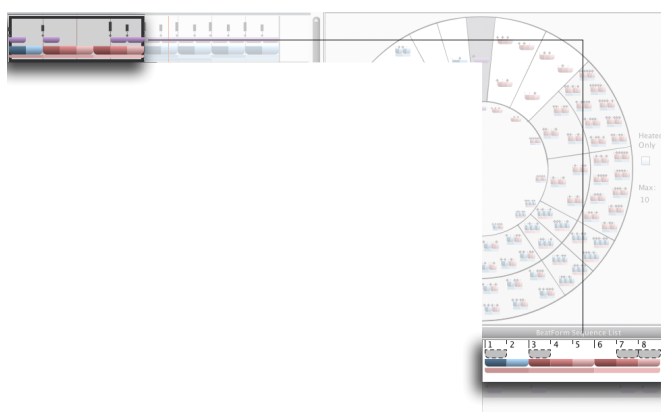
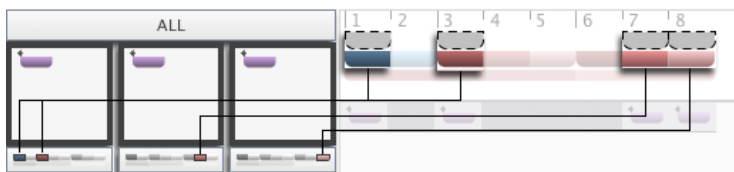
In the example shown, the two BeatForms selected in the map have been deployed to the Strong bin.

Tip: From left to right, the bins target Strong, Medium, and Weak beats. If the BarForm you've selected in the arranger is comprised of groupings of two (blue), the Medium bin will be disabled.



Deployment Bins In Action

- » In the example to the right, the purple rectangles indicate that only 8th notes appear on the strong, medium, and weak positions of the beats within that BarForm.
- » Note that the illustrated indicators beneath the Deployment Bins show which beats the selected BeatForms, are applied to.
- » For your reference, the indicators display the BarForm to the right of the deployment bins, which mirrors the BarForm you have selected in the arranger.
- » Notice that the BarForm Step Sequencer in the BeatWeaver panel is identical to the BarForm selected in the arranger.
- » Changes made in this step sequencer are reflected in the arranger. To manually input a note, click above the colored pattern.





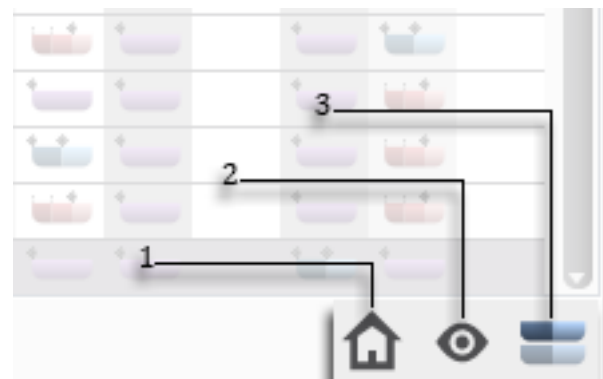
BEATFORM SEQUENCE LIST

Note that when you select BeatForms from the BeatForm Map, the BeatForm Sequence List gets populated with every possible measure that results from the unique ordering of your selections. Placing three BeatForms in every Deployment Bin results in a tremendous BeatForm Sequence List. We encourage you to experiment with this feature and to enjoy the speed with which you can create intricate and unique kick, snare, and hi hat patterns!



BeatForm Sequence List Tools

1. To remove unused BeatForms from the bins, click the Discard Unused BeatForms button.
2. Sometimes in software, as in life, you might get lost. You were driven by passion and curiosity but perhaps ventured too far from home. Well, we encourage the expeditionary, in fact, we facilitate it. Spiral out; keep going. To find the currently selected BeatForm pattern in the Sequence List, click the Find Current BeatForm Pattern button.
3. To gain a better visual perspective of where new BeatForms are introduced in the Sequence List, click the Fade Identical BeatForms check box.





CHAPTER 12 MIDI MAPPING

You can control many of Liquid Rhythm's parameters with a hardware controller. Play drums on a physical drum pad, sequence clusters of notes using buttons, or assign any of our molecule tools' controls to a fader or knob. We've made the mapping process easy and intuitive!

With the full version of Liquid Rhythm, you get custom mappings for Ableton Push, MIDI Designer, and the iConPad. Liquid Rhythm Intro includes the iConPad exclusively.

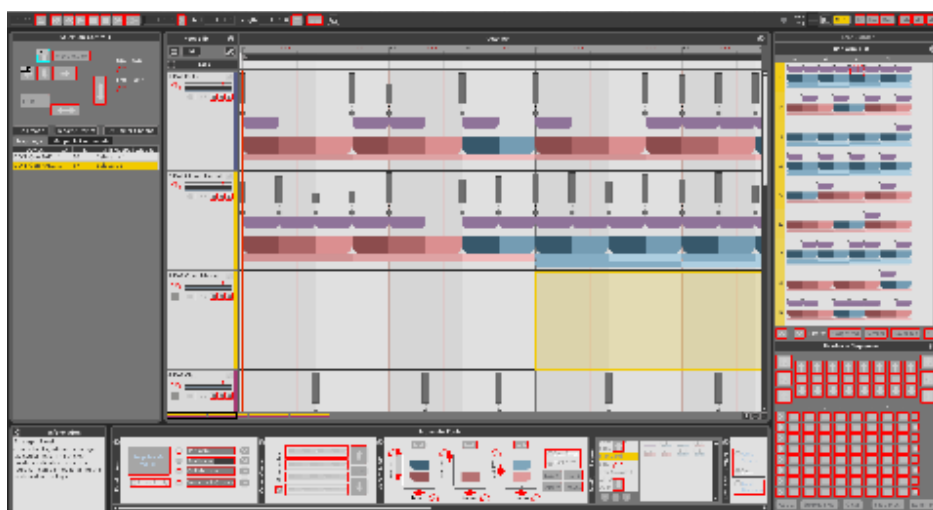
MIDI MAPPING MODE

Assigning Parameters

To activate MIDI Mapping Mode, either:

- » Select Options > MIDI Mapping Mode > Edit MIDI Map
- » Use the [Command]/[ctrl]+[M] key command.

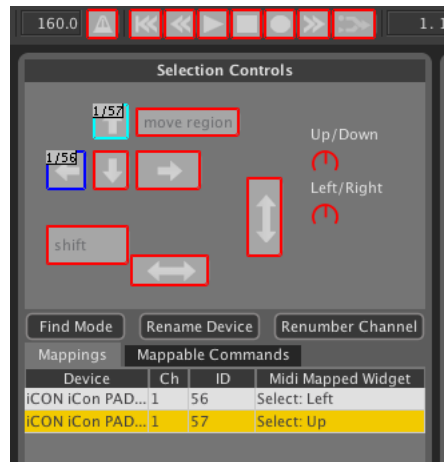
Once activated, all assignable parameters will be highlighted in red.





To assign a parameter to a control:

1. Select the parameter by clicking it with your mouse.
2. Move/press the button/fader/knob you want to assign it to.



Mappings List

Assigned parameters appear in the Mappings list. Keep track of your custom mapping using this list, and delete any mappings you don't need anymore.

Note that all parameters that appear in this list will be highlighted in blue, while the selected list item will have a teal border.





MIDI SCRIPTS

The wizards of WaveDNA have devoted some time to crafting custom MIDI maps for some of our favorite devices. In the following pages, we'll describe the setup process, as well as the workflow for those hardware controllers.

ICONPAD TEMPLATE

Overview

We've mapped some of the most useful features in Liquid Rhythm to the iConPad. The result is a fun and simple way to get started making beats extremely quickly. In the following pages, we'll describe the setup process and button layout to help you drastically simplify your workflow.

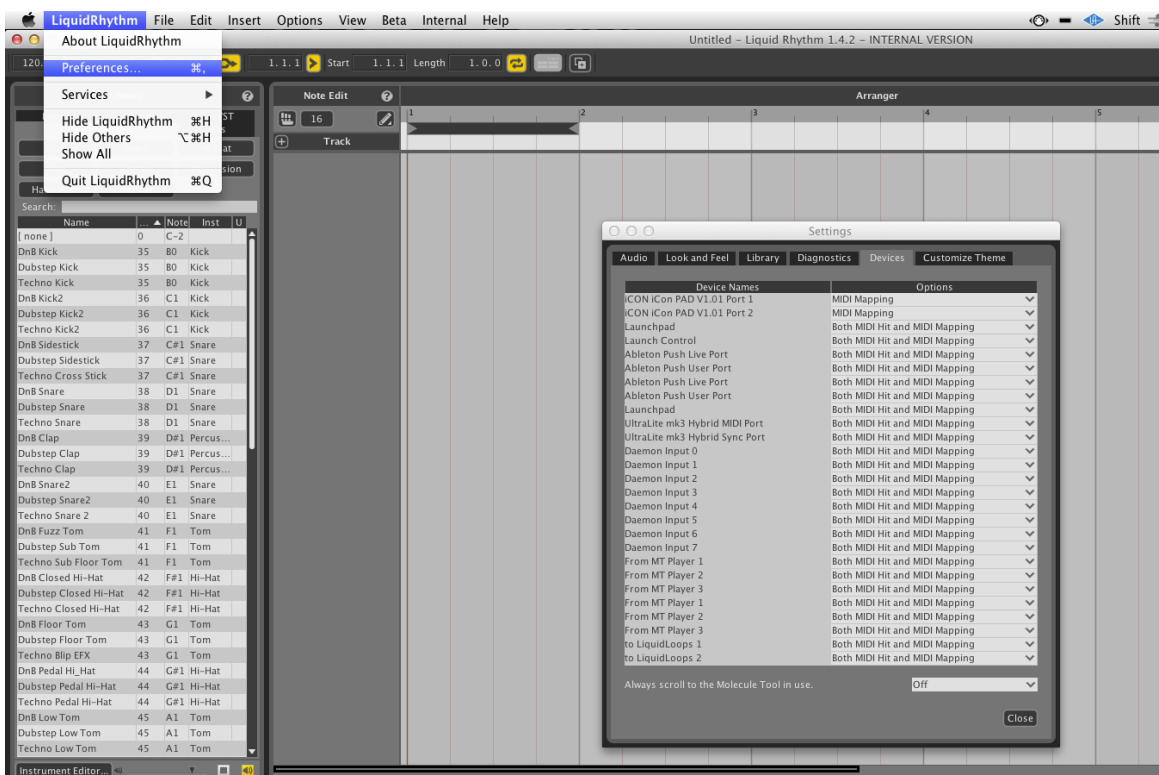




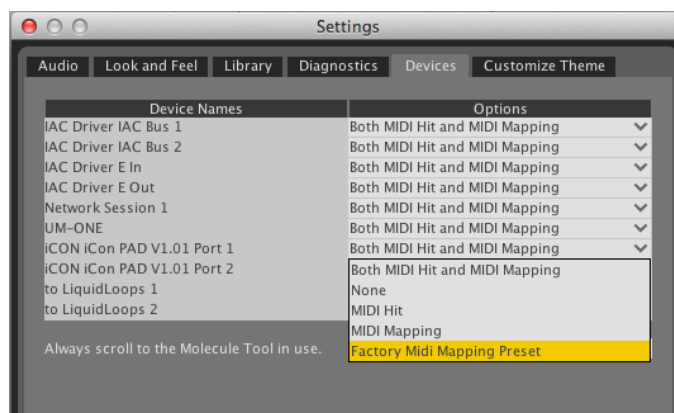
Setup

With the iConPad connected to your computer, follow these instructions:

1. Run Liquid Rhythm.
2. Go to Liquid Rhythm > Preferences or use the [Command]/[ctrl]+[,] key command to access the Settings menu and select the Devices tab.

