## Crystall-Ball Configuration for the Ableton Live Remote Script

By default, some banks of the Crystall-Ball are configured to be 'auto-mapped' with some Ableton Live features when using the Crystall-Ball script.

(The mapping can be edited in Midi\_Map.py (editable with any text editor). The file can be found in Live > Ressources > MIDI remote scripts > CrystallBall.)

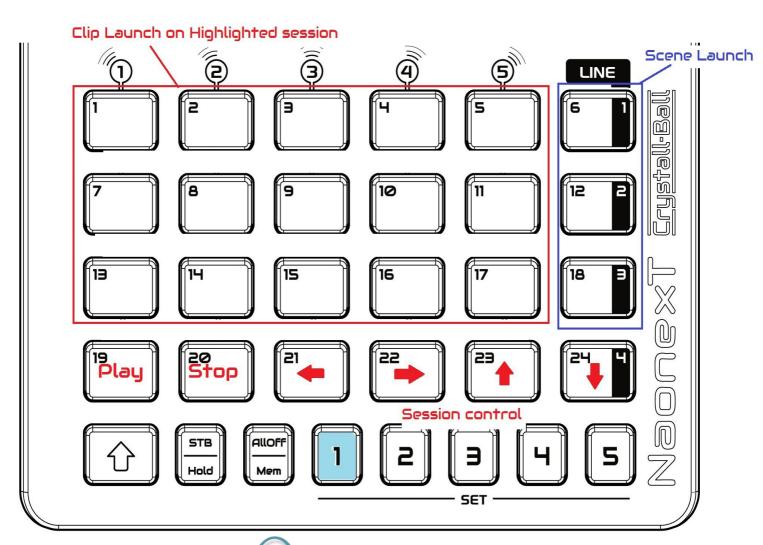
### Banks 1, 2 and 8 to 12 are configured with the Set 1 automaped as shown below

#### <u>Set 1</u>:

When using the Crystall Ball script, a session box of 5 tracks per 3 scenes appears. Set 1 is used to control the launch box and the general play / stop:

- First three lines control the clips in the box, the line keys can be used to launch the whole scene.
- The last line controls general play / stop and keys 21 to 24 are used to move the launch box in the session.

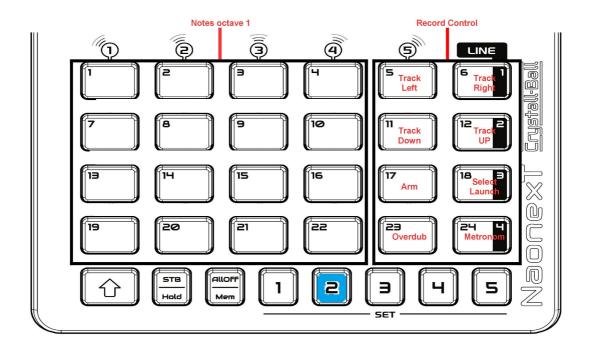
All keys in this set are configured as Pad.

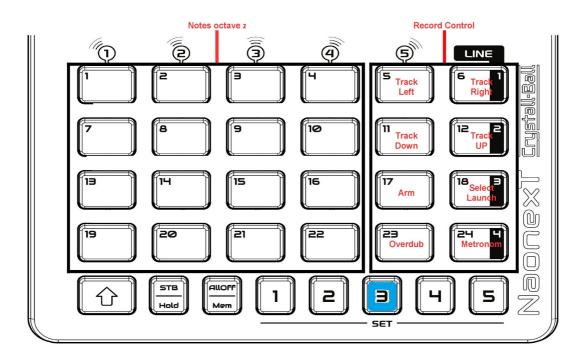




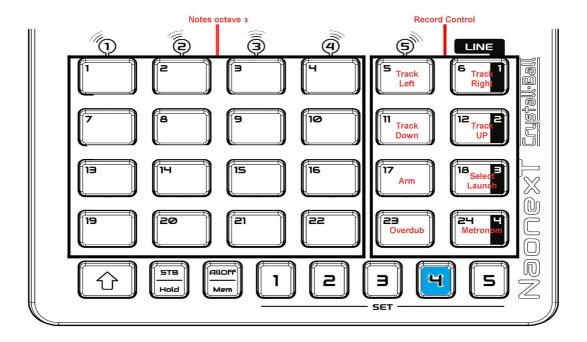
# Bank 2 is also configured with Sets 2 to 5.

