LIFTFX
MANUAL

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1. PREFACE

CREATE UPLIFTER AND DOWNLIFTER IN SYNC AND IN TUNE IN NO TIME!

Everyone working on modern music productions uses Uplifter and Downlifter. For complex and inspirational sounds everyone has relied on samples - until LIFTFX.

LIFTFX is a tool fully stocked with presets which are always in perfect sync with your host and easily tunable via Midi input. Don't get fooled by the simplicity of the user interface: There are tons of ways to manipulate the presets to create your unique Uplifter or Downlifter or even special effect sounds.

1.1 Minimum System Requirements

WINDOWS: Windows 10 (64-bit), 4 GB RAM, Intel® Core™ i5 (relatively recent)
MAC: macOS 10.15 (64-bit), 4 GB RAM, Apple Silicon or Intel® Core™ i5 (relatively recent)

1.2 Installation

After downloading and opening the installer of LIFTFX please follow the on-screen instructions to install the application.

THE MANUAL WILL BE COPIED HERE:
WINDOWS: C:\Program Files\BOOM Interactive\LIFTFX
MAC: /Applications/BOOM Interactive/LIFTFX

1.3 Registration

1.3.1 Muse Hub Registration

If you obtained the plug-in from Muse Hub, and experience issues with activation, please use the Contact Support button found on the LiftFX Muse Hub project page, or visit https://support.musehub.com/.

1.3.2 iLok Registration

During the first start of LIFTFX after installation, the iLok registration window pops up. LIFTFX is licensed using the PACE Licensing Platform. You need to have an iLok account to use it, however setting up an iLok account is free. You will find all necessary information on how to setup your account on www.ilok.com. You can either directly authorize your computer (machine authorization) or use a 2nd or higher generation iLok hardware dongle. A second or third generation iLok (iLok2 or iLok3) is a product of PACE that can be purchased at www.ilok.com or from any participating music retailer.

Next: please download the iLok License Manager at www.ilok.com.

After your purchase, you automatically receive an order confirmation from us containing the download link for the installer plus a 30 digits long iLok activation code (e.g. 1234-1234-1234-1234-1234-1234-1234-12).

HOW TO ACTIVATE THE LICENSE

- Open the iLok License Manager application.

- Either select the menu: Licenses -> Redeem Activation Code or click on the small Redeem Activation Code Icon on the upper right of the application.

- You should then copy paste the entire code you received from us into the entry form. Select your iLok as the activation location to immediately activate the license on this iLok and confirm the location.

Now you are ready to go!

⚠ Upon the first launch of the application, you will be asked to register LIFTFX with your iLok account.
A free iLok account can be created under www.ilok.com

⚠ Watch a step-by-step video tutorial about how to activate your iLok license:

