



# NOVEL MUSIC

## CATCH

| Ratio  | Direction | Pan   | Attack  | Release | Position | Length | MPE Slide |
|--------|-----------|-------|---------|---------|----------|--------|-----------|
| 1.00 x | .....     | C     | 1.00 ms | 1.00 ms | 0 %      | 100 %  | None      |
| .....  | .....     | ..... | .....   | .....   | .....    | .....  | .....     |

reference manual

# CATCH

Version 1.2

Tested with Live 12.0.0 / Max 8.6.1

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Catch Rack Seed to Stage

by Anthony Thogmartin

[novelmusic.org](http://novelmusic.org)

## **System Requirements**

[Ableton Live Suite](#) 11.2 and Up

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Catch is a simple monophonic performance sampler that allows live audio to be captured for instant playback and manipulation. This instrument was designed for performance and features an innovative sample bank system and many variation tools to spice up your sounds.

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# INSTALLATION

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The following is a recommendation of how to install Catch on your computer.

Catch is packaged as a .zip file.

## Step 1

After downloading, unzip and the following contents will be inside the *Catch* folder:

| Name                         |
|------------------------------|
| ▼ Catch                      |
| > Ableton Project Info       |
| Catch Rack 8.als             |
| Catch Rack 16.als            |
| Catch Rack Seed to Stage.als |
| Catch Reference Manual       |
| Catch.als                    |
| > Presets                    |

## Step 2

Navigate to your Ableton folder directory and open your *User Library* folder.

| Name                   |
|------------------------|
| > Ableton Projects     |
| > Factory Packs        |
| > Live Recordings      |
| ▼ User Library         |
| > Ableton Folder Info  |
| > Ableton Project Info |
| > Clips                |
| > Defaults             |
| > Grooves              |
| > Presets              |
| > Samples              |
| > Templates            |

## Step 3

Create a new folder called *Devices* or *Plugins* (or whatever makes sense to you!).

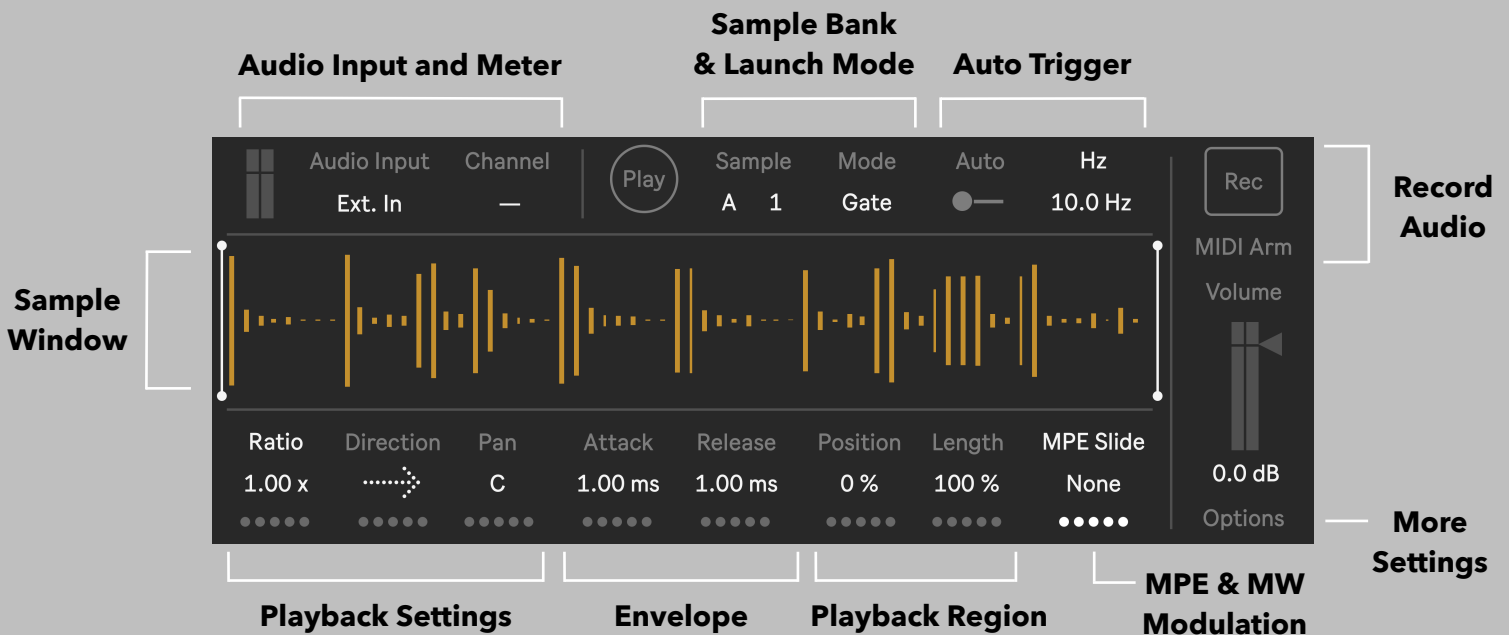
| Name                   |
|------------------------|
| > Ableton Projects     |
| > Factory Packs        |
| > Live Recordings      |
| ▼ User Library         |
| > Ableton Folder Info  |
| > Ableton Project Info |
| > Clips                |
| > Defaults             |
| > Grooves              |
| > Plugins              |
| > Presets              |
| > Samples              |
| > Templates            |

