



M4L DJ MORPH by SMAOLAB (egnouf@gmail.com - <https://smaolab.org/>)

Installation

Copy the plug-in into the
USER LIBRARY / AUDIO
EFFECT/ MAX FOR LIVE
folder

 Max for Live

 Plug-ins

 Clips


 Samples

PLACES

 Packs

 Bibliothèque utilisateur

 Projet actuel

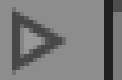
 Presets

 mysoundbank

 soundbank

 Ajouter dossier..

 Max Audio Effect

 A tester M4L

 FXs


 Grain Synth

 HWZ

 Ircamax

 M4L BODE Freq Shifter

 M4L Circle Control

 M4L DJ Morph

 M4L DJ Morph V1.0.amxd

 M4L FREE DJ Morph.amxd

 M4L FX Rasta Box DEV

 Misc

 Multi LFO



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Select & MAP Ableton Live Parameters or any VST/AU parameters

Edit the MORPHING ZONE & THE CURVE of the FADER

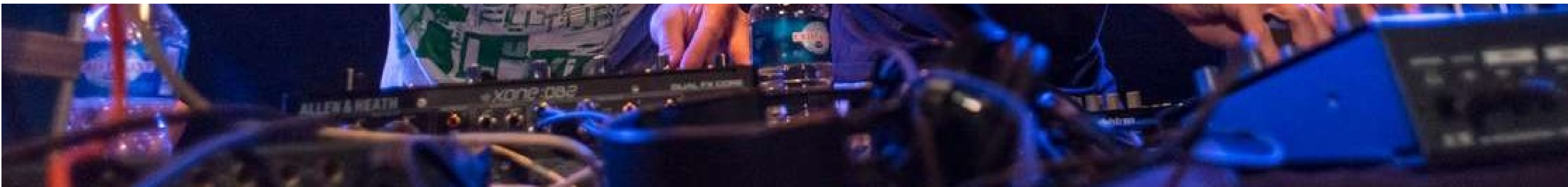
RESET the Ball to its initial state
You can MAP this button on a MIDI Controller

The screenshot shows the DJ Morph software interface. On the left is 'DECK A' and on the right is 'DECK B'. Both decks have a 'Parameter mapping' section with two 'Map' buttons and 'OFF' buttons. In the center is a fader with an 'Init' button and a ball. Below the fader is a 'Map X to controller' section with a value of 62 and a 'Fine' control set to 0.49. Red arrows point from text boxes to various UI elements: from the top-left box to the 'Map' buttons; from the top-middle box to the 'Init' button; from the top-right box to the 'Init' button; from the bottom-left box to the '+' and '-' buttons; from the bottom-middle box to the 'Map X to controller' section; and from the bottom-right box to the '+' button in the 'Parameter mapping' section.

Select the DIAL direction, if you go '+', the value will go from 0 to 127, if you choose '-' the value will move from 127 to 0

Control the BALL using your keyboard, your mouse or MAP IT TO YOUR MIDI CONTROLLER

By pressing the '+' button, you will add two more parameters



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Edit the CURVE of the FADER : Exp or Log. Select also the SPEED

Edit the MORPHING ZONE SIZE. If you click on the Blue Button, you reset the size to its initial state

If you press the BLUE '>' button, you open/close panels

Some MIDI controllers (ex. BitStream) can handle FINER values. Use/Map FINE if you use such controllers

Control the BALL using your keyboard, your mouse or MAP IT TO YOUR MIDI CONTROLER



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Example of moving the BALL from left to Right

DECK A



Init



Map X to controler

X

26



Fine

0.49



Init



Map X to controler

X

112



Fine

0.49

DECK B



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Set the MIN VALUE & the MAX Value.

100 → 127
0 → 0

If you change the Upper value from 100 to 56

Then your parameter will never exceed 56

If you change the Lower value from 0 to 45

The parameter will never go lower than 45

Deck A

Lower Value

Upper Value

1

0

100

2

0

100

3

0

100

4

0

100

Deck B

Lower Value

Upper Value

5

0

100

6

0

100

7

0

100

8

0

100

If you press the BLUE '>' button, you open an panel to change the limit for each parameter mapped

>

