

ZERODEBUG

TOUCHABLE PRO
V 1.563

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Introduction

Welcome to the touchAble Pro manual

touchAble Pro was designed to give full control of Ableton Live on iOS, Windows and Android touch screens. This manual will guide you through the setup and operation of touchAble Pro. You will find additional video guides on our [homepage](#).

⚠ To get in contact with us and keep up with the latest news, please follow us on [facebook](#). If you have any further questions, please contact us via mail support@touch-able.com or visit our [homepage](#).

Server Installation

To connect touchAble Pro to your Mac or Windows PC, you'll need to download the latest installer package from our [website](#). The package includes 2 parts:

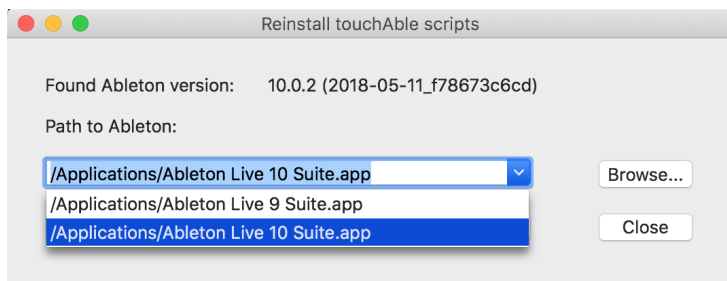
1. **touchAble Server**: handles communication between iDevices and computer, installs the control surface script into Live.
2. **Control Surface Script**: handles communication between Live and the touchAble server.

⚠ On Windows make sure to download and install rtpMIDI, iTunes and Bonjour. You'll also need to establish a firewall exception for iTunes/Bonjour and touchAble Pro. Please follow this [GUIDE](#), if you don't want to install iTunes, or if the iTunes installation wasn't successful. ⚠ Make sure not to install iTunes from the Windows Store but from <https://support.apple.com/kb/DL1615> directly. The installation from the Windows Store simply doesn't work with touchAble Pro.

Server

Visit <https://zerodebug.com/touchAblePro> and download the Installer appropriate to your system. Run the installer by double-clicking on the Installer you just downloaded. Follow the instructions and enter your password if necessary.

Control Surface



Click on the touchAble Pro icon (on Mac on the right side of the menubar in Finder at the top, on Windows in the system tray), click the 'Install Scripts' button and select your Ableton Live installation from the dropdown menu.

If your Live installation was not listed in the menu, please click on 'Browse' and select it manually. Click on 'Install' to copy the scripts to the selected Live installation. Repeat step #2 for every Live installation that you want to use with touchAble Pro.

Live

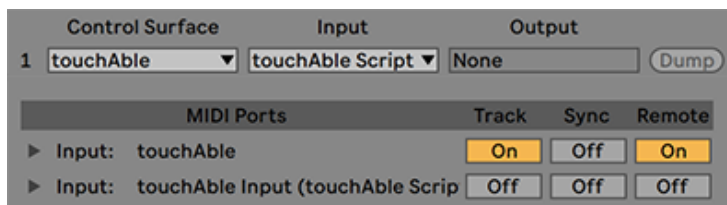
If Ableton live was running, restart it. Open Live's preferences and go to the MIDI/Sync tab.

⚠ Select "touchAble" as a control surface.

⚠ Select the "touchAble Script Input" midi port as the input for the control surface.

⚠ Enable 'Track' & 'Remote' for the MIDI Port "Input: touchAble"

⚠ Note that you can connect several iDevices running touchAble Pro using only a single control surface script.



First Connection

touchAble Pro supports connections between your touch-device and your computer via a simple USB cable (on iOS only) or a wireless network.

- On your computer, first start the touchAble Pro server, then start Ableton Live
- To connect wirelessly, connect your touch-device to the same network as your computer (this may be your normal home WiFi or an AdHoc network)
- To connect via USB, simply connect the standard apple USB cable to your iPad and to your computer. Open touchAble Pro on your touch-device.
- Depending on the types of connection available, one or several servers will be shown. Connect to a server by tapping it.
- Get rid of our welcome screen - after carefully reading it! ;)
- If the MIDI Port 'touchAble' was not available when setting up Live earlier, please set it up in Live's MIDI/Sync preferences now.

DONE!

First Usage and General Layout

After the first connection has been established, you will see the following screen displaying the **Main Bar** ① for general controls and navigation, the **Module Content Views** ② ③, the **Module Selection Views** ④ ⑥ and the associated **Module Controls** ⑤ ⑦.

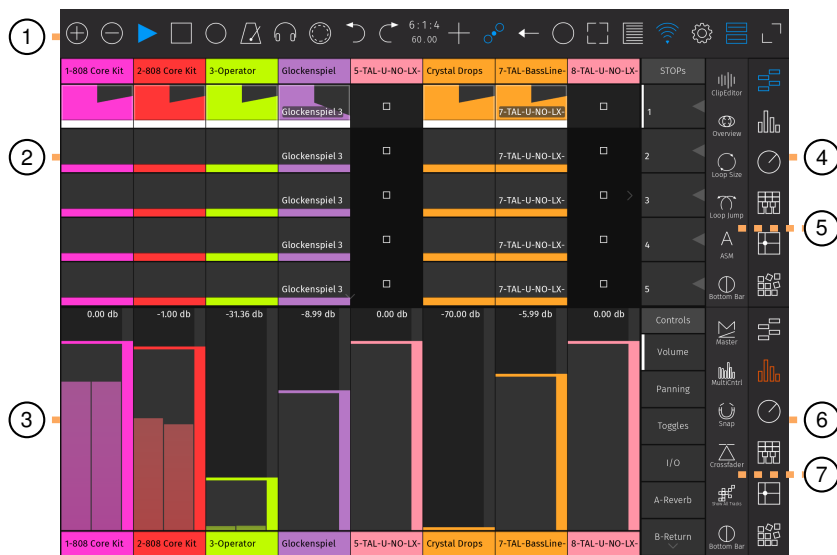


Figure 1: touchable Pro Split Screen

- 1) Main Bar for General Controls and Views
- 2) Top Module Content View
- 3) Bottom Module Content View
- 4) Top Module Selection/Navigation
- 5) Top Module Controls
- 6) Bottom Module Selection/Navigation
- 7) Bottom Module Controls

Navigate to each module by tapping its **Module Button** in the **Navigation Side Bar** ④ and ⑥. You can select between 5 different Modules.: The [Clips Module](#), to start clips and scenes and to edit them. The [Mixer Module](#), to adjust volume and other track related parameters. The [Device Module](#), to select and control devices. Most Live devices have been predesigned in touchable Pro, so you can use them directly. The [XY Module](#) with free parameter selection, to control and record. And the [Editor Module](#) to create your own interfaces.

You can switch between the split view and fullscreen view by tapping the **Fullscreen Button** (2) in the main bar. In the split view, you have two completely independent module views, giving you control over multiple modules simultaneously. For example, editing two different MIDI clips. If the fullscreen view is selected, only one module view is shown. touchAble Pro automatically keeps control over aspect ratios when navigating through split and fullscreen views. To free more screen space, you can fold the main and sidebar with the **Bar Folder** (3) in the main bar. touchAble Pro provides 3 different modes when switching between full and split screen, described in the settings section.

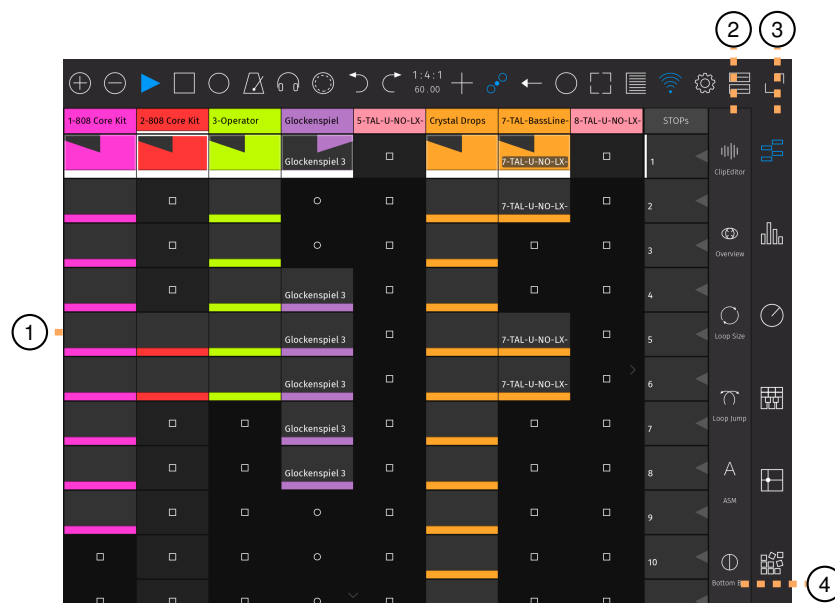


Figure 2: touchAble Pro Full Screen

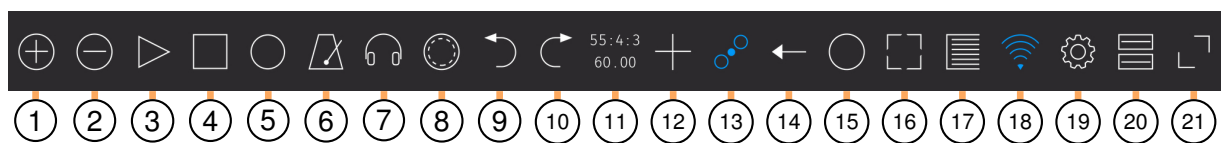
- 1) Fullscreen Content View
- 2) Fullscreen Module Controls
- 3) Fullscreen Module Selection/Navigation
- 4) Unfold Bottom Bar

The **Module Controls** (2) contain commonly used individual controls and preferences for each module. For less commonly used preferences and controls, open the **Bottom Bar** (4).

Each element will be explained in later chapters.

Main Bar

The main bar contains the main controls of Ableton Live (1) - (14), as well as touchAble controls. Live controls represent their counterparts in Live. touchAble controls are described in this section.



- | | | |
|-----------------------|-------------------------------|-------------------------------|
| 1. Add | 8. Quantization/Fade Settings | 15. Session Automation Record |
| 2. Delete | 9. Undo | 16. Add Button |
| 3. Play | 10. Redo | 17. Open Browser |
| 4. Stop | 11. Position/Tempo Settings | 18. Connection |
| 5. Session Record | 12. New | 19. Settings |
| 6. Metronome | 13. Automation Arm | 20. Fullscreen/Splitscreen |
| 7. Preview/Cue Volume | 14. Re-Enable Automation | 21. Fold |

Tapping on **Open Browser** (17) expands the browser. Select instruments, effects or samples, and drag them onto the appropriate view in touchAble Pro. The browser can be used the same way as in Live. **Add** (1) needs to be tapped and held down to create new clips, tracks and scenes. In the piano roll you can also copy selected notes when it's held. Or add devices in combo mode. **Delete** (2) works the same way. Both buttons work on hold only, meaning you have to hold it down while performing an action. Tap on **Connection** (18) to see available connections and to select one. Enter the settings with **Settings** (19) and switch between split and fullscreen by tapping on **Fullscreen/Splitscreen** (20). Tapping on **Fold** (21) will fold/unfold the main bar and the navigation side bar.

