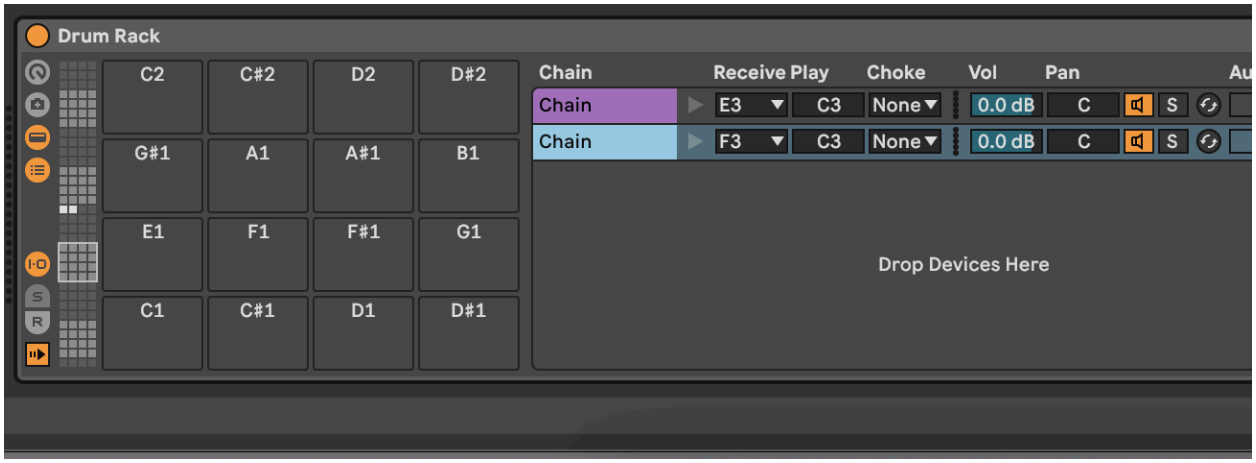
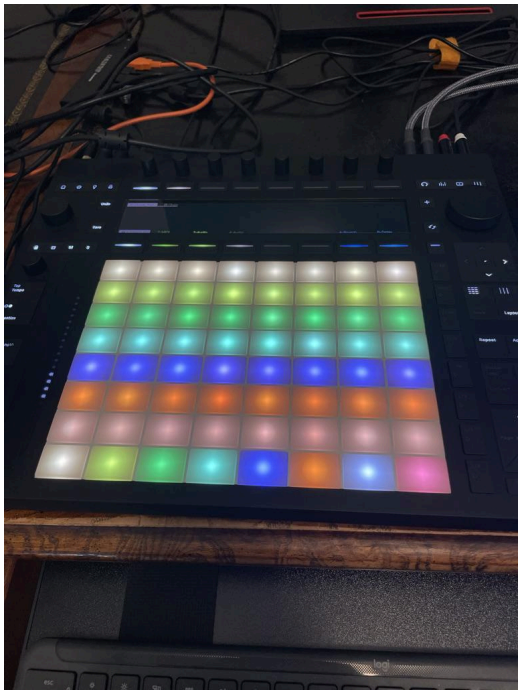
1. Create a track with an empty drum rack
2. Switch the push to note mode with the drum rack selected and press layout until you see “64 pads” on the push 3.
3. Switch the octave up on the push 3 until the pad assigned to note E3 is in the top left corner
4. On the drum rack page, click the button on the left with the three lines with dots next to it that is labeled “Hide/show chains” and then click the button labeled “I/O” below this button

5. In the section “Drop Devices Here” add a chain by right clicking and selecting “Add chain”.
6. Switch receive to E3 for the chain, change the color to whatever color you want for the top row and then on the pad overview just to left of the pads highlight the section shown here. You should now see the colored chain in the top left of the push. Continue to “paint” the row by adding a chain to F3, F#3 etc as the pads are assigned in drum rack

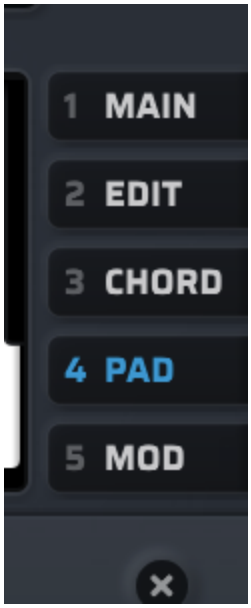


7. Continue to “paint” each row of the push down to the second to last row. You can do what you want with colors on the bottom row but you should have something similar to this:



