

Master Pitch Pro Reference Manual v1.2

for Windows and Mac

Reference Manual by killihu

killihu

Plugins, skins and other resources for computer-based audio production

Contact Support: www.killihu.com/contact

Copyright 2026 killihu. All rights reserved.

The content of this manual is furnished for informational use only, is subject to change without notice, and should not be construed as a commitment by killihu. Every effort has been made to ensure that the information in this manual is accurate. killihu assumes no responsibility or liability for any errors or inaccuracies that may appear in this book.

Ableton is a trademark of Ableton AG. Max for Live is a product developed by Ableton AG in cooperation with Cycling '74. Mac is a trademark of Apple Inc, registered in the U.S. and other countries. Windows is a registered trademark of Microsoft Corporation in the United States and other countries.

killihu is not a partner of Ableton AG or Cycling'74.

This book has been inspired by the Ableton Live Reference Manual, with the aim of making it easier for Ableton Live users to read.

Contents

Main information

1.1	Plugin Overview	4
1.2	System Requirements	5
1.3	Installation Instructions	5

Devices

2.1	Master Pitch Pro	6
2.2	Master Pitch Pro (Track)	6
2.3	Master Pitch Pro (Device)	7
2.4	Master Pitch Pro (Map)	7

Additional Info

3.1	Presets for MIDI	8
3.2	Presets for Audio	8

Main information

1.1 Plugin Overview

Master Pitch Pro allows you to globally transpose MIDI and audio within your project. MIDI transposition is done by transposing notes in the effects chain of MIDI tracks. Audio transposition is done using some native Live devices or third-party plugins.

Master Pitch Pro allows you to globally control the following Live devices for audio transposition:

- Auto Shift.
- Pitch Hack.
- Shifter.

It can also be used with third-party plugins such as:

- Apple AUPitch.
- Kilohearts Pitch Shifter.
- Devious Machines Pitch Monster.

Other third party plugins can be used, although depending on the range of values they use, the adjustment may not be perfect. Any plugin that uses a transposition range between -12/+12 or -24/+24 should work without problems. For plugins with different ranges it is possible to adjust the Min and Max controls to make it fit, although this is not guaranteed to work.

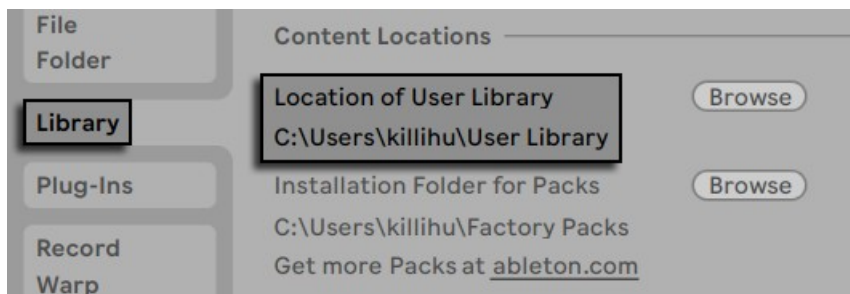
1.2 System Requirements

- Live Version: 12 with Max for Live
- Operating System: Windows, Mac

1.3 Installation Instructions

Unzip the ZIP file and copy the plugin amxd file to your User Library folder. There are two ways to find where your User Library is located:

Go to Preferences – Library – Location of User Library



Or [right-click] on the User Library in the Browser – Show in Explorer



Devices

2.1 Master Pitch Pro



This is the master device that controls the other devices. It sends the transposition value that the other devices (Track, Device and Map) will use. It can be placed on any track, although it is most convenient to place it on the Main track. It can be displayed in a floating window using the Float button (which can be mapped)

The transposition range is from -24 semitones to +24 semitones. It can be adjusted with the knob (which can be mapped) or via the -/+ buttons. Every time one of the devices (Track, Device and Map) is inserted into the project, it receives the transposition value set on the Master Pitch Pro device automatically. If for some reason the value is not received correctly, you can use the Resend button to send it again.

2.2 Master Pitch Pro (Track)



This device transposes MIDI notes that pass through it. It is designed for use on MIDI tracks. The most common place of use is at the beginning of the track's effects chain.

For use in Drum Racks, an instance of the device must be placed in each of the rack's chains.

The Offset control offers the possibility of an extra transposition. This is not necessary on MIDI tracks as the Pitch device included in Live can be used for this. But since audio transposing devices have this control, it is also included in this device.

2.3 Master Pitch Pro (Device)



This device is designed to control the following Live devices: Auto Shift, Pitch Hack and Shifter. Inserting it before one of those three devices will automatically link it.

For Auto Shift it links to the Pitch control. For Pitch Hack it links to the Interval control. For Shifter it links to the Coarse control.

The Link button is only needed to link devices in the following cases:

- If you insert Master Pitch Pro (Device) first and then one of the three devices mentioned above.

- If you change the position of Master Pitch Pro (Device) in the project to control a different device than the one currently linked.

2.4 Master Pitch Pro (Map)



This device is designed to control AU/VST plugins. Such as AUPitch or Kilohearts Pitch Shifter.

Use the Map button on the device to control the Pitch parameter of AU/VST plugins. This will apply global transposition to the plugins.

For some AU/VST plugins with ranges other than -24/+24, it is possible to use the Min and Max controls on the device to adjust the transposition range. For example for Devious Machines Pitch Monster the Min control should be set to 33% to properly control the plugin's transposition.

Note that mapping only works for parameters with values between 0 and 1, as is the case with AU/VST plugins. So it does not work for controlling parameters of Live's native devices that have a range greater than 1.

2.5 Master Pitch Pro (MPE)



This device works the same as "Master Pitch Pro (Track)." The only difference is that it allows MPE messages to pass through it. Therefore, it can be used on tracks where there is an instrument that accepts MPE messages.

The Offset control works the same way as on other devices.

Additional Info

3.1 Presets for MIDI

You can insert Master Pitch Pro (Track) into an empty MIDI track, right-click the track name and select Save as Default MIDI Track. This way each new MIDI track will be ready to receive the global transposition.

3.2 Presets for Audio

If you often work with audio transposition, you can group Master Pitch Pro (Device) or Master Pitch Pro (Map) together with the controlled device within a rack. You can then save a rack preset for future use.