Quantisation Menu

The quantisation menu allows for editing quantisation and time-based preferences. Edit **Clip Launch Quantization Fixed Length** (1) to determine the time in which a clip recording ends and the clip automatically starts. This will only work when one tap recording in the clips module is active (see clip

module section). Adjust the **SnapLength** ② to change the time in which a parameter returns to its initial value after releasing the control. This value is valid for all snappable controls except for the XY module, which has its own snap length parameter. The **MIDI Rec Quantization** ③ defines the quantisation when recording MIDI notes in Live. **MIDI Rec Quantization** ④ determines the clip starting quantization. Adjust the **Snap Curve** ⑤ to achieve individual fade in/out. You can choose between exponential, linear, logarithmic and half-hamming curves. Adjust the global groove in Live...



Figure 3: Connection View

- 1) Clip Launch Quantization Fixed Length
- 2) Snap Length
- 3) MIDI Rec Quantization
- 4) Clip Quantization
- 5) Snap Curve

Tempo Menu

In touchAble Pro, song tempo can be changed in different ways:

Use **Decrease Tempo** ① and **Increase Tempo** ④ to change the tempo.

Select the increment of change by selecting the place value of the BPM you want to change in the **Tempo Picker** ③. One can use the **Tempo Picker** ③ to change each place value separately, for fine or coarse tempo changes.

You may also trigger Live's nudge parameter by tapping **Nudge Down** ② or **Nudge Up** ⑤.

Or tap the **Tap Button** ⑥ to trigger Live's internal tap function.

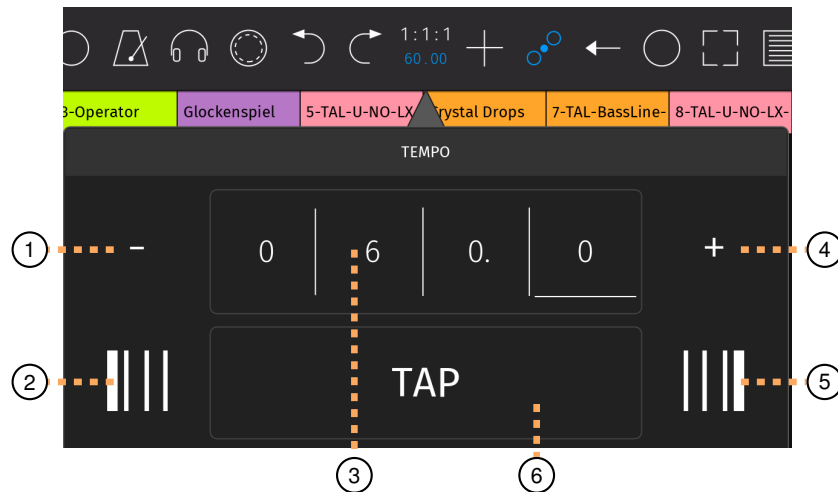


Figure 4: touchAblePro Full Screen

- 1) Decrease Tempo
- 2) Nudge Down
- 3) Tempo Picker
- 4) Increase Tempo
- 5) Nudge Up
- 6) Tap Tempo

Connection

The image below shows the connection panel displaying each available server and the current connection status of each server. Additional information like the **Server Version** ①, the **Script Version** ②, the **Ableton Live Version** ⑤ will help you if you encounter a problem with the connection. Always make sure to keep the server, script and app up to date. If any of these information texts ② are coloured red, the connection will fail. In this case the control surface is not responding, because Live is not running or the "touchAble" control surface hasn't been selected in Live. If no server is listed here, please make sure, that the server has been started and that your touch device and your desktop are connected to the same network. Important: Start Ableton Live **after** you started the server!

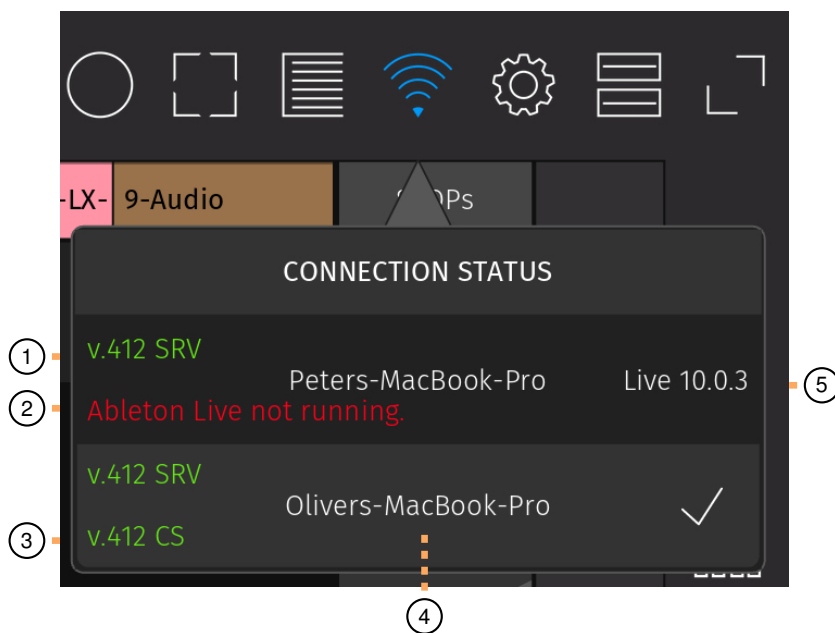


Figure 5: touchAble Pro Full Screen

- 1) Server Version
- 2) Script/Ableton Not Detected
- 3) Script Version
- 4) Host Name
- 5) Live Version

Settings

The settings contain the **Preferences** ①, the **Multiple Touch-Devices Configuration** ②, the **MIDI Setup** ③, the **Manual** ④, the **In App Purchase (coming soon)** ⑤ and the **About Section** ⑥.

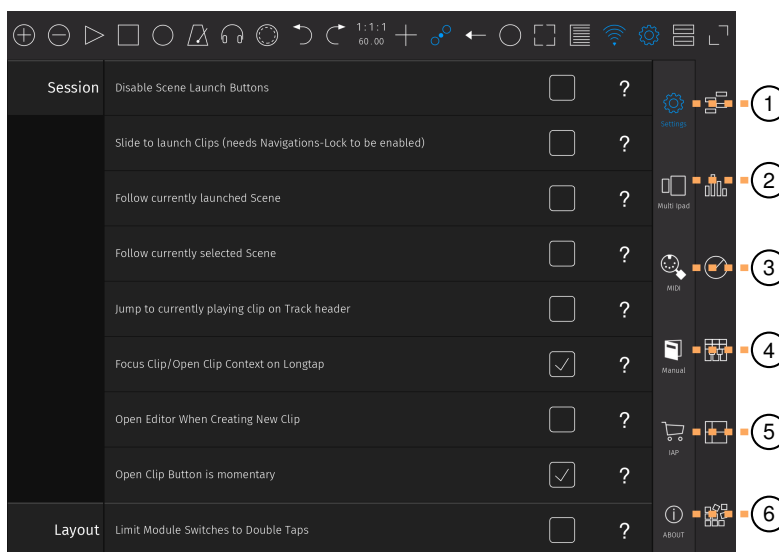


Figure 6: touchAble Pro Full Screen

- 1) Settings
- 2) Multiple Touch-Devices
- 3) MIDI
- 4) Manual
- 5) IAP
- 4) About

The preferences is divided into 4 sections. Each preferences has a question mark on its left with further information about the setting.

MIDI

If you'd like to control parts of touchAble Pro with a MIDI Controller connect your MIDI controller to your touch-device. You can also connect it to your desktop system. Make sure to route the MIDI to your touch-device, for example with a MIDI Track in Ableton. To activate MIDI control, tap on Learn and send a MIDI signal. touchAble Pro will automatically detect the MIDI Signal and store it for further use.

Multiple Touch-Devices

touchAble Pro provides a convenient way to link multiple Touch-Devices. In the multi-device-view each device linked and connected to the server is displayed. Move the device view in the screen to change its offset. Change the size to change the displayed scenes and tracks. Double tap it to link it.

The current device has a blue border, and connected devices are bordered in red.

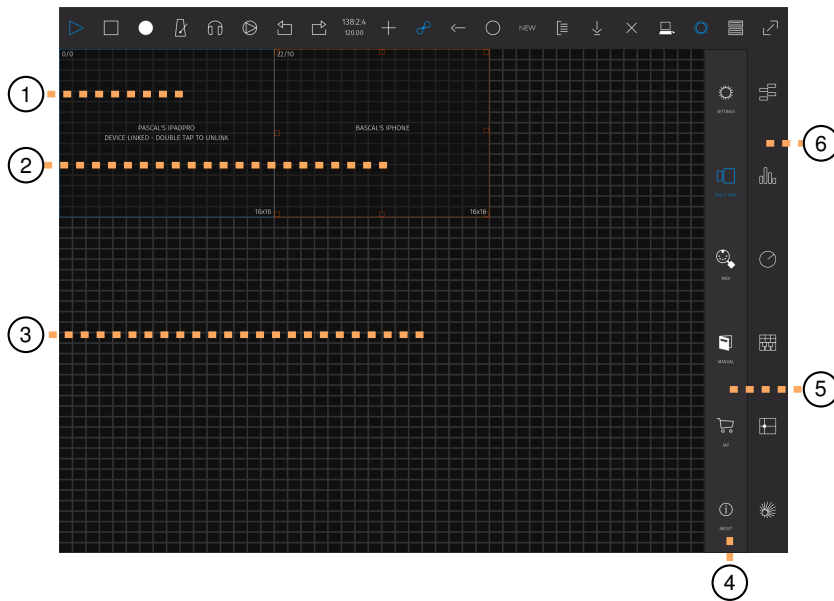


Figure 7: touchAble Pro Full Screen Device View

- 1) Current Device
- 2) Connected Device
- 3) Fullscreen Content View
- 4) Unfold Bottom Bar
- 5) Fullscreen Module Controls
- 6) Fullscreen Module Selection/Navigation

Browser

Use the browser to load devices and samples. Figure 8 shows the root folder of the browser. A tap on one of the shown folders ② opens folder containing sub objects. Any folder with a plus icon contains sub objects. Tap the **Navigator** ① to get back to the previous menu.

