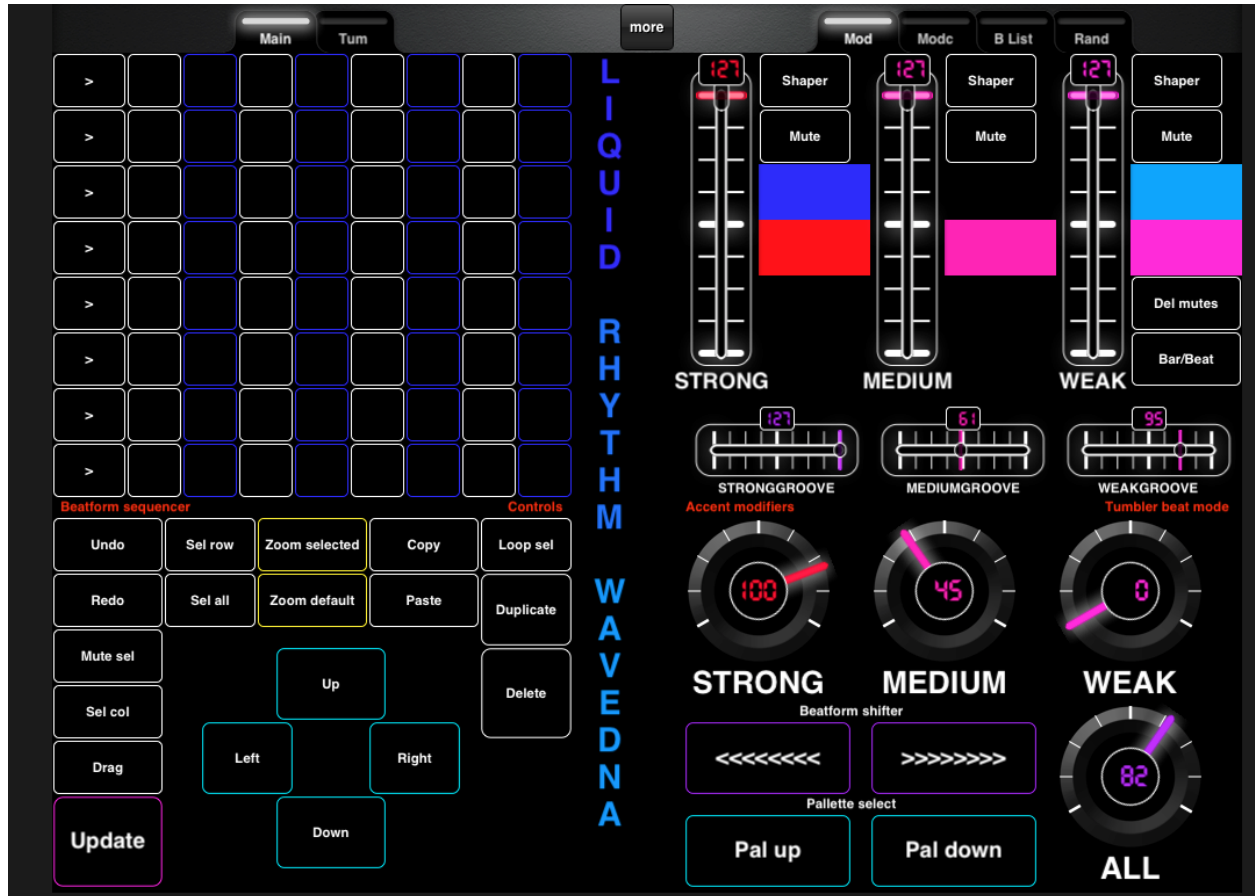


# Midi Designer Template

## Liquid Rhythm Version 1.4.2 +



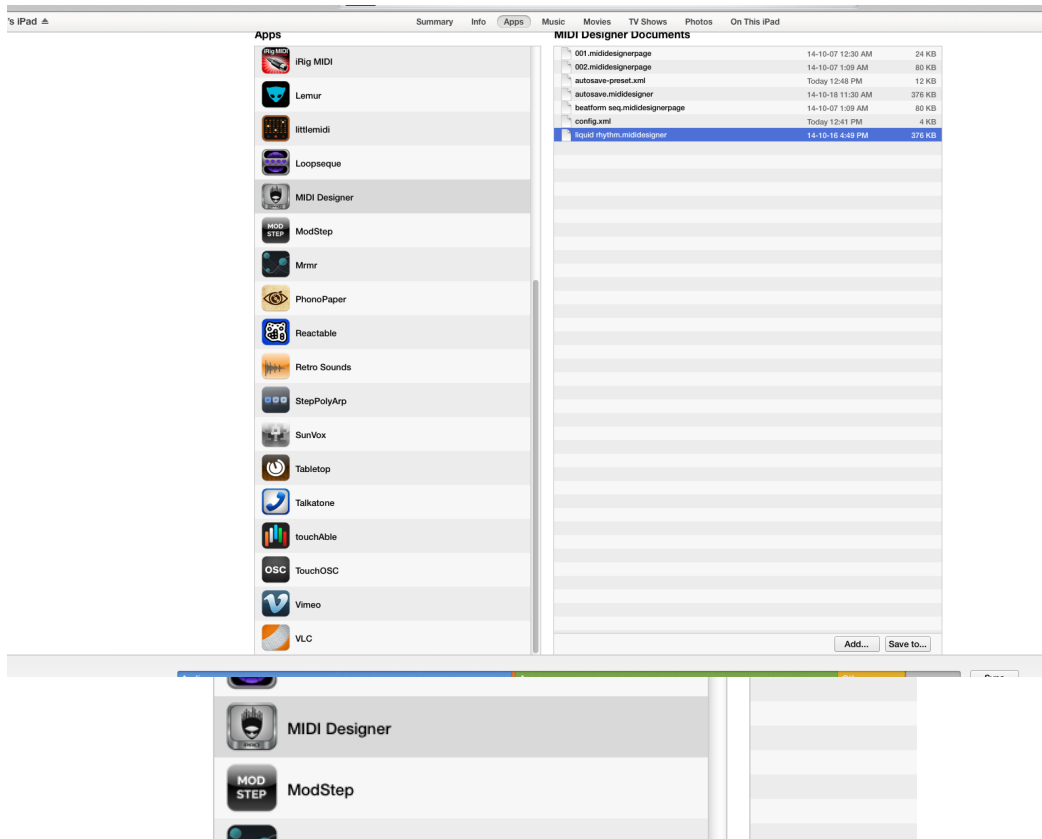
## Overview

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.

