# Lemur Template For Liquid Rhythm - Version 1.3.2

Overview

This Lemur 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.

Getting started - Setup

Installation

1. Load the **LIQUID RHYTHM NEW LEMUR INTERFACE 2014.jzml** file to your iPad using iTunes.

WaveDNA
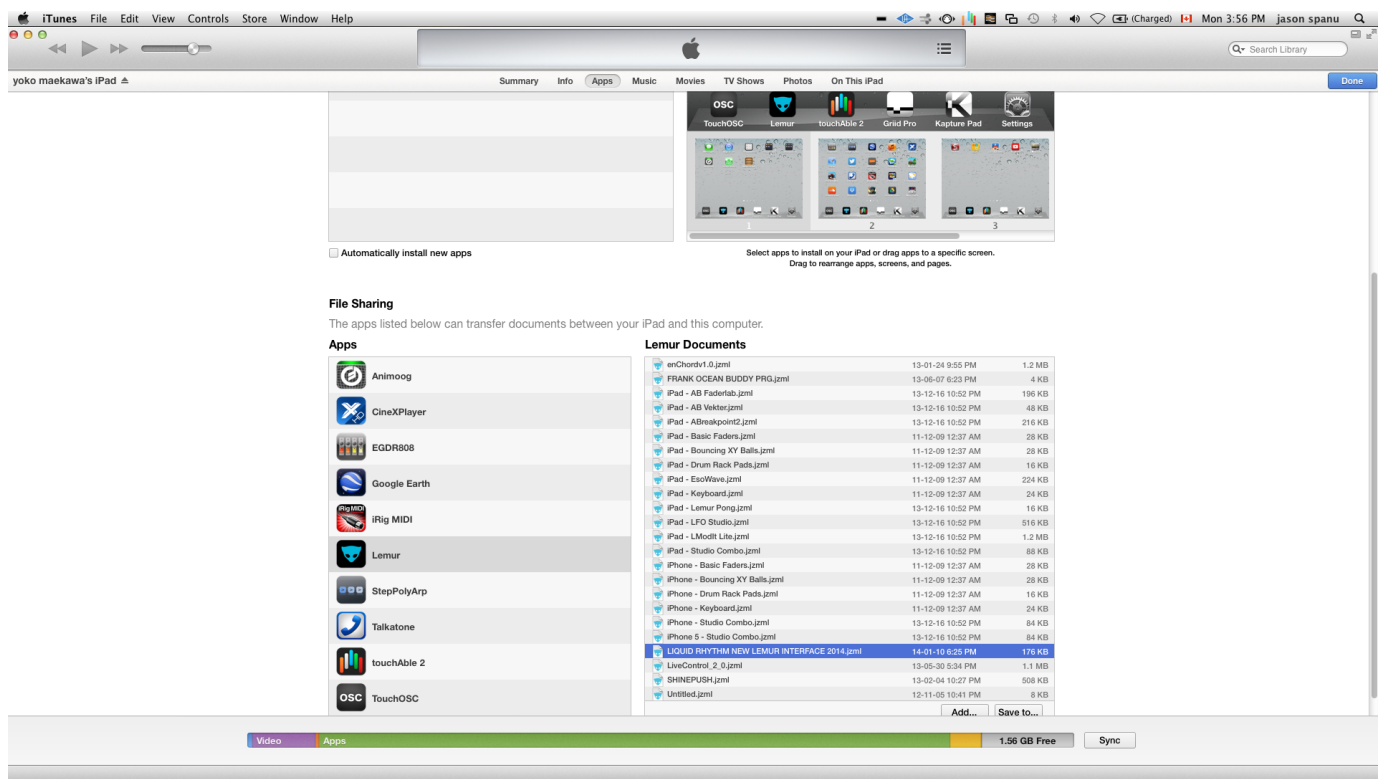
If you're having trouble or it's your absolute first time ever using Lemur you may wish to look at http://liine.net/assets/public_files/lemur/Lemur-User-Guide-3.1.0.pdf . It has a great section on getting started.

