

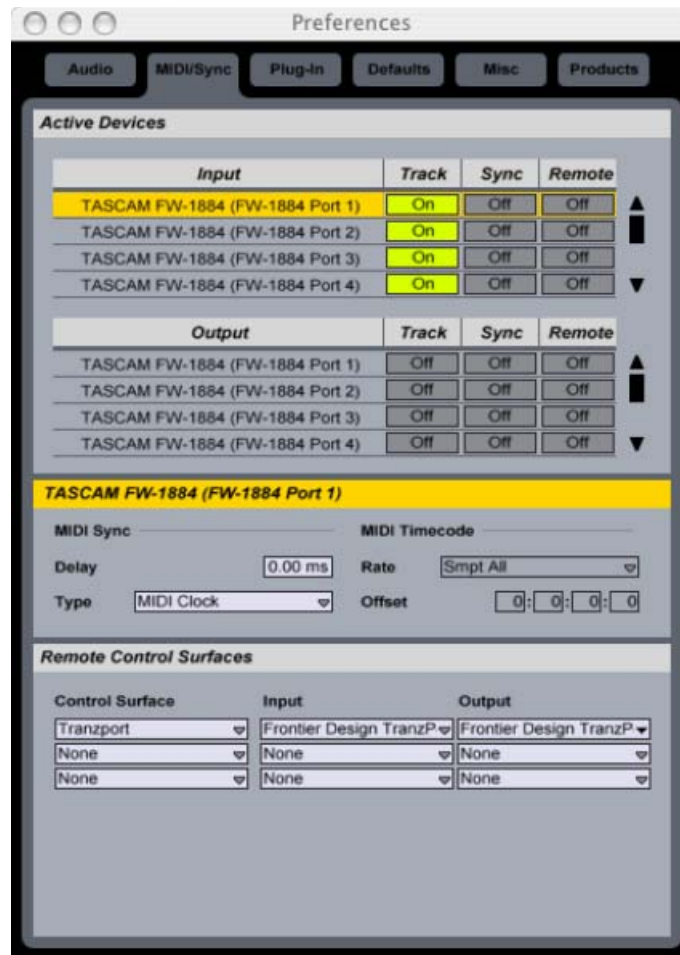
Ableton Live 5.2 and TranzPort

This document assumes you have already installed the basic TranzPort driver and have the TranzPort remote ready for operation. (If not, see the TranzPort Users Guide or Quick Start Guide for installation details.) It is based on using TranzPort with Live 5.2 but may apply to later versions as well.

Set-up

Before starting Live, set the TranzPort control mode to “Native Mode.” (In Windows, right-click the TranzPort taskbar icon; on the Mac, click on the TranzPort status bar icon) This will configure the TranzPort to send and receive the correct set of MIDI messages for use with Live. For more information on Control Modes see the TranzPort Users Guide.doc.

Launch Ableton Live and choose the MIDI/Sync tab in the Preferences dialog. Select ‘TranzPort’ as under Remote Control Surfaces. Select ‘Frontier Design TranzPort’ as both Input and Output as shown below.



That’s all there is to it! Close the Preferences window and the TranzPort is ready to begin.

Operation

The TranzPort has 18 function buttons, 2 local control buttons, a data wheel, and a backlit 2x20 character LCD display. Silk screened labels clearly indicate the basic functions of the buttons. The SHIFT button allows all other buttons to perform more than one function, expanding the range of control that TranzPort has over Live. SHIFT is a momentary button that is only active while it is being held.

When you open a Live 5.2 project, TranzPort's LCD will show the name of the first track in your project on the top line, and depending on which view you currently have up, it may also show the scene number. The lower line will display 2 variable parameters on the left and right sides. You may also have one or more status LED's lit indicating the displayed track's solo, mute, and record arm status, as well as LED's indicating loop, and record status. Pressing Play will cause the project to begin playback just as if you had clicked the Play button on the screen. Likewise most of the buttons function just like their on-screen equivalents.