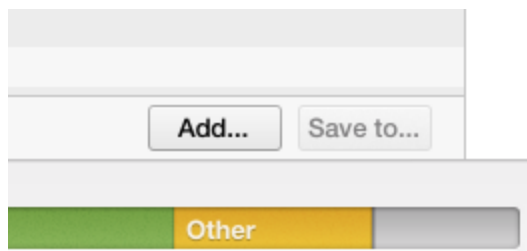
# Getting started Setup

## Installation

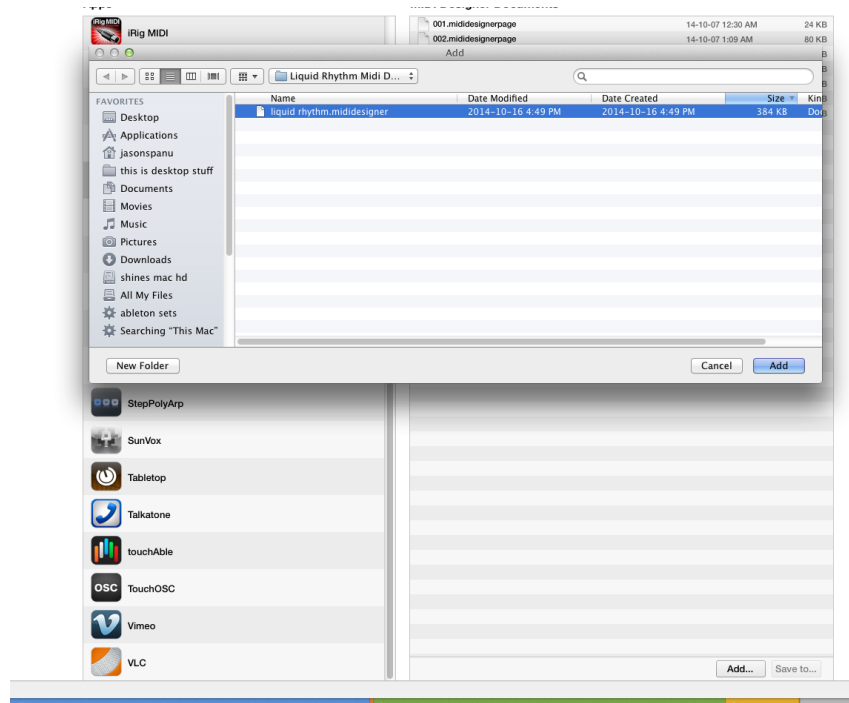
1. Load the Midi Designer file to your iPad using iTunes. Using the apps tab locate the midi designer app.



2. Press the **add** button.



3. Locate the file “**liquid rhythm.mididesigner**” from the folder you downloaded.

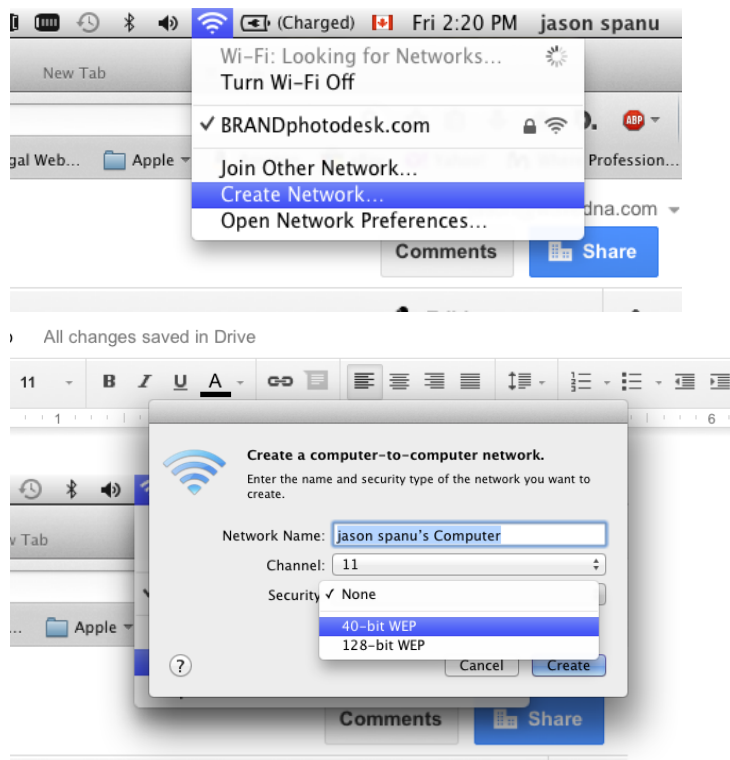


4. Press **Add**.

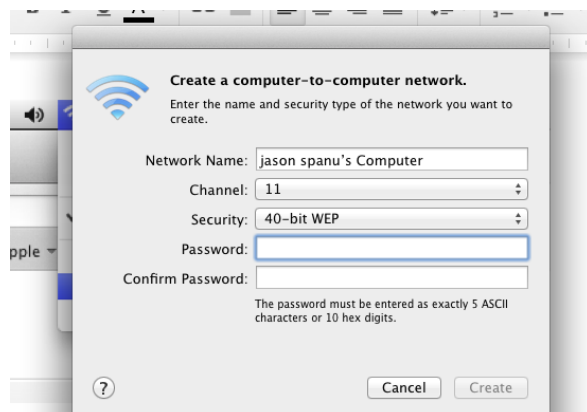
Now the script is on your ipad!

## Wifi connection on Mac

1. On your ipad, join the same network as your computer is on. Either your home network, or create your own ad hoc network. If you want to make your own network its pretty easy on a Mac. Simply click on the wifi logo on the top right toolbar and select 'create network'.



