OSCURO

Oscuro for Ableton Live

The manual for the DAW and DAW BT builds on the M-Vave SMK-37 Elite with the SMK37_Oscuro Remote Script for Ableton Live

Firmware 0.90.10

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Getting started

CHAPTER 1

What the DAW builds do

The DAW builds turn the SMK-37 into a controller that knows your DAW. With the Oscuro script in Bitwig Studio, Ableton Live or FL Studio, the knobs follow the device you are working on, the faders mix, the pads select and mute tracks, and the screen shows names, values, levels and the browser.

One build: DAW BT

Build	File	What it is
DAW BT	`oscuro-<version>-daw_bt-app.bin`	The DAW build: USB MIDI and the DAW link, plus Bluetooth LE MIDI, so the keyboard can also work without a cable to the computer.

Earlier versions also came as a USB-only **DAW** build with the same features. It is no longer published: DAW BT does everything it did over USB, and Bluetooth stays off until you tap `BT`. Everything in this manual works in DAW BT, except where a page says it needs Bluetooth.

The DAW builds run on the M-Vave **SMK-37 Elite** and its twins: the SMK-37 Pro, the MKE-P37 and the Starrykey 37 Play. Only the Elite and the Pro have been tried on a unit.

What the keyboard does in a DAW build

- **Keys, pads, wheels and pedal play MIDI** into your DAW, as on any controller. The sound comes from the DAW. The build has no synth patches; a small built-in test voice plays from the keys and pads on the keyboard itself and cannot be switched off.
- **With the Oscuro script**, the knobs, faders, pad bank B, `Left` / `Right`, `SEQ`, `SEQ PLAY` and `SEQ REC` belong to the DAW. The screen draws four views of your project: **Device**, **Mixer**, **Overview** and **Browser**.
- **The keyboard's own musical features stay**: the Harmony Helper (a chord partner on the pads), Scale and Chord modes, the arpeggiator, Note Repeat and the step sequencer. Pad bank A stays notes, so you can play drums or chords while bank B controls tracks.
- **Without a script**, or with M-Vave's stock script, the keyboard is a plain MIDI controller with editable presets.

How the pieces fit

Your computer runs the DAW and the Oscuro script for it. The script and the keyboard talk over the **Oscuro DAW protocol**: the keyboard reports what you touch ("K3 turned two steps"), the script decides what that does in the DAW and sends back what the screen and lights should show. Notes travel as ordinary MIDI beside it.

There are three scripts, one per DAW, and this manual comes in three books, one for each:

DAW	Script	Book
Bitwig Studio 6.1 or newer	**SMK-37 Oscuro** (controller extension)	Oscuro for Bitwig Studio
Ableton Live 12 or newer	**SMK37_Oscuro** (Remote Script)	Oscuro for Ableton Live
FL Studio 2026	**SMK-37 Oscuro** (MIDI script)	Oscuro for FL Studio

The chapters about the keyboard itself are the same in every book; the setup, views, workflows and reference chapters are written for one DAW each.

A script for M-Vave's stock firmware is a different script; both can be installed side by side (see Set up Ableton Live).

> **Status.** The DAW protocol and the three scripts are tested on a computer against a model of the DAW and the firmware's own decoder. The Ableton Live and FL Studio scripts have had only a **short test with a keyboard**; the Bitwig script has had the most use. Expect rough edges, and tell us what you find. Everything can be undone: the installer puts M-Vave's firmware back at any time.

CHAPTER 2

Install, update, go back

The web installer writes Oscuro to the keyboard over the USB cable and can put M-Vave's own firmware back whenever you want. It runs in Chrome or Edge on your computer; nothing needs installing.

What you need

- Chrome or Edge (they have Web MIDI), the USB cable and the Oscuro package (`oscuro-installer.html` and the `…-daw_bt-app.bin` or `…-daw-app.bin` file).
- For the first install: M-Vave's firmware file for your keyboard, for example `SMK-37 Elite_016.fwsc` from M-Vave's download page. The package does not contain it.

Install or update

1. Close your DAW and any other MIDI app. The installer needs the keyboard's MIDI port to itself.
2. Connect the keyboard and open `oscuro-installer.html`.
3. Under **Install or update Oscuro**, choose the app file: `…-daw_bt-app.bin` for Bluetooth, `…-daw-app.bin` without.
4. First install only (the keyboard still runs M-Vave's firmware): also choose M-Vave's `.fwsc` file. The page combines the two on your computer.
5. Press **Install Oscuro** and keep the cable in until the page says Finished. The keyboard restarts by itself.

Check the version afterwards: tap `Globe`, turn K1 to About and press `Right`. The About screen shows the version and **DAW**, with **TEST** in a test build. The DAW script also receives the version when it connects.

Images larger than M-Vave's app slot

The keyboard keeps its firmware in an area of fixed size, the app slot. The DAW BT image is about 81 KB **larger than M-Vave's slot**. The package's `README.md` names every app file that is too large (more than 621,320 bytes).

- The web installer (0.83.2 and newer) takes such a file. Choose it together with your M-Vave `.fwsc` file under **Install**; the installer moves the keyboard's settings area behind the app to make room.
- What this costs: the area where M-Vave's firmware kept its own settings is overwritten.
- From a keyboard that still runs M-Vave's firmware, M-Vave's firmware does the writing, and it has **not yet been tried** with a grown image. If it refuses, nothing is changed.
- Once the slot is grown it stays grown, and later updates install as usual.

Go back to M-Vave's firmware

Under **Back to M-Vave's firmware**, choose M-Vave's `.fwsc` file and press **Install M-Vave firmware**. This works from Oscuro and from any M-Vave version. If you made a patch-memory backup (`.ksua`) before you started using Oscuro, restore it first on the **Patch memory** tab; it brings M-Vave's user data back.

After going back, use the **stock-firmware script** for your DAW again. The Oscuro script stays quiet on stock firmware (see Troubleshooting).

> **Grown slot and going back.** Going back to M-Vave's firmware from a keyboard whose slot was grown for an oversize image has not been tried on a unit yet. If anything goes wrong, the recovery route is described in `guides/F01_flash_over.md` in the package.

CHAPTER 3

Connect: USB and Bluetooth

The keyboard reaches your DAW over the USB cable, or over Bluetooth LE MIDI in the DAW BT build. Over USB you can also split it into three MIDI ports, so the keys, the pads and the DAW link each get their own.

USB: one port or three

By default the keyboard shows up as **one** USB MIDI port, SMK-37 Oscuro USB. Keys, pads and the DAW link share it, and the script sorts them out. This is the simplest setup and works out of the box.

For separate recording of keys and pads, set **Globe** → **DAW & USB** → **USB Ports** → **Split** and restart the keyboard. It then shows up as three ports:

Port	Carries	In Live
Keys	keys, knobs and faders outside a script, wheels, arpeggiator, melodic sequencer tracks	Track: On, Remote: Off
Pads	pads (and the Harmony Helper's chords), Note Repeat, the drum track	Track: On, Remote: Off
DAW	the Oscuro DAW protocol	the input and output of the SMK37_Oscuro control surface

With Split, record the keys on one instrument track and the pads (drums, Harmony chords) on another, as if they were two instruments.

Bluetooth MIDI (DAW BT)

1. Tap `BT`. The first start shows Starting Bluetooth...; the screen then says On (advertising).
2. Pair **SMK-37 Oscuro BLE** in your computer's MIDI setup. On a Mac: Audio MIDI Setup → Window → Show MIDI Studio → Bluetooth, then **Connect**.
3. In Live, choose SMK-37 Oscuro BLE as the SMK37_Oscuro control surface's input and output (Settings → Link, Tempo & MIDI).