Here are a some videos as well!

Connecting Lemur to a PC: https://www.youtube.com/watch?v=yEUyWZpVv0Q

Connecting Lemur to a Mac: https://www.youtube.com/watch?v=Py0XYkP3Thw

2. Select your ports in the Lemur - daemon port 0 in daemon port 0 out - or if you are using a hardwired interface set those appropriately for port 0 in and port 0 out

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

With Ableton Live the setup of the MIDI preferences should look like this:
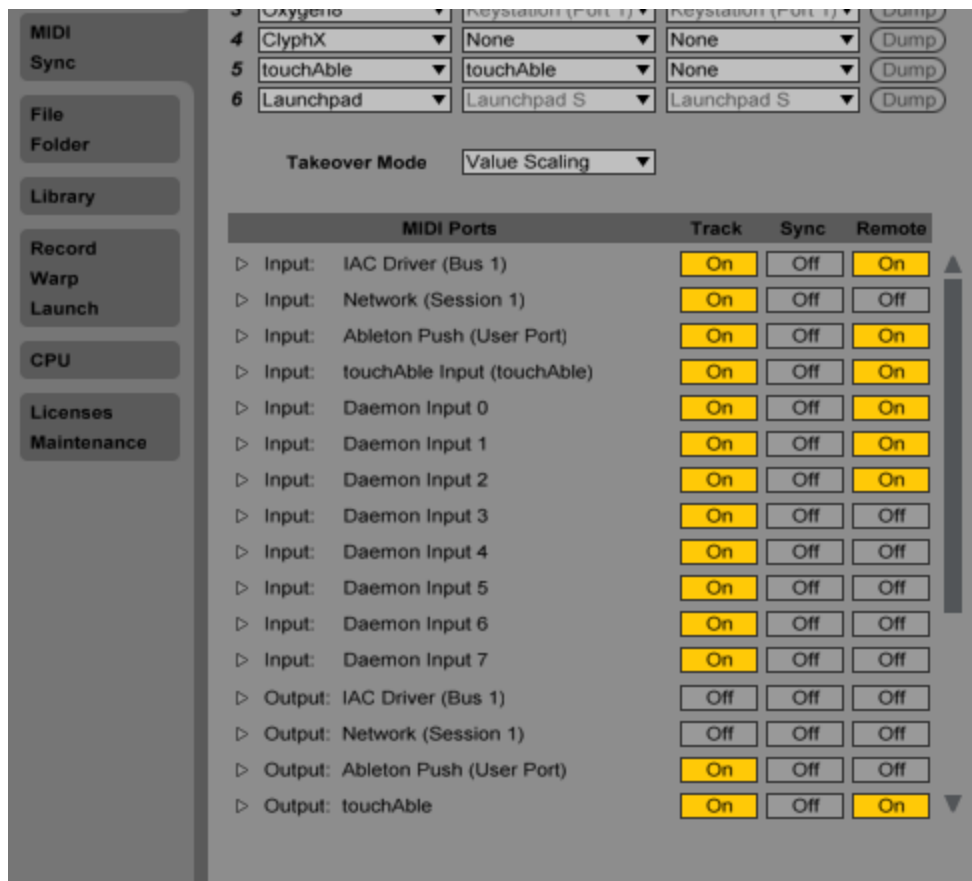
The thing to remember is having the MIDI in ports for Daemon input 0 set like this in the Ableton MIDI preferences.
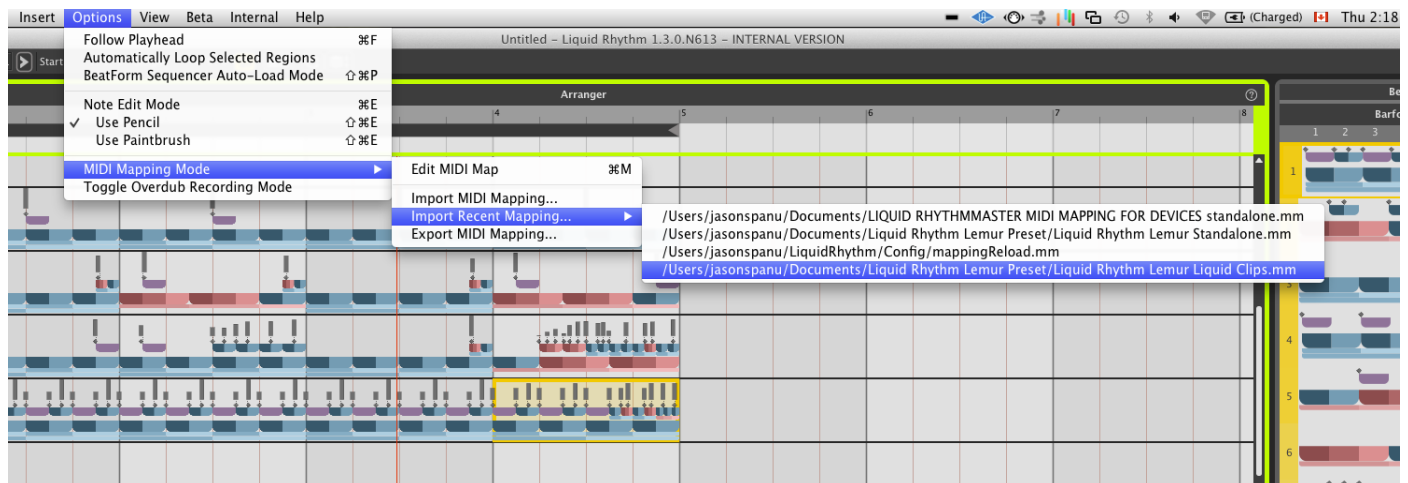
And the MIDI output ports for Daemon output 0 set like this.

