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Ableton Push 2 is a song creation tool that provides hands-on control of melody and harmony, beats, samples, sounds and song structure. In push 2, you can quickly create clips that populate Live's Session View when you're working entirely out of hardware. On the stage, Push 2 serves as a powerful tool for real-time playback, a sequence of steps, and a clip launch. The Push 2.Much Push 2 management review depends on what mode it is in and what type of track you choose. To help you learn how to work with Push 2, this chapter will help you through some of the basic workflows and then provide a link to all the Controls Push 2. There are also a number of videos to help you get started with Push 2. They are available on SetupAfter connectivity included power and USB cable connection to your computer, turn Push 2 through the power button in the back. From here, push 2 equipment settings are mostly automatic. As long as Live works, Push 2 will be automatically detected as soon as it is connected to a USB port on your computer. Once You Connect Push 2, you can use it almost immediately. No need to install drivers and Push 2 does not need to be custom-configured in Live's Preferences.From time to time Ableton will release firmware updates for Push 2 that will be included in live updates. If you use Push 2 for the first time since installing the new version of Live, you may be asked to update the firmware. Click 2 will walk you through this process.29.2 View and download Sounds You can view and download sounds directly from Push 2, without having to use the Live browser. This is done in Push 2's Browse Mode.Press Push 2's Browse button: View Button.The display is divided into columns. When you first enter view mode, the far left column shows either a specific category of device being viewed or a Collection label (see Collections), which allows you to quickly access the tagged browser items. Each column on the right shows the next subfolder (if any) or the contents of the current folder. You can scroll through presets and folders using eight coders above the display, or navigate them one at a time through the arrow buttons. Arrow Buttons.The display will expand automatically as you move. You can download Live devices by default from the top level of the browser hierarchy and quickly move up or down into the hierarchy using the top two buttons. Go up and down in the browser HierarchyBy by default, samples and presets from official packages or the main Live library will view when selecting in the browser. You can switch previews with the Preview button. Preliminary adjust the volume of the preview, hold the Shift button while Master volume encoder. To download the selected item, click the load button. What you see in view depends on the device that was last selected. If you've worked with the tool, the view mode will show you a replacement for the tools. If you worked with the effect, you will see the effects. When running with an empty MIDI track, the display shows all the sounds available, instruments, drum kits, effects, and max for live devices (see Chapter 25), as well as VST and audio tool units (see 17.2).29.2 Play and programming BeatsTo create beats using Push 2, first make sure that Note Mode is enabled To use the viewing mode to navigate the browser drum section and download one drum from the browser drum. When working with a MIDI track containing a drum rack, the Push 2 8x8 pad grid can be configured in several ways, depending on the status of the Layout button. By pressing this loop button between three different modes.29.3.1 Loop Selector When the Loop Selector layout is turned on, the pads are divided into three sections, allowing you to simultaneously play, pitch sequence and adjust the length of the clip. Pad Grid with Loop Selector LayoutThe 16 Drum Rack pads are laid out as a Live drum rack, in a classic 4x4 arrangement that allows you to play in real time. The controls on the display and the pads in the drum rack match the color of the track, with subtle variations to help you understand what's going on. The colors of the Drum Rack pad indicate the following: the color of the track - this pad contains a sound.lighter version of the color of the track - this pad is empty. Green - this pad is currently playing. White - this pad is chosen. Dark blue is a solo pad. Grey - this pad is muted. When working with drum racks that contain more pads, use the Push 2 touch band or the Octave Up and Octave Down buttons to move up/down on 16 pads. Keep Shift when using the touch band or Octave buttons to move one side by side. Octave Up/Down Buttons.Holding layout gives you immediate access to the 16-speed layout (see 29.3.2). You can also block the alternate layout in place by holding the Shift and pressing the Layout button. To unlock the 16-speed layout, click the Layout button again. 29.3.2 16 Speed ModePress Layout button to go to 16 Speed layout. In this mode, in the bottom right corner of the 16 pads represent 16 different speeds for the selected Drum Rack pad. Click on one of the high-speed pads to enter the steps at this speed. Holding the Layout button gives you immediate access to the loop length control (see 29.6.1). You can also block the loop length controls by holding Shift and pressing the Layout button. To unlock cycle length pads, click the Layout button again. 29.3.3 ModeYs can also use the entire 8x8 platform grid to play drums in real time. Time. useful when working with very large drum sets, such as slicing sets (see 11.1). To go to 64-pad mode, click the Layout button again. Note: If you move between the 64-pad mode and the Loop Selector layouts, or the 16 Velocities, the 16 pads available for the step sequence will not change automatically. You may still have to use the touch strip or Octave keys to see the specific 16 pads you want. Holding the Layout button gives you immediate access to the loop length control (see 29.6.1). You can also block the loop length controls by holding Shift and pressing the Layout button. To unlock cycle length pads, click the Layout button again. 29.3.4 Individual drum load can also be used to load or replace individual pads in a loaded drum rack. To switch between viewing the drum rack and one pad, make sure you're in device mode by clicking the device button. This will show the devices on the track. The device Button.By default, the drum rack is selected. Instead, select a separate notepad, click on that pad, and then click on the second top button. (The square icon next to the name is a notepad.) Choosing an individual platform in the drum rack. Now, entering view mode again will allow you to download or replace the sound of only the chosen pad. (The chosen pad will blink.) Once in view mode, clicking on other pads will select them for viewing, allowing you to quickly download or replace a few sounds in the downloaded Rack.After downloading the selected item, the name of the load button will change on Load Next. Pressing this button will again download the next entry on the list, allowing you to quickly try out presets or samples in the context of your song. You can also download the previous listing through the Load Previous button. Especially in a performance situation, you can choose a pad without running it. To do this, click select by clicking on the drum pad or one of the 16 Velocity pads. Choose Button.You can also choose without triggering by clicking the bottom display button for the Drum rack track. This will extend the drum rack and allow you to select individual pads using other lower display buttons. You can move to the previous or next panel through the left and right arrow keys. For more Pad OptionsTo, copy the notebook to another location in the drum rack, hold the Duplicate button and click on the notebook you want to copy. Duplicate Button.While continues to keep a duplicate, click on the pad where you would like to insert a copied pad. Note that this will replace the destination panel devices (and therefore its sound) but will not replace existing already recorded for this pad. When selecting one pad, you can adjust its appointment of a choking group (see 18.6) through the first coder or move the pad through the second coder. When working with drums, Push 2 pads can Colored individually. To change the color of the pad, hold the Shift and press the pad. Then click one of the pads on the outer ring to select this color for the chosen pad. Note: Your custom-colored pads will be saved and rebooted with your Live Set, but will not be visible in Live. They only appear on Push 2.Choose a Color for Drum Pad.29.3.5 Step Sequence BeatsTapping pad picks it up, as well as allowing it to sequence steps. To record notes with a step sequencer, click on the pads in the steps sequencer control to place the notes in the clip where you want them. The clip will start playing as soon as you hit the pitch. By default, each step sequencer pad matches the 16th note, but you can change the step size through the stage/grid buttons. Adjust the tempo with the Tempo coder. Each encoder click will adjust the tempo with a step in one BPM. Shift Holding will set the pace at 0.1 BPM increments when adjusted. As the clip plays, the current pitch playback is indicated by a moving green pad in the step section of the sequencer. (When the record is on, the moving pad will be red.) Clicking a step that already has a note will remove that note. Press and hold the Mute button by clicking on the step to disable it without removing it. Tap and hold the Solo button by clicking on the pad to solo that sound. Mute and Solo.You buttons can also adjust the speed and micro-timing of individual notes, as described in the Step Sequence Automation section (see 29.13). To remove the entire pattern, click delete. To remove all notes for one pad, click and hold removal when you click on that pad. (Holding