The whole DAW session runs over Bluetooth: screens, knobs, pads and transport. The keyboard needs no USB cable at all, so it can run from a power bank. It uses one link at a time: the one the DAW connected on last; traffic for the script on the other link is ignored while it lasts.

Things to know:

- Bluetooth carries one MIDI stream. Keys and pads are told apart by MIDI channel (pads on channel 10 by default); there is no Split.
- If BT is left on, it starts by itself after power-on. **Hold `Globe` while switching on** to skip it for that start.
- Bluetooth adds a little delay, and the screen updates arrive in small bursts. See Troubleshooting if it feels slow.

- Bluetooth MIDI has been tried with a Mac only; Windows, iOS and Android are untested. The DAW session over Bluetooth is tested on a computer only, not yet with a keyboard.

Channels and other settings that matter

Where	Setting	Why
Globe → Play Setup	Key Channel, Pad Channel, curves	which MIDI channel your keys and pads play on
Globe → DAW & USB	USB Ports (One / Split)	one port or three (next start)
Globe → MIDI	Clock, Clock Out	who sets the tempo of the arpeggiator, Note Repeat and sequencer
Globe → Physical Controls → Pads	Shift Pad	makes one pad a Shift key for the script (see Controls that work in every view)

Changes to USB Ports take effect at the next start.

CHAPTER 4

Set up Ableton Live

The SMK37_Oscuro script is a Live Remote Script in the folder `ableton/SMK37_Oscuro` of the DAW package. You copy it once into your User Library and choose it as a control surface. It needs Live 12 or newer.

> **Needs Live 12 or newer.** Older versions are not supported: Live's status bar says SMK37 Oscuro needs Live 12 or newer and the script does nothing.

Install the script

1. Quit Live.
2. Copy the folder `SMK37_Oscuro` (without its `tests` folder) into the **Remote Scripts** folder of your User Library:

System	Folder
macOS	`~/Music/Ableton/User Library/Remote Scripts/`
Windows	`%USERPROFILE%\Documents\Ableton\User Library\Remote Scripts\`

Create `Remote Scripts` if it is missing. If your User Library is somewhere else, use the folder Live shows under Settings → Library. The `.py` files must sit directly in `Remote Scripts/SMK37_Oscuro/`.

When you update Oscuro, replace the folder with the one from the new package. Keep your `user_settings.py` if you changed it (see Script settings).

Choose it as a control surface

1. Start Live and open Settings → Link, Tempo & MIDI.
2. In a free **Control Surface** row choose **SMK37_Oscuro**, and set its **Input** and **Output**: - **USB Ports: One** → the keyboard's only port, SMK-37 Oscuro USB. - **USB Ports: Split** → the keyboard's third port, the **DAW** port. - **Bluetooth** → SMK-37 Oscuro BLE.
3. In the MIDI port list below, set the keyboard's **Keys** and **Pads** ports (or its only port) to **Track: On**, so they play notes, and **Remote: Off**. Leave Sync off unless you want the keyboard to follow Live's clock (see Scale, Chord, Arp, Note Repeat, sequencer, clock).

When the script reaches the keyboard, the screen turns to the **Device** view. If the keyboard runs other firmware, Live's status bar says Oscuro firmware not found and the script waits.

Keep the stock-firmware script

A script made for M-Vave's stock firmware speaks a different language. This one has its own name, so both can be installed. Use SMK37_Oscuro while the keyboard runs Oscuro, and the stock-firmware script when it runs M-Vave's firmware. Only one of them should be a control surface on the keyboard's port.

The manual next to the script

Live has no help page for Remote Scripts. The DAW package puts this manual, `oscuro-live-manual.pdf`, next to the `SMK37_Oscuro` folder: keep it there, or anywhere you can find it.

Settings

Live has no preference panel for Remote Scripts. The script's settings are in `user_settings.py` in its folder; see Script settings.

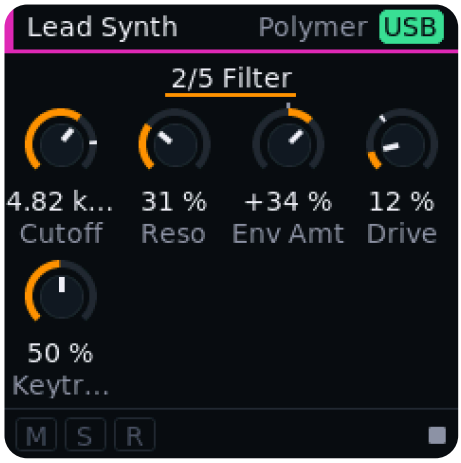
The surface

CHAPTER 5

Reading the screen

While the script is connected, the screen shows your DAW, not the keyboard. Every view has the same frame: a status bar on top, the view's content in the middle, and the selected track's colour at the bottom.

The status bar



The Device view: the device name (Polymer) on the left, the remote page (2/5 Filter) in the middle, the USB chip on the right. The selected track sits at the bottom.

Place	Shows
Left	What you are working on: the device's name in the Device view, Mixer, Overview or Browser in the others
Middle	Where you are inside it: the remote page ("2/5 Filter"; the word pads is added when the pads are the device's switches), the tracks the Mixer shows ("Tracks 1-8"), the project name, the browser's title
Right	**USB** (green) while a computer is connected

Without a script, the left side reads **DAW** and the screen shows the keyboard's own home page: the last note or chord, the bank, the octave and which modes are on.

The accent and the track colour

Two colours tell you different things, and they never swap roles.

- **The accent** is the screen's highlight colour: the line under the status bar, the knob arcs, the cursor, the framed track, lit chips. The script sets it once when it connects. It stays the same all session, whichever track you select.

The Live script uses **amber**; the setting `accent: 'off'` in `user_settings.py` keeps your own accent from **Globe** → **System** → **Accent** instead.

- **The track colour** is the colour of the track you selected in the DAW. It shows as a coloured bar next to the track's name (Device view), as each strip's colour line (Mixer), and as a thin line along the bottom of the screen (Overview, Browser).

So when the bottom line or bar changes colour, you selected another track. The rest of the screen keeps its look.

Knob cells

In the Device view (and the small cells of the Overview), each cell sits above the knob it belongs to:

- the **name** of the parameter and the **value** as the DAW writes it ("4.82 kHz", "31 %");
- an **arc** showing the position. Parameters that go both ways from a centre fill from 12 o'clock;
- **empty and dim** when the knob has nothing to control on this page. Turning it does nothing.

Messages

Short messages appear as a card over the screen and disappear by themselves:

- **Fader moves** outside the Mixer: "Bass: -4.8 dB", with "(move up)" or "(move down)" while the fader waits for pick-up.
- **Tempo** while you change it with `Oct-` + K8.
- **Pads: <device> switches** once, when pad bank B turns into the device's switches (Device view).
- **Alerts** from the DAW. Only an alert interrupts a keyboard page you are editing.

A message from the DAW, framed in red: an alert.

When the connection ends

If the DAW quits, the script is switched off, or the cable comes out, the keyboard notices within two seconds. It then drops everything the script owned: the knobs, faders, pads and buttons go back to the keyboard's own functions and lights, and no note is left hanging. When the script comes back, it takes them again.

CHAPTER 6

Controls that work in every view

Some controls do the same thing whatever the screen shows: the transport, the view button, the tracks on pad bank B and the second fader bank. Learn these once and they work everywhere.