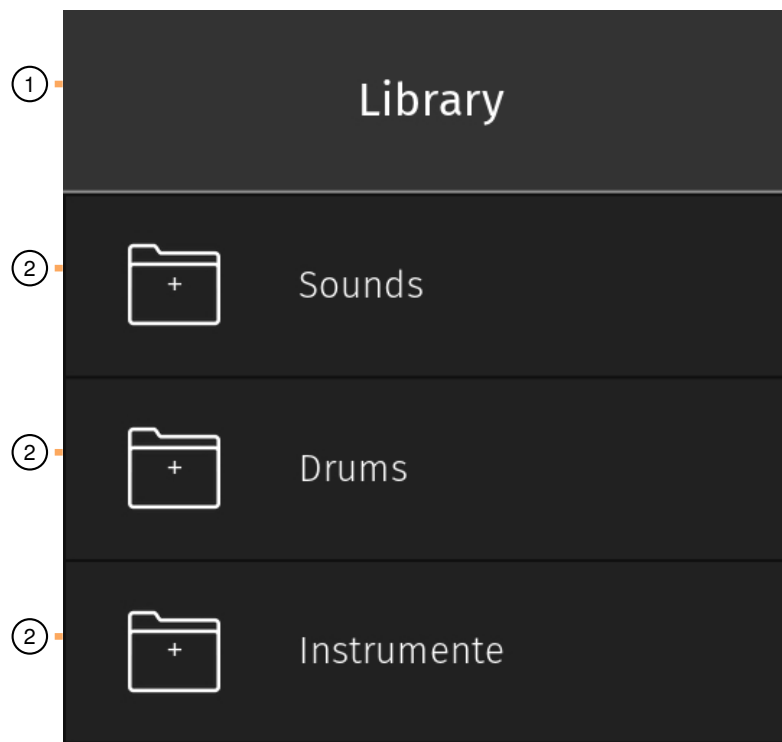


Figure 8: Browser Root

1) Navigation Button

2) Subfolder-Buttons

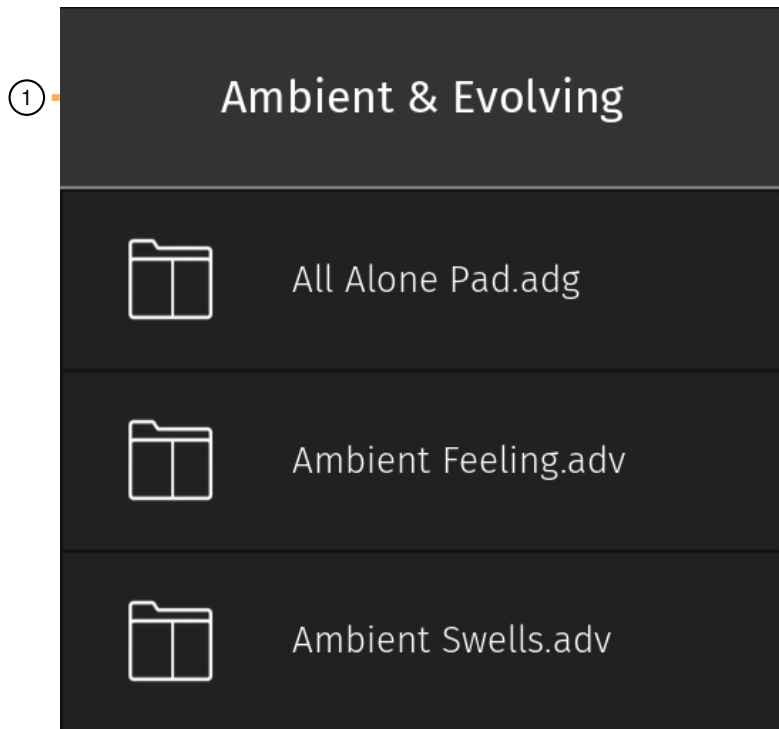


Figure 9: Devices
1) Navigator

Devices (instruments, audio effects, MIDI effects etc) are displayed with a slightly different symbol, seen in the image below. You can drag instruments on MIDI Tracks, including the corresponding mixer view and clips view. Drag it on an empty track slot to create a new track.

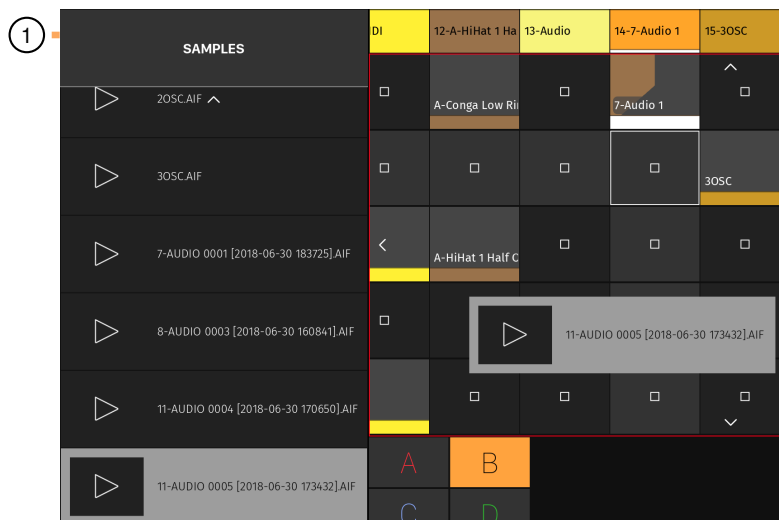


Figure 10: Track Button
1) Track Button

You can pre-listen to Samples by tapping the play symbol and Samples could be loaded on empty audio clips. Unfortunately it is not yet possible to drag samples on the sampler or sampler device.

Clips Module

The clips module displays all available clips, tracks and scenes. The **Overview** ③ displays all clips and helps to navigate through big sets. Open a clip by tapping and **holding Clip Editor** ④. It is available for MIDI and audio clips. Activate **One Tap Recording** ⑬ to launch a recorded clip automatically after a certain time, set in the quantization menu. **Lock Navigation** ⑭ prevents the user from scrolling the clips grid. To show all clips tap **Show All Clips** ⑮. Unlike the clips overview, in this case each clip is fully functional. Tap it again to get back to the former zoom level.



Figure 11: Clips Module Main View

- 1) Tracks
- 2) Unfold/Fold
- 3) Clip Editor (hold to activate)
- 4) Clips Overview
- 5) Loop Size
- 6) Loop Jump
- 7) Show Arms
- 8) Unfold/Fold Bottom Bar
- 9) Zoom in Tracks
- 10) Zoom out Tracks
- 11) Zoom in Scenes
- 12) Zoom out Tracks
- 13) One Tap Recording
- 14) Lock Navigation
- 15) Show All Clips
- 16) Stop Button

By tapping the **Stop Button** ⑯ the stop bar will unfold right under the **Tracks** ①. Each track has its own stop button. A global stop button can be found on the far right. The mutes/stops/arms are displayed on the bottom of the clips module.

Tracks

By tapping a track, the track is focussed in touchAble Pro and Live. Longtapping a track opens a context menu.

⚠ Each module has its own track views with individual functions. In the mixer module you can mute and unmute a track. In the device module, tapping a track will select a track and it also has a navigation function for device chains: To navigate deeper into a device chain tap on the circled arrow on a device. To get back to the latest chain layer tap on the track view of the corresponding track.

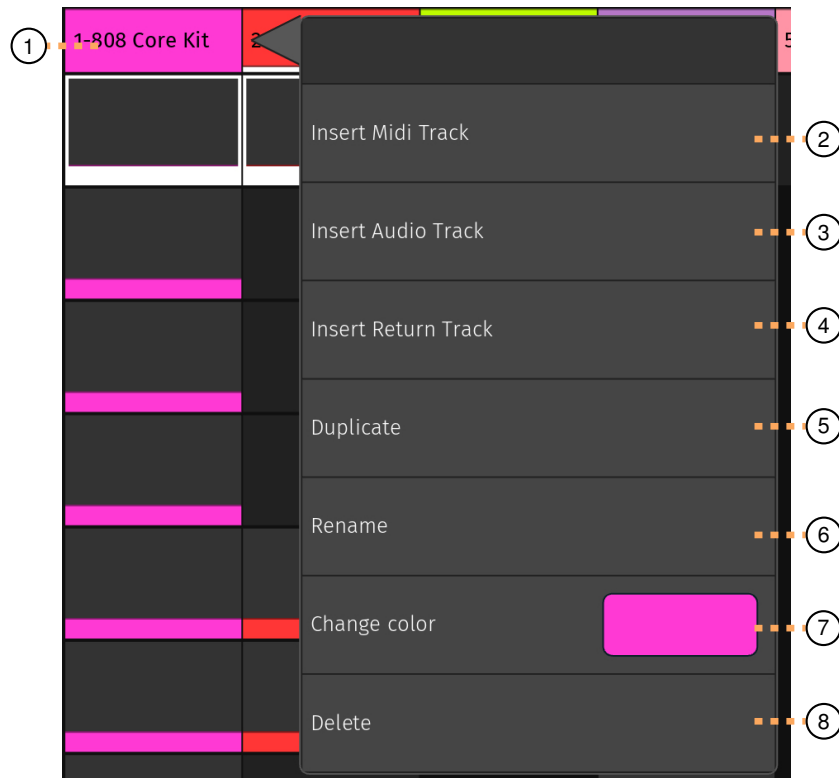
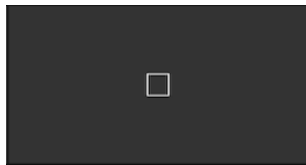


Figure 12: Track Button

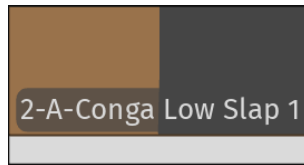
- 1) Track Button
- 2) Insert MIDI Clip
- 3) Insert Audio Track
- 4) Insert Return Track
- 5) Duplicate Track
- 6) Rename Track
- 7) Change Track Color
- 6) Delete Track

Clips

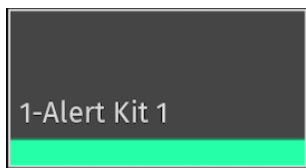
Start a clip by tapping it. A longer tap will focus it, a even longer tap will open the context menu. The current state of a clip can be derived from its graphical representation.