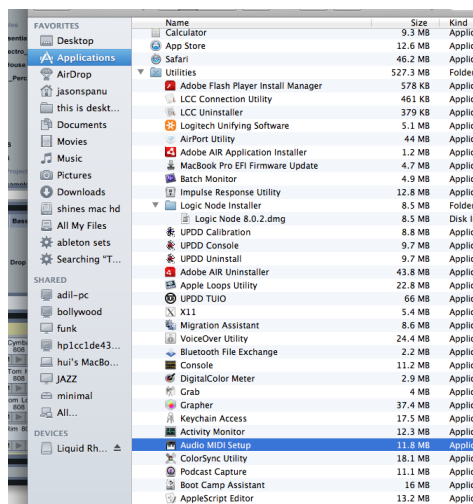
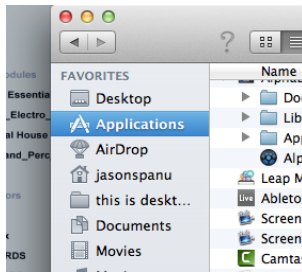
2. Type a custom name for it.



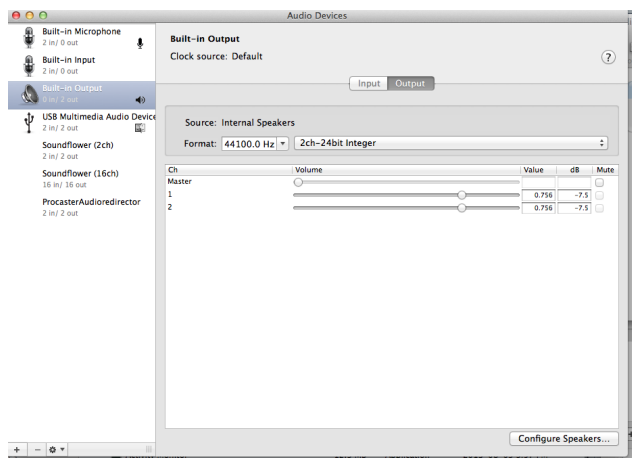
3. As well it might be a good idea to make that network secure. When done join the network you just created from the ipad and you're ready!

The next step we need to do is create a connection with our computer to the ipad by creating a network session in the audio midi settings.

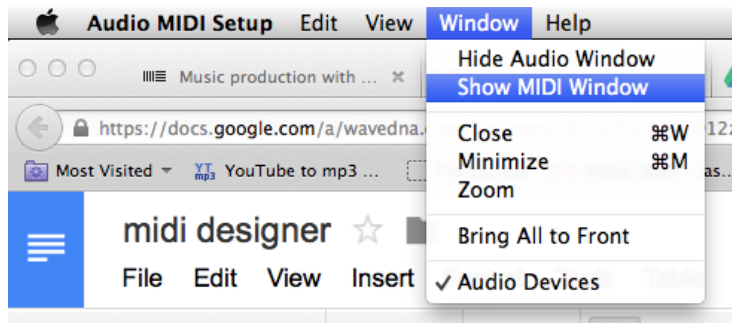
1. Go to the 'Applications' folder and click 'Utilities'.



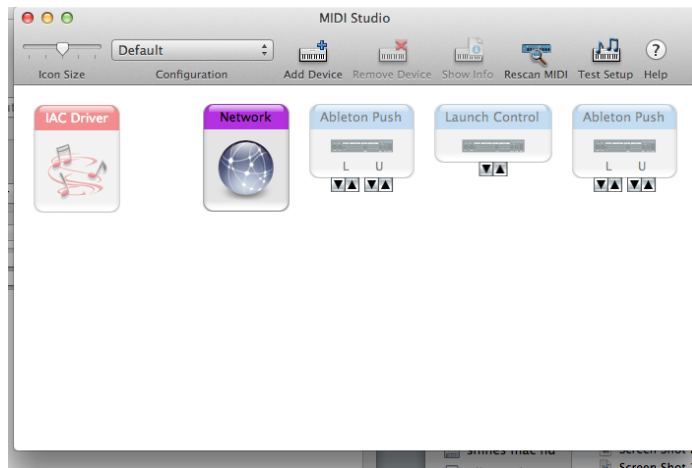
2. Open 'Audio Midi Setup.'



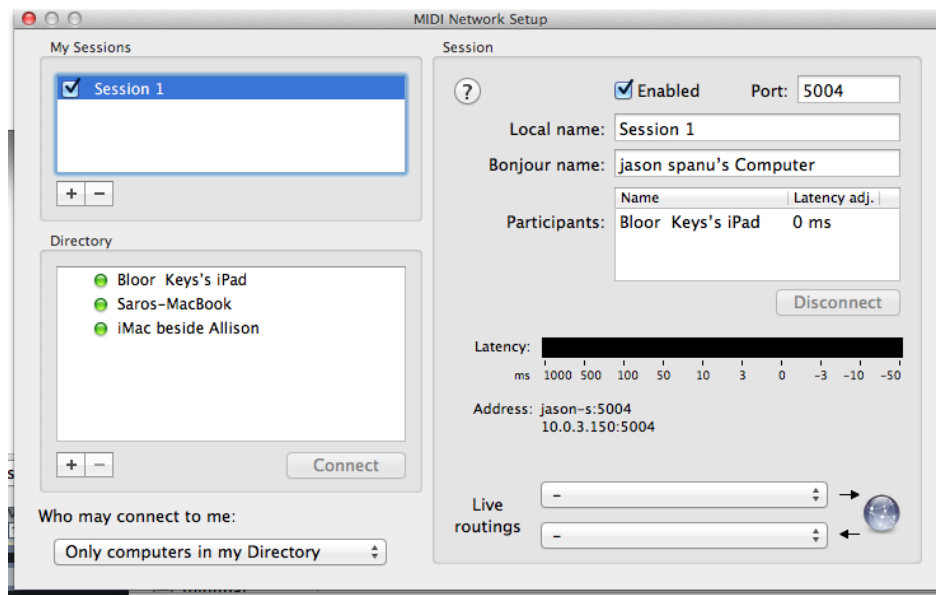
3. Click on window and choose 'Show MIDI Window'.



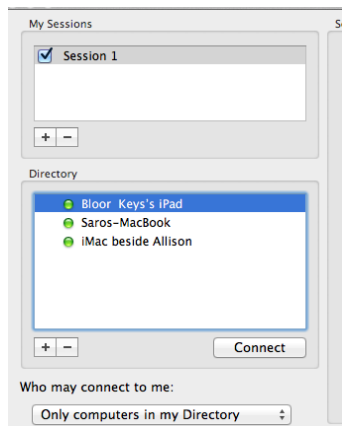
Now we can see the midi setup page.