4. In Liquid Rhythm - load the MIDI mapping file and have fun!

Liquid Rhythm Lemur Liquid Clips.mm for use with Ableton in Liquid Clips Mode

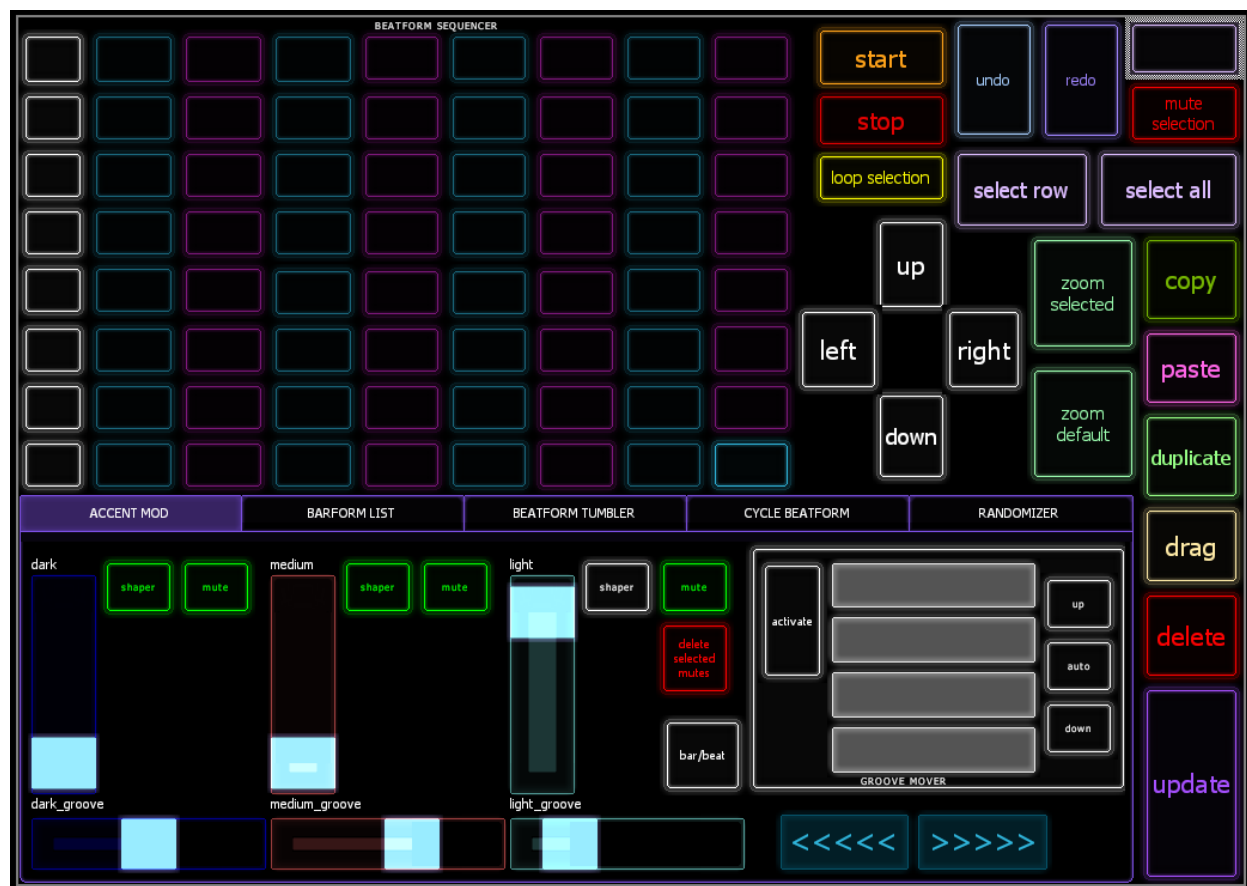**Liquid Rhythm Lemur Standalone.mm** for use with Standalone Liquid Rhythm

5. In Ableton, on the track that has Liquid Clips - 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. Have fun!!

Views and Modes

Main page

This is the default page - The top area remains focused at all times on the beatform sequencer and navigation/editing tools. The bottom zones are various pages related to the molecule tools and their controls. It can also be absorbed into existing Lemur patches or be used as a standalone interface.

We have also designed several other pages that allow for greater focus on combinations of different commands and controls from the main page. Essentially it's the same information grouped in several different ways over many different pages.