Delete when you click on a pad that has no notes recorded in the current template removes all devices from that site.) Remove Button.The color pads in the step sequencer section indicate the following: Grey - this step does not contain a note.the color of the clip - this step contains a note. Higher speeds are indicated by brighter pads.lighter version of the color clip - this step contains a note, but note muted.unlit - right two pad speakers will be unlit if triplets are selected as a step size. In this case, these pads are not active: Only the first six pads in each row of steps can be used. When Triplets are selected, Unlit Steps are unavailable.For details of setting up loop length pads, see a section called Loop Length Adjustment (see 29.6.1).29.3.6 Real-time RecordingDrum models can also be recorded in real time by playing drum rack pads. Follow these steps to record in real time: If you want to record with the click of the Metronome button to enable the built-in Live click. You can set up metronome by holding the Shift button while adjusting the Master volume encoder. (Tip: Like all buttons on Push 2 that turn something on or off when Metronome on, its light button will pulsate.) Metronome Button.Then click the record button to start recordingRecord Button.If you've included a record counting in Live (see 16.6), you'll see the countdown bar move through the top of the push 2 display and flash at pace. This can serve as a useful visual guide to when to start playing. Count-In Bar's Push 2's DisplayNow any drum rack pads you play will be recorded on the clip. Clicking the record will stop recording again, but will continue to play the clip. Tapping the record for the third time will allow you to overcharge the mode, allowing you to record in the clip while it is played. Subsequent presses continue to switch between playback and overcharging. While playing, a small bar of progress will appear on the display to show the position of each clip being played. The pads are speed-sensitive, but if you want to temporarily override the speed sensitivity, click accent. When Accent is on, all the playable or sequenced notes will be at full speed (127), no matter how hard you actually press the pads. Turn on Accent to play or record at full speed. Tip: If you press and release Accent quickly, the button will stay on. If you press and hold, the button will turn off when released, allowing you to immediately control the accented notes. In 16 Speed mode, you can tap one of 16 speed pads to record your chosen sound at that speed. Note that Accent redefines this behavior. Click New stops playing the clip you've chosen now and prepares Live to record a new clip on the track you're currently selected. This allows you to practice before writing a new idea. By default, pressing New also duplicates all the clips that are played on other tracks on the new stage and continues to play them back seamlessly. This behavior can be changed by changing the workflow mode in Push 2's Setup menu (see 29.16)The new button.29.3.7 Fixed length recordingPress fixed button length to set the size of the new clips at a given length. Fixed length Button.Press and hold a fixed length to set the length of the record. Fixed length recording Options.When the fixed length is off, the new clips will continue to be recorded until you press the record buttons, new or play/stop. By default, starting a record with a fixed length enabled will create an empty clip of the chosen length and then start recording from the beginning of the clip, according to the Global Quantitative Assessment of Start Live. If the Sync phrase is enabled, Push considers the chosen length as a musical phrase and will start recording from a position in the clip that corresponds to that position within that length of the phrase. For example, with The length of 4 bars and the phrase Sync starting the record when Global Transport Live is in Bar 7 will create an empty four-bar clip and start recording on the third bar of this clip. Tip: inclusion corrected While the recording will turn off the record and loop the last few clip bars, depending on the fixed length of the setting.29.4 Additional recording options29.4.1 Recording with RepeatWith Push 2 in repeat button enabled, you can hold the pad to play or record a stream of continuous, rhythmic-even notes. It's useful for recording sustainable hi-hat models, for example. Changing finger pressure on the pad will change the volume of repetitive notes. Repeat Button.The repetition speed is set with The Scene/Grid buttons. Note that Push remembers the status of the Repeat button and the setting for each track. Tip: If you press and release repeat quickly, the button will stay on. If you press and hold, the button will turn off when released, allowing you to monitor repetitive notes immediately. Turn on the Swing handle to apply the swing to the repeated notes. When you touch the handle, the display will show the number of swings. Swing Knob.29.4.2 quantificationPressing Push 2 in quantize button will snap notes to the grid in selected clip. The quantitative assessment of Button.Press and hold quantifica to change the quantification options: Options.Swing Quantification Amount determines the number of swings that will be applied to quantitative notes. Note that the amount of Swing can be adjusted from Encoder 1 or from a dedicated Swing pen. A quantitative estimate To determine the nearest value of the note to which the notes will be quantified, while the quantification determines the amount that the notes can be moved from the original positions. Include a quantitative score of the record by pressing the corresponding top display button to automatically quantify notes during recording. Adjust the value of the quantification with Encoder 5. Note that if the entry is quantized and Swing is turned on, automatically the quantitative notes will not have the swing applied. When working with drums, tap and hold the quantize and click drum rack pad to quantify just that drum notes in the current clip.29.4.3 Arrangement Record When Live's Arrangement View (see Chapter 6) is the focus of the software, clicking the Record will switch The Recording Arrangements on and off. While the arrangement is on, all your actions on Push 2 are recorded in the View location. You can also initiate an arrangement recording, while Live's Session View is in focus by holding Shift and clicking on the record. Note that this behavior changes when the location is in focus; Holding Shift and Click Recording will switch session recording.29.5 Playing melodies and harmoniesAfter all running on the beat, you want to create other elements such as bass line, harmony If you already have additional tracks in the set, you can switch between them using the lower display buttons or the left and right keys. Switch between tracks with the bottom mapping button.Or you can add a new track by clicking the Add track button. Add Track Button.Adding track puts Push 2 in mode to select the type of track you'd like to add (MIDI, Audio, or Return) and additionally load your device onto a new track at the same time. Select the type of track and additionally download A Device.Note, which at the touch of the Add Track button when selecting a track within a group track, all new tracks will be inserted into this group track. Once you create a track, you can change its color. To do this, hold The Shift and press the bottom display button for the track. Then tap one of the pads on the outer ring to select this color for the chosen track. When you work with a MIDI track containing an instrument, the Push 2 8x8 pad grid is automatically customized to play notes. By default, each note in the grid is in the key of Major C. The lower left pad plays C1 (although you can change the octave with The Octave Up and Down buttons). Moving up, each pad is a fourth higher. Moving to the right, each pad is the next note on a C

scale. Continue until you reach the next C:C Major Scale. The color pads will help you stay oriented as you play: track color - this note is the root note of the key (C,White - this note is in scale but not root. Green - currently playing note (other pads also turn green if they play on the same note.) Red is currently playing a note when recording. To play the triads, try the following from anywhere on the grid: the C Major Chord.Holding Layout button gives you immediate access to the loop length control (see 29.6.1). You can also block the loop length controls by holding Shift and pressing the Layout button. To unlock cycle length pads, click the Layout button again. 