4. Press the 'network' button.



5. Create a new session.



6. Connect to your ipad from the list below.

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

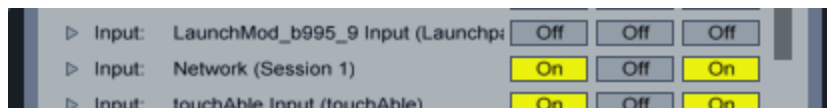
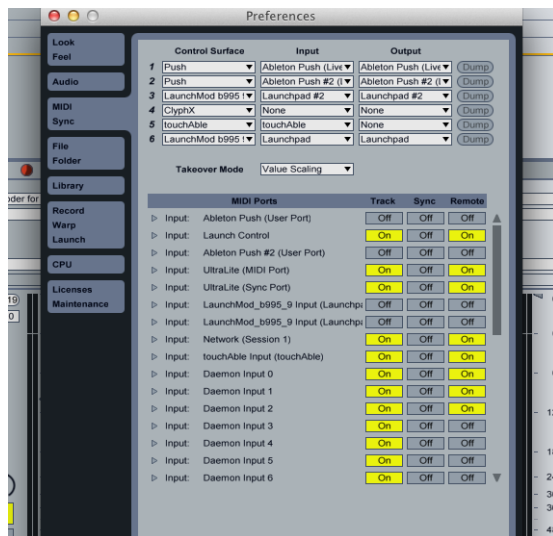
Here are some other videos as well:

<http://mididesigner.com/help/connect-to-osx/>  
[Getting Connected Windows](#)

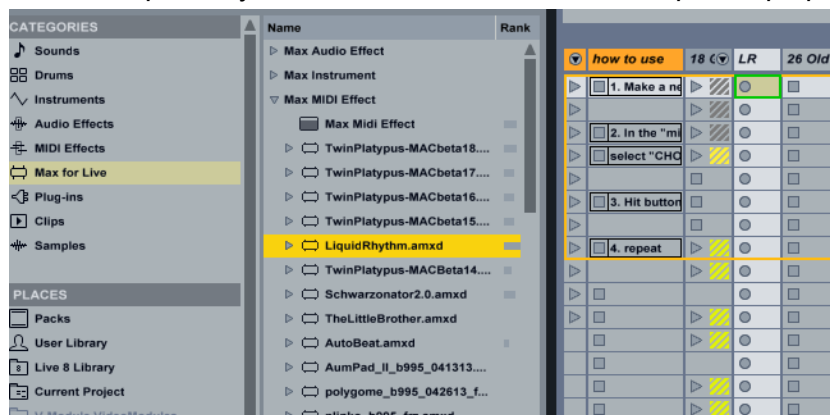
## Setting up Ableton

Once you are connected with Midi Designer, we need to make a few connections in Ableton Live, so that the data flows properly.

1. In Live, go to **Preferences** and select the **Midi** panel.



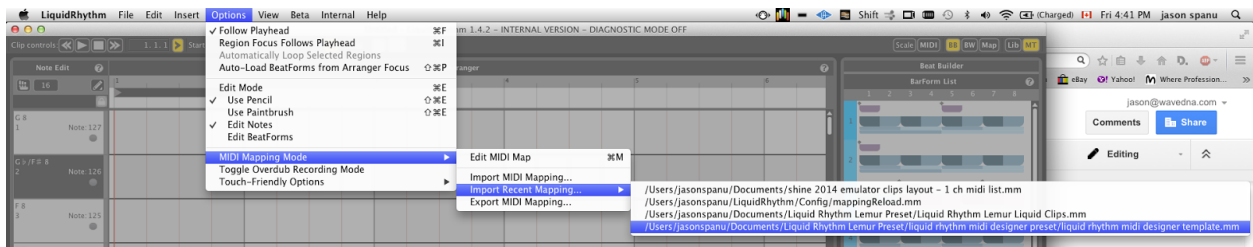
2. Locate the **network (session 1)** tab, and make sure that **track** and **remote** buttons are on.
3. Launch Liquid Rhythm, or load the Max for Live Liquid Clips patch, in Ableton Live.







4. In Liquid Rhythm, load the MIDI mapping file **Liquid Rhythm Midi Designer Template.mm** for use with Ableton Live in Liquid Clips Mode **Liquid Rhythm Midi Designer Template Standalone.mm** for use with Standalone Liquid Rhythm