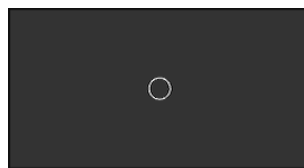
(a) Empty Clip



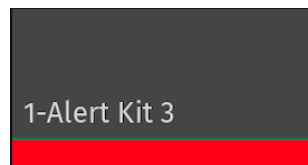
(b) Playing Clip



(c) Selected Clip



(d) Armed Track Clip



(e) Recording Clip

Piano Roll

One of the most exciting new additions to touchAble Pro is our MIDI clip editor. It allows easy editing of MIDI sequences. Use the **Clip Button** ① to start and stop clips. Use the vertical ② and the horizontal fader ⑪ to zoom and scroll. You can zoom with two fingers and scroll with one finger. Select a range of note by swiping the **Note view** ③. The **Loop View** ⑫ may be used to loop a certain part of the clip. Tap **Overview** ⑤ to go back to the clips View. Activate **Draw** ⑥ to draw notes by swiping over the piano roll in horizontal direction. Delete multiple notes by sliding over notes in horizontal direction. If **Fold** ⑦ is enabled, only lines with notes will be displayed in the piano roll. Tapping **Quantize** ⑧ will quantize notes according to the selected grid quantization. By Tap and hold **Copy Notes** ⑨ one can copy selected notes. The quantization will be mirrored from Live automatically. We will describe later in this section how to change it in touchAble Pro.

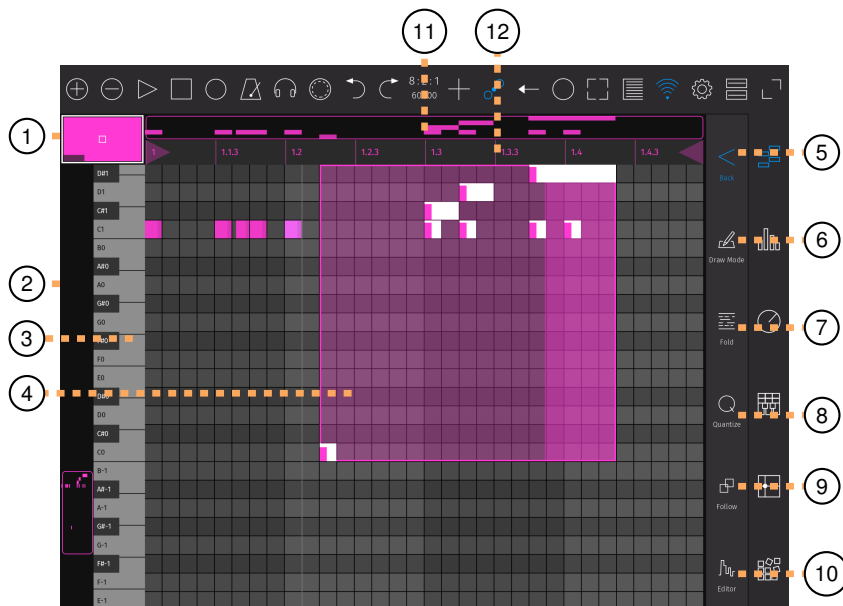


Figure 13: Piano Roll

- 1) Clip Button
- 2) Vertical Slider
- 3) Note View
- 4) Piano Roll
- 5) Back to Clip Overview
- 6) Draw Notes
- 7) Fold Piano Roll
- 8) Quantize Clip
- 9) Copy Notes
- 10) Open Editor View
(hold to activate)
- 11) Horizontal Slider
- 12) Loop View

Piano Roll Handling

You can slide and scroll the piano roll by using two fingers. Select multiple notes by tapping the piano roll and slide horizontally and vertically. Create a note by tapping an empty slot. Delete a single note by tapping it again. Delete a note selection by long tapping a note in a selection. Change note lengths by grabbing the last 1/6 of a note. Drag a note by tapping and moving it. Change the length of a selection by grabbing the selection's last 1/6. Change the length by sliding horizontally. Change the velocity by sliding vertically. Create a note with specific length by tapping the piano roll and moving your finger to the right.

△ Copy notes by holding the add button in the main bar and dragging a single note or a selection. Delete a selection by holding delete in the main bar and tapping a single note or selection.

Clip Editor View

The clip editor view allows you to change velocity, scales, loop length, and other clip parameters.

Velocity View

Change velocity of single notes by tapping a velocity slider and moving it. If you selected multiple notes you will change the velocity of the selection. In drum mode, you will absolutely change the velocity of each note by swiping over the view.

⚠ When there are multiple notes at one time position, touchAble Pro will always change the velocity of the lowest note automatically. By longtapping the velocity fader, touchAble Pro will switch through the notes that are equal in time. Select one single note by using the note view of the selection, to change the velocity of notes other than the lowest note.

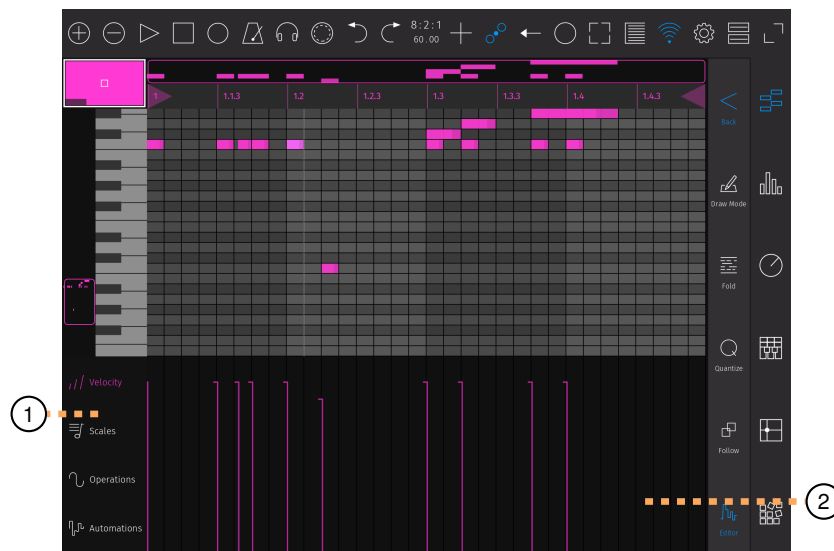


Figure 14: Velocity View
1) Editor View Navigation
2) Velocity View

Scales View

touchAble Pro provides 24 different scales from common ones like minor and major to exotic ones like hiroshie and in sen. Changing the **Scale** ② and **Root Note** ③, the piano will change its appearance and only display note strips that are part of the current scale. Since The top and bottom view are fully independent changing the root note scale does only affect the current module.

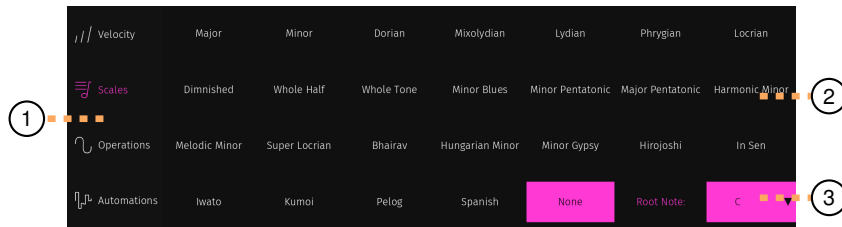


Figure 15: Scales View
 1) Editor View Navigation
 2) Scale Selection
 3) Root Note Selection

Operations View

Change time dependent preferences in the operations view. You can change the **Grid Quantization** ② and chose triplets. This will also effect Live's internal clip grid quantization. Each clip in touchable Pro will have the same quantization properties as its counterpart in Live. To duplicate a clip or a selection **Quantization** ③. By tapping **Inverse** ④ the selected notes will be vertically mirrored. Tapping reverse will do the same for the horizontal axis. **Mute/Legate** ⑤ will mute selected notes. If no notes are selected all notes will be muted. And the same for legate. Use ⑥ to change the transpose of a selection or all note, default is set to 12 semitones.

⚠ By longtapping an transpose Button you can adjust the transpose value. The clip's speed can be changed by a factor of two with ⑦. You can also change the clip length ⑧ by a factor of two. Use the **Clip Length Picker** ⑩ to change the clip or loop length individually, depending if ⑨ or ⑩ is active.

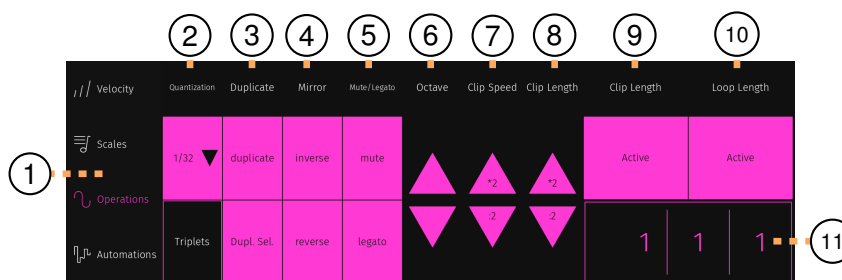


Figure 16: Clip Button
 1) Editor View Navigation
 2) Quantization
 3) Duplication Clip/Selection
 4) Mirror
 5) Mute/Legato
 6) Octave Up/Down
 7) Clip Speed Double/Half
 8) Clip Length Double/Half
 9) Change Clip Length Active
 10) Change Loop Length Active
 11) Clip/Loop Length Picker

Automations View

One can edit the automations of mixer and device parameters. The **Device/Mixer** ② pop-up will display the current select device or mixer control. You can select it by tapping it and choose from the pop-up. Select a parameter in the **Parameter Pop Up** ③ . The current Value will be displayed in **Current Value** ④. Tap **Refresh** ⑤ , to refresh the current parameter envelope.

⚠ This is only necessary if you changed the current envelope in Live. When you change the waveform in touchAble Pro or select a new parameter it will be refreshed automatically.

The internal resolution is limited to 128 values, to save transferred data. Though the precision is exactly the same as in Live according to the chosen grid quantization. The envelope can be manipulated, by drawing it in the **Envelope Window** ⑥. The envelopes quantization is independent from the clips quantization.

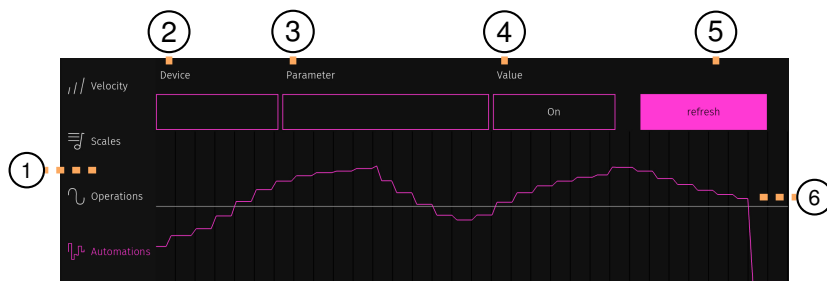


Figure 17: Clip Button

- 1) Editor View Navigation
- 2) Current Category
- 3) Current Parameter
- 4) Current Value
- 5) Refresh Automation Curve
- 6) Automation Curve in Envelope Window

Audio Clip Editor

The audio clip editor displays the clip's waveform. Tap **Overview** ④ to get back to clips overview. Change the **Clip Quantization** ⑤ or **Quantize** ③ the clip with the chosen grid quantization. Start the clip with **Fire** ⑦ and **Mute** ⑧ it. Change the **Warp Mode** with ⑨.