29.5.1 Play in the other KeysPress Push 2 scale button to change your chosen key and/or scale. Scale button. Using the top and bottom display buttons, you can change the key in which the pad mesh plays. The key currently selected appears in white, while other key parameters appear in gray; by default, the pads and scale selection options indicate the main scales. You can change to different other types of scale using 2 to 7 coders. The selected type of scale is highlighted. Key, scale, and layout Options.In addition to changing the key, you can also change the layout of the grid in a number of ways: Layout (Encoder 1) and direction (Encoder 8) controls work together to determine the orientation of the grid pad. The default settings are Layout 4ths and Vert direction. In this configuration, each pad is 4th than the pad directly below it. Changing layout to 3rds means that each pad is now 3rd higher than right under it. The Sequent layout puts all the notes in order. This layout is useful if you need a very very large range of available notes because it has no duplicate notes. Change of direction management at Horiz. rotates the mesh pad 90 degrees. For example, with Layout 4ths, each pad is 4th place higher than the pad to the left of it. Fixed Off/On: The bottom-right button switches fixed or off. When Fixed is on, notes on the pad grid remain in the same positions when changing keys; The lower left pad will always play C (except for keys that do not contain C, in which case the bottom left pad will play the nearest note in the key.) When the fixed is off, the notes on the mesh pad shift so that the bottom left pad always plays the root of the chosen key. In Key/Chromatic: The bottom-left button switches between In Key and Chromatic. With the selected In Key, the pad grid is actually folded, so only key notes are available. In chromatic mode, the pad mesh contains all the notes. Notes that are in key are illuminated, while notes that are not in the key are not illuminated. The scaling options are saved with the set, and Push 2 will return to these settings when the set is downloaded again. Tip: If you have certain key and scale settings that you would like to use all the time, you can keep them in the default set (see 5.5.4). Any new set created after that will have these settings when working with Push 2.All of the real-time recording options available for drums (see 29.3.6) are also available for melodies and harmonies including accent button, fixed length recording (see 29.3.7), replay recording (see 29.4.1) and numerical score (see 29.4.2). But for detailed editing, you'll be working with the melodic sequencer described in the next section. (Tip: One editing feature is available in real-time Note: quickly remove all the notes of the same step in the current loop, click and hold Delete, and then click on the appropriate pads.) 29.6 Step Sequences of melodies and harmoniesIn addition to playing and recording in real time, you can also pitch the sequence of your melodies and harmonies. To switch to a melodic sequencer, click the Layout button. This will set the 8x8 pad grid as follows: Pad Grid When stepping sequencing Pitches.When using a melodic sequencer, all eight rows of pads allow you to place notes in the clip. You can adjust the length of the loop and access additional steps with cycle length pads (see 29.6.1). Loop length pads can be accessed in the top row for a moment by holding the Layout button. You can also block loop length pads in place. To do this, hold Shift and click layout. (Note that Push remembers this state for each track.) To unlock cycle length pads, click the Layout button again. With In Key selected, each line corresponds to one of the available fields in the current scale. With chromatic selected, notes that are in key are illuminated, while notes of notes not in the key are unlit. The white line (which is the bottom line by default) indicates the root of the chosen key. Each pad column is a step in resolution set by the Scene/Grid buttons. As with the real-time play layout, pressing the Octave Up or Down button changes the range of notes available. You can also use the touch strip to change the range. Hold the Shift key by adjusting the touch strip to move the range to the octaves. Hold the shear key when you press the Octave button to move it one note on the scale. The display will briefly show the available range when setting it up. In addition, the brightly lit lights of the touch strip indicate the current range of notes available, while dimly lit touch band lights indicate that the clip contains notes in the appropriate range of notes. Clicking Layout will again switch to melodic sequencer No. 32 Notes layout (see 29.7). Tip: In addition to adding and deleting notes, you can also adjust the speed and micro-timing of the notes, as described in the Step Sequence Automation section (see 29.13.)29.6.1 The LengthThe Length Loop Setting Is a Loop control loop allows you to set the length of the clip loop and determine how much of it you can see and edit in melodic and drum sequences. Each loop length bar corresponds to a step page, and the length of the page depends on the resolution of the step. When you work with drums in the resolution of the 16th note, two steps for two bars are available simultaneously. The Melodic Sequencer layout simultaneously offers one page of eight steps, with a total of two strokes. To change the length of the loop, hold one pad and then press the other pad (or to set the cycle length to exactly one page, quickly double-tap the corresponding pad). Each length of the Pad loop corresponds to one Page.Note that the page you see is not necessarily the page you hear. When you set the length of the loop, the pages will be updated so that the current play position (as indicated in the moving green pad in the step sequencer section) always remains visible. But in some cases, you can disable this auto-follow behavior. For example, you can edit one page of a longer loop, allowing the cycle to play at a set length. To do this with a single tap on the panel that fits this page. This will block the view to this page without changing the length of the loop. You can also go to the previous or next page by clicking the Page Left/Right button. The left/right page Buttons.To then turn on the automatic follow-up, just re-elect the current cycle. (Note that one click of a page that is outside the current loop set the loop to this page.) You can also turn on the automatic follow back by holding one of the Page Left/Right buttons. The colors of the pad in the loop length section indicate the following: Unlit - this page is outside the limits Cycle. Grey - This page is in a loop, but is not currently visible in the steps sequencer section. White - This page is visible in the step sequencer section, but is not currently playing. Green is currently a game page. Red is currently a page entry. If you need to access cycle length pads often, you can lock them in place. To do this, hold Shift and click layout. (Note that Push remembers this blocked/unlocked state for each track.) To unlock cycle length pads, click the Layout button again. You can also go to the previous or next page by clicking the Page Left/Right button. To duplicate the contents of the sequencer page, hold duplicate, click on the loop length notebook for the page you want to duplicate, and then click on the loop length notebook for the destination page. Note that this won't delete existing notes on the destination page, but will add copied notes from above. To remove notes first, hold the Deletion and click on the notebook-length loop for this page.29.7 Melodic Sequencer No. 32 Notes Melodic Sequence No. 32 Notes layout combines both pitch sequences and real-time gaming capabilities. With access to multiple octaves and steps on the same page, this layout is ideal for figuring out chords and harmonies for consistency. It is also good for longer phrases. Pad Grid with melodic sequencer No 32 Notes Layout.29.7.1 32 Notes Lower half of the mesh pad allows you to play notes in real time, and select them for a sequence of steps. Each pad corresponds to one of the available fields in the current scale. Clicking the pad will select and play a note. Selected notes are represented by a lighter version of the track color. Tip: To select the pad without running it, press and hold the Select button when you press the pad. The colors of the pad indicate the following: the color of the track - this note is the root note of scale.lighter version of the color of the track - this pad is selected. Green - this pad is currently playing. White is a note in scale, but not a root. Pressing the Octave Up or Down button changes the range of notes available. Holding the Shift key while adjusting the touch band shifts the range to octaves. You can hold the Shift key when you press the Octave button to move one note on the scale. The display will briefly show the available range when setting it up. As with the 64 Notes layout, notes in the bottom half of the pad mesh can be adjusted using the Scale menu (see 29.5.1).29.7.2 SequencerTapping step in the top half of the pad grid adds all selected notes to that step. Steps containing notes are illuminated in color The step allows you to view the notes contained in the step, which are listed in the bottom half of the pad grid by a lighter version of the track color. Clicking any of these selected notes will remove it from a few steps will add the selected notes to all of these steps. When holding a Duplicate, you can click a step to copy the notes in this step, and then click one more step to insert them into a new place in the step sequencer. The colors of the pad in the step sequencer indicate that the color of the clip is the color of the clip - this step contains a note. Green - that step is currently playing. White - this step is chosen. Light grey - This step contains a note, but the note is muted. Grey - this pad is empty. Unlit - The right two pads columns will be unlit if the triplets are chosen as the size of the step. In this case, these pads are not active; Only the first six pads in each row of steps can be used. The length of the pad loop in the melodic sequencer No. 32 Notes Layout. You can adjust the length of the loop and access the additional step sequence pages through the loop length pads (see 29.6.1). The loop length panels can be accessed in the fifth row for a moment by holding the Layout button. Layout Button.You can also block loop length pads in place. To do this, hold Shift and click layout. (Note that Push remembers this blocked/unlocked state for each track.) To unlock cycle length pads, click the Layout button again. You can also go to the previous or next page by clicking the Page Left/Right button. The left/right page Buttons.To duplicate the contents of the sequencer page, hold duplicate, click on the loop length notebook for the page you want to duplicate, and then click on the loop length notebook for the destination page. Note that this won't delete existing notes on the destination page, but will add copied notes from above. To remove notes first, hold the Removal and Click on the Notepad-length loop for this