



LIVE SPARK

LiveSpark Technote

IP addressing with Ableton Live and the FirePixel Plugin

Overview

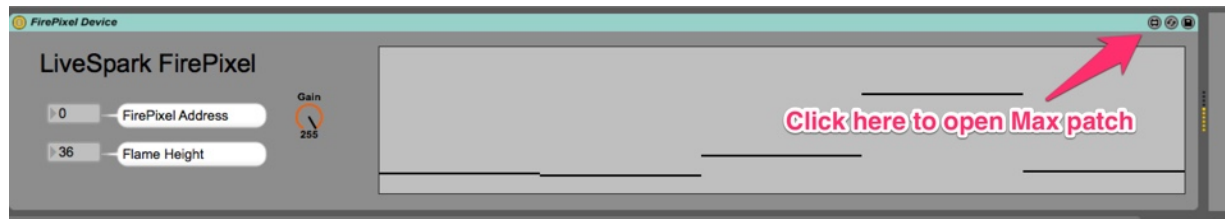
The FirePixel Ableton Live plugin communicates with the LiveSpark Controller via Ethernet using the UDP protocol. To enable this method of communication you must be sure that your computer and the Controller are both assigned an IP address that is on the same network. Specifically, the first three numbers of your IP address must match the first three numbers used by the Controller.

Normally this assignment is performed automatically by the Controller when your computer is connected via Ethernet and your computer's DHCP setting is enabled. In some cases you may wish to verify the IP address settings used, or you may wish to change the IP address setting used by your computer.

Access the FirePixel plugin Max patch

To open the Max patch, you must first have the FirePixel plugin installed in Ableton Live, you must have Max 6 or greater installed, using the same 32-bit or 64-bit version as your version of Ableton Live. To download Max from Cycling 74, visit: <https://cycling74.com/max7/>.

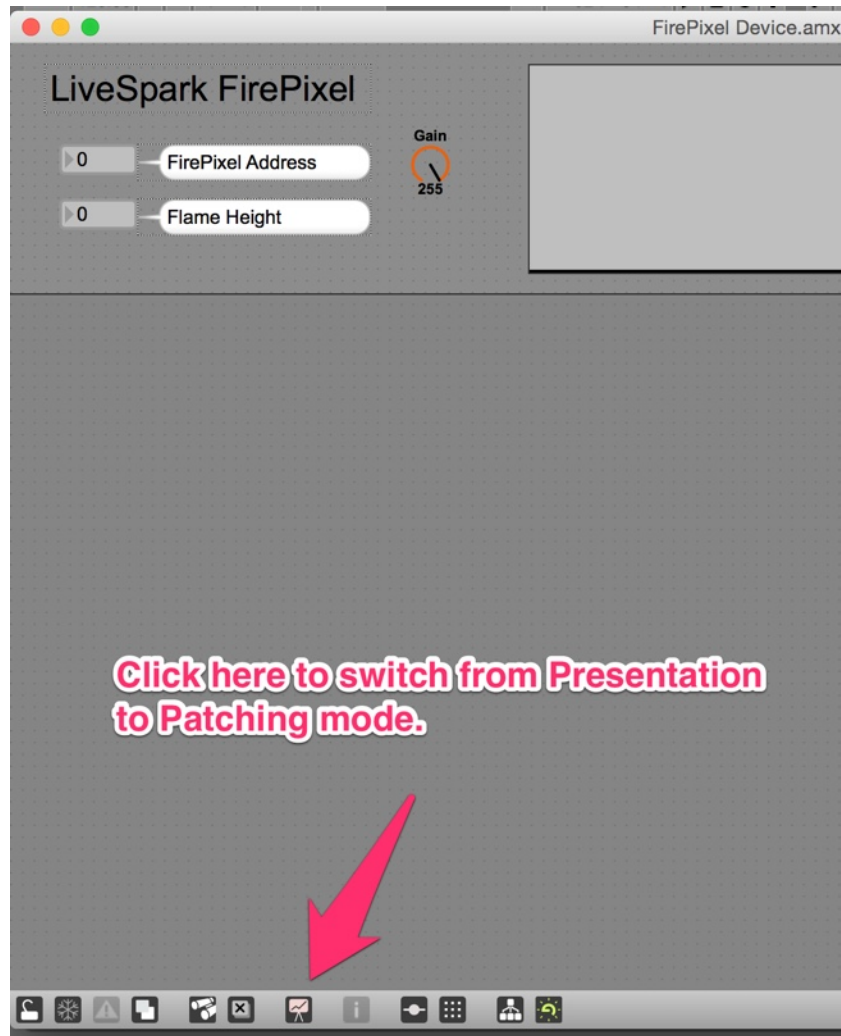
From Live, open the Max patch by clicking the edit icon as shown:





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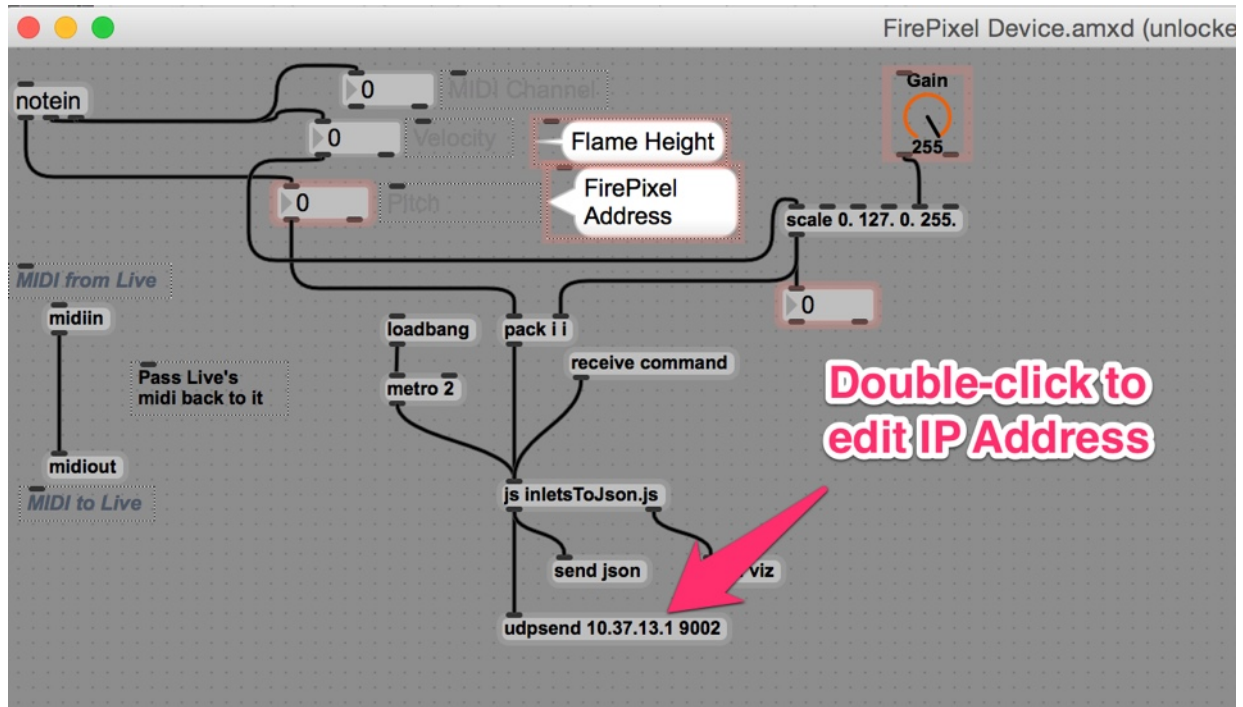
Switch from Presentation to Patching mode:





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You can then verify the IP address by examining the “udpsend” object in the Max patch. To edit the IP address, double-click the “udpsend” object and change the IP address.



Your computer’s IP Address should match the same subnet (the first 3 numbers) as the LiveSpark Controller.

DHCP

If your computer is set to use DHCP, the Controller will automatically assign an IP address to your computer to match its network. In this case, you can double-check that the subnet your computer is assigned matches the subnet specified in the Ableton Live FirePixel Max patch.

Static IP Address

If you prefer to use a static IP Address, it is recommended that you first obtain an IP Address automatically from the Controller, and read the subnet used. Then you can assign a static IP address to your computer on the same subnet. Be sure the last (fourth) number in your IP address is a number greater than 1. If possible use the same static IP address that the Controller assigned when DHCP was enabled.

Save the patch

When finished editing the IP address, switch back to Presentation mode, by clicking the Presentation mode button. Then choose File->Save from the menu bar to save the patch. Saving the patch will instantly make the change in Ableton Live. You may now



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close the Max patch, quit Max and switch back to Live. Live will use the IP address



setting to communicate with the Controller.