

PULL Full Documentation:

Table of Contents:

- 1) Installing PULL**
- 2) Installing the Sigabort FIX (OPTIONAL)**
- 3) Using PULL**
- 4) Controls**
- 5) Templates**
- 6) Ableton Presets**
- 7) Possible install issues**

1) Install software to Max folder:

Click on "**PULL_WIN_32.exe**" - this will install PULL to Max

Check the path that is shown on the first page of the installer, to make sure it is the same as the Max installation you are using with Ableton Live (this is the same directory as shown in your Ableton Live preferences under "Folder", "Max Application").

You may want to click the "Browse" button, to navigate to the Max directory.

The directory your Max for Live software is installed in may vary, but is usually in one of the following locations:

32 bit - C:\Program Files (x86)\Cycling '74\Max 6.1

64 bit - C:\Program Files\Cycling '74\Max 6.1

If you are using 32 bit version of Ableton Live, you will need 32 bit version of Max

If you are using 64 bit version of Ableton Live, you will need 64 bit version of Max

2) Install the Sigabort FIX (OPTIONAL):

Installing the Sigabort Fix speeds up parameter loading, but it is not essential for PULL to

work.

(YOU MUST MAKE A BACKUP OF YOUR WHOLE "MIDI Remote Scripts" folder)

Go to your MIDI Remote Scripts folder (The name of your "Live 9.x.x" folder may vary)

C:\ProgramData\Ableton\Live 9 Suitev9.x.x\Resources\MIDI Remote Scripts_MxDCore

Backup the whole **_MxDCore** folder. Copy to somewhere else, or even zip the whole folder.

Inside the PULL install zip - **PULL_WIN_32.zip** - Go into the folder **/Sigabot Fix/** folder and copy the two files inside:

- **__init__.py**
- **LiveLinkMxDCore.py**

Paste these two files into your **_MxDCore** folder here:

C:\ProgramData\Ableton\Live 9 Suitev9.x.x\Resources\MIDI Remote Scripts_MxDCore

Also delete the file "**__init__.pyc**" inside "**_MxDCore**" folder - this needs to recompile (be careful to note that you need to delete the file with the "**c**" at the end of "**__init__.pyc**").

Your **_MxDCore** folder should now look like this:

Name	Date modified	Type	Size
__init__.py	02/07/2014 11:07	PY File	1 KB
LiveLinkMxDCore.py	02/08/2014 11:44	PY File	3 KB
LomTypes.pyc	07/09/2013 00:41	PYC File	7 KB
LomUtils.pyc	07/09/2013 00:41	PYC File	13 KB
MxDCore.pyc	07/09/2013 00:41	PYC File	43 KB
MxDUtils.pyc	07/09/2013 00:41	PYC File	8 KB

Restart Ableton Live - this step needs to be done, to compile the python files. You may also need to restart your computer at this stage.

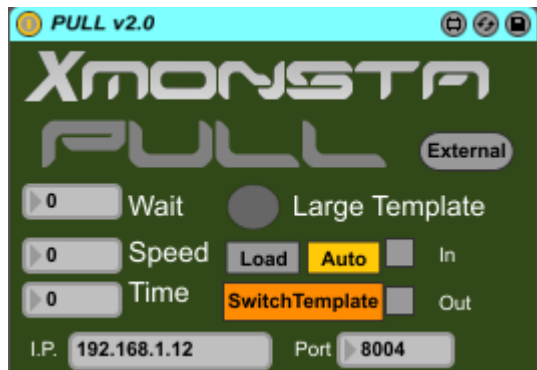
After restarting live your **_MxDCore** folder should look like this:

(notice the extra files inside that have been compiled)

Name	Date modified	Type	Size
__init__.py	02/07/2014 11:07	PY File	1 KB
__init__.pyc	28/08/2014 21:46	PYC File	2 KB
LiveLinkMxDCore.py	02/08/2014 11:44	PY File	3 KB
LiveLinkMxDCore.pyc	28/08/2014 21:46	PYC File	3 KB
LomTypes.pyc	07/09/2013 00:41	PYC File	7 KB
LomUtils.pyc	07/09/2013 00:41	PYC File	13 KB
MxDCore.pyc	07/09/2013 00:41	PYC File	43 KB
MxDUtils.pyc	07/09/2013 00:41	PYC File	8 KB

3) Using PULL

In your Ableton Set, drag the device PULL-v1.0.amxd into your master channel.