page.29.8 Working with SamplesPush 2 allows you to play samples from the pads in a variety of ways, with detailed but easy-to-use control of sample settings directly from the coders and display. The tool that powers push 2 sample playback functionality is easier, and we recommend reading the detailed chapter Of Simpler (see 24.8) to learn more about its functionality. To get started with the sample, you can add a new MIDI track or click View to enter view mode on the existing MIDI track. While you can download an empty simpler track, it can't play until it contains a sample. Push 2 display will tell you that your easier is empty and offer viewing for sample: Click View download sample in empty Simpler.After downloading sample and switching to a View device, you'll see a wave-shaped sample in the Push 2 display, as well as a series of settings that allow you to quickly customize how the sample is reproduced. This is The Main Control Bank of Simpler. Main Simpler in Display.By default, Simpler will automatically set certain parameters depending on the length of the downloaded sample. For example, short samples will be played once triggered, while long samples will be fitted for cycle and deformation. Distorted samples will be poured at the pace of your set, no matter what note you play. Bringing a misshapen clip to Simpler from a sound track, browser or desktop saves any warp settings and markers that were in the original clip. For more information on the strain, see audio clips, the temple, and the warp chapter (see Chapter 9). The most important parameter that determines how Simpler will relate to samples is the mode management that is used to select one of the three Simpler play modes. Simpler's Parameter.Classic Playback Mode is the default mode when using Simpler and optimized to create regular melodic and harmonic instruments using pitched samples. It has a full ADSR envelope and supports a loop that allows samples to support as long as the note is held down. The classic default mode is polyphonic, and the pad mesh uses the same layout in this mode as when playing other pitched instruments. One-Shot playback mode is designed exclusively for monophonic playback and is optimized for use with single-shot drum beats or short text phrases. This mode simplifies the management of envelopes and does not support cycling. By default, the entire sample will play when the note is triggered, no matter how long the note goes. The One-Shot mesh also uses a melodic layout. Slicing the playback mode destructively slices the sample so that individual slices can be played from the pads. You can create and move slices manually, or choose from several different options for how Simpler will automatically create slices. This mode is perfect for working with the rhythmic drum breaks.29.8.1 Classic Playback Mode Simple Main Bank in the classic Mode.In classic mode, various sample position controls change which part of the sample you play. For example, if you download a drum break that contains silence at the beginning, you can start playing after silence. Start control establishes an absolute position in the sample from which playback can begin, while the control of the end establishes where the playback may end; these parameters determine the sampling area you can work with. S Start and S Length are represented as a percentage of the total sample length included by Start and End. For example, pressing the pad after setting the S Start value at 50% and the length of the S at 25% will be re-won in the third quarter (50-75%) between Start and End. The length of the S loop determines how much of an available sample defined by the values Start and End) will be a loop. Please note that this option is only active when the loop is turned on. Adjust the encoder zoom to increase part of the wave shape. The display shows a view of the entire sample, as well as a currently active region. The inclusion of encoder increase clockwise increases The specific part of the sample to which you zoom is determined by the control of the position of the last touch sample (Start, End, S Start, S Length, or S Loop Length). Pressing the top button of the Simpler display will go into editing mode. When in editing mode, the lower display buttons select additional page settings and the top display buttons to switch certain settings or turn off. Clicking the top button of the display Will Simply Re-Release Edit Mode.Additional Options are available in editing mode. Deformation as... The button adjusts the sample deformation between Start and End values so that it will recoup exactly within the specified number of bars. Live makes its best assumption that this value should be based on sample length, but if it gets it wrong, you can use the ; or x2 buttons to double or double the play rate accordingly. Crop removes parts of the sample that are outside the start and end points, while Reverse reproduces the entire sample backwards. Note that both the harvest and the reverse are non-destructive; они создают копию образца и применяют процесс ;, так что ваш оригинальный образец не изменен.29.8.2 Один выстрел modeSimpler's Main Bank в режиме одного выстрела с дополнительным режимом редактирования Controls. In однострельный режим, увеличить, начать, и концу управления функции как же, как в классическом режиме, как и деформации, как ..., ;, x2, Урожай, и кнопки обратно. With the trigger on, the sample will continue to play even after the deck has been released. The amount of time you hold the pad doesn't affect when you start. You can shape the sample volume with Fade In and Fade Out coders. Fade In determines how long it takes the sample to reach the maximum volume after hitting the pad, while Fade Out begins to disappear the specified amount of time until the end of the sample area. (Note: To immediately stop the single-volume sample, hold Shift at the touch of the Play/Stop button.) With the gates on, the sample will start to disappear as soon as you release the pad. Fade Out time determines how long it will take to disappear to silence after liberation. The Transpose Encoder allows the sample to be moved up or down to 48 half-tones (four octaves). Note that when the sample's timbres are transposed, the temperature may change dramatically depending on the deformation mode you choose. Coder Gain sets the total volume of the Simpler tool. Legato PlaybackClassic and One-Shot Modes provide a unique way to replicate a sample on the fly without changing its playing position. (This is essentially a playable version of Legato mode in clips (see To enable this functionality: In editing mode, press the second bottom button to view the global settings bank. Set The Glide mode option for Glide. Set voice to 1. (Note that this is available only in classic mode. In One-Shot mode, playback is always monophonic.) Now that you play the legato pads, the sample will transpose without changing the playing position. For best results, make sure that Warp is on (in the Warp option pot). Complex Pro Strain mode usually sounds best when transposing, but experiment with different strain modes as to see which one works best for your particular sample.29.8.3 Slicing ModeSimpler Main Bank in slicing mode with additional editing mode Controls.In slicing mode, Zoom, Start and End management function the same as in classical and single-note modes, as in the same way as in classical and single-note modes, as in the same way as in the classical and single-note modes, as in the same way as in the same mode as the ;, x2, and reverse buttons. Selecting a piece determines a specific way to create slices: Transitional - fragments are automatically placed on transitional samples. The sensitivity coder determines how sensitive Simpler is to the transitional levels in the sample, and thus how many slices will be automatically created. Higher numbers result in more slices, to a maximum of 64 slices. Beat - slices are housed in music units bits. The Division Coder selects the rhythm division in which Simpler will cut the sampling area. Region - Fragments are placed in equal time divisions. The Regions Coder selects the number of evenly created smoots that will be created. Manual - When the manual is selected, no slices are placed automatically. Instead, the slices are created by hand, allowing the pad to slicing and pressing the empty pads as the sample is reproduced. To create manual slices: Click on the pad that contains the slice to start playing with this slice. When the sample reaches the point where you would like to create an additional slice (drum beat, for example), click any empty pad. At this point, a cut will be placed to be assigned to the pad. Any pads that have already been assigned after this point will be moved up on the pad grid. Once the loop is cut as you like, turn the Pad slicing. In all slicing modes, slices are laid from left to right in groups of four people. Starting from the bottom left pad. Each additional four slices is placed on the next four pads up. Once the left half of the mesh pad is used, the slices are placed along the bottom row on the right side of the mesh pad, again moving up in groups of four people. Up to 64 fragments can be Created.By default, the mesh pad uses a 64-pad drum layout when slicing. Click layout cycles between 64-pad, Loop Selector, and 16 speed modes. The play coder determines how many slices can be triggered simultaneously, Monophonic: only one pad can be played or one at a time. When typing in Poly, multiple pads can be called together. When typing on Through playback is monophonic, but running one slice will continue to play through the rest of the sampling region. The Trigger/Gate switch is the same concept as one-Shot, but What you actually hear depends on which play mode is chosen. Nudge allows you to adjust the position of each cut marker. This is especially useful for fine-tuning hand-crafted slices. For greater