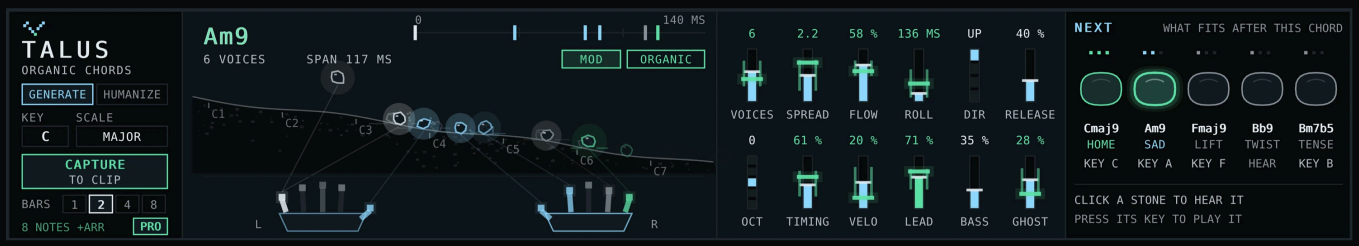
TALUS · Manual

WHAT IT IS

A MIDI effect for Ableton Live that plays chords the way two hands would. In GENERATE one key becomes a full chord in your key and scale. In HUMANIZE TALUS keeps the notes you play or the clip you run through it and changes only how they are played: the top voice arrives first and loudest, the bass leans in early, inner voices sit back, there are ghost notes, and a roll you can dial from tight to loose. For producers and songwriters who write chords in Live. *Not for hard, quantised stabs.*



The device as Live shows it — rendered from the device's own drawing code.

INSTALL

Keep TALUS.amxd, talus.js and talus_ui.js together in one folder (for example in your User Library). Drag TALUS.amxd onto a MIDI track, before the instrument — a piano, a pad, anything. Needs Ableton Live 10.1, 11 or 12 with Max for Live.

FREE

TALUS is free: no serial, no activation, no account. Every feature works from the first note — the chip at the bottom left reads FREE. Updates are free as well; the Oscillate Audio newsletter tells you when one is out, and the newest download is always at `oscillateaudio.com/products/talus`.

TWO MODES

CONTROL	WHAT IT DOES
GENERATE	One key plays the full chord of that key in KEY and SCALE (Major, Minor, Dorian, Lydian). The octave follows the key you press; OCT moves it by up to two octaves.
HUMANIZE	Play your own chords or run a clip through it. TALUS guesses the chord, keeps your notes and changes only touch, timing, roll and release.
ORGANIC · RIGID	A/B switch: RIGID plays the same notes straight, so you hear what TALUS adds.

TALUS · Controls

THE FADERS

CONTROL	WHAT IT DOES
VOICES	3 to 10 notes per chord (GENERATE).
SPREAD	0 = close position, up to 3 = wide over several octaves; scales with the number of voices.
FLOW	Voice leading: each new chord takes the position closest to the last one, the top voice counts double. 0 = fixed position on the key.
ROLL · DIR	How long the chord takes to unfold, 0 to 400 ms, and in which direction: UP, DOWN, SPLIT (from the middle) or RANDOM.
RELEASE	How the notes let go: together, or one after another like lifting fingers.
OCT	Moves the generated chord by −2 to +2 octaves.
TIMING	How loose the hands are: small, human offsets per note.
VELO	Phrase dynamics and the spread of touch from note to note.
LEAD · BASS	How much the top voice leads (earlier, louder) and how early the bass leans in.
GHOST	Quiet in-between notes, as a player adds them.

MOD — MAKE THE FADERS MOVE

Click MOD in the header. Now dragging a fader sets how far it moves instead of its value: at 100 % it travels its whole range. DRIFT wanders in song tempo (RATE ½ to 16 bars), CHORD picks a new value for every chord. The green band is the range, the green mark and number what is playing right now. Double-click sets the depth back to 0. DIR has no modulation.

NEXT — WHAT FITS AFTER THIS CHORD

After every chord five suggestions appear, one per mood: HOME, LIFT, SAD, TENSE and TWIST (borrowed chords). The dots say how well each follows the current chord. Click a stone to hear it through your instrument; press the key shown under it to play it in GENERATE.

CAPTURE — RENDER A CLIP

Select a MIDI clip on the TALUS track and press CAPTURE. The whole clip is played through at once and written to a copy of your track right below — same instrument, without TALUS. Same slot or same bar; Arrangement loops are rolled out. Mute the original. Freeze or export only the rendered track — Live renders offline, so a frozen TALUS track keeps just the keys you drew. No clip selected? CAPTURE takes the last 1–8 BARS you played live.

SUPPORT

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