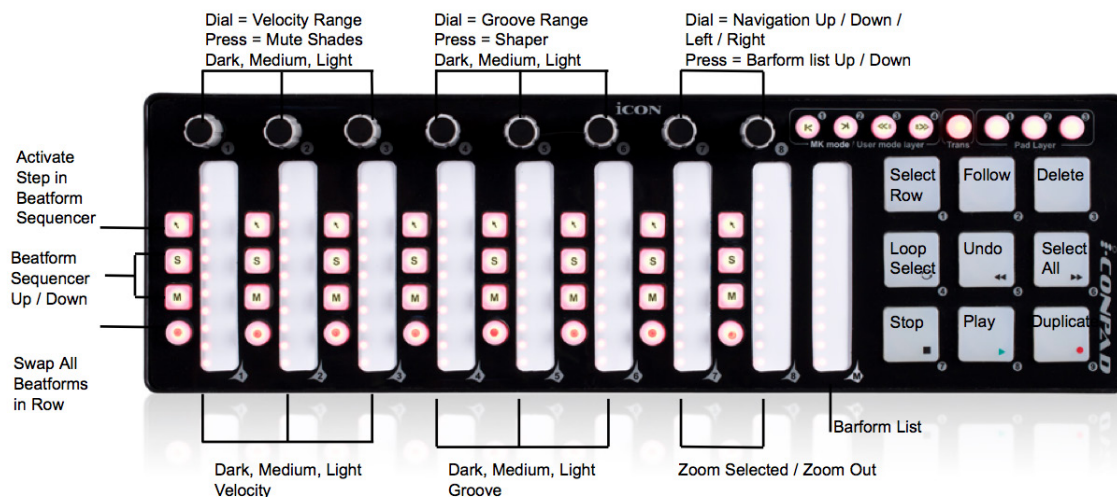


3. Find iCON iCon PAD and select Factory Midi Mapping Preset for all the available options.



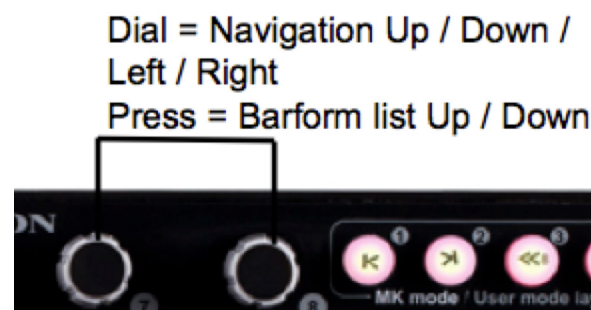


Device Controls



Navigation

Turn these two dials to navigate through the arranger horizontally and vertically. Pressing the buttons will cycle up and down through choices in the barform list.



Beat Building and Sequencing

- » Buttons 1 through 10 are mapped to the first 10 BarForms in the BeatBuilder.
- » Pal Up and Pal Down are mapped to the BarForm tumble up/down' buttons.
- » The arrows control the Cycle BeatForm tool.
- » The Up and Down buttons cycle between the first 10 and next 10 choices of the BarForm list.





Accent Modifiers

The first three vertical faders are mapped to the strong, medium, and weak velocity locations in the Accent Modifiers (dark blue / red, medium red, and light blue / red shades).

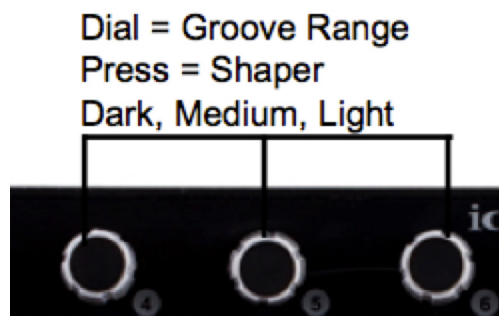


The next set of faders are mapped to the strong, medium, and weak groove locations (dark blue / red, medium red, and light blue / red shades).





The Shaper buttons cycle through upward, downward, or random slopes that affect the distribution of velocity information. The dials affects the range of how the shaper is applied to the groove information across the various shades.



Mute

Press the Mute button to mute Dark, Medium or Weak shaded notes. This is a great way to thin out a pattern or alter its feel in an interesting and rhythmic way. Turn the Mute buttons to control the range of how the shapers are applied to the velocity information across the various shades.





ABLETON PUSH INTEGRATION

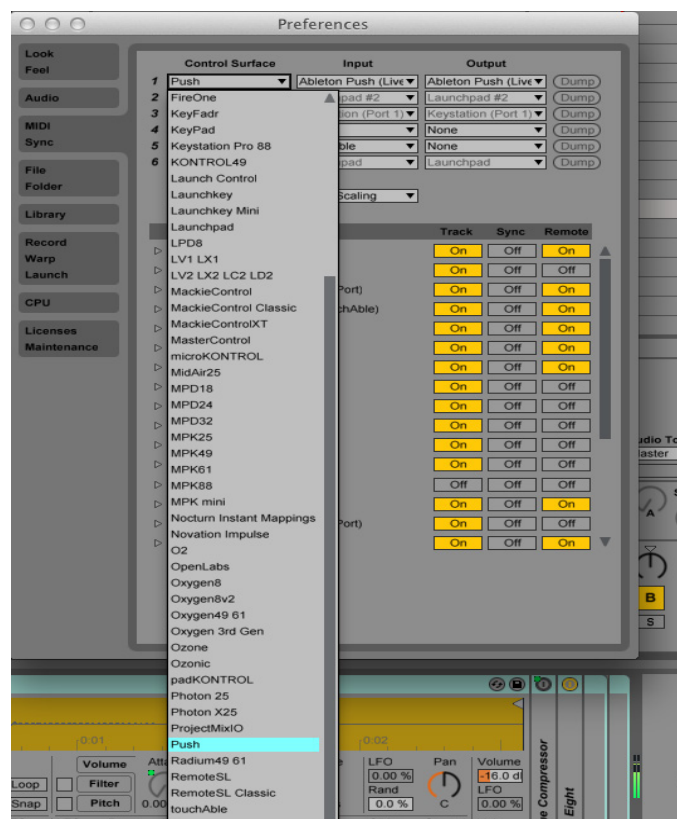
Ableton's Push has a user mode that is designed for programmers to access in order to build customized scripts and interfaces to run alongside the regular workflow of Push. Liquid Rhythm's Liquid Rhythm Script mode allows for expanded access to the features of Liquid Rhythm within the Live environment.

Getting started - Setup

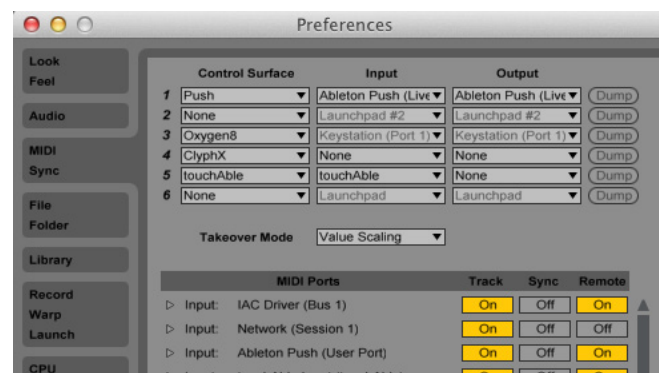
In order to use the Liquid Clips Push Integration, you will need to make small adjustments in three places: Ableton Live, Liquid Rhythm, and Push:

Setting up Ableton

1. Make sure that the proprietary Python script for Ableton Push has been loaded. Go to Ableton's Preferences > MIDI Sync and select Push for one of the Control Surface slots. Live will make all the rest of the connections automatically.

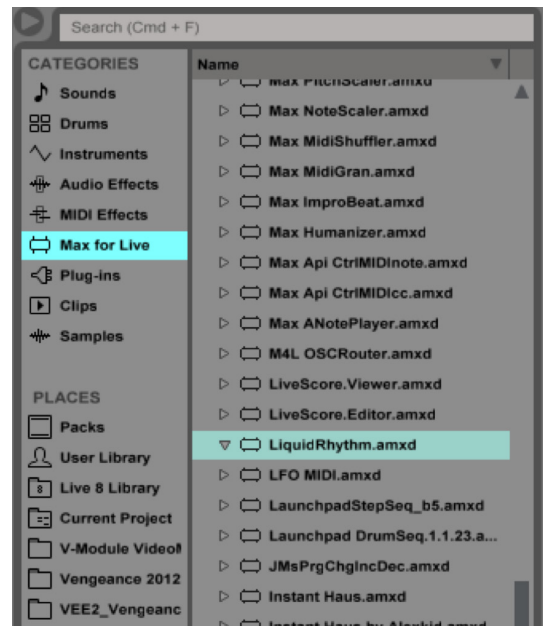


2. In the MIDI Ports section, enable Track and Remote inputs for Ableton Push.



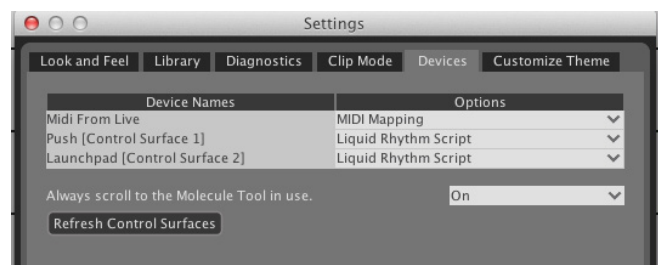
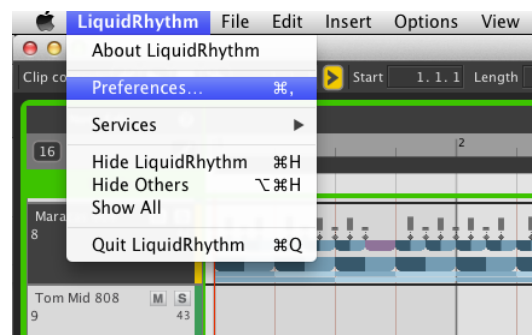


- From the Max for Live category in the Live Library, select the LiquidRhythm.amxd device and drag-and-drop it onto a MIDI track in Live.



