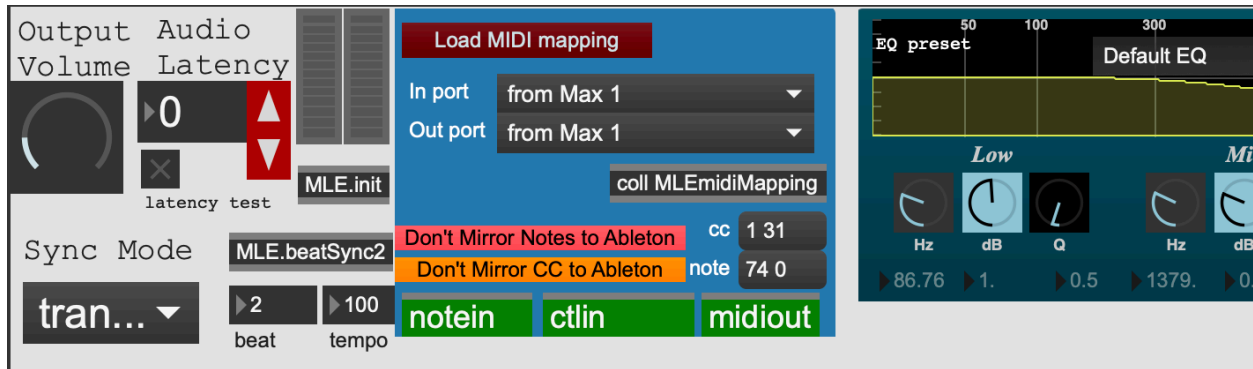


# MLE.central controls



1. Output Volume: Final Max output volume control. Has a good amount of gain, will rarely need to be all the way up
  - notice that there are several volume controls available, including your laptop's main volume controls.
2. Audio Latency: adds a delay in milliseconds to your audio output. Useful for synchronizing with other performer's who may have more latency in their system than you do.
3. MLE.init: subpatch which controls audio and network settings. Double-click to open.
4. MLE.beatSync2: determines sync mode. Nothing for you to configure here.
5. Sync Mode: Select your sync mode:
  1. client: receives beat information from the transmitter
  2. link uses ableton link for sync
  3. transmit uses ableton link for sync, and transmits beat information to clients.
6. MIDI section:
  1. In port: select input MIDI device
  2. Out port: select output MIDI device
  3. coll MLEmidiMapping: shows the mapping between your controllers MIDI messages and the standard FaMLE MIDI ranges.
  4. Do/Don't mirror notes to ableton: do incoming note messages get sent directly to ableton. Default should be off
  5. Do/Don't mirror CC to ableton: do incoming CC messages get sent directly to ableton. Default should be off
  6. CC/note monitors: show incoming messages
  7. notein/ctlin/midiout: doubleclick to check which ports are active.
7. Global EQ on output: 3-channel parametric EQ for all audio from Max.

# MLE.init controls

Change player Name

lan

Player Name

Core Audio

Audio Driver

MacBook Pro Microphone

Audio Input

MacBook Pro Speakers

Audio Output

48000

Sampling Rate

128


I/O Buffer

128

Vector Size

On

Overdrive



10.29.110.55

Current IP address  
(or type to set manually, choose method below)

Automatically on opening MLE.i...

How to set IP address

Manually add a player to the player list  
(name, IPaddress)

coll mle\_ipaddresses\_byPlayerName


ping server none 192.168.0.100

coll mle\_ipaddresses\_byPlayerID

Force Network Update

Broadcast all players' info

print ping



Note: most MLE.init settings will get saved on your laptop, so you only need to set them once.

1. Change player name: update your player name
2. Audio Driver/input/output: set your preferred audio device  
- can also be accessed from options->audio status
3. Sampling Rate: doesn't matter, 44100 or 48000 is fine
4. I/O buffer: latency for audio input/output. lower means less delay but more CPU usage. Set as close to 128 as possible. . .
5. Overdrive: must be on!
6. Everything else is just related to checking your network connect, with the following exceptions:
  1. Broadcast all players' info: sends the current list of player name/IP info to all other players