## Step 4

Copy (or move) the *Catch* folder from Step 1 and place it inside the new folder you created in Step 3.

| Name                   |
|------------------------|
| > Ableton Projects     |
| > Factory Packs        |
| > Live Recordings      |
| ▼ User Library         |
| > Ableton Folder Info  |
| > Ableton Project Info |
| > Clips                |
| > Defaults             |
| > Grooves              |
| ▼ Plugins              |
| > Catch                |
| > Presets              |
| > Samples              |
| > Templates            |

# CATCH OVERVIEW



## Audio Input and Meter

Select an Input Source for live audio sampling. Besides the physical audio inputs on your system, all tracks, sends, and the master channel are also available as a source. The current audio signal is visualized in the small upper lefthand Meter.

## Sample Bank and Launch Mode

Choose from 8 Banks of 16 Slots, each color coded for easy organization. Samples are launched in either Gate or Trigger modes.

## Auto Trigger

When an incoming MIDI note is active, it is possible to automatically re-trigger the sample using one of three algorithms: Hz, Sync, and Loop.

## Record Audio

Press the Record button to sample live audio into the current Sample Bank. When MIDI Arm is active, any incoming note-on messages will trigger recording.

## Sample Window

Displays the currently loaded sample. The vertical white lines indicate the Position and Length settings of the file, in addition to visualizing the current Envelope. Additional sample information is displayed when hovering over the window with a mouse.

## Playback Settings

Adjusts the Speed, Playback Direction, and Panning of the sample.

## Envelope

Catch uses a simple Attack/Release envelope for shaping sample amplitude.

## Playback Region

Set the start point (Position) and end point (Position + Length) of sample playback.

## MPE & Mod Wheel Modulation

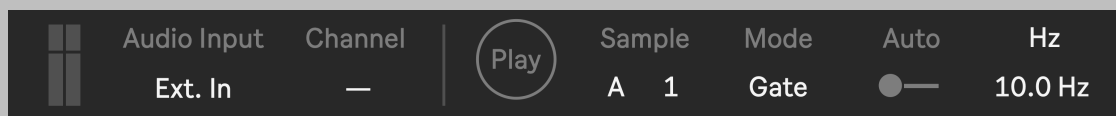
Allows for a variety of parameters to be modulated by incoming MPE Slide (CC 74) or Mod Wheel (CC 1) messages.

## More Settings

Click to view additional options.

# TOP & SIDE PANEL

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## Audio Meter

Displays the audio signal of the currently selected Input Channel.

## Audio Input

Select an Audio Input for sample recording.

## Input Channel

Select the Input Channel for sample recording.

## Play Button

Triggers sample playback.

## Sample Bank

Select a Sample Bank (A-H) to load. Each Bank has a unique color and 16 Sample Slots.

## Sample Slot

Select a Sample Slot to load for playback or recording.

## Sample Mode

In Trigger Mode, the sample will continue playing through the entire selected region even if a note-off event occurs.

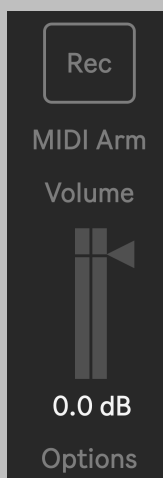
In Gate Mode, the sample will begin the release phase when a note-off message is received.

## Auto Trigger

Automatically triggers the sample at the defined rate when a MIDI note-on message is received. Useful for creating ratchets and quasi-granular textures.

## Auto Trigger: Units and Rate

Set the rate of the Auto Trigger with either frequency (Hz), tempo relative values (Sync), or by a percentage of the sample's Length (Loop).



## Record

Toggles sample recording on and off.

New sample recordings overwrite the previous sample in the currently selected slot. The minimum recording length of a new sample is 150 ms.

## MIDI Arm

Allows recording to be triggered by note-on messages from a MIDI controller. When a note-off message is received, the recording stops and the MIDI Arm control is automatically disabled.

