

# Control Matrix Reference Manual v1.1

for Windows and Mac

Reference Manual by killihu

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Plugins, skins and other resources for computer-based audio production

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This book has been inspired by the Ableton Live Reference Manual, with the aim of making it easier for Ableton Live users to read.

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# Main information

## 1.1 Plugin Overview

Control Matrix allows you to modify parameters of different tracks/devices in the same floating window without taking exclusive control of them. In addition to offering the convenience of having all parameters in one window, you can save up to 6 presets for A/B style comparisons.

There are certain tasks that require small changes to several tracks, which forces you to change tracks continuously (layering synths, for example). You can use some mapping device to have all the parameters grouped in one place. But it has the drawback that you won't be able to use the controls on the tracks, since the mapping device will take exclusive control of them.

Adding parameters to the Control Matrix does not take exclusive control of them. You can continue to use the track/device controls and the changes will be reflected in the Control Matrix. This way the device does not affect your workflow.

Plus, with the ability to save presets, you can use the Control Matrix to perform A/B style comparisons anywhere in your project. Either on a single device or on multiple devices spread over different tracks. All without messing up Live's undo history.

Control Matrix has 3 different window sizes, displaying 8, 16 or 32 parameters. If you need to control more parameters you can always load more instances of the device.

### To consider:

The device links the parameters as if it were an external controller. Therefore, it does not allow numerically entering the values corresponding to the source parameter. The controls of the device have a range between 0 and 1. You can click on the controls and for example type 0.5, which would correspond to a value of 50%. Either the mouse or the keyboard arrows can be used, with the option of using the [SHIFT] key for fine adjustment.

If you want to do A/B style comparisons with very precise values and you can't set one of the parameters to the desired value, you can change the parameter on the source track/device.

Only parameters that can be automated can be added, both for tracks and devices. For example, the volume fader of a track can be added but not the Solo button. Since the Solo button of the tracks does not allow to be automated.

When a control that is automated is added, an indicator is displayed in the Control Matrix in the same way as in the source control. This indicates that the track/device control is automated, not that the Control Matrix control is automated.

Two versions of the device are included:

- The original version that was designed for mixing tasks and is loaded as an audio effect on any track. The controls on this device cannot be mapped or automated to prevent messing up Live's undo history.
- The MIDI version that has been designed for live performance. It can only be loaded into a MIDI track and accepts MIDI control changes and MIDI input notes to control parameters and change presets.

Although the MIDI version introduced in the 1.1 update may work similarly to the other in reference to Live's undo history, future updates based on user feedback may cause the undo history to break or create too many steps. Therefore, it is not recommended for mixing tasks.