WATCH TUTORIAL
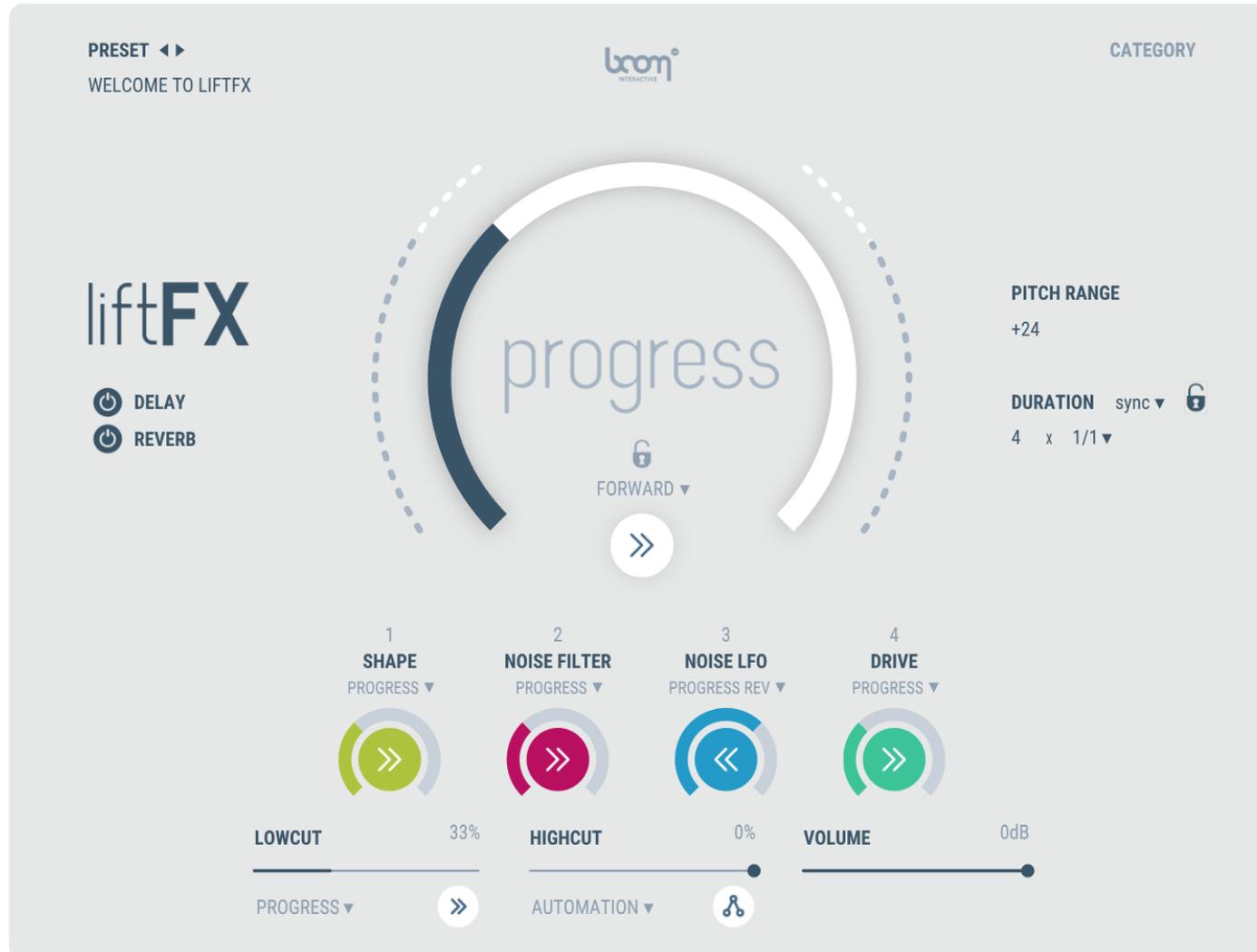
⚠ **The product doesn't show up in your DAW?**
Not activating the software when first launching the DAW can lead to DAWs putting the plug-in into a "failed to scan" blocklist or blacklist.

In such cases it is usually sufficient to:
• check the DAW's blacklist/blocklist
• remove the plugin from that list
• activate it in the iLok License Manager
• cause a plug-in rescan or restart your DAW

2. QUICK START

Create an instrument track and insert the LIFTFX plug-in as an instrument on that track. Using a MIDI input device (keyboard or manually placed note on the track) LIFTFX starts to play back the INIT preset called "WELCOME TO LIFTFX". From here you can pick different presets via the presets menu on the upper left, change the base pitch by playing a different MIDI note and change the overall pitch range and duration on the right side. Off you go - for a quick start.

PRESET ◀ ▶
WELCOME TO LIFTFX

CATEGORY

lift**FX**

DELAY
REVERB

progress

PITCH RANGE
+24

DURATION   sync ▼

4   x   1/1 ▼

FORWARD ▼

1	2	3	4
SHAPE	NOISE FILTER	NOISE LFO	DRIVE
PROGRESS ▼	PROGRESS ▼	PROGRESS REV ▼	PROGRESS ▼

LOWCUT   33%   HIGHCUT   0%   VOLUME   0dB

PROGRESS ▼   AUTOMATION ▼

3. GUI OVERVIEW

The main feature of LIFTFX is moving sounds, which are automatically in sync with your host bpm.

Per default this will be prominently shown by the big **Progress** knob in the center of the GUI. It will rise automatically once LIFTFX is getting triggered by a MIDI input.

On the upper left you can select different presets. In the middle left you can deactivate a built-in **Delay** and **Reverb** and replace it with third party tools.

In the middle right of the GUI you can see **Pitch Range** which will change the range of the pitch of tonal sound elements. As such, using negative values will turn an Uplifter into a Downlifter instantly.

Just below the **Pitch Range** you can set the duration it takes to move through the whole progress of the sound. Of course you can also stop the sound earlier by releasing the MIDI note triggering LIFTFX. You can set the time either in tempo related units or in milliseconds.

Just below, there are four colored Macro knobs. The function of these change per preset, giving you useful alteration possibilities whenever you change a preset.

The lowest three parameters let you use a low-cut or high-cut and change the overall volume output of LIFTFX.

Tool Tips are displayed when hovering 3 seconds on any parameter.