Navigation and Editing

Here we are able to use the most commonly needed editing tools such as:
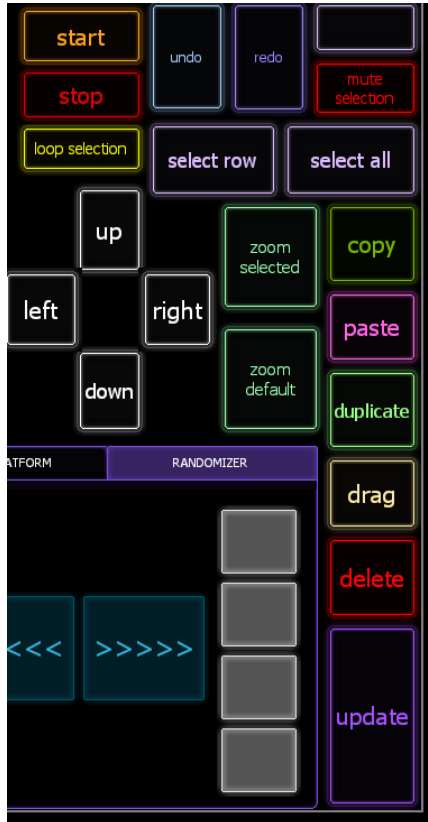
Copy - copies selected barforms to clipboard
Paste - pastes selected barforms from clipboard
Delete - deletes selections
Duplicate - duplicates selections
Drag - drags selections allows the user to move barforms around; emulates a click and drag f
Up,left, down,right - for navigating the selection choices
Zoom to selected region - zooms on the selected region
Zoom to Default - zooms out back to normal view
Undo - undid
Redo - re do the undid
Update - (*for Liquid Clips Ableton patch*) allows the user to update information without having to flip between programs

Beatform Sequencer

This is a mapped representation of the beatform sequencer.