The audio clip editor also provides envelope manipulation as in the MIDI editor. One can also **Slice** ⑩ the audio clip to a new track with simpler. The audio waveform can be zoomed with two fingers. You can scroll through the waveform with two fingers.

⚠ By longtapping on the loopslider you can change from loop to cut mode and trim the audiofile.

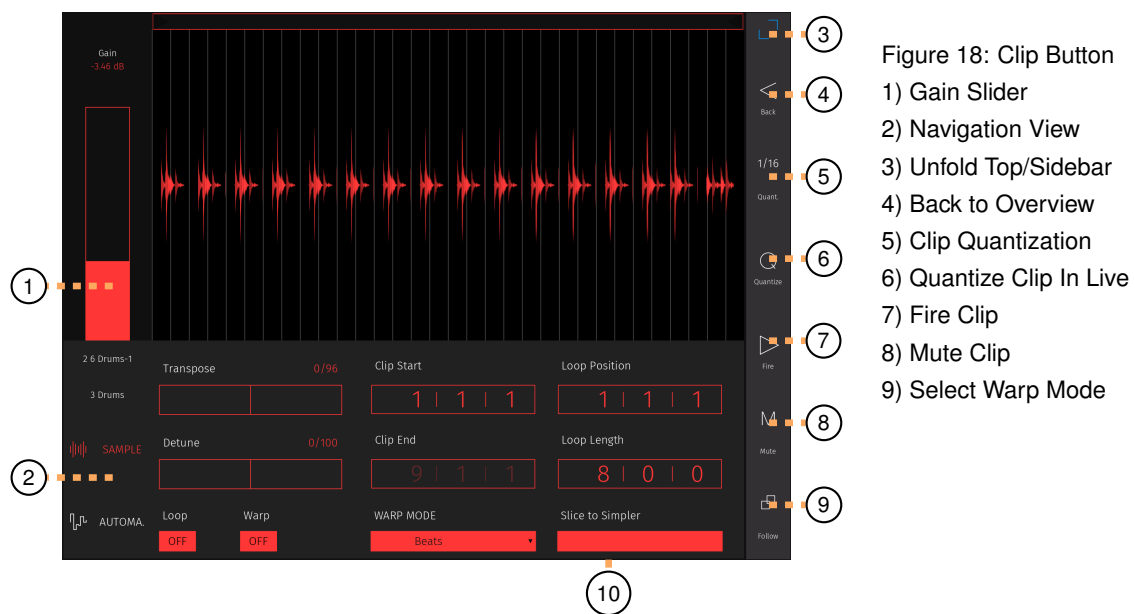


Figure 18: Clip Button
 1) Gain Slider
 2) Navigation View
 3) Unfold Top/Sidebar
 4) Back to Overview
 5) Clip Quantization
 6) Quantize Clip In Live
 7) Fire Clip
 8) Mute Clip
 9) Select Warp Mode

Mixer Module

The mixer module provides all of Live's mixer controls. The **Slider View** ① displays the current selected controls. Tap a **Track** ② to mute/unmute a track, on longtap a context menu appears. It is identical to the ones in clips view. Switch between tracks and master/returns controls by tapping ④. Activate **Multicontrols** ⑤ to select a number of controls in one control view. **Snap** ⑥ will make sure that after changing a slider's value will always return to its original Value. Open the **Crossfader** ⑦ to fade between selected tracks. **Show All Tracks** ⑧ will display all tracks in one view, when activated. ⑧ displaying all tracks in the mixer view. Activate **Relative Fader** ⑬ to change its value relative to your motion, it will not jump to the first position touched. If disabled the fader will jump to your finger's position directly when a fader is touched. **0dB Active** ⑭ will limit the faders to a maximum of 0db.

⚠ If relative faders are deactivated, you will only be able to scroll by scrolling the tracks views.

⚠ in-exclusive arm and solo tracks while holding the plus button in the topbar.



Figure 19: Mixer View

- 1) Mixer View
- 2) Track View
- 3) Unfold Top/Sidebar
- 4) Change to Master/Return Track
- 5) Multifader
- 6) Snap Mode
- 7) Crossfader
- 8) Show all Tracks
- 9) Fader Selection
- 10) Unfold Bottom Bar
- 11) Zoom in Tracks
- 12) Zoom out Tracks
- 13) Relative Fader
- 14) Relative Fader

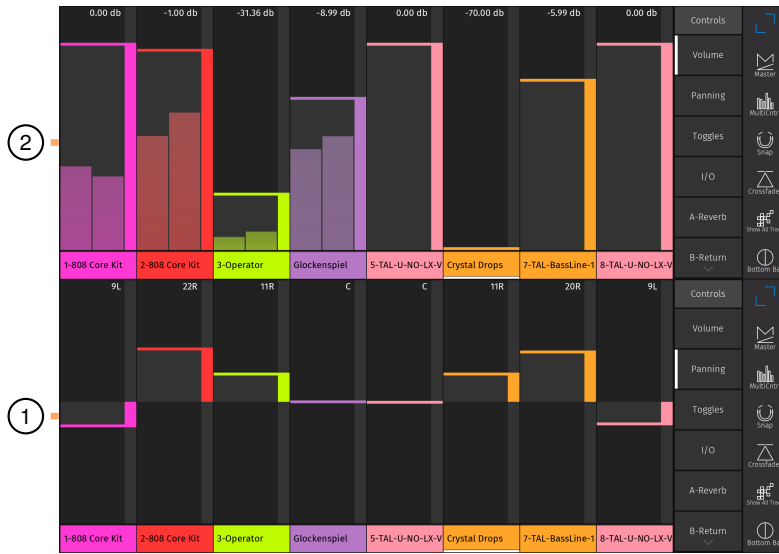


Figure 20: Volume and Pan View
 1) Volume View
 2) Pan View

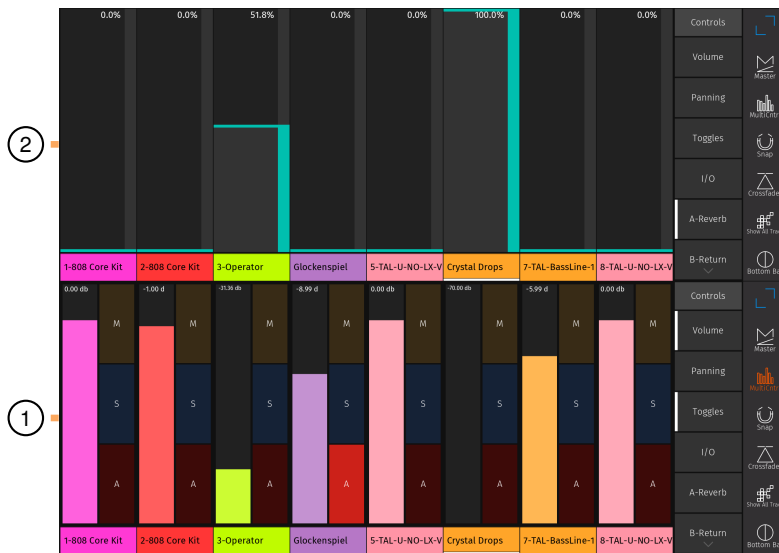


Figure 21: Send and Multiview
 1) Send View
 2) Multiview

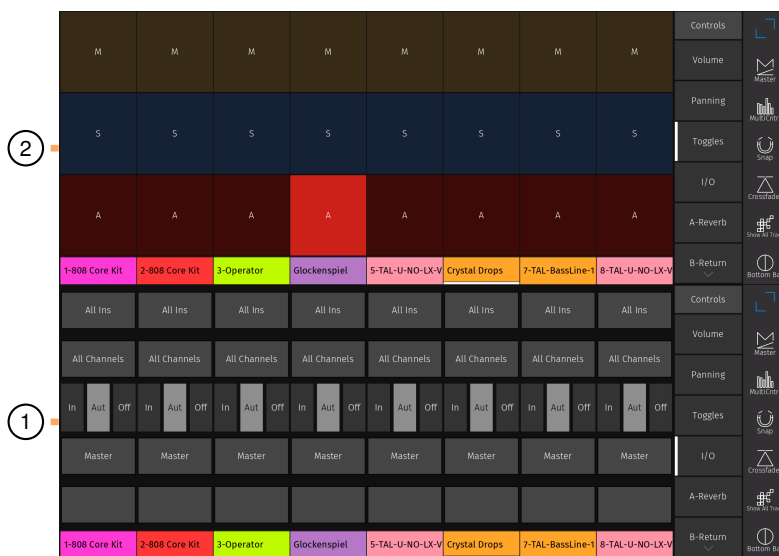


Figure 22: TGL and IO View
 1) TGL View
 2) I/O View

Device Module

The image below displays the **Device Overview** ① . The **Tracks** ② can be used for navigation in instrument and drum racks. Instrument and drum racks can be detected by an arrow displayed on a device view. To activate or deactivate the current device tap on **Toggle Device** ③. If **Combo Mode** ④ is activated you can add several devices to combo mode. These will be displayed next to the device in device view instead of the current tracks devices. If **Snap Mode** ⑤ is activated; rotaries, sliders and pickers will return to their initial values when the touch ended. If **Blue Hand** ⑥ is activated, touchAble Pro will automatically switch to a device selected in Live. Switch to **Return Tracks** with ⑦.



Figure 23: Mixer View

- 1) Device Overview
- 2) Unfold Top/Sidebar
- 3) Toggle Device On
- 4) Combo Mode
- 5) Snap Mode
- 6) Blue Hand Mode
- 7) Return Tracks
- 8) Unfold Bottom bar
- 9) Zoom In Tracks
- 10) Zoom Out Tracks
- 11) Zoom In Scenes
- 12) Zoom Out Scenes

Combo Mode

⚠ Add or remove new devices to combo mode with the add button in the main bar. When the add button is pressed a plus sign will appear on the device. If combo mode is activated, the combo mode selection will appear next to the device in the device view, instead of the current track devices.

Drum and Instrument Racks

⚠ Double tap to access the macros!

Device Template Views

We predesigned templates for most of the devices coming with Live Suite. A full List of all predesigned templates can be found in the appendix. Each template has been created to look and feel just like its counterpart in Live. If you open a device or plugin that has no template yet, faders will be displayed enabling control of all available parameters. Activate a device with ②, enable or disable the **Combo Mode** ②. The device editor can be opened with **Editor** ⑨. This feature is available as an In-App-Purchase and will be explained in detail in the next section.