push accuracy, click on the pad you'd like to set up and use the encoder zoom to get a closer look. Keep Shift when adjusting Nudge for very small adjustments. Split Slice creates a new slice in the middle of the currently selected slice. It's also useful manually, in combination with Nudge, to fine-tune slices created through pad Slicing.To remove the slice (either manually or automatically crafted), hold the delete and press the appropriate pad. Now that you've created a few tracks, you can keep adding more. But you can go between existing tracks to keep working on musical ideas using these instruments and devices. You can go directly to the new track using the lower display buttons or consistently move to the previous or next track using the left and right arrow buttons. Arrow Buttons.Note that the midi track selection on Push 2 automatically hands it up, so it can be played immediately. In Live, the track arm buttons will look pink to indicate that they were armed with the help of choice. Pink Track Arm Button. You can also manually arm any track by holding the lower display button for this track, or holding the Record button and pressing the bottom button of the track display. This is useful if, for example, you want to use Push 2 to record audio clips. In Live, the Hand button with hand-armed track will look red. Push 2 displays hand-armed tracks with a special icon. The manually armed Track.The specific Up/Down Arrows behavior is defined by the workflow mode that is installed in the Push 2 menu (see 29.16). In both modes, the Up/Down Arrows move up or down one scene. In the workflow of the scene, the chosen scene is triggered. In Clip Workflow, only a clip of the chosen track is triggered. Clips in other tracks are not affected. Navigating with Up/Down Arrows in Note mode always starts playing immediately, and the triggered clip will take over the game position from any clip played in that track before. Note that this is the same behavior as if the clips were installed in Legato live mode (see 13.5).29.10 Working with tools and effectsPressing Device Button puts Push 2 into device mode, which allows you to use coders to control settings in Live devices and third-party plugins. The device Button.In device mode, the top display buttons select the devices in the current track, allowing their options to be edited. The device is currently on display. Once the device is selected, pressing the top button of the display will go back into editing mode. When in editing mode, the lower display buttons choose to choose settings pages for your chosen device. When editing mode, tapping the top left button will take you back to the top level of the device mode. Click the top left button to get out of editing mode.Some devices, such as the Live operator tool (see 24.6), have more than eight pages of settings. When you work with these devices in editing mode, the bottom right button will show the arrow. Click this button to scroll to the additional pages (and then press the bottom left button of the display to return.) Scroll through the additional options pages.29.10.1 Adding, deleting and reordering devices To download additional devices such as MIDI or audio effects on the track, click Add Device. This will open the browser and display all types of devices that can be downloaded to the current track. Add the device button. (Note: You can also download the tool through the Add device button, but keep in mind that it works just like view mode: You'll replace a tool that's already on track.) As in view mode, use coders or arrow keys to navigate between devices in the browser and the load button to download your chosen device or preinstalled. The devices will be downloaded to the right of the previously selected device, although note that MIDI effects will always be placed before the instrument in the track and the sound effects will always be placed after it. To remove the device, hold the Delete button and press the top display button that matches the device. Remove the Device.To device (without removing it), hold the Mute button and press the top display button that suits the device. Disabled devices (and all of their settings) appear on the display in gray. To reenble the disconnected device, hold Mute and press the top button of the display again, which matches the device. Holding the Mute button for a few minutes will block it. You can then release Mute and switch devices on and off by simply pressing the corresponding top display button. Click Mute again to unlock it. To move the MIDI or audio effect to another position in the track device chain, press and hold the top display button that is relevant to the effect. Then use any of the eight coders to scroll the device into a new position and release the top display button.29.10.2 Work with RacksInstrument, Drum and Effect Racks (see chapter 18) allow you to contain multiple device chains in one device. On the Push 2 display, racks have special icons that distinguish them from conventional devices. MIDI Effects Stand, Instrument Stand and Audio Effect Rack Drum. A Rack.To rack, its using the appropriate top display button. Then click this button again. The rack will unfold, revealing the devices in the current chain. The deployed rack appears on the display with a that extends to the end of closed devices. Each push of the top button displaying the selected rack will switch it open or closed. (Note that the drum racks cannot be folded or deployed directly from Push 2. They will appear on the Push 2 display as folded or unfolding depending on how they were installed in Live.) Expand the rack to access your devices. Once the rack is open, you can choose one of it to be contained by pressing the corresponding top display button. After selecting another device, the coders will control its settings, not. The coders settings for the selected Device.To to coders on additional chains in a multi-chain, press and hold the top button of the rack display. The rack chains will be shown at the bottom of the display and can be selected using the appropriate display buttons. By selecting a chain within Rack.29.11 Track Control And Mixing.To control volumes, pans, or sends from coders, click Mix. Mix Button.Each Push of the Mix button switches between Track Mix mode and Global Mix Mode mode. In Track Mix mode, the first two top display buttons choose between mixing options for the chosen track and input and output routing options for this track. The lower display buttons are used to select a track. With Mix selected, coders set the volume, pan, and send levels to the track they're currently selected. Mix controls in track mix mode. (Tip: Keep shifting when setting up coders to fine-tune controls.) If your set contains more than six reverse tracks, the two top display buttons will change to arrows, allowing you to move the available options left or right. Scroll to see additional Sends.With Input selected, all track routing and monitoring options can be adjusted from coders. Mode.In Track Mix input and output settings, coders adjust either volumes, pans, or send levels for eight visible tracks. Choose which option will be controlled using the upper buttons of the display. Panorama control for eight Tracks.If your set contains more than six reverse tracks, the top right display button will change to the arrow, which allows you to transfer available sends to the right. Volumes and panels will always be visible. If the set contains more than eight tracks, the left and right arrow keys allow you to move the visible tracks left or right. Click the Master button to select the Master track. Click Master again to return to the previously selected track. Master Track Note button, when Split Stereo Pan Mode (see 15.1) is active in Global Mix mode, the display will show the current value But the pan dial will be off. In Track Mix mode, the display will be displayed either by the panning control or by Pan sliders, depending on the active pan mode.29.11.1 Rack and band Track MixingOn Push 2 display, group tracks and tracks that contain instrument or drum racks have special icons that distinguish them. Group track and tracks containing the tool rack and drum rack. These types of tracks can be deployed, allowing you to use Mix Modes to control the tracks and chains inside them. To deploy one of these tracks, select it with the appropriate lower display button. Then click this button again. The track or rack group will unfold, revealing closed tracks or chains. On the display there is an extended path with an emphasis, which extends to the end of closed tracks or chains. Each push of the selected track'slower display button will switch it open or closed. Expand a group track or track containing a rack to mix it with Contents.Use left and right arrow keys to access additional circuits or tracks that may have been pushed off the display after deployment. Tip: When working with a deployed drum rack, hold Select and click on the pad to move to this pad in the mixer. This can make it easier to mix with the big rack drum.29.12 Automation recordings that you do for the device and the mixer settings can be recorded on your clips as automation, so that the sound will change over time as the clip plays. To record automation, click the Push 2 automation button to make it red. Button.This switches the Live session automation button, allowing you to record changes made to Push 2 coders as part of the clip. When you've finished recording the option change, press the automation button again to turn it off. To remove changes written for a specific option, click the Delete button and tap the appropriate coder. If automation has not been recorded for the option by holding the removal and touching the encoder, reset the appropriate setting to its default value. Automated settings are displayed with a white dot next to the display option. The parameters you're override (manually