3.1 Header: Presets & Logo

PRESET ◄ ►	boom	CATEGORY
TUL HYBRID CINEMA 01	INTERACTIVE	TONAL UPLIFTER COMPLEX

The header consists of three elements.

3.1.1 Presets

You can either simply switch through all presets by selecting the next or previous preset using the little arrow buttons next to the text **Preset**.

Under **Category**, the category of the currently loaded preset is displayed.

Alternatively, you can also click on the currently selected preset – per default set to "WELCOME TO LIFTFX" – to open the **Preset Browser**. Hover over one of the categories and another dropdown shows the specific presets. Simply click on one to load it.

3.1.2 Logo

Clicking on the logo shows the currently installed version of LIFTFX and the credits.

3.2 Progress

3.2.1 Progress Knob

Progress is the heart of LIFTFX.

Represented by the huge white knob surrounding the text "progress", it shows the current state or position of the currently played back sound.

For most presets the default is an automatic play back once a MIDI input triggers LIFTFX, following the **Duration** set on the right.

However, this is where the fun begins:

3.2.2 Progress Mode

FORWARD ▾

»

All presets except the "ModwheelTools" have the **Progress** set to "Forward".

With the rising "WELCOME TO LIFTFX" loaded, you can set the **Progress Mode** to "Backward". This instantly changes the loaded Uplifter to a Downlifter, the progress meter builds in reverse, i.e. from finish to start.

Except for the two automatic behaviors of **Progress** being "Forward" and "Backward", there are also two free modes which are "Automation" and "Modwheel".

"Automation" gets controlled by any input device that can write automation to your DAW. So you can simply move **Progress** via the mouse, or use a MIDI controller of your choice (the setup differs from DAW to DAW; please check your specific DAW manual how to do that).

The second manual mode is "Modwheel", which lets you control and record **Progress** via a Modwheel MIDI input. Please note the duration is also now manual and nothing changes by itself anymore. Simply press the input MIDI note as long as you need it.

3.2.3 Mode Lock

🔓

The **Progress Mode** can differ from preset to preset.

Mainly all the presets in the "ModwheelTools" category labeled with the prefix "MWT" are set to the **Progress Mode** "Modwheel". If you still want to quickly check if another preset might work using the same **Progress Mode**, you can keep your current **Progress Mode** when loading a new preset.

3.3 Upper Controls

3.3.1 Delay and Reverb

DELAY
REVERB

LIFTFX features an internal **Delay** and **Reverb**. On the left side, just below the LIFTFX logo it is possible to bypass these to either get dry presets or to replace the internal **Delay** and **Reverb** by third party plug-ins as needed.

3.3.2 Pitch Range

PITCH RANGE
+24

The **Pitch Range** is mostly set to octaves, but you can also set the activity of the preset to other semitone ranges. The range determines up to which semitone the preset evolves in relation to the MIDI key.

Pitch Range also makes it possible to create Downlifters out of Uplifters by selecting negative values or the other way round, creating Uplifters out of Downlifter presets by changing negative values to positive ones.

3.3.3 Duration

DURATION   sync ▾
4   x   1/1 ▾
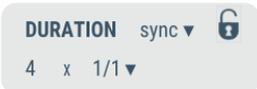
Duration determines how long Progress takes to evolve from start to end in **Progress Mode** "Forward" or from end to start in **Progress Mode** "Backward".

Please keep in mind, when **Progress Mode** is set to one of the two manual modes ("Automation" or "Modwheel"), Duration is not valid anymore.

Duration then relies entirely on MIDI input and LIFTFX will play back as long as a MIDI key is pressed.

Duration can alter the sound quite a lot, providing another possibility to create completely different material out of the given presets. Don't be afraid to experiment with very short times for some fun outcome or use very long durations, but only play back parts of them.

3.3.3.1 Duration Mode

DURATION   sync ▾ You can choose if you need the **Duration** to be either in sync with your host or in milliseconds. "In sync" means that you can set the **Duration** in note values. In most cases, this is the more appropriate setting - at least for musical purposes.

3.3.3.2 Duration Lock

🔓 All presets (except the "ModwheelTools" using the prefix "MWT") have a set **Duration**.

This shows how the presets were actually meant to be. However, more often than not when using LIFTFX, you already have a **Duration** in mind. You can set the **Duration** to a suitable length, lock it in using the **Duration Lock** symbol and then load different presets without actually loading the preset-specific **Duration**, but keeping your previously set **Duration**.