On the left side the white squares correspond to the 'Set All Beatform Arrow'.

The central cluster of boxes are the grid of beatform locations. The colours alternate between blue and purple 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. This feature is currently under development.

Accent Modifiers + Groove Mover

The vertical faders are mapped to the strong, medium, or weak velocity (dark, medium and light shades).
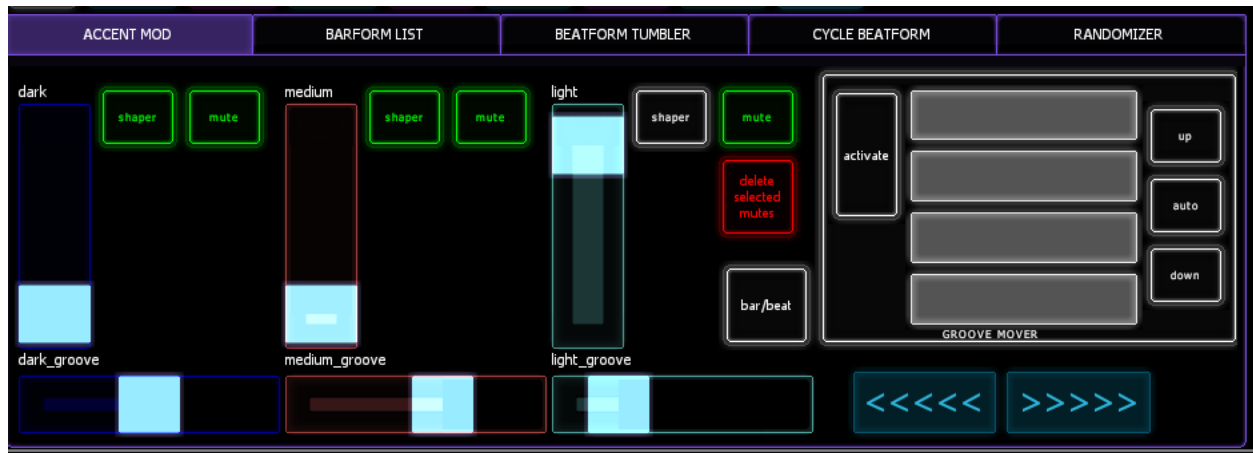
The horizontal faders at the bottom are similarly mapped to the strong, medium, and weak groove positions (dark, medium and light shades).

The grey boxes on the right side are mapped to the different barform families of the GrooveMover. Up, down, auto, and activate are all mapped to their relative buttons in the GrooveMover.
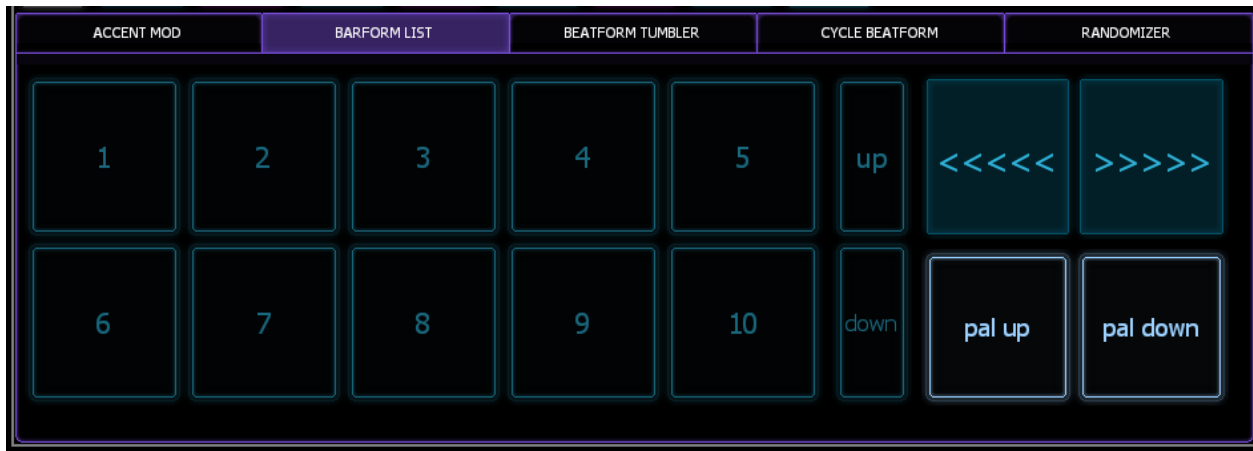
The Shaper buttons select upward, downward, or random slopes that affect the distribution of velocity information.