Setting up Liquid Rhythm

- Go to Liquid Rhythm's Preferences by either:
 - Clicking LiquidRhythm > Preferences.
 - Press [command]/[ctrl]+[,]
- Click the Devices tab.
- Select Liquid Rhythm Script for Push.



Setup Push

- » On the Push, press the USER button to enter and exit Liquid Rhythm Script and enjoy nNavigating the Push with Liquid Rhythm Script enabled

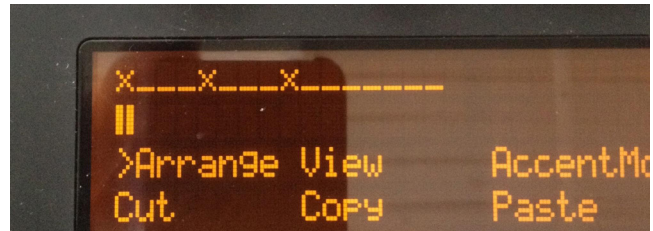




Event Feedback Display

On the top left corner of the display, track information is displayed and updated as you play around:

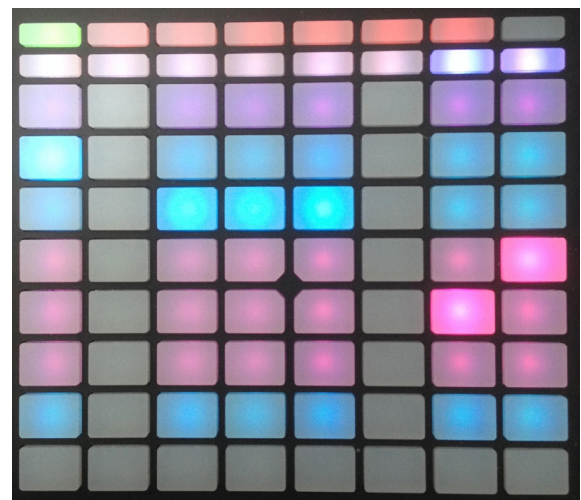
- » Tracks that are empty will appear with _
- » Tracks with notes present will display X
- » Tracks that are muted will show M
- » Tracks that are soloed will show S



64 Pads

The 64 pads of Push awesomeness are excessively fun to play with. Here are some points to consider while doing so:

- » The grid of 64 pads buttons is designed to display the BeatForms present in the BeatForm Sequencer.
- » Each of the 8 horizontal rows of buttons in the grid represent time broken into 8 steps.
- » Each of the 8 vertical rows are broken into 8 clusters of notes (BeatForms) that fit into each step.
- » The display of the BeatForm sequencer is static by default, showing only the information present in the BarForm that is selected.
- » By pressing the TAP TEMPO button you can 'animate' the selection to follow the playhead, so the view will cycle as the bars chase by.





Resolution Buttons/Scene Buttons

- » These [1/4] [1/4t] [etc..] buttons running vertically to the right of the 64 pads correspond to entries in the BarForm list.
- » Use these buttons to insert any of the first eight BarForms in the BarForm List into the selected region(s) in the Arranger.
- » Hold [shift] and press these buttons to access the next set of BarForms in the BarForm List.



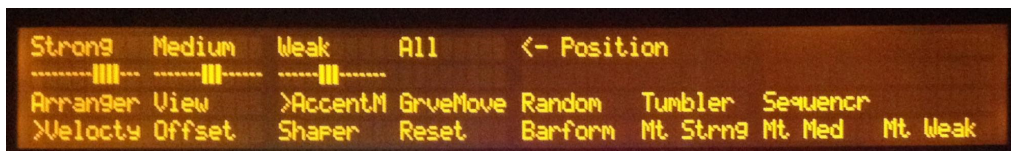


PAGES AND MODES

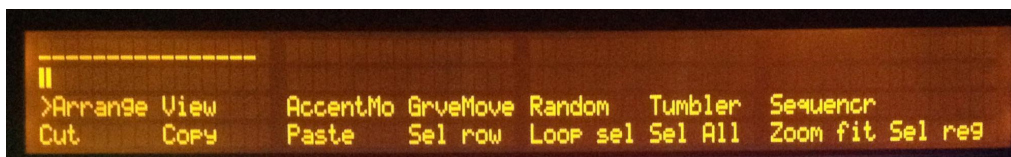
In Liquid Rhythm Script Mode, Push has seven pages for editing and interfacing with numerous parameters found within the Molecule Tools panel.

Push's Display will show information relevant to the mode in focus. The narrower rectangular buttons above the 64 Pads and below the Display correspond directly to the bottom two rows of text on Push's Display.

Note that the bottom 64 Pads remain a dedicated interface for editing the BeatForm Sequencer.



Arrange



Arrange contains basic arranger functions across the bottom row of white buttons.

Press-and-hold the SHIFT button and turn any of the 8 knobs above the display to rearrange these functions to suit your needs. The functions are:

- » Cut
- » Copy
- » Paste
- » Tog Drag (Toggle Drag)
- » Tog Sel (Toggle Selection)
- » Sel Row (Select Row) – Press-and-hold SHIFT to Latch Select Row on
- » Sel Col (Select Column) - Press and hold SHIFT to Latch Select Column on





View



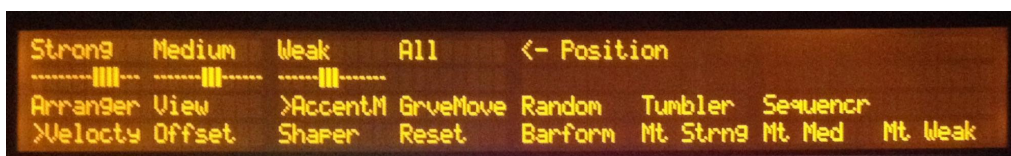
The View page has zoom and loop related tools:

- » Zoom Fit
- » Zoom Def (Zoom Default)
- » Zoom +
- » Zoom -
- » Loop Tog (Loop Toggle)
- » Loop Sel (Loop Selection)





Accent Modifiers



The Accent Modifiers page has three sections:

- » Velocity
- » Offset
- » Shaper

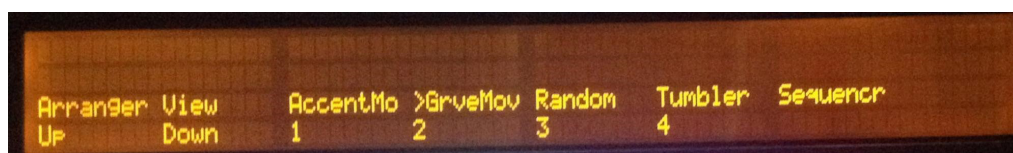
The first three knobs above the display are set to control the Strong, Medium, and Weak sliders. The fourth knob controls all three at the same time. This functionality is mirrored for all three sub modes (Velocity / Offset / Shapers). Common buttons in each page are:

- » Reset
- » BarForm/BeatForm
- » Mt Strong (Mute Strong Shaded Notes) - Hold SHIFT to delete strong shaded muted notes.
- » Mt Med (Mute Medium Shaded Notes) - Hold SHIFT to delete medium shaded muted notes.
- » Mt Weak (Mt Weak Shaded Notes) - Hold SHIFT to delete weak shaded muted notes.



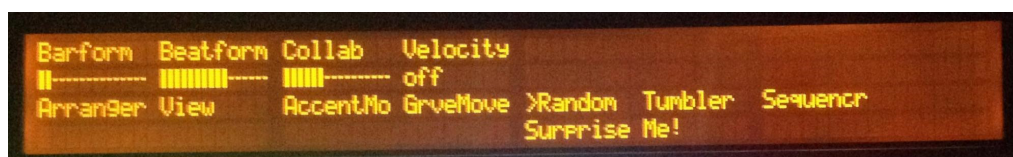


GrooveMover



- » Up - Cycles the BarForm family up
- » Down - Cycles the BarForm family down
- » 1 - picks first BarForm family
- » 2 - picks second BarForm family
- » 3 - picks third BarForm family
- » 4 - picks fourth BarForm family

Randomizer



The first four knobs above the display control the amount of variance in the BarForm, BeatForm, Collaborate, and Velocity/Groove parameters.

Press the buttons beneath each category to enable them:

- » BarForm
- » BeatForm
- » Collaborate
- » Velocity
- » Surprise Me!





BeatForm Tumbler



When you enable the BeatForm Tumbler page, the eight knobs above the display (excluding the 9th, somewhat-sequestered knob) correspond to the eight locations in a selected region(s) in Liquid Rhythm. There are two modes in this page: Position and Beat. The available commands are:

- » Palette+
- » Palette-
- » Sequencer





General buttons

In addition the multiple pages and modes shown in the display, a number of buttons from Push's natural workflow have functions in Liquid Rhythm Script:

Undo

- » Undoes

SHIFT+Undo

- » Redoes

Delete

- » Deletes the selection

Double

- » This duplicates the selected region(s)

Duplicate

- » Creates new clip

New

- » Creates a new scene and an empty clip slot to record in

In/Out

- » Zoom in / Zoom out
- » Press and hold to zoom quickly.
- » Hold SHIFT to zoom all the way in or out.

Mute

- » Mutes the selected track in Liquid Rhythm / Drum rack in live

Solo

- » Solo's the selected track in Liquid Rhythm / Drum rack in live

Select

- » Toggles selection drag on/off

SHIFT

- » Acts as a modifier for some of the buttons and encoders in the various Push pages

TAP TEMPO

- » Region focus follows playhead.