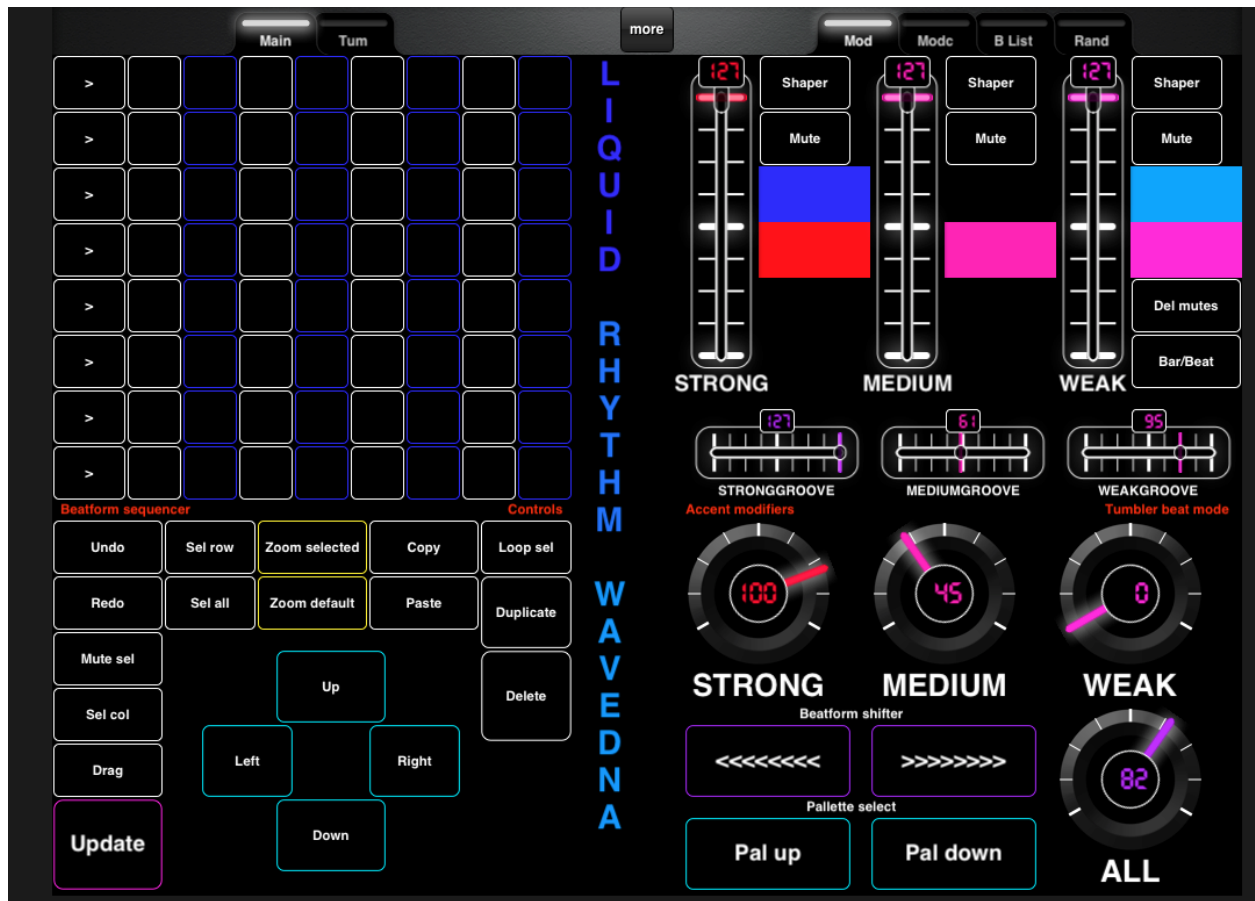


/liquid rhythm midi designer preset/liquid rhythm midi designer template.mm

5. 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. Have fun!



# Views and Modes

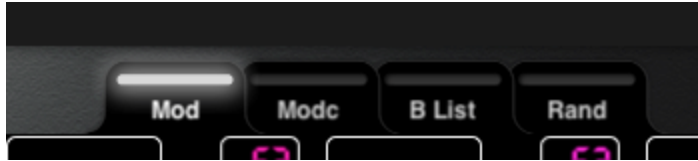


## Main page

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 hold pretty much all the pertinent controls a user would require.



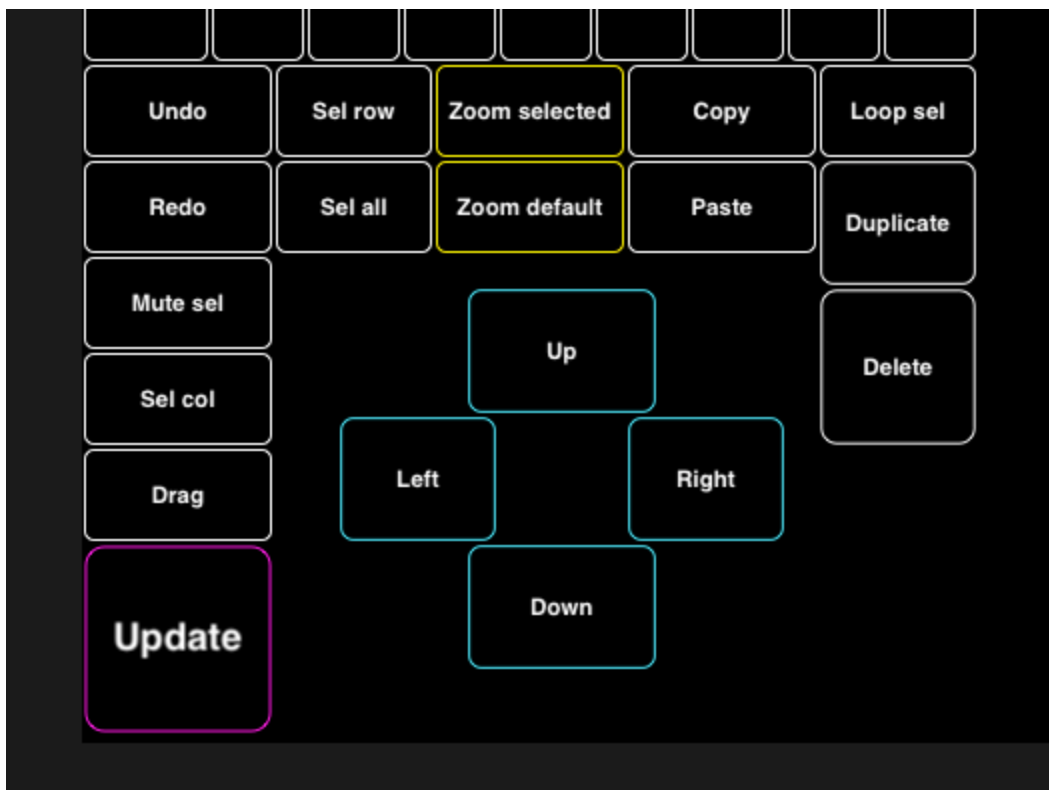
**Mod** - this page holds the accent modifiers and beat tumbler controls