The Mute Shades button allows the user to mute Dark, Medium or Weak shaded notes.   This is a great way to thin a patterns information or alter its feel in an interesting rhythmic way.

The Delete Muted Shades button will delete any notes that are muted.

Barform List

| ACCENT MOD | BARFORM LIST | BEATFORM TUMBLER | CYCLE BEATFORM | RANDOMIZER |

| 1 | 2 | 3 | 4 | 5 | up | <<<<< | >>>>> |
| 6 | 7 | 8 | 9 | 10 | down | pal up | pal down |

This is pretty straight forward ... **1** through **10** are mapped to the first 10 barforms in the BeatBuilder. **Up** and **down** are mapped to the barform tumble up/down' buttons.

The arrows are attached to the cycle beatform tool.

Beatform Tumbler
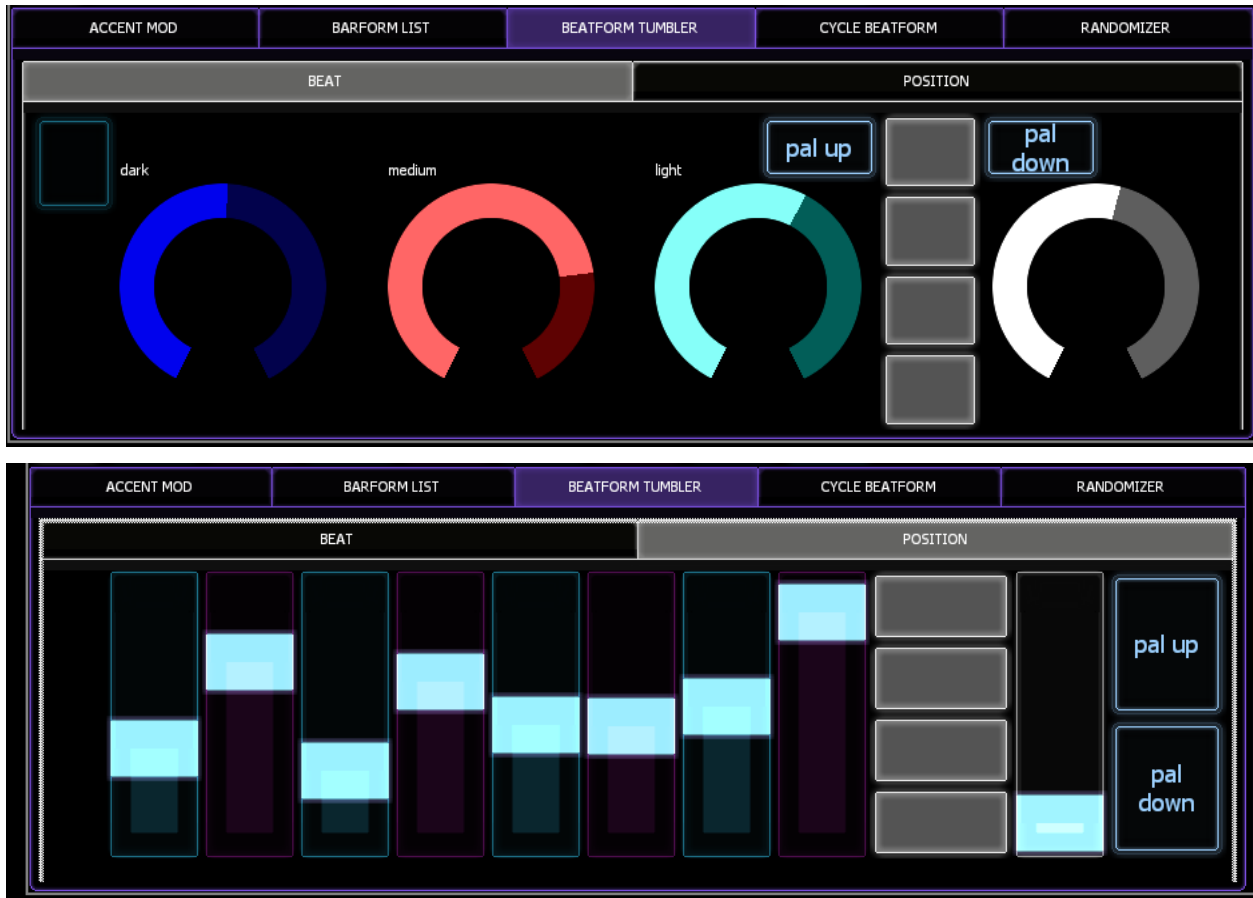
The first half of this page is mapped to the beat mode of the beatform tumbler. Dark, medium, and weak knobs are mapped to their counterparts in the beat mode. All knob affects all of the shades at once. As well the grey boxes are a smaller representation of the GrooveMover family selector.