Transport

Control	Does
`SEQ PLAY`	Play / stop
`Oct-` + `SEQ PLAY`	Stop and return to the start
`SEQ REC`	Arrangement record. Lit while recording; blinks while Session record is on
`Oct-` + `SEQ REC`	Session record on / off
`Oct-` + `SEQ` (tap)	Metronome on / off
`Oct-` + K8	Tempo: one BPM per click; hold the Shift pad as well for 0.1 BPM
TAP (where a preset binds it)	Taps Live's tempo

Views

Control	Does
`SEQ` (tap)	Next view: **Device** → **Mixer** → **Overview** → **Device**
`SEQ` (hold half a second)	**Browser** with the presets of the selected device; Live hot-swaps the one you load
`Oct-` + `SEQ` (hold)	**Browser** with Live's whole browser (Sounds, Drums, Instruments, ...); what you load goes after the selected device

Oct- is the modifier

The SMK-37 has no Shift button, so `Oct-` **held** is the modifier. A chord with `Oct-` never shifts the octave; a lone tap still steps it down when you let go.

The **Shift pad** works the same way. Make one pad a Shift key in **Globe** → **Physical Controls** → **Pads** → **Shift Pad**. It gives 0.1 BPM steps with `Oct-` + K8, lights the choice of pad actions while held, opens key lanes, and leaves the steps page. Held while turning a knob, `Oct-` or the Shift pad gives **fine steps**.

Tracks on pad bank B

Press `Knob Bank` and `Fader Bank` together to switch the pads between bank A and bank B. **Bank A plays notes** (a Drum Rack, instruments, the Harmony Helper); **bank B controls tracks**.

- **Top row, pads 1-8: select a track**, lit in its colour; the selected track is brightest.
- **Bottom row, pads 9-16: one action on the same eight tracks**:

Pad to choose it	Action	Lit
9	**Mute**	yellow, bright when muted
10	**Solo**	blue, bright when soloed
11	**Arm**	red, bright when armed
12	**Stop** the track's clips	grey, pulses while a clip plays
13	**Launch** the clip in the selected scene	the clip's colour
14	**Clips**: both rows become an 8 × 2 clip launcher	see Clips on the pads

To choose, hold `Oct-` (or the Shift pad) and tap pad 9-14. Only while you hold the **Shift pad** do the pads light up as that menu. Two more bottom-row chords: `Oct-` + pad 15 **stops all clips**, `Oct-` + pad 16 switches between **Session and Arrangement** view.

The top row with `Oct-` (or the Shift pad):

Pad	Does
1 / 2	Previous / next eight tracks
3 / 4	Scene up / down
5	**Capture MIDI**
6 / 7	**Undo** / **Redo**
8	Launch the selected scene

In the Device view the pads may become device switches, drum pads, steps, slices, Looper or rack-variation pads instead; see the Device view chapters. The Mixer and Overview always keep the track pads.

Faders

- **Fader Bank A:** faders 1-4 are the volumes of four tracks, the fader window (F1-F4 in the Mixer view).
- **Fader Bank B:** faders 1-4 are the **selected track's** Volume, Pan, Send A and Send B.

Faders use **soft takeover**: a fader waits until you move it across the value, then takes over; a message says which way. `soft_takeover: False` in `user_settings.py` switches this off.

Knob Bank B

`Knob Bank` switches the knobs between K1-K8 and K9-K16. What K9-K16 do depends on the view.

Recording automation

Turning a knob or moving a fader opens an automation gesture in Live, as grabbing it with the mouse would. With Arrangement record or Session automation recording on, Live writes what you move, and only that.

CHAPTER 7

When the keyboard's own pages take over

The script owns the knobs, faders, pad bank B and a few buttons. The rest stays the keyboard's, and while you use one of the keyboard's own pages it borrows the knobs and `Left` / `Right` back. You never have to disconnect the script to change a keyboard setting.

Buttons that always stay the keyboard's

`Globe` (settings), `PATCH` (Harmony Helper), `ARP`, `SCALE`, `CHORD`, `NOTE REPEAT`, `Oct+` / `Oct-`, `Knob Bank`, `Fader Bank`, `BT`, `PARA` and `FX` keep their own functions in a DAW session. The keys, pad bank A and the wheels keep playing MIDI.

Who gets the knobs and Left / Right

While...	Knobs	`Left` / `Right`	Then
a keyboard page or list is open (`Globe` settings, the `SCALE`, `ARP`, `CHORD` or `NOTE REPEAT` list)	the page	the page	the DAW gets them back when the page closes
`Globe` or `ARP` is held (editing without opening the list), or a button is held for its long press	the keyboard	—	back when you let go
the **Harmony Helper** is on	the DAW, on its home page; the page, on its list pages	the Harmony pages (its carousel and its scale question)	back when you switch Harmony off
nothing of the above	the DAW	the DAW	

The **faders** stay the DAW's throughout, and the keyboard's own fader screen never opens for them.

A turn or press that the keyboard took never reaches the DAW, so a setting you change on a keyboard page never moves a parameter by accident.

The Harmony Helper and the screen

While the Harmony Helper is on, its screen replaces the DAW view. Its pads are pad bank A, so pad bank B still controls tracks. Hold `PATCH` to switch it off; the DAW view returns. See Harmony Helper.

SEQ and the keyboard's sequencer

In a DAW session `SEQ` changes the screen view, and `SEQ PLAY` / `SEQ REC` drive the DAW's transport. If you would rather use the keyboard's step sequencer with `SEQ`, give `SEQ` back to the keyboard in the script's settings (Bitwig: preference SEQ button → Firmware sequencer; Live: `seq_views: False` in `user_settings.py`; FL Studio: `seq_views: False` in `oscfl_settings.py`). The views then stay on **Device** (only `SEQ` changes them), and `SEQ PLAY` / `SEQ REC` still belong to the DAW.

The Harmony Helper's **Memory** page is the one exception for `SEQ PLAY`: there it starts and stops the replay of your stored chords on the keyboard, even in a DAW session.

Views

CHAPTER 8

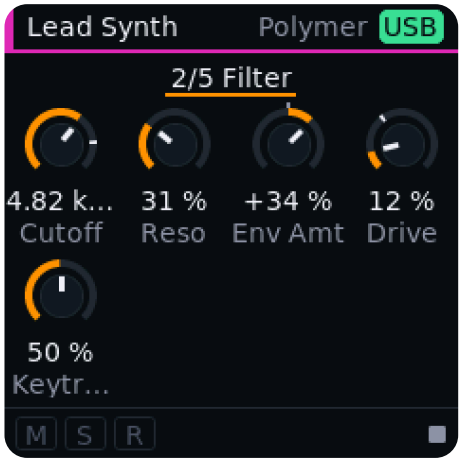
Device view

Play a sound and shape it with the knobs. The knobs follow the device you select in Live, eight parameters at a time, and the screen names every knob and shows its value as Live writes it.

Getting there

The Device view is where every session starts. From another view, tap SEQ until the left of the status bar shows the device's name.

What the screen shows



The Device view (shown with the Bitwig accent; the Live script uses amber): the device name on the left, the bank in the middle, the selected track at the bottom.

- **Status bar:** the device's name on the left; the bank's position and name in the middle ("2/5 Filter").
- **Eight knob cells** for K1-K8: name, value, arc. An empty cell has no parameter in this bank.
- **The selected track** along the bottom: its colour, its name, and **M**, **S**, **R** lit when on.