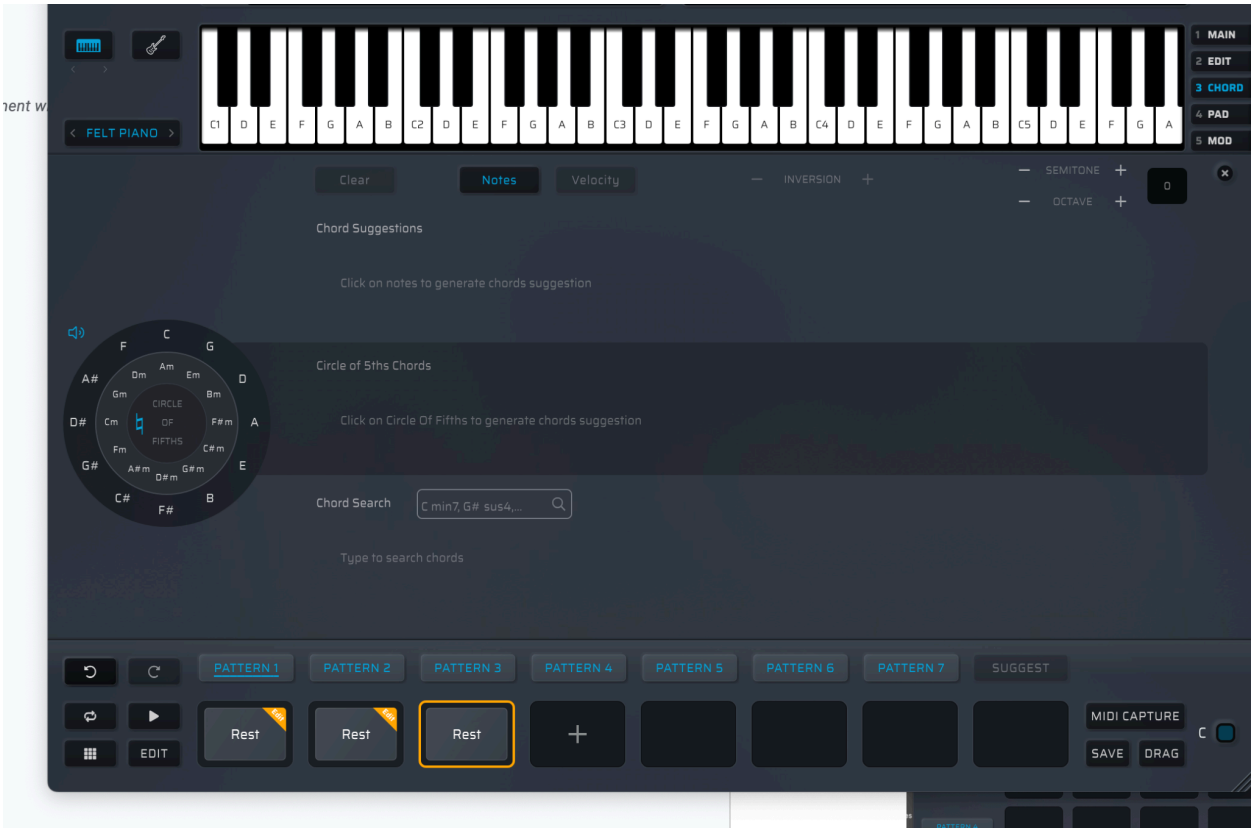
8. In the chain list (“Drop Devices Here” labeled box above), add Scaler 2 by dragging it in
9. Switch the “Receive” note for the Scaler 2 chain to “All notes”

