Manual MkII / MkIII



V2.26

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Important Safety Instructions



CAUTION

RISK OF ELECTRIC SHOCK DO NOT OPEN



WARNING : TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, DO NOT REMOVE SCREWS NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

WARNING : TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, DO NOT EXPOSE THE APPLIANCE TO RAIN OR MOISTURE.



The lightning symbol within a triangle means "electrical caution!" It indicates the presence of information about operating voltage and potential risks of electrical shock.



The exclamation point within a triangle means "caution!" Please read the information next to all caution signs..

CE

Loop4live :



• Read these instructions.
• Keep these instructions.
• Heed all warnings.
• Follow all instructions.
• Do not use this apparatus near water.
• Clean only with dry cloth.
• Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
• Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
• This apparatus shall be connected to a MAINS socket outlet with a protective earthing connection.
• Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
• Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
• Only use attachments/accessories specified by the manufacturer.
• Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.
• Unplug this apparatus during lightning storms or when unused for long periods of time.
• Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is dam-aged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
• The apparatus shall not be exposed to dripping or splashing and that no objects filled with liquids, such as vases, shall be placed on the apparatus.
• WARNING: To reduce the risk of fire or electric shock do not expose this apparatus to rain or moisture.
• The appliance coupler is used as the disconnect device, the disconnect device shall remain readily operable.
• Connect only to USB type 1.1, 2.0 or 3.0.
• Prolonged listening at high volume levels may cause irreparable hearing loss and/or damage. Always be sure to practice "safe listening."
• Service is required when the apparatus has been damaged in any way, such as:
    • power-supply cord or plug is damaged.
    • liquid has been spilled or objects have fallen into the apparatus.
    • the unit has been exposed to rain or moisture.
    • the unit is dropped or the enclosure is damaged.
    • the unit does not operate normally or changes in performance in a significant way.

1. Introduction

Thanks a lot! We hope you will find all you need in this manual. If not, we will be happy to answer any question on contact@loop4live.com.

Loop4Live need a few configurations on Ableton Live® to make it works. But don't worry, it is really simple and well explained in this manual.

2. Keep in mind

- You will need a computer and Ableton Live® 9.6 or higher! Loop4Live has not been tested on with prior version.
- Set the default launch mode to Toggle in the Ableton preferences (see 6B. Configuring Ableton Live).
- One line of the clip grid represents a song (or a part of a song).
- For Ableton versions 9 and 10: Always include the BPM in scene names! For versions 11 and 12, there is a dedicated slot for the tempo.
- Tags can be added to scene and clip names to automate certain actions, such as changing scenes without having to use the navigation buttons or launch next scene when pressing down button. These tags are described in paragraph 10A.4. The tags
- Tutorial videos are available on our youtube channel: https://www.youtube.com/@loop4live303
- You will need an audio interface to be able to record samples.
- If playing with a band, drummer has to play with a headphone to be in rhythm with computer samples.

3. Configuration

Several behaviors of Ableton Live are editable via the Loop4Live max for live configuration device or the Loop4Live configuration file. If unwanted behaviors are encountered (like the reset track offset when navigating in scenes for example), refer to 6D. Loop4Live configuration in Ableton Live to see if some parameters can be modified. If you have a wish that is not supported, feel free to contact us at contact@loop4live.com.

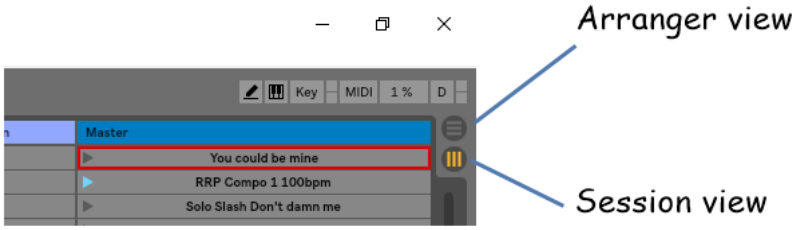
4. Hardware set-up

Connect your Loop4Live to an available USB port on your Mac or PC using the supplied USB cable.

If you want to record, plug your setting to the audio input of your computer. Ableton Live® audio setup is explained below.

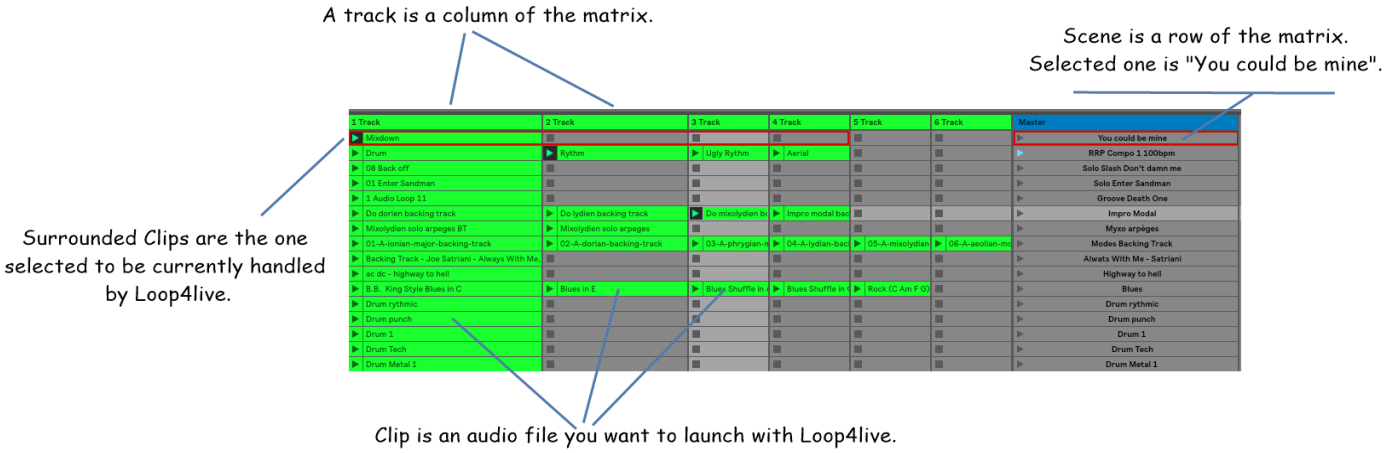
5. Product overview: Ableton Live

Ableton Live® offers 2 views: Session view and Arranger view. To change view, use button as below (default view is Session View):



5A. « Session » view

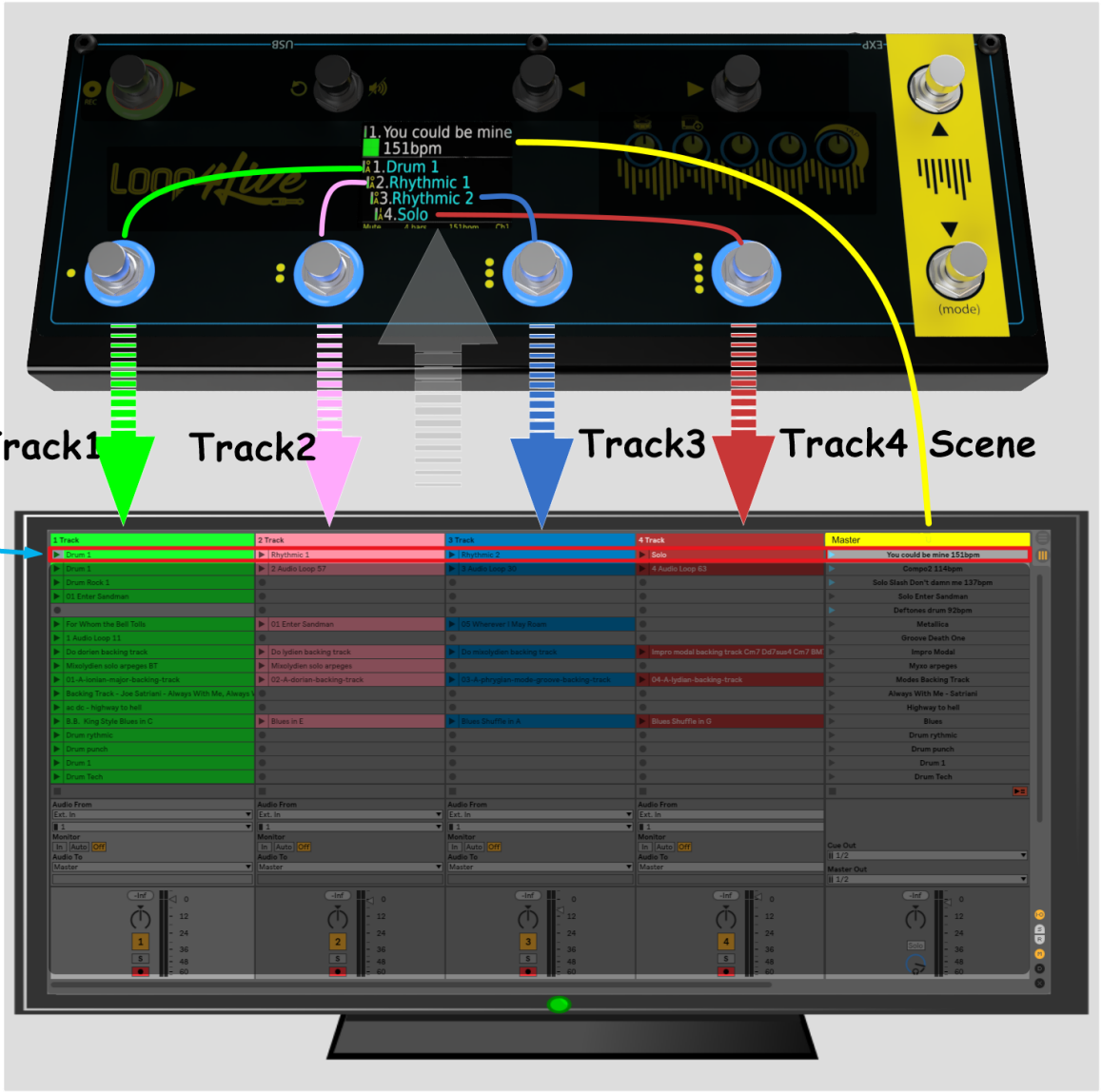
Session View is a grid that consists of **clips**, **tracks** (columns) and **scenes** (rows).



Clips are samples like mp3, midi notes or audio record.
Tracks represent virtual instruments or audio tracks. You can assign different audio input and audio output for a track. With Loop4Live, we will (in a first time) only use the same audio input for all tracks.
Scenes are rows of clips and represent a song or a part of a song (verse, chorus, solo …).
Loop4Live offers capabilities to:

- start/stop/record clips without access to the computer.
- navigate into this grid to select clips you want to handle with Loop4Live buttons left/right and up/down.

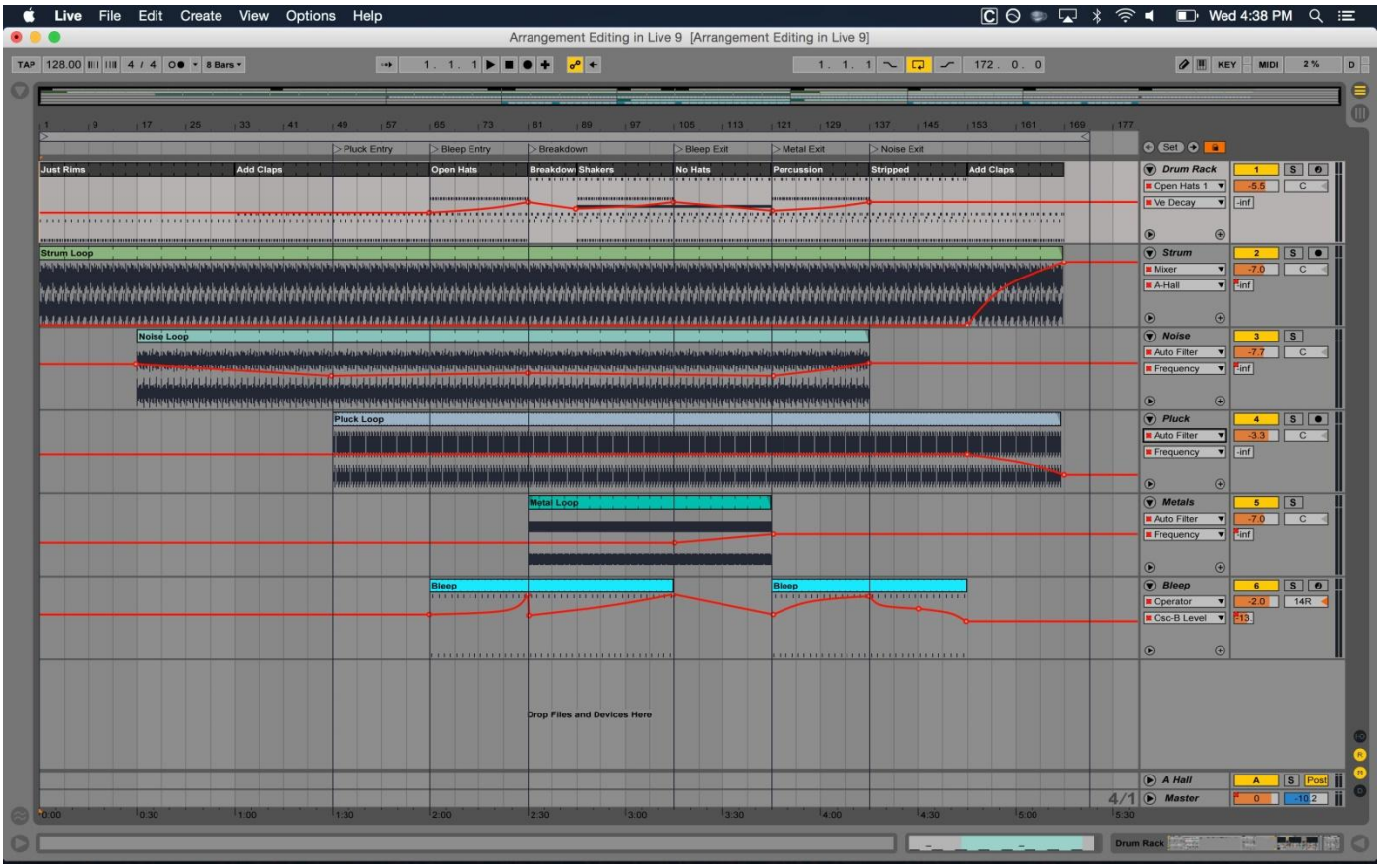
Information displayed on Loop4Live screen is the one present in the red frame on Ableton Live® (current selected clips and scene). Red frame move using Loop4Live navigation buttons.



The 4 bottom left switches control the 4 selected clips (in red frame). In the example above, Loop4Live is controlling the first scene (first row). The bottom left switch is controlling clip “Drum 1”, the second bottom left switch is controlling clip “Rhythmic 1”, the third bottom left switch is conInformation of the 4 selected clips is displayed on Loop4Live screen + selected scene. Scene and tracks number are also displayed as tempo and recording loop length (see later in this manual for this feature). Ring leds around the 4 bottom left switches indicate state of the 4 selected clips (**blue full**: not playing, **blue full + red blinking:** playing, **red full**: recording, **Off**: no clip).

1A. « Arranger » view

This view allows you to make recordings and arrangements dedicated to a specific song. It is totally un-correlated from the Session view. We recommend having separate projects to work between the different views in Ableton Live.



Each track is dedicated to an instrument. Contrary to the "Session" view, there is almost no notion of “loop”. This loop notion will only be used to allow the recording of several takes on the same part of the song, then you can choose which recording is the best. We will discuss these aspects in part 10B. Launching a record of this manual.

In “Arranger” mode, Loop4Live will allow you to start recording the armed track from the loop start position using the 7A.4. Full Start Stop Button when Loop4Live mode is in "Record" mode (red led of the above-mentioned button in red): other buttons are not used in “Arranger” view (even if they still control the hidden “Session” view)
In “Arranger” mode, Loop4Live’s display is no more used: information displayed is still the “Session view” one.

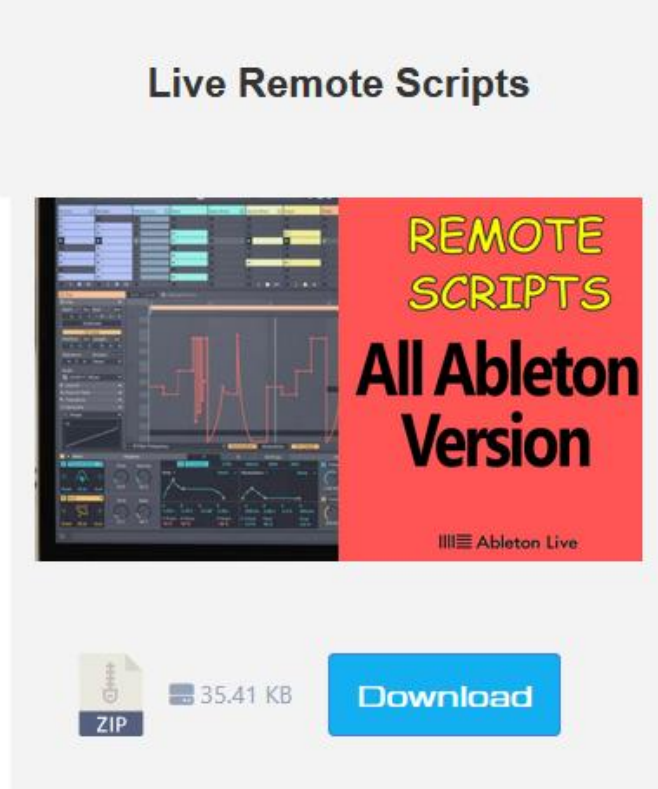
> ***Tip:*** You can copy clips from the session view to the arrangement view!

6. Ableton Live Configuration

A tutorial video is available on youtube : https://youtu.be/15gFHtVKbGo

6A. *Remote scripts installation*

Ableton Live® requires some configuration to work with Loop4Live. You'll need to download the Loop4Live scripts from https://www.loop4live.com/downloads/ :



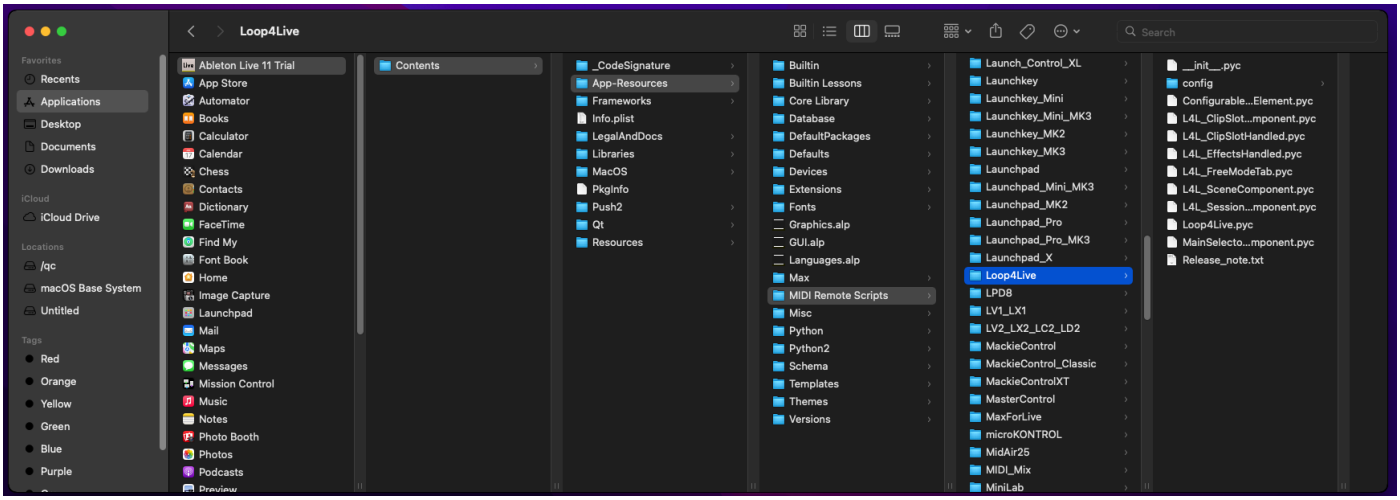
Uncompress the downloaded archive, and you'll get a folder called “Loop4Live”. Place this folder in the “MIDI Remote scripts” folder, which is stored in the Live® preferences folder (depending on the Windows/Mac operating system):

Warning: *These folders are hidden by default. Here's how to access hidden folders.*

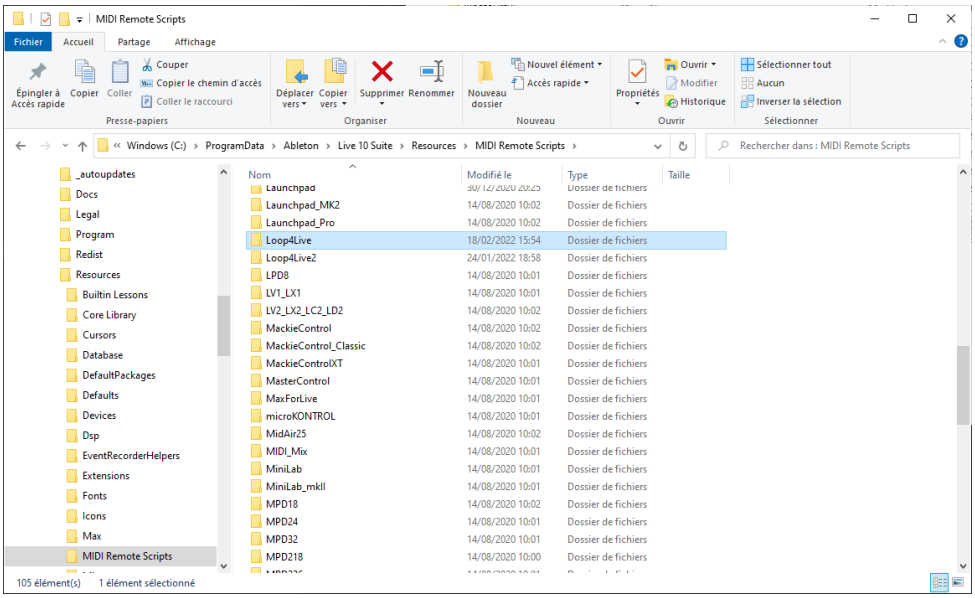
Change *Live x.x.x in the path to your Live’s version.*

Change <Drive:> with your real drive (typically C:\)

- **On Mac:**
  The Remote Script folder is located inside the Ableton Live application bundle. To access it, locate the Live application in Finder, right click on it and select "Show Package Contents" in the appearing context menu. Then navigate to: /Contents/App-Resources/MIDI Remote Scripts/



- **On Windows Vista, Windows 7, Windows 8+, Windows 10, 11:**
  <Drive:>\ProgramData\Ableton\Live x.x.x\Resources\MIDI Remote Scripts\



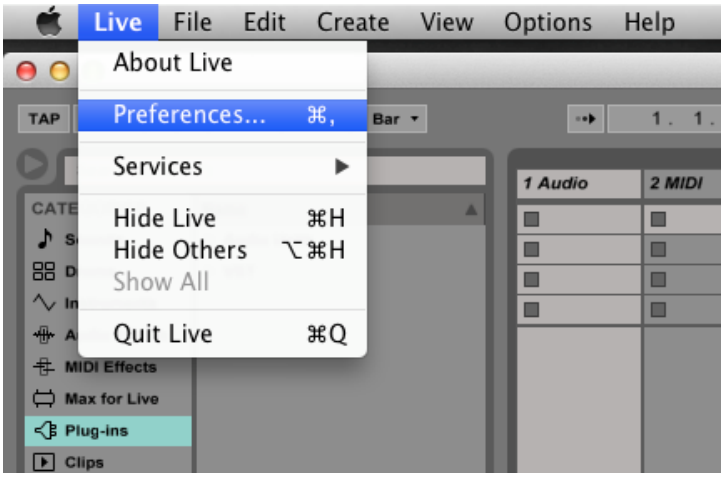
Relaunch Ableton Live® and the remote scripts named “Loop4Live” will be available in “Link MIDI” preferences section (see below).