Push General Command pages

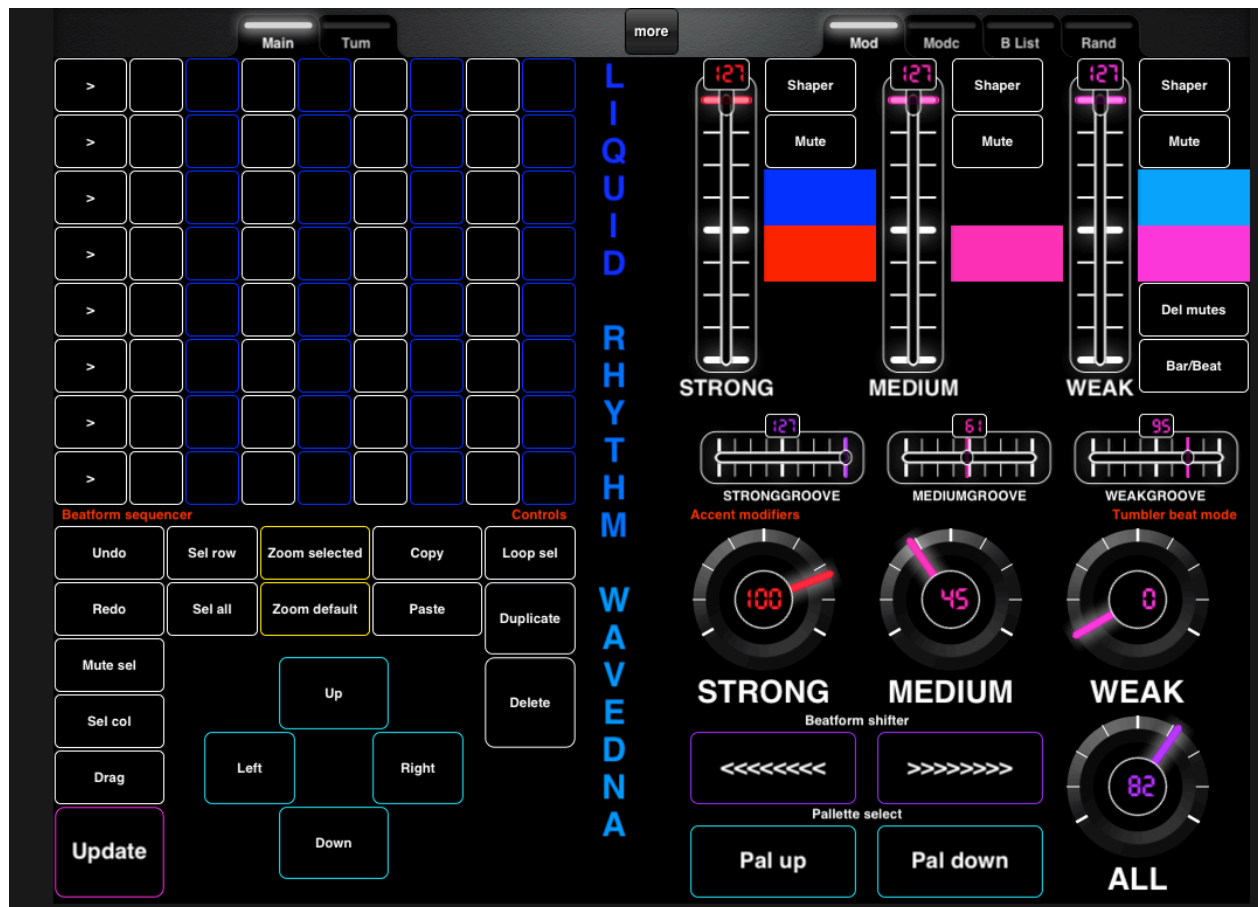
The volume, pan/send, track, clip, device, and browse buttons allow the user to exit our script to return to normal functionality. Alternatively pressing and holding these buttons allow the user to 'peek' at those functions and return to our script. The same behaviour is present for the Note and Session modes.





MIDI DESIGNER TEMPLATE

Liquid Rhythm Version 1.4.2 +



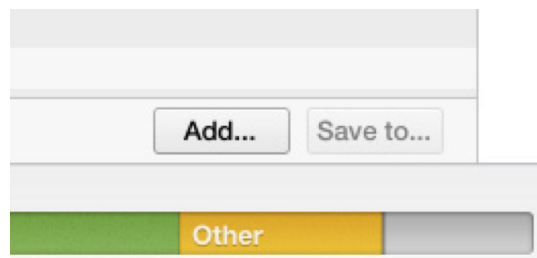
Overview

This MIDI Designer template gives the user of Liquid Rhythm or Liquid Clips a comprehensive yet approachable set of commands and controls that help speed up the interaction between humans and the software.



Installation

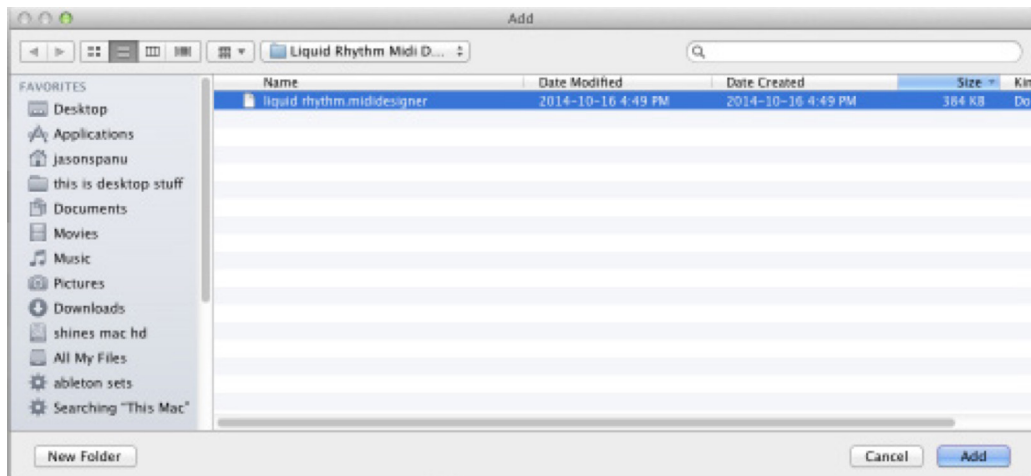
- | | |
|---|---------------|
|  | Loopsequ |
|  | MIDI Designer |
|  | ModStep |
|  | |





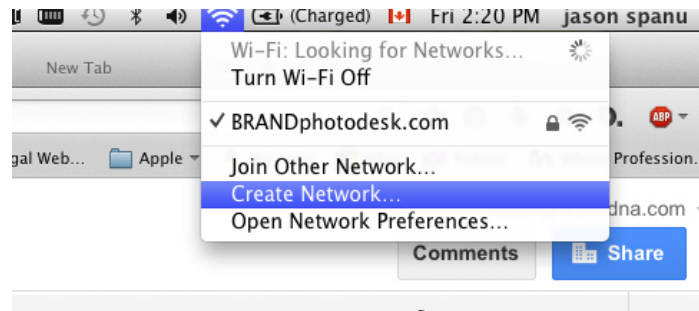
3. Locate the file “Liquid Rhythm.mididesigner” from the folder you downloaded.
4. Press Add.

Now the script is on your ipad!

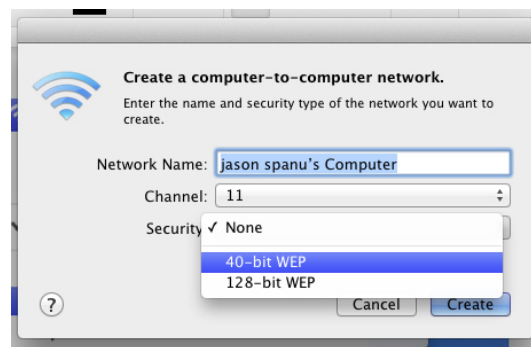


Wifi connection on Mac

1. On your ipad, join the same network your computer is on. Either your home network, or create your own ad hoc network.
2. Creating your own network is easy. Simply click on the wifi logo on the top right toolbar and select 'create network'.



3. Type a custom name for it.



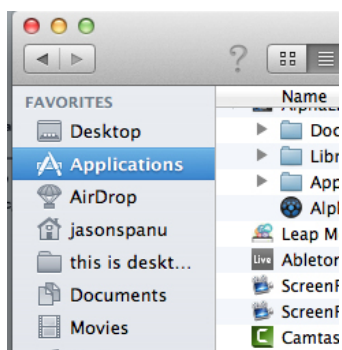
4. It might also be a good idea to make this network secure with a password.
5. Join the network you just created on your ipad and you're ready!



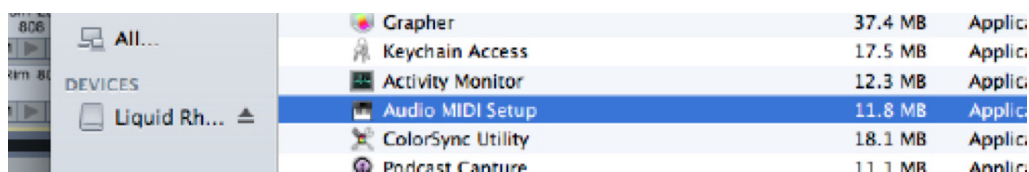


The next step is to connect your iPad to your computer.

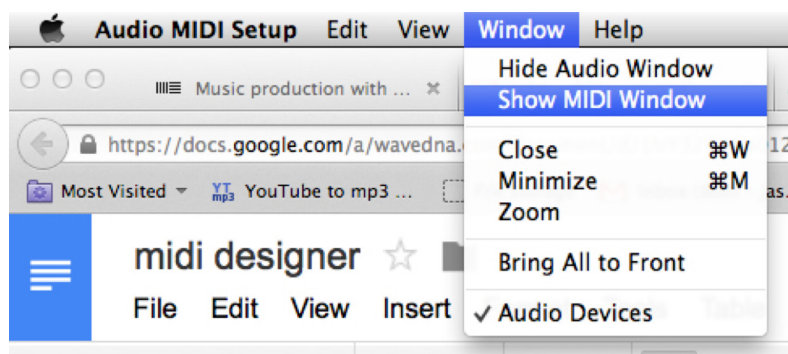
1. Go to the 'Applications' folder and click 'Utilities'.