10. Now open the Scaler window and click “4 pad” on the top right. This will take you to the pad view

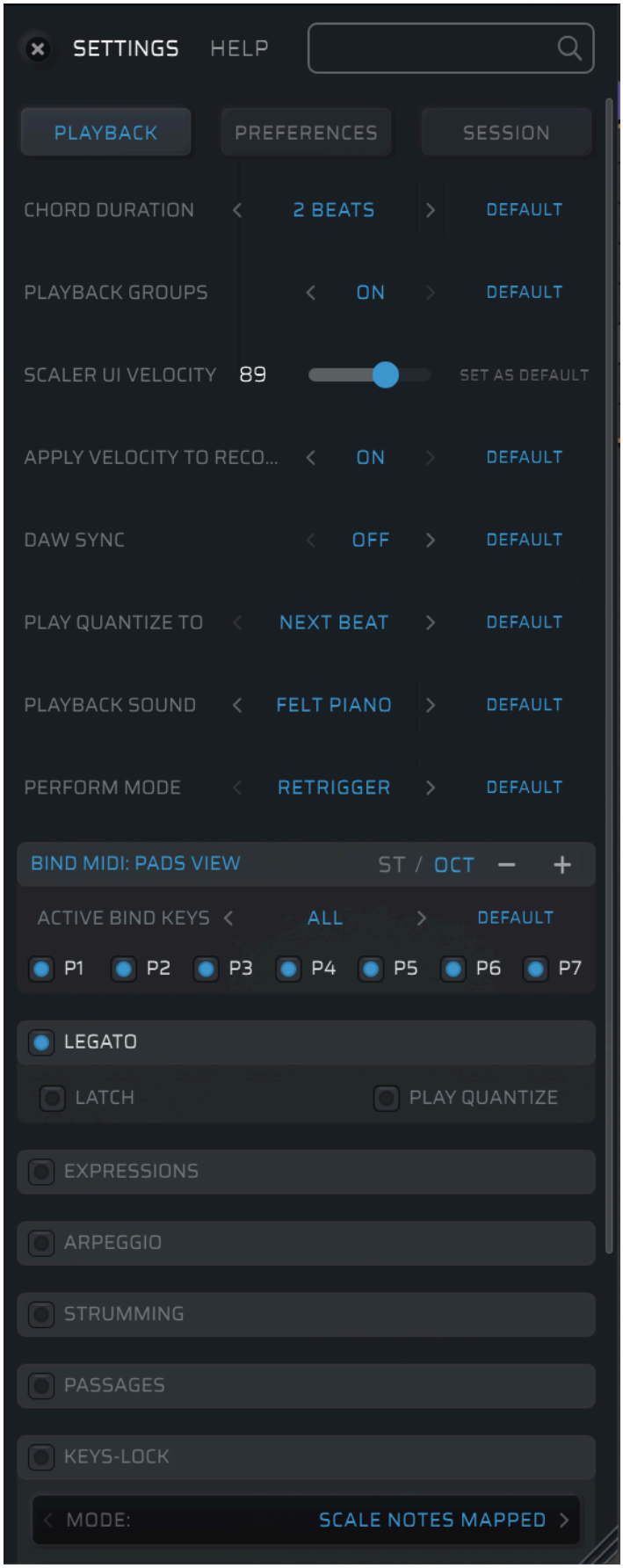


11. On the left of the pad view, click the “+” symbol on each row, then when you see “Pattern 1” through “Pattern 7”, highlight each of the “Pattern 1” through “Pattern 7” labels on the left by clicking and dragging a box around all of them. This is called “lassoing”. After this you should see green blinking dots in all of the right numbered things

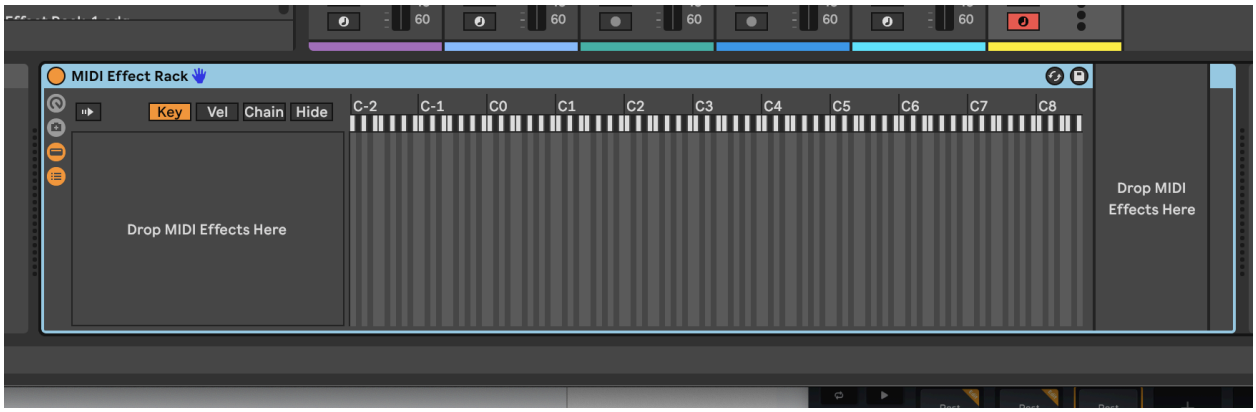
12. Click the + button on each pad to add a rest(Or optionally just add chords from the chord view by dragging them into each pattern, this will be required later anyway). This will take you back and forth from the pad and chord views which is somewhat annoying