- **On Windows XP**
  <Drive:>\Documents and Settings\All Users\Application Data\Ableton\Live x.x\Resources\MIDI Remote Scripts

6B. Configuring Ableton Live

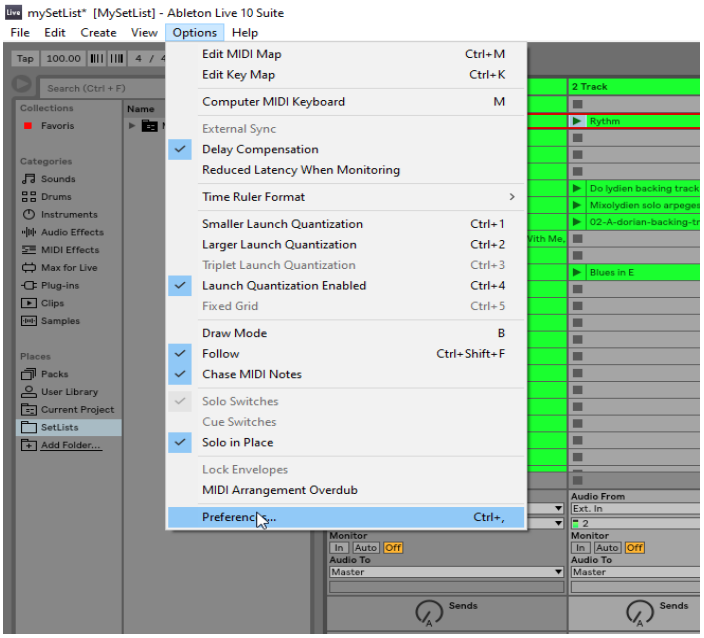
- **On Mac**:

Go to “Live” menu and choose “Preferences”:

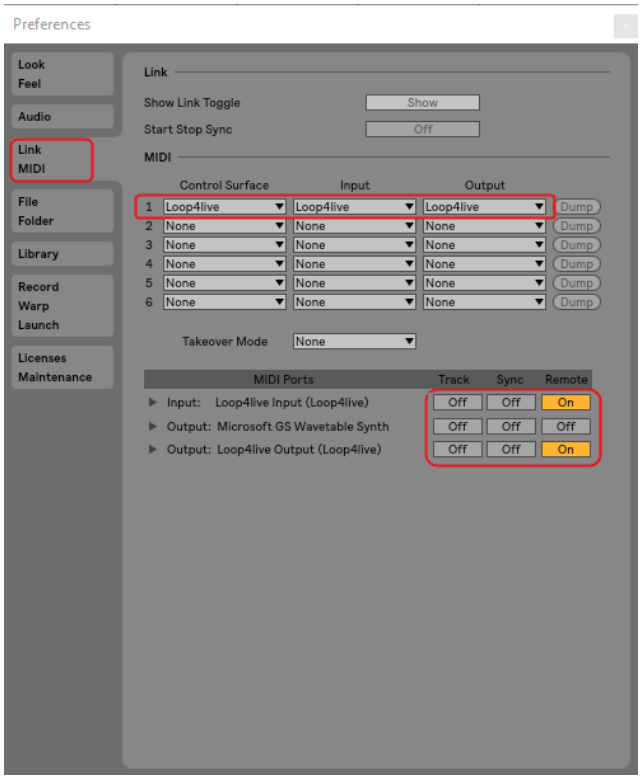


- **On Windows**:

Go to “Options” menu and choose “Preferences”:

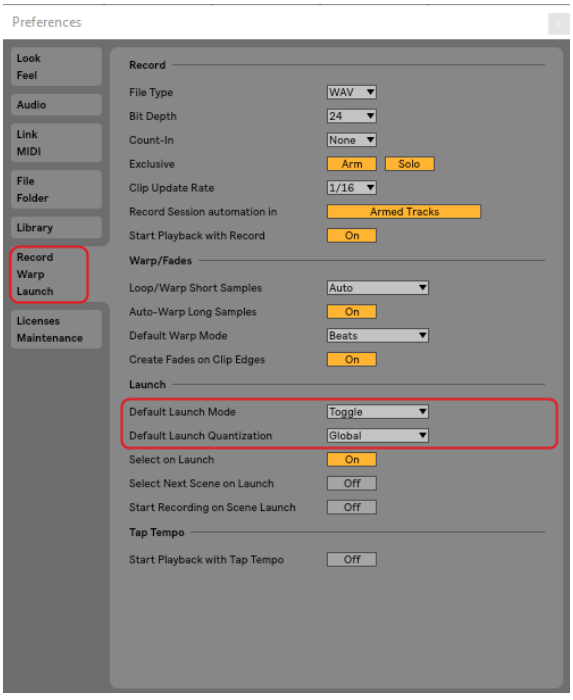


It will open this window:



Select “Link MIDI” tab (as show above). In “Link MIDI” section, select Loop4Live as your “Control Surface”. Select both Input and Output as Loop4Live. In “MIDI Ports” section, toggle Loop4Live Track to “Off” (we do not want the midi notes of the pedalboard to be recordable on a track) and Remote properties to “On” (as shown above).

Last major settings are “Default Launch Mode” and “Default Launch Quantization” in “Record Warp Launch” section of properties:



Set respectively “Default Launch Mode” and “Default Launch Quantization” properties to “Toggle” and “Global” (as shown above). “Default Launch Mode” change behavior of the footswitch actions, “Default Launch Quantization” change audio synchronization (don't change it if you don't know what it does).

If you have pre-existing clips, their launch mode may not be set to "Toggle". For each clip that already exists in the Live set, select it with the mouse and check that the "Launch mode" property is set to "Toggle" as follows:



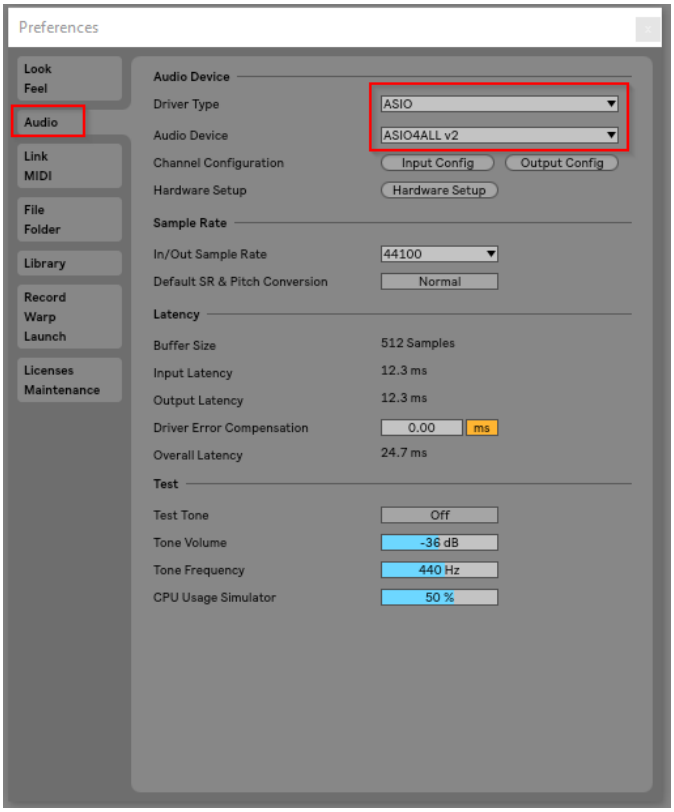
If you would like to record audio, go in next section to configure your input interface. Else you can go on.

That's it. You can now plug your Loop4Live footswitch (or unplug and plug it if it was already done) and enjoy :)

If you don't know Ableton Live®, you can learn main concepts in this manual and much deeper on https://help.ableton.com/hc/en-us.

6C. Configuring Audio Interface

Go to “Options” menu and choose “Preferences”, tab “Audio”:



Select your audio interface. If you are not using a dedicated audio interface on Windows®, we strongly recommend installing Asio4All drivers (available on http://www.asio4all.org/). It will reduce latency (time elapsed between your play and its output on speakers). In other case, you could have trouble if using an integrated audio interface (delay and bad noises).

You could then select your input and your output (speakers).

Note: *When Asio4All is used (when Ableton Live® is opened), other applications (like an internet browser like chrome or firefox) won’t be able to read music. It’s good to be known.*

Tips*: If you want to record a guitar and a bass (for example) at the same time, you could select 2 different inputs. Or you could also use the first voice of one track for the guitar and the other one for the bass. You could also use 2 Loop4Live ☺.*

6D. Loop4Live configuration in Ableton Live

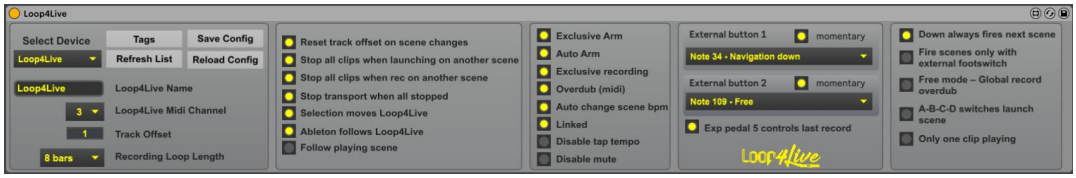
Important: *this paragraph is essential to adapt the interactions of the pedalboard with Ableton, so that it best matches your expectations.*

It's possible to customize the pedalboard's interaction with Ableton. We offer a range of parameters that can be modified to best suit your needs. If you're a new Loop4Live user, we invite you to test the pedalboard without touching the configuration: you'll be able to come back to this point once you've familiarized yourself with the pedalboard.

1. How to configure the Loop4Live

There are 3 ways to modify pedalboard parameters:

- If you have a max for live license (available with the “Suite” version of Ableton or as a subscription https://cycling74.com/shop/max): in this case, you can use the configuration plugin we offer, downloadable at https://www.loop4live.com/downloads.



How to use the plugin is explained in the following paragraph 2. CONFIGURATION VIA THE MAX FOR LIVE CONFIGURATION DEVICE

- If you don't have a max for live license: you can modify the configuration via our website. Then simply copy the file generated by the website into the Loop4Live directory: explanations for editing via the website are given below at 3. GENERATE THE CONFIGURATION FILE VIA THE WEBSITE



- If you are comfortable with computers, you can edit the configuration file manually: go to 10M.4. MANUAL EDITION OF THE L4L_CONFIG FILE for more information about this file (l4l_config file).

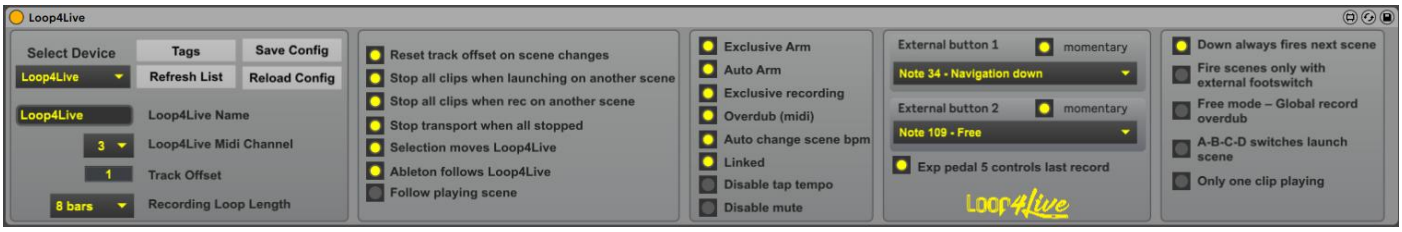
The various modifiable parameters are explained in section 4. DESCRIPTION OF THE LOOP4LIVE CONFIGURATION PARAMETERS.

2. Configuration via the max for live configuration device

The plugin is available at this address: https://www.loop4live.com/download/loop4live-max-device/. If you don't have Ableton Live Suite, you can find Max for Live as a license at https://cycling74.com/products/maxforlive.

Move the Loop4Live.amxd file contained in the downloaded archive to a track in Ableton. The Max for Live device will then be accessible by selecting the track where the device is dropped.

The plugin looks like this:



You'll be able to control all pedalboard configuration parameters. Select the Loop4Live device you wish to edit from the “Select Device” drop-down list, and modify the parameters as required.

The “Refresh List” button refreshes the list of pedalboards in the “Select Device” drop-down list.

When selecting from the “Select Device” drop-down list: all parameters are positioned according to their current value in the pedalboard's memory (they may differ between the saved and the current pedalboard configuration if you don't save the latter). If you wish to load the saved configuration into the configuration file, press the “Reload Config” button.

The “Reload Config” button reloads the last backup (l4l_config file) and the Loop4Live_effects.txt and free_mode_midi_map.txt files (corresponding to the effect mode and free mode configuration respectively). If you make a change to these files, you can press the “Reload Config” button to reload them: no need to restart Ableton for them to take effect.

2 minor points to note when changing the “Name” and “Track Offset” parameters:

- Changing the name implies refreshing the list of available devices via the “Refresh List” button to see the new name appear in the “Select Device” list.
- Changing the “Track offset” value requires a selection change in Ableton to be applied.

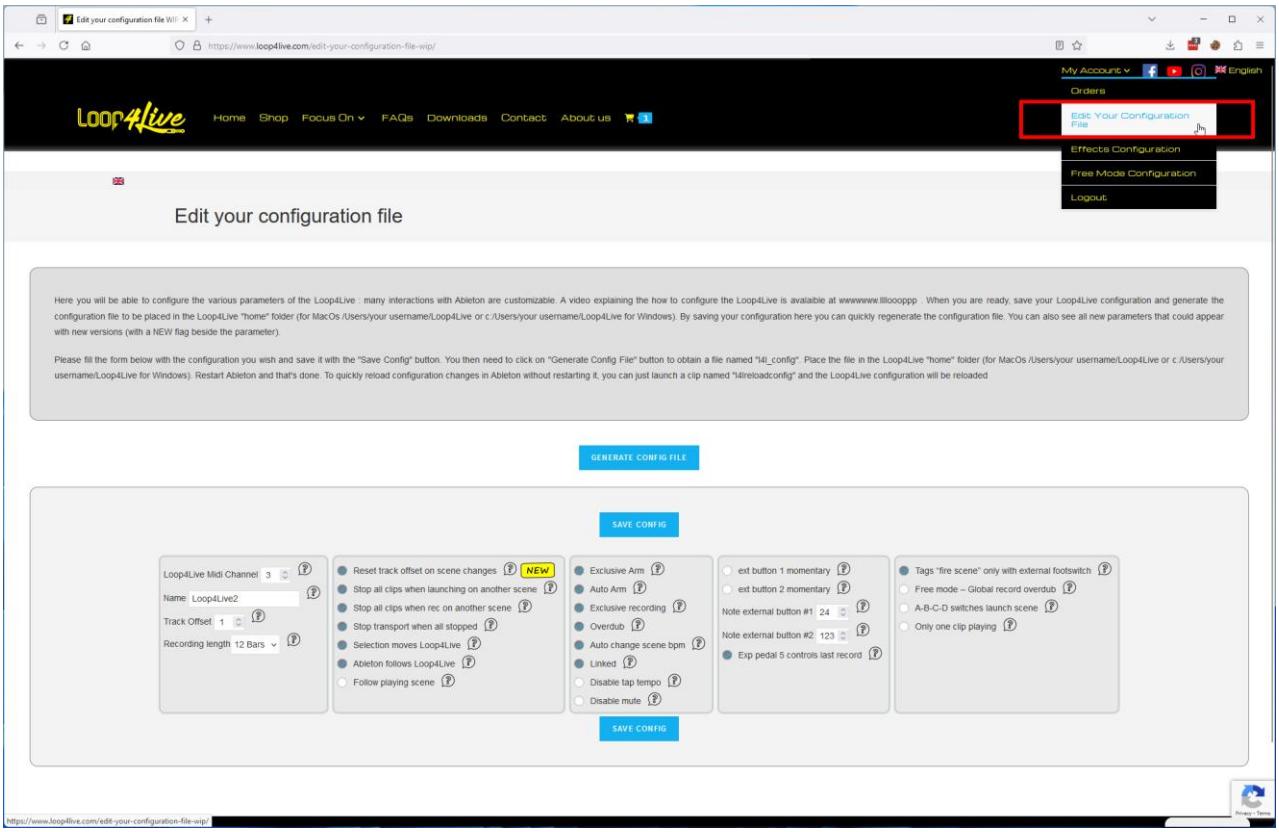
Remember to press the “Save Config” button so that the configuration is saved and becomes the default configuration when Ableton starts up (this will generate a l4l_config file in Loop4Live's “home” directory under /Users/your username/Loop4Live for MacOs and under c:/Users/your username/Loop4Live for Windows).

The “Tags” button opens the window for applying tags to scene names (see 10A.4. THE TAGS).

All parameters are explained in paragraph 4. DESCRIPTION OF THE LOOP4LIVE CONFIGURATION PARAMETERS.

3. Generate the configuration file via the website

If you do not have a max for live license (the Lite, Intro and Standard versions of Ableton do not include a Max license), we provide a dedicated page on www.loop4live.com to generate a configuration file. Log in to your account on the site (authentication is required to access the page). Then go to the page https://www.loop4live.com/edit-config-file/.
The page is also accessible via the "My Account" drop-down menu on the main page of the site in the "Edit your Configuration File" section.



By saving your configuration here, you can quickly generate the configuration file to place on your computer. You can also see any new settings that may appear with future versions (a NEW flag will appear next to the setting).
The resulting file should be placed in a specific folder on your computer. The l4l_config file should be placed in Loop4Live's “Home” folder:

- For MacOs /Users/your username*/Loop4Live (* replace “your username” with the real name of your MacOs user)
- For Windows c:/Users/your username*/Loop4Live (* replace “your username” with the real name of your Windows user)

Please fill in the form on the page with the desired configuration and save it using the “Save Config” button. You can then generate the l4l_config file with the “Generate File” button. Finally, place the resulting file in Loop4Live's “Home” folder (see path above). Restart Ableton or use the Max4Live plugin to reload the configuration, or use the tag 10A.4.3.11. CONFIGURATION RELOAD TAG L4LRELOADCONFIG

You can hover your mouse over the “?” to get a precise description of a parameter: these are exactly the same descriptions as in the manual).

4. Description of the Loop4Live configuration parameters

Here's the description of the various parameters that you can find in the max for live configuration device or the configuration web site page:

- **Loop4Live Midi Channel** (default 3): this is the midi channel used for communication between Ableton and Loop4Live. Value could be from 1 to 16. Take a dedicated channel for the Loop4Live if you are using other control surfaces.
- **Name** (default Loop4Live1): this is the name that will be displayed in the selection list when using the max for live plugins (Loop4Live configuration or display devices).
- **Track offset** (default 1): This parameter indicates the minimum track value that Loop4Live can select. The track selection will not move to track numbers lower than the value of this parameter. This parameter is mainly intended for use with multiple Loop4Live so that each pedalboard uses a specific part of the clip grid.
- **Recording loop length** (default 4 bars): this is the default length of a clip when recording. The clip being recorded will automatically stop when this length is reached.
- **Reset track offset on scene changes** (default ticked): When changing scene with up/down switch, selection in Ableton Live® (red frame) will be automatically reset to left position (first track selected by red frame will become first track of the clip matrix). If you do not want to reset selection track position, untick this parameter.
- **Stop all clips when launching on another scene** (default ticked): When launching to play a clip which is not in the current playing scene, all playing clips will be automatically stopped. If you do not want this behavior, untick this parameter. WARNING: Keep in mind that only one clip could be playing at a time in a given track (column).
- **Stop all clips when rec on another scene** (default ticked): When you start recording a clip that is not part of the scene being played, all other clips being played will stop. If you do not want this behavior, untick this parameter.
- **Stop transport when all stopped** (default ticked): When this parameter is ticked, the transport will be stopped when no more clips are playing. This means that the next clip will be launched immediately, as the transport has been reset at the first measure. If you are playing with the metronome (on headphones for the drummer for example), we recommend unticking this parameter. See section 8D.7. TRANSPORT SECTION for more information on how the transport works.
- **Selection moves Loop4Live** (default ticked): When this parameter is ticked, the footswitch selection will follow the selection made in Ableton with the mouse). If you don't want this behavior, untick this parameter. When using several Loop4Live not linked via the “Linked” parameter, this parameter is automatically not used by the pedals.
- **Ableton follows Loop4Live** (default ticked) : When ticked, pedalboard-triggered items (clips, tracks) will be highlighted and selected in Ableton. If you do not want this behavior, untick this parameter.
- **Follow playing scene** (default unticked): This parameter indicates whether the Loop4Live selection will follow the scene where clips are triggered (for example when using another control surface to launch clips).

- **Exclusive Arm** (default ticked): When this parameter is ticked, the arming of a track from the footswitch will be exclusive (the other tracks will be disarmed). When this parameter is unticked, the arming of a track from the footswitch will be inclusive (the arming of the other tracks will be unchanged).

- **Auto Arm** (default ticked): When this parameter is ticked, pressing one of the A-B-C-D buttons on a track that does not contain a clip will automatically arm the track before recording starts. By ticking this parameter, we no longer have the use of arming with a long press on the A-B-C-D buttons: the long press will then delete the clip corresponding to the button.

- **Exclusive recording** (default ticked): When this parameter is ticked, only one clip will be able to record at any given time. When you start recording on a slot while another clip is recording, the latter will stop recording and the clip will start playing while the first clip is recording. This makes it easy to chain recordings between 2 tracks. If you wish to record on several tracks simultaneously, untick this parameter. When using several Loop4Live, this parameter is automatically not used by the pedals.

- **Overdub** (default ticked): When this parameter is ticked, the end of a midi clip recording will switch to the overdub state. When unticked, no overdub will apply and the midi clip will switch to play status after the recording.

- **Auto change scene bpm** (default ticked): When ticked, the tempo or signatures changes on the song will update the tempo and signature of the selected scene properties (in scene name for Ableton Live 10 and 9, and in properties for Live upper than 10).

- **Linked** (default ticked): This parameter is effective when using several Loop4Live. It allows you to synchronize the scene selected by the pedalboards. Changing the scene on one footswitch will change the scene on the other footswitches. If you do not wish to synchronize the pedalboards, untick this parameter.

- **Disable tap tempo** (default unticked): When this parameter is ticked, the tap tempo button is disabled on the Loop4Live.

- **Disable mute** (default unticked): When ticked, this parameter allows the mute button to be deactivated on a single press (the long press is still operating).

- **External button 1 - momentary** (default unticked): This parameter indicates whether the first switch on an external footswitch is a temporary or latching switch. In the case of a temporary switch, tick this parameter. In the case of a latching switch, untick this parameter.

- **External button 1 - note** (MIDI note 32): This parameter controls the MIDI note sent by the first button of the external footswitch plugged into the Loop4Live via the “Ext SW” input. If this parameter is not specified, the default note sent will allow the scene launch (MIDI note 32). You can assign the notes used by the pedalboard to use a Loop4Live function (such as scene change) or an independent note to be midi mapped via Ableton. The function available and their correspondence with their midi note is explained at 10M.2. Correspondence between Notes/CCs and their functionality).

- **External button 2 - momentary** (default unticked): This parameter indicates whether the second switch on an external footswitch is a temporary or latching switch. In the case of a temporary switch, tick this parameter. In the case of a latching switch, untick this parameter.

  External button 2 - note (MIDI note 122): This parameter controls the MIDI note sent by the second button of the external footswitch plugged into the Loop4Live via the “Ext SW” input.. If this parameter is not specified, the default MIDI note will be 122. You can assign the notes used by the pedalboard to use

a Loop4Live function (such as scene change) or an independent note to be midi mapped via Ableton. The function available and their correspondence with their midi note is explained at 10M.2. CORRESPONDENCE BETWEEN NOTES/CCS AND THEIR FUNCTIONALITY).

- **Exp pedal 5 controls last record** (default ticked): This parameter allows you to assign the gain/volume change of the last recording to the expression pedal plugged into the Loop4Live via the “Exp5” input. This allows you to control the volume of the last recorded clip via this Expression Pedal without having to touch the rotary encoders. See Section 7F. THE EXPRESSION PEDALS for more details.

- **Down always fires next scene** (default unticked): With this parameter ticked, the scene down button will always launch the next scene and stand on it. This means you don't have to place the l4ldownfiresnextsc tag on all scenes if you want to always launch the next scene when stepping down scenes. You can ignore this setting for one scene by including the tag l4lignoredownfiresnextsc in its name. See section 10A.4. THE TAGS for an overview of how to use tags.

- **Fire scenes only with external footswitch** (default unticked): This parameter will influence the use of tags l4ldownfiresnextsc and l4lupfiresprevsc and the use of an external footswitch. The purpose of this parameter is to allow you to use the l4ldownfiresnextsc and l4lupfiresprevsc tags (which automatically launch the next or previous scene when you change scene) only when using an external footswitch. Using the Loop4Live's up and down buttons, you can navigate through scenes without automatic scene launch. In this way, you can have scene auto-launch with the external footswitch and still navigate scenes with Loop4Live without scene auto-launch. This parameter also applies to the “Down always fires next scene” parameter above. See section 10A.4. THE TAGS for an overview of how to use tags.

- **Free mode – Global record overdub** (default unticked): When the value of this parameter is set to 1, the global record button in free mode (top left, red led on) will activate the recording in overdub mode. WARNING: all armed tracks will be affected. Overdub is only possible on midi (non-audio) tracks.

- **A-B-C-D switches launch scene** (default unticked): When this parameter is ticked, all tracks switches (buttons A/B/C/D) will operate as button Full Start/Stop: all clips contained in the selected scene will be started or stopped. If you don't want this behavior, untick this parameter.

- **Only one clip playing** (default unticked): When this parameter is ticked, only one clip will be able to play (the other clips being played will all be stopped when another clip is launched, even if they are present in the same scene).

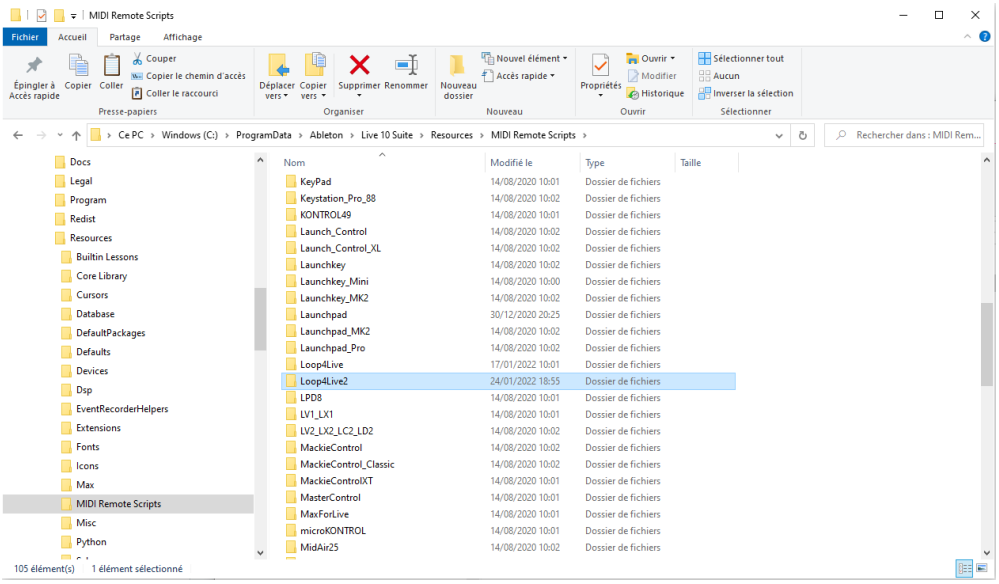
6E. Remote scripts update

New versions of Loop4Live Remote Scripts are released regularly (new features and bug fixes). We will send you an email each time a new update is available. These updates can be downloaded at https://www.loop4live.com/downloads. The way to update them is the same as for their installation (paragraph 6A. REMOTE SCRIPTS INSTALLATION) except that you will have to delete the Loop4Live directory already present to replace it by the new one.

