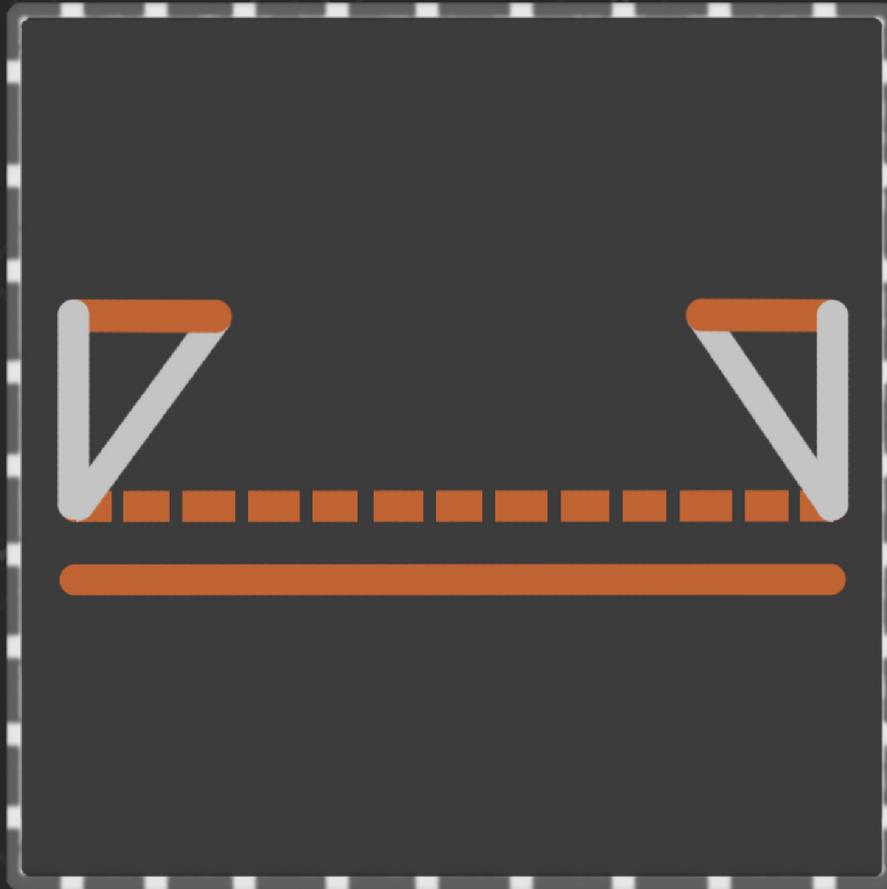




# PIXELCLONE



# OSCMPTTE

## MANUAL



# Index

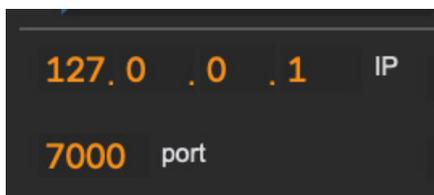
Using OSCMPTE .....	3
Preparing OSCMPTE .....	4

# Using OSCMPTE

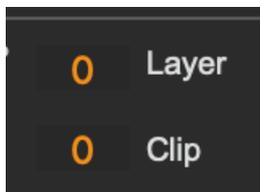
OSCMPTE follows the the playhead of your Ableton Live clip and uses this playhead to control the playhead of a clip in Resolume. **The slider indicates the playhead position of the active clip in your track. This is also the position of your playhead in Resolume.**



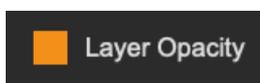
Because OSCMPTE works with OSC you'll need to **fill in the IP Address and Port number of the computer you want to send your OSC towards.** You can do that in the IP and Port number boxes. These boxes are initially set to your Localhost and the Resolume Port 7000. The filled in Address and Port number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



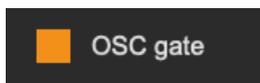
You can **set which clip on which layer in Resolume you want to control with the 'Layer' and 'Clip' number boxes.**



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.

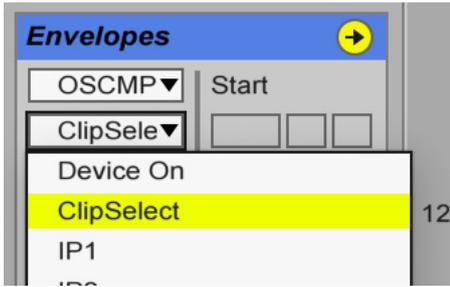


With the OSC Gate you can **stop the device from sending out OSC data.** It's basically a fail switch.

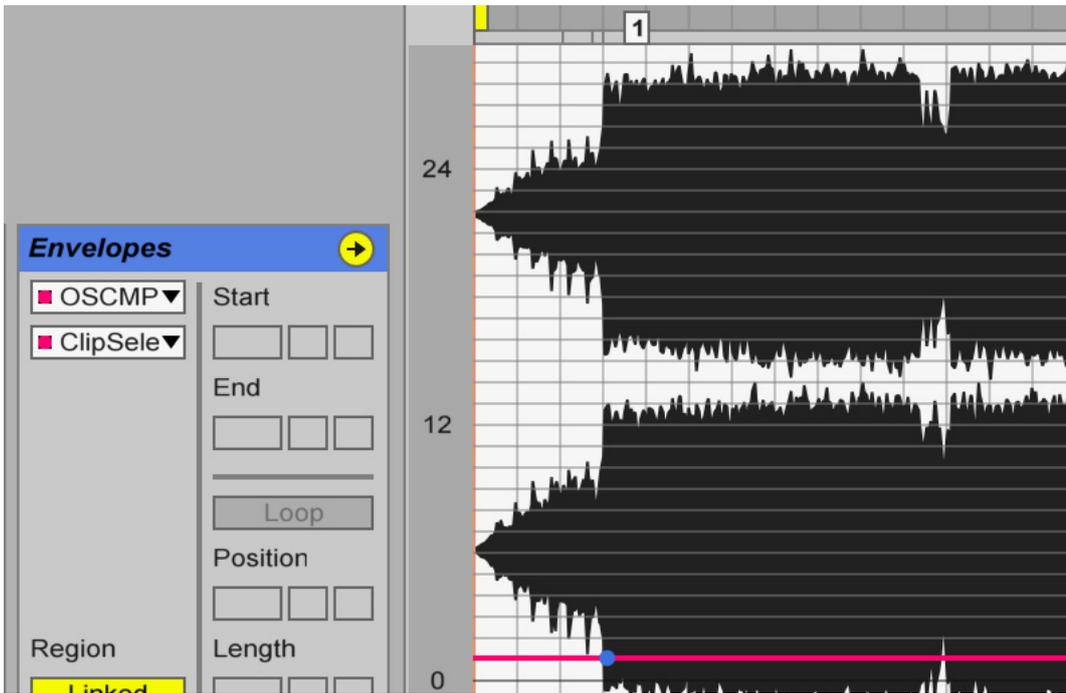




Then select ClipSelect in the second envelope dropdown menu



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