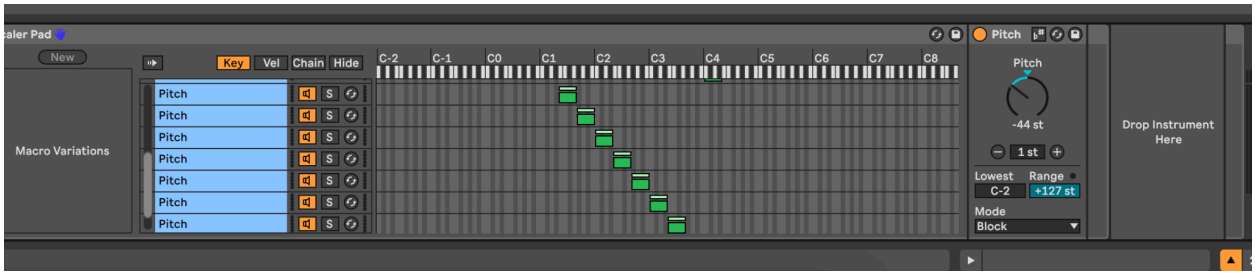
13. Click the “Settings” gear symbol in the top right corner of the Scaler window and make sure this settings are selected for “Bind Midi Pads View”


SETTINGS
HELP
PLAYBACK
PREFERENCES
SESSION
CHORD DURATION
2 BEATS
DEFAULT
PLAYBACK GROUPS
ON
DEFAULT
SCALER UI VELOCITY
89
SET AS DEFAULT
APPLY VELOCITY TO RECO...
ON
DEFAULT
DAW SYNC
OFF
DEFAULT
PLAY QUANTIZE TO
NEXT BEAT
DEFAULT
PLAYBACK SOUND
FELT PIANO
DEFAULT
PERFORM MODE
RETRIGGER
DEFAULT
BIND MIDI: PADS VIEW
ST / OCT
ACTIVE BIND KEYS
ALL
DEFAULT
P1
P2
P3
P4
P5
P6
P7
LEGATO
LATCH
PLAY QUANTIZE
EXPRESSIONS
ARPEGGIO
STRUMMING
PASSAGES
KEYS-LOCK
MODE:
SCALE NOTES MAPPED

14. Go back to the drum rack in Ableton and add a MIDI Effect rack to the drum rack and click “Key” to show this screen.

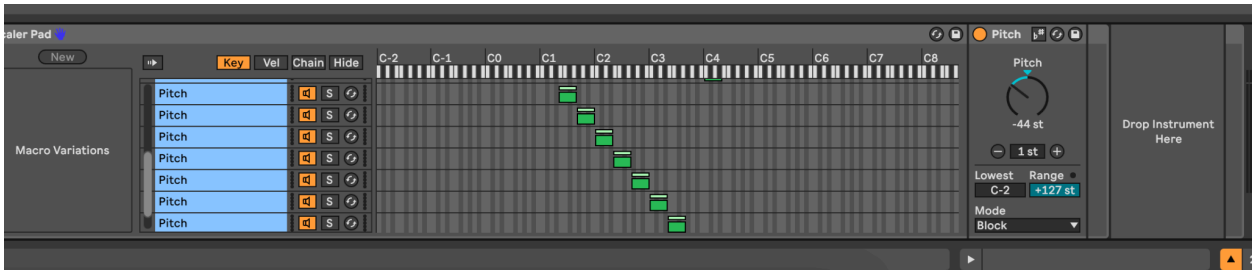


15. In this page, right click to add a chain and you should see a green box come up. Drag the edges of the green box until the chain covers notes E1-C1