## Volume

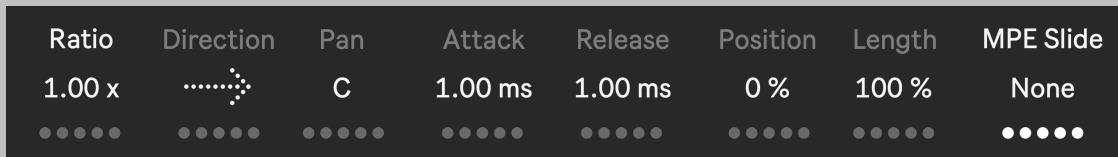
Final gain stage of the sampler's signal path.

## Options

View additional device options along with copyright and version number information.

# BOTTOM PANEL

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## Speed Mode and Speed

Change the behavior of the Speed parameter:

**Ratio** - multiplies the Speed/Pitch between 0.25x and 4.0x

**Tone** - adjusts the Speed/Pitch by tones and semitones. The resulting output can be quantized by the Tone Scale parameter, located in the Options panel.

**Octave** - adjusts the Speed/Pitch by octaves from -24 st to +24 st.

## Direction

Sets the direction of sample playback; forward or reverse.

## Pan

Moves the sample playback within the stereo field.

## Attack

The amount of time it takes the sample playback to reach full volume when playback is at normal speed/original pitch. The time value is scaled based on the playback speed.

## Release

The amount of time it takes the sample to fade out at normal speed/original pitch. The time value is scaled based on the playback speed.

In Trigger Mode, the release envelope begins before the currently selected region ends. In Gate Mode, the sound begins to fade when a note-off message is received.

## Position

Sets the playback starting position within the current clip.

## Length

Sets the playback length of the current clip.

## Modulation Source

Select a modulation source: MPE Slide (CC 74) or Mod Wheel (CC 1)

## Modulation Target


Choose a modulation destination from the following targets: Speed, Direction, Pan, Envelope, Selection (Position & Length), and Auto Rate.

## Deviate Values

The five small circles at the bottom of each parameter in this section can be dragged up to introduce variations of the current value. The higher this value is set, the more frequent and wider the deviation becomes.

The circles below the **Modulation Target** represent the current **Modulation Depth** value.

# OPTIONS PANEL

Tone Scale   Pitch Gl   Direction Gl   Pitchbend  
 Chromatic ▼   0.00 ms   0.00 ms   Pads

Aftertouch   Vel Depth   Pedal In   Rec Length  
●—   25 %   ●—   Free

## Use Current Scale (Live 12+ Only)

When enabled, Tone Scale modulation is quantized to the current Scale of the Live Set.

## Tone Scale

Quantizes the output of the Speed Mode when Tone is selected. Includes 36 scale presets.

## Pitch Glide

Defines the amount of time it takes to smoothly transition from one playback speed change to the next.

## Direction Glide

The amount of time it takes to smoothly transition from one playback direction to another. At values above 0 ms, a turntable scratching effect is created.

## Pitchbend

Choose the depth of Pitchbend:

None - No Pitchbend

Push Pads - Specifically scaled to work smoothly across a row of 8 pads.

Wheel ±12 and ±2 - Limits the Pitchbend to the specific range.

## Aftertouch

Activates aftertouch, which allows continuous modulation of the sample's output volume. The amount of AT modulation is set by the **Velocity Depth** parameter.

## Velocity Depth

The depth of modulation that occurs when the incoming MIDI velocity scales the sample's output volume. At 0%, all sample triggers will be the same volume regardless of MIDI velocity values.

## Pedal Input


Allows for a MIDI sustain pedal (CC 64) to be used to start and stop recording.

## Record Length

Assign a fixed length of time to record. When set to "free" (default) the recording will NOT stop automatically.

## View Sample Folder

Click to view the currently selected Sample Folder.

Sample Folder  Custom Folder ●—  
Macintosh HD:/Users/ijd/Google Drive/Ableton/User Library/Plugins/Catch/Presets/Instruments/Max Instrument/Catch/catch\_samples/

## Custom Folder

By default, recorded Samples are stored in the *catch\_samples* folder, which is located in the same directory as Catch.amxd. You can define a Custom Folder, where newly recorded Samples will be stored.

NOTE: Changing to a Custom Folder applies to ALL instances of Catch within the current Live Set and does not automatically import previously recorded samples.

# SAMPLE MANAGEMENT

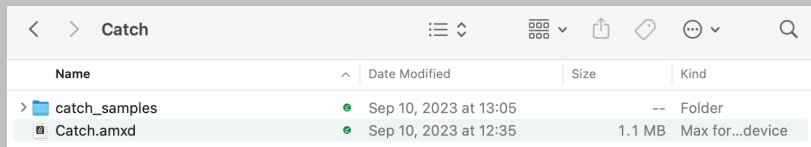
## Live Set Sample Distribution

All instances of Catch within a Live Set share the same sample folder settings. If a **Custom Folder** is defined, ALL copies will use that location. The benefit of this system is that all copies of Catch share the same **Sample Bank** information, meaning multiple copies of the same sample can be loaded within an Instrument or Drum Rack, or across many tracks. This opens up a wide array of sound design possibilities.