2. Launch 'Audio MIDI Setup.'



3. Click on window and choose 'Show MIDI Window' to view the MIDI setup page.

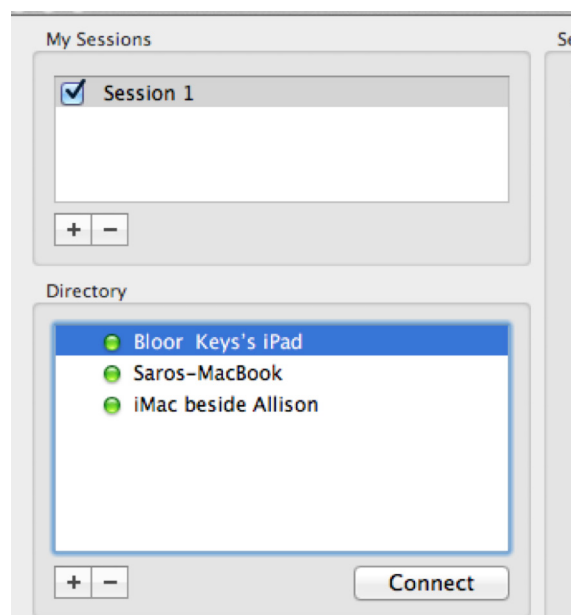
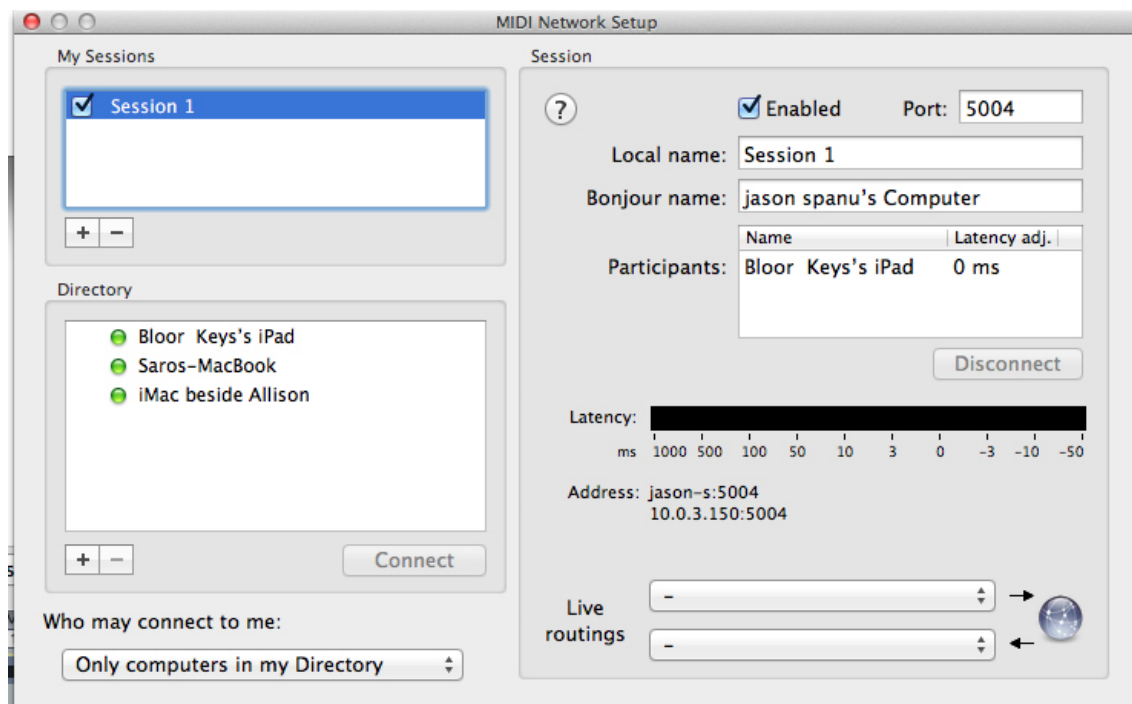


4. Press the 'Network' icon.





5. Press the + button to create a new session.
6. Locate your iPad on the list below and connect to it.



If you're having trouble, or it's your first time ever using MIDI Designer, look at <http://mididesigner.com/help/connect/>. It has a great section on getting started.

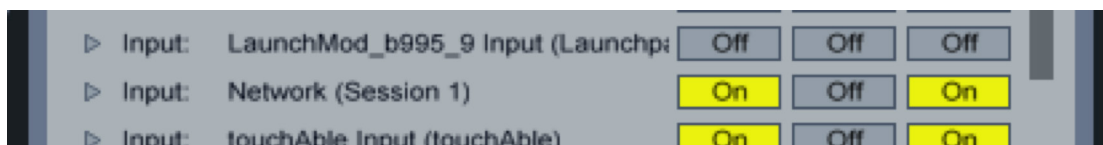
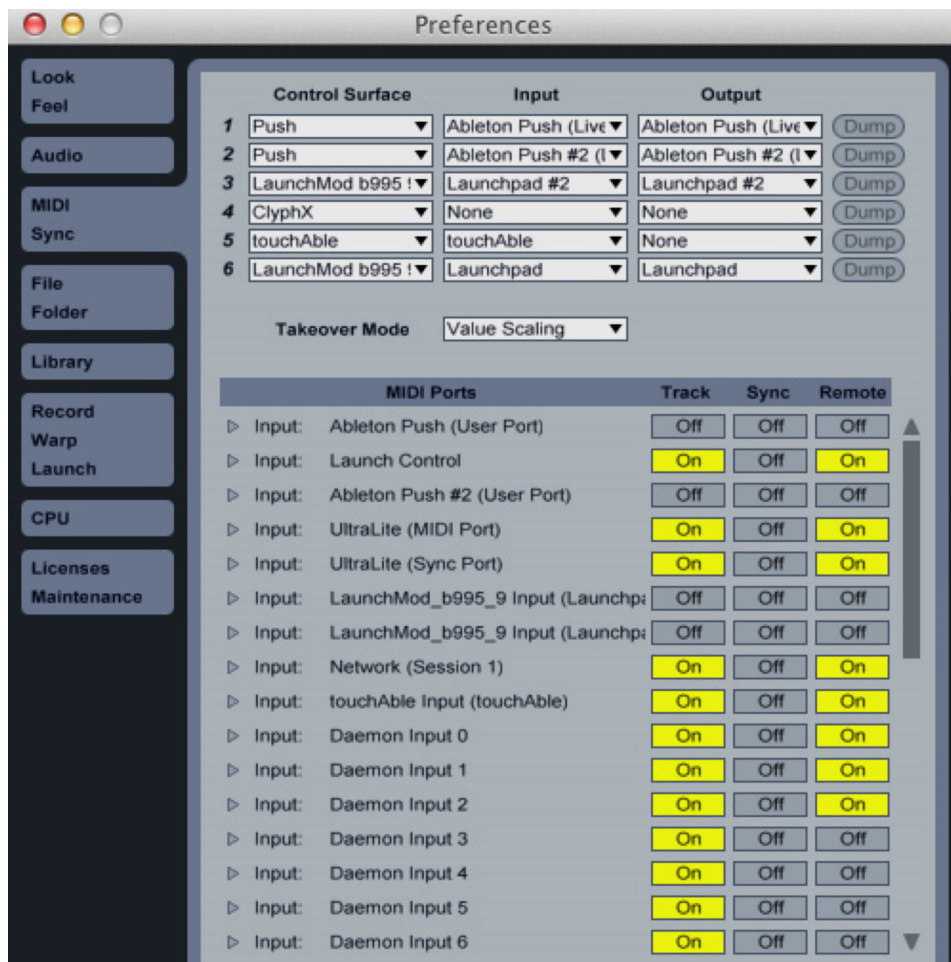




Setting up Ableton

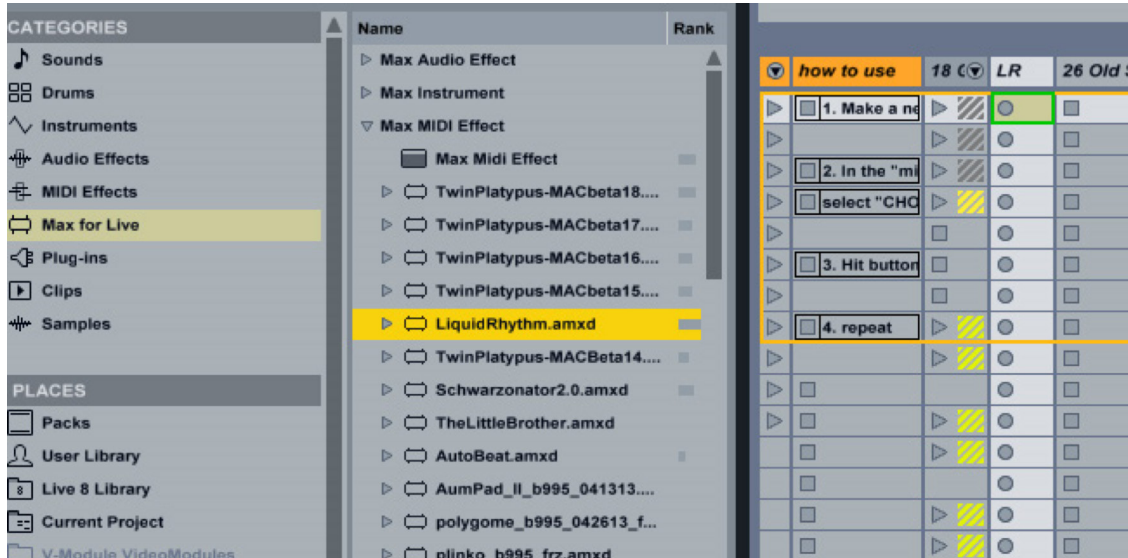
Once you are connected with MIDI Designer, you need to make a few connections in Ableton Live:

1. In Live, go to Live > Preferences... and select the MIDI tab.
2. Locate the Network (Session 1) row and make sure Track and Remote are on.

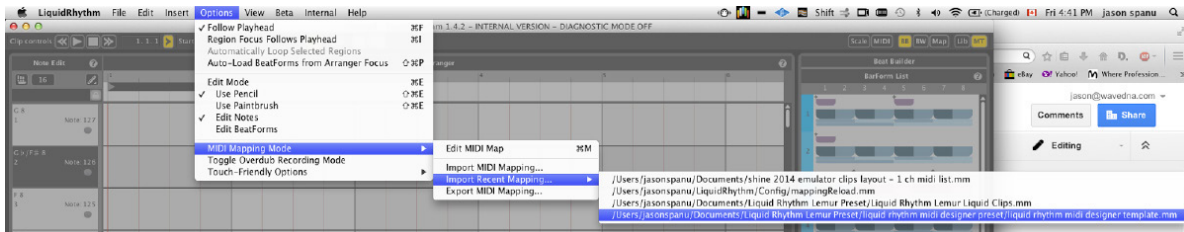




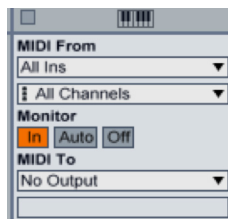
- Launch Liquid Rhythm, or load the Max for Live Liquid Clips patch, in Ableton Live.