6F. Configuring several Loop4Live

You can connect several Loop4Live on the same computer (1 for the guitarist, 1 for the bassist for example). Each Loop4Live will have its own selection rectangle in Ableton Live. To configure several Loop4Live with different settings for each, proceed as follows:

- You already have remote scripts installed (cf. 6A. REMOTE SCRIPTS INSTALLATION).
- Download following additional Remote scripts at : https://www.loop4live.com/download/?wpdmdl=8256
- Unzip the file and move the resulting Loop4LiveX directory to the remote scripts directory (cf. 6A. REMOTE SCRIPTS INSTALLATION).
- Duplicate this directory as many times as you have a Loop4Live to connect. Rename the Loop4LiveX folder by replacing the X by a number to easily find the pedalboard in the preferences (Example: Loop4Live2).



Each folder will have its own configuration file and each member will be able to customize it according to his wishes. You can set a minimum track number for one of the pedalboards that cannot be reached in order to separate the tracks that can be used by each pedalboard: see the "Track Offset" parameter in the configuration 6D.4. DESCRIPTION OF THE LOOP4LIVE CONFIGURATION PARAMETERS.

You can also link the selection of footswitches via the "Linked" parameter in the configuration : changing the scene on one footswitch will change the scene on the other footswitches.

Be careful to use different “Midi Channel” parameters for each Loop4Live else there will be conflicts.

When multiple footswitches are plugged but not linked (linked parameter untick in the configuration), the « **Selection moves Loop4Live** » parameter is automatically disabled so that launching a clip from one footswitch does not move the other footswitches to the selection.

In cases where several pedalboards are linked with the “Linked” parameter checked, you'll need to think about whether or not you want all the pedalboards to follow the selection made in Ableton and perhaps played on the “Selection move Loop4Live” parameter.

- Restart Ableton, plug in the second pedalboard and select it in the preferences next to the additional remote scripts you just copied and renamed. The second pedalboard will be named Loop4Live#2 in the drop-down list as follows :



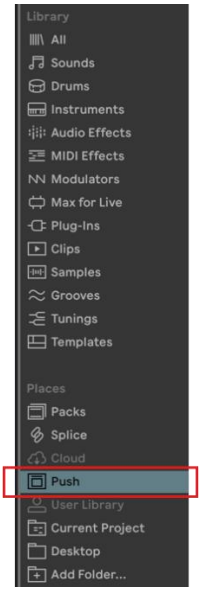
6G. Configure the Push 3 in standalone mode

Starting with version 2.4 of Push 3, you can use Loop4Live with it.

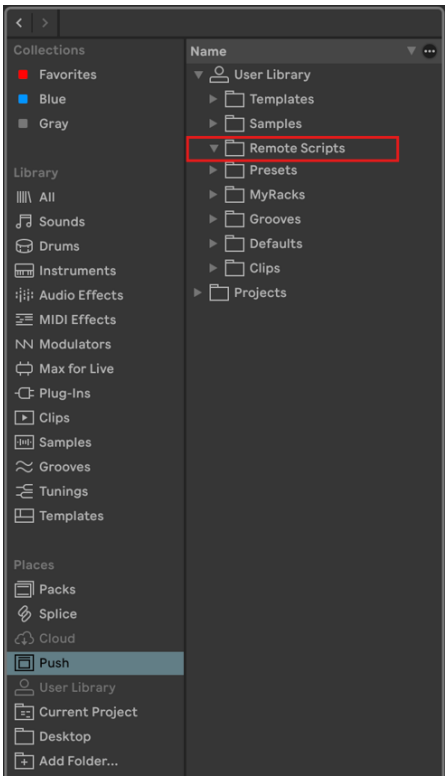
Prerequisites

- Make sure you have at least version 2.4 installed on your push
- Your Push is connected to the same wifi as your computer

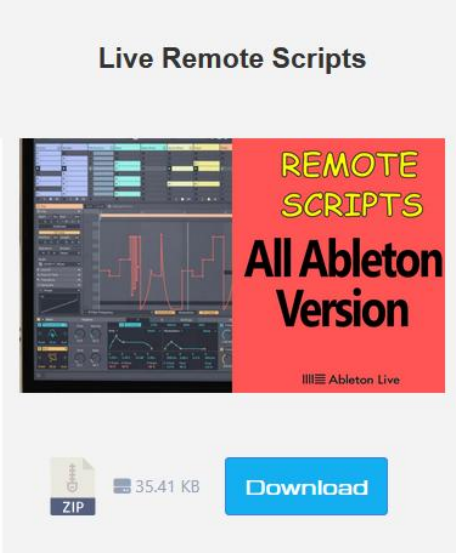
Connect your Push 3 to your computer in standalone mode and launch Ableton Live on your computer. You’ll then be able to access your Push from your computer in the “Places” section of Ableton:



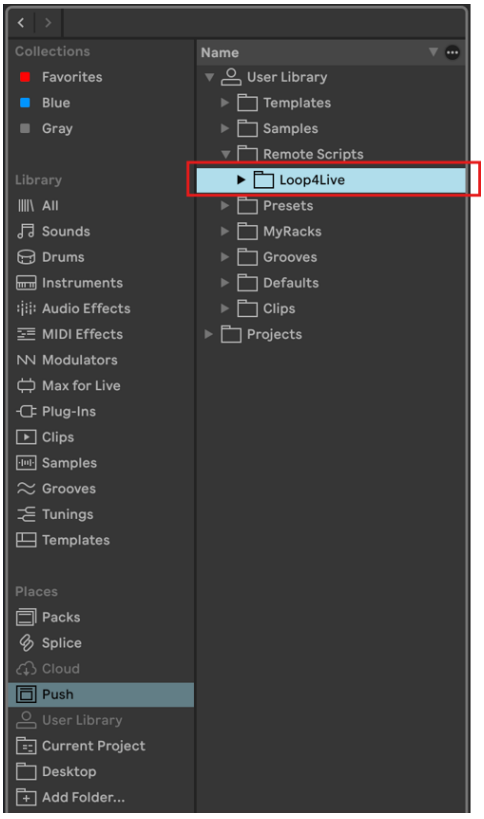
Create a folder named “Remote Scripts” in the “User Library” section of Push using the Ableton interface:



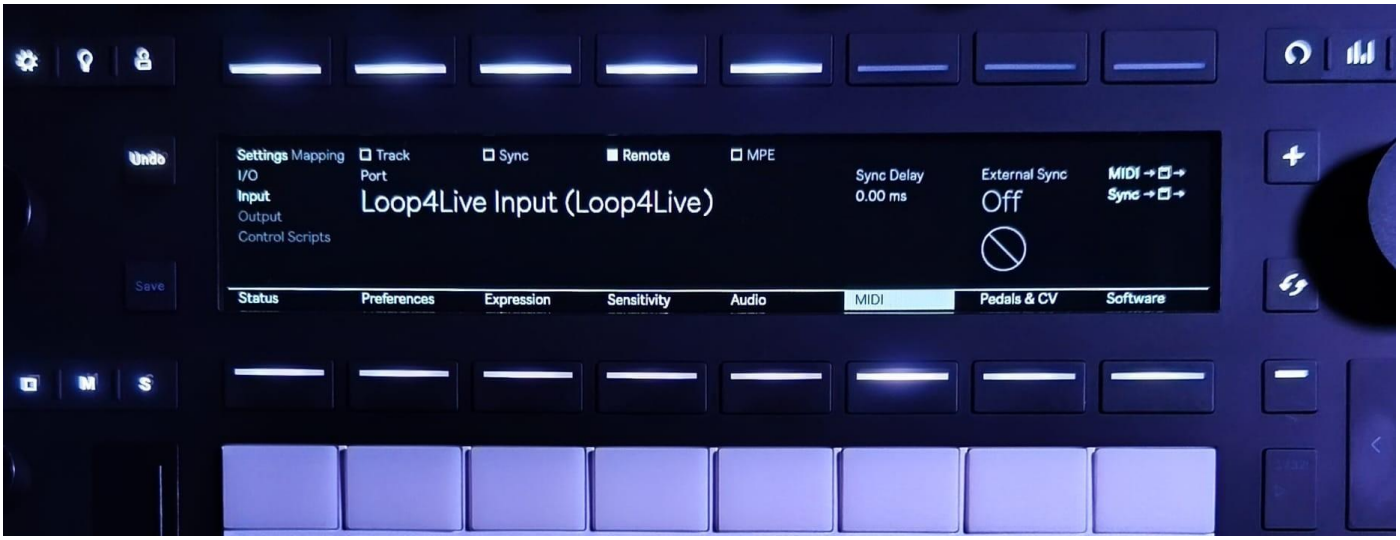
Download the Loop4Live scripts from https://www.loop4live.com/downloads/ :



Unzip the downloaded archive to create a folder named “Loop4Live.”
Place this Loop4Live folder in the Push’s remote scripts directory as follows:

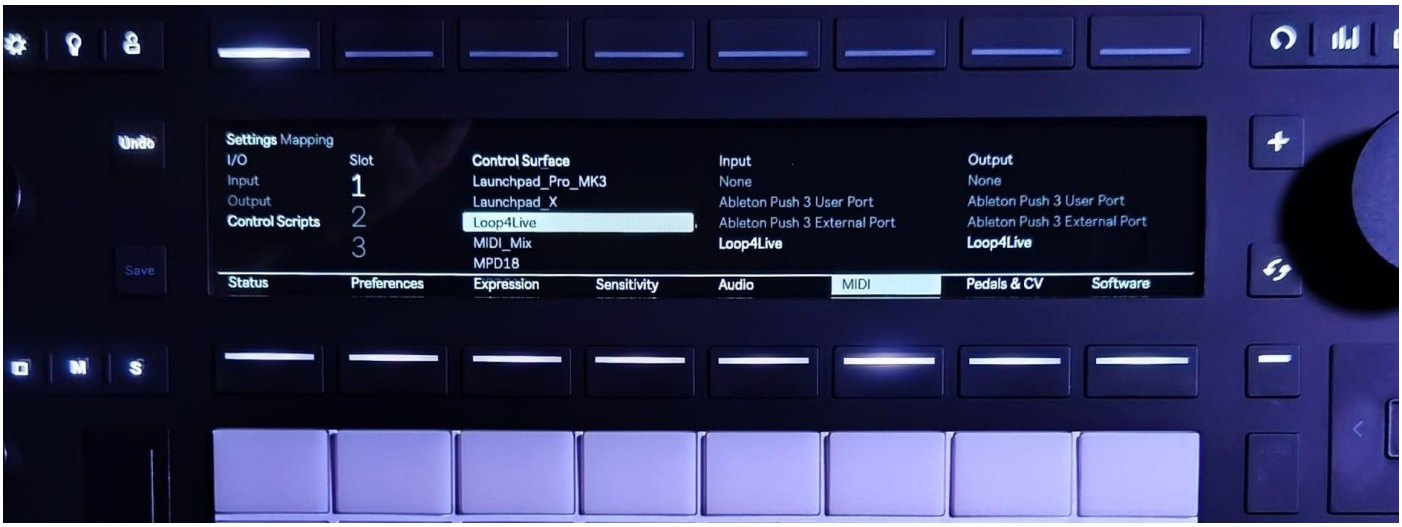


Restart your Push 3 in standalone mode, connect the Loop4Live to a USB port on the Push 3, and go to the “Setup” section and the “MIDI” tab:

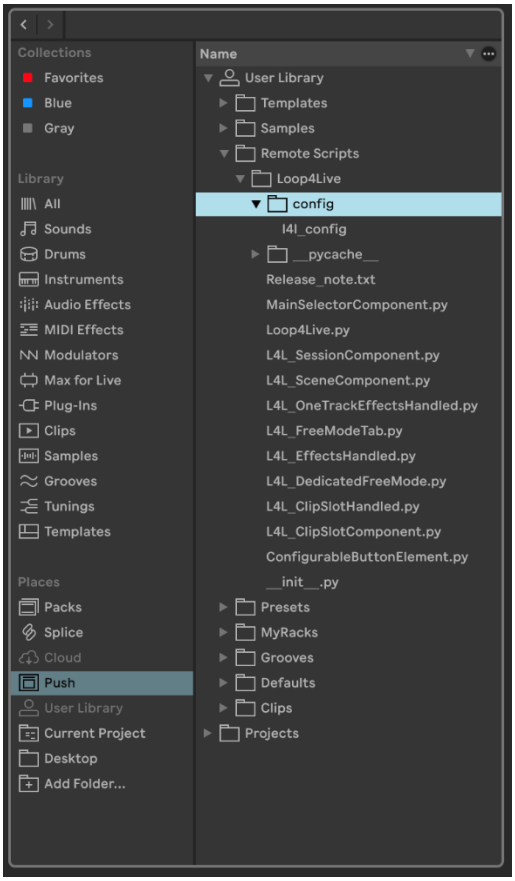


In the Input section, check the Remote box and uncheck Track and Sync. Do the same in the Output section.

In the “Control Scripts” section, select Loop4Live in the “Control Surface” column, and select Loop4Live as both the input and output as follows:



The Loop4Live is now ready for use, but you still need to configure it. We covered how to configure the pedalboard in section 6D.1. How to configure the Loop4Live. This process generates the l4l_config file, which contains the configuration settings, in the Loop4Live “home” directory (for macOS: /Users/your_username/Loop4Live; for Windows: C:/Users/your_username/Loop4Live).
We’ll need to copy this file to the Push 3. Either you’ve already configured your pedalboard for Ableton on your computer—in which case you simply need to copy the l4l_config file from your computer to the Push 3—or you’ll need to generate the file from our website (see 6D.3. Generate the configuration file via the website).
To copy the file to the Push 3, create a folder named “config” in the Loop4Live remote scripts folder on the Push 3 as follows, and place the l4l_config file there:



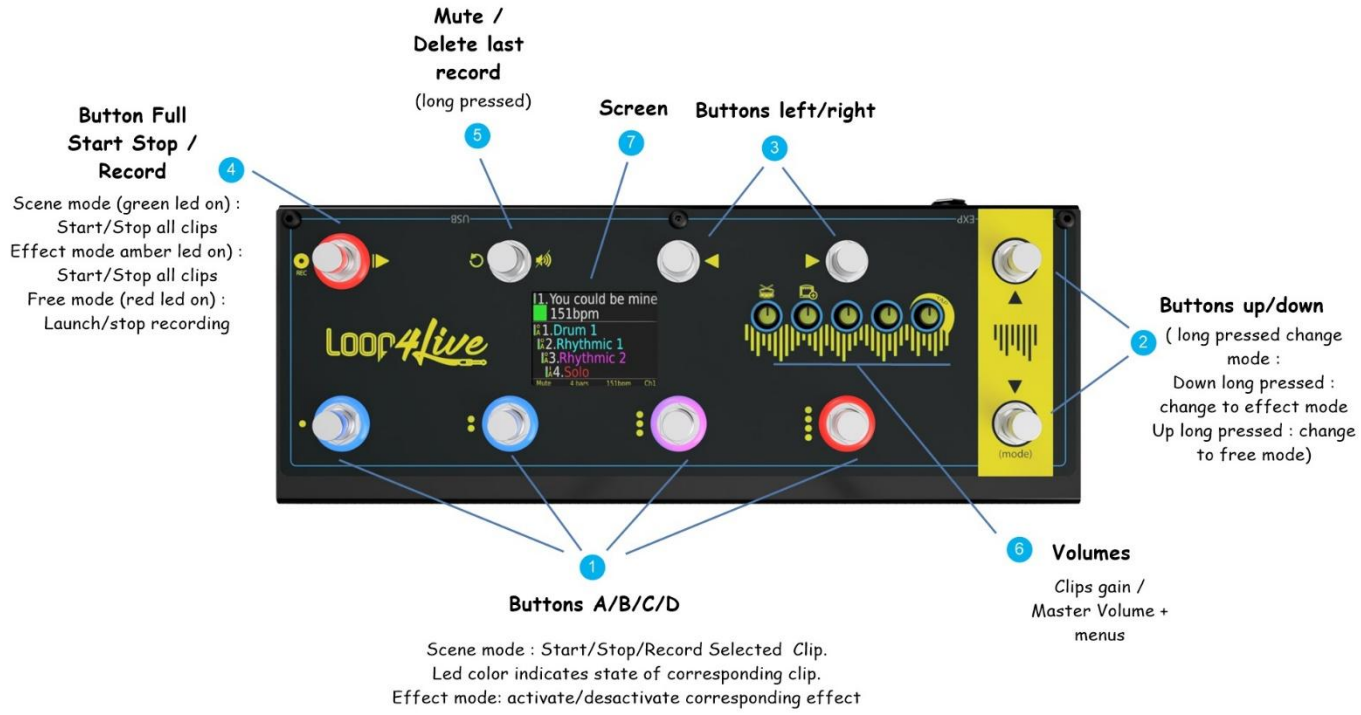
Finally, restart your Push 3 in standalone mode, and the pedalboard configuration will take effect.

7. Loop4Live presentation

No drivers are needed but you will have to configure Ableton Live®.

Loop4Live foot controller and Ableton Live® are fully synchronized in bidirectional ways. Doing an action on one side are transmitted to the other side (example: launching a clip from live will turn on the corresponding light on Loop4Live, changing clip name on Live® will refresh Loop4Live display, etc…).

Loop4Live is as follows:



The footswitch offers 3 modes that can be selected by holding down the 2-Up/Down buttons for more than a second:

- The scene mode (default mode) to start and stop clips/scenes.
- The effects mode to control the effects racks in Ableton Live with additional expression pedals. This mode is selectable by holding down the Down button (you return to Scene Mode by pressing the Down button again for more than a second).
- The free mode to change midi notes/CC send by the buttons and to control several functionalities such the looper plugin, the tracks monitor, etc... This mode is selectable by keeping the up button pressed (you return to the scene mode by pressing the up button again for more than a second).

Depending on the selected mode, the behavior of the buttons will change. The button functions shown below correspond to the Scene and Free modes. The effects mode has its own section (see 7C. The Effect Mode).

7A. The Scene mode

The scene mode allows you to control clips and scenes in Ableton. This is the default mode and the one that will be used the most. When this mode is active, the LED in the upper left corner is lit in green.



1. A-B-C-D Buttons– Start/ Stop/ Record clip

The 4 bottom left switches control clips contained in selection on Ableton Live®. This selection on Live® contains 4 clips: it is the surrounded red rectangle that you can see above. Switches ring leds on Loop4Live point status of corresponding clip on Live®:

- **Full Blue**: clip stopped.
- **Full Blue** and **blinked red (seems pink)**: clip is playing.
- **Full Red**: clip is recording (launching record is done with the switch n°4: scene/free mode).
- **Off**: no clip in the corresponding slot (this slot is free for recording, we will see that later).

1.1. A-B-C-D Buttons – Start / Stop / Record

Pushing a switch will start or stop corresponding clip:

- If clip is stopped, pushing switch will start it.
- Conversely, if clip is playing, clicking will stop it.
- If corresponding slot is empty, pushing switch will launch record in this slot (if the corresponding track is armed).

⚠ Be sure to set the “Default Launch Mode” parameter to “toggle” in Ableton's preferences, otherwise the clips will restart at the beginning instead of stopping when you press to stop them (see 6B. CONFIGURING ABLETON LIVE).

1.2. A-B-C-D Buttons – Arming / Deleting clip

Pressing a A-B-C-D button for more than one second can lead to 2 different actions depending on the 2 configuration parameters: “Auto Arm” and “Exclusive Arm” (see section 6D.4. DESCRIPTION OF THE LOOP4LIVE CONFIGURATION PARAMETERS).

- If the parameter “Auto Arm” is ticked in the configuration, a long press on these buttons will arm the selected track.

WARNING: The reverse is not true, it is not possible to disarm a track this way.

Arming can be either exclusive (other tracks will be disarmed) or inclusive (other tracks will remain armed). Refer to the possible configuration of the “Exclusive Arm” parameter.

WARNING: Pressing a button will launch the clip if the slot contains one. This is because we prefer the trigger action to be performed on button being pressed and not released.

- If the parameter “Auto Arm” is ticked, a long press on these buttons will delete the corresponding clip.

WARNING: Pressing a button will launch the clip if the slot contains one. This is because we prefer the trigger action to be performed on button being pressed and not released.

2. Up/Down Button

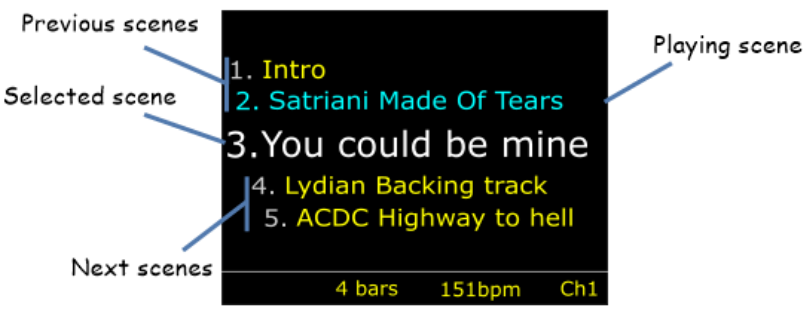
These 2 switches allow making Live selection goes up and down. In other words, they allow changing current scene (i.e. current row, scenes are the lines of the Live clips matrix).

Holding down one of these switches during more than 1 second will change Loop4Live mode (see section 4 for main explanations on scene/free mode) :

- Holding the Down Button for more than one second will switch the Footswitch to “Effects Mode”.
- Holding the Up Button for more than a second will switch the Pedalboard to "Free mode”.

Navigating across scenes will change Live selection and will refresh Loop4Live display with current scene and track names.

During navigation across scenes, Loop4Live will display previous and next scene during 2 seconds to have a more global view:



Loop4Live displays the 2 previous and next scenes, the current scene and the playing scene (in blue if any).

3. Left/Right Button

These 2 switches allow making Live selection go left and right. In other words, they allow changing selected tracks (and clips but still in the same scene). Tracks are the columns of the Live clips matrix.

Navigating across tracks will change Live selection and will refresh Loop4Live display with current clips name and properties.

4. Full Start Stop Button

In scene mode, the switch allows to:

- Start all clip of selected scene if no one are playing in this scene. All playing clips in other scenes will be stopped.
- Stop all clip if at least one clip is playing in the current scene. Else, it will start all clips of selected scene.

5. Mute / Delete

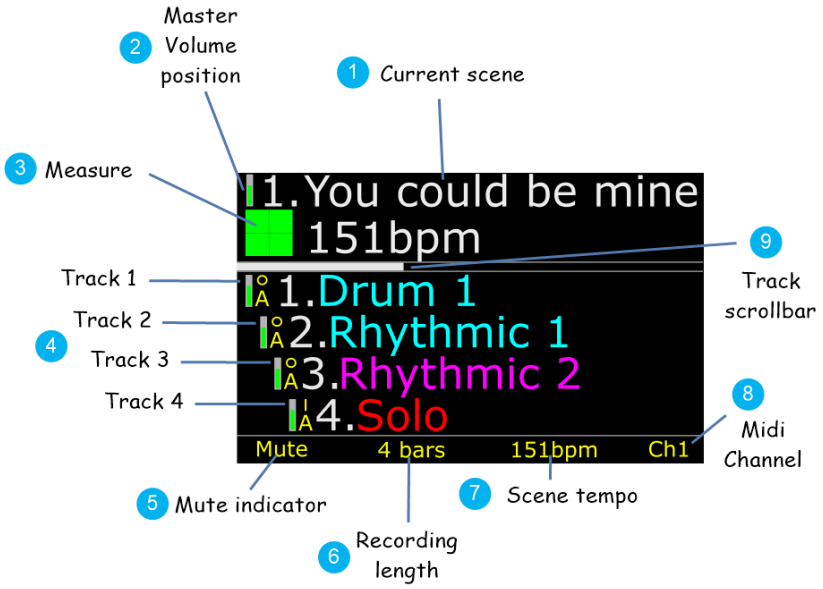
This switch allows to mute/unmute all tracks. If at least one track is not muted, a click will mute all tracks. If no tracks are muted, a click will mute all tracks.

Holding down this switch during more than 1 second will delete the last recorded clip.

6. Screen

Loop4Live screen displays information about selected scene, tracks and clips. It indicates your position in the clip matrix.

The screen is as follows:



6.1. Screen: Current scene

It is the current selected scene on Ableton Live®. Adding BPM (beat per minute) in a scene name will automatically adjust tempo during clip launch. Current scene is preceded by its number in the grid.

6.2. Screen: Master volume position

Display current master volume value. This value could be modified with the corresponding rotary encoder (see section 6).