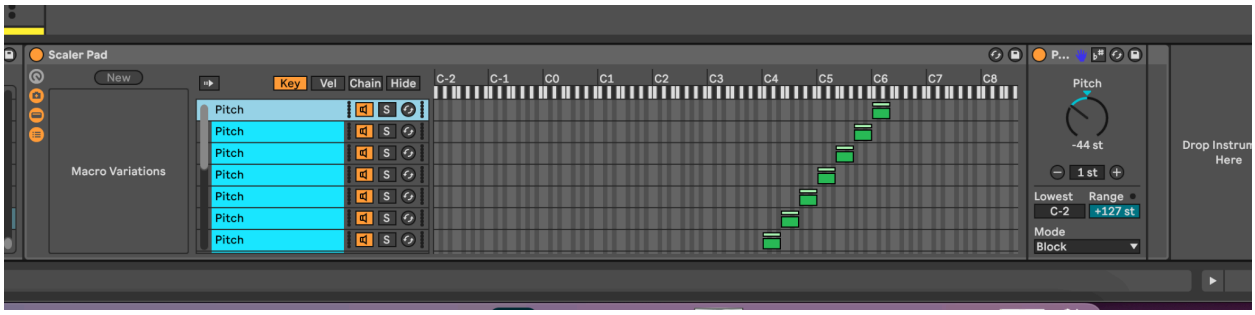


16. Add a Pitch device to the chain and set it to +56 semitones.

17. Continue to make more chains as shown in the images below. You can copy and paste the first chain and simply select the notes just to the right to make this faster but this is by far the most tedious part of this whole thing. If it is possible to simply share the file with this rack I may just do that to save other people time. The pitch devices for the first set of chains going from the top left to bottom right start at +56 for the chain starting at E1 as described above and you can subtract 12 every time i.e. +44, +32…



18. Also add these chains which will begin at C4-D#4 with a pitch device at +28 st and you can once again subtract 12 every time i.e. +16, +4 etc



19. Add a track to the right of the drum rack track with any instrument to play the chords:

20. In the instruments “MIDI From” selectors, select the drum rack(I called it “chord pad”) and select scaler for the channel as shown below:

21. If you are ok with having the instrument simply play the audio without recording MIDI for the chords, select “In” under “Monitor” for the instrument and it will now play the sound for the chords you play with the push. At this point, you have a working instrument and you can use the various performances etc. on scaler or add effects from ableton and both will work with the chord output. If you would like to save the MIDI for the chords

themselves easily while recording clips and are willing to do some technical hacking, read on

22. If you would like the MIDI for the chords i.e. if you play a C major chord the 3 individual notes will appear in the clip, this can be done using Bome's MIDI translator. If you like doing things like this then it is a must-have and it costs ~20$ but it can be very technical and problematic if not used correctly so I will write the rest of the instructions here for a programmer audience. In short, you must do the following
    a. Switch monitor back to "Auto" for the instrument that plays the chords i.e. the Grand Piano above.
    b. Both tracks should be armed whenever you record. If you are using exclusive arm, you can add this free M4L device https://maxforlive.com/library/device/6553/local-exclusive-arm to both tracks and it will make them both arm whenever one is armed as long as they are in the same "arm group"
    c. If you are using the push or another controller with a session pad view, you will need to determine the MIDI message that is sent when you press the clip launch buttons on your controller for the instrument track(Grand piano in the above images) which you can do in Bome's MIDI translator by pressing the button when "Capture MIDI" within a new translator and observe which message is sent

d. You will use Bome's MIDI translator to translate that message **without consuming it** to any CC or note message of your choosing. To do this, make sure "Swallow MIDI message…" is not selected and select the output to some MIDI message that won't collide with your existing mappings/controllers
e. In Ableton, MIDI map the output message from Bome's midi translator to select the track with the drum rack(Chord pad above). This will make it so whenever you launch a clip on the instrument that actually plays the chords, it will immediately select the appropriate track which will make the drum rack appear

on the push and you can start playing. This effectively behaves as if the whole thing was on a single track