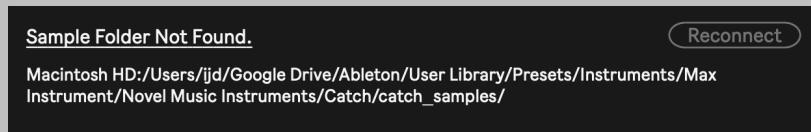
## Managing Sample Folders

When you create a new Live Set and load an instance of Catch onto a track, the device immediately attempts to find the location of the *catch\_samples* folder, where newly recorded samples will be stored.

By default, Catch assumes this folder is located in the same directory as the Catch.amxd file:



If the folder is missing, the following warning message appears in the sample window:



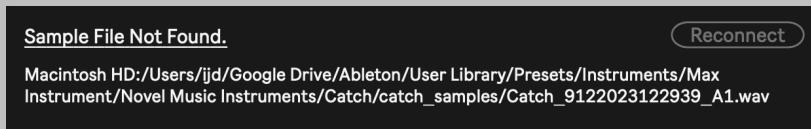
To resolve, create a new *catch\_samples* folder (or if applicable, find the old one) in the directory listed above and then press the "Reconnect" button. If "Reconnect" doesn't work, reopen your project.

## Managing Sample Files

When a new sample is recorded, the file is automatically saved and named using this format: *Catch\_UniqueNumber\_SampleBank.wav*

If recording a new sample into an existing slot, the old sample will be destructively overwritten. However, when you open a previously saved session, a new UniqueNumber is assigned and samples saved from the previous session will NOT be overwritten, but rather replaced by new recordings.

If the sample is missing, the following warning message appears in the sample window:



To resolve, locate the missing sample on your hard drive, copy it back into the directory listed above, and then press the "Reconnect" button. If "Reconnect" doesn't work, reopen your project.

## Using "Collect All and Save"

If you save a Live Set using Collect All and Save, you must manually create the *catch\_samples* folder in the same directory as Catch.amxd. By default this location is: *Ableton Project Name* -> *Presets* -> *Instruments* -> *Max Instrument* -> *Catch*.

You will also need to manually copy over any previous samples into this new *catch\_samples* folder.



# WORKING WITH PUSH

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Catch works with ALL MIDI controllers, however it is optimized to work with PUSH 2 and PUSH 3 (in both Control and Standalone modes).

When Catch's MIDI Arm parameter is active, you can use PUSH's pads to start and stop sample recording.

The MPE pads (Slide CC 74) on PUSH 3 make for a great performative experience in sample processing (see MPE modulation information on page 4).

## **PUSH Limitations**

Due to current limitations, there are a few things to keep in mind when using PUSH with Catch.

- 1) When selecting the Input Source and Channel on PUSH, the only available options are "No Input," "Ext. In," and "Master." Therefore, it is possible that the currently selected Input Source and Channel are not accurately reflected on PUSH's display.
- 2) If you want to use Catch on PUSH 3 Standalone, it is **HIGHLY** recommended to first create the Live Set on your computer, Collect All and Save, create a *catch\_samples* folder in the same location as the Catch.amxd file (see pg. 6 for detailed instructions) , and finally export it to your PUSH 3.

As the PUSH platform continues to develop, it is possible these limitations will be resolved in a future release of Catch.

# FREQUENTLY ASKED QUESTIONS

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## 1. Why can't I play chords?

Catch is a **MONOPHONIC** sampler. While one note at a time may seem like a limitation, it is possible to create a huge variety of sounds when using the controls creatively.

Because Catch uses a small amount of CPU, it is also possible to load many copies into a Drum Rack and play your samples polyphonically.

## 2. Where are my samples stored?

By default, samples are stored in the *catch\_samples* folder located in the same directory as your Catch.amxd file.

## 3. I used Collect All and Save to store my Live Set, and now my sample folder is missing.

When you use Collect All and Save, Ableton makes a copy of the Catch.amxd file and places it into this directory:

*Ableton Project Name* → *Presets* → *Instruments* → *Max Instrument* → *Catch*.

Because of limitations with Max for Live and Ableton, the default *catch\_samples* folder and the samples it contains are NOT automatically copied during the Collect All and Save process.

Therefore, you must go into the newly created Catch folder, click inside of it, and make a new folder named *catch\_samples*. The Catch.amxd file should also be in this same location. Then find the old sample folder, copy all samples, and paste them into the new folder you just created.

## 4. My sample folder/sample is missing.

Please see pg. 6 of this manual to resolve missing sample folders and/or files.

## 5. My issue is not on this list.

Please send an email to [novelmusicdev@gmail.com](mailto:novelmusicdev@gmail.com).