The controls

Control	In the Device view
K1-K8	The selected device's **bank**: eight parameters
K9-K16 (Knob Bank B)	The selected **track's** Volume, Pan and Sends A-F
Left / Right	Previous / next bank
Oct- + Left / Right	Previous / next device on the track
Oct- or Shift pad held while turning	Fine steps
Pad bank B	Device switches, drum pads, steps, slices, Looper or variations when the device has them (below); otherwise tracks

Control	In the Device view
hold `SEQ`	Browser: presets of this device
`Oct-` + hold `SEQ`	Browser: Live's whole browser, inserting after this device
Shift pad + `Right`	Steps for one key of the track (see Drum pads, steps and key lanes)

Banks: what the knobs reach

Live has no remote pages like some DAWs; the script makes **banks** of eight parameters:

- for Live's own devices, Live's **best-of banks** (the parameters Push shows);
- for a **Max for Live** device, the device's own banks;
- for an **Instrument or Effect Rack**, its **macros**;
- for anything else, the parameters in order, eight at a time.

The status bar names the bank. A device without parameters shows **no parameters**; on a track without devices the status bar reads **No device** and **hold SEQ: browse**.

Device switches on the pads

When the selected device has on/off parameters in the current bank or the next, **pad bank B toggles them** instead of the tracks: top row = this bank, bottom row = the next. A switch is lit in the script's amber, bright when on; other pads stay dark. The status bar adds **| pads** and the screen says **Pads: <device> switches** once. Tapping a switch writes automation like a knob. The `Oct-` and Shift pad chords keep their meaning.

Other devices give the pads other jobs: a Drum Rack (Drum pads, steps and key lanes), Simpler in Slicing mode, a Looper and racks with variations (Slices, Looper and rack variations).

How fine is a knob?

A knob click moves a parameter by 1/128 of its range, 1/1024 with `Oct-` or the Shift pad held. `fine: True` in `user_settings.py` makes the normal step 1/256.

Good to know

- Live has no modulation readout for scripts, so the knobs show no modulation tick.
- The knobs follow Live's selection: click a device in Live and the screen follows it.

CHAPTER 9

Drum pads, steps and key lanes

Program a beat from the keyboard. With a Drum Rack on the track, pad bank B shows its drum pads: pick a sound, hold its pad, and the sixteen pads become sixteen steps of that sound in the clip. Play on pad bank A, program on pad bank B.

When the pads become drum pads

In the **Device view**, pad bank B turns into drum pads when the selected device is a **Drum Rack**, or when the selected device has no switches for the device pads and the track has a Drum Rack. The screen says **Pads: <device> drum pads (hold one: steps)** once.

The drum pads only select and program; they make no sound. Play the drums on **pad bank A**.

The drum pads page

Pads	Do
Top row, 1-8	Eight drum pads from C1, lit in their colours; the selected one bright. **Tap** selects it in Live. **Hold half a second**: its steps
Bottom row, 9-16	**Mute** of the same eight pads, or **Solo** when the bottom-row action is Solo
`Oct-` + `Left` / `Right`	The previous / next eight pads
`Left` / `Right`	Device banks, as in the Device view

The steps page

All sixteen pads are **steps**: sixteen sixteenth notes of that pad in the clip of the selected track and scene. If there is no clip, a one-bar clip is made. Lit = a note, dim = empty, white = the step playing now. The status bar shows the pad and **Steps 1-16/16**.

Control	Does
Press an empty step	Add a note
Press a note and let go	Remove it (unless you turned a knob while holding it)
Hold a step, turn K1	Velocity
Hold a step, turn K2	Length
Hold a step, turn K3	Probability
Hold a step, turn K4	Velocity range (Live's random velocity spread)
Hold a step, turn K5	Mute the note (right = muted)

Control	Does
Hold a step, turn K6	Release velocity
`Left` / `Right`	Previous / next sixteen steps
`Oct-` + `Left` / `Right`	Previous / next drum pad
Shift pad + `Left`	Back to the drum pads

K7 and K8 stay blank while a step is held; `Oct-` + K8 still sets the tempo.

Key lanes: steps for any MIDI track

On a MIDI track with the track pads showing, **Shift pad +** `Right` opens the same steps page for one key, **C3** the first time and the last key you used after that. The screen says **Steps: <track> key C3 (Oct- + Left/Right: key)** once.

- Steps light in the track's colour; edit them and K1-K6 as above.
- `Oct-` **+** `Left` **/** `Right` moves the key a semitone; `Left` / `Right` page the steps.
- **Shift pad +** `Left`, another track, or another view closes it. A selected Drum Rack keeps the drum pads.

Building a beat

1. Select the Drum Rack and switch to pad bank B (`Knob Bank` + `Fader Bank`).
2. Hold the kick's pad (C1). Press steps 1, 5, 9 and 13.
3. `Oct-` + `Right` twice to the snare (D1); press 5 and 13.
4. `Oct-` + `Right` four more times to the closed hi-hat (F#1); press every other step, hold one and turn K3 down so it only sometimes plays.
5. `SEQ PLAY`. Shift pad + `Left` for the drum pads, and mute sounds on the bottom row.

Good to know

- Without a Shift pad, leave the Device view and come back to leave the steps page. Key lanes need a Shift pad.
- Drum pads, steps and key lanes are tested on a computer only, not yet in Live with a keyboard.

CHAPTER 10

Slices, Looper and rack variations

Three Live devices get pad layouts of their own in the Device view. Select the device and pad bank B changes to match it; the screen tells you once which layout is up.

What the pads become is decided in this order: a Drum Rack, an open key lane, then these three, then device switches, then tracks.

Simpler in Slicing mode

The pads become the **slices** of the sample: sixteen at a time, lit in the track's colour, the selected slice bright, dark past the last slice.

- **Tap** a pad to select that slice in Live. To hear it, play it on **pad bank A**: slice 1 is note 36 (C1), slice 2 note 37, and so on.
- `Oct-` + `Left` / `Right` pages by sixteen slices. The status bar shows Slices 1-16/n.
- The screen says **Pads: <device> slices** once.

Looper

The pads become the Looper's buttons. The pad of the Looper's current state is bright, the others dim.

Pad	Does
1	Record
2	Overdub
3	Play
4	Stop
5	Undo
6	Clear (**hold half a second**; the screen says Looper cleared)
7	Half speed
8	Double speed
9	Half length
10	Double length

The screen says **Pads: <device> looper** once.

Racks with macro variations

An Instrument or Effect Rack with stored macro variations turns the pads into a variation recall board.

- **Top row:** eight variations of a window. Existing ones are dim, the selected one bright. **Tap** to select and recall it.
- `Oct-` + `Left` / `Right` moves the window by eight.
- **Bottom row:** pad 9 **Store** (a new variation from the macros now), pad 10 **Randomize** the macros, pad 16 **Delete** the selected variation (red; **hold half a second**).
- The screen says **Pads: <rack> variations** once.

A typical use: set the macros, Store; change them, Store again; then recall the variations from the pads while you play.

Good to know

- Holding the Shift pad still shows the choice of track actions, and the `Oct-` / Shift pad chords keep their meaning.
- Plain `Left` / `Right` stay the device banks.
- These layouts are tested on a computer only, not yet in Live with a keyboard.

CHAPTER 11

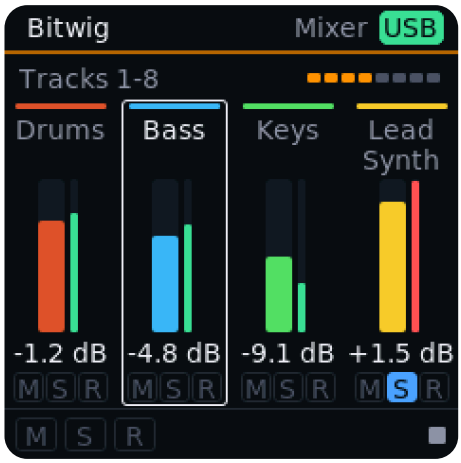
Mixer view

Balance a song without reaching for the mouse. The four faders set four track volumes at a time, the knobs pan and send, and the pads mute, solo and arm, while the screen shows eight tracks with their levels.

