

# Faderfox LD2 / MIDI Setup for Modul8

## Version 2 (c) 2007 [eyetrap.net/fosfor](http://www.eyetrap.net/fosfor)

### Additional Information

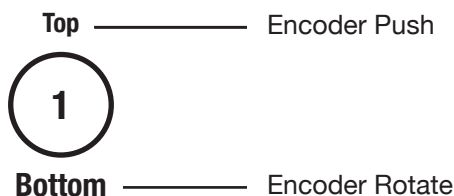
This manual gives a suggestion how to set up the Faderfox Microcontroller LD2 for Modul8. All controls are assigned to layer specific parameters. This makes good use of the LD2 endless encoders, because you can easily change the layer focus and operate without value jumps.

The described setup does not cover GLOBAL settings like A-B mix, main speed, main alpha, background color etc. These are best handled by a second controller with faders like the Faderfox DJ2. A suggested midi setup for DJ2 / Modul8 will soon be available at <http://www.eyetrap.net/hardware>

To use a customized setup like this example, you have to choose an empty setup memory slot in LD2 system mode. (1-3 are preprogrammed for Ableton Live; so use slot number 4 or 5 or 6 to 12.)

All rotary controls in the filter setup 2A are still empty, assign these to steer your favorite filters.

For further reference also check out <http://www.faderfox.de> and the LD2 manual.



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### Additional Information









































Screenshot of the described Midi mapping in Modul8




















The LD2 can not be programmed but sends fixed values. These can easily be mapped to controls in Modul8.

 			
Reset  <b>1</b> Clip Speed	Reset  <b>2</b> Scale	 <b>3</b> Color R	Change Direction  <b>4</b> Auto Rotate X
Move circular  <b>5</b> Move Strobe	 <b>6</b> Scale	– Color  <b>7</b> Color G	Change Direction  <b>8</b> Auto Rotate Y
Move left-right  <b>9</b> Move Size	 <b>10</b> Scale	+ Color  <b>11</b> Color B	Change Direction  <b>12</b> Auto Rotate Z
on/off  <b>13</b> Move Speed	on/off  <b>14</b> Scale Speed	on/off  <b>15</b> Color Alpha	on/off  <b>16</b> A. Rotate Strobe
 Set 1A			

  1: Matrix   2: Patch   3: Particles			
Alpha in  Part. Size	Alpha out  Part. Speed	Size in  Part. Radius	Size out  Part. Sec
 Matrix X	 Planar	Local Angle  Part. Life	Alpha  Disp. Map
Resize  Matrix Y	 Deep	Ball  Patch Div X	Grid  Patch Thick
on/off  Matrix Z	 Extrusion	Square  Patch Div Y	Solid  Sound
 Set 1B			

 			
Luma -  <b>1</b>	Blur Fast X  <b>2</b> Distort X	Reset  <b>3</b> Rotate X	 <b>4</b> Post Color R
Luma +  <b>5</b>	Blur Box  <b>6</b> Distort Y	Reset  <b>7</b> Rotate Y	 <b>8</b> Post Color G
on/off  <b>9</b> Luma	on/off  <b>10</b> Blur	Reset  <b>11</b> Rotate Z	 <b>12</b> Post Color B
on/off  <b>13</b> Saturation	on/off  <b>14</b> Lightness	on/off  <b>15</b> Contrast	Focus Layer on/off  <b>16</b> Focus Alpha
 Set 1C			

 			
<p>select Filter 1</p>  <p>Filter 1 on/off</p> 	<p>select Filter 2</p>  <p>Filter 2 on/off</p> 	<p>select Filter 3</p>  <p>Filter 3 on/off</p> 	<p>select Filter 4</p>  <p>Filter 4 on/off</p> 
<p>Filter Fav. Set 1</p> 	<p>Filter Fav. Set 2</p> 	<p>Filter Fav. Set 3</p> 	<p>Filter Fav. Set 4</p> 
			<p>Reset Filter</p> 
<p>Set 2A </p>			

 			
Layer Group A-1	Layer Group A-2	Layer Group A-3	Layer Group A-4
			
Layer Group A-5	Layer Group A-6	Layer Group A-7	Layer Group A-8
			
Layer Group B-1	Layer Group B-2	Layer Group B-3	Layer Group B-4
			
Layer Group B-5	Layer Group B-6	Layer Group B-7	Layer Group B-8
			
Set 2B 			



Media Set 1-8

Media 1



Media 2



Media 3



Media 4



Media 5



Media 6



Media 7



Media 8



Media 9



Media 10



Media 11



Media 12



Media 13



Media 14



Media 15



Media 16



Set 2C