6.3. Screen: Measure position

The green squares displays current beat in measure: 1 square = beat n°1, 2 squares = beat n°2, 3 squares = beat n°3, 4 squares = beat n°4. It's a useful information to know when launching an action (play or record).

6.4. Screen: Tracks properties

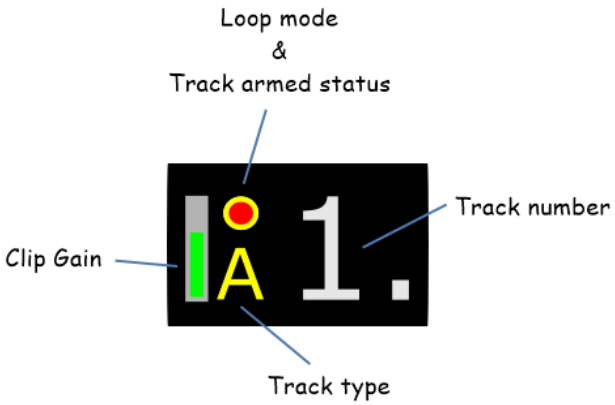
This area displays the 4 selected clips properties:

- Clip name: color of clip name indicates its status:
  - Blue: stopped
  - Pink: playing

- Red: recording

Clip name is preceded by the track number. When navigating right or left in the clip grid, offset will change.

- Clips properties:
  - Clip name is preceded by theirs properties as follows:



  - Clip gain: Indicate volume of the clip. This value could be modified with the corresponding rotary encoder (see section 6).
  - Loop mode:
    - I: it's a one shot clip. This clip won't loop and will be stopped at its end.
    - O: it's a loop clip. It will play indefinitely until stopped by an order.
  - Track armed status:
    - Red circle is present: Track is armed.
    - No red circle: Track is not armed (meaning it could not record)
  - Track type:
    - A: it's an audio track.
    - M: it's a midi track.
    - <empty>: there is no track available on this offset.
- Mute property:
  If this track is muted, symbol  will be displayed before track number

6.5. Screen: Global Mute indicator

Mute is displayed if at least one track is muted.

6.6. Screen: Recording length

Display configured recording length. Possible values are: 1 beat , 2 beats, 1 bar, 2 bars, 4 bars, 8 bars, 16 bars, 32 bars, infinite, 12 bars, 24 bars. This setting will fix clip length during recording: when length will be reached, clip will automatically stop recording.
The default recording length used at Live startup can be changed (see section 6D.4. DESCRIPTION OF THE LOOP4LIVE CONFIGURATION PARAMETERS).

6.7. Screen: Scene tempo

Display current song tempo.

6.8. Screen: Track scroll bar

The track scroll bar helps to know your horizontal position in the clip grid. The width of the scroll bar is computed according to the clips present on the line and not according to the number of tracks present.

7B. The Free Mode

The free mode allows you to assign specific MIDI and CC notes to the Loop4Live switches. By default, the values assigned are the same as in Scene mode, except for the Start Stop Full button. In Free Mode, the light ring at the top left lights up red.



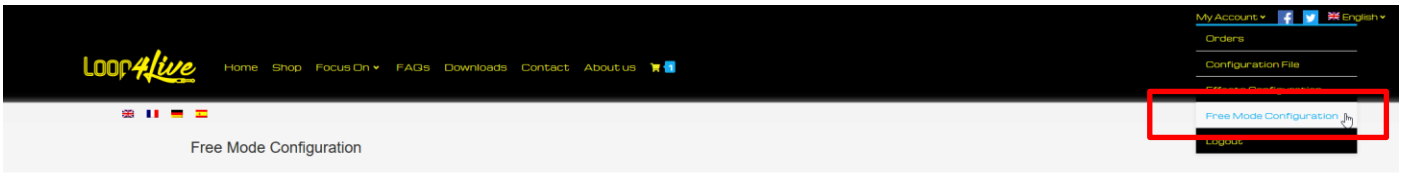
The purpose of free mode is to allow you to control Ableton functions that are not available in scene mode. For example, you'll be able to control the Looper plugin, track monitoring and visual status feedback via the pedalboard LEDs. If, however, a feature you're interested in isn't present, you can always midi map the button to the Ableton controller: in this case, there will be no visual feedback via the footswitch LEDs, which will remain unlit.

A tutorial video on the free mode is available at https://youtu.be/TC3-tjAeLaY

1. Free mode: Configuration of MIDI notes and CCs assigned to the pedalboard

The configuration of the MIDI Notes and CCs assigned to the pedalboard is done using the free_mode_midi_map.txt file to be placed in the Loop4Live's "Home" directory (for MacOs /Users/your username/Loop4Live, for Windows c:/Users/your username/Loop4Live).

You can generate a new file via the website. To do this, go to www.loop4live.com , log in and navigate to "Free mode configuration" as shown below:



You will then have access to this configuration page:



All explanations on how to configure free mode are given on this page. You can hover over the "Loop4Live Mappings" button on the right of the page to reveal the notes/CCs assigned to the scene mode function and the notes/CCs that are forbidden. You can use these notes/CCs in free mode to reuse scene mode functions: make sure the free mode button has the same midi channel as the pedalboard (see the “Midi channel” parameter in section 6D.4. DESCRIPTION OF THE LOOP4LIVE CONFIGURATION PARAMETERS).

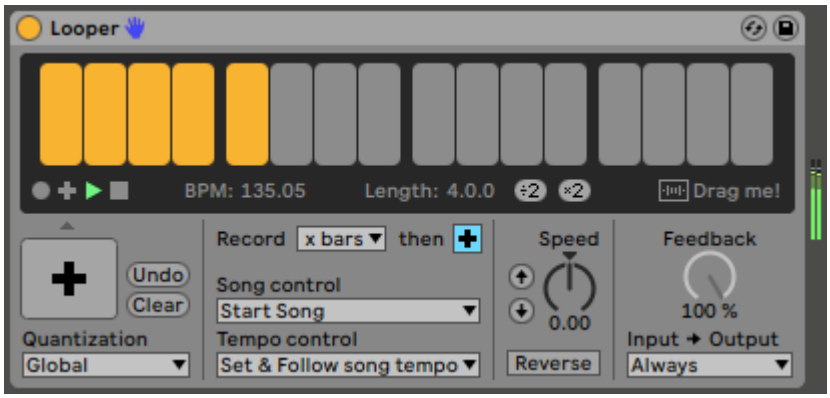
If you wish to generate the free mode configuration file manually, go to 10M.5.

DESCRIPTION OF THE FREE_MODE_MIDI_MAP.txt file for more information.

2. Free mode: Control of Ableton's looper plugin (MkIII only)

Video tutorial: https://youtu.be/IZOtSQPMoQs

With the MkIII version of the pedalboard, it is possible to control Ableton's looper plugin via the pedalboard's free mode. Ableton version 12.1 or higher is required to use certain features.



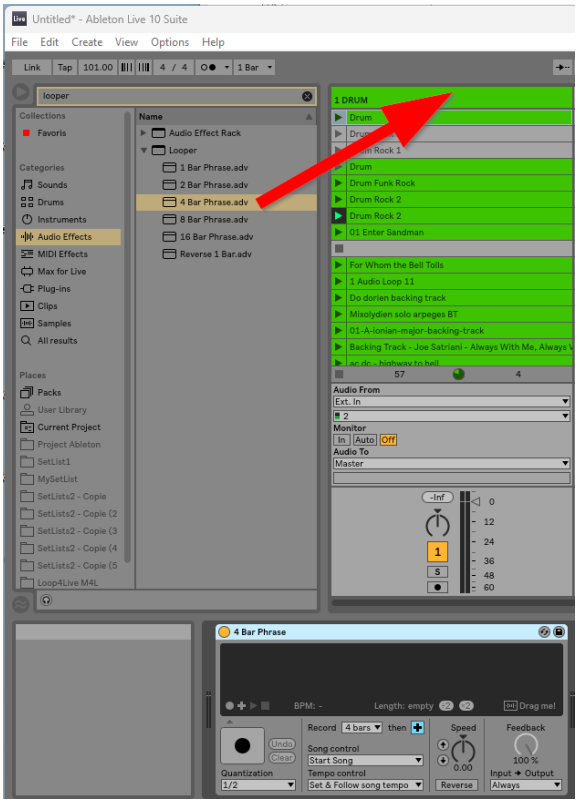
You can launch recording, switch between overdub and play, stop the track, export to the clip grid in the session view (Ableton Live >= 12.1 only), and clear the looper.
To enable the pedalboard to control the looper plugin, you must place a dedicated free_mode_midi_map file in the Loop4Live HOME folder on your computer. We provide a ready-to-use configuration file available at this address: https://www.loop4live.com/download/?wpdmdl=9153

This file must be placed in the Loop4Live “Home” directory (for MacOS /Users/yourusername/Loop4Live or for Windows C:/Users/yourusername/Loop4Live). Then restart Ableton or reload the configuration with the Max4Live plugin.

> ***Note*** *: If you have changed the MIDI channel used by the pedalboard, you must be careful to enter the same value in the looper configuration file we are discussing here: the CHANNEL_NOTE_BUTTONS and CHANNEL_CC_BUTTONS parameters must have the same value as the pedalboard in scene mode (see the “MIDI Channel” parameter in the configuration, see section* 6D.4. Description of the Loop4Live configuration parameters

If you wish, you can create your own free mode configuration file dedicated to the looper plugin according to your preferences (see previous paragraph 1. Free mode: Configuration of MIDI notes and CCs assigned to the pedalboard): the notes and cc to be used to control the looper plugin are described there.

Once the configuration file has been saved, configure Ableton as follows:
In the “Audio Effects” section, drag a looper instrument onto a track:



With free mode enabled on the pedalboard, the looper plugin is automatically detected by the pedalboard, and the associated LED lights up.
You must then “MIDI map” button A-B-C or D on the pedalboard to the looper plugin launch button:

- Enable MIDI map mode (Mac: CMD + m, Windows: Ctrl + m).

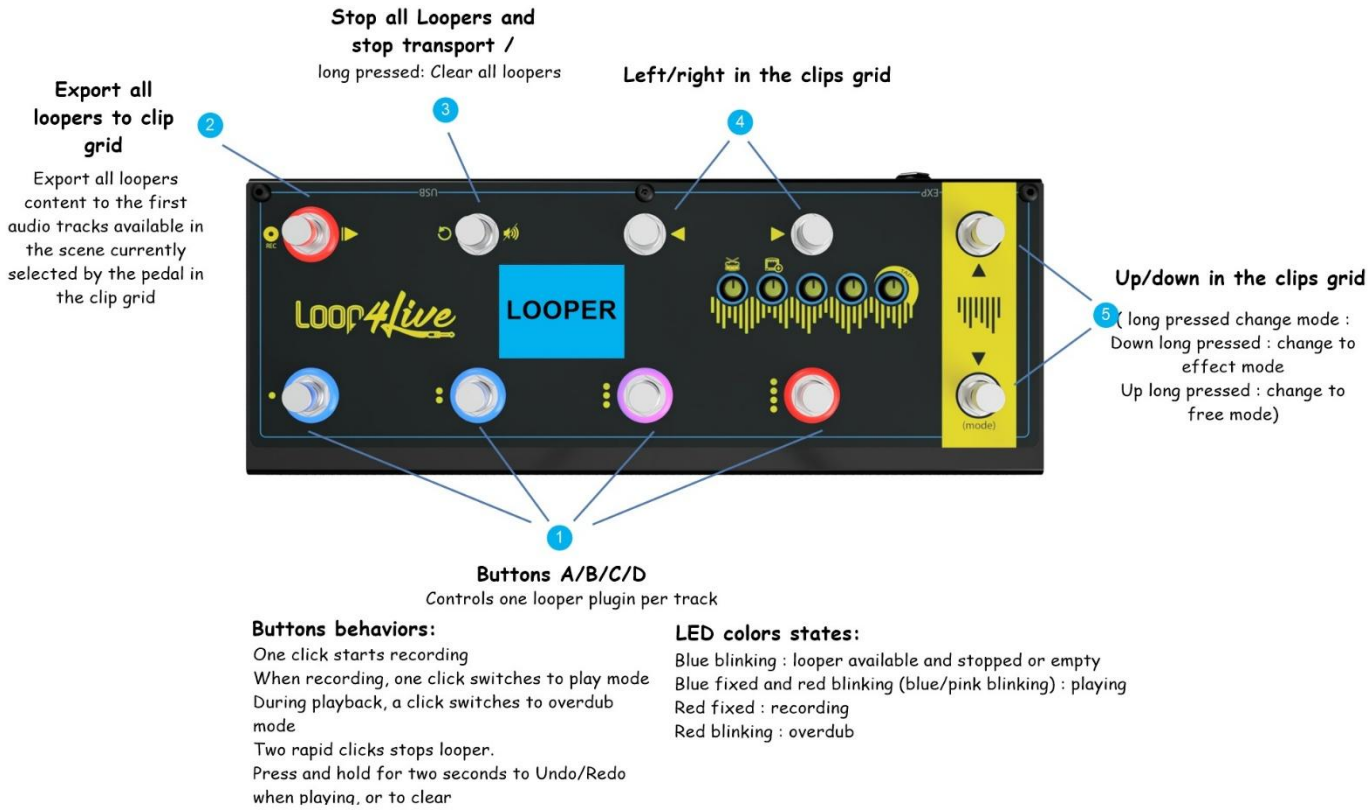


- Select the looper launch button:



- Press the A-B-C or D button on the pedalboard.
- The controls are now mapped and displayed in the “MIDI Mapping” section on the left side.
- Exit MIDI map mode.

The configuration file we previously saved will program the pedal to respond as follows:



Some features are only available with Ableton Live 12.1 or higher, namely:
- Exporting looper content to the clip grid.
- The Stop All Loopers and Empty All Loopers buttons.

The A-B-C-D buttons still allow you to stop loopers one by one, as well as empty loopers one by one.

Exporting loopers to the clip grid:

Exporting the contents of loopers allows you to place clips recorded via the looper in the clip grid.
Please note that exporting can only be done to audio tracks, not MIDI tracks.

When exporting is initiated, the clips are exported to the first available audio tracks.

***Good to know**: If transport is started, the looper plugin will lock its tempo to it (the looper will stop recording when it reaches the desired number of bars). However, if transport is not started, the looper plugin can assign the tempo to the session if its "Tempo control" parameter is set to "Set & Follow song tempo." You will then need to stop recording via the pedalboard when the number of bars is reached in order for the tempo to be set and assigned to the session.*

Note that pressing the "Clear all loopers" button on the pedalboard will stop the transport so you can simply start again from scratch.

3. Free mode: Use of multiple configuration files

Within the free mode, it is possible to define several free configuration modes and to browse them with the pedalboard. You just have to duplicate the free_mode_midi_map.txt file mentioned above. These duplicated files must start with "free_mode_midi_map" and end with ".txt" (for example: "free_mode_midi_map1_LOOPER.txt", "free_mode_midi_map2_ARM.txt" ...).

Each file will have its own configuration defined: you can for example keep the same note and CC values but play on the midi channels.

You can then browse these configurations in free mode by pressing and holding the left/right buttons.

If you use several configuration files, we recommend giving names to these modes via the MODE_NAME parameter so that you can easily find them later via the pedalboard, which will display the mode name on its screen.

4. Free mode: Button Full Start Stop

The Start Stop Full button has the following behavior:

- **In "Session" view of Ableton Live**:

The record button can have 2 functions depending on the value of the parameter "Free mode – Global record Overdub" (see section 6D.4. DESCRIPTION OF THE LOOP4LIVE CONFIGURATION PARAMETERS).

- In case the parameter "Free mode – Global record Overdub" is not ticked, the button allows to:
  - Launch record in next available slot in armed tracks (Ableton Live® Intro have a limited number of track). Live® will attempt to find the first empty clip slot in the current selection and then on the right. *Live® won't search before the selected clips*.
  - Stop recording if a clip was recording (but if you are playing with a finite recording loop length, record will stop automatically - see section 6).

During record launch, if there is no empty clip slot available or armed tracks in selected scene, an error message will be displayed on Loop4Live : "CAN NOT RECORD : No Track Available".

Recording length is parameterized in tempo menu (see section 6.).

- In case the parameter "Free mode – Global record Overdub" is ticked, the button allows to:
  - Start recording in overdub mode for midi tracks. WARNING: recording on all armed tracks will be launched (equivalent to using the Ableton session record button).
  - Stop recording in overdub mode.

Note: the "Free mode - Global record overdub" parameter is only of interest for midi tracks.

- **In "Arranger" view of Ableton Live**:

Launch a record on an armed track since the beginning of the loop. Read section 10B. LAUNCHING A RECORD to have more details.

5. Free mode: Behavior of the expression pedals

In Free Mode, the CC values sent by the expression pedals can have 2 behaviors via the FREE_MODE_DYNAMIC_EXP_PEDAL_CC parameter (see section 0. DESCRIPTION OF THE FREE_MODE_MIDI_MAP.txt file):

- When FREE_MODE_DYNAMIC_EXP_PEDAL_CC is set to 1, the CCs sent will depend on the selected track numbers. This allows you to control Ableton parameters according to the position in the clip grid (see Table 10M.1. CORRESPONDENCE OF THE MIDI NOTES WITH THEIR NUMBER to see the values sent). You can for example control the pan of the tracks or any effects on it.
- When the FREE_MODE_DYNAMIC_EXP_PEDAL_CC parameter is set to 0 (default): the CCs sent will be static and will no longer depend on the selected track numbers.

You are then free to assign CCs to controllers via the Midi Map (10G. Assigning an expression pedal or a switch to an Ableton controller). Remember to move the pedalboard selection to have the CC values reflecting the selected track in case FREE_MODE_DYNAMIC_EXP_PEDAL_CC=1.

6. Free mode: Behavior of the A-B-C-D buttons

As with the expression pedals, the MIDI notes sent by the A-B-C-D buttons can depend on the selected track number:

- When FREE_MODE_DYNAMIC_BUTTON_NOTE is set to 1, the MIDI notes sent will depend on the selected track numbers. This allows you to control Ableton parameters according to the position in the clip grid (see Table 10M.3. MIDI NOTES AND CONTROL CHANGE ASSIGNMENTS OF LOOP4LIVE to see the values sent.

  ⚠ If you set the FREE_MODE_DYNAMIC_BUTTON_NOTE parameter to 1, remember to change the value of the notes sent by default or the midi channel, otherwise the notes sent by default will conflict with the A-B-C-D buttons of the effect mode!

- When the FREE_MODE_DYNAMIC_BUTTON_NOTE parameter is set to 0 (default): the MIDI notes sent will be static and will not depend on the selected track numbers.

You are then free to assign MIDI notes to controllers via the Midi Map (10G. ASSIGNING AN EXPRESSION PEDAL OR A SWITCH TO AN ABLETON CONTROLLER). Remember to move the pedalboard selection so that the MIDI note values increment according to the selected track if FREE_MODE_DYNAMIC_BUTTON_NOTE=1.

7. Free mode: MIDI message sending behavior

Six of the buttons send midi notes:	4 buttons send control changes:
	
- A/B/C/D buttons - Full Start/Stop button - Mute button The midi notes send are always Note On (0x9) with a velocity of 127.	- Up/Down buttons - Right/Left buttons Pressing these buttons will send a control change with a velocity of 127 immediately followed by the same control change with a velocity of 0.

7C. The Effect Mode

The MkII version (and older) of Loop4Live allows to control Ableton's effects racks and sends with 4 expression pedals.

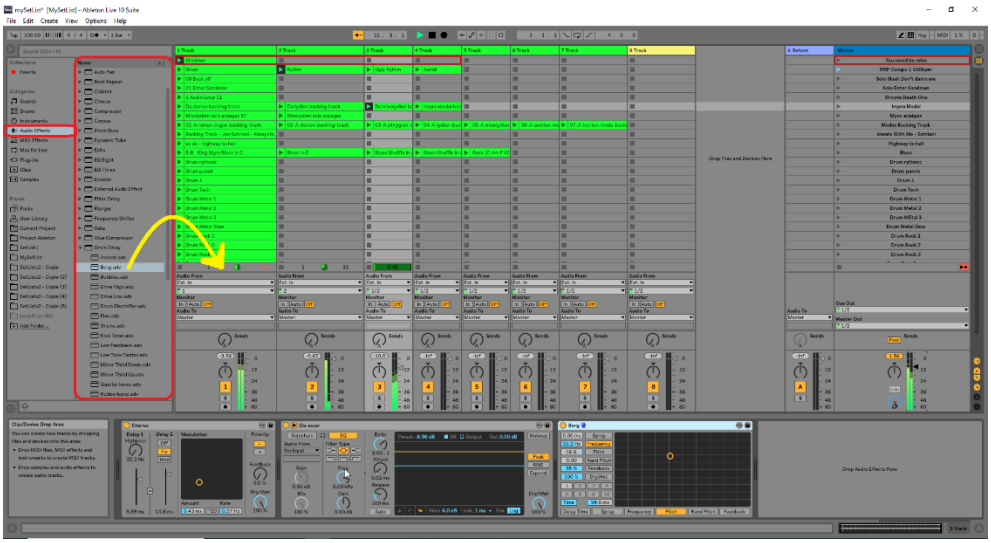
By holding down the 2 - Down button for more than a second, the Loop4Live switches to effects mode: the light on the upper left corner lights up in **amber**:



The behavior of the switches changes from Scene/Free mode, and the display shows new information about the effects. Manipulating effects with Loop4Live requires some configuration on your part to choose which effect parameters are assigned to the expression pedals. We'll look at that in this section below.

1. Effects mode: effects and sends in Ableton Live

Ableton Live offers a huge panel of effects to assign to your audio and midi tracks. Select "Audio effects" in the Browser on the left and drop the effect of your choice on a track. The effects applied to the track will appear in the lower part (when the track is selected).



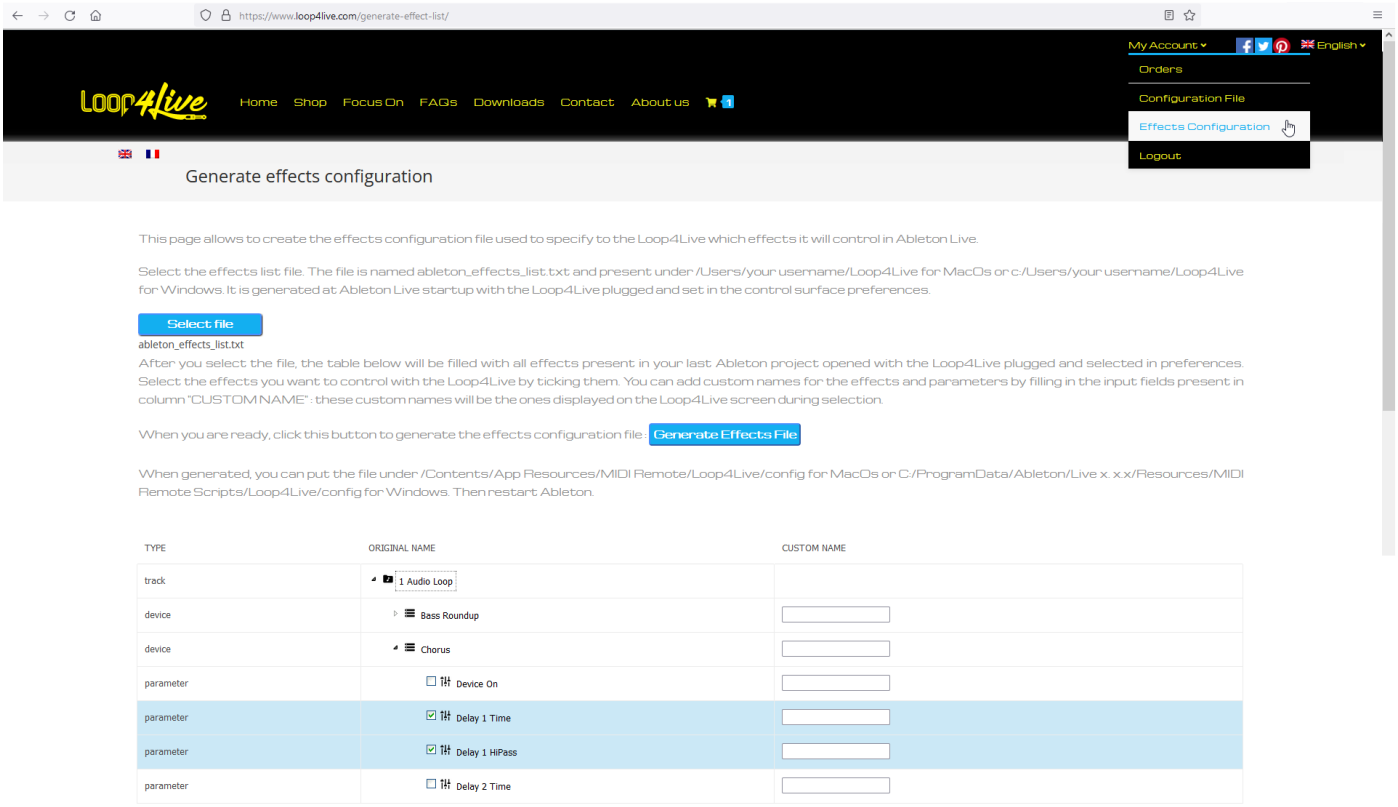
The sends of the tracks appear when return tracks are present.

2. Effects mode: Configuration of parameters

The effect parameters will be controllable by the expression pedals via a configuration file that you will have to fill in with your selection. The initialization of this file will require a little bit of work, but don't worry, it's simple.

