ABLELETON PUSH OMNISPHERE 2 FACTORY PATCH BROWSER V1.3

Created by Freelancesoundlabs.com   28/10/2015
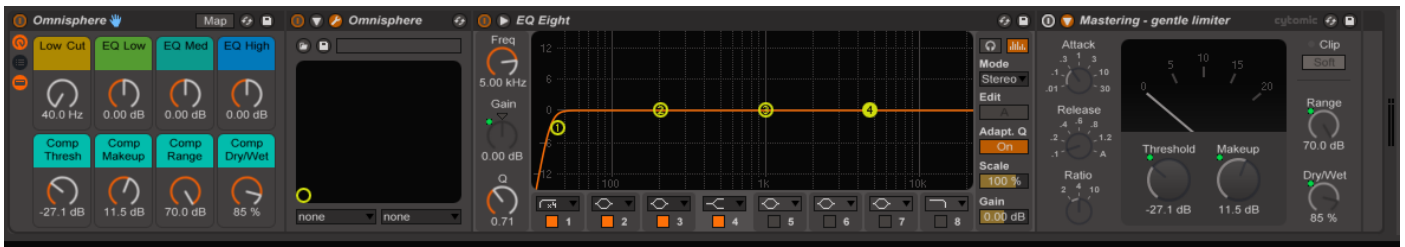
Intro

Welcome to the Omnisphere V2 Patch Browser Bridge for the Ableton Push/Push 2 and Ableton Live 9.

The Omnisphere 2 Preset Pack for Push adds all the presets available in Omnisphere 2 for browsing using Ableton Push.

Compatibility

- Ableton Live 9+
- Push 1/2 Supported!
- 32/64 Bit Support
- VST Only (does not work with AU plug-in)
- PC / MAC
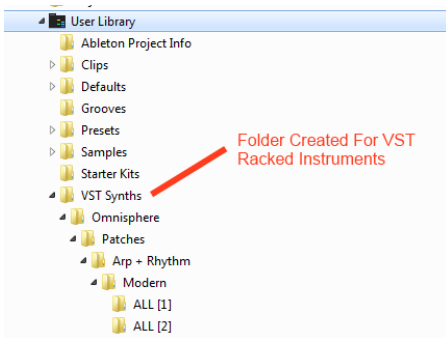- Spectrasonics Omnisphere 2 (required)

The Racks

This pack contains 2 library folders for Omnisphere 1 and Omnisphere 2 to browse separately. The Omnisphere 1 libraries were created earlier before Omnisphere 2 was released so will have a different instrument rack but all Omnisphere 2 presets contain an EQ8 and Glue Compressor for quick tweaking from Push.
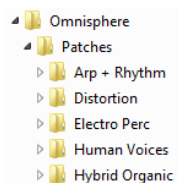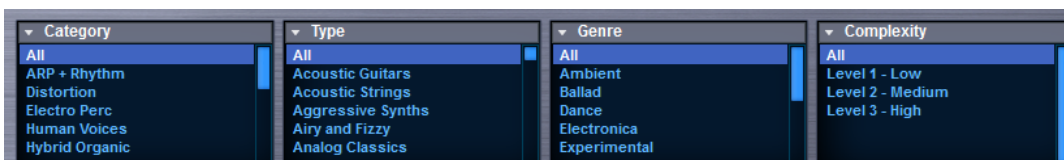

Installation & Folder Structure

Installation is simple. The racks are simply copied to your User library and it is recommended to create a VST folder for your VST rack patches in the Root of the User folder to save the structure getting too deep. Optionally, you can create another "Places" link to go direct to these patches. It is up to you.

To access your patches select the BROWSE option in Push then browse to PLACES then USER LIBRARY. You will then see your VST folder created if live detects any valid files to load inside. Keep browsing into the categories to find your patch.

Note that because of the large number of files it may take 5 minutes for Live to index the files for browsing. Once completed it should operate pretty quick.