- If you are running Liquid Rhythm as a plugin or Max for Live patch, navigate to Options > MIDI Mapping Mode > Import Recent Mapping... and load 'Liquid Rhythm Midi Designer Template.mm'. If you are running Liquid Rhythm in Standalone, load 'Liquid Rhythm Midi Designer Template Standalone.mm'.

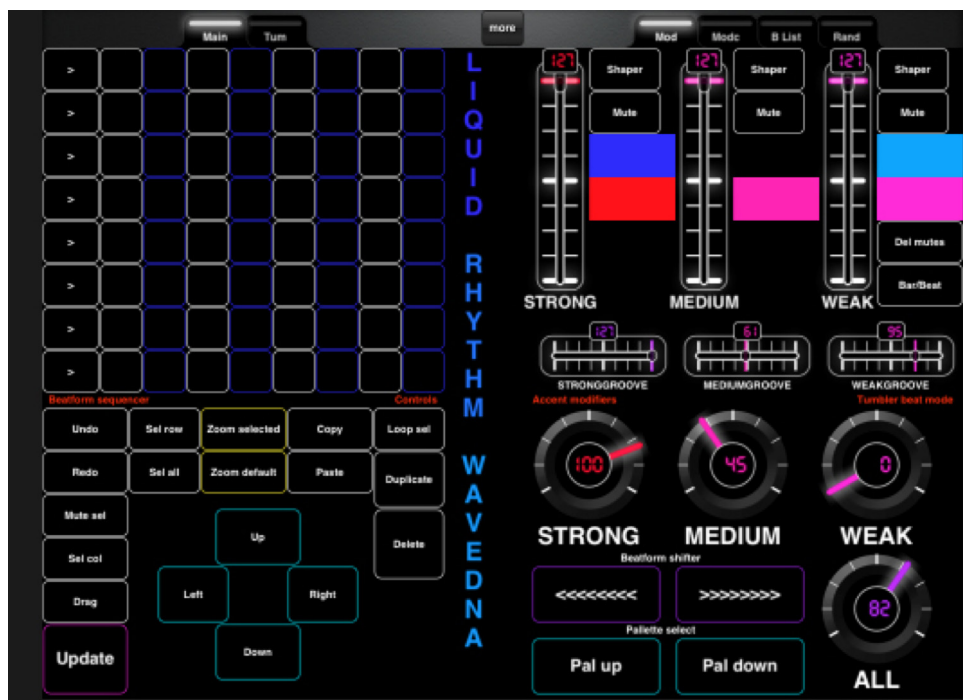


- In Ableton, on the track that has the Liquid Clips max patch, turn the monitor input switch on. This is needed to allow MIDI information to be passed through to Liquid Clips, and it allows for MIDI information stored as automation information in Clips to be routed through.



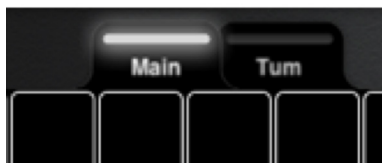


Views and Modes



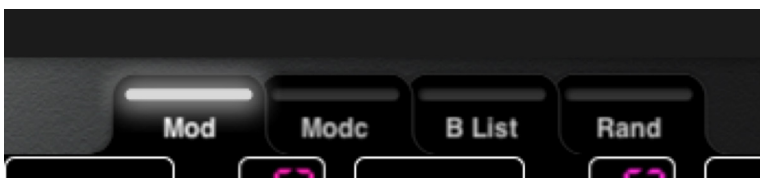
Main page

This is the default page. The left top area remains focused at all times on the BeatForm Sequencer. The lower portion of the left page toggles between navigation/editing tools and the BeatForm Tumbler. The bottom zones are various pages related to the Molecule Tools and their controls. The interface can be switched using the tabs at the top:





The right half of the interface holds pages that control various sections of the Molecule Tools. Mod, ModC, Blist and Rand contain many relevant controls you would require:

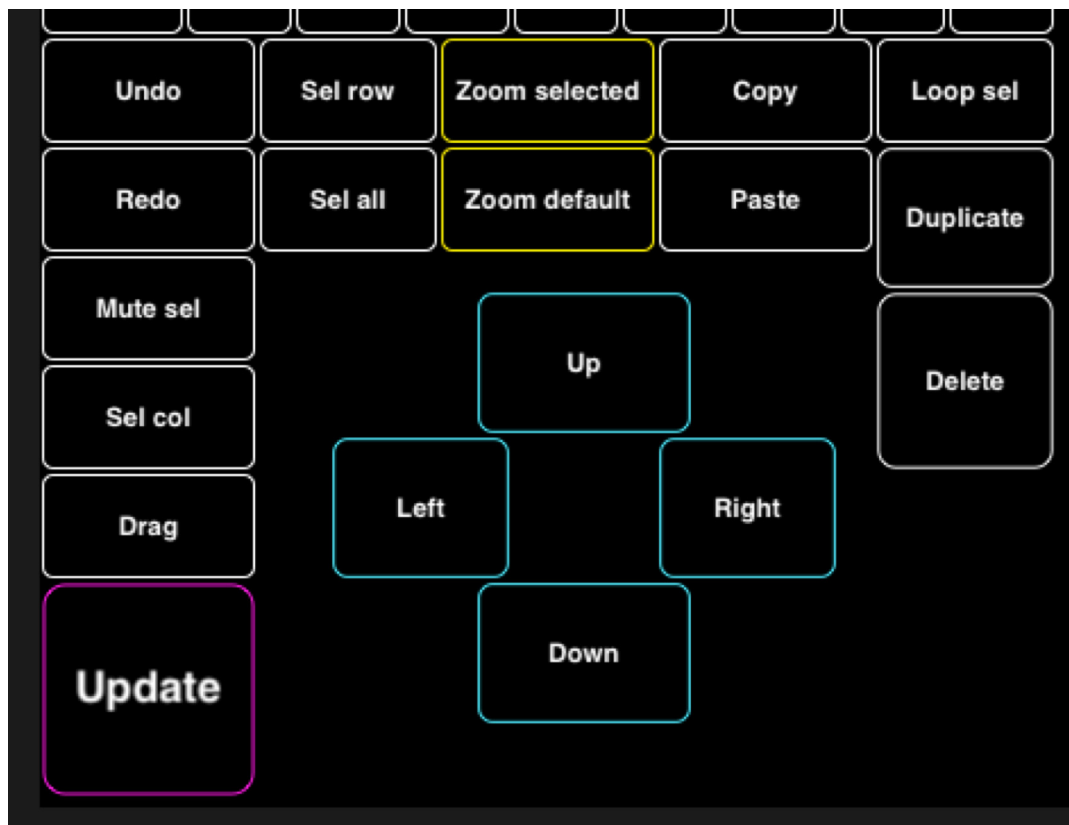


- » Mod - this page holds the accent modifiers and beat tumbler controls
- » ModC - is the accent modifiers and editing controls
- » Blist - holds the beatform list and Groovemover





Navigation and Editing



This section contains many common editing tools:

- » Copy: Copies selected BarForms to clipboard Paste: Pastes selected BarForms from clipboard Delete: Deletes selections Duplicate: Duplicates selections
- » Drag: allows the user to move a selected BarForms around in the arranger of Liquid Rhythm emulates a click and drag.
- » Up, left, down, right: For navigating the selection choices
- » Zoom to selected region: Zooms on the selected region
- » Zoom to Default: Zooms out back to normal view
- » Undo: Undo the last action
- » Redo: Redo the last action

Update (for Liquid Clips Ableton patch) allows the user to update information without having to flip between programs in order to refresh the Liquid Rhythm interface.





BeatForm Sequencer



This is a mapped representation of the BeatForm Sequencer.

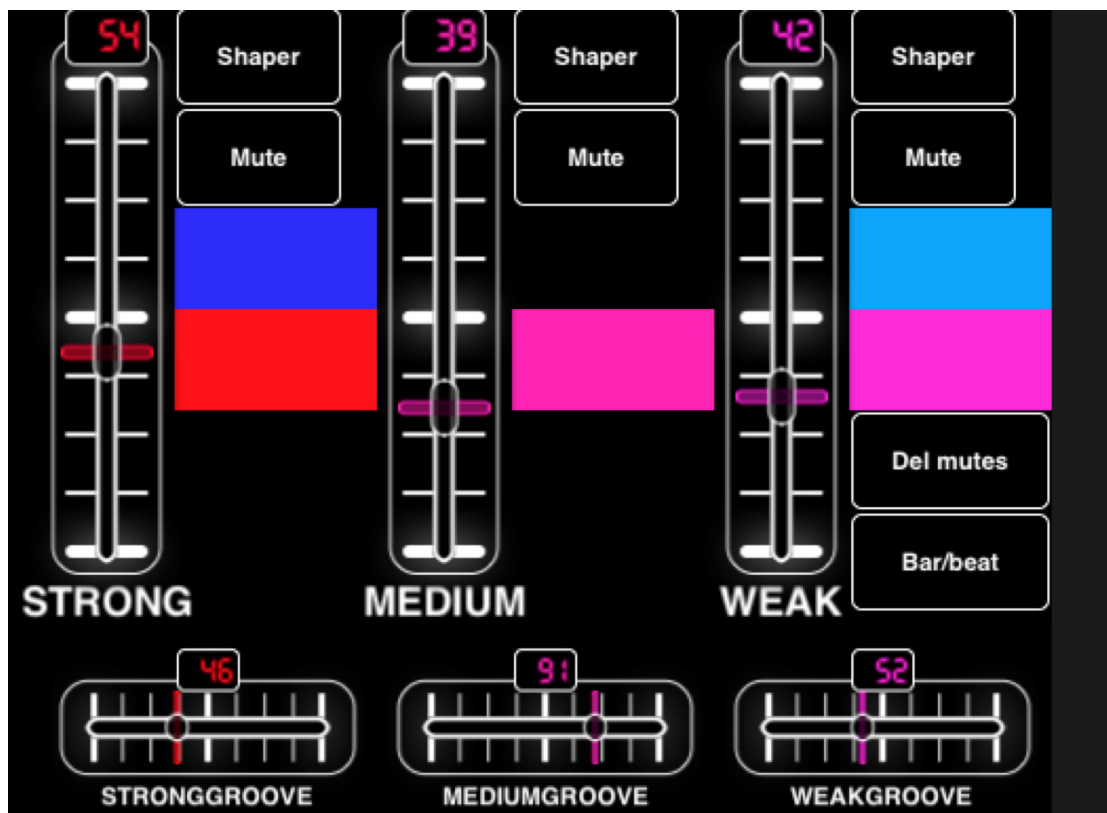
- » On the left side the white squares correspond to the 'Set All BeatForms' arrow button, which sets all columns to the BeatForm in that row.
- » The central cluster of boxes are the grid of BeatForm locations. The colours alternate between white and blue to give the user a sense of timing and location.

