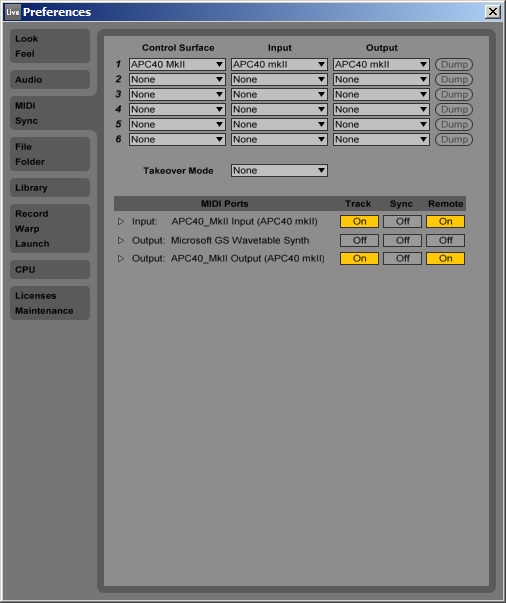
Go into Preferences and set your APC40 MKII to match this appearance:



This should cover things Application-Wide in Ableton. Once this is good we move on...

**1.** The files within the "Max Audio Effect" folder need to be installed on your computer. All that's required is to find the existing "Max Audio Effect" folder on your computer and drop these files in there. You don't have to replace the existing folder, just have to add these files to it. This folder should be under "[System Specific Ableton Folder]\User Library\Presets\Audio Effects\"

**2.** Once step 1 (above) is completed, you can fire up the other part of the .ZIP file which is the actual template. The template contains four song decks, two one-shot/sample pad decks, two sends, and some basic midi mapping. This is all geared toward the APC40 MKII.

**3.** Navigate to the track/deck titled "APC40" which lies just past the two decks titled "STOCK 1" and "STOCK 2". In the device section you will find the "APC40 MKII BLT" and "AutoPilot V2.0" devices. For the APC40 MKII, select it from the drop down list and when you are ready hit the "Turn On" button. Your MKII should flash through a bunch of colors and once completed, you will be ready to go.

Note: If you do not see the "APC40 MKII BLT" and "AutoPilot V2.0" devices then step 1 may have been incorrectly carried out. Try again and/or contact me for help.

Usage:

The right most portion of the clip launch buttons become your one-shot/drum-loop/sample pad area colored magenta and your momentary effects section colored in light blue. The one-shots will be the first four clips in the "STOCK 1" and "STOCK 2" decks. The momentary effects are set directly in the "APC40 MKII BLT" device on the "APC40" deck past the stock decks.

You can toggle the ability to automatically set the cue on a playing track navigated to with the track select buttons. This is done in the actual "ACP40 MKII BLT" device itself below the control surface select drop down box. This should be disabled in scenarios where you do not have separate cue channels selected on your sound card as Ableton turns the button into a solo button. That is not good to be strictly soloing all the time, in my opinion.

Regardless, if a deck has a playing clip once you hit the track select button the template will automatically bring up the detail view of the playing clip. Very handy when you have clips playing simultaneously and want to bring up the detail view straight away.

The "Device Control" encoders on the right hand side of the MKII control basic effects for each deck, respectively. Each columnar set of knobs is an echo effect ("fade to gray") on top and a combined low-pass/high-pass filter below it. Below each two-knob column the most immediate button resets both knobs to their default. These are the "Device <-", "Device ->", "Clip/Det View", and "Detail View" buttons which have otherwise been disabled to provide this functionality.

The knob at the top of each deck has been presently mapped to a beat repeat effect. The above mentioned reset buttons also reset this effect to zero.

The Track Activator, Crossfader Select, Solo/Cue, and Record Arm buttons for each of the four primary decks have been reassigned to provide 4, 8, 16, and 32 beat looping, respectively. Play around with these and watch how looping takes place on a track to get a feel for it. You can use the bottom-right four buttons of the clip launch grid to toggle looping (they are colored red).

Each playback deck's fader has been limited to 0.00db instead of the +6db gain. This is to fix clipping that can happen too easily when DJing with Ableton and carelessly throwing a fader all the way up.

When triggering AutoPilot be sure to set your start % and transition lengths manually to be safe. See the known issue below. I use it confidently but some defaults in Max are causing funny behavior. I'd rather spend two seconds to be safe when using it is all.

Known Issues:

- Momentary button settings don't save upon session close. I am going to re-engineer the drop down menus to hang on to these. For now take care to set these effects prior to use.

- Autopilot V2.0 sporadically stops transitioning if you mess with track playing points while it is enabled. This shouldn't affect normal usage as - ideally - you aren't actually touching anything when it's on (besides the "off" button).

- Loop toggle buttons are static color. Determining the cost/benefit of allowing loop tracking and feeding this into color feedback. Seems presently prohibitively costly in terms of CPU/RAM usage.

- Deck 4 loop toggle button blanks out upon start-up. No change to how the button works, though, so low priority fix.