The structure for the Omnisphere2 Ableton patches is similar to the structure in the Omnisphere2 browser with a few differences.

The Categories are listed in the same way with the same structure.

Types are pretty much the same structure.

Omnisphere2 assigns multiple tags to some patches and these will appear in multiple folders because of this. This is handy when browsing a specific Type of sound.

Using Push to Browse

*Image is of Omnisphere 1 browser but Omnisphere 2 is the same

Should be straight forward. Just press the BROWSE or ADD TRACK button to open the Push browser and navigate to your PLACES library and then into where you copied the Omnisphere2 Preset Pack. You should see the structure displayed above and you can now navigate into the folders and load a preset. Switching presets (browsing) is as simple as selecting another preset on Push for the selected track. It will load this in place of the previous preset and will update the Omnisphere2 display to show the loaded preset name (Just as if you were clicking through in Omnisphere2).

The Push code used to display the file names will sometimes remove words from folder and file names. At the time of posting this Ableton are aware of some small issues with the words "Synth" and "Bass" as well as some other words that they try and remove when "not required". This results in some files and folders not displaying the complete names and they are working on addressing the browsing in Push. This doesn't affect the files in any way and you can see the actual names in the Live browser fine. It is a Push related issue.

OMNISPHERE2 PUSH CONTROLLER MAP

Here is a list of all controls configured for Omnisphere2 and their Bank/Encoder numbers that appear in Push (Red top line is what appears on the Push LCD. Lower line is the Layer/Controller mapping)

BANK 1

Encoder 1	Encoder 2	Encoder 3	Encoder 4	Encoder 5	Encoder 6	Encoder 7	Encoder 8
1AFltCtf	*1AFltRsn*	*1AFltKyT*	*1AFltEnv*	*1AAmpEnv*	*1AAmpEnv*	*1AAmpEnv*	*1AAmpEnv*
Layer A Filter Cutoff	Layer A Filter Res	Layer A Filter Key	Layer A Filter Envelope	Layer A Amp Env A	Layer A Amp Env D	Layer A Amp Env S	Layer A Amp Env R

BANK 2

Encoder 1	Encoder 2	Encoder 3	Encoder 4	Encoder 5	Encoder 6	Encoder 7	Encoder 8
1BFltCtf	*1BFltRsn*	*1BFltKyT*	*1BFltEnv*	*1BAmpEnv*	*1BAmpEnv*	*1BAmpEnv*	*1BAmpEnv*
Layer B Filter Cutoff	Layer B Filter Res	Layer B Filter Key	Layer B Filter Envelope	Layer B Amp Env A	Layer B Amp Env D	Layer B Amp Env S	Layer B Amp Env R

BANK 3

Encoder 1	Encoder 2	Encoder 3	Encoder 4	Encoder 5	Encoder 6	Encoder 7	Encoder 8
1A Level	*1A Pan*	*1ALyrOn/*	*1B Level*	*1B Pan*	*1BLyrOn/*	*1SlOn/Of*	*1SlLegat*
Layer A Level Adjust	Layer A Pan	Layer A Mute Layer	Layer B Level Adjust	Layer B Pan	Layer B Mute Layer	Global Solo On\Off	Global Solo Legato

BANK 4

Encoder 1	Encoder 2	Encoder 3	Encoder 4	Encoder 5	Encoder 6	Encoder 7	Encoder 8
1AGldOn/	*1BGldOn/*	*1GldeTme*	*1GldLgat*	*P1AxSnd1*	*P1AxSnd2*	*P1AxSnd3*	*P1AxSnd4*
Layer A Glide On/Off	Layer A Glide On/Off	Global Glide Time	Global Glide Legato	Global Aux Send 1	Global Aux Send 2	Global Aux Send 3	Global Aux Send 4

