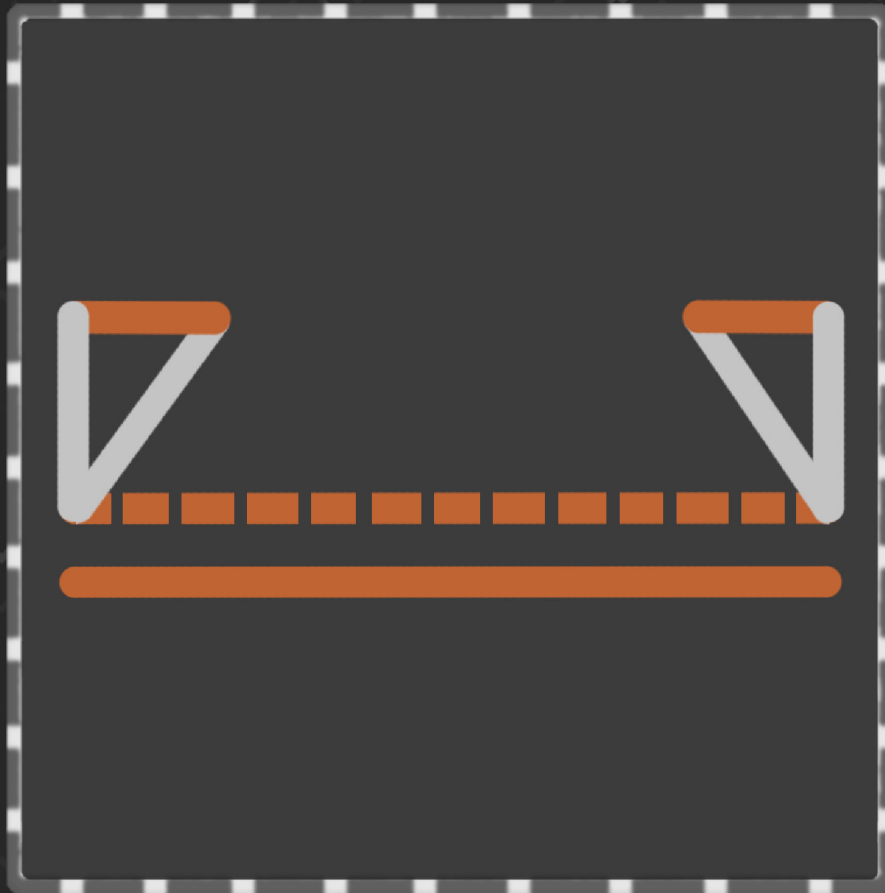




# PIXELCLONE



# OSCMPT

## MANUAL



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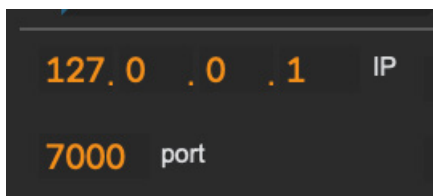
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# Using OSCMPTE

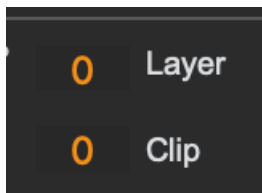
OSCMPTE follows the the playhead of your Ableton Live clip and uses this playhead to control the playhead of a clip in Resolume. **The slider indicates the playhead position of the active clip in your track. This is also the position of your playhead in Resolume.**



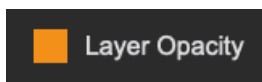
Because OSCMPTE works with OSC you'll need to **fill in the IP Address and Port number of the computer you want to send your OSC towards.** You can do that in the IP and Port number boxes. These boxes are initially set to your Localhost and the Resolume Port 7000. The filled in Address and Port number will be saved with the Ableton Live Deck.



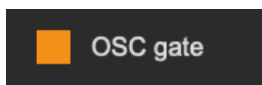
You can **set which clip on which layer in Resolume you want to control with the 'Layer' and 'Clip' number boxes.**



You can decide if you want to **control the Resolume Layer Opacity directly with your Track Volume.** Once turned on your Track Volume directly controls the Layer Opacity in Resolume. Note that the device looks at the Volume of the Track it's dropped on. And sends it's opacity values to the Layer you've specified in the layer number box.



With the OSC Gate you can **stop the device from sending out OSC data.** It's basically a fail switch.



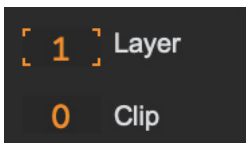
# Preparing OSCMPTE

OSCMPTTE is only properly tested in Session View mode. The Setup Guide will also be for Session View. The setup Guide will go through the steps also displayed in the provided Test Decks for both Resolume and Ableton Live.

It's possible to automate the 'layer' and 'clip' number boxes for each clip in Ableton Live. This way you can have any clip in Ableton control any clip in Resolume.