Figure 24: Device Template View

- 1) Top Template View
- 2) Bottom Template View
- 3) Current Track Devices
- 4) Unfold Top/Sidebar
- 5) Back to Overview
- 6) Device On Toggle
- 7) Combo Mode
- 8) Snap Mode
- 9) Device Template Editor
- 10) Unfold Bottom Bar
- 11) Bank Down
- 12) Bank Up
- 13) Last Device
- 14) Next Device
- 15) Last Track
- 16) Next Track
- 17) Hide Track Devices

For devices or plugins without a predefined or custom templates, you can switch between parameter banks with **Bank Up** ⑪ or **Bank Down** ⑫. ⑬ and ⑭ will jump to the last or next instrument in the current Track. To Jump between tracks, use ⑮ and ⑯. To hide the current track chain in device view, use ⑰.

Parameters that are bound in a macro cannot be controlled, these are noted with a green dot on the upper right of the control.

Device Template Editor

The device template editor is available since version 1.5 as a free new feature. Create your own templates for instruments, effects and plugins. If you are familiar with the editor explained in an earlier chapter, the use of the device template editor will be a breeze. The only difference is the parameter selection. Instead of all set and MIDI parameters, only the parameters of the current device can be selected.

⚠ To activate a created template, the device template has to be saved via the files menu. Alternatively, you can just tap the 'Custom View' button in the sidebar. (see Figure 25 ⑩)

Create Your First Template

To create your first template open the plugin of interest in the Device Module and tap on the 'Editor' button in the sidebar. You will now see the interface known from the Editor. Before creating your interface make sure to save it under a meaningful name (activating is done automatically) or just activating it by tapping the 'Custom View' button. After the template has been activated, it will occur each time you open a plugin instead of the default faders or predefined template view. Now you can start building your template. For more informations about the Editor, please have look at the Chapter Editor.

Editor Quick Guide

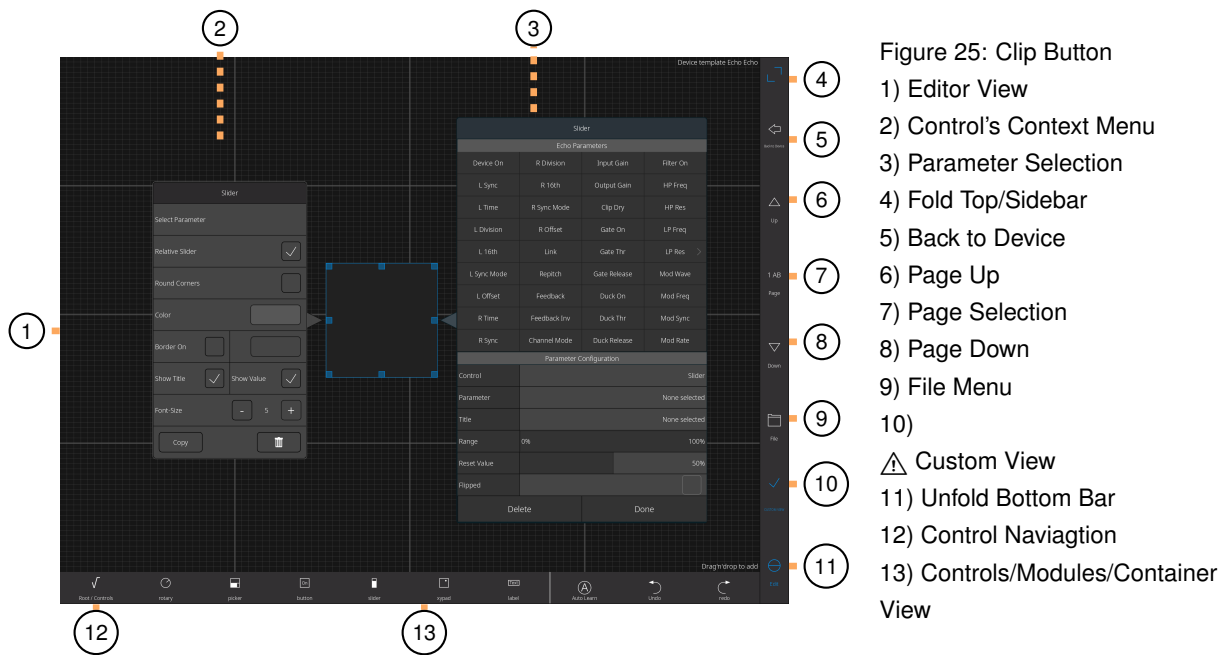


Figure 25: Clip Button

- 1) Editor View
- 2) Control's Context Menu
- 3) Parameter Selection
- 4) Fold Top/Sidebar
- 5) Back to Device
- 6) Page Up
- 7) Page Selection
- 8) Page Down
- 9) File Menu
- 10) Custom View
- 11) Unfold Bottom Bar
- 12) Control Navigation
- 13) Controls/Modules/Container View

The **Editor View** ① displays all controls. To add a control or a container use the **Controls List** ⑬ and drag the Control of interest into the Editor View. If you long-tap a control, a **Context Menu** ② containing all available preferences. Tap **Parameter Selection** in the context menu to open it. The **Parameter Selection** ③ contains all available parameters for the current device.

Keys Module

touchAble Pro comes with three different type of musical keyboards. An **Isomorphic grid** ③, A **Classic Keyboard** ④ and **Pads** ⑤. Each View is fully independent in the top and bottom bar. Each keyboard can send their **MIDI** ⑥ to a different channel . If a channel is set in settings, this channel will be taken in both top and bottom view. Tap **Arm** ⑦ to arm the currently selected Track. On long tapping the same Button you can choose a track from the list directly. Each key view can be driven independently, and has

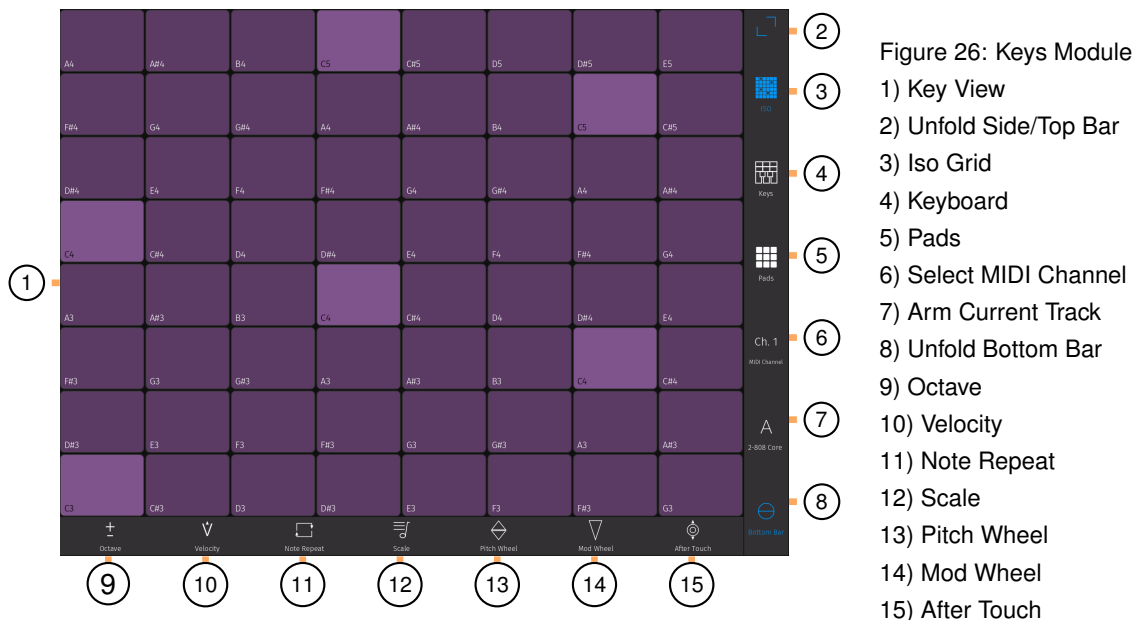


Figure 26: Keys Module

- 1) Key View
- 2) Unfold Side/Top Bar
- 3) Iso Grid
- 4) Keyboard
- 5) Pads
- 6) Select MIDI Channel
- 7) Arm Current Track
- 8) Unfold Bottom Bar
- 9) Octave
- 10) Velocity
- 11) Note Repeat
- 12) Scale
- 13) Pitch Wheel
- 14) Mod Wheel
- 15) After Touch

its own scale, beat repeat, etc. By long-tapping a bottom bar button you can select whether a control view is displayed as a pop-up, or put on the right or left side of the keys view. **Octave** ⑨ will open the octave selector. The **Velocity** ⑩ has two different modes: A global mode, so each pad will trigger a MIDI note with the same velocity and a range mode, meaning that the sent velocity depends on the hit-point. Tapping a key on the bottom will lead to a high velocity while hitting the top of a key will send low velocity. Maximum and minimum can be set with the slider. The **Note Repeat** ⑪ and **Scale** ⑫ will be explained in the next section in detail. The **Pitch Wheel** ⑬ will automatically snap to the center after it has been released. The snap time can be set in the main quantization menu. If **After Touch** ⑮ is activated it sends out an after touch signal when the finger on a key is moved after the initial touch.

Beat Repeat

When beat repeat is activated, the touched key will trigger a MIDI signal according to the former selected interval. The beat repeat has three different modes. In hold mode it will trigger signals as long as the key is touched. It will stop as soon as the key has been released. In toggle mode, the note repeat will start on first touch and continue as long as the key is touched a second time. In mix mode the former mentioned modes are combined. A short touch will toggle the beat repeat; a second touch will stop it. If the key is long-pressed, the beat repeat will stop as soon as the key has been released.

⚠ The pads have a special function when toggled. The interval selection is displayed on the pad ③. So each pad can be driven with an individual interval.

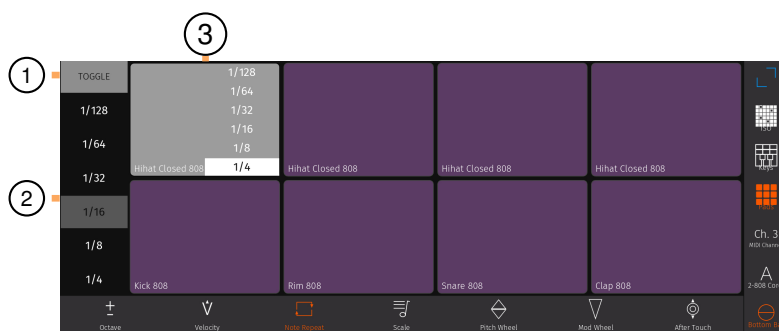


Figure 27: Beat Repeat

- 1) Beat Repeat Mode
- 2) Beat Repeat Speed
- 2) Beat Repeat in Toggle Mode

Scale

To play in a certain scale, choose one from the **Scale List** ① and select a **Root Note** ②. In **Fixed Mode** ③ the keyboard will display the selected root in first place. Switch between **Chromatic** and **in Key** ④ to display only keys that are part of the current scale (in key) or to grey out and disable notes that are not part of the current scale (chromatic).