BANK 5

Encoder 1	Encoder 2	Encoder 3	Encoder 4	Encoder 5	Encoder 6	Encoder 7	Encoder 8
1AFEnvAt	*1AFEnvDc*	*1AFEnvSs*	*1AFEnvRl*	*1BFEnvAt*	*1BFEnvDc*	*1BFEnvSs*	*1BFEnvRl*
Layer A Filter Env A	Layer A Filter Env D	Layer A Filter Env S	Layer A Filter Env R	Layer B Filter Env A	Layer B Filter Env D	Layer B Filter Env S	Layer B Filter Env R

BANK 6

Encoder 1	Encoder 2	Encoder 3	Encoder 4	Encoder 5	Encoder 6	Encoder 7	Encoder 8
1AFMOn/O	*1AFMFrqn*	*1AFMDpth*	*1AFMKyTr*	*1BFMOn/O*	*1BFMFrqn*	*1BFMDpth*	*1BFMKyTr*
Layer A FM On/Off	Layer A FM Freq	Layer A FM Depth	Layer A FM Keytrack	Layer B FM On/Off	Layer B FM Freq	Layer B FM Depth	Layer B FM Keytrack

BANK 7

Encoder 1	Encoder 2	Encoder 3	Encoder 4	Encoder 5	Encoder 6	Encoder 7	Encoder 8
1ARngOn/	*1ARngFrq*	*1AEngDpt*	*1ARngKyT*	*1BRngOn/*	*1BRngFrq*	*1BEngDpt*	*1BRngKyT*
Layer A Ring On/Off	Layer A Ring Freq	Layer A Ring Depth	Layer A Ring Keytrack	Layer B Ring On/Off	Layer B Ring Freq	Layer B Ring Depth	Layer B Ring Keytrack

BANK 8

Encoder 1	Encoder 2	Encoder 3	Encoder 4	Encoder 5	Encoder 6	Encoder 7	Encoder 8
1AWSBtCr	*1AWSSRRd*	*1AWSDpth*	*1A WSMix*	*1BWSBtCr*	*1BWSSRRd*	*1BWSDpth*	*1B WSMix*
Layer A WS Crush	Layer A WS Reduce	Layer A WS Depth	Layer A WS Mix	Layer B WS Crush	Layer B WS Reduce	Layer B WS Depth	Layer B WS Mix

BANK 9

Encoder 1	Encoder 2	Encoder 3	Encoder 4	Encoder 5	Encoder 6	Encoder 7	Encoder 8
1OrbStts	*1InrtStt*	*1SceneMx*	*1ScnSlct*	*1ArpOn/O*	*1ArpLngt*	*1ArpSwng*	*1ArpVlct*
Global Orb On/Off	Global Orb Inertia On	Global Orb Angle	Globe Orb Radius	Global Arp On/Off	Global Arp Length	Global Arp Swing	Global Arp Velocity

BANK 10

Encoder 1	Encoder 2	Encoder 3	Encoder 4	Encoder 5	Encoder 6	Encoder 7	Encoder 8
1Level	*1Latch*	*1MstrFlt*	*1MastRes*				
Global Patch 1 Level	Global Patch 1 Latch	Global Master Filter	Globe Master Res				

FINAL WORDS

You can always find out the latest on the Ableton Forums:
https://forum.ableton.com/viewtopic.php?f=55&t=198599

Or visit the website: http://freelancesoundlabs.com

Contact Me: admin@freelancesoundlabs.com

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Presets were created using the latest Omnisphere2 version (current as 3/10/2015) and Live 9.2 but should work fine on Live 9.0+ onward (possibly even 8 but Push doesn't support Live 8). Both Omnisphere2 and Live are registered copies and both are running in 64bit mode though it should work on 32bit versions too.

The files were created on a Windows 7 64bit System

These are compatible with the VST version of Omnisphere (not AU)

Script to wrap presets was programmed using AutoITv3 .

Distribution

This package is not offered for re-distribution. It is available from FreelanceSoundlabs.com and is not to be distributed otherwise