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. The all fader affects all.   And again we have a simple representation of switching barform families from the GrooveMover.
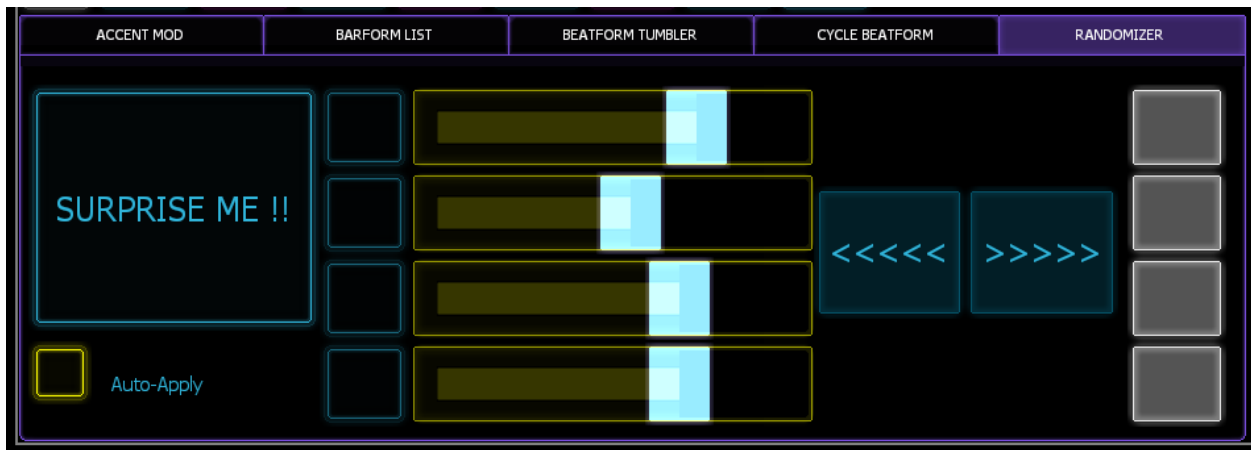
Cycle Beatform

Pretty straightforward here. Push the left arrow to cycle the beatform one 8th note to the left. Push the right arrow to cycle the beatform to the right by one 8th note. The cycle beatforms checkbox toggles between a locked beatform or lets the user cycle the beatform into another selection.

