

Spitfire's UACC

CC 32 (Sub Bank)

KeySwitch & Expression Map for Ableton Live

www.swub.de

How to use

What is UACC?

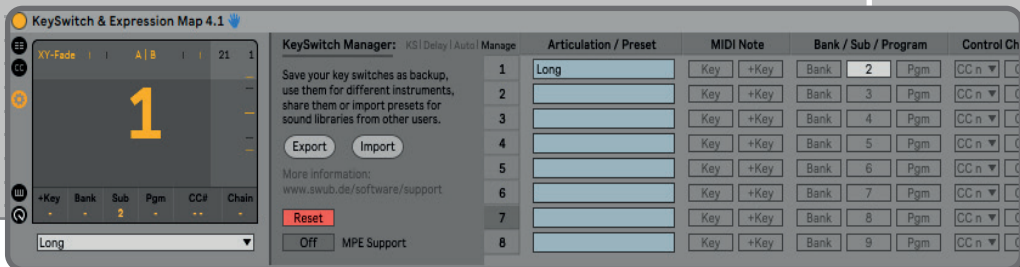
Various libraries of Spitfire allow you to use **UACC** which Spitfire developed to standardise the way of switching articulations. Instead of using key switches to change from one articulation to another, you can change to a particular articulation by setting **MIDI CC#32 (Sub)** to a corresponding value.

The great thing about UACC is that in this way it is possible to control the articulations with **consistency**. So you can control with the same UACC preset of the KSEM different types of instruments and select, for example, the articulation „Short“ for a violin or a trumpet with the same CC#32 value.

Furthermore, it allows you to load different articulations of an instrument in a Multi Rack and to switch between them. Even if they are located on the same MIDI channel, the not selected articulations will be silent and show the word **None**.

To use UACC instead of key switching you must **lock** articulations to UACC in the player.

Attention: Spitfire and Ableton display the value of CC 32 (Sub) differently. The KSEM follows Ableton to avoid confusion. On the next page you can find a modified overview of all articulations.



Unlocked artic.

Locked artic.

Locked KS

Locked to UACC

Locked to UACC KS

Locked to Program Change

Shared KS

The provided preset in the folder is a **template** of the most commonly used articulations. Modify it and add more articulations as you desire. Have fun making music with it!

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Values in Ableton Live

[illegible]

Note: Spitfire and Ableton display the value of CC 32 (Sub) differently. Ableton shows 1-128, but sends out 0-127. Why? Technically the range of MIDI is always 0-127, but since a lot of hardware producers display their programs or presets from 1 to 128, many software developers decided to make it easier for the users and display 1-128 as well. So Spitfire is right and Ableton also has its reasons ;-) The KSEM follows Ableton to avoid further confusion. Therefore you have to add +1 to the value shown in the player.