adjusting the setting without writing down) will show a gray dot. Automated and/or override settings are listed in Display.To reenale all automation that you manually override click and hold Shift and hold the Shift and press the automation button.29.13 Step Automation Sequencem both drum and melodic step sequencers, you can automate the settings for the chosen step. The options available will vary depending on the display mode you are currently in. When using the clip in clip mode, hold one or more steps to access specific parameters (see 29.14.4). When in device or mix mode, hold or a few steps to create and edit a device or automate a mixer just for the chosen step (s). When you step and set up an encoder, automate the appropriate parameter will be adjusted specifically for the time presented by this step. Note that step-by-step automation can be created for any step, even if the step does not contain notes.29.14 Clip ModePress clip to enter clip Mode, where you can customize the different settings for the selected clip. When you're working with an audio track, if you're not selected, Push will tell you to download a sample. Downloading the sample into an empty clip slot in the audio track.The colors of the display reflect the color of the clip, and the name of the clip is highlighted in the top left corner. Some adjustable options vary depending on the type of clip you choose. In MIDI tracks containing drum racks, the notes are displayed in the appropriate color of the pad. In all MIDI tracks, the speed of each note is indicated by its opacity. Clip mode with the selected MIDI clip. When the clip plays on the chosen track, the display follows the position of the clip song and automatically scrolls. For both MIDI and audio clips, the second top display button switches the loop to or off. With Loop on, you can set the loop position, which is where the clip loop starts. The length of the loop establishes how many bars and/or beats a long loop as measured from the loop position. Start Offset allows you to start playing at a different point in the loop, not at the beginning of the loop. If the loop position and the trigger shift are in the same position, moving the loop position will move Start Offset along with it. With the loop off, you can control the Start and End position. This is the region that will play (once) when the clip is launched. Hold Shift by adjusting any of these controls to adjust to 16-note units. You can zoom in or out of the sample with the first encoder. The position you zoom in is centered around the last encoder position to which you touched (Start, Length, Loop, etc.) Clip mode with your chosen audio clip. Keep The Shift when adjusting Transpose to adjust in cents rather than generally half-tones. (Note: This adjusts the Detune option in reviewing the Live clip.) 29.14.1 Using MIDI tracks in clip mode When working with MIDI tracks in clip mode, you can view and improve the midi played or sequenced from Push 2.The display will vary depending on the current layout of the pad. In addition to the controls zoom in, start, end and loop are available in clip mode (see 29.14), all layout pads provide additional crop control that allows you to remove material that extends beyond the selected loop.29.14.2 In real-time play layouts When you record your real-time playback with 64 Notes, 64 pads or 64 layouts, the Clip Mode display allows you to see the incoming MIDI notes, and the view is adjustable so that all existing notes fit on the display at the same time (Note that this is is The display is also displayed in session mode (see 29.15).) Folded Display.29.14.3 Sequence Layouts In melodic and drum steps sequencer layouts, the translucent white box on the display indicates the consistency of the area. This represents an area on the pads where you can add, delete, or correct notes. Each sequence of the Area.Each sequence of the area corresponds to one page of steps. The box on the far left side of the display indicates the range of the pitch in the sequence. As noted, the lines will be displayed on the far left side of the display. These lines indicate which step ranges contain notes. You can use these line of indicators to quickly find and edit notes without looking at your computer screen. Step ranges with higher music density are represented by thicker lines. Step range and note indicators in the clip Mode.Melodic SequencerThe melodic sequencer layout has a range of seven notes on each page. The sequence of the area can be moved horizontally through loop-length pads or pages on the left/right button, or vertically through the Octave Up/Down button or touch strip. Melodic Sequencer No. 32 Notes In this layout the display will be adjusted to match all the notes in the clip. When you select the note (s) that exists in the clip, the display will highlight their sequence. This allows you to quickly find and edit steps that contain the chosen note (s). The area sequence can be moved horizontally through Page Left/Right buttons or loop length pads that can be accessed for a moment in the fifth row by holding the Layout button. The length of the loop pads in the melodic sequencer No. 32 Notes Layout.Drums / Slicing loop selector and 16 Speeds Loop selector and 16 Speed layouts show the only chosen pad. The sequence of the area can be moved horizontally through the plot length pads or the page left/right of the button, or vertically by selecting a different pad.29.14.4 Note-Specific settings when running in any sequence layout in clip mode, you can customize the note settings for each step. To access these settings, just click and hold the step. The display will zoom in on the page that contains this step and switch controls to step note settings. Notes contained in the chosen step will be highlighted. Keep a step to enlarge your page and access the clip to Note Options mode. You can then set up the appropriate coders to:Nudge notes back or forward in time. The value represents the percentage that the note is compensated from the previous grid line. (Negative values indicate that the note is happening in front of the grid line.) Adjust the rough length Music. The fine-tuning of the length adjustment of the selected noting changes the speed of the chosen music. You can also customize these settings for multiple steps at a time. To do this, click and hold all the pads that you would like to set up and then set up the set-up Encoders. The display will show the range of values for the steps you're selected. Tip: You can also create notes with the desired Nudge, Length, and Velocity values by holding an empty pitch and then setting up any of these coders. When working with drums, you can adjust the push, length and speed for each note played by a certain pad by pressing and holding the Select button by clicking on the pad, and then adjusting the coders.29.15 Control Live's Session ViewPress Click 2 in session button to go from Note Mode to session mode. (Click and hold the Session button to temporarily switch session mode. Release the button then return to Note mode. Session Button.In session mode, the 8x8 grid pad will now run clips and the scene/grid button will launch the scene. Tapping the pad starts the clip at the appropriate location in the Live session view. If the track is selected, clicking records a new clip. The pads light up in different colors, so you know what's going on: the color of all playback or stopped clips is reflected on the pads. Play pulse clips in their color. Record clips pulse between the red and the color of the clip. The colors of the clip can be changed when you use session mode. To do this, hold Shift and click on the notepad containing the clip. Then click one of the pads on the outer ring to select this color for the chosen clip. Pressing the Mute or Solo button will disable or solo the chosen track, respectively. Hold Mute or Solo and click the lower display button of any track to disable or solo that track. Holding the Mute or Solo button for a few moments, blocking it. You can then release the button and switch the tracks on and off just by pressing the appropriate buttons of the lower display. Click Mute or Solo again to unlock it. Pressing the Stop Clip button will stop the clip from playing in the track you're currently selecting. Hold Stop Clip and press the lower display button of any track to stop the clip playing in this track. Mute, Solo, and stop the clip Buttons.Holding stop clip button for a few minutes will block it. You can then release Stop Clip and stop the clips by simply pressing the bottom display button for the track that you would like to stop. While Stop Clip is locked, the lower display buttons will pulsate for any tracks that contain currently playing the clip. Click Stop clip again to unlock it. To stop all the clips, click and hold Shift. You can then click Stop Clip.Push 2 tells you what's going on in the software, but, importantly, the software also reflects what's going on on the hardware. Clip slots are being monitored by Push 2 in the mesh pads shown in Live with Border. Hold the Duplicate button and click the clip to copy it. Continue holding the duplicate and click another clip slot to insert the clip there. Arrow button and shift eight-by-eight mesh. Hitting up or down the arrow moves you up or down one scene at a time. Pressing the Octave Up or Down buttons moves eight scenes up or down. The left and right arrow keys move you left or right one track at a time. Pages left and right buttons move eight tracks at a time. During session mode, when the focus is on clip mode, the display folds up, which means that all notes in the clip will fit on the display at any given time. Being able to see all the notes in the clip allows you to quickly identify it before you start. (Note: Choose a clip without running it, click and hold the Select button when you press the pad containing this clip.) While recording