Randomizer

The yellow faders are mapped to the 4 faders in the Randomizer that deal with how the Randomizer applies its choices. The Surprise Me button will surprise you - actually it will randomize the selected region. Auto apply automatically applies the changes the sliders make as you move them.

Multi Pages
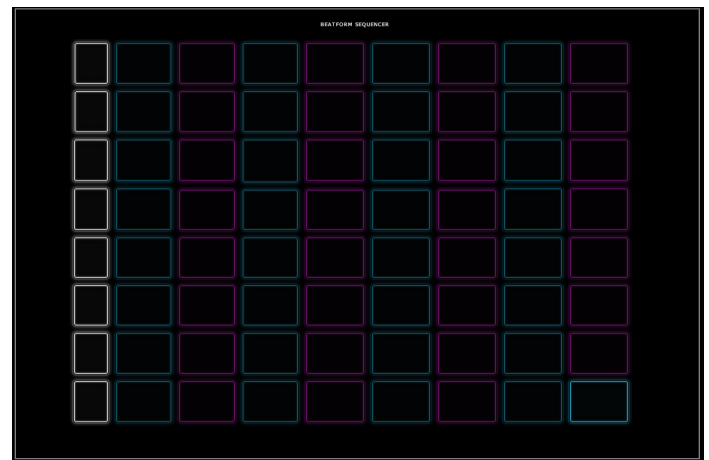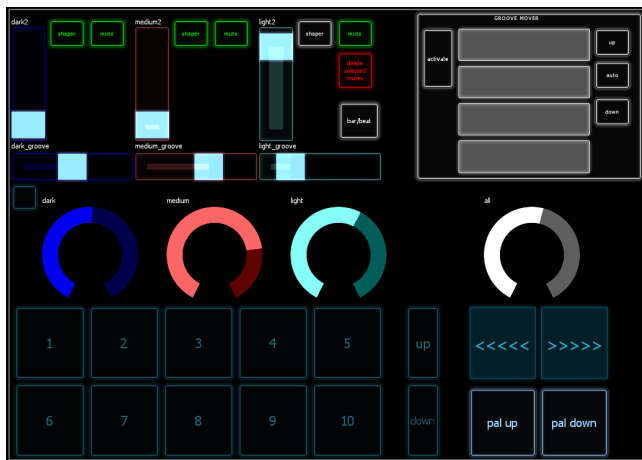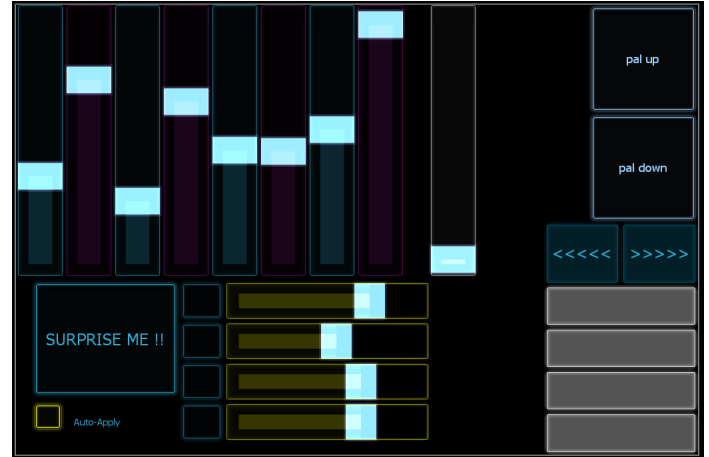
These are different combinations of the various commands and controls. They are grouped together on separate pages for enhanced workflow options.