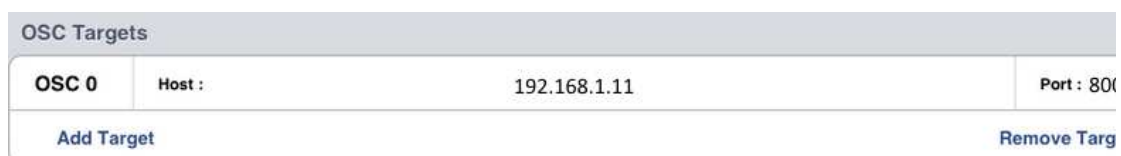


Fill in the IP address section of the device with your iPad IP address (e.g. 192.168.1.11) and enter the port your Lemur uses (we recommend 8004)



Open the Lemur iPad app and go into settings (the cog in the top right hand corner).

Fill in the IP address section inside Lemur settings with your computer IP address (e.g. 192.168.1.11) and port number (we recommend 8004)



Go to the **PULL-v1.0.amxd** device and press the button - "Large Template". The large template works in "Switch Mode"



It will take a few seconds (around 20 seconds) to send the template to the Lemur - you should see a blue rectangle with a few buttons flash up on screen.

Alternatively, you can use "Send Template" Mode, by clicking the switch on the Max Device (Switch Template/Send Template). **SendTemplate**

Then click the button "small template".



This will load a small empty container onto the Lemur. Each time you select a device, instead of switching templates on the Lemur, PULL will send the templates to the empty container on the Lemur. To use "Send Template" Mode, you must also click the "External" button on the Max Device, you will find this at the top right of the device. This loads a file called "PULL.maxpat", similarly you can load this file manually, by opening the "Max Runtime" app found in your Max folder and then opening the PULL.maxpat with this (tip: you can open the "Max Window" in the Max Runtime app and then drag the PULL.maxpat file onto the Max Window).

Start adding devices into your set.

The templates on the Lemur should flash up on screen as you select devices

Loading VST, AU Plugins and Max for Live device templates:

For loading templates for VST's, AU Plugins and Max for live devices, press the "External" button on your amxd device. This loads the small runtime app in the background which takes care of loading the external templates on the Lemur.



These templates will always be sent to the Lemur in "Send Template" Mode, regardless of whether you have "Send Template" Mode selected on the amxd device. The "Switch/Send" Mode selection on the device is really only there to determine whether Live's **native** devices should be sent, or switched. Other templates will always be sent and therefore will require the "External" app to be running.

Midi for Drum Rack and Impulse Devices:

Remember to set up your Lemur Daemon to use midi for the Drum Rack and Impulse devices

4) Controls

Controls on the Lemur:



MIXER

There is a new feature within the PULL template for controlling the mixer of the currently selected track. Press the "MIXER" button on the PULL template, to reveal controls for Volume, Pan, Solo, Arm and Mute.

HOLD

If you wish to stop selecting and lock to a specific device. The "HOLD" button controls the "Load/Auto" switch on the PULL device. This temporarily stops the devices from loading new templates. Hold is basically a locking mechanism, so you can keep moving around your set, but the same device will stay on screen.

REFRESH

This control refreshes the current parameters on the template. It also refreshes the device list in the navigation (just in case there is a device missing that you cannot navigate to)

PULL

This button works when the "HOLD" button is pressed. When you press the PULL button, it will automatically load the selected device template.

PULL works in two different modes. "Send Mode" and "Switch Mode". There is a setting on the device to change into these different modes.

PULL Navigation:



There are now buttons on the device to navigate between tracks and devices. This also allows you to navigate inside rack chains.

There is one issue with navigation which we cannot resolve at this time. The issue occurs when a device is added to a rack that creates a new rack chain, any new devices added to the chain will not be navigable. If you're having problems with devices missing from navigation there are two ways you can "refresh" navigation:

- a) Press the "refresh" button on PULL (causes the template to refresh and also the device navigation list to be refreshed).
- b) Select the track again (by moving away and moving back to the track)

Controls on the Max Device:

Switch Template Mode - 

Enables the "Large Template" button on the PULL.amxd device, to load a template with all Ableton's device templates preloaded onto the Lemur. This allows you to switch

instantaneously between devices. This takes up all of the Lemur's available memory, so you can only use this template on the Lemur using PULL. If you want to have other templates on the Lemur and use PULL, use Send Mode as shown beneath.