2.1. Editing the effects configuration file via the website

We provide a dedicated page on www.loop4live.com to generate an effects configuration file. Log in to your account on the site (authentication is required to access the page). Then go to the page https://www.loop4live.com/generate-effect-list/. The page is also accessible via the "My Account" drop-down menu on the main page of the site in the "Effects Configuration" section.



Select the file listing all the effects available in Ableton with the "Select File" button. This file is generated automatically when Live is launched and the pedalboard is connected and available in Ableton. The file is called “auto_generated_effects_list.json” and can be found under /Users/your user name/Loop4Live/output for MacOs or c:/Users/your user name/Loop4Live/output for Windows.

After selecting this file with the "Select File" button, the list at the bottom of the web page will be filled with all the effects and parameters broken down by track. Tick the parameters you wish to manipulate with the pedalboard and click on the "Generate Effects File" button to generate the effects configuration file: the file is called Loop4Live_Effects.txt. Once generated, place the file int the “Home” folder of the Loop4Live (for MacOs /Users/your username/Loop4Live or for Windows c:/Users/your username/Loop4Live). Then restart Ableton or reload the configuration with the Max4Live plugin.

The effects can then be used by switching to Effects mode on the pedalboard.

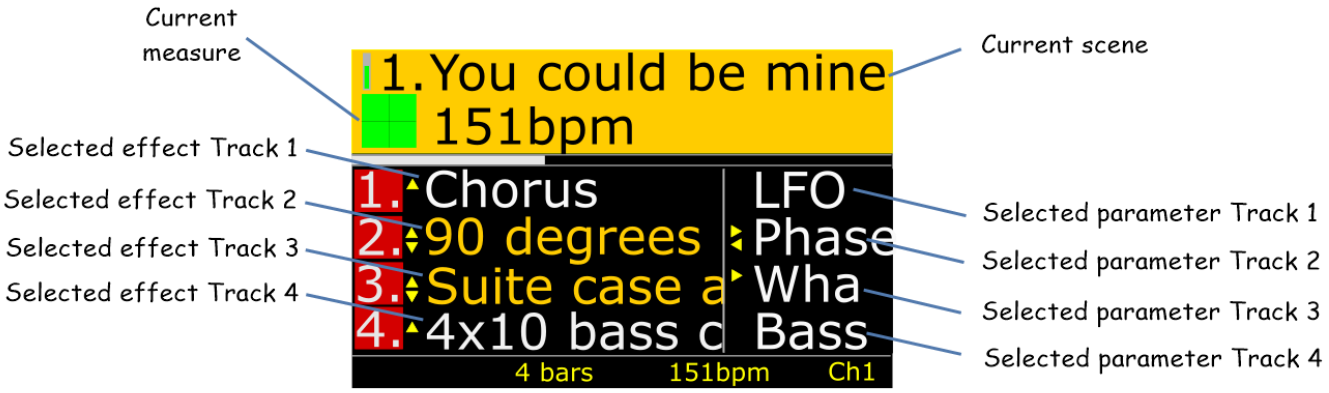
You can give custom names to the effects and parameters by filling in the "CUSTOM NAME" column of the effects list on the website before generating the file.

2.2. Manual editing of the effects configuration file:

Please refer to section 10M.6. MANUAL EDITING OF THE EFFECTS CONFIGURATION FILE for further information on this subject.

3. Effects mode: operation with the Loop4Live

Once in Effects Mode, the footswitch display shows the names of the selected effects and parameters:



The proposed effects are those present on the 4 tracks currently selected by the pedalboard. When switching modes with Loop4Live, the first effects displayed will be the sends. Pressing the up/down buttons on the footswitch will scroll through the track effects. Pressing the Left/Right buttons will scroll through the parameters. Enabled effects are displayed in orange, disabled effects are displayed in white. The effects can be activated/deactivated with the A-B-C-D buttons:

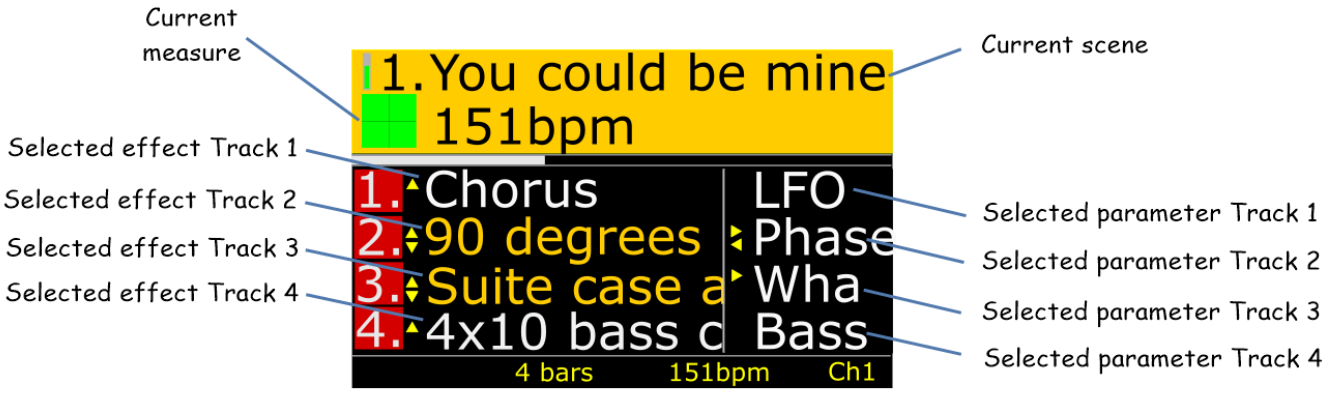


The lights around these buttons show the status of the corresponding effect (on = on, off = off).

You can then straddle your expression pedals and see the parameters move!

4. Effects Mode: The screen

In effect mode, the screen always displays the name of the current scene and the selected track numbers (with their color). We have the name of the selected effects and parameters:



The arrows ▲▼ next to the effect names indicate whether it is possible to go down or up and the arrows next to ◀▶ the parameter names indicate whether other parameters of the same effect can be selected with the left/right buttons.

5. Effects Mode: Up/Down button

Allows you to select the desired effect from the list.

6. Effects Mode: Left/Right button

Selects the effect parameter to be controlled with the expression pedals. Pressing and holding these buttons changes the track.

7. Effects Mode: A-B-C-D buttons

Activates/deactivates the corresponding effect. The light around these buttons shows the status of the corresponding effect (on = enabled, off = disabled).
Pressing and holding these buttons will lock out the manipulation of the effects with the expression pedals when switching to Scene Mode (see 9. Effects Mode: Locking the effects).

8. Effects Mode: Start Stop Full button

This button works the same way as in scene mode. It starts or stops a complete scene.

9. Effects Mode: Locking the effects

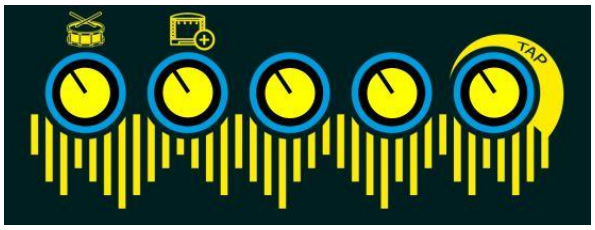
It is possible to control the effects by switching to scene mode. To do this, press and hold the effect buttons A-B-C-D while in effect mode: Keyword “Effect” will be displayed at the right bottom of the screen. You can then switch to Scene Mode or Free Mode, the effects selected in Effect Mode will still be manipulatable via the expression pedals.
Switching tracks in Scene/Free Mode will keep the effects assignment on the tracks previously selected in Effect Mode.
Adding new effects in Ableton will unlock the effects, as well as adding new tracks and returning to effects mode.

10. Effects Mode: Case where all the effects are on a single track

In the case where all the effects are on a single track, the display and control of these effects by Loop4Live will change: the pedalboard will no longer propose the effects of the 4 selected tracks but only the effects of the single track that contains them. The track number indicated on the effects will therefore be the same for all effects.

7D. Rotary encoder : Clips gain / Master volume and menus

Loop4Live provides 5 rotary encoders to control clips volumes (i.e. gain) and master volume.

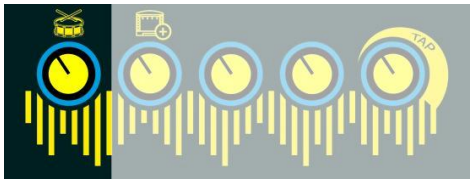


The 4 rotary encoders on the left control the 4 selected clips gain. The last rotary encoder on the right controls master volume.

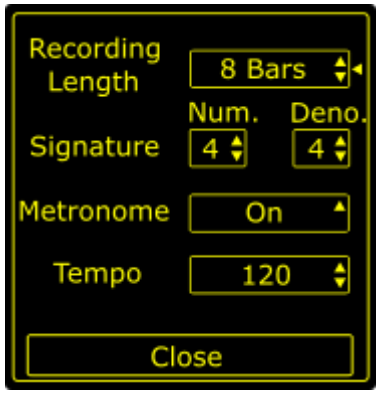
When the track controlled is a grouped track or a midi track, the associated rotary encoder will control the volume of this grouped track.

In addition, 3 of the rotary switches control access to additional functionalities when pressing them as explained below.

1. Tempo menu



Pushing “clip 1 gain” switch button above open the tempo menu:



In tempo menu, you can parameterized tempo attributes:

- **Recording length**: This is the length of the clip when you record it. You can choose between 1 beat to infinite. An infinite length will record without automatic stop. At the opposite, a defined length will stopped the clip automatically when length is reached: clip created will be warped and

looping. You can also indicate a recording loop length in the scene name (cf. section 10A.3. SCENE NAME: SCENE SETTING).

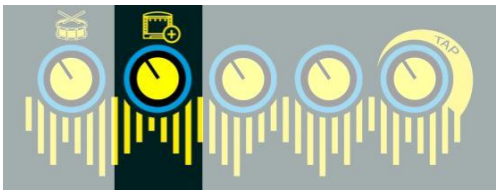
***Note**: the default recording length could be parameterized in the Loop4Live config file into Ableton Live (see section 6D.4. DESCRIPTION OF THE LOOP4LIVE CONFIGURATION PARAMETERS). Warp aspect is explained in Ableton Live main concept later in this manual).*

- **Signature**: change signature of the song. You can also position the signature in the scene name (cf. section 10A.3. SCENE NAME: SCENE SETTING).
- **Metronome**: enable or disable metronome play.
- **Tempo**: change song tempo.

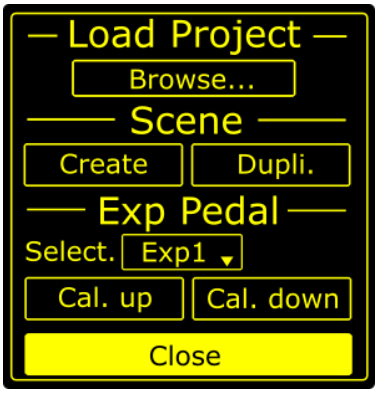
***Note**: **To modify an attribute**:*

- *Scroll the selection by turning the "**clip 1** gain" rotary encoder.*
- *Push the "**clip 1** gain" rotary encoder to select an item (a triangle appears next selected item).*
- *Change value by turning the "**clip 1** gain" rotary encoder.*
- *Validate by pushing the "**clip 1** gain" rotary encoder. (Note : you can only cancel an action by setting the same value as the previous one)*
- *Close menu by clicking the "Close" element.*

2. Scene menu and expression pedal calibration



Pushing “clip 2 gain” switch button (above) open the scene menu:



Scene menu is composed of 3 sections:

- Load Project:

This feature is currently not supported, as Ableton Live does not offer a functional way to programmatically load projects. Hopefully this one will work one day.

- Scene:

You can create a new scene (“Create” button) or duplicate the current selected scene (“Dupli.” button).

- Exp Pedal:

You can calibrate your expression pedals:

- Select the expression pedal you wish to calibrate from the "Select" drop-down list (Exp1, Exp2, Exp3, ...)
- Place the corresponding Expression Pedal in the down position and press the "Cal. down" button (ie. Calibrate down).
- Place your expression pedal in the up position and press the " Cal. up " button (ie. Calibrate up).
- Repeat the same procedure, selecting the other Expression Pedals from the drop-down list.
- The calibration is stored in the pedalboard's memory, so you only need to do this once (unless you change the expression pedal).

***Note**: To modify an attribute:*

- *Scroll the selection by turning the "**clip 2** gain" rotary encoder.*
- *Push the "**clip 2** gain" rotary encoder to launch the corresponding action.*
- *Close menu by clicking the "Close" element.*

3. Tap tempo



This button allows changing tempo by pushing it several times at the good rhythm.

7E. External footswitch

It is possible to add a double external footswitch to operate additional Ableton parameters. In particular, it is possible to control the scene launch in order to move the footswitch closer to the scene navigation buttons (up/down) to simplify the manipulations when changing scene. The second button can control the parameter of your choice, for example the tap tempo.



Simplifier en indiquant une seule fois le lien vers 6D et regrouper les paramètres en une fois

External footswitches can have 2 types of switches: either temporary or latching (guitar amplifier footswitches are most often latching). Depending on the type of switch, the « External button 1 – momentary" and « External button 1 – momentary » parameters in the configuration must be set. These parameters set to 0 will correspond to latching switches, and conversely setting them to 1 will correspond to temporary switches (see section 6D.4. DESCRIPTION OF THE LOOP4LIVE CONFIGURATION PARAMETERS).

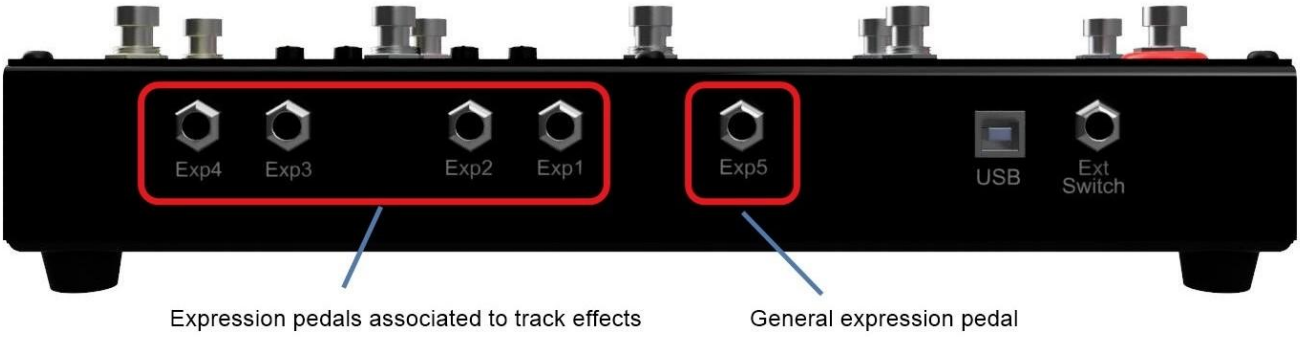
By default the first button will control the scene launch (MIDI note 32). The second button will activate MIDI note 122 which you can then assign to the parameter of your choice in Ableton thanks to the MIDI Map feature (see 10G. ASSIGNING AN EXPRESSION PEDAL OR A SWITCH TO AN ABLETON CONTROLLER).

It is possible to change the MIDI notes send by the external footswitch: refer to the parameters "External button 1 – note" and "External button 2 – note" in the Loop4Live configuration (see section 6D.4. DESCRIPTION OF THE LOOP4LIVE CONFIGURATION PARAMETERS).

7F. The expression pedals

The Loop4Live allows the use of 5 expression pedals. These will allow you to control different features of Ableton Live:

- 4 of the expression pedals control the effects of the selected tracks and the volumes of the clips and tracks:
- The last pedal allows you to control more general parameters.



1. The 4 expression pedals assigned to the tracks (Exp1, Exp2, Exp3 and Exp4)

- In scene mode (green LED on), these expression pedals control the volume of clips and tracks depending on the type of track:
  - For audio tracks, the expression pedals control the gain of clips.
  - For midi tracks or grouped tracks, the expression pedals control the volume of the tracks.
- In Effects Mode (amber LED on), these expression pedals control the parameters of the effects. To assign an Effect to the Expression Pedals, see section 7C. The Effect Mode.
- In Free Mode, the CC values sent by the Expression Pedals can depend on the selected track numbers. See section 7B.5. Free mode: Behavior of the expression pedals for more information.

It is possible to control the effects in Scene Mode by locking the selection with a long press on the effects buttons (see 7C.7. Effects Mode: A-B-C-D buttons)

The Exp1 input controls track 1, Exp2 track 2, Exp3 track 3 and Exp4 track 4.

2. General expression pedal (Exp5)

Expression Pedal #5 can either be assigned to the Ableton controllers of your choice, or to the volume of the last recording made via Loop4Live.

- To assign the Expression Pedal to an Ableton controller, see section 10G. Assigning an expression pedal or a switch to an Ableton controller.
- To assign the Expression Pedal to control the volume/gain of the last recording,
    - tick the “Exp pedal 5 controls last record” configuration parameter (see section 6D.4. Description of the Loop4Live configuration parameters).
    - Restart Ableton

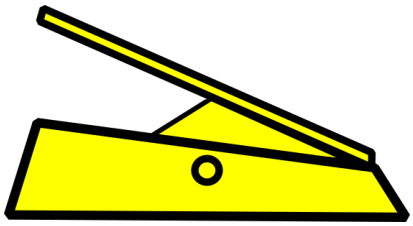
3. Calibration of the expression pedals

To calibrate your expression pedals:

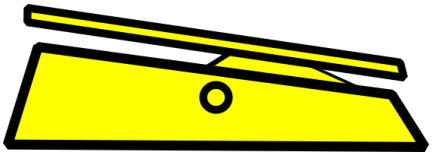
- Plug your expression pedal into the dedicated Loop4Live jack.

- Calibrate it (high and low position) using the Scene Menu on Loop4Live (press the second rotary encoder to access this menu - see section 7D.2. Scene menu and expression pedal calibration).

    - Select the expression pedal you wish to calibrate from the "Select" drop-down list (Exp1, Exp2, Exp3, ...)
    - Place the corresponding Expression Pedal in the down position and press the "Cal. down" button (ie. Calibrate down):



    - Place your expression pedal in the up position and press the " Cal. up " button (ie. Calibrate up).



    - Repeat the same procedure, selecting the other Expression Pedals from the drop-down list.
    - The calibration is stored in the pedalboard's memory, so you only need to do this once (unless you change the expression pedal).

4. Controlling volume with the expression pedals

Changing the volume via the pedal is special: The volume is not adjusted directly in relation to the pedal position. Indeed, this way of doing things would lead to too much fluctuation of the volume to find the right position (depending on the initial position of the pedal after the recording). We preferred to transform the expression pedal into a rotary encoder. To understand the concept, you need to know that the midi signals (CC type) sent by Loop4Live according to the position of the expression pedal are between the values 0 (low position) and 127 (high position). Values greater than 64 and increasing will be interpreted by Ableton as volume increases, values less than 64 and decreasing will be interpreted as volume decreases. To increase the volume, you must therefore press the expression pedal in the up position to send midi values greater than 64 and in the up direction. If you are in the up position but you move the pedal down, there will be no action until you go below the value 64. Conversely, to decrease the volume, you will have to operate the expression pedal in the low position to send midi values below 64 and in the downward direction. Try it and you will probably understand more quickly than with a soporific reading ☺.

Now you know all about Loop4Live functionalities, great job! If you don't know Ableton Live®, you can continue in next section to see all main concepts needed to have the best experience.

8. Ableton Live main concepts

Ableton Live® is a powerful sequencer which provides a wide range of audio transformations. In this section, we will only show main concepts to be able to interact with Loop4Live foot controller. If you would like to go deeper into Ableton Live® learning, Live documentation is available on their web site.

8A. Bar and beats explanation

A **bar** (or **measure**) is a segment of time corresponding to a specific number of beats. With a 4/4 signature, a bar will contain 4 beats (the most common). We will see that warping is based on this aspect.

8B. Warping

Ableton Live® Warping functionality lets you easily time stretch tracks for beat matching, mash-ups and sampling. Drag an audio file (wav, aiff, mp3) into Live, from Live Browser, directly from iTunes or from your desktop. Live® will attempt to auto-warp the file. This functionality allows to recognise tempo of the sample.

If you want to get a sample looping, you have to enable warping. If you plan to just play a backing track one time (a whole mp3 for example), disable warp mode on the clip.

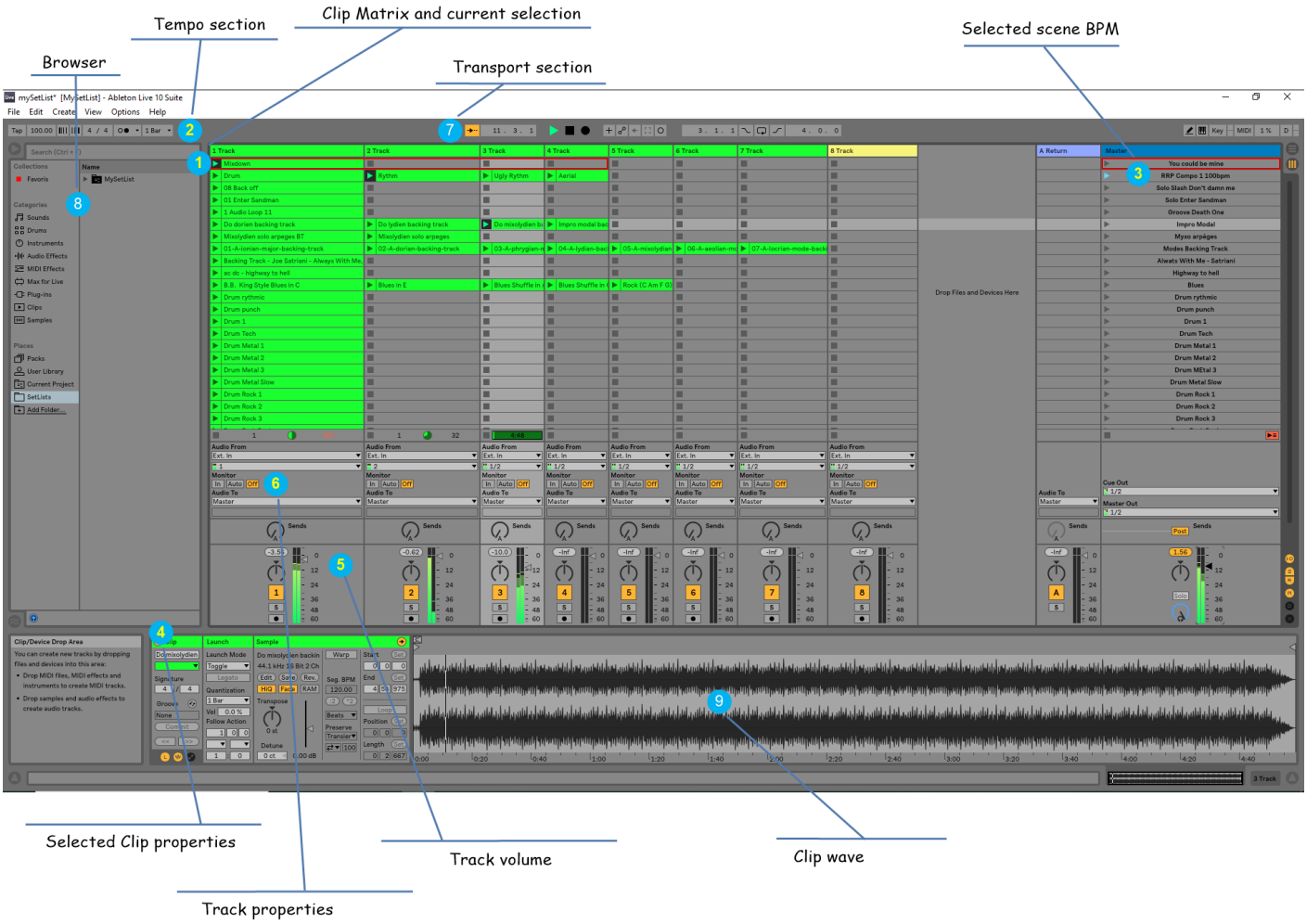
Making a sample warped will divide it into beat so that Ableton Live® will know where is the start of the sample and its end too. **It follows that when launching a clip, Live® will wait the next first beat of the next bar to play it** (it is also true for recording purpose).

8C. Think to save your work when closing Ableton Live®

Think to save your work when closing Ableton Live® or all your work will be lost! Remember that nothing is saved on the Loop4Live device. All your work is on your computer. It is also the moment to write bpm in new scene name, else clips in this scene will start at song tempo during your next session.

8D. Ableton Live interface

Let's go: open Ableton Live®. A “Live set” will be displayed (for your first use of Live®, the clip matrix will be empty):



1. Clip Matrix and current selection

This is the heart of Live®: this is where you place your samples (named clips). The matrix is composed of columns (Tracks) and rows (Scenes). A scene is a song or a part of a song (chorus, verse, interlude, etc...). Each track has an audio input (or midi input) and a volume. If your goal is only to record a single instrument, track input will always be the same on all tracks. The output (« audio to ») will go to track « Master ».

You can see that the first line have its first 4 clips surrounded with a red rectangle: this is the current selection which is displayed on Loop4Live footswitch. Loop4Live footswitch will be able to launch, stop or record these 4 selected clips. When using the 4 navigation buttons (left, right, scene up, scene down) on Loop4Live, the selection will follow your orders and Loop4Live display will be refreshed.

2. Tempo section

This section allows changing tempo settings:

- **BPM** (beats per minute): speed of the song.

