DeviceSnapshotManager

DeviceSnapshotManager is a Max For Live device designed to instantly store and recall snapshots (of the state) of any other Ableton Live device.

Primarily this is useful for recalling specific device setups in realtime via MIDI mapping. DeviceSnapshotManager is comparable to the 'Presets' system that Live offers, but with the benefit that a 'snapshot' can be recalled at any time, without the use of the mouse and keyboard. This can be achieved through either MIDI mapping, or automation.

An overview video of DeviceSnapshotManager can be viewed at:

http://www.youtube.com/watch?v=IIeFszBbUHc

DeviceSnapshotManager requires you have Ableton Live (v8.2.2 or above) installed and Max for Live authorised.

Installation

To install the DeviceSnapshotManager Max For Live device, follow the steps outlined at:

http://www.ableton.com/pages/faq/max_for_live#faq_8_link

Managing a (Live) device

DeviceSnapshotManager will always manage the device placed next to it on the right. It can manage any of Live's built in devices, any of Live's racks, an AU/VST plugin or even other Max For Live devices.

All the MIDI mappable/automatable parameters of the managed device will be controlled by DeviceSnapshotManager.

- For a Live Device, this comprises the 'Device On' button and the device parameters.
- For a rack, this comprises the 'Device On' button and the rack's macro knobs.
- For a plugin, this comprises the 'Device On' button and all the parameters that have been configured for MIDI mapping (see the Ableton Live manual for more on MIDI control of plugins)

To manage a MIDI device or instrument:

- Drag a MIDI device or instrument (e.g. Operator) onto a MIDI track
- Drag the 'Max MIDI Effect' version of DeviceSnapshotManager onto the same MIDI track, placed to the left of Operator
- Observe that DeviceSnapshotManager will rename itself to "Operator-Snapshot"

To manage an audio device:

- Drag an audio device (e.g. Chorus) onto a track
- Drag the 'Max Audio Effect' version of DeviceSnapshotManager onto the same track, placed to the left of Chorus
- Observe that DeviceSnapshotManager will rename itself to "Chorus-Snapshot"

Storing, recalling and naming snapshots

DeviceSnapshotManager can store up to eight snapshots of a managed device. Clicking one of the eight 'Store' buttons is all that is required to save a snapshot.

A snapshot is recalled by clicking one of the eight 'Recall' buttons. A yellow bar indicates which snapshot was last recalled. You cannot recall a snapshot where one has not previously been stored.

Any stored snapshots are indicated by the presence of a name – where no snapshot is stored, a dash (-) is shown. New snapshots are automatically given a numeric name. Clicking the 'edit name' button pops a dialogue box that allows you to enter a name for the current snapshot.

Resetting and randomisation

The reset button returns a managed device to its default state. This is equivalent to selecting each parameter of the device in turn and pressing delete.

NB. Not all device parameters have a default value, e.g. the 'filter mode' on the EQ8 device. Where no default value exists, the reset function will not change the parameter value.

The randomisation button inspects the minimum and maximum allowed value of each of the managed device's parameters and sets a new random value within its allowed range.

This can be used to contort a device to perform in new and unexpected ways, however, do not expect the results to always be musical!

Realtime control

All of the controls of DeviceSnapshotManager can be MIDI mapped via Live's MIDI learn function, and automated when using Live in arrangement view.

Recalling snapshots is ideally suited for realtime use via MIDI mapping.

NB. For correct behaviour, the buttons in the device should be MIDI mapped to hardware controls that send momentary MIDI CC values. The controls will 'toggle' if mapped to MIDI notes, which may cause snapshots to be recalled in an unintuitive manner.

The Store, Reset and Random functions require the Live API to be interrogated – this is a relatively slow process. Whilst these functions can be mapped to a MIDI controller (which is handy in the studio), using them in realtime during a performance is not advised.

Saving your Live set and saving presets

When you save a Live set, the snapshots stored in DeviceSnapshotManager will be retained.

When you reload the Live set, the state of the managed device will be the same as it was when you saved the set (which may or may not have been stored as a snapshot).

A snapshot will not automatically be reloaded when the Live set is loaded, but the snapshots are available for recall as and when required.

If you save a device preset (either of DeviceSnapshotManager itself, or of a rack containing DeviceSnapshotManager) the saved snapshots are also retained. Again, when the preset is imported into another Live set, a snapshot is not automatically recalled, but will be available for recall.

Contact

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