Send Template Mode -

Enables the "Small Template" button on the PULL.amxd device, to load an empty container on the Lemur. When you select a device, the specific device template is sent to the empty container. This takes up very little memory on the Lemur and allows you to integrate this empty container with any other Lemur template. In Send Mode, you must open a separate application in the Max Runtime for this to work. Don't forget this step, because the templates simply won't load without it. When the switch is set to "Send Mode", you will see a button appear above called "External" - click this to open up the Max App in the Runtime. Similarly you can load this manually, by opening the "Max Runtime" app found in your Max folder and then opening the PULL.maxpat with this.

External -

This button opens an external app which is used for sending templates to the Lemur.

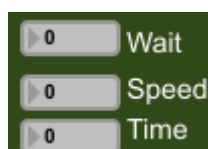
The app looks like this:



NB: Make sure only one of the external apps is open at any time. Otherwise there might be duplication in template sending.

If "Send Mode" is selected, all device templates will be sent to the Lemur. If "Switch Mode" is selected, Live's native devices will be "Switched to" on the Lemur and all other templates (VST, AU, Max Devices) will be sent to the Lemur.

Controlling Speed: (only useful in Send Mode)



There are 3 settings to control speeds for lemur template management:

(These are only needed in Send Mode, and you can probably ignore these, the default values work quite well)

WAIT (Milliseconds)- This setting determines how long the max device should wait before sending a template. This is set to 0 in Switch Mode, because the templates are already loaded - you dont need to wait. However, in Send Mode, we have set this to 1 second (1000 milliseconds). You may want to increase this value if you find that navigating around your set is slower than expected. However, this is probably not necessary - 1 second provides a snappy experience. 0 Seconds will load the templates instantly, but there might be some slowdown with navigating between tracks/devices.

SPEED (Seconds)- This determines how quickly parameters are sent to the lemur (sometimes lemur skips parameters if theyre sending too fast, use this to slow them down). It is very rare for skipping of parameters to occur, so you can probably set this to 0 in Send Mode if you like.

TIME - This determines how long to wait once the template is loaded, for the parameter settings to be sent to the template.

5) Templates

The Max Device handles all template loading onto the Lemur using a Python script, there is no need to use the Lemur editor.

You cannot load the "large-template.jzml" into your Lemur editor. It is too large. If you want to upload the template via your Lemur editor we have provided a smaller template with some rarely used device templates deleted (VinylDistortion, Collision, Electric, Tension, Impulse & Corpus). The template name is "**large_template-fits-editor.jzml**"

You can find all the templates inside the software folder:

"\Cycling '74\java\lib\lib"

There are two main templates inside that are loaded using the Max Device:

large_template.jzml - Used in Switch Mode

small_template.jzml - Used in Send Mode

There is also a folder inside named "templates" inside here there is a "LiveDevices" folder, which includes all the device templates for Ableton.

If you want to integrate PULL into another template, you will need to use the

"small_template.jzml". You can copy and paste this container tab into any template you use. This template only works in send mode.

On the Operator and Analog templates, you can switch the tabs for the device, by pressing the text on each tab.

6) Ableton Presets:

Some of Abletons devices have some parameters switched off by default. If these remain switched off, PULL will not be able to have access to them. It is recommended to turn on the following device parameters and then saving these as the default parameters of the devices (by right clicking the device and selecting "save default preset")

EQ8: turn on all the bands and set them all to "bell"

Sampler:

Tab - "Pitch/OSC" Turn on - Osc, P.Env

Tab - "Filter/Global" Turn on - Shaper

Tab - "Modulation" Turn on - Aux, LFO 1, LFO 2, LFO 3,

Simpler: Turn on the buttons next to tabs "Filter", "Pitch" and underneath "LFO"

7) Possible install issues:

1) Moving parameters on the device update the Lemur, but moving controls on the Lemur do not update the device

If you cannot move parameters on the devices, by moving the controls on the Lemur then the following problems may have occurred:

- a) The ip address/port may not be set correctly in the Lemur settings
- b) The ipad should be on the same network as the computer
- c) There could be something blocking the communication between ipad/computer (perhaps a firewall).

NB: It is unlikely to be a problem with PULL. It is more likely to be a problem with general lemur set up.