MIDI from an external source (such as a MIDI sequencer or MIDI keyboard), the folded display allows you to see all incoming notes. When in session mode, holding the Layout button gives you immediate access to session review, which is explained in more detail below.29.15.1 Session ReviewPush 2 Session Review allows you to navigate through the big Live Sets quickly without looking at the computer screen. Holding the Layout button gives you immediate access to a session review where the pad grid scales to show an overview of your session view. You can also block the session review in place by holding Shift and pressing the Layout button. To unlock the session review, click the Layout button again. In the Review Session, each pad is a block of clips from eight scenes to eight, giving you a matrix of 64 scenes on 64 tracks. Hit the pad to focus on that session view section. For example, by clicking on the pad in row three, column one will focus on scenes 17-24 and tracks 1-8. In addition, each scene launch button is a block of 64 scenes (if they are available in your set.) In the review session color coding is slightly different: White: indicates the currently selected block of clips that will be surrounded by a color boundary in the software. Green: There are clips playing in this block of clips (although this may not be a block of clips selected). No color: There are no tracks or scenes in this range. Click settings to adjust the brightness, reaction sensitivity of Push 2 speed and other settings. Setting up Button.Setup Options.When Pad Sensitivity is enabled, it takes less power to trigger a higher speed. The sensitivity of Pad 10 results in higher output levels at any given input speed, while installation 0 results in lower output levels at the same speed. The default option (and recommended) 5.Pad Gain increases or reduces the overall speed curve. Higher values shift the curve toward the top of the speed range, while lower values reduce it. This control has strong effect at medium speeds. Default (and recommended) 5.The easiest way to understand the relationship between the three speed controls is by observing changes in the graphic curve beneath them. The striking force (in) is displayed on the horizontal axis, and the output level is displayed on the vertical axis. Tip: To set the linear speed curve, install Pad Gain to 4 and Pad Dynamics to 7.Display Light adjusts the brightness of the Push 2 display, while LED brightness adjusts the brightness of the pads and buttons. With very low LED brightness settings, the pads may seem the wrong color. The default (and recommended) option for both controls is 100%. The Workflow defines how push 2 behaves when you press the Duplicate, New, or Up/Down arrow buttons. Which mode you choose depends on how you like to organize your musical ideas. In Scene Workflow (which is the default), musical ideas are organized and moved in scenes. In Clip Workflow, you only work with the clip you're currently selected for. In Scene Workflow, Duplicate creates a note that contains all the clips currently playing, and seamlessly switches to playing them back. It's the same as the Capture and Stage Insert command in the Create menu (see 7.4.3). The new one is identical to the Duplicate, except that it does not duplicate the clip currently selected. Instead, an empty clip slot is being prepared, allowing you to create a new idea in the current track.the up and down the arrows move up or down one scene. Playing clips in a new scene begins seamlessly. In Clip Workflow, Duplicate creates a copy of the clip currently selected in the next clip slot, continuing to play any playback of clips in other tracks. (Tip: Hold Shift when you press a duplicate to create a new scene containing all the currently playing clips.) New prepares an empty clip slot on the track currently selected. Clips in other tracks are unaffected. The playback of the clip of the track chosen in the new scene begins unhindered. Clips in other tracks are not affected.29.17 Click 2 Control ReferenceThe function of each button and control explained below. Click Tempo - As you click once each beat, the pace of the Live Set will follow your click. If the Start Playback with Tap Tempo button is included in Live's Record/Warp/Launch Preferences, you can also use the click to count: If you're working in a 4:4 caption, you need four touches to start playing the song in Pace. The coder above the button adjusts the pace of Live with a step in one BPM. Holding Shift when adjusted will set the pace increment increment Bpm. Metronome - Metronome Toggles Live on or off. The correct coder sets the number of swings used in quantifying, quantifying the record, or when you click Repeat. Delete - In note mode, this button removes the clip you're selected. When working with the drum rack, hold the removal and click on the notepad to remove the recordings of that pad in the clip (or the pad itself, if there are no recorded notes). In session mode, hold Delete and then click the clip to remove the clip. Keep Delete and select the device or track with the top and bottom of the display button to remove the device or track. Hold the Removal and Tap the Coder to remove the automation controlled by this encoder. If automation is not written down for a specific setting by holding the deletion and touching the relevant coder, reset this option to its default value. In Simpler slicing mode, hold the removal and press the pad to remove the slice. If submitting arrangements is the focus of Live, preset Removal will remove the currently selected clip in Arrangement.Undo - Cancels the Last Action. Tap and hold Shift when you click Cancel on Redo. Note that the Push 2's Undo button uses the Un Live functionality, so it will cancel the action in your Live Set, even if they were done without the use of Push 2.Mute - Mutes is the track currently selected. Hold Mute at the touch of the lower display button of another track to disable this track. Keep Mute when you press the drum rack pad to disable the pad. Hold Mute when you press the step sequencer step to disable the pitch. Hold Mute at the top of the device display button to disable the device. Holding the Mute button for a few minutes will block it. You can then release Mute and switch devices or tracks on and off just by pressing the corresponding top or bottom display buttons. Click Mute again to unlock it. Solos is the track currently selected. Keep Solo at the touch of the bottom button displaying another track to solo that track. Keep Solo while pushing the drum rack to the solo pad pad. Holding the Solo button for a few minutes will block it. You can then release Solo and switch the solo track and turn it off by simply pressing the corresponding bottom display button. Click Solo again to unlock it. Stop Clip - Stops the clip from playing in the track you're currently selected. Hold Stop Clip and press the lower display button of any track to stop the clip playing in this track. While the Stop Clip is a switch, the lower display buttons will pulsate for any tracks that contain the clip's current playback. Click Stop Clip again to it. Hold Shift and click Stop Clip to stop all clips. Conversion - Converts the current tool or clip to a different format. The details of the conversion depend on what is chosen when convert is pressed: While working with a simpler in classic or single-decker mode (see 29.8), clicking Convert will create a new MIDI track containing a drum rack with an easier on the first pad. All other devices that were in the original track will also be copied to the new track. While working with simpler slicing mode, click convert will replace Easier on the same track with a drum rack that contains all the slices displayed on individual pads. While working with the drum rack, pressing Convert will create a new MIDI track containing all the devices that were on the chosen platform. While working with the audio clip, convert presses you can choose between: Double Loop - doubles the material in the loop, as well as the length of the loop. Quantification - Click and release to quantify selected notes (or all notes in the clip if you don't have a choice). Hold the quantizes and press the drum pad to quantify that pad notes. For audio clips, quantize will affect the transient. Click and hold a quantize to access the quantification settings. After changing these options, click once to get out, then click and release to apply your changes. Duplicate - In Scene Workflow, Duplicate creates a new scene containing all the currently playing clips. In Clip Workflow, Duplicate creates a copy of the clip currently selected in the next clip, continuing to play any playback of clips in other tracks. Hold the duplicate when you press the drum rack pad to copy the pad and insert it into a new place in the drum rack. Keep Duplicate at the click of the track selection button to duplicate this track. In session mode, hold the Duplicate and click the clip to copy it. Continue holding the duplicate and click another clip slot to insert the clip there. New - Pressing New stops the selected clip and prepares Live to record new material. This allows you to practice before creating a new record. Fixed Length - When turned on, all newly created clips will be a fixed number of bars. When you turn off, new clips will be recorded until you press the Record, New or Play/Stop buttons. Tap and hold, then use the lower display buttons to indicate a fixed length of the record. Tip: Turning on the fixed length while recording will turn off the record and loop the last few clip bars, depending on the set-up of the fixed length. Automation - Toggles Live Automation Recording Button. When on, your parameter changes will be recorded in the Session View clips playback. Keep Shift and Click Automate to revamp any automation that you overridden. Hold Delete and click the Automation button to remove all