How to use I-CubeX with ...
Live 4.0

I-CubeX: The ultimate MIDI controller!

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The goal of this tutorial is to get you started using your I-CubeX system with the Ableton Live software.

We assume that you already have the I-CubeX editor installed, if not, please refer to the I-CubeX editor tutorial.

You will first need to configure your I-CubeX digitizer with the editor. Plug the different sensors you'd like to use and open the editor. Add the different sensors using the configure menu. (**fig. 1**)
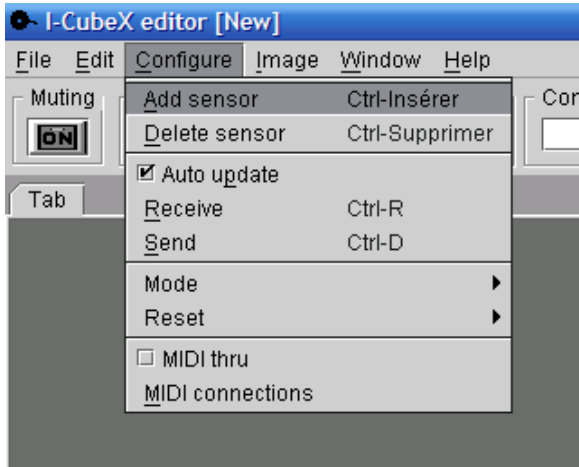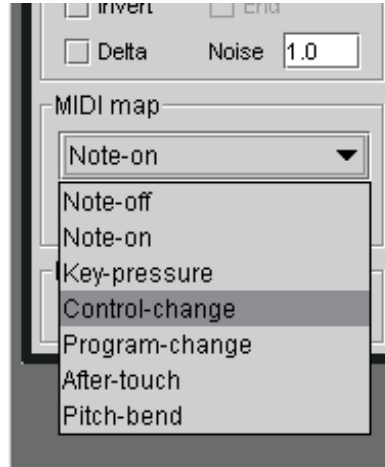

Figure 1

Figure 2

Abelton Live will understand Pitch Bend, Control Changes and Note messages. It is recommended to use Control Change or Pitch Bend for continuous values (like the Push or Turn sensors) and Note messages for on/off values (TapOn, MoveOn). (**fig. 2**) Make sure all the sensors output their values using different Control Change numbers (or channels if using Pitch Bend).

In Ableton Live, you will need to configure your midi input. To do so, go in the Options menu and choose Preferences. (**fig. 3**) Select the midi / sync tab. In the Active Devices section, you will see a list of your different midi devices. (**fig. 4**) In the Input field, locate the midi device your I-CubeX is connected to and make sure it is activated (the square left to the device name should be green). (**fig. 5**) In the Remote Control section under Input, select the proper midi device. (**fig. 5**) Once this is done, you can close the window.
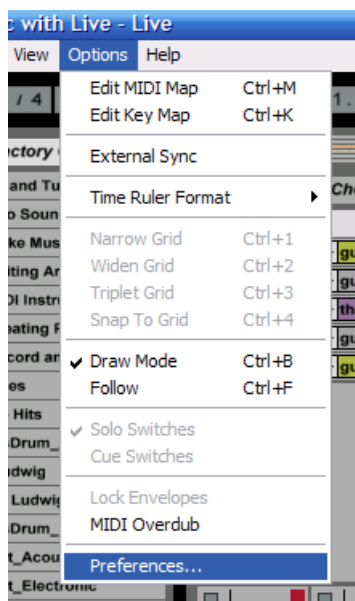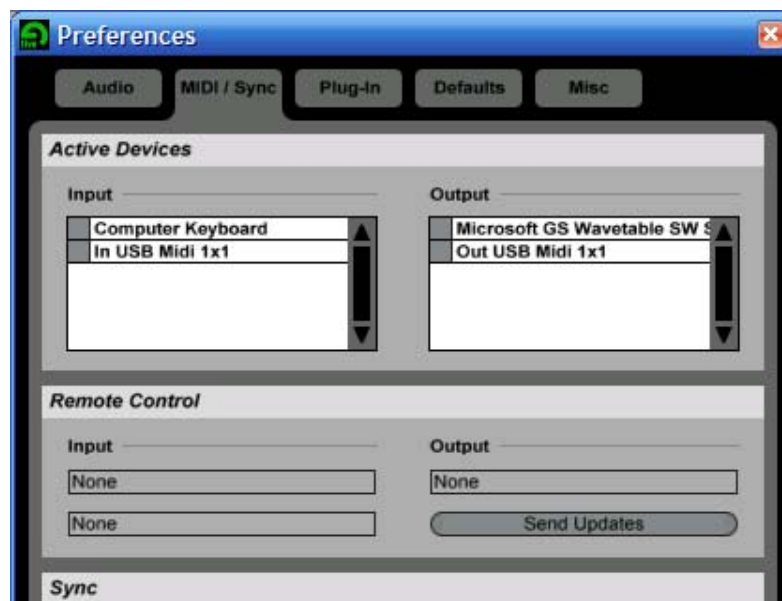