- **Signature**. If you don't know this setting, let it to 4 / 4.

- **Metronome** : Enable or disable metronome. You can also change a “count in”: When recording a clip, 4 beats will be played before the record process.

Note: *Main properties available in tempo section can be changed in Loop4Live tempo menu. Report to Loop4Live explanation section.*

Tip: You can indicate the tempo and the signature in the scene name in order to change song tempo on the fly, when changing scene (cf. section 10A.3. SCENE NAME: SCENE SETTING).

3. Selected scene BPM

Surrounded scene is the current scene selected. By default, scene tempo will be set with tempo value set in main “Tempo section”. A major trick to have a specific tempo for each song is to put the BPM in the scene. Like this, when launching a scene or a clip via Loop4Live switches, global tempo will be adapted.

The tempo is specified in different ways depending on the version of Ableton you are using:

- For Ableton Live 11, a dedicated column exists but you will have to make it appear because it is not visible by default. To do this, you need to expand the Master track to obtain the 2 new tempo and signature columns:



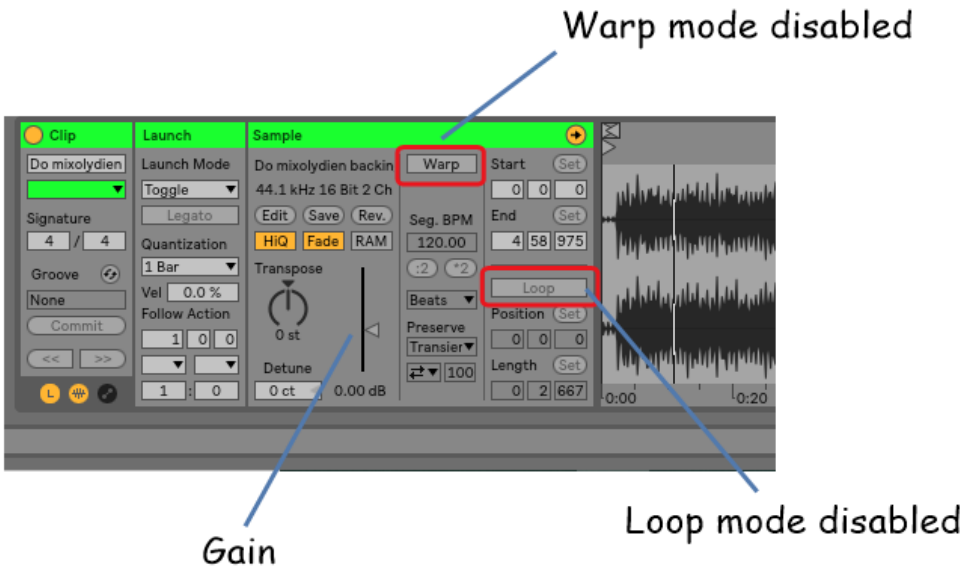
- For the previous versions (10 and 9): You must indicate the tempo in the scene name by specifying the desired tempo following "BPM". For example:



The same principle applies to signatures.

4. Selected clip properties

When selecting a clip (with mouse, not with Loop4Live), you will see clip properties.



We won't see all properties but the main ones used with Loop4Live are:

- **Warp**: this is the strength of Ableton Live®. If enabling this feature, Live® will play clips in sync with tempo. To create looping clips, you have to enable warp mode. If you want to launch clip which doesn't need to be in sync (like a long guitar training sequence or a whole mp3), disable this property. Note that clip recorded via Loop4Live with a recording length set to “Infinite” will have their warp mode disabled: this is useful for training purpose (to create just a rhythm guitar without loop characteristic).

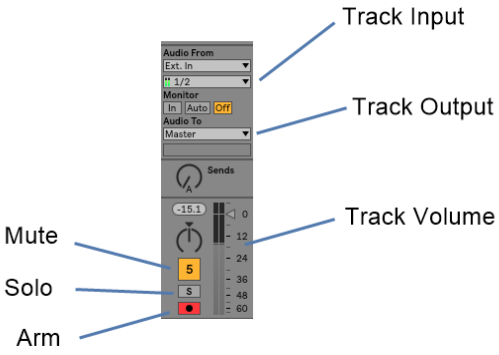
- **Loop**: If enabled, clip will restart automatically when finishing. To use this feature, clip must be in warp mode.

- **Clip gain**: A difficulty when recording on long periods is to have the same input volume every time. Clip gain property allows homogenizing all clip volumes (clip gain can be controlled using Loop4Live rotary encoders).

5. Track volume

You can adapt track volume individually. But we recommend to let each track to the same volume and work with clip gain.

6. Track properties



- **Input**: Select audio input you want to record from. If you want to record a guitar and a bass (for example) at the same time, you will have to select 2 different inputs, or you could also use the first stereo voice of one track for guitar and the other one for bass.
- **Output:** place the output on the Master (the Master track is the final channel before actual listening).
- **Mute:** allows you to mute a track (gray button).
- **Solo:** allows you to play only one track if selected.
- **Arm:** this button must be red to be able to record on this track. Be careful, newly created tracks are disarmed by default.

7. Transport section

This is the tempo “brain”. If you stop transport with the square button of the section , you will stop the metronome : you will have no more click. A main concept of warping (explained above in this document) is to be based on the transport feature. Remember: when launching a clip, it will actually start at the first beat of the next bar (measure).

It follows that:

- If your transport is **off**: When launching a clip, Live® will start transport at the first beat of the first bar (measure). Clip will start immediately.
- If stopping transport with the square button of the section , all playing clips will be “freezed” but still playing for Live® (icon of playing clips will be ). When relaunching transport with the play button , transport will be reset so that tempo will restart at first beat of the first measure: all previously playing clip will start immediately!
- If your transport is **on** but no clip are playing: real launch of clip following your push will be at next first beat of next bar (measure). There is more chance in this situation that clip will be launched after a short time than launched immediately.

8. Browser

You can quickly access your Live set and favourite sample via this section. In this section, you can also access plugin (we will see later MT Power Drum Kit® in this manual to create drum loops).

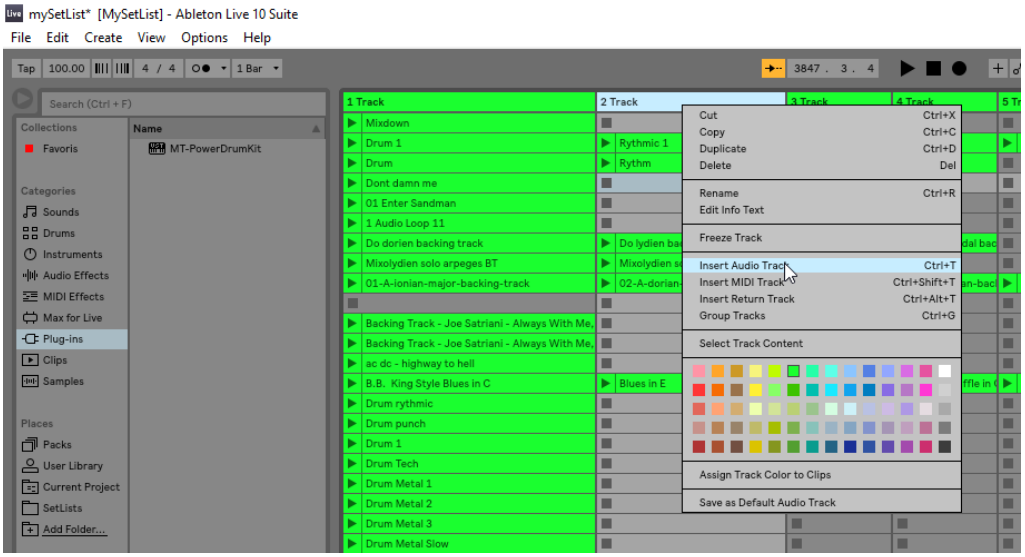
9. Clip wave

This section allows changing clip length, clip start point and clip end point. If you want to create a loop from an mp3, you will use this section. We will see that later in this manual.

8E. Insert new tracks and new scenes

1. Insert new track

Right click on tracks header and select either “Insert Audio Track” or “Insert Midi Track” as below:



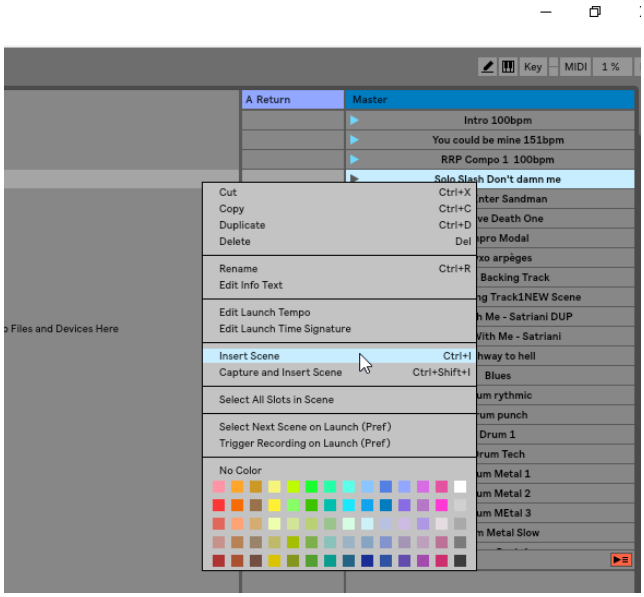
Audio Track: Track to handle “audio” clip like mp3, records from a microphone, etc…

Midi Track: Track to handle midi notes (from a midi keyboard or from an external app)

> ***Note**: By default, the newly inserted track will not be armed for recording. Loop4Live will therefore not be able to start recording on it. Remember to arm all the tracks where a recording will be considered. Clicking one track Arm button unarms all other tracks unless the* CTRL (PC) / CMD (Mac) *modifier is held.*

2. Insert new scene

Just right click on scene list and select “Insert Scene”:



8F. Follow action : automatically chain clips

Follow Actions allow creating chains of clips that can trigger each other in an orderly or random way (or both). A clip’s *Follow Action* defines what happens to other clips in the same group after the clip plays. A group is defined by clips arranged in successive slots of the same track. Tracks can have an unlimited number of groups, separated by empty slots. Select a clip in your matrix and go to clip properties:



1. The Follow Action Time control defines when the Follow Action takes place in bars-beats-sixteenths from the point in the clip where play starts. The default for this setting is one bar.

2. The Follow Action choosers allow selecting two different Follow Actions, A and B.

3. The Chance A and Chance B controls set the likelihood of each of the two Follow Actions occurring. If a clip has Chance A set to 1 and Chance B set to 0, Follow Action A will occur every time the clip is launched. As we can see from this example, a Chance setting of 0 means that an action will never

happen. Changing Chance B to 10 in this scenario makes Follow Action A occur much less often — approximately once out of every ten clip launches.

There are eight Follow Actions available:

- “Stop“ simply stops the clip after it has played for the chosen Follow Action Time. Note that this overrides clip loop/region settings.
- “Play Again“ restarts the clip.
- “Previous“ triggers the previous clip (the one above the current one).
- “Next“ triggers the next clip down in the group. If a clip with this setting is last in a group, this Follow Action triggers the first clip.
- “First“ launches the first (top) clip in a group.
- “Last“ launches the last (bottom) clip in a group.
- “Any“ plays any clip in the group.
- “Other“ is similar to “Any,“ but as long as the current clip is not alone in the group, no clip will play consecutively.

There is also the possibility to have no Follow Action by selecting “No Action“ or leaving the chooser blank.

Note that a Follow Action happens exactly after the duration that is specified by the Follow Action Time controls *unless* clip quantization is set to a value other than “None“ or “Global.“ Follow Actions circumvent global quantization *but not* clip quantization.

9. Max for Live secondary display device

We offer two versions of the device:
- a free version that has many features but does not offer enhanced navigation within scenes.
- a pro version (paid) that offers all features.

The free version is available at: https://www.loop4live.com/download/loop4live-max-display-device/.
The pro version is available in our store at https://www.loop4live.com/shop/

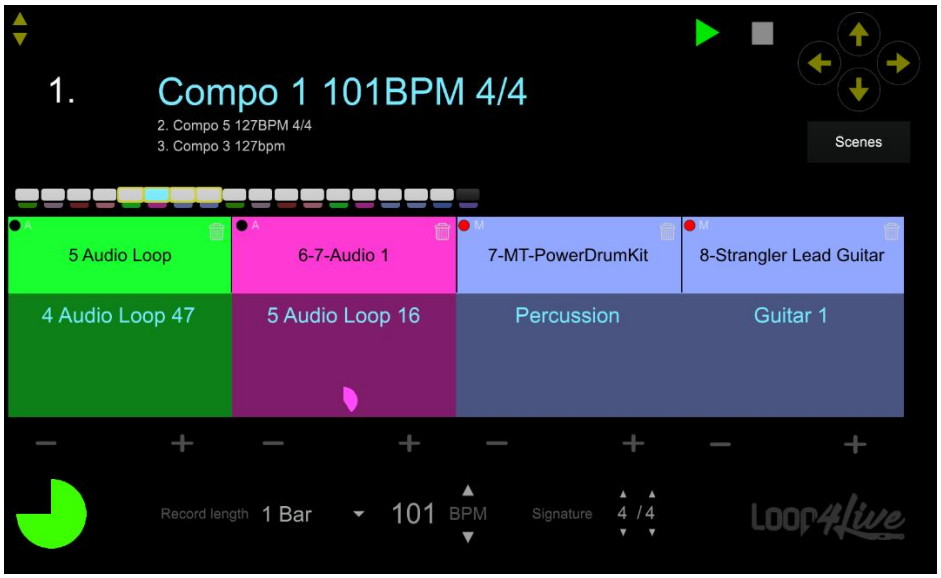
To use this device, you will need the max for live software which is included with Ableton Live Suite version. If you don't have Live Suite, you can find Max for Live as a license at https://cycling74.com/products/maxforlive.

The device displays all the information about the current selection on the pedalboard in a larger format, ideal for live sessions. It is interactive and allows you to:

- start, stop, and record clips
- move the current selection in Loop4Live
- launch scenes
- browse scenes
- stop transport
- change bpm and signature
- change recording length.

This plugin is synchronized with the foot controller: if you change the selection via the foot controller, the plugin will be refreshed, and conversely, if you change the selection via the plugin, the foot controller will follow suit.

The display appears as an additional window available in Live:



You can then drag this window onto one of the computer screens. This additional screen could be a tablet connected to the computer, which could be placed on a microphone stand, for example:



1. Connecting a tablet to the computer

It is quite simple to connect a tablet to the computer. It is possible to do it with a USB cable or with WIFI.

- For Mac OS, the connection of an iPad tablet is very simple: it is supported natively by the operating system. Refer to the Apple website to make the connection https://support.apple.com/en-us/HT210380.
- For Windows, you will have to install a free software on the computer and on the tablet. There are several available. We use the spacedesk software (https://www.spacedesk.net/) which is very easy to install and use.

2. Presentation of the display device

Move the Loop4Live_Display.amxd file contained in the downloaded archive to a track (not MIDI) in Ableton. The Max for Live tool will then be accessible by selecting the track where the device is dropped. The first window looks like this:



The "Refresh Devices" button refreshes the list of pedalboards in the "Select Device" drop-down list.

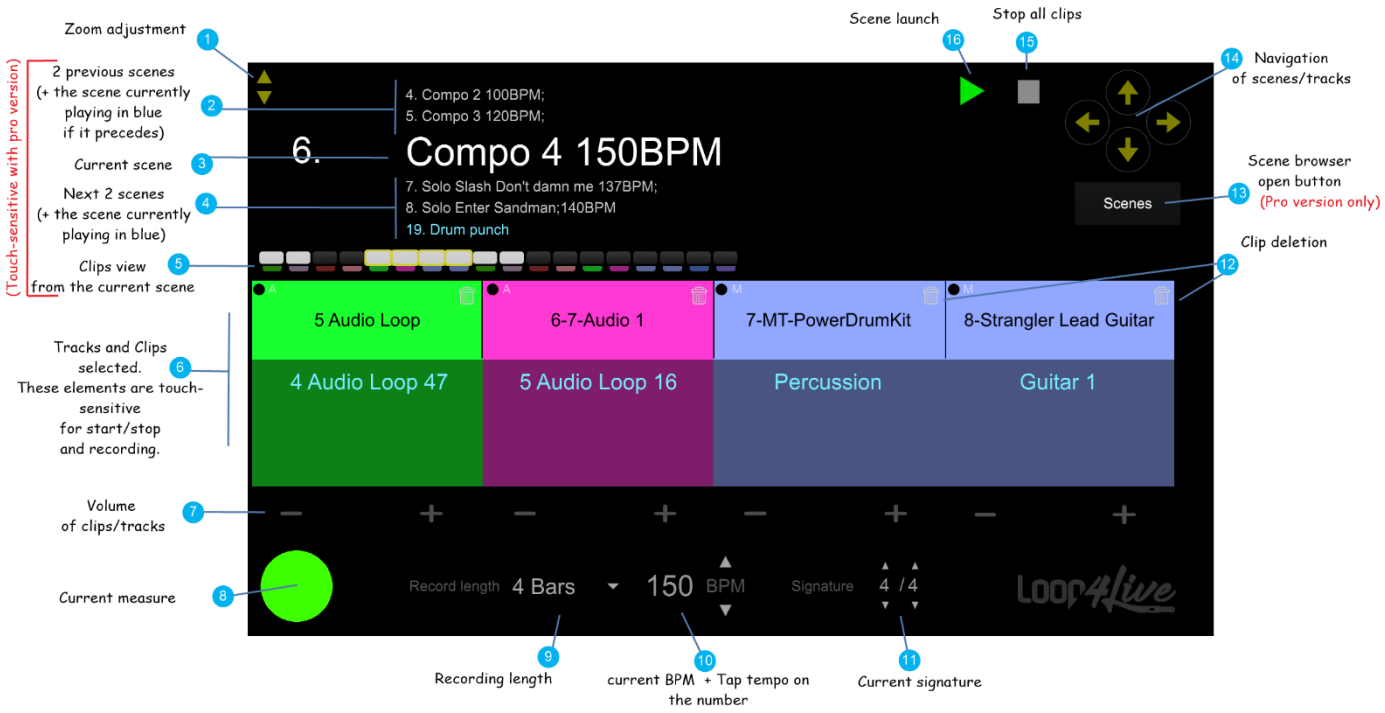
Select the desired footswitch from the "Select Device" drop-down list (the name of the Loop4Live displayed are the one set in the Loop4Live configuration, see parameter “Name” in section 6D.4. DESCRIPTION OF THE LOOP4LIVE CONFIGURATION PARAMETERS) and you can then click "Open" to open the second display window.

The checkboxes allow you :

- to display a bigger scene navigation format (clips information will be hidden) : with this option enabled, you can choose the number of scenes displayed before and after the selected scene.

- to display the bpm in the scenes name

The secondary display is as follows:



1. Adjusting the zoom to adapt the display size to the screen
2. The two previous scenes, plus the scene currently playing at the top if it is above the two previous scenes. With the pro version, these elements are touch-sensitive for changing scenes.
3. The number and the name of the current scene. The scene name can be preceded by a symbol indicating if an automatic scene change via a tag (l4lnextsc for example) is set:



: a tag l4lnextsc is present in the scene name. So, there will be a change of scene when the whole scene is launched.



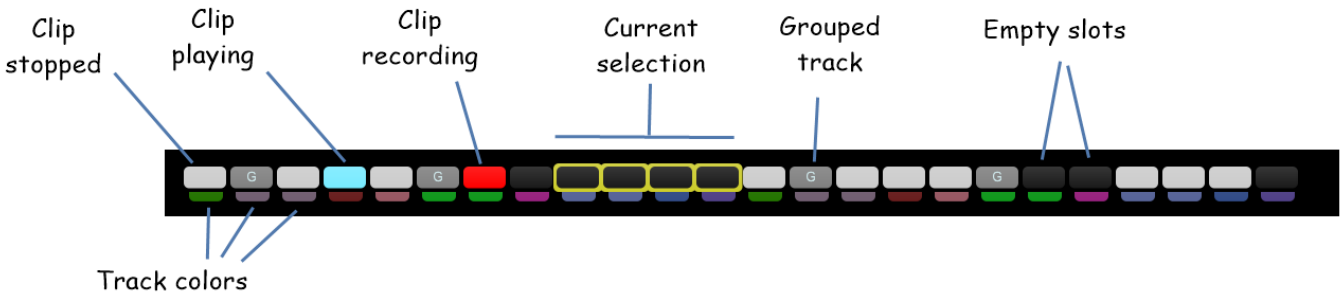
: a tag l4lmovesc is present in the scene name. So, there will be a change of scene when the whole scene is launched.



: a tag l4lprevbsc is present in the scene name. So, there will be a change of scene when the whole scene is launched.

: a tag l4ldownfiresnextsc is present in the scene name. So, the next scene will be launched when pressing the down scene button.

4. The next two scenes, plus the scene played at the bottom if it is below the next two scenes. With the pro version, these elements are touch-sensitive for changing scenes.
5. The view of the clips in the current scene: this view displays the first 34 clips with different colors for the status of the clips and a yellow highlight for the 4 selected clips:



Note that inserting or deleting clips via the Ableton interface does not refresh this view.

6. The 4 selected tracks and the names of the clips, if any. The “Armed” indicator is present on each track, as well as the track type (Audio or MIDI). These elements are touch-sensitive for starting a clip, stopping it, and starting a recording.
7. The buttons for changing the volume of the clips (if audio track) or the track (if MIDI track).
8. The current beat.
9. The recording length of the loops.
10. The current tempo. A tap tempo is present on the BPM number.
11. The signature.
12. The clip delete buttons.
13. Pro version only - The scene browse button, which opens the following window to browse and change scenes by clicking on them:



14. The navigation buttons for browsing scenes and tracks.
15. The button to stop all clips in the set.
16. The button to launch all clips in the current scene.

When you enable the large display via the “Big scenes navigation” checkbox, the display shows only scenes in a large format:





The scene navigation window displays the names of the previous three scenes, the current scene, and the next three scenes. The scene currently being played will be displayed above or below if it is not included in the scenes mentioned above. With the pro version, these elements are touch-sensitive for changing scenes.

10. Practical aspects

Now you have seen theoretical aspects, let's see practical one.

10A. Organization of your clip matrix to have the best experience with Loop4Live

1. Tracks configuration

To record guitar, we need an audio interface with at least one input. This input will be the input for all tracks (except perhaps the first track where you will place drum loop).

Track output will go to Master. Master track is the last track in the chain before to send the signal to your speakers. This is where you can adapt gobal volume.

Create some audio tracks with the setting explained above. And let's go!

Here is a valid configuration for a track:



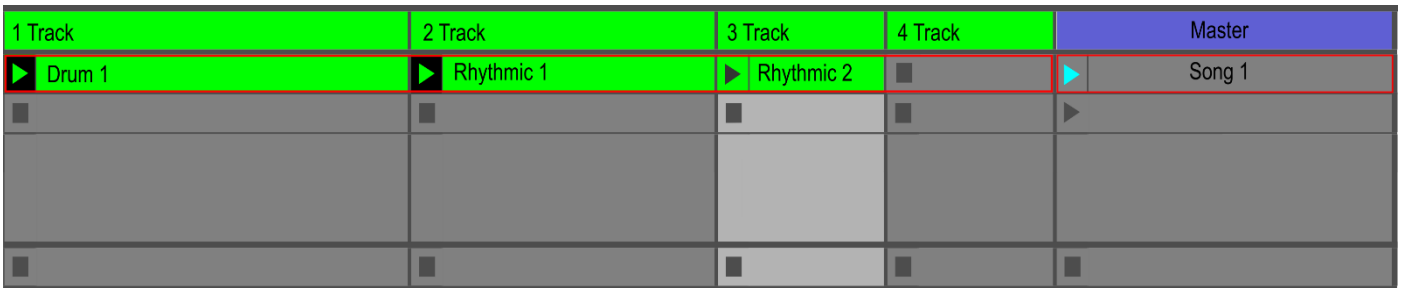
Note: *Think to arm tracks at their inception. By default, it won't be armed.*

2. Organization for the sequence of clips

Here we are! You have in your clip matrix some loops that you have recorded (or retrieved). For example, we have a drum kit (Drum 1), a first rhythm guitar (Rhythmic 1) and a second rhythm guitar (Rhythmic 2) that we want to chain together (the first stops when the second starts). There are 3 methods to do this:

2.1. Horizontal launch of clips

The clips are arranged horizontally in the matrix (on a single scene):



Tracks 1 and 2 are playing. The start and stop of the clips will be done with the 7A.1. A-B-C-D Buttons– Start/ Stop/ Record.
The switches for the "Rhythmic 1" and "Rhythmic 2" clips must be pressed before the first beat of the next bar. This will stop the "Rhythmic 1" guitar and switch to the "Rhythmic 2" guitar.

2.2. Vertical launch of clips

The clips are arranged vertically in the matrix (on 2 scenes):



Tracks 1 and 2 are playing. The start will be done with the switch 7A.4. Full Start Stop Button .
We select the next scene and then press the Start/Stop button to chain the clips contained in the "Song 1 Part2 " scene. When the "Song 1 Part2" scene is launched, the "Song 1 Part1" scene will automatically stop. This organization would allow, for example, to have a different drum set for this part.

2.3. Launching via Follow Actions

We can also automate the launching of clips via Follow Actions. The duration of the clips will then be fixed. Follow Actions are very useful to launch short passages like transitions. We advise you to add a tag in the name of the scene at the origin of the Follow Actions so that Loop4Live moves on the last scene triggered by the Follow Action (see the paragraph below).