automation in the clip. Record - With the session view focused live, click the recording button to start recording the clip session. Clicking the record will stop recording again, but will continue to play the clip. Press The third time will allow the supercharger mode, allowing you to record in the clip while it is played. Hold the record and press the bottom display button for the track to manually arm it. With the location of the view concentrated in the Clicking Record will switch The Recording Arrangement on and off. You can also initiate an arrangement recording, while Live's Session View is in focus by holding Shift and clicking on the record. Note that this behavior changes when the location is in focus; Holding a shift and clicking the record will then switch the recording session. Play/Stop - Play button switches in the Live transport bar. While already stopped, hold Shift and click Play/Stop to return The Live transport to 1.1.1 without starting playback. Touch Strip - When the instrument track is selected, the touch band adjusts the step of bending or modulating the number of wheels when playing in real time, or the available range of notes at the pitch sequence. The bend of the step is chosen by default when choosing a tool. To change the functionality of the touch strip, hold Select and click on the strip. It switches between the bend of the step and the functionality of the fashion wheel every time you click on it. The display will briefly display the current mode every time you change it. Note that step bending and modulation wheel functionality is only available when playing instruments in real time, not when using a melodic sequencer. When choosing a Drum Rack track, the touch band selects the Drum Rack pot. Coders

and display buttons - Coders and two cans of eight buttons above and below display change function depending on various factors, including the chosen type of track, current mode, etc. In all modes, the far-right coder controls the volume of the Master track (or the volume of the Pre-Cue if the shift is carried out). Holding Shift when setting up any of the coders allows you to fine-tune any setting currently controlled by this coder. Add device - Opens view mode to add a new device to the track you're currently selected. The devices will be downloaded to the right of the previously selected device, although note that MIDI effects will always be placed before the instrument in the track and the sound effects will always be placed after it. Add Track - Puts Push 2 into view mode, allowing you to choose what type of track you'd like to add (MIDI, Audio, or Return) and additionally download the device to a new track at the same time. If the Add Track button is pressed while selecting a track as part of a group track, all new tracks will be inserted into this track. Master group - Click The Master button to select the Master track. Click Master again to return to the previously selected track. Stage/Grid Buttons - These buttons change their functionality depending on whether the session mode or note mode is selected. When the session mode is selected, these buttons trigger Session View scenes. (Tip: Hold the Select button by pressing the Scene button to select a scene without it When selecting Note mode, The Scene/Grid buttons determine the rhythmic resolution of the step sequencer mesh and the rhythmic Re-notes (when repeated enabled.) Setting up - Click to adjust the brightness, reaction sensitivity of Push 2 and other settings (see 29.16). User - All built-in Push 2 features can be disabled through user mode. This allows push 2 to be reprogrammed to control alternative features in Live or other software. (Tip: Relative Push 2 coders work best in Relative mode (2's Comp.). Device - Click to enter device mode, which allows you to use coders and top display buttons to control settings in Live devices and third-party plugins (see 29.10). While in a different mode, click and hold to temporarily switch to device mode. The release of the button will then return to its previous mode. Browse - Click to enter view mode, where you can download tools and effects for tracks. (see 29.2) Mix - Every Mix button push switches between Track Mix and Global Mix Mode. In Track Mix mode, coders set the volume, pan, and send levels to the track you're currently selected. The lower display buttons are used to select a track (see 29.11). While in a different mode, click and hold to temporarily switch to Mix Mode. The release of the button will then return to its previous mode. Clip - Click to enter clip mode, where you can set up the settings of your chosen clip (see 29.14). While in a different mode, click and hold to temporarily switch to clip mode. The release of the button will then return to its previous mode. Arrow Keys - Go through your Live Set (in session mode) and between tracks or scenes/clips (in Note mode). In view mode, use arrows to move between the columns of items in the browser. Repeat - when the repeat is turned on, holding the pad will re-trigger the note. Scene/Grid buttons change the rhythmic meaning of the repeatable note. Tap and hold repeat to temporarily turn it on. Accent - when Accent is on, all incoming notes (whether it's a sequence pitch or played in real time) play at full speed. Tap and hold Accent to temporarily turn it on. Scale - When Note mode turns on and selects the tool, pressing this button allows you to choose which scale will be played on the pads. Note that this button does not affect when choosing a Drum Rack track or when used in Session Mode. Fixed On/Off: when the fixed recording mode on the grid pads remain in the same position when the keys change; The lower left pad will always play C (except for keys that do not contain C, in which case the lower left pad will play the nearest note in the key.) When the key is not. Off, the notes on the mesh pad shift so that the bottom left pad always plays the root of the chosen key. In Key/Chromatic: With the key selected, the pad mesh is actually folded, so only key notes are available. In Chromatics Chromatica The mesh pad contains all the notes. Notes that are in key are illuminated, while notes that are not in the key are not illuminated. Scale choice: Using the top and bottom of the display buttons, you can change the key in which the pad mesh plays. You can change to different types of scale using coders 2 to 7. Layout - Click to change the layout of the mesh pad. When in session mode Layout switches session view on or off (see 29.15.1). When you use Note in Note mode, the layout options depend on the type of track you're currently selected for and the current mode. The MIDI TRACK, which contains the instrument, switches between turning on the pad grid to play notes in real time and melodic sequence of steps. TRACK MIDI, containing a drum rack (or simpler slicing mode) - switches between a three-track pad grid (real-time game, step sequence and cycle length) and a layout of 64 pads. Note - Click to enter Note mode. When the pads are turned on, the functionality changes depending on the type of track you choose. While in session mode, click and hold The Note to temporarily switch to Note Mode mode. The release of the button will then return to session mode. TRACK MIDI containing the tool - the pads play notes (or pieces of the sample, when using simple slicing mode.) Pressing Layout switches between real-time playback and sequence of steps. TRACK MIDI containing a drum rack - with the selected loop selector layout, the mesh pad is separated; The bottom left 16 pads play Drum Rack, the lower right 16 pads adjust the length of the clip loop, and the top four rows control the step sequencer. Click Layout to upgrade to the 16-speed layout. Here, in the bottom right corner of the 16 pads represent 16 different speeds for the selected Drum Rack pad. Click Layout again to jump on the 64-pad layout, allowing you to play drums all over the 8x8 pad grid. Session - Click to enter session mode. When you turn on, the pad grid changes to run clips in the Live session review. While in Note mode, click and hold the session to temporarily switch to session mode. The release of the button will then return to Note Mode. Octave Up/Down - If the track tool is selected, these buttons shift the pads up or down the octave. If the drum rack is selected, these buttons shift the Drum Rack pad view up or down into 16 pads. In session mode, these buttons shift control of the session up or down into eight scenes. These buttons will be unlit unless additional octaves are available. Page left/right - When working with a drum or melodic step sequencers, these buttons go to the previous or next page of steps. In session mode, these buttons are shifted view of the session left or right on eight tracks. Shift : Click and hold Shift by clicking on other buttons to access additional functionality. Hold Shift when turning the coders for a finer resolution. Select mode and click the clip on clip without running it. It will also display the name of the clip on the display. In Note mode, hold Select and click on the Drum Rack panel to select it without triggering the pad. The two ports on the back of Push 2 allow you to connect the momentary footswitches. Footswitch 1 acts as a supporting pedal. Footswitch 2 gives you hands-on control of the Push 2 recording function. A single tap on the footwich will switch the entry button, thus switching between recording/overdubbing and playing the current clip. A quick double tap on a foot is the same as pressing a new button. Note that some footswitches may behave backwards; for example, notes can only be maintained when the pedal is not suppressed. Footswitch polarity can usually be corrected by connecting footswitch to the port while depressing it, but we recommend using footswitches with a physical polarity switch. Switch.

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