Getting there

Tap `SEQ`: **Device** → **Mixer** → **Overview** → **Device**. The status bar reads **Tracks 1-8**.

What the screen shows



The Mixer view (shown with the Bitwig accent): eight strips, the four under the faders marked F1-F4, the selected track framed.

Each strip shows the track's colour and name, a volume bar (grey when muted), a level meter (green, red near clipping), three squares for mute (yellow), solo (the accent) and arm (red), and **F1-F4** under the four strips the faders move. The selected track is framed; its name and volume are written along the bottom.

The controls

Control	In the Mixer view
Faders 1-4	Volume of the strips marked F1-F4
`Left` / `Right`	Move the faders to the other four strips; past the edge, to the next or previous eight tracks
`Oct-` + `Left` / `Right`	Jump eight tracks back or forward
K1-K8	Pan of strips 1-8
K9-K16 (Knob Bank B)	Send A of strips 1-8
`Oct-` or Shift pad held while turning	Fine steps
Fader Bank B	The selected track's Volume, Pan, Send A, Send B (in every view)

The screen does not draw pan or send values; watch Live's mixer while you set them.

Soft takeover

A fader never makes a volume jump. While it waits to pick up a volume, its label shows the way: **F2^** move fader 2 up, **F2v** move it down. You see this after `Left` / `Right` and after Live moved a volume itself (automation, the mouse). In the other views a fader move shows a short message instead ("Bass: -4.8 dB (move up)"). `soft_takeover: False` in `user_settings.py` makes the volume jump to the fader instead.

Mute, solo and arm from the pads

Pad bank B works as everywhere: top row selects tracks, the bottom row does the chosen action (`Oct-` + pad 9 Mute, 10 Solo, 11 Arm, 12 Stop, 13 Launch, 14 Clips). See Controls that work in every view.

A mixing pass

1. Tap `SEQ` to **Mixer**, start playback with `SEQ PLAY`.
2. Pull faders 1-4 through their tracks' levels until the ^ / v marks go away, and balance tracks 1-4. `Right`, then tracks 5-8.
3. K1-K8 for pan; `Knob Bank` to B and K9-K16 to send to the return on Send A.
4. `Oct-` + pad 10 for Solo, then check tracks one by one.
5. Select a track with its top-row pad and switch `Fader Bank` to B: volume, pan, Send A and Send B on the faders.

CHAPTER 12

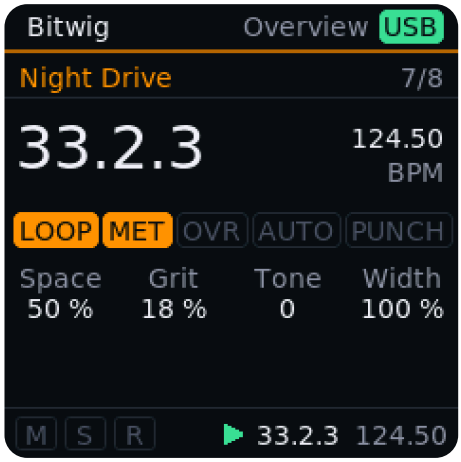
Overview

The view for arranging and recording: a big tempo and play position, the state of loop, metronome, overdub and automation, and knobs for the song's tempo, groove, loop and the return tracks.

Getting there

Tap SEQ until the status bar reads **Overview**. The middle of the status bar names Live's main view: **Session** or **Arrangement**.

What the screen shows



The Overview (shown with the Bitwig accent and a Bitwig project name): tempo, position, time signature, transport chips and the knob cells.

- **Tempo** in large digits and the **position** as bar.beat.sixteenth, with the **time signature** and **PLAY**, **REC** or **STOP**.
- **Chips**, lit while on: **LOOP**, **MET**, **OVR**, **AUTO**, **PUNCH**.
- **Knob cells** for the knobs.

Live gives scripts no project name, so none is shown.

The controls

Control	In the Overview
K1	Tempo: 1 BPM per click (0.1 with Oct- or the Shift pad)
K2	Swing amount
K3	Global groove amount
K4	Loop start, one bar per click (a beat with the modifier)
K5	Loop length, one bar per click (a beat with the modifier)

Control	In the Overview
K6	Play position, one bar per click (a beat with the modifier)
K7	Master volume
K8	Cue (preview) volume
K9-K16 (Knob Bank B)	Volumes of the return tracks A-H
`Left` / `Right`	Play position one bar back / forward
`Oct-` + `Left` / `Right`	Four bars back / forward

`Oct-` + K8 is the tempo here too, as in every view.

Good to know

- Pads, faders and transport work as everywhere.
- `Oct-` + pad 16 of bank B switches between Session and Arrangement; the status bar follows.

CHAPTER 13

Clips on the pads

Launch and record clips from the keyboard. The **Clips** action turns pad bank B into a small clip launcher: two scenes of eight tracks, with a menu of clip actions on a held pad.

Switching it on

Hold `Oct-` (or the Shift pad) and tap **pad 14** of bank B. Both pad rows now show clips; choose another action (`Oct-` + pad 9-13) to go back to the track pads.

What the pads show

- **Top row:** the clips of the eight tracks in the **selected scene**.
- **Bottom row:** the same tracks in the **next scene**.
- Each pad is lit in its clip's colour; empty slots stay dark.

Launching and recording

- **Tap** a pad to launch its clip. The launch happens when you let go, so a hold can open the menu instead.
- Tapping an **empty slot on an armed track** records a new clip there; on an unarmed track the screen says Empty slot (arm the track to record).
- `Oct-` + pad 15 stops all clips. `Oct-` + pads 3 / 4 move the selected scene, `Oct-` + pad 8 launches it.

Clip actions: hold a pad

Hold a clip pad for half a second. The Browser view opens with a list of actions for that slot:

Action	Does
Record 4 bars	Arms the track if needed and records a 4-bar clip into the empty slot
Record 8 bars	The same, 8 bars
Duplicate	Duplicates the clip into the slot below
Quantize	Quantizes the clip to Live's record quantization (1/16 when that is off)
Double loop	Doubles the clip's loop and its notes (MIDI clips only)
Halve loop	Halves the clip's loop
Delete	Deletes the clip: press `Right` twice (the screen asks Delete clip? Right again)

Turn K1 to pick an action, `Right` does it, `Left` closes the list. The status bar reads Clip and Right: do it Left: close. Recording into a slot that already has a clip, or on a track that cannot record, gives a short message instead.

Capture MIDI

Played something good without recording? `Oct-` + pad 5 of bank B runs Live's **Capture MIDI**. If there is nothing to capture, the screen says so.

Good to know

- The clip launcher pads are tested on a computer only, not yet in Live with a keyboard.

CHAPTER 14

Browser

Find a preset or a device by ear without leaving the keyboard. Holding `SEQ` lists the presets of the selected device; with `Oct-` it opens Live's whole browser. Live hot-swaps presets, so you hear each one in place.

Getting there

Gesture	Opens
hold `SEQ`	The **presets** of the selected device. Live hot-swaps: what you load replaces the device's current sound
`Oct-` + hold `SEQ`	Live's **whole browser**: Sounds, Drums, Instruments, Audio Effects, MIDI Effects and the rest. What you load goes **after** the selected device

When a device has no presets, the screen says No presets for <device>: browsing all and opens the whole browser.

What the screen shows

The Browser view (shown with a Bitwig list): the title, the cursor's position and eight rows.

The title (the device or Browser), the cursor's position, eight rows with the cursor's row filled, and < Cancel / OK > over `Left` / `Right`.