**ModC** - is the accent modifiers and editing controls

**Blist** - holds the beatform list and Groovemover

**Rand** - has the randomizer and beatform tumbler

## 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:** 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

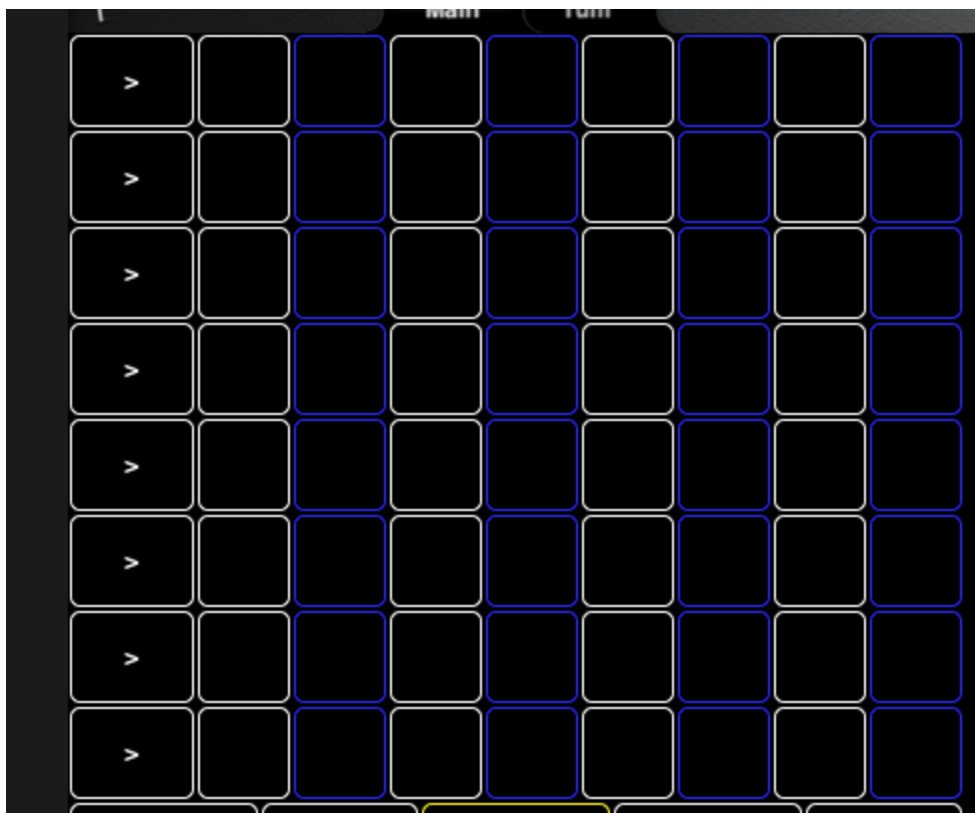
**Zoom to Default:** Zooms out back to normal view

**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



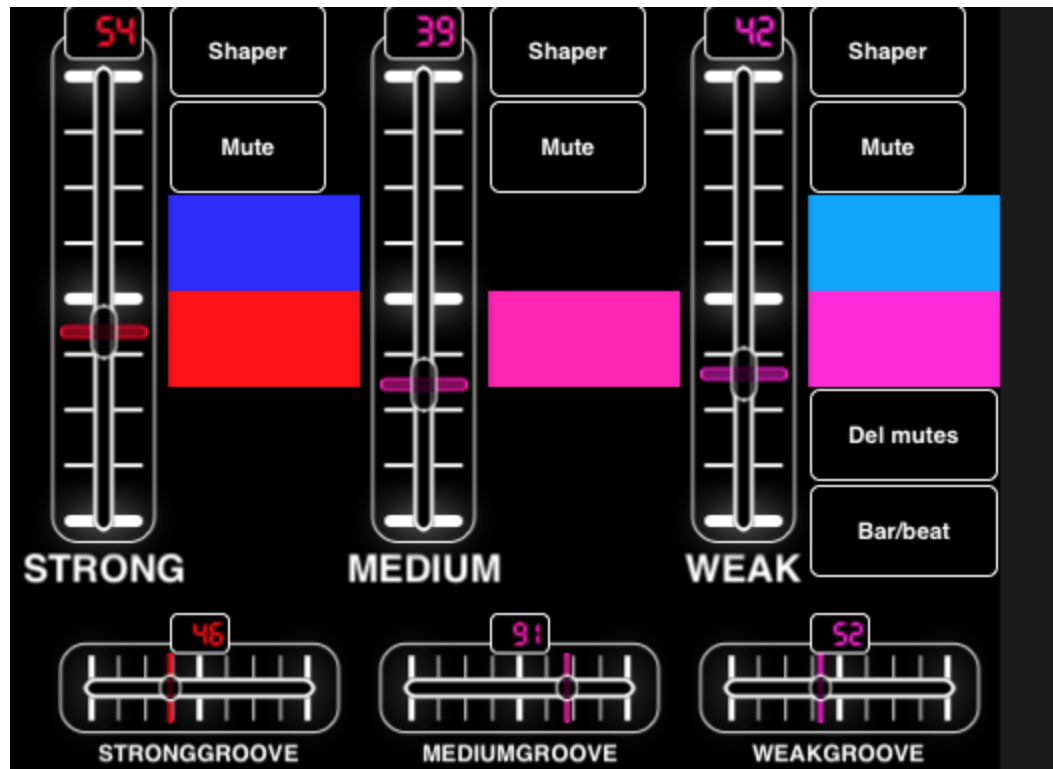
This is a mapped representation of the BeatForm Sequencer.

On the left side the white squares correspond to the 'Set All BeatForms' arrow button, which set 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).



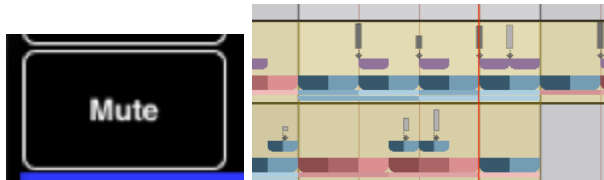
The horizontal faders at the bottom are similarly mapped to the strong, medium, and weak groove positions (dark blue / red, medium red, and light blue / red shades).



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



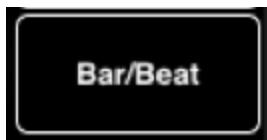
The 'Mute' button allows the user to mute Dark, Medium or Weak shaded notes. This is a great way to thin a patterns information or alter its feel in an interesting rhythmic way.