3.3.3.3 Duration Length

4 x 1/1 ▾ When the **Duration Mode** is set to "Time" you can either numerically input the needed number in milliseconds or use the mouse to drag up or down, changing the **Duration Length**.

However, when **Duration Mode** is set to "Sync" you will get two values.

1) A multiplier for 2) the note value. Say you want the **Progress** to evolve within exactly one bar, synced to the host bpm. You can use several musical values to do so:

1	**x**	**1/1**	**= one time one full bar**
2	**x**	**1/2**	**= two times half a bar**
4	**x**	**1/4**	**= four times a quarter note**
8	**x**	**1/8**	**= eight times one eighth note**

And so on. This way you are pretty free in how long in musical terms the **Progress** takes from start to finish.

3.4 Macros 1 to 4

There are four differently colored **Macros** labeled 1 to 4. These Macros represent different effects per preset as seen by their names. All four **Macros** can follow **Progress**, follow Progress in reverse, be set to a fixed value or automated or controlled via the Modwheel. These four **Macros** give you a lot of flexibility in altering the overall sound.

3.4.1 Macro Number and Name

Above the name of the **Macro** is a number. The number represents the parameter you will need to look for when automating said **Macro**. The name is a short description of how the **Macro** actually alters the sound of the chosen preset.

3.4.2 Macro Mode

As with **Progress** there are two automatic and two manual modes to control the behavior of a **Macro**.

3.4.2.1 Progress

This mode perfectly follows the state of **Progress**. This means that even when you selected a manual mode for the **Progress Mode**, the **Macro** value would follow **Progress** and not the Duration.

In other words, the **Macro** is controlled exactly by what you see on the large **Progress** knob.

3.4.2.2 Progress Rev

The same as **Progress**, only with the inverted / mirrored value.

3.4.2.3 Automation

In this mode you can either simply set a distinct value for a Macro or manually automate its behavior. You can also map the Macro to any MIDI controller and parameter of your choice via your DAW.

3.4.2.4 Modwheel

The second manual mode lets you control the value of the **Macro** via a Modwheel MIDI input.

3.5 BOTTOM PANEL
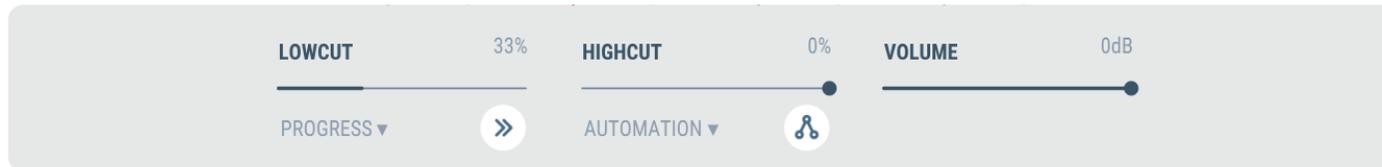
3.5.1 LowCut and HighCut

LowCut and **HighCut** are basic filters that are operated like **Macros**; but while Macros serve different purposes in each preset, the **LowCut** and **HighCut** Filters retain the functionality their name suggests:

3.5.1.1 Progress

This mode perfectly follows the state of **Progress**. This means that even when you selected a manual mode for the **Progress Mode**, the filter value would follow **Progress** and not the **Duration**.

In other words, the **Filter** is controlled exactly by what you see on the large **Progress** knob.

3.5.1.2 Progress Rev

The same as **Progress**, only with the inverted / mirrored value.

3.5.1.3 Automation

In this mode you can either simply set a distinct value for a **Filter** or manually automate its behavior. You can also map the **Filter** to any MIDI controller and parameter of your choice via your DAW.

3.5.1.4 Modwheel

The second manual mode lets you control the value of the **Filter** via a Modwheel MIDI input.

3.5.2 VOLUME

Volume is a simply output level control. By default it is set to 0dB for all presets. You can lower the output when necessary. Volume can be automated.

4. TIPS AND TRICKS

4.1 Experiment

The user interface implies easy usage and perhaps even limited ways to alter the sound. However, make sure to experiment with the settings.

Pitch Range and Duration alone can alter the sound in significant, very intense ways. Even more so when the Progress Mode gets set to backward and additional Macros are set to follow Progress (or follow it in reverse).

4.2 Pitch Range 0 (Zero)

It can be quite fun to use LIFTFX as a monophonic synthesizer by setting the Pitch Range to 0 (zero), specifically when presets from the "Tonal" Category have been selected. Just play around with it and have fun!

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