

# J74 EnvelopeMap

**[Shape Model]** Selects the *envelope shape model* to work with (different models support different combinations of parameters and controls)

**[Envelope View]** Displays the envelope shapes. If [Draw] is enabled, allows you to *add* (Click) or *remove* (Shift+Click) points directly on the display

**[Slide]** Slide transitions

**[Shape Points]** Displays the number of points in the current envelope

**[Trigger]** Displays MIDI input notes triggering the envelope

**[Duration]** Sets the Envelope duration (the size of the display area, in milliseconds). If [Link] is enabled the [Timing Unit] can be used to set the duration

**[Timing Unit]** If [Link] is enabled, allows you to quickly select the duration as a musical unit

**[Link]** Link [Timing Unit] and [Duration]

**[Scope Selector]** Selects for which specific destination the scope output is displayed

**[Scope Display]** Shows the generated envelope (selection of specific destination possible with the [Scope Selector])

**[Undo]** Undo changes and revert to the preset state (applies to presets only).

**[Preset Layer parameters]**  
Click to *load* a snapshot (if present)  
SHIFT+Click to *save* a snapshot  
SHIFT+{ALT|OPTION}+Click: *delete* snapshot  
**[Snapshot Id]**: *load* a snapshot by number  
(MIDI mappable automation and control)  
**[Read]**: import a snapshot bank from a file  
**[Write]**: export a snapshot bank to a file  
**[Erase]**: erase all snapshots

Note: snapshot banks must be saved with the ".maxpresets" file extension

Note: when recalling a snapshot, the envelope being recalled is shown in green

**[Invert]** Inverts the envelope shape  
**[Duplicate]** Duplicates the envelope shape  
**[Insert]** Inserts a point using [T] & [V]  
**[Smooth]** Smooths transitions  
**[Mutate]** Alters values around the current value  
**[Shuffle]** Scrambles points in the shape  
**[Random]** Generates random values

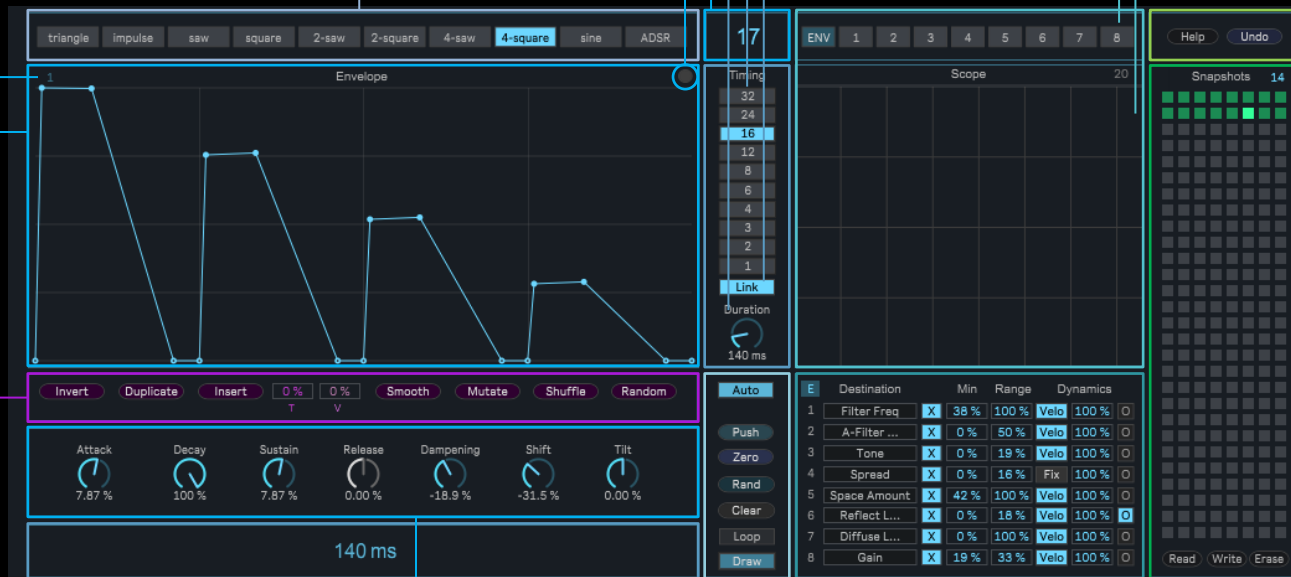
Note: these are "destructive operations" with the resulting shape beyond shape modelling control (if used model parameters get disabled, with the envelope color turning purple to signify the envelope is now in manual drawing mode)

**[Attack]** Attack time  
**[Decay]** Decay time  
**[Sustain]** Sustain value  
**[Release]** Release time  
**[Dampening]** Dampen values  
**[Shift]** Shifts the envelope key points (depends on model)  
**[Tilt]** Tilt the envelope up or down (increasing / decreasing all values)

**[Envelope Length]** Shows the Envelope duration (in milliseconds)

**[Auto]** if enabled, update the envelope when changing the model parameters. If disabled updates are only sent with the [Push] action  
**[Push]** updates the envelope model with the parameter values (can be used to reset the shape in case of draw actions or destructive actions)  
**[Zero]** Resets all parameters  
**[Rand]** Randomizes parameters  
**[Clear]** Clear the envelope  
**[Loop]** Always loops the envelope  
**[Draw]** if disabled, prevents manual drawing actions

**[Map]** When enabled, the next parameter clicked in Ableton Live will be mapped for value envelope modulation.  
**[Un-map]** Removes the parameter mapping.  
**[Min]** Minimum modulation value  
**[Range]** Range/Maximum modulation value  
**[Velocity]** If enabled, level is modulated with MIDI Note On Velocity  
**[Velocity Amount]** MIDI Note On Velocity amount of modulation  
**[O]** If enabled, level is modulated with MIDI Note Off to [Min] value  
**[I]** If enabled, modulation direction is inverted (adjust [Min] accordingly)



# J74 EnvelopeMap (additional notes)

A snapshot recalls values of the sections highlighted in yellow below:

- Envelope modeling & parameters
- Envelope [all points] even if manually created
- Timing parameters
- Destination [Min]/[Range] & Dynamics

A snapshot does NOT record or recalls changes to mappings (changes to mappings are audio disruptive, so they are not included in snapshots)

Not part of snapshots



Part of snapshots

This is done *on purpose* so that transitions from snapshot to snapshot (and bank to bank) are smooth AND so that new mixed combinations can be created freely.

Please note that, instead, the complete state of the device (every parameter, including mappings) is saved with the Ableton Live project. This also applies to the mapped modulation destination. Keep in mind that, in order to save snapshots in the Ableton Live project, the snapshots need to be saved upfront using the [Write] operation (snapshot banks must be saved with the ".maxpresets" file extension)

Note: the **color** used for the envelope represents the way the envelope was produced.

- When applying a model, the envelope is **cyan/blue**
- When in drawing mode, the envelope becomes **purple**
- When recalling a snapshot, the envelope is **green**