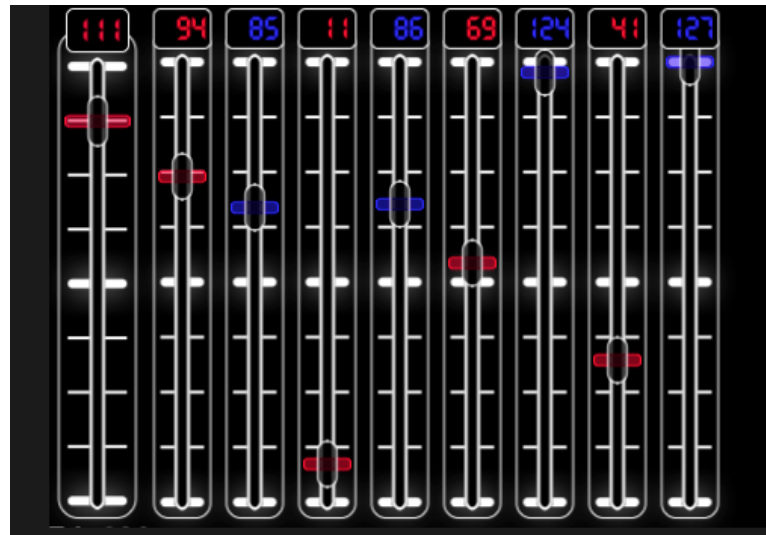
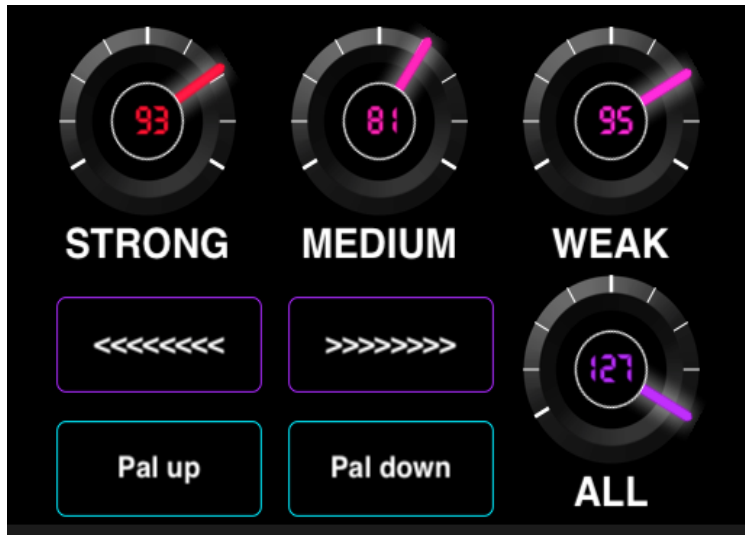
The 'Delete mutes' button will delete any notes that are muted.



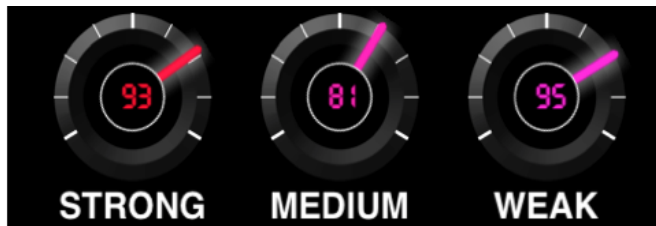
The Bar/Beat button toggles the way the accents are affected by the sliders. In **Bar** mode the faders apply the changes based on the placement of the colours as they are distributed across the BarForms. In **Beat** mode the shades of the individual BeatForms are modified instead.



BeatForm Tumbler pages



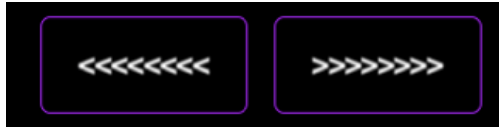
The first half of this page is mapped to the **beat** mode of the BeatForm tumbler. **Strong**, **Medium**, and **Weak** knobs are mapped to their counterparts in the beat mode.



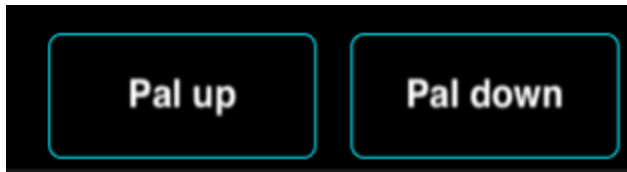
The **All** knob affects all of the shades at once.



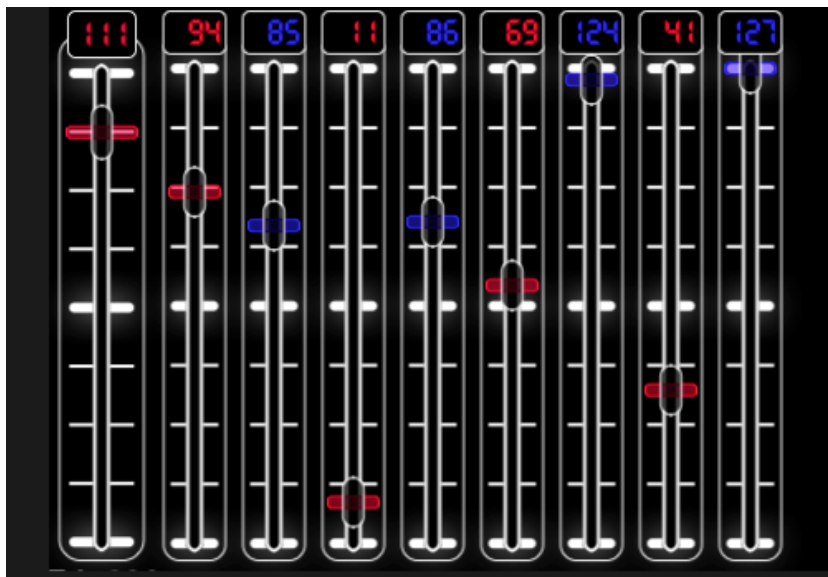
The purple arrows represent the controls of the **Cycle** Panel. They allow the user to shift the selected patterns' notes one 8th step to the left or right.