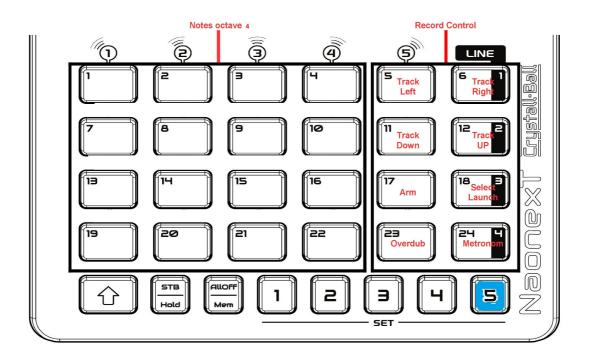
Sets 2 to 5 will be the differents octaves midi notes and differents controls to select, arm and record easily.









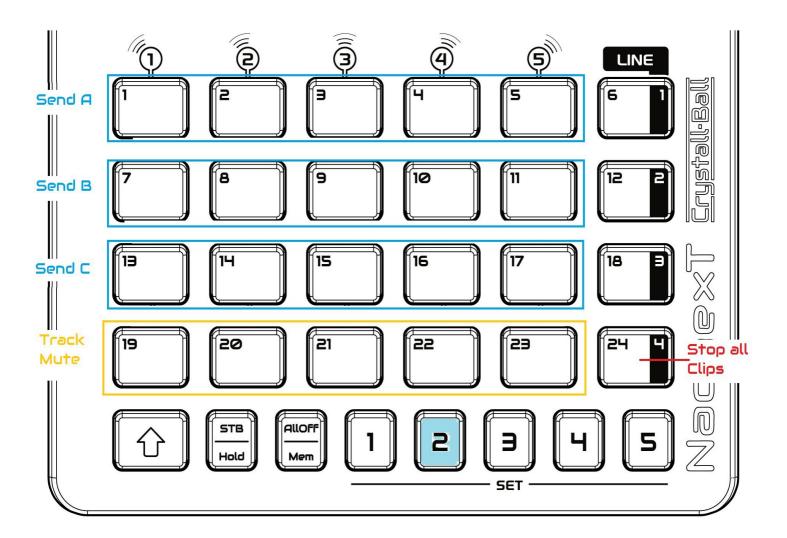




# Bank 12 is also configured with Sets 2 to 4.

Set 2 controls the sends A, B and C and the tracks mutes. Controled tracks are the ones included in the launch box.

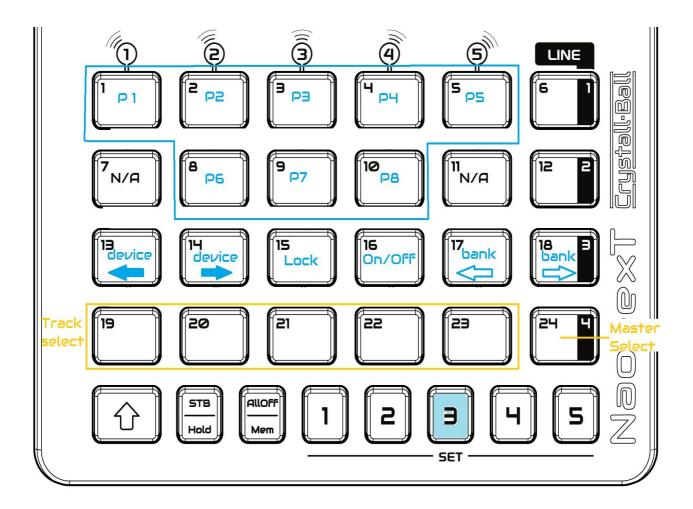
- Send effects are controlled using the Crystall Ball sensors, therefore keys 6, 12 and 18 are used as Line keys (to activate the whole lines)
- Key 24 can be used as 'Stop all clips'.





#### Set 3 is used for devices control:

- First two lines are used to control the 8 parameters of a device. Device parameters are controled using the sensors, therefore keys 6 and 12 are used as Line keys. Note that keys 7 and 11 are not affected to any parameter.
- Keys 13 and 14 are used to navigate between devices in a track while keys 17 and 18 are used to navigate between parameter banks in devices with more than 8 parameters.
- Key 15 is used to switch on or off a device and key 16 is used to lock a device with the Live 'blue hand'
- Keys 19 to 23 are used to select a track for device control. Selectable tracks are tracks within the launch box (see Set 1). Key 24 lets you select the Master track.





Set 4 is configured to work with the first Drum rack keys as the Bank 2