3. Scene name: scene setting (tags)

Several parameters can be placed in the scene name to configure the currently playing scene:

Attention to mac owners: each element must be surrounded by semicolons!

3.1. Mandatory: Add the BPM to the scene

Add the BPM to the scene to have Live® play clips from that scene at that tempo. On Live 11, there is a dedicated section next to the scene name for indicating the tempo, which you can use instead of indicating the tempo in the scene name (see section 8D.3. SELECTED SCENE BPM to bring up the tempo column on Live 11).

3.2. Add the signature to the scene name

Add the signature (in numerator/denominator format) to change the signature of the song. On Live 11, there is new section to handle the signature, you can use it.

3.3. Add the recording length to the scene name

Add the desired recording length when recording via the pedalboard. We provide 2 tags to set the recording length:

- with the tag **l4lX** where X is the index of the desired length (0: '1 Beat', 1: '2 Beats', 2: '1 Bar', 3: '2 Bars', 4: '4 Bars', 5: '8 Bars', 6: '16 Bars', 7: '32 Bars', 8: 'Infinite', 9: ’12 Bars’, 10:’24 Bars’). It is also possible to use this tag in track names.

- with the tag **l4lcustlenX** where X is the length in bars (example: l4lcustlen10 will record on 10 bars).

Example of a scene name: “Another Brick In The Wall;4/4;100BPM;l4l5”. This will change the Ableton parameters as follows: Signature of 4/4, Tempo at 100 beats per minute and record loop length set to 8 bars.

4. The tags

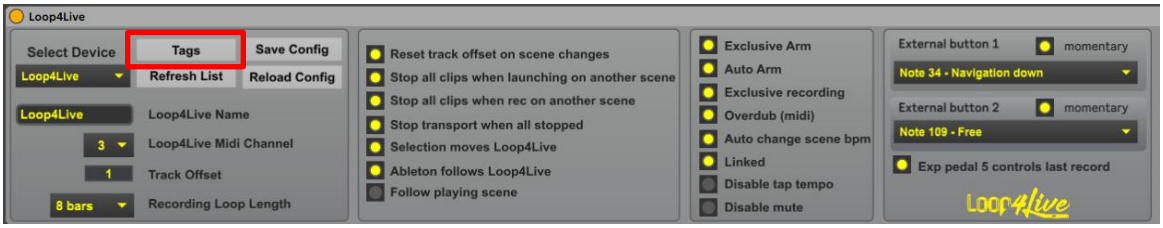
Simplify your life! Changing scenes automatically when a scene is launched, or launching a scene by pressing the lower scene change button, simplifies actions (we always prefer to have as few actions as possible to perform, especially in live). Various "tags" placed in the scene names will enable you to do this.

> Tags begin with the prefix l4l: these are lower-case L, not capital I.

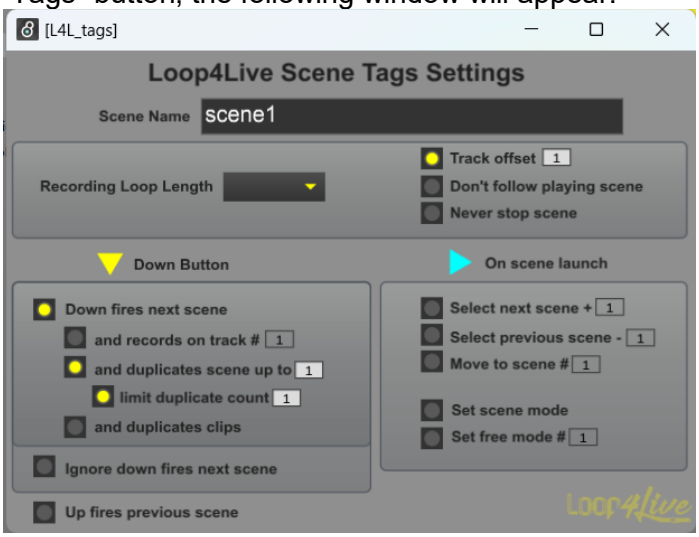
There are two ways to apply tags to scene names:

- Either through the pedal's Max for Live configuration plugin, if you have Ableton Live Suite.
- Or by renaming the scenes directly in the Ableton interface.

4.1. Apply tags using the configuration plugin



When you click the "Tags" button, the following window will appear:



This feature allows you to add tags to the scene name without using the Ableton interface. You can then use your mouse to navigate through Ableton and select scenes; the window will update automatically. The items at the top are the tags that apply when you hover over the scene. Next are two columns:

- The left column, "Down button," contains the tags that apply when you press the down button on the pedalboard.
- The right column, "On scene launch," contains the tags that apply when the scene launches.

4.2. Apply tags using the scene name

Right-click on the scene name and select “Rename.” You can then enter the desired tags.

4.3. List of available tags

Below are the various tags currently available.

4.3.1 Change the recording length: Recording Loop Length (l4lX and l4lcustlenX)

You can automatically change the recording length by placing the tag l4lX in the name of a scene or clip. By positioning yourself on the scene or launching the clip containing the tag **l4lX**, the recording length will be changed for subsequent recordings.
Note that you must change the X in **l4lX** to an index indicating the actual length:

Index	Record Length
0	1 Beat
1	2 Beats
2	1 Bar
3	2 Bars
4	4 Bars
5	8 Bars
6	16 Bars
7	32 Bars
8	Infinite (recording not stopped automatically)
9	12 Bars
10	24 Bars

Example: If you want to obtain a length of 8 bars (i.e., 8 measures), you must place the tag **l4l5** in the name of the scene or clip. The tag **l4l4** will correspond to a length of 4 measures.

The tag **l4lcustlenX** positions the actual length provided in place of the X: l4lcustlen14 will record over 14 measures, l4lcustlen20 will record over 20 measures.

We recommend using **l4lX** rather than **l4lcustlenX** whenever possible.

4.3.2 Scene launch tag when the down or up button is pressed: Down fires next scene (l4ldownfiresnextsc) et Up fires previous scene (l4lupfiresprevsc)

- ***Down fires next scene (l4ldownfiresnextsc)***:

Adding **l4ldownfiresnextsc** to the scene name will automatically launch the next scene when the lower scene change button is pressed. Scene launch will be quantified. This tag is the ultimate live ally! If the next scene is empty, all clips currently playing will be stopped, ideal for stopping song endings.
Note that there is a global setting called “Down always fires next scene” that allows you to always trigger the next scene across the entire Ableton set (see 6D.4. DESCRIPTION OF THE LOOP4LIVE CONFIGURATION PARAMETERS).

- ***Up fires previous scene*** (***l4lupfiresprevsc)*:**

Adding **l4lupfiresnextsc** to the scene name will automatically launch the previous scene when the upper scene change button is pressed. Scene launch will be quantified. If the previous scene is empty, all clips currently playing will be stopped, ideal for stopping song endings.

4.3.3 The record trigger tag when switching to the lower track: Down Record on track #X (l4ldownrecordstrackX)

- ***Down Record on track #X (l4ldownrecordstrackX)***:

This tag automatically starts recording on the track number indicated by the X when the scene transitions to the lower level. For example, `l4ldownrecordstrack2` will start recording on track 2 when the scene transitions to the lower level.

4.3.4 Tags for duplicating scenes or clips

- ***Down Duplicates scene up to #X (l4ldownduplicatescenefromprevscX)***:

This tag allows you to duplicate one or more scenes when you press the down scene change button. The X represents the number of previous scenes you want to duplicate.
With l4ldownduplicatescenefromprevsc0, only the current scene will be duplicated.
With l4ldownduplicatescenefromprevsc1, the current scene and the previous scene will be duplicated.
With l4ldownduplicatescenefromprevsc2, the current scene and the two previous scenes will be duplicated, and so on…
Note that you can limit the number of duplicates using the "Limit duplicate count X" tag below. Otherwise, duplicates will occur endlessly whenever the scene changes.

- ***Limit duplicate count X (l4lduplicatecountX)***:

This tag works in conjunction with the "Down Duplicates scene up to #X" tag above: it allows you to limit the number of duplicates that will be linked. Replace the X with the number of duplicates you want. Note that the names of the duplicated clips will include the number of duplicates remaining in their filenames via the prefix “countX,” where X is the number of duplicates remaining.

- ***Down Duplicates clips (l4ldownduplicatesclips)***:

This tag will duplicate the clips from the current scene to the scene below it (it will not create a new scene, unlike the "Down Duplicates scene up to #X" tag). Only the empty clip slots in the scene below will receive a duplicated clip from the current scene. The purpose of this tag is to create a progression in the sequence of scenes. This allows the song to evolve by having a clip already present in the scenes following the current one.

4.3.5 Don't fire next scene when down pressed tag: Ignore down fires next scene (l4lignoredownfiresnextsc)

When using the "Down always fires next scene" parameter in the Loop4Live configuration (via the configuration plugin or the l4l_config file), you can ignore the next scene to be fired by placing the **l4lignoredownfiresnextsc** tag in the current scene name.

4.3.6 Scene change tags: Automatic scene change after scene launch

- ***Select next scene +X (l4lnextsc)***:

Adding ***l4lnextsc*** in the scene name will allow to automatically go down from scene when launching a complete scene. Remember not to add this tag to the last part of a song so that the global start button 7A.4. FULL START STOP BUTTON will stop the clips at the end of the song (the global start button stops the scene if at least one clip is playing in current scene).

It is possible to add a number after the l4lnextsc tag to go down a certain number of scenes. For example, l4lnextsc3 will go to the 3rd scene below the current scene.

- ***Select previous scene +X (l4lprevsc)*** :

It is the opposite of the l4lnextsc tag: the ***l4lprevsc*** tag placed in the name of the scene allows to go up a scene when a scene is launched.

It is possible to add a number after the l4lprevsc tag to move up a certain number of scenes. For example l4lprevsc3 will move to the 3rd scene above the current scene.

- ***Move to scene #X (l4lmovescX) :***

The tag ***l4lmovescX*** allows to indicate on which scene the selection will move. The number of the scene is indicated instead of the X of ***l4lmovescX*** : for example, l4lmovesc4 will move the selection on scene n°4 when the current scene is launched.

4.3.7 Scene non-tracking tag: Don't follow playing scene (l4ldontfollowscene)

The "Follow playing scene" configuration parameter (see section 6D.4. DESCRIPTION OF THE LOOP4LIVE CONFIGURATION PARAMETERS) allows the footswitch to follow the currently playing scene. However, you may wish to exclude certain scenes from this process, for example if you are using another control surface or ClyphX to launch clips. In this case, the **l4ldontfollowscene** tag in the scene name will prevent the footswitch from following this scene when a clip is launched. The pedalboard will follow scenes where this tag is not set.

4.3.8 The scene stop inhibition tag: Never stop scene (l4lneverstopsc)

Sometimes, during concerts, we don't want to stop the scenes via the Start Stop button. When we work with several dozens or hundreds of scenes, it can happen that a clip is already playing on the scene we're launching: in which case everything stops and it's a blank! We therefore propose the l4lneverstopsc tag, which when positioned in the name of the first scene (so that you only have to indicate it once for all scenes and not on each scene), will prevent playback stops via the scene launch button. To stop all clips, you'll need to launch a scene empty of clips. Please note: Ableton must be restarted for the addition or removal of the l4lneverstopsc tag to be taken into account (or by using the l4lreloadconfig tag).

4.3.9 Automatically change pedalboard mode: Set free mode #X (l4lsetfreemodeX) et Set scene mode (l4lsetscenemode)

There are 2 tags for changing the pedalboard mode at scene (or clip) launch:

- ***l4lsetfreemodeX***: the pedalboard switches to free mode on configuration number X (replace X by the number of the desired configuration file (alphabetical order). If you have only one free mode configuration file, replace X by 1).
- ***l4lsetscenemode***: pedalboard switches to scene mode

4.3.10 The track positioning tag: Track offset (l4ltrackoffsetX)

It's possible to tell the pedalboard which track to position itself on when changing scene:

- ***l4ltrackoffsetX:*** This tag indicates which track the selection will move to when the scene is changed. Replace X with the desired track number.

4.3.11 Configuration reload tag l4lreloadconfig

A tag is available to reload configurations from the saved configuration. This means you don't have to restart Ableton to refresh changes from these files (Loop4Live configuration, effects mode en free mode). This tag is ***l4lreloadconfig***: placed in the name of a clip, launching this clip will reload the pedalboard configuration from the saved configurations.

4.3.12 Automatic scene change tag in clips

In the same way as for scene names, adding the tag l4lnextsc in the name of a clip will move the Loop4Live selection down one scene when the clip is launched.

5. Clip name

Name of newly created clip will be generated from track name. Perhaps you could change Track name with a precise name like “Drum” for the first track where will be located drum loops.

6. Setting colors on the tracks

In order to know quickly your lateral position in the tracks on the Loop4Live display, we recommend assigning the same color to each group of 4 tracks. For example green for the first 4 tracks, red for the next 4, etc. To change the color of a track, click on it with the right mouse button and select the desired color.

7. Tracks groups

It is possible to group certain tracks so that the clips contained in them are launched with a single switch press. Select the tracks to be grouped, then right-click on them and select "Group tracks". It is then possible to keep only the grouped track visible and to make the "child" tracks disappear by clicking on the "Ungroup" button on the group track.

8. Drum track on the first track

We recommend reserving the first track for drum loops. Create several scenes at the bottom of the clip matrix that will store only the drum loops you are used to using. You can then duplicate these drum only scenes and create new recordings on them whenever you are inspired.

10B. Launching a record

1. In “Session” view :

As explained above, all your tracks inputs are set with your guitar input to capture it.

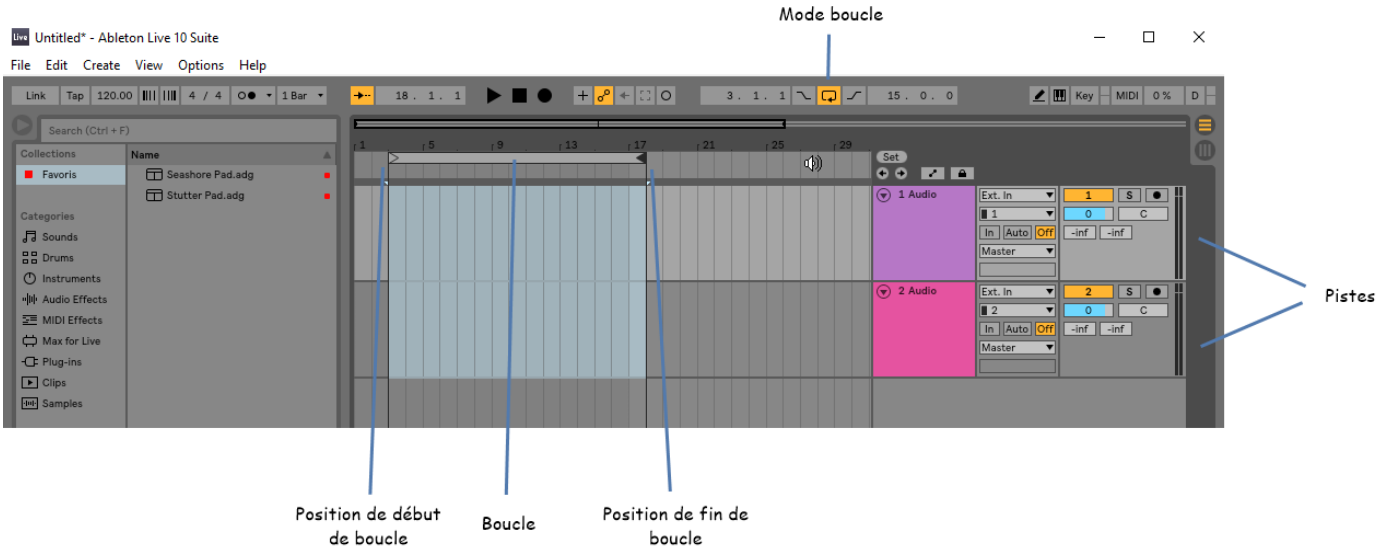
There are 2 ways to start a recording with Loop4Live:

- Either when Loop4Live is in " Free mode " (the luminous ring in the top left corner is red): You launch the recording with the button 7A.4. FULL START STOP BUTTON : Live® will attempt to find the first empty slot in the current selection and then on the right tracks. Live® will not search before the selection (on the left).
- Or use the 7A.1. A-B-C-D BUTTONS– START/ STOP/ RECORD to record to a specific track if no clip is already present.

The length of the recording is available via the tempo menu: 7D.1 TEMPO MENU.

2. In “Arranger” view :

Set Loop4Live in "Free Mode” (the upper left light ring is red). Use the global record button (7A.4. FULL START STOP BUTTON) to start recording an armed track from the loop start position. The "Arranger" mode is as follows:



Recording will take place inside the recording loop modeled above (on armed tracks). You can change the start and end positions as you wish by dragging them. If you activate the loop mode, the recording will loop over the zone, you can then select the best take. All takes are present in one audio file available in clip wave window: start and end marker are adjustable to keep the best take.

10C. Recording with several Loop4Live

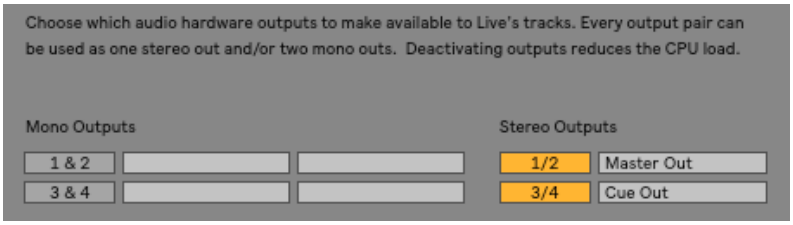
There is a little limitation when recording with several Loop4Live using button **7A.4. Full Start Stop Button** . When launching the record with this button, Live® will find the first empty clip slot (or create a new track to have one). Live® schedules this reservation, it is not immediate (programmatically speaking). So if record is launched at the exactly same time with 2 different Loop4Live, it could happened conflict: only one record will be launched, the 2 requests having find the same clip slot. We can't do nothing against that but the probability that the 2 Loop4Live are pressed exactly at the same time by 2 different persons is really low.

That's why we advise you to start recording with the Start/Stop/Record Clip button (the button controlling a clip allows you to record if the slot is empty).

10D. Send Metronome click on a dedicated output for your drummer.

If your sound card/audio interface has multiple outputs, the metronome can be routed to one of them using the Cue Out output in Live Master Track. Useful in situations where you need a click track which shouldn't be heard through the master out.

Firstly make sure to enable the extra output(s) in Live Audio Preferences. You can also rename these in Live 10.

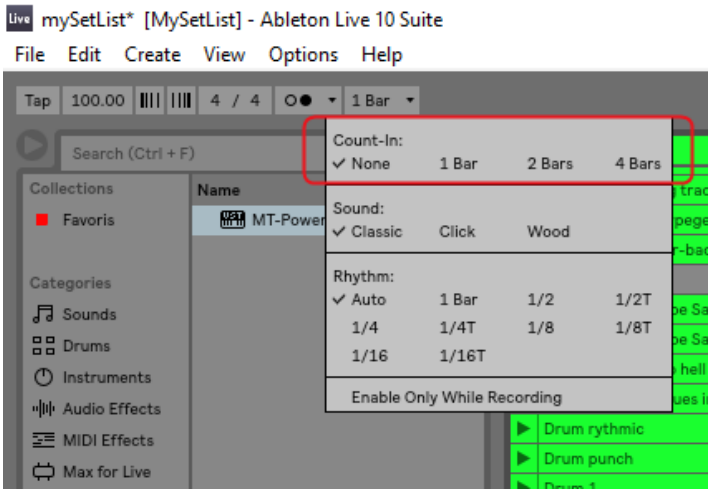


Then open the I/O section and route the Cue Out on the Master track, which includes the Metronome, to the desired output.



10E. Recording with count in

Just go in Tempo section:



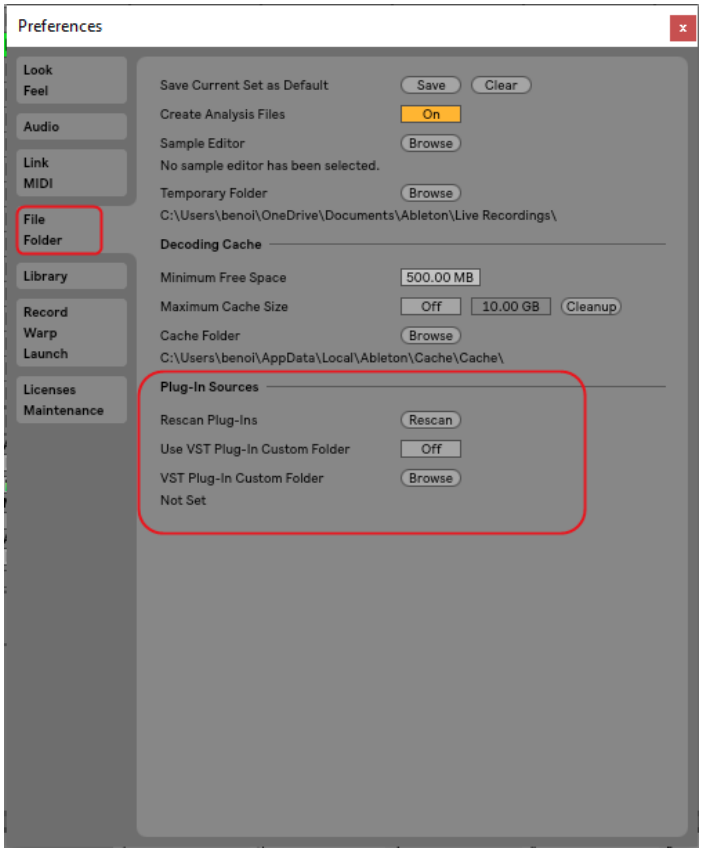
Select bar count you wish before your launch.

10F. Adding a drum loop using MT Power Drum Kit®

We will use MT Power Drum Kit® which is really simple but offers a lot of different drum loop. Their web site show videos on how to use it. Here is a summary to make it work with Ableton Live®.

- First, download the software.
- Copy both file named MT-PowerDrumKit.dll and MT-PowerDrumKit-Content.pdk into your VST plugin folder if existing. If this folder does not exist, create one at the location you prefer (for example My Documents/VSTplugin).

- Go to Ableton Live® preference and go to « File Folder » tab :

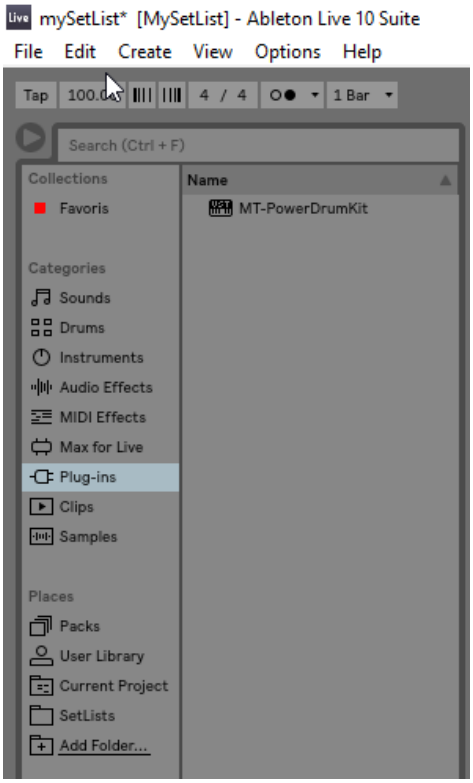


- In « Plug-In Sources », set parameter « Use VST Plug-In Custom Folder »to on. Select your VST Plugin folder via the “rescan” button. Your folder will then appear below « VST Plug-In Custom Folder » parameter.

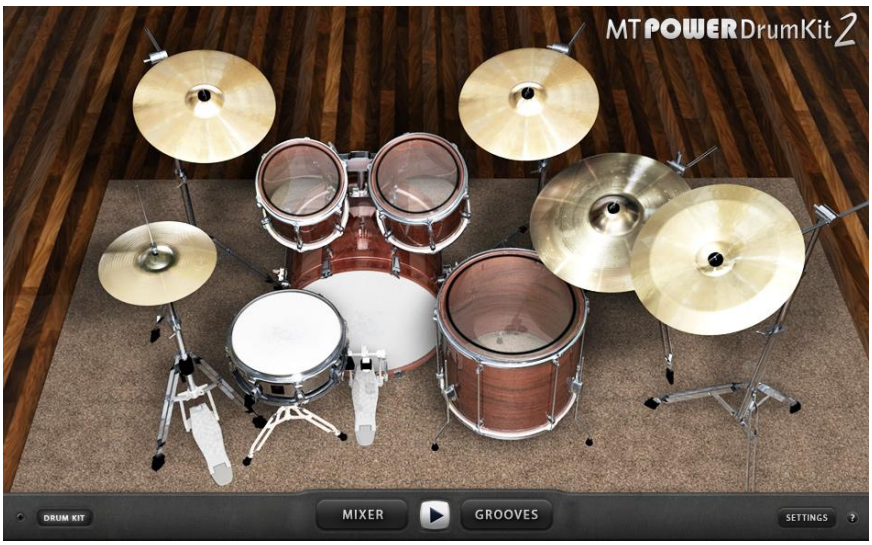
- Click on « Rescan » button to make it appears in Browser.

- Close Preferences.