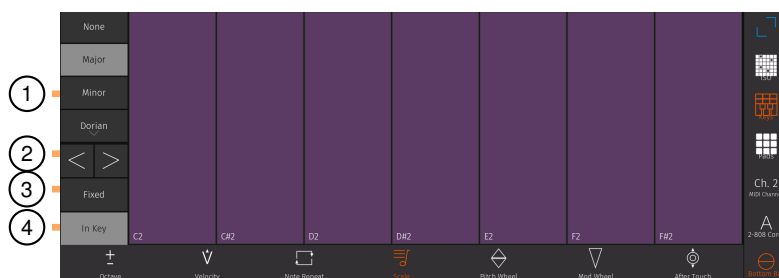


Figure 28: Clip Button

- 1) Scale Selection
- 2) Root Note Selection
- 3) Fixed Toggle
- 4) Chromatic/Key Selection

Pads and Instruments

⚠ If the currently selected track is a drum rack you can drag instruments from the browser directly on a drum pad. The drum pad then displays the current drum pad instrument's name.

XY Module

The XY module contains four individual XY pads, with a huge amount of possibilities to control MIDI or Live parameters. The **Ball Windows** ① contains commonly used XY functions, and the parameter selection. The **Snapshot** ② can be used to snap to former set ball positions. You can save up to 10 individual snapshots.

⚠ Delete a snapshot with the delete button in the main bar.

The **Snaplenth** ④ can be chosen within in a range of none to 8 Bars.

The snap envelope can be set in the global quantization menu. Activate the **Chaosmode** ⑤ to control one ball only. The ball will return to its initial position after the touch has been released. Tap **Stop** ⑥ all ball recording.

The **File Menu** ⑦ may be used to save, load and import / export your settings. Via **Quick** ⑧ you can load snapshots from all your stored XY Pads to the Snapshots... To load it, tap on quick, and a number of snapshots will be displayed below the quick window. Each ball in the XY pad has an individual

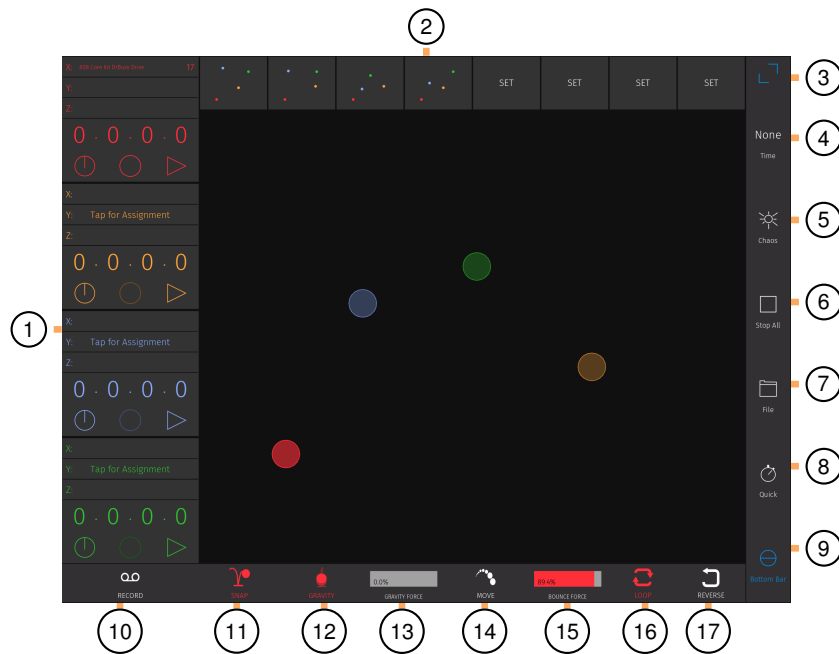


Figure 29: XY Module

- 1) Ball Grid
- 2) Snapshot Grid
- 3) Unfold Side-/Topbar
- 4) Snaplenth
- 5) Chaos Mode
- 6) Stop All Balls
- 7) File Menu
- 8) Quick Selection
- 9) Unfold Bottombar
- 10) Record Toggle
- 11) Snap Toggle
- 12) Gravity Direction
- 13) Gravity Force
- 14) Mode Toggle
- 15) Bounce Force
- 16) Loop Toggle
- 17) Reverse Toggle

settings menu. If **Record** ⑩ is activated, the ball movement is recorded as soon as you touch a ball. After the touch has been released the recorded movement will be played back automatically. **Snap** ⑪ Tap on **Gravity** ⑫ to select the direction of gravity. The **Gravity Force** ⑬ can be changed. Ac-

tivate **Move 14** to activate force and bounce. **Loop 16** and **Loop 17** reverse the effect of recorded movements.



Figure 30: Clip Button

- 1) Ball Selection
- 2) Parameter Assignment/View
- 3) Record Length / Slider
- 4) Active Ball Toggle
- 5) Record Toggle
- 6) Play Toggle

The image below shows the XY pad in split screen mode. One can select a **Ball 1** by tapping a ball's alphabet identifier... Tap on the **Parameter Selector 2** to select a parameter for each of the ball's axis x,y,z. Z is a momentary and will be activated as soon as a ball gets touched, then deactivated when the ball is released. The **Time and 3** displays the current state of a recorded movement. **Activate 4** or deactivated a ball. When deactivated it will not be displayed in the XY pad. The current **Arm 5** stated... **Play 6** and stop recorded movements.

⚠ Bear in mind that the the editor cannot handle dynamic sets: Means if you delete a track or scene respectively delete one all assignments will be lost! And the editor cannot restore your template!

⚠ Create your Liveset before create a template to control these.

Editor Module

Build your own control interfaces on up to 8 pages with the editor. You can either build simple interfaces with buttons and sliders, or load complete module views like the clip or mixer module. The editor will automatically be restored with an assigned Live set. The **Main View** ① contains all controls, views and modules. Navigate through your pages with ③ and ⑤. Jump to a page by tapping **Page Selection** ④. All pages will be displayed as a preview for easy navigation. Open the **File Menu** ⑥ to load/save and import/export templates. **Switch Units** ⑦ allows to switch the editor's content between the top and bottom view. After unfolding the **Bottom Bar** ⑧ the edit mode will be activated and all available **Controls** ⑩ will be displayed in the bottom bar. Tapping `raisebox.5pt` ⑦ again folds the bottom bar, the edit mode will be deactivated and you can use the template to control your Live set. One can easily **Switch** ⑤ your interface between the top and bottom view controller. Activate **Auto Arm** ⑪, to assign a parameter automatically.

⚠ Auto Assign will not work with Macros!

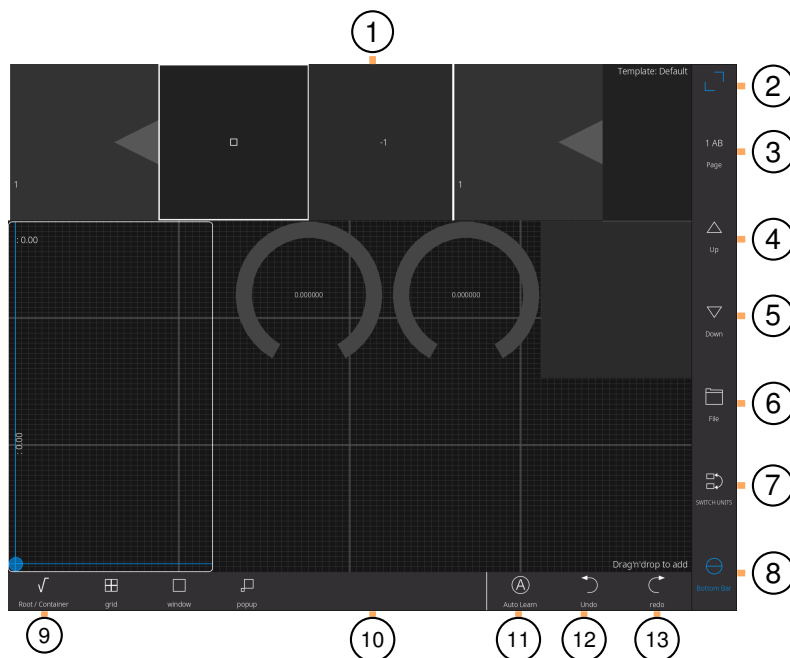


Figure 31: Clip Button

- 1) Editor View
- 2) Fold Top/Sidebar
- 3) Page Selection
- 4) Page Up
- 5) Page Down
- 6) File Menu
- 7) Switch Units
- 8) Unfold Bottom Bar
- 9) Control Navigation
- 10) Controls Elements
- 11) Automation Arm
- 12) Undo
- 13) Redo

⚠ Bear in mind that the the editor cannot handle dynamic sets: Means if you delete a track or scene respectively add one, all assignments will be lost! And the editor cannot restore your template!

⚠ Create your Live set before creating a template to control it.

Container, Modules, Controls and Utilities

The Editor Elements are segmented in four different sections: **Container** ②, **Modules** ③, **Controls** ④ and **Utilities** ⑤.



Each section contains elements that can be inserted via drag and drop. Navigate to a section by tapping its icon, navigate back to the overview by tapping **Root** ①.

Container Section



Insert **Grids** ② to easily align and arrange your pages. **Windows** ③ allow to freely arrange your interfaces. **Pop Ups** ④ may help to manage not frequently used views. Get back to overview with the **Navigation Button** ①.

Module section



The module section contains all of touchAble's modules, except the editor of course (infinite loop). You can insert a whole **Clips Module** ②, **Mixer Module** ③, **Device Module** ④ or **Keys Module** ⑤ to freely create your own touchable interface on up to 9 pages. After inserting a module, long-tap it to open the context menu and set individual view options. For example, showing scenes only in the device module.

Controls section

All controls have their home in this section. Commonly used controls ② - ⑤ can be assigned with a Live- or MIDI parameter. The **XY-Pad** ⑦ is assignable on each of its axis. The **Label** ⑦ can include a text or an image, which maybe be helpful to unify your interface or highlight certain parts. By long-tapping a control, module or container, a pop-up will appear. Figure 37 shows a context menu for a simple button. Each editor element has its own individual context menu. Tap the **Parameter Selction** ① to assign a Midi function or parameter to a control.

⚠ Bear in mind that the the editor cannot handle dynamic sets: Means, if you delete a track or scene respectively add one. All assigned parameters will be lost!

⚠ Create your Liveset before creating a template to control it.