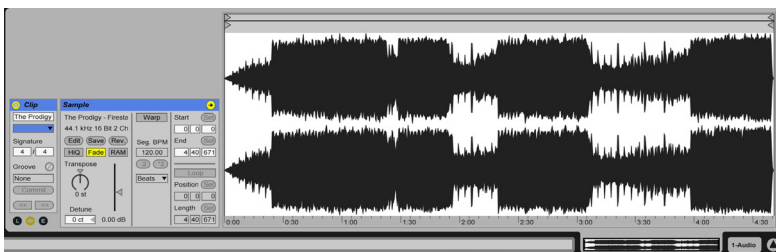
For example:

If you want clip 1 on Track 1 to control clip 1 on Layer 1 in Resolume you can **set the layer number box to layer 1 in the device.**

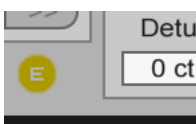


Next you can automate the clip number box for each clip individually. So every clip in Ableton has a different value. By doing this for each clip in Ableton you can decide which clip in Resolume you want that specific clip to control.

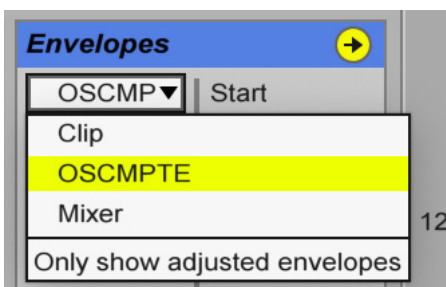
**You can double click on a clip in Ableton to see the clip info.**



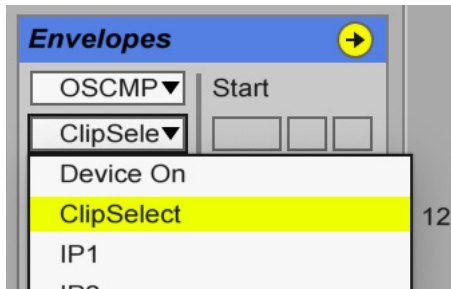
**Make sure to toggle the E button on to see the envelopes.**



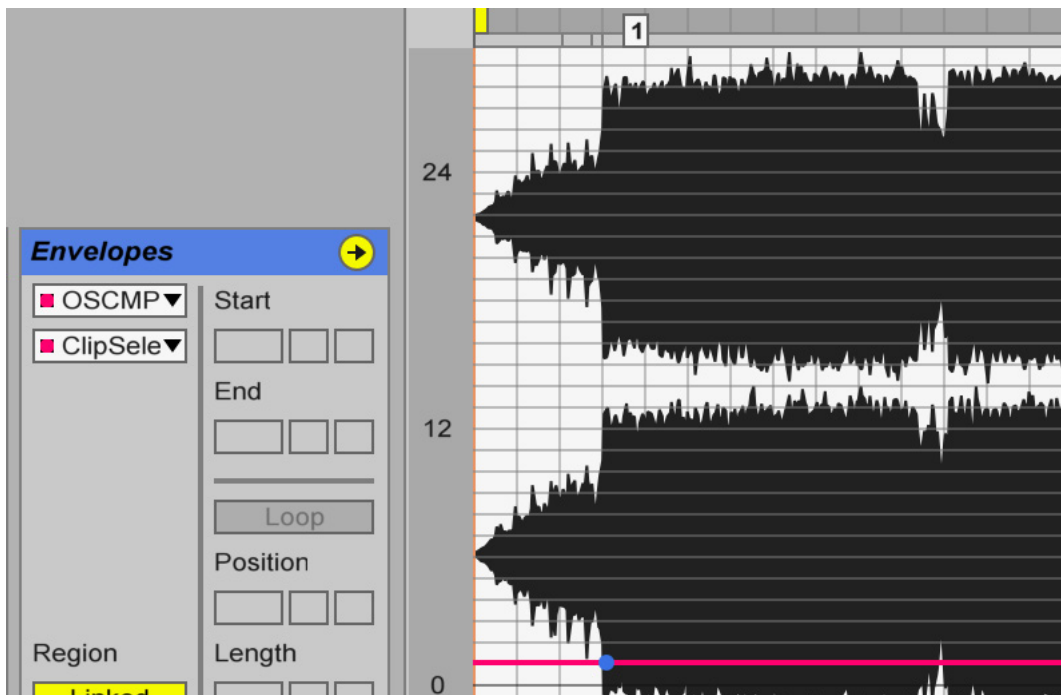
**Select OSCMPTE in the envelope dropdown menu.**



Then select ClipSelect in the second envelope dropdown menu



Then you can set which Resolume clip you want that Ableton clip to control by setting a point, in this case 1 because we want to control clip 1.



Now if you play the clip it should send over the playhead information to clip 1 on layer 1 in Resolume.

**In Resolume make sure to pause the clips you want to control.** Otherwise you'll get a stutter because both Resolume and Ableton will try to move the clips position