The controls

Control	In the Browser
K1	Move the cursor one row
K2	Move the cursor eight rows
`Right`	Open the folder, or load the item

Control	In the Browser
`Left`	Back one folder; at the top, close
`SEQ` (tap)	Close

After loading or closing, the keyboard returns to the view you came from.

Finding a sound

1. Select the instrument whose sound you want to change. Hold `SEQ`.
2. Turn K1 and play: Live swaps in each preset you load with `Right`.
3. To add an effect after it instead, hold `Oct-` and `SEQ`, open Audio Effects with `Right`, pick one, `Right` again.

Good to know

- Live gives scripts no preview, so you hear a preset by loading it; hot-swap makes that quick.
- Long folders are cut at 512 rows.

The keyboard's own features

CHAPTER 15

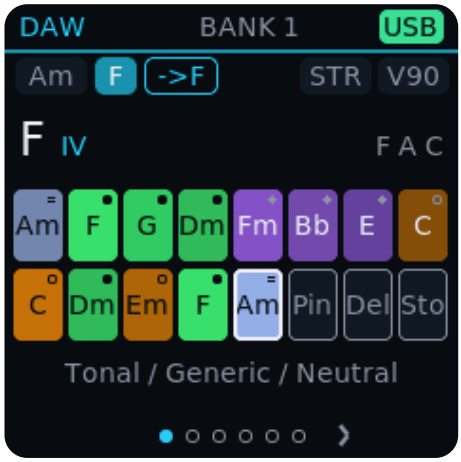
Harmony Helper

A chord partner on the pads. It names the chords you play, lights the pads with the chords that tend to come next, coloured by how well they fit, and shows which notes fit over the chord that is sounding. It makes MIDI notes only: record them in your DAW like any other notes.

On, off, and what it takes over

- **Hold** `PATCH` (half a second) to switch it on or off. `PATCH` is lit while it is on.
- **Tap** `PATCH` to open its Setup list.

While it is on, **pads 1-16 of pad bank A** belong to the helper and its screen replaces the DAW view. Pad bank B still controls the DAW's tracks, the faders still mix, and `Left` / `Right` walk the helper's pages instead of the device pages. Hold `PATCH` again to give everything back; every note it held is released.



The Play page after a chord: the chord just played (F, numeral IV), the two pad rows as tiles, and what fits.

The pads

Pads	What they play
1	The same chord again
2-8	The seven best next chords after the one you played, best first. Before any chord: the home chord and good ways to start
9-12	The first four chords of your scale, I ii iii IV (C Dm Em F in C major). Hold `Oct-`: V vi vii° I
13	The **anchor** chord, a stable reference
14 **PIN**	Make the last chord the anchor
15 **DEL**	Remove the last stored chord
16 **STORE**	Pin the chord and store it in the Memory

Colours: green safe, **orange** explore, **violet** borrowed from outside the scale but it fits, **dark red** does not fit (scale row only), **pale blue** the same chord again, **white** the chord sounding now. Brighter = ranked higher. **Globe** → **System** → **Pad Colours** → **Colour-blind** switches to blue, yellow, magenta and dark.

Hold a pad for a quarter of a second to see **why** it fits (with Setup → Why Popup → Hold). Chords you play on the keys are named too, including odd ones and slash chords.

The six pages

`Right` and `Left` walk **Play** → **Notes** → **Memory** → **Tuning** → **Bass** → **Setup** and wrap around. On the list pages K1 picks a row, K2 changes it, K3 pages. The pads play on every page.

Page	What it is for
Play (home)	K1 Suggest (Safe, Tonal, Bold), K2 Genre (39 genres; a card shows its typical moves), K3 Mood, K4 Chord Size, K5 Strum and K6 Humanize (stored, not applied yet), K7 Velocity, K8 Octave
Notes	The twelve notes as piano keys coloured by their job over the current chord: **H** Home (green), **C** Colour (blue), **L** Lean, wants to resolve (orange), **P** Passing (grey), Out of scale (violet). Held keys get a white outline
Memory	Up to 8 stored chords, each ½, 1 or 2 bars (K2). `SEQ PLAY` here replays the progression in a loop
Tuning	Velocity, Level, Chord Size, **Chord Shape** (Close, Open, Rootless A / B, Quartal), Spread, Voice Lead, Octave
Bass	A bass line on its own MIDI channel: Off, Root, or Pattern (follows the clock), with a style, lowest note, approach notes and pedal
Setup	Suggest, Genre, Mood, Follow (keys, pads or both), Scale Detect (Off, Ask, Auto), Advance, Why Popup, Note Context

Notes while a stored progression replays: Home green, Colour blue, Lean orange, Out violet; the next chord top right.

A first session in your DAW

1. Set the scale with `SCALE` (K1 base note, K2 scale). Hold `PATCH`.

2. In the DAW, give the pad channel an instrument track with a sound you like (with USB Ports: Split, put the **Pads** port on it).
3. Play pad 9 (the I chord). The green pads on the top row are safe next chords; play one. When you like a chord, press **STORE** (pad 16). Store four.
4. `Right` to **Memory**, then `SEQ PLAY`: the four chords loop. Arm the track in the DAW and record them; to record in time with the DAW's transport, start recording there first.
5. `Left` to **Notes** and play a melody on the keys over the loop: green notes on strong beats.
6. On **Tuning**, try Chord Shape: Rootless A with the **Bass** page on Root, and give the bass channel its own bass track.

Scales shared with the DAW

The helper and the keyboard's Scale mode use one scale.

Live 12's song scale is sent to the keyboard whenever it changes, so the helper and Scale mode follow the scale you set in Live. With Scale Detect: Ask the helper may offer a better-fitting scale after a few chords: `Right` switches, `Left` keeps yours.

Limits

- Not yet run on a keyboard: the helper, its replay and bass assist were tested on a computer only.
- The Memory is lost at restart and cannot be sent to the sequencer yet.
- Strum and Humanize are stored but do not change the notes yet. Rootless shapes need the bass assist on.

CHAPTER 16

Scale, Chord, Arp, Note Repeat, sequencer, clock

The DAW builds keep the keyboard's own performance features. They work the same in a DAW session: they change the notes the keys and pads send, and the DAW records the result.

How the buttons work

Most of these buttons share one pattern: **tap** opens the list, **hold** switches the mode on or off. In a list, K1 picks a row, K2 changes it, K3 pages, `Left` goes back. While a list is open it has the knobs and `Left` / `Right`; the DAW gets them back when it closes.

Scale

Tap `SCALE`: K1 Base, K2 Scale, K3 Fix, K4 Shift. Hold `SCALE` to switch it on or off. With it on, the keys are pulled into the scale; **Fix** decides what a key outside it does (Down, Up, Near, or Filter it out). Make your own **User 1-4** scales by tapping keys on the SCALE list. The Harmony Helper uses the same scale.

Chord

Tap `CHORD`: Chord (Maj, Min, Dim, Aug), Type (Triad to 13th), Voicing (Fixed or in the Scale). Hold `CHORD` to switch it on or off. With it on, each key plays a whole chord.

Arpeggiator

Tap `ARP` for its list; hold it for 0.6 s to switch it on or off. Its sections, reached with `Left` / `Right`: **ARP**, **RHYTHM** (Euclidean), **EVOLVE**, **STRUM**, **HUMAN**. Hold `ARP` and turn K1-K8 to edit without opening the list (the knobs are the keyboard's while you hold it).

Note Repeat

Hold `NOTE REPEAT` and turn K1-K5 (Gate, Swing, Tempo, Rate, Latch); tap it to switch on or off. Pads then repeat while held, for drum rolls into the DAW.