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

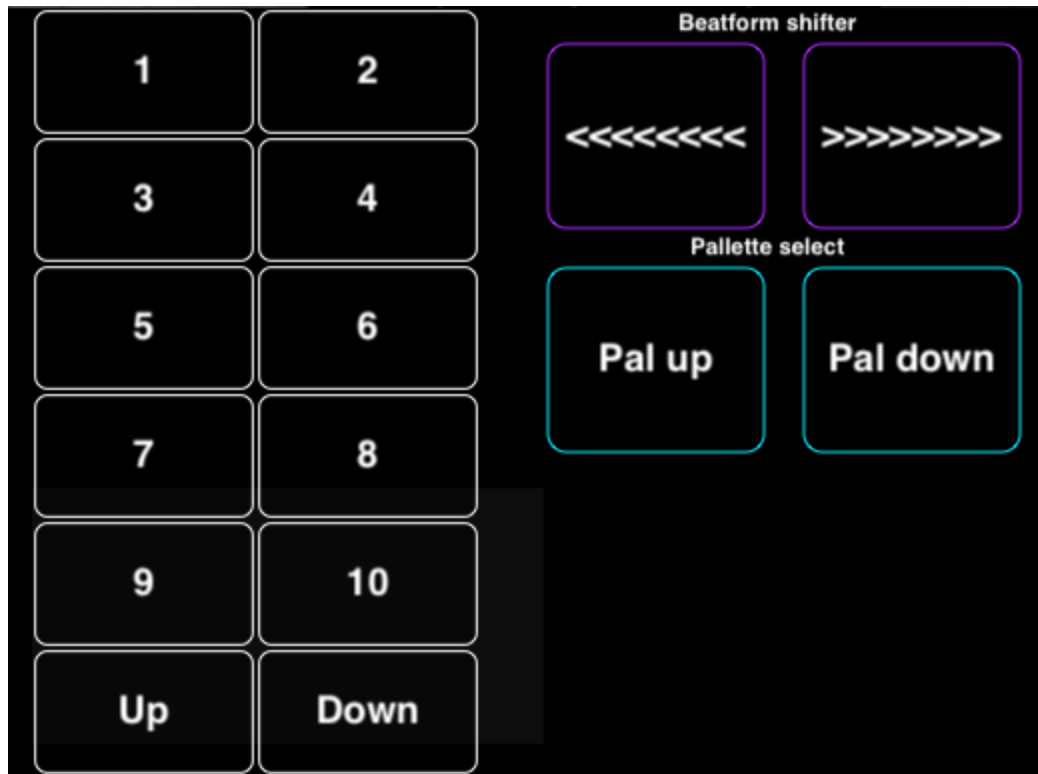


In 'Position Mode,' the 8 faders are mapped to the 8 dials in the tumbler. The shading and position of these dials is in sync with the BeatForm Sequencer's steps. The leftmost fader, 'All' fader, affects all steps in the sequencer.



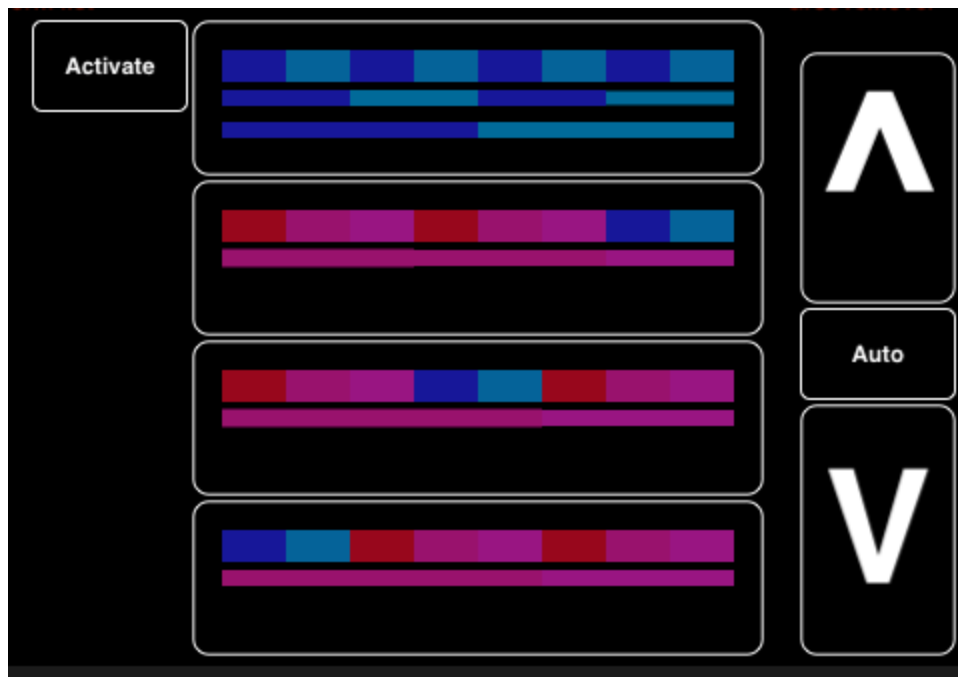


## BarForm List



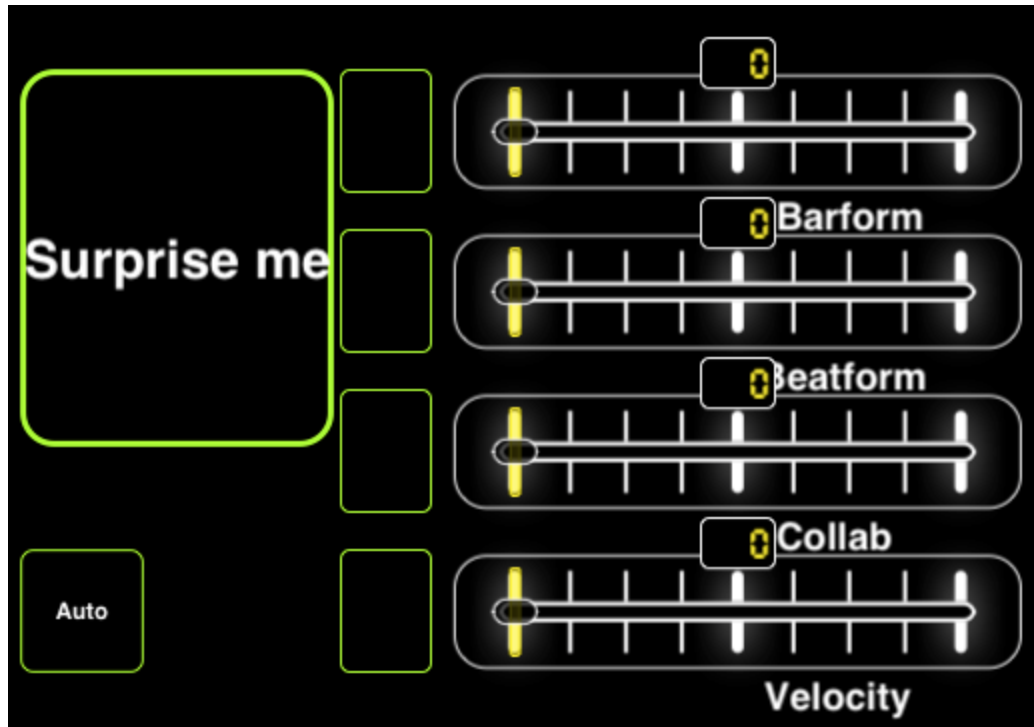
Buttons 1 through 10 are mapped to the first 10 BarForms in the BeatBuilder. **'Pal Up'** and **'Pal Down'** are mapped to the BarForm tumble up/down buttons. The arrows are attached to the **Cycle** BeatForm tool. The **'Up'** and **'Down'** buttons cycle between the first 10 and next 10 choices of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

## The GrooveMover



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