Note: At the present moment there is no visual feedback showing the state of the BeatForm Sequencer. (You have to imagine it!)





Accent Modifiers

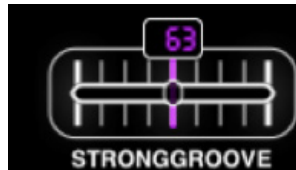


- » The vertical faders are mapped to the strong, medium, or weak velocity (dark blue / red, medium red, and light blue / red shades):

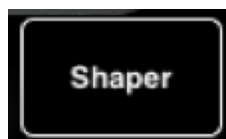




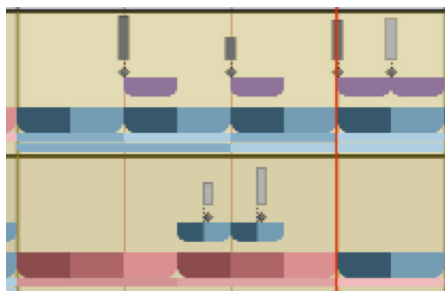
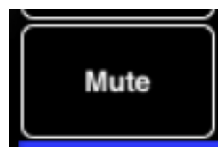
- » The horizontal faders at the bottom are similarly mapped to the strong, medium, and weak groove positions (dark blue / red, medium red, and light blue / red shades):



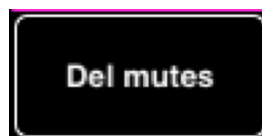
- » The 'Shaper' buttons select upward, downward, or random slopes that affect the distribution of velocity information:



- » The 'Mute' button allows the user to mute Dark, Medium or Weak shaded notes.



- » The 'Del mutes' button will delete any notes that are muted:



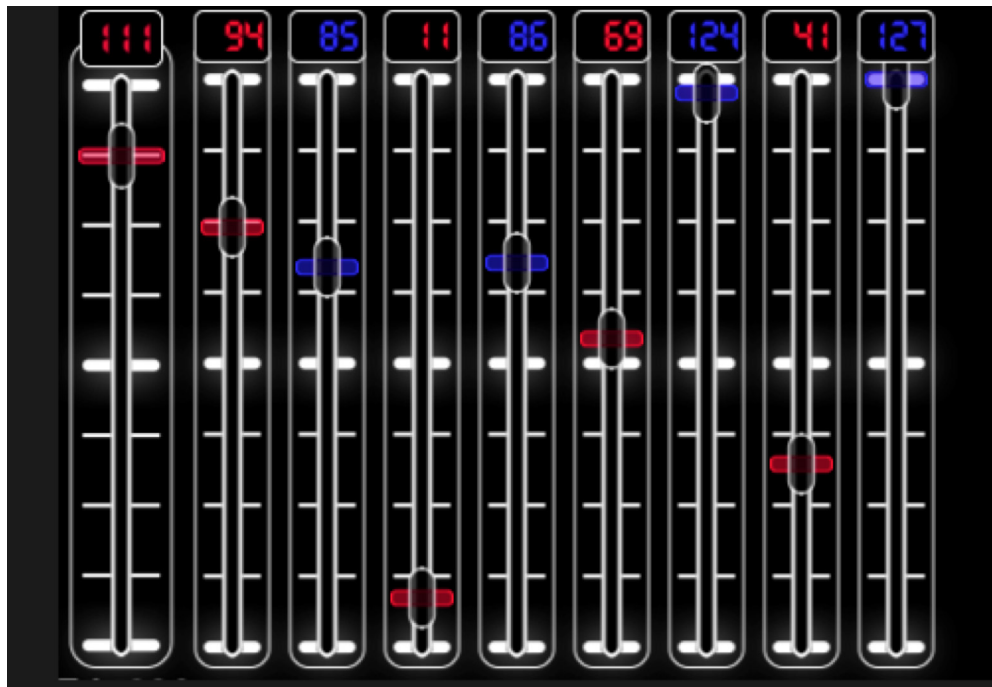


- » The Bar/Beat button toggles the way the accents are affected by the sliders. In Bar mode the faders apply the changes based on the placement of the colours as they are distributed across the BarForms. In Beat mode the shades of the individual BeatForms are modified instead.



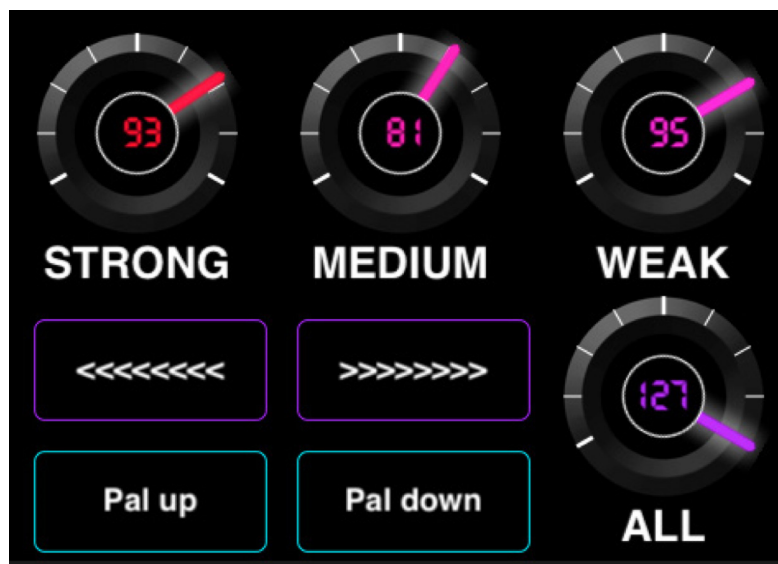


BeatForm Tumbler pages



The first half of this page is mapped to the BeatForm Tumbler. Strong, Medium, and Weak knobs are mapped to their counterparts in the beat mode.

The All knob affects all of the shades at once.





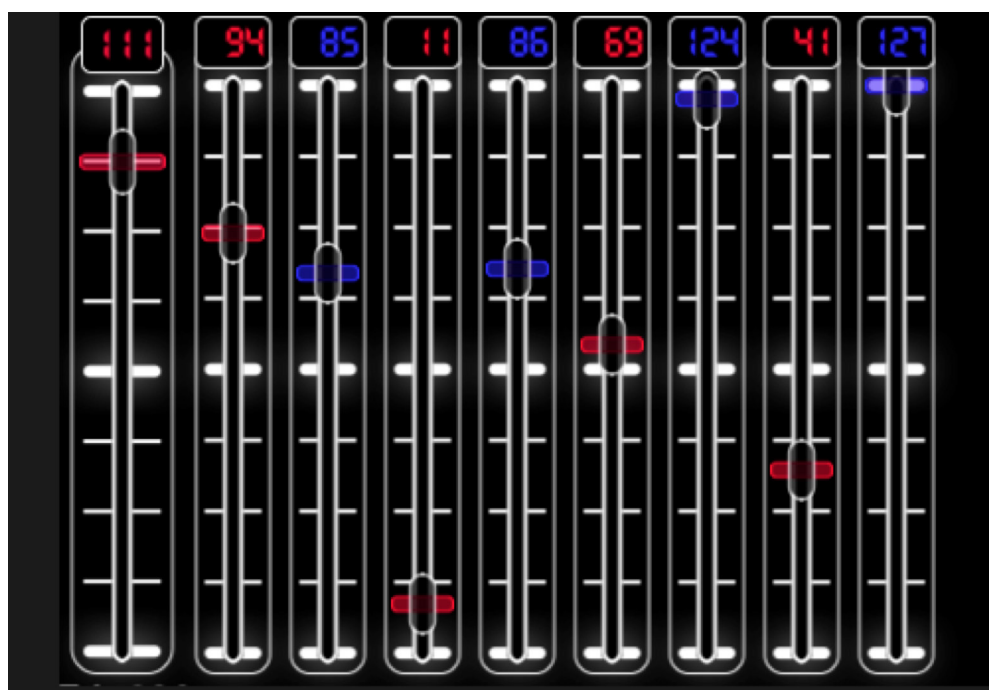
- » The purple arrows represent the controls of the Cycle Panel. They allow the user to shift the selected patterns' notes one 8th step to the left or right.



- » 'Pal Up' and 'Pal Down' buttons cycle through the choices of palettes the BeatForm sequencer will use.

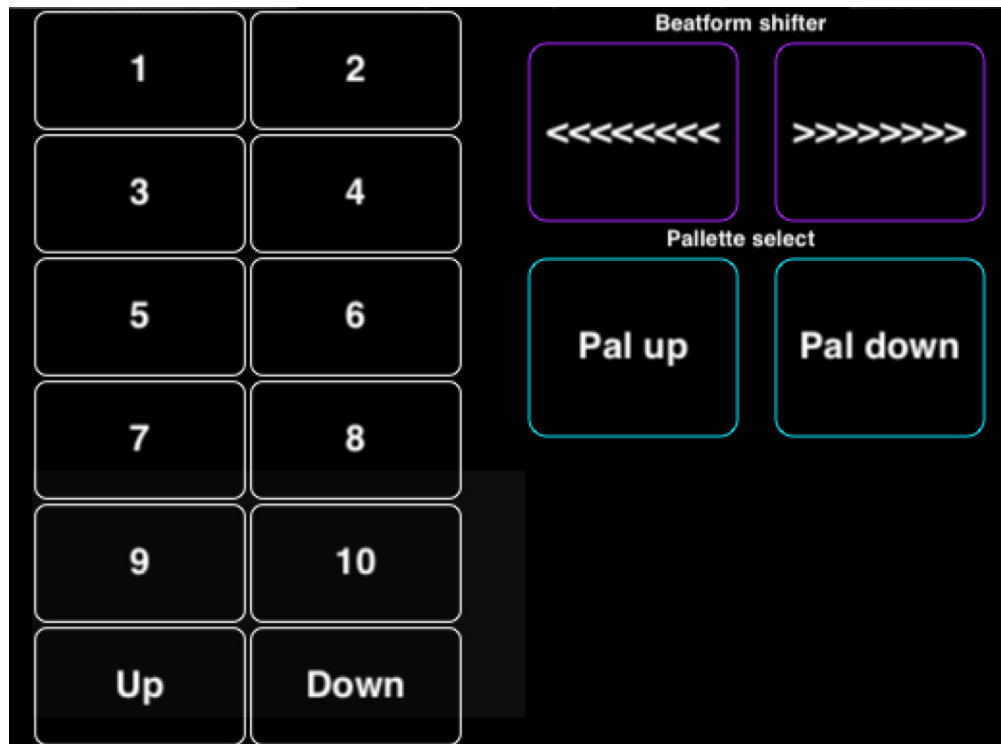


- » In 'Position Mode,' the 8 faders are mapped to the 8 dials in the tumbler. The shading and position of these dials is in sync with the BeatForm Sequencer's steps. The leftmost fader, 'All' fader, affects all steps in the sequencer.