Step sequencer

Seq1, Seq2 (melodic) and Drum (14 lanes), each with 8 patterns of up to 64 steps. In a DAW session `SEQ`, `SEQ PLAY` and `SEQ REC` belong to the DAW. To use the sequencer from `SEQ`, give `SEQ` back to the keyboard in the script's settings (see When the keyboard's own pages take over). Projects are kept in memory only and are lost at restart. The sequencer has not been run on a unit yet.

Tempo and clock

All timed features (arpeggiator, Note Repeat, sequencer, Harmony replay and bass pattern) run from one clock.

- **The keyboard leads** (Globe → MIDI → Clock: Internal): its own tempo. In a DAW session `Oct-` + K8 sets **the DAW's** tempo instead (see Controls that work in every view); set the keyboard's own tempo on the ARP or NOTE REPEAT page.
- **The DAW leads** (Clock: USB or Auto): send MIDI clock from the DAW to the keyboard's port (Live: Sync on for the keyboard's output port; FL Studio: Send master sync on the keyboard's output in MIDI settings), and the arpeggiator and the rest follow the DAW's tempo, start and stop. The status bar shows `E` and the tempo while it follows. Over Bluetooth use Clock: BLE; the tempo settles after about four beats.
- **TAP**, where a preset binds it, taps the DAW's tempo while the script is connected.

Other settings worth knowing

Where	What
Globe → Physical Controls → Pads	Pad Thresh, Pad Sens, Pad Wait (how the pads respond), Shift Pad, Perform Layer
Globe → Physical Controls	Knob Curve and Knob Speed (how a fast turn behaves), Wheels (calibration)
Globe → System	Pad LEDs, Accent, Pad Colours, Save Delay
Globe → DAW & USB	USB Ports, USB Audio (the test voice as a sound card; leave it off unless you need it)

The **preset editor** (`oscuro-editor.html`) edits what every control sends when no script owns it. Close your DAW before connecting it.

Workflows

CHAPTER 17

Shape, mix, record, browse, navigate

Everyday jobs in Live, step by step. Each one names the view it uses; the view chapters explain every control in detail.

Shaping a sound

Device view.

1. Select the track: pad bank B, top row. The bottom of the screen shows its name and colour.
2. K1-K8 are the first bank of the selected device; `Right` for the next bank, `Left` back.
3. `Oct-` + `Right` steps to the next device on the track.
4. Hold `Oct-` or the Shift pad while turning for exact values.
5. Switch `Knob Bank` to B: K9-K16 are the track's volume, pan and sends A-F, whichever device is selected.

For a rack, the bank is its eight macros. Store good macro settings as **variations** and recall them from the pads (Slices, Looper and rack variations).

Mixing

Mixer view. `SEQ` to **Mixer**; faders 1-4 on the strips marked F1-F4, `Right` for the next four. K1-K8 pan, K9-K16 Send A. `Oct-` + pad 10 to solo tracks from the bottom row. For one track in detail, select it and switch `Fader Bank` to B.

Recording with automation

1. `SEQ` to **Overview**. Set the loop with K4 / K5 and the metronome with `Oct-` + `SEQ`.
2. Arm the track: `Oct-` + pad 11 (Arm), then the track's bottom-row pad.
3. `SEQ` back to **Device**.
4. `SEQ REC` starts Arrangement recording. Play, and turn knobs where you want movement: each turn writes automation for that parameter only.
5. `SEQ PLAY` stops; `Oct-` + `SEQ PLAY` stops and returns to the start.

In the Session view use `Oct-` + `SEQ REC` (Session record) and the **Clips** pads: tap an empty slot on the armed track, or hold it and choose Record 4 bars (Clips on the pads).

Jamming with clips

1. `Oct-` + pad 14: the pads are the clips of two scenes.
2. Tap clips to launch them; `Oct-` + pads 3 / 4 move the scenes, `Oct-` + pad 8 launches a whole scene.
3. Played a good idea without recording? `Oct-` + pad 5: Capture MIDI.
4. Hold a clip for Duplicate, Double loop or Quantize.

Loading sounds

Browser. Hold `SEQ` for the selected device's presets; turn K1 and press `Right` to hear each one in place. `Oct-` + hold `SEQ` for the whole browser, to add an effect after the device.

Programming a beat

Device view, drum track. Select the Drum Rack, switch to pad bank B, hold a drum pad and press steps; hold a step and turn K1-K6. See Drum pads, steps and key lanes.

Navigating a big set

- **Tracks by eights:** `Oct-` + pad 1 / 2 (any view), or `Oct-` + `Left` / `Right` in the Mixer.
- **Scenes:** `Oct-` + pad 3 / 4.
- **Session or Arrangement:** `Oct-` + pad 16.
- **Through time:** in the Overview, `Left` / `Right` a bar, `Oct-` + `Left` / `Right` four bars, K6 the play position.
- **Undo / Redo:** `Oct-` + pad 6 / 7.

Reference

CHAPTER 18

Script settings

Live has no preference panel for Remote Scripts, so the SMK37_Oscuro settings live in a small file, `user_settings.py`, in the script's folder. Open it in any text editor, change a value, save, and re-select the control surface in Settings → Link, Tempo & MIDI (or restart Live).

Setting	Values	What it changes
`seq_views`	`True` (default), `False`	`True` : `SEQ` cycles Device, Mixer and Overview, and a hold opens the Browser. `False` : `SEQ` stays the keyboard's own sequencer button; the screen stays in the Device view
`soft_takeover`	`True` (default), `False`	`True` : a fader waits until it passes the current value. `False` : the value jumps to the fader
`accent`	`'live'` (default), `'off'`	`'live'` : the screen's accent is the script's amber for the session. `'off'` : the accent set in Globe → System → Accent
`fine`	`False` (default), `True`	`True` : 256 knob steps per range instead of 128. Holding `Oct-` or the Shift pad always gives 1024
`flush_budget`	`300` (default)	Bytes the script sends to the keyboard per pass. The keyboard's MIDI input is small; a flood makes it report Host lost. Raise it only if the screen lags, lower it over Bluetooth if the link drops

Keep the quotes around `'live'` and `'off'`, and the capital letters of `True` and `False`. A copy of your changed file is worth keeping: an update of the script folder replaces it.

CHAPTER 19

Troubleshooting

Most problems come down to which firmware is running, which port the control surface uses, or a keyboard page holding the controls. Start at the top.

The screen never changes to the Device view

1. **Read Live's status bar.** Oscuro firmware not found: the keyboard runs other firmware, or the wrong port is chosen. SMK37 Oscuro needs Live 12 or newer: update Live.
2. **Is Oscuro running?** Tap `Globe` → About: it should show **DAW**.
3. **Is the control surface set up?** Settings → Link, Tempo & MIDI: SMK37_Oscuro with the keyboard's only port (USB Ports: One), the **DAW** port (USB Ports: Split) or SMK-37 Oscuro BLE as **both** Input and Output.
4. **Is the folder in the right place?** The `.py` files must sit directly in `Remote Scripts/SMK37_Oscuro/`. If SMK37_Oscuro is missing from the Control Surface list, the folder is in the wrong place or nested one level too deep.
5. **Is another app holding the port?** Close the web installer, the preset editor and MIDI Suite.
6. Choose None in the Control Surface row and SMK37_Oscuro again, or replug the cable.

The screen says Host lost

The keyboard got more data than its MIDI input could take, or the link was quiet too long. Lower `flush_budget` in `user_settings.py` (Bluetooth especially), and re-select the control surface.