2) Lemur cannot receive template:

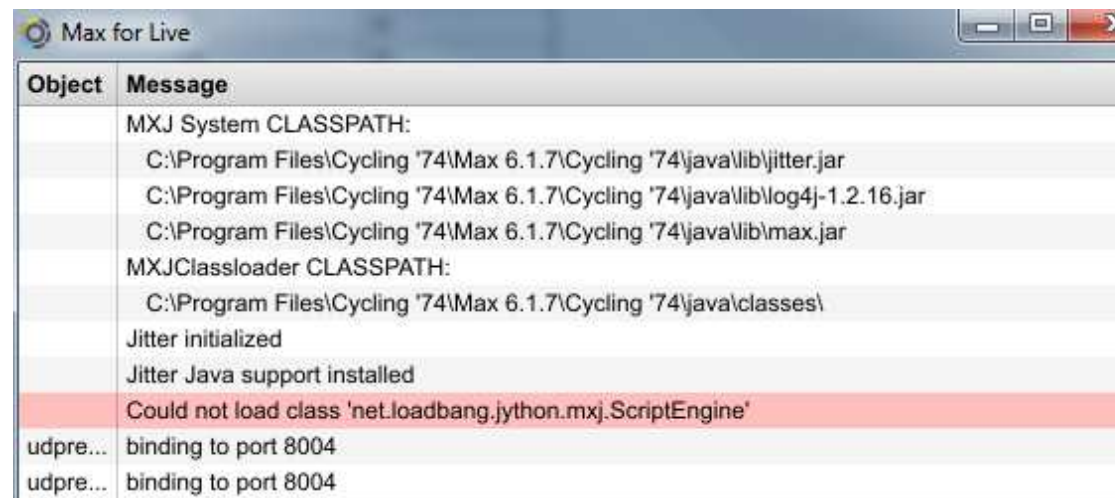
Right click on the PULL vX.X.amxd device and select "open max window", you may see the following error

udpre...	binding to port 8004
udpre...	binding to port 8004
	Exception in thread "MainThread" Traceback (most recent call last):
	File "/Applications/Max 6.1/Cycling '74/java/lib/lib/TOTAL_LOADER.py", line 154, in <module>
	main(sys.argv)
	File "/Applications/Max 6.1/Cycling '74/java/lib/lib/TOTAL_LOADER.py", line 149, in main
	bytes_sent = lemur_loader.Send(jzml_data)
	File "/Applications/Max 6.1/Cycling '74/java/lib/lib/TOTAL_LOADER.py", line 92, in Send
	s.connect((self.__host, _LEMUR_PORT))
	File "<string>", line 1, in connect
	File "/Applications/Max 6.1/Cycling '74/java/lib/jython-standalone-2.5.2.jar/Lib/socket.py", line 966, in connect
	File "/Applications/Max 6.1/Cycling '74/java/lib/jython-standalone-2.5.2.jar/Lib/socket.py", line 962, in _do_conne
	socket.error: (61, 'Connection refused')

This means that the PULL vX.X.amxd device cannot connect to the iPad to send the template. Check your IP/Network settings on the PULL vX.X.amxd device are correct.

3) Large or Small Template not being sent to Lemur

If you click on the large/small template buttons and the button just turns orange really quickly and nothing appears on the lemur, right click on the PULL vX.X.amxd device, select "open max window" you may see the following error



The screenshot shows the 'Max for Live' console window. It has a title bar with the Max for Live logo and standard window controls. The console is divided into two columns: 'Object' and 'Message'. The messages show the MXJ System CLASSPATH, MXJClassLoader CLASSPATH, and Jitter initialization. A red highlight is placed over the error message: 'Could not load class 'net.loadbang.jython.mxj.ScriptEngine''. Below this, there are two more messages: 'udpre... binding to port 8004'.

Object	Message
	MXJ System CLASSPATH:
	C:\Program Files\Cycling '74\Max 6.1.7\Cycling '74\java\lib\jitter.jar
	C:\Program Files\Cycling '74\Max 6.1.7\Cycling '74\java\lib\log4j-1.2.16.jar
	C:\Program Files\Cycling '74\Max 6.1.7\Cycling '74\java\lib\max.jar
	MXJClassLoader CLASSPATH:
	C:\Program Files\Cycling '74\Max 6.1.7\Cycling '74\java\classes\
	Jitter initialized
	Jitter Java support installed
	Could not load class 'net.loadbang.jython.mxj.ScriptEngine'
udpre...	binding to port 8004
udpre...	binding to port 8004

This means that there are files in the wrong place. You may need to restore your Max folder from backup, or reinstall Max. When re-installing PULL, pay close attention to the location you are placing the files into. You might want to copy and paste them in manually, to ensure they're going into the right place.

We hope you enjoy this software and that it helps your music workflow. If you have any problems please contact us in at support@xmonsta.com, or the support forums and we'll be

happy to help.