Figure 3

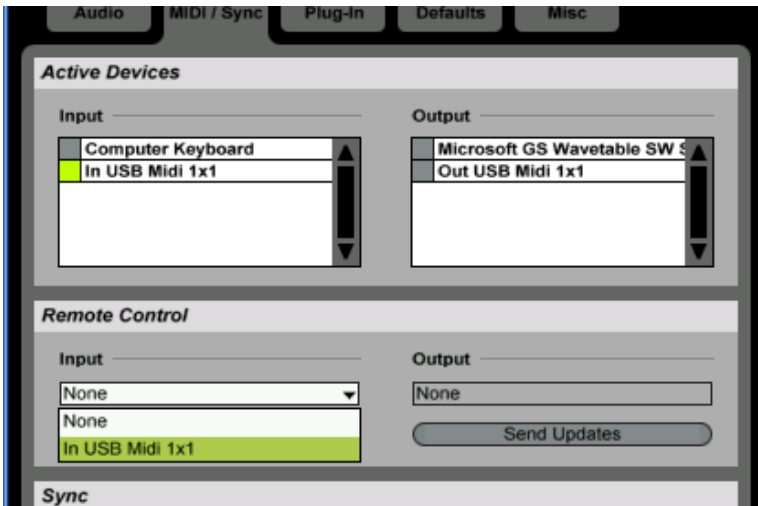

Figure 4

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Figure 5

Looking at Live's main interface, you should see two small squares to the upper right next to the letter "D". (**fig. 6**) The one at the top should flash when you tweak one of your sensors; this is the midi in activity indicator.

Figure 6

In order to associate a sensor with an on-screen control, you will need to click the Midi Map button located at the upper right of the interface. (**fig. 6**) You will notice that parts of the UI are now blue, this blue overlay shows you which elements are controllable in Live. (**fig. 7**)
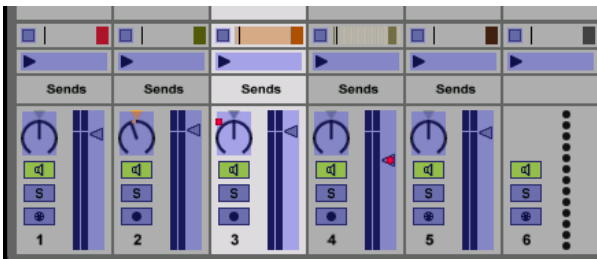

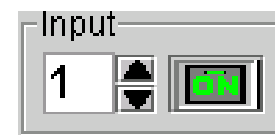Figure 7   Figure 8   Figure 9

To map a control, click it with the mouse and tweak the desired sensor. Two numbers should appear, the first one represents the Control Change number and the second one represents the channel number. (**fig. 8**) Click the Midi Map button again and your control should now be mapped to the sensor. The small square left to the Midi Map button should now flash instead of the one located next to the "D" letter. (**fig. 6**)

When working with multiple sensors, it might be hard to assign the right sensor to the right UI element. In order to properly set up your mapping, you will need to activate one sensor at a time in the editor. To do so, switch off all the sensors you don't want to map and leave the one you want to assign to On. (**fig. 9**) Once assigned, repeat for the other sensors. This will be useful for sensors sending 2 messages at the same time (ie. Gforce2D) because Live will get confused about what it is receiving.