BarForm List

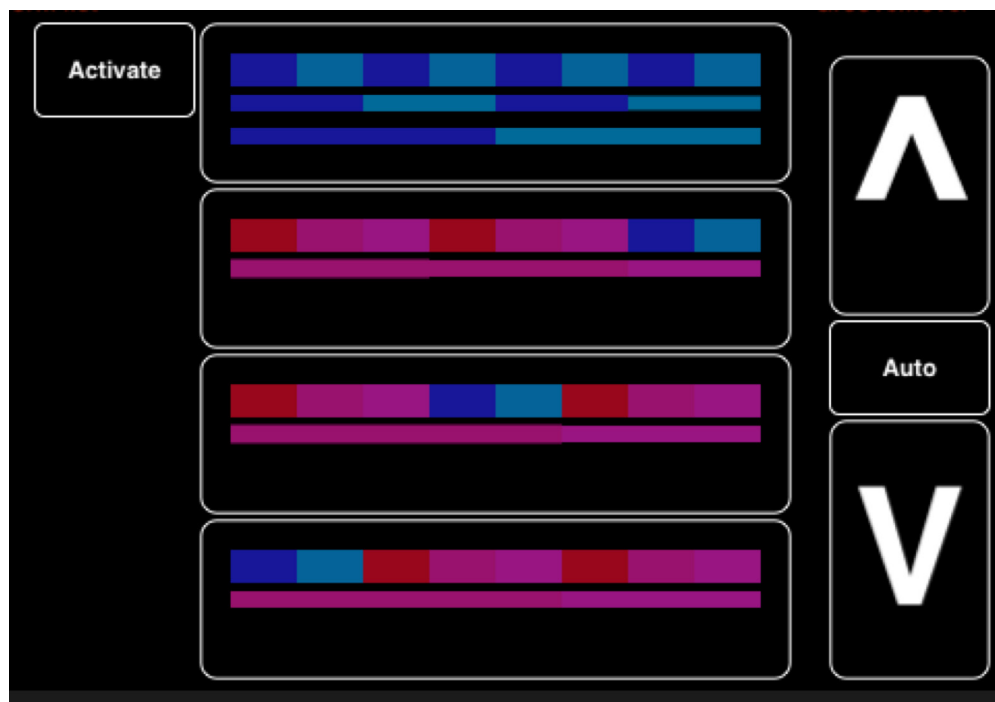


Buttons 1 through 10 are mapped to the first 10 BarForms in the BeatBuilder. 'Pal Up' and 'Pal Down' are mapped to the BarForm tumble up/down' buttons. The arrows are attached to the Cycle BeatForm tool. The 'Up' and 'Down' buttons cycle between the first 10 and next 10 choices of the BarForm list.





GrooveMover



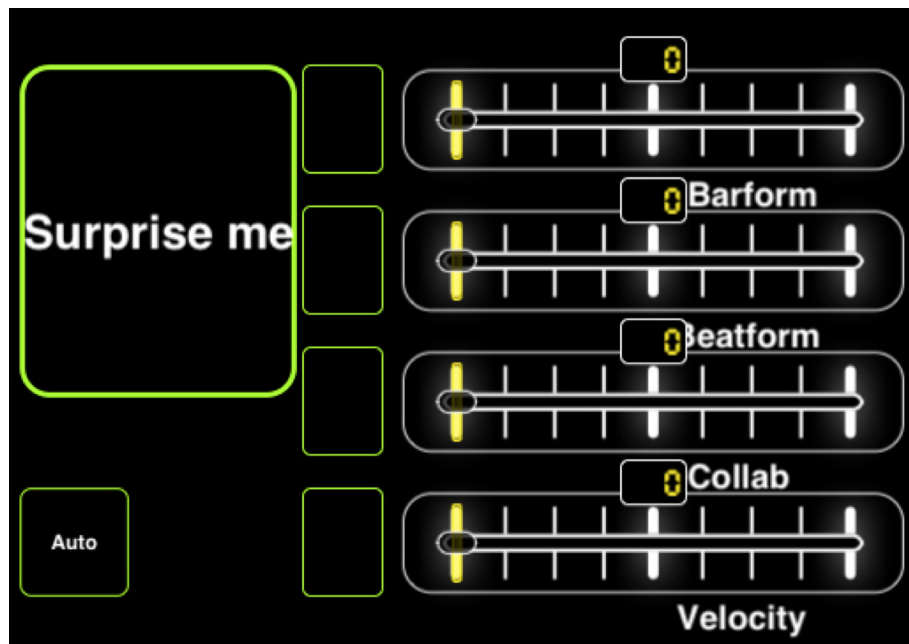
This interface allows for the shifting of the color accent patterns that are present in each BarForm.

- » The four shapes redistribute the color shades of the accents in a barform.
- » The arrow up and down buttons cycle through the choices.
- » Auto returns the underlying pattern to its default.
- » Activate toggles how the device functions either by shifting the colors and notes together or just the colors.





Randomizer



- » The yellow faders are mapped to the four faders in the Randomizer that deal with how the Randomizer applies its choices.
- » The 'Surprise Me' button will surprise you! It will randomize the selected region.
- » Each of the buttons to the left of the sliders governs whether or not the sliders' variables will be represented when the 'Surprise Me' button is pressed.
- » The 'Auto' button automatically applies the changes the sliders make as you move them.





CHAPTER 13 HELP AND TROUBLESHOOTING

ON-SCREEN HELP



There is a panel at the bottom of the Liquid Rhythm window that displays descriptions about application elements. To use, hover the cursor over buttons, menus, panels, and other on-screen elements.

TROUBLESHOOTING

When using Liquid Rhythm, as with any software, problems can arise. The following section addresses some of the more common problems our users have come across.

I can't hear any music or sound:

OSX:

1. Go to the OSX system preferences in **Apple > System Preferences** and ensure that the output source is set to the device you want to use.
2. Ensure the volume on your speakers is turned up/turned on.
3. Ensure that the audio driver in Liquid Rhythm's settings is set to the device you want to use. To access the audio settings, navigate to **Options > Settings**.





I followed the Liquid Clips Installation guide properly but still can't get it to work

Have you ever adjusted the location of your Max For Live library in Live? If so, when you run the Liquid Rhythm installer, the LiquidRhythm.amxd file will be placed in the default folder you no longer use.

To ensure the success of Liquid Rhythm's Max for Live patch:

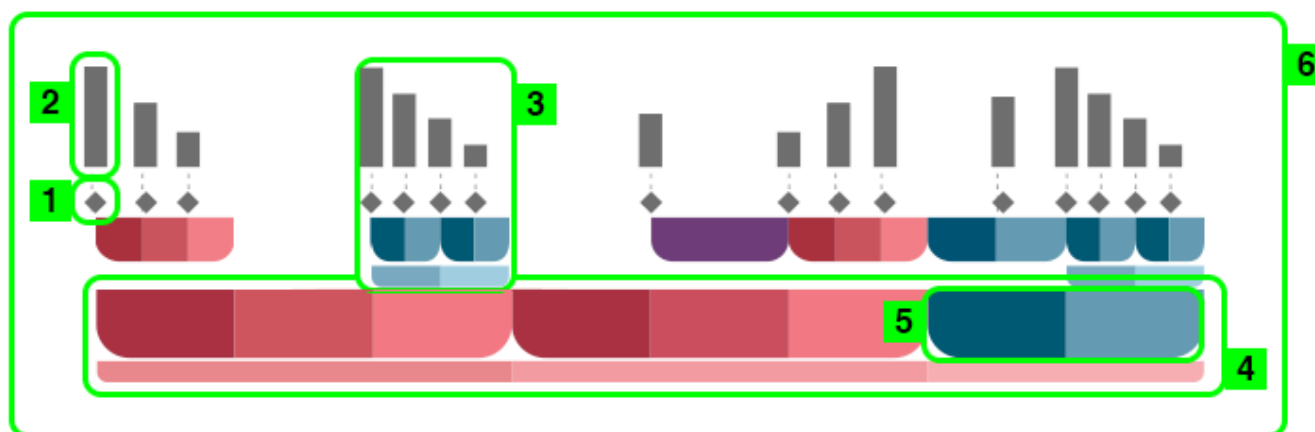
1. Locate the LiquidRhythm.amxd file. OSX: /Users/[your name]/Music/Ableton/User Library/Presets/MIDI Effects/Max MIDI Effect
2. Make sure you place the LiquidRhythm.amxd file in your custom Max For Live folder.
3. Restart Live and try again.





GLOSSARY OF TERMS

ANATOMY OF A MOLECULE



♦ 1. Note

▮ 2. Velocity



3. BeatForm - (Sequence of notes and rests. Spans 1/8th of a bar (i.e. one Beat).)



4. BarForm - (Sequence of BeatForms. Spans one bar.)



5. Codon - (A component of the BarForm. Groups together BeatForms into groups of two (blue) and three (red)).



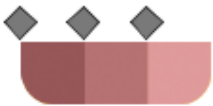











6. Molecule - (Everything above altogether. Spans one bar.)

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EXAMPLES OF BEATFORM NOTATION

BeatForm				
Division of a Bar	8th	16th	16T (Triplet)	32nd
Standard Notation Equivalent				
Piano Roll Note Equivalent				

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