Below is a chart that summarizes the normal and shifted functions of each button, followed by descriptions of some of the TranzPort's special functions with Live. You will also find "Live Layout.pdf" on the CD-ROM with this file which serves as a quick visual guide for the TranzPort functions with Live. You may want to print that document for quick reference. All TranzPort user and application documents are also available for viewing and download at <http://frontierdesign.com/Support/Downloads>.

TranzPort Button and Data Wheel Functions

Name	Normal Function	Shifted Function
REW	Rewind	Rewind 1 Bar
FFWD	Fast Forward	Fast Forward 1 bar
STOP	Stop	<not assigned>
PLAY	Play	Continue
RECORD	Record	<not assigned>
PREV	Go to Previous Marker	Jump to Start
ADD	Add/Delete marker at current location	<not assigned>
NEXT	Go to Next Marker	Jump to End
IN	Toggle Punch In	Set Loop Start
OUT	Toggle Punch Out	Set Loop End
PUNCH	Fire Clip (Session View)	Fire Scene (Session View)
LOOP	Toggle Loop Mode	Toggle View Arrangement <> Session
< TRACK	Previous Track (left/up)	Previous Page
TRACK >	Next Track (right/down)	Next Page
REC	Toggle Track's Record Arm on/off	Exclusive Record Arm
MUTE	Toggle Track's Mute on/off	Clear all Mutes
SOLO	Toggle Track's Solo on/off	Exclusive Solo
UNDO	Undo	Redo
DATA WHEEL	Adjust Displayed Parameter 1	Adjust Displayed Parameter 2
FOOTSWITCH	<not assigned>	<not assigned>

Views

Live uses different ‘Views’, primarily the Arrangement and Session views, to display your project on screen. Each view provides a different perspective on the current project, whether you are constructing a sequence, or building clips and scenes within the sequence. Pressing Shift+LOOP toggles the computer display as well as the TranzPort between those 2 views. Some functions of the TranzPort will vary depending on which view is currently in focus. For instance, PUNCH and Shift+PUNCH will fire a selected Clip or Scene respectively only when the Session view is active. Other differences include:

* On all pages (see next section), Arrangement view displays the Track Name only, whereas Session view displays the Track Name as well as the selected Scene Name on the top line of the LCD.

* When viewing Page 1 (see next section), the Arrangement view will display the global position and tempo as parameters on the lower line of the LCD, whereas the Session view will display the selected Clip name along with the tempo.

Paging

TranzPort provides access to some of Live’s more unique features through the use “Paging”. Paging allows the user to select from several pairs of parameters to be displayed on the lower line of TranzPort’s LCD display. These parameters can then be adjusted or changed using the data wheel. Turning the data wheel alone will adjust Parameter 1, while Shift+data wheel adjusts Parameter 2. Pressing Shift+ TRACK < / > cycles forward or backward through the available pages. Below is a list of the pages and the parameters that each displays.

Page	Parameter 1 (lower line on left)	Parameter 2 (lower line on right)
1a Arrangement	Global Position	Tempo
1b Session	Clip Name	Tempo
2	Track Volume	Panning
3	Loop Start	Loop Length
4	Send Level	Send Select

The Data Wheel

In addition to controlling display contrast, backlight level, and the sleep timeout interval when used with the local control buttons (see the User’s Guide for details), the data wheel performs a number of functions within Live. Several pairs of parameters can be selected using the Paging function (see above) and then adjusted. Turning the data wheel alone will adjust Parameter 1 which is always displayed on the lower left line of the TranzPort LCD. Holding the SHIFT button while turning the data wheel will adjust Parameter 2, on the lower right.

Markers

Marker navigation is handled by the PREV (previous), ADD and NEXT buttons. PREV and NEXT are used to move the current timeline to the next marker to the left or right regardless of marker number. Holding the SHIFT button while pressing either of these will move the timeline immediately to the project beginning or end.

The ADD button is used to add a marker at the current timeline location or, if a marker already exists, remove the marker at the current location.

Firing Clips and Scenes

Using the data wheel and TRACK < / > buttons to navigate the Session view you can randomly fire individual Clips, or entire Scenes, by simply pressing the PUNCH or Shift+PUNCH buttons. Build a Session full of your favorite Clips and you have a great way to ad-lib and experiment with different beat patterns.