Figure 32: Editor Sections Container

- 1) Navigation Toggle
- 2) Container
- 3) Modules
- 4) Controls
- 5) Utilities

Figure 33: Editor Modules Container

- 1) Navigation Toggle
- 2) Clips Module
- 3) Mixer Module
- 4) Device Module
- 5) Keys Module

Figure 34: Editor Controls Container

- 1) Navigation Toggle
- 2) Clips Module
- 3) Mixer Module
- 4) Device Module
- 5) Keys Module



Figure 35: Editor Controls Container

- 1) Navigation Toggle
- 2) Rotary
- 3) Picker
- 4) Button
- 5) Slider
- 6) XY Pad
- 7) Label

Activate **Auto Arm**, to assign a parameter automatically. To do so, tap on a control and move the appropriate control in Live.

⚠️ Auto Assign will not work with Macros!

Utilities section

Use the **Page Jump** ②, to jump between pages without using the sidebar’s navigation. This maybe helpful for an extreme fast and unique navigation between your pages. You can also load a single **Clip** ⑨ or **Scene** ⑩. The Clip and the Scene can be assigned with each clip or track of your Live set.



Figure 36: Editor Controls Container

- 1) Navigation Toggle
- 2) Jump Button
- 3) Clip Button
- 4) Scene Button

⚠️ Bear in mind that the the editor cannot handle dynamic sets: Means, if you delete a track or scene respectively add one. All assigned parameters will be lost!

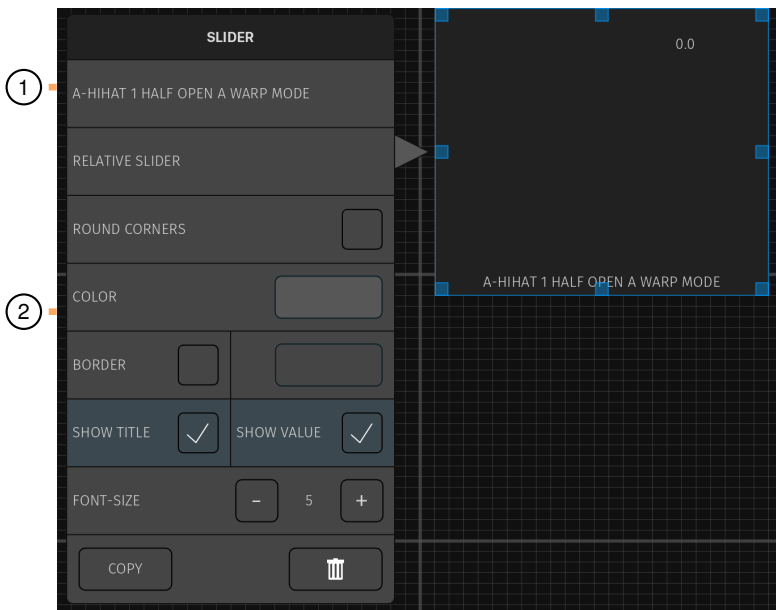


Figure 37: Controls Context Menu

- 1) Parameter Selection/ Name
- 2) Context Menu Options

Parameter Selection

Figure 40 shows the parameter selection for an xy pad. The parameter selection was designed for a fast and easy parameter assignment. It has been designed similarly to the module views. The **Devices** ① represent all available devices on Live tracks. Tap on a device to see and assign all device parameters. Likewise for **Devices** ② in return tracks. Available parameters for a selected module will be shown in the **Parameter List** ③. **Mixer** ④ Parameters can be selected by tapping the mixer button. All **Clips** ③ related

parameters can be shown by tapping a clip. To assign a **MIDI Parameter** ⑥ use the MIDI menu. On top of the list you can select a MIDI note. If selecting Auto below, a MIDI note will be selected automatically. If you tap CCs a CC will be assigned. Auto works the same way for CCs. A MIDI channel can be selected for each control. With the help of the **Parameter Configuration** ⑦ you can change the controls display name, see the current selected parameter, change the range, and flip the control. Tap **Done** to get back to the editor and save the current assignment. Tap **Delete** to delete the current assignment.

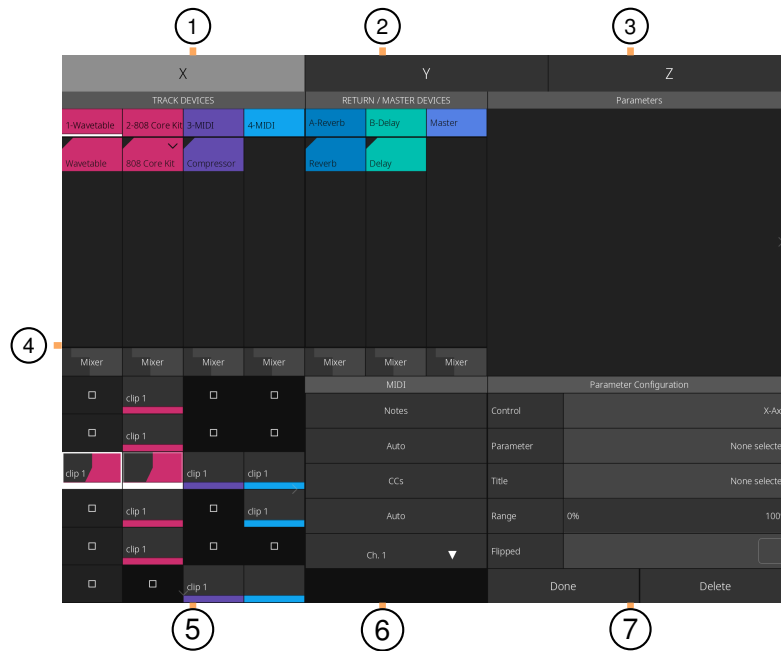


Figure 38: Editor Module Parameter Selection

- 1) Track Device View
- 2) Return/Master Track Device View
- 3) Parameter View
- 4) Mixer
- 5) Clip View
- 6) MIDI Selection
- 7) Parameter Configuration View

Copying Pages

To copy a full page, tap on the page navigation button on the most top left (1A), open the page overview list and longtap on the desired page. Now copy a page. Next go to the target page you want to copy and activate the edit mode. Now longpress in the edit view and you can insert the copied page.

iPhone App

The iPhone App contains all features of the iPad version. It just differs in its interface. Despite the iPad Version the iPhone version contains a fullscreen view only. Also the main bar differs from the iPad version. Since the iPhone has a much smaller display compared to the iPad, we decided to create a slidable topbar instead of a steady one. All frequently used controls are on the first page, slide to the right to access not frequently used controls.

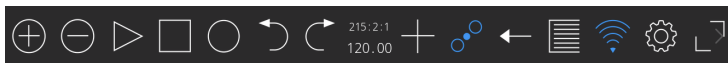


Figure 39: Topbar on an iPhone

The image below displays the xypad on an iPhone. As you can, we chose the half-screen layout for the fullscreen view for a better handling. We included these little UI changes all over the app. Each module was especially designed for the iPhone.

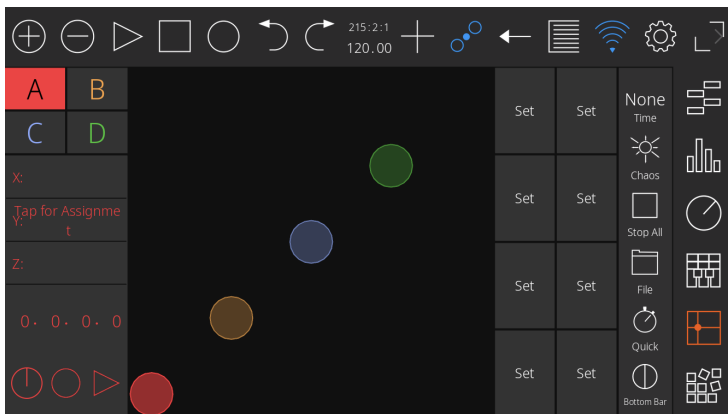


Figure 40: XY Module on an iPhone

General Information

System Requirements

System Requirements

copy options text to [username/library/preferences/Ableton/Live.../](#)

List Of Device Templates

Instruments

- | | | |
|--------------|-------------|--------------|
| 1. Analog | 4. Operator | 7. Tension |
| 2. Collision | 5. Sampler | |
| 3. Electric | 6. Simpler | 8. Wavetable |

Audio Effects

- | | | |
|-----------------|--------------------------|----------------------|
| 1. Amp | 13. Erosion | 25. Phaser |
| 2. Auto Filter | 14. Echo | 26. Pedal |
| 3. Auto Pan | 15. Filter Delay | 27. Ping Pong Delay |
| 4. Beat Repeat | 16. Flanger | 28. Redux |
| 5. Cabinet | 17. Frequency Shifter | 29. Resonators |
| 6. Chorus | 18. Gate | 30. Reverb |
| 7. Compressor | 19. Glue Compressor | 31. Saturator |
| 8. Corpus | 20. Grain Delay | 32. Simple Delay |
| 9. Dynamic Tube | 21. Limiter | 33. Tuner |
| 10. Drum Buss | 22. Looper | 34. Utility |
| 11. EQ Eight | 23. Multiband Compressor | 35. Vinyl Distortion |
| 12. EQ Three | 24. Overdrive | 36. Vocoder |

MIDI Effects

- | | | |
|----------------|-----------|-------------|
| 1. Appregiator | 4. Pitch | 7. Velocity |
| 2. Chord | 5. Random | |
| 3. Note Length | 6. Scale | |

Max Audio Effects

- | | | |
|--------|-----------|-----------|
| 1. LFO | 2. Shaper | 3. XY Pad |
|--------|-----------|-----------|

Max MIDI Effects

- | | | |
|-------------|--------------|-------------|
| 1. LFO MIDI | 2. Note Echo | 3. Envelope |
|-------------|--------------|-------------|

Max Instruments

- | | | |
|-----------------------|------------------------|----------------|
| 1. Drum Synth Clap | 9. Drum Synth K Plus | 17. DS Cymbam |
| 2. Drum Synth Clave | 10. Drum Synth Shaker | 18. DS FM |
| 3. Drum Synth Cymbal | 11. Drum Synth Snare | 19. DS HH |
| 4. Drum Synth FM2 | 12. Drum Synth Snare | 20. DS Kick |
| 5. Drum Synth FM Perc | 13. Drum Synth Snare 2 | 21. DS Sampler |
| 6. Drum Synth Glass | 14. Drum Synth Tom | 22. DS Snare |
| 7. Drum Synth HH | 15. DS Clang | 23. DS Tom |
| 8. Drum Synth Kick | 16. DS Clap | |

F.A.Q

With which versions of LIVE

live 10 and Live 9.7.2

System Requirements for touchAble Pro

touchAble Pro requires at least

- On iPhones or iPads: iOS 10

- On Android touch-devices: Android 4.4 KitKat

- On a Mac: Mac OS X 10.7 Lion

- On a Windows-System: Windows 10