Knobs, pads or SEQ do the wrong thing

- **Two surfaces on one port.** A stock-firmware script in another Control Surface row on the same port reacts too. Set that row to None.
- **Remote is on for the keyboard's ports.** In the MIDI port list, set the keyboard's ports to **Remote: Off**; only the control surface row talks to the DAW port.
- **A keyboard page is open.** Close Globe settings, a SCALE / ARP / CHORD list or the Harmony Helper.
- **The pads play notes instead of tracks.** Press `Knob Bank` and `Fader Bank` together for bank B.
- **The pads show switches, drums, steps, slices, Looper or variations.** The selected device decides (Device view). Tap `SEQ` to the Mixer for the track pads; Shift pad + `Left` leaves the steps.
- **The pads show clips.** The bottom-row action is Clips: `Oct-` + pad 9 for Mute.
- `SEQ` **opens the sequencer.** `seq_views` is `False`.

A fader does nothing

Soft takeover: move it toward the arrow (F2^ up, F2v down), or set `soft_takeover` to `False`.

Keys play twice, or not at all

Set the keyboard's Keys and Pads ports (or its only port) to **Track: On** so they play. If you also route the keyboard into a track by another input, the notes arrive twice.

Bluetooth feels slow

Bluetooth adds a little delay and sends in bursts. Use USB for playing; lower `flush_budget` if the screen stutters or the link drops; keep the keyboard close to the computer.

The keyboard restarted, or the cable came out

Nothing to do: the script notices that the keyboard is back and sends it everything again. The keyboard drops the script's controls two seconds after the link goes quiet, so nothing is left hanging.

Reporting a problem

Note the version (Globe → About), what you did and what you expected. A test build can also save a diagnostics report (`TESTING.md` in the package). If you need the keyboard working right away, put M-Vave's firmware back with the installer.

CHAPTER 20

Quick-reference card

Everything the SMK37_Oscuro script does, on one page. `Oct-` held is the modifier; the Shift pad works the same.

Everywhere

Control	Does
`SEQ` tap / hold	Next view (Device → Mixer → Overview) / presets of the device
`Oct-` + `SEQ` tap / hold	Metronome / whole browser, loading after the device
`SEQ PLAY` · `Oct-` + `SEQ PLAY`	Play / stop · stop and back to start
`SEQ REC` · `Oct-` + `SEQ REC`	Arrangement record · Session record
`Oct-` + K8	Tempo (Shift pad: 0.1 BPM)
Faders 1-4 · Fader Bank B	Volumes of the 4-track window · selected track: Volume, Pan, Send A, Send B
Pad bank B, pads 1-8 · 9-16	Select track · Mute / Solo / Arm / Stop / Launch, or Clips (both rows)
`Oct-` + pad 9-14 · 15 · 16	Choose that action · stop all clips · Session / Arrangement
`Oct-` + pad 1 / 2 · 3 / 4 · 5 · 6 / 7 · 8	Tracks −8 / +8 · scene · Capture MIDI · Undo / Redo · launch scene
Clips: hold a pad	Record 4 / 8 bars, duplicate, quantize, double / halve loop, delete

Per view

	Device	Mixer	Overview	Browser
K1-K8	device bank	pan of 8 tracks	tempo, swing, groove, loop start, loop length, position, master, cue	K1 row, K2 eight rows
K9-K16	track volume, pan, sends A-F	send A of 8 tracks	return volumes	—
`Left` / `Right`	bank	fader window, then next 8	1 bar	back / open, load
`Oct-` + `Left` / `Right`	device	8 tracks	4 bars	—

Device view pads

Selected	Pad bank B
Drum Rack	1-8 drum pads (hold: steps), 9-16 mute; steps: press add / remove, hold + K1-K6
Simpler (Slicing)	16 slices; `Oct-` + `Left` / `Right` pages
Looper	Record, Overdub, Play, Stop, Undo, Clear (hold), ½ / 2× speed; ½ / 2× length
Rack with variations	1-8 variations; 9 Store, 10 Randomize, 16 Delete (hold)
Device with switches	this bank's and the next bank's on/off switches
Any MIDI track	Shift pad + `Right`: a key's steps; Shift pad + `Left`: back

Stays the keyboard's

`Globe` · `PATCH` Harmony Helper · `SCALE`, `CHORD`, `ARP`, `NOTE REPEAT` · `Oct+` / `Oct-` · `Knob Bank` · `Fader Bank` · `Knob Bank` + `Fader Bank`: pad bank A / B · `BT`. An open keyboard page borrows the knobs and `Left` / `Right`.

CHAPTER 21

Glossary

The words this manual uses, in alphabetical order.

Word	Meaning
Accent	The screen's highlight colour for the session (Bitwig orange, Live amber or FL Studio green by default). It never follows the selected track
Anchor	In the Harmony Helper: the chord the suggestions stay around, played by pad 13
App slot	The area of the keyboard's flash that holds the firmware. Images larger than M-Vave's slot grow it when installed
Bank A / bank B	Two layers of the same controls: K1-K8 / K9-K16, faders 1-4 / their second set, pads (bank A notes, bank B tracks)
Browser	The view that drives the DAW's browser from the knobs
DAW build / DAW BT build	The Oscuro firmware made for controlling a DAW; BT adds Bluetooth MIDI
DAW port	With USB Ports: Split, the USB MIDI port that carries the DAW protocol
DAW protocol	The Oscuro messages between the keyboard and the script: what you touch, what the screen and lights show
Device pads	Pad bank B as the selected device's on/off switches, in the Device view
Drum pads	Pad bank B as the eight drum sounds of a Drum Machine, in the Device view
Device view	The view where the knobs are the selected device's remote controls
Fader window	The four tracks faders 1-4 control, marked F1-F4 in the Mixer
Fine steps	Knob steps eight times smaller, while `Oct-` or the Shift pad is held
Golden	A reference screen image from the keyboard's UI simulator; the screens in this manual
Key lane	The steps page for one key of a melodic track (Shift pad + Right in the Device view)
Mixer view	Eight track strips with volumes, meters and mute / solo / arm
Modulation tick	The mark on a knob arc where modulation moves the parameter right now
Oct- modifier	`Oct-` held together with another control; it then never shifts the octave
Overview	The view with tempo, position, transport states and the project remote controls

Word	Meaning
Script	The Oscuro script for your DAW: SMK-37 Oscuro (Bitwig controller extension), SMK37_Oscuro (Live Remote Script) or SMK-37 Oscuro (FL Studio MIDI script)
Session	The time the script and the keyboard are connected. It ends two seconds after the link goes quiet
Shift pad	A pad you made a Shift key in Globe → Physical Controls → Pads
Soft takeover	A fader waits until it passes the current value before it changes it
Split / One	USB Ports: three MIDI ports (Keys, Pads, DAW) or one
Steps page	The sixteen pads as sixteen sixteenth-note steps of one drum sound in the clip
Stock firmware / stock script	M-Vave's own firmware and the DAW script made for it
Track colour	The selected track's colour in the DAW, shown as a bar or line, never as the accent
View	One of the screen's layouts: Device, Mixer, Overview, Browser
Bank (device bank)	Eight parameters of a Live device the knobs reach at once: Live's best-of banks, a Max for Live device's own banks, a rack's macros, or the parameters in order
Capture MIDI	Live's recovery of what you just played without recording; `Oct-` + pad 5 of bank B
Clips (pad action)	The bottom-row action that turns both pad rows into an 8 × 2 clip launcher
Hot-swap	Live replacing the selected device's preset with the one you load from the browser
Rack variations	Stored macro settings of an Instrument or Effect Rack, recalled from the pads
user_settings.py	The file in the script's folder that holds its settings; Live has no preference panel for Remote Scripts