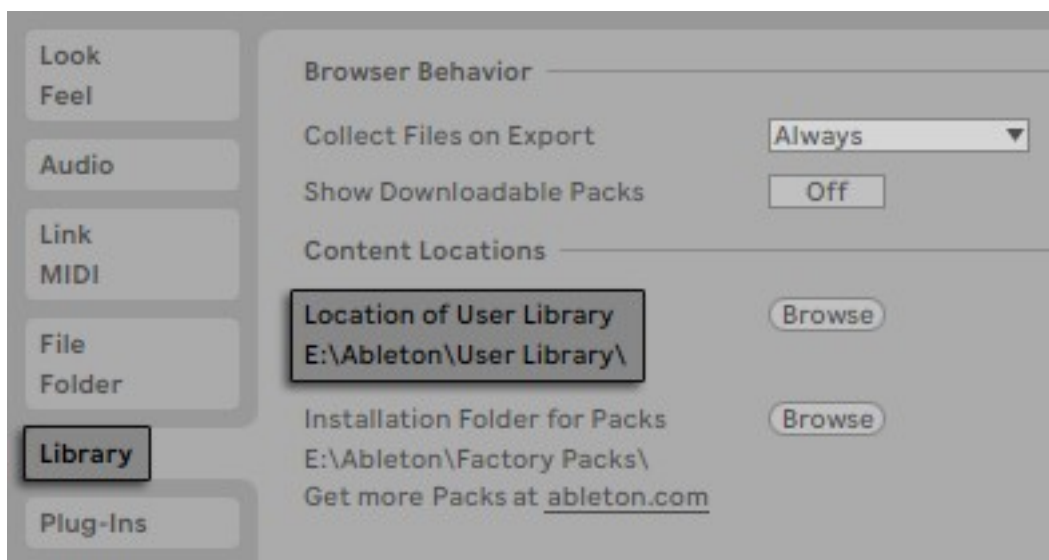
## 1.2 System Requirements

- Live Version: 10 / 11 with Max for Live
- Operating System: Windows, Mac

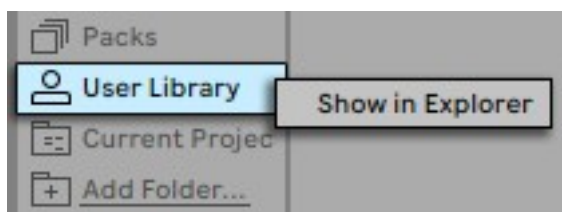
## 1.3 Installation Instructions

Unzip the zip file and copy the plugin amxd file to your User Library folder. There are two ways to find where your User Library is located:

Go to Preferences – Library – Location of User Library



Or [right-click] on the User Library in the Browser – Show in Explorer



# Controls

## 2.1 Rack Controls

On the device rack is the button to show/hide the floating window. This button can be mapped, allowing you to assign a keyboard key to show and hide the floating window.

An icon is displayed at the bottom of the device rack. Clicking on the icon shows the version of the device.

## 2.2 Common Floating Window Controls



The floating window can be moved by clicking on the top bar and dragging, just like any other program window.

At the top right are controls for resizing the window, docking it on top of other windows so it's always visible, and closing it.

## 2.3 Device Size



At the top of the device is the device size selector.

(S) Small: Shows 8 controls.

(M) Medium: Shows 16 controls.

(B) Big: Shows 32 controls.

## 2.4 Info / Notes



Toogles between information and notes view.

The information view shows the Track/Device/Parameter columns. With details of the location of the parameter added.

Notes view hides the previous 3 columns and shows the Notes column. Where it is possible to enter personalized notes for each parameter by clicking on the corresponding field.

## 2.5 Link



Clicking on this button will link the last control used in Live. It works with device controls and mixer controls that can be automated. The last used control will be displayed in the bottom bar of the device.

## 2.6 Unlink



Clicking on this button will unlink the established control and will delete the information entered in the notes view.

## 2.7 Alternative Value



Activating this control will display the numerical value used internally by the linked parameter. If when linking a parameter it does not show the value, activate this control.

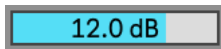


## 2.8 Default Value



Clicking this button returns the value of the parameter to its default position. This is the same as double-clicking controls in Live.

## 2.9 Parameter Value



It is not possible to enter the value numerically in the same way as in the source parameter. You can use the mouse or the keyboard arrows, with the option of the [SHIFT] key for fine adjustments.



For controls that are quantized, a dropdown menu will be displayed.

## 2.10 Presets



These controls allow you to load and save presets of the parameters added to the device.

When the save control, located on the right, is activated, it is possible to save a preset of the current settings by clicking one of the preset buttons. To cancel the saving process, press the save control again.

# MIDI Version

## 3.1 Description

The "Control Matrix MIDI" device is a version designed for live performance. It allows you to use MIDI control changes to control parameters, and MIDI input notes to change presets.

The first version of this device, introduced in the 1.1 update, must be loaded onto a MIDI track. To send MIDI data to the device, select your external MIDI controller as the track's input. Future versions will try to implement direct control mapping and other features based on user feedback.

## 3.2 Control Assignment

In the device rack, activating the Settings button displays the controls for assigning MIDI control changes and MIDI input notes to the device controls.

By default MIDI control changes 1 through 32 are assigned to all 32 device parameters. You can use the control boxes to assign the desired MIDI control change to each parameter. Preset changes are made via MIDI note input that you can also customize.

These settings have been created temporarily for users who demanded to remotely control the device. In future versions they will be implemented in the floating window to make it clearer to identify which controls they correspond to.