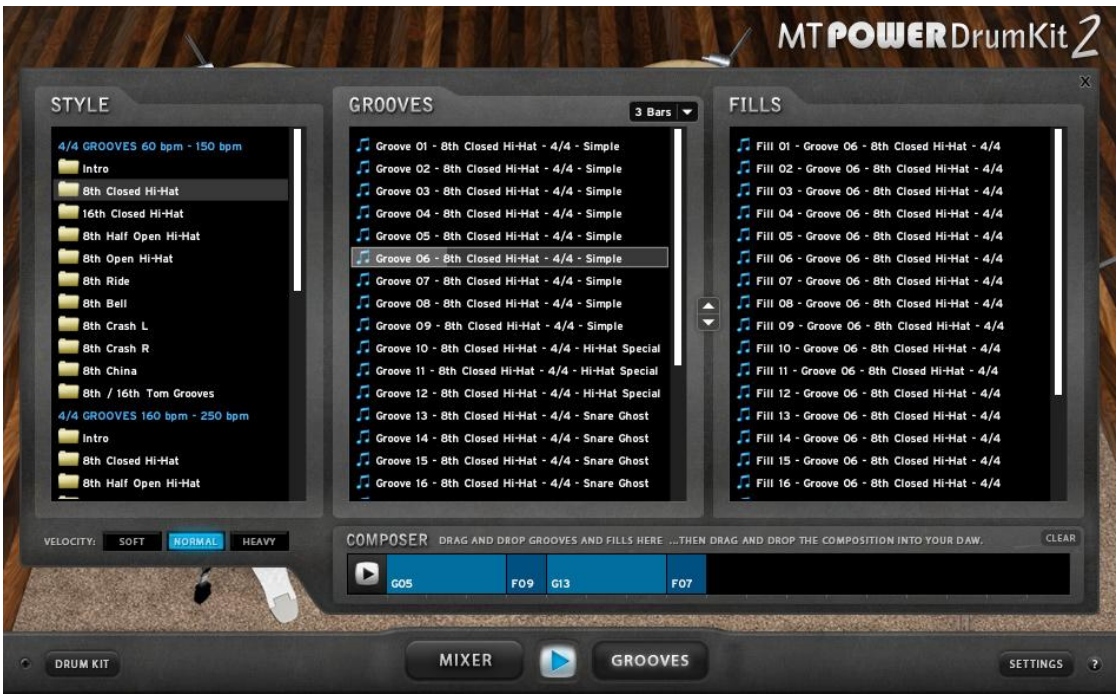
- Plugin is now available in « Plug-Ins » Browser section :



- Create a Midi Track (column) in clip matrix. Drag and drop the plugin from the browser to a clip slot on the Midi Track. It will open MT Power Drum Kit® interface :



- Click on « GROOVES » to open the drum loop maker :



- Select a drum style in the “Style” column. It will refresh the « Grooves » column and « Fills »column.
- The « Grooves » part will create by default a 3 bars loop (you can change length with the drop-down list at top of this column but don’t touch it for the moment). The « Fills » part allows adding a transient part to the end of the loop. So adding a « Grooves » part of 3 bars with a « Fills » of 1 bar will generate a 4 bar loop.
- Drag and drop a « Grooves » part in the « COMPOSER » section and a « Fills » part at the end: you’ve got your loop.
- Drag and drop your new loop from the « COMPOSER » section to an empty slot in the Midi Track of Ableton Live®.
- That it!

10G. Assigning an expression pedal or a switch to an Ableton controller

To create a MIDI mapping with your expression pedal or a switch:

- Turn MIDI map mode on (Mac: CMD + m, Windows: Ctrl + m).



- Select the function you wish to map, eg. a volume fader.
- Change position of your expression pedal.
- The controls are now mapped and displayed in the « Midi Mapping » section on the left side.
- Exit MIDI map mode.

10H. Adding a backing track into playlist and make it loops or not

Ableton® Warping functionality lets you easily time stretch tracks for beat matching, mash-ups and sampling.

If you don’t plan to play mp3 in loop, disable warp mode (will automatically disable loop mode). If you want to make it loop, follow these actions:

- Drag an audio file (wav, aiff, mp3) into Live, from Live Browser, directly from iTunes or from your desktop.



- Live will attempt to auto-warp the file. If Live gets it right, you're done. However, if you want to "tighten up" the warping, or if Live did not get it right, follow the next steps:

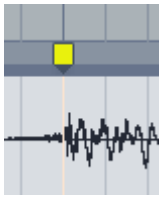
- Double-click on the clip.



- The clip waveform will now be visible below. To launch the clip click the yellow triangle.

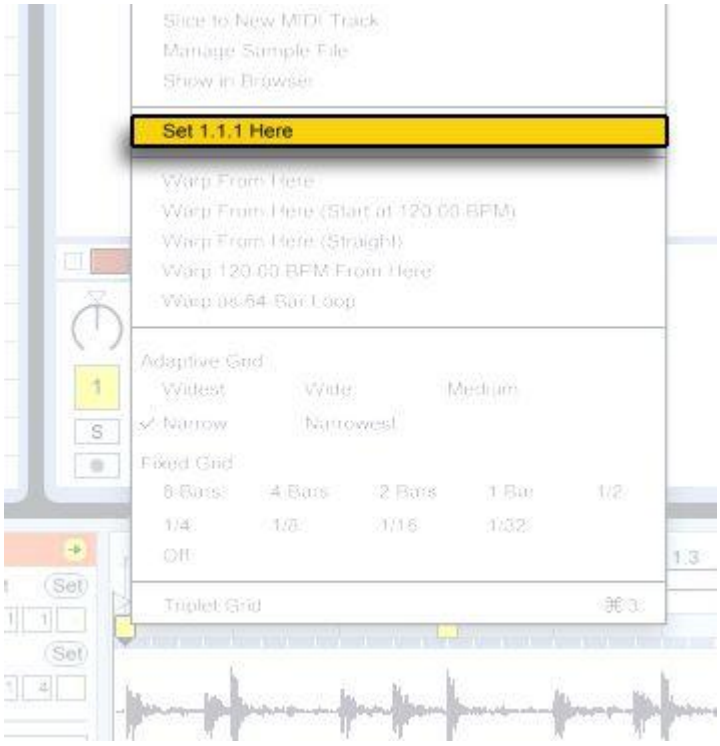


- Now, you need to find the first beat, or the "one." Zoom-in to the area where you are hearing the "one" using the magnifying glass above the audio file. If the first beat is wrong, double-click on the transient above the "one" to create a yellow Warp Marker (you can double-click on a Warp Marker to remove one as well).

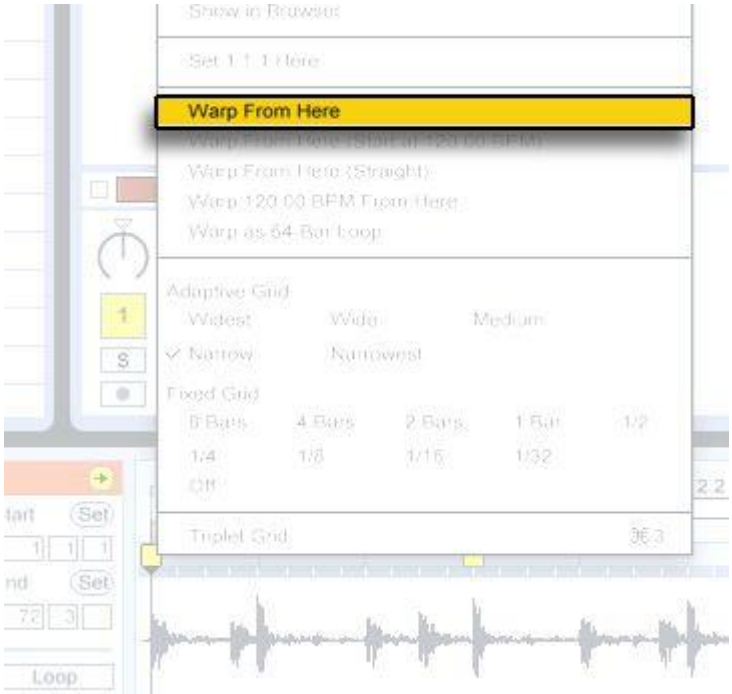




- Right-click (PC) or Ctrl + click (Mac) on that Warp Marker, and select "Set 1.1.1 here."



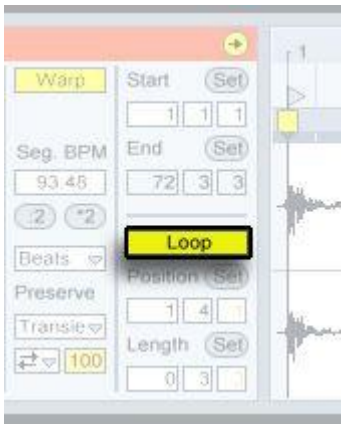
- Now, right-click (PC) or Ctrl + click (Mac) again and select "Warp From Here."



- Live generally gets it right at this point. You can turn on the metronome to hear that the track is warped correctly throughout.



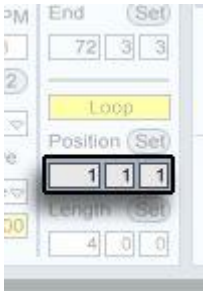
- Next, turn on the clip Loop button:



- Set the Length to 4 Measures:



- Set the position to 1.1.1.



- Now we hear a four-bar loop. (You can click on the word "Length" to zoom in to that loop.) You can click and drag in the tempo field to change the tempo of your loop.

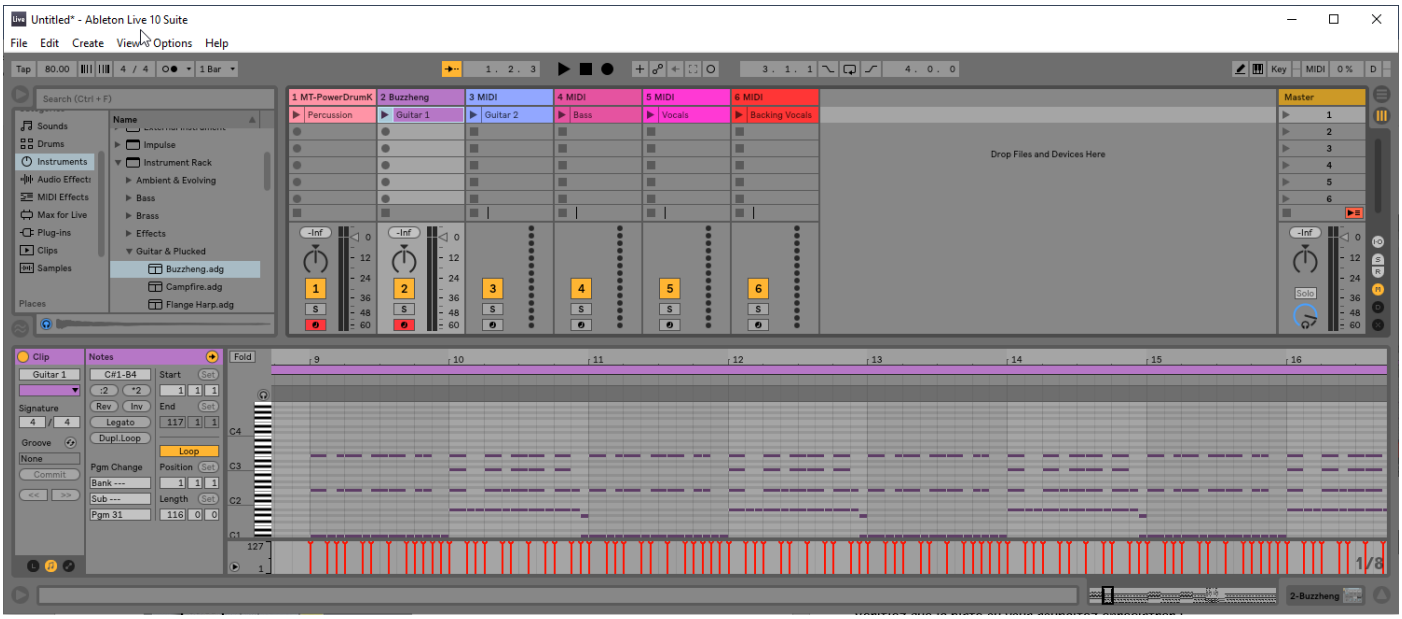


- You may want to play with the warp modes for better sound. Complex or Complex Pro are best for mixed-down songs. Use Beats for drums, and Tones for instruments like guitar, vocals, piano, and so on.

That’s it! Launch your clips and enjoy.

10I. Insert Midi Clips

The web is full of midi tracks that you can insert into Ableton Live® to play. Download a midi song and insert it into an available clip slot on a midi track. The MIDI notes appear in the clip detail at the bottom.



Then select an instrument in the Live Explorer (for example, the Buzzheng instrument as shown in the screenshot above) and drag it to the desired MIDI track. The clip will be rendered with this instrument when it is launched. For a drum track, you can use the VST MT Power Drum Kit® plugin that we saw earlier. There are many VST plugins on the web to simulate guitar sounds and effects.

10J. Changing presets of a multieffect from Ableton

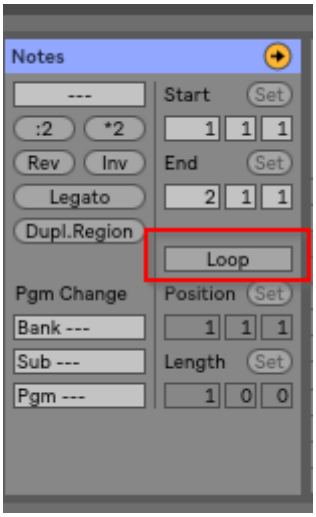
Ableton allows to send control changes to the devices connected to the computer. So we can automatically control a guitar mutlieffect during the song progression.

To control your mutlieffect:

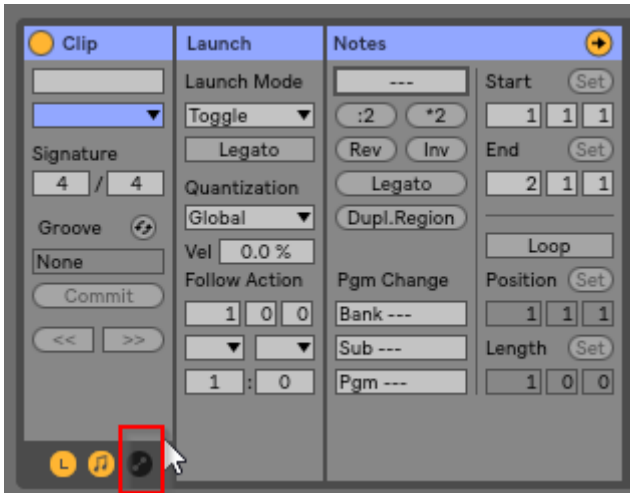
- Create a midi track
- set « No input » in « MIDI From » of the track and select the multieffect in “Audio To" :



- Desactivate the loop mode :



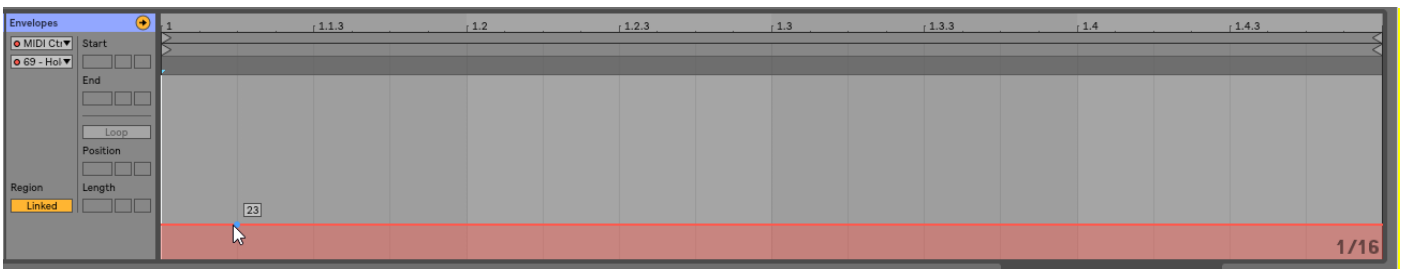
- Still in the clip detail, activate the envelopes by clicking on the button framed in red below :



- this brings up the window « Envelopes » :



- select « Midi Ctrl » in the first drop-down list.
- Select in the second drop-down list the control change you have configured in your multieffect to control the presets.
- with the red line (which indicates the velocity of the control change), choose the snapshot (ie preset) that you want to select on the multieffect: here we choose snapshot 23



10K. Connecting an external power supply

With the mkIII version of the pedalboard, it is possible to connect an external power supply. This is optional when using a 5-meter usb cable, but may be necessary when using a longer cable, or if the computer doesn't supply enough power.
The power supply must comply with the following specifications. It should supply 9V and a minimum current of 500mA, with a 5.5 x 2.1 connector with the center of the tip positive, as shown in the image below:



Please note the +/- polarity, as guitar pedal power supplies are usually reversed in relation to the pedalboard's needs.

10L. Troubleshoots

1. Records are not launched

Check that the track you want to record in:

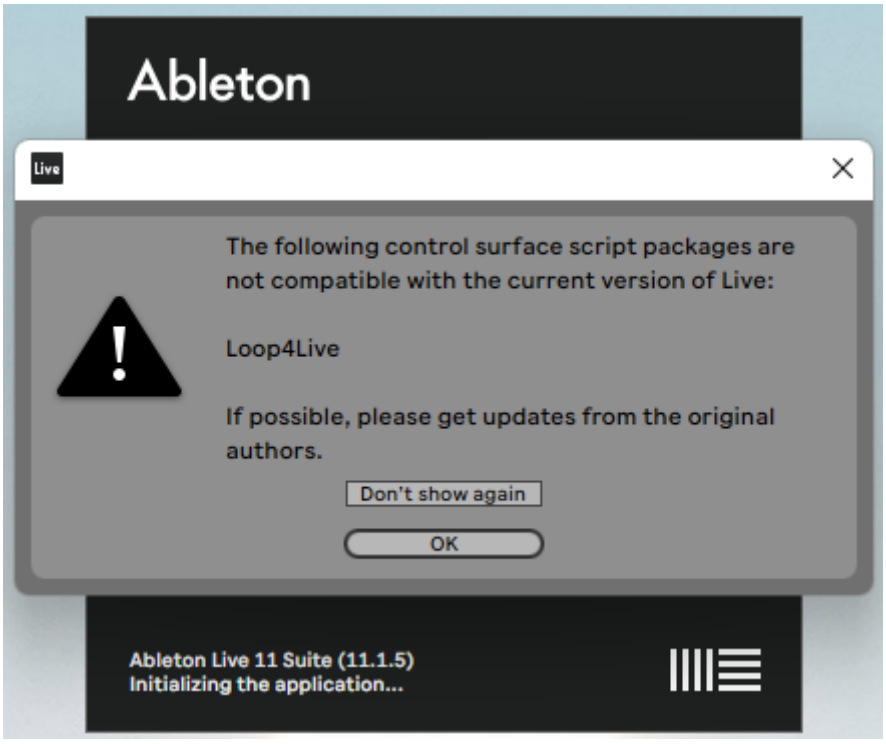
- is armed
- has a valid input (use the vumeter to check that an input is being picked up).

2. Playback does not stop with the A/B/C/D buttons

Check in the preferences that the launch mode parameter is set to " Toggle ". Also check on each clip that the "Launch mode" property is set to "Toggle".

3. Error message displayed "The following surface script packages are not compatible".

The following error message is due to an error in the version of the remotes scripts uploaded to Able-ton Live 11. Make sure you have uploaded the Loop4Live remote scripts for Live 11 and not for Live 10.



4. Others

Bad news ☹ Contact us at contact@loop4live.com !

10M. Appendices

1. Correspondence of the MIDI notes with their number

Octave	C	C#/Db	D	D#/Eb	E	F	F#/Gb	G	G#/Ab	A	A#/Bb	B
-2	0	1	2	3	4	5	6	7	8	9	10	11
-1	12	13	14	15	16	17	18	19	20	21	22	23
0	24	25	26	27	28	29	30	31	32	33	34	35
1	36	37	38	39	40	41	42	43	44	45	46	47
2	48	49	50	51	52	53	54	55	56	57	58	59
3	60	61	62	63	64	65	66	67	68	69	70	71
4	72	73	74	75	76	77	78	79	80	81	82	83
5	84	85	86	87	88	89	90	91	92	93	94	95
6	96	97	98	99	100	101	102	103	104	105	106	107
7	108	109	110	111	112	113	114	115	116	117	118	119
8	120	121	122	123	124	125	126	127				

: Notes used by the Loop4Live

Note : the midi channel used for the communication between Ableton and Loop4Live is defined in the configuration parameters (see section 6D.4. DESCRIPTION OF THE LOOP4LIVE CONFIGURATION PARAMETERS).

2. Correspondence between Notes/CCs and their functionality

The table below shows the correspondence between midi notes and cc's, and their function in scene mode. If you wish to use these functions in free mode or with an external footswitch, make sure you use the same midi channel as the pedalboard scene mode (“Midi Channel” configuration parameter, see section 6D.4. DESCRIPTION OF THE LOOP4LIVE CONFIGURATION PARAMETERS). Some midi messages are reserved and cannot be used: they are indicated in the "Reserved L4L" column.

Function	*Associated Note/CC*	*Reserved L4L*
Launch/Stop scene	Note 32	
Overdub/ recording in arranger view	Note 121	
Launch clip track A	Note 0	
Launch clip track B	Note 1	
Launch clip track C	Note 2	
Launch clip track D	Note 3	
Delete clip A	Note 8	
Delete clip B	Note 9	
Delete clip C	Note 10	
Delete clip D	Note 11	
Mute	Note 33	
Delete last recorded clip	Note 36	
Navigation up	CC 104 or Note 35	
Navigation down	CC 105 or Note 34	
Navigation left	CC 34	
Navigation right	CC 35	
Volume clip/track A expression pedal	CC 53	

Volume clip/track B expression pedal	CC 54	
Volume clip/track C expression pedal	CC 55	
Volume clip/track D expression pedal	CC 56	
Volume clip/track A rotary encoder	CC 38	
Volume clip/track B rotary encoder	CC 39	
Volume clip/track C rotary encoder	CC 40	
Volume clip/track D rotary encoder	CC 41	
Volume master rotary encoder	CC 42	
Tap tempo	CC 43	
Ableton in arranger – previous cue point navigation	CC 62	
Ableton in arranger – next cue point navigation	CC 63	
Ableton in arranger – previous track selection	CC 64	
Ableton in arranger – next track selection	CC 65	
Ableton in arranger – record	Note 37	
Ableton in arranger – stop	Note 38	
Looper plugin – Stop all loopers	Note 39	
Looper plugin – Clear all loopers	Note 40	
Looper plugin – Export to grid	Note 41	
Overdub	Note 42	
Effect Mode - Enable effect track A	Note 4	Yes
Effect Mode - Enable effect track B	Note 5	Yes
Effect Mode - Enable effect track C	Note 6	Yes
Effect Mode - Enable effect track D	Note 7	Yes
Effect Mode - Navigation up	CC 102	Yes
Effect Mode - Navigation down	CC 103	Yes
Effect Mode - Navigation left	CC 45	Yes
Effect Mode - Navigation right	CC 46	Yes
Effect Mode – expression pedal 1	CC 49	Yes
Effect Mode – expression pedal 2	CC 50	Yes
Effect Mode – expression pedal 3	CC 51	Yes
Effect Mode – expression pedal 4	CC 52	Yes

3. MIDI Notes and Control Change assignments of Loop4Live

	Scene mode	**Effect mode**	**Free mode (default value)**
Start/Stop full buton	Note 32	Note 32	Note 121
A button	Note 0	Note 4	Note 0*
B button	Note 1	Note 5	Note 1*
C button	Note 2	Note 6	Note 2*
D button	Note 3	Note 7	Note 3*
A button long pressed	Note 8	Note 12	-
B button long pressed	Note 9	Note 13	-
C button long pressed	Note 10	Note 14	-
D button long pressed	Note 11	Note 15	-
Up button	CC104 and Note 35	CC102	CC104
Down button	CC105 and Note 34	CC103	CC105
Left button	CC34	CC45	CC34
Left button long pressed	CC47	CC34	CC47
Right button	CC35	CC46	CC35
Right button long pressed	CC48	CC35	CC48

Mute button	Note 33	Note 33	Note 33
Mute button long pressed	Note 36	Note 36	Note 36
External button 1	Default Note 32	Default Note 32	Default Note 32
External button 2	Default Note 122	Default Note 122	Default Note 122
Volume rotary encoder track 1	CC38	CC38	CC38
Volume rotary encoder track 2	CC39	CC39	CC39
Volume rotary encoder track 3	CC40	CC40	CC40
Volume rotary encoder track 4	CC41	CC41	CC41
Volume rotary encoder master	CC42	CC42	CC42
Tap tempo rotary encoder button	CC43	CC43	CC43
Expression pedal 1	CC53	CC49	CC58**
Expression pedal 2	CC54	CC50	CC59**
Expression pedal 3	CC55	CC51	CC60**
Expression pedal 4	CC56	CC52	CC61**
Expression pedal 5	CC44	CC44	CC44

* : The MIDI note sent by the expression pedal can depend on the current track number (when the FREE_MODE_DYNAMIC_BUTTON_NOTE parameter is set to 1): for example for button A, if the track selected for this button is number 5, the button will send the MIDI note 4 (0 + 5 - 1) =>
⚠ In this case, there will be a conflict with the note of button A in effect mode! Remember to set at least the value 16 for button A, the value 17 for button B, ...

** : The CC value sent by the expression pedal depends on the current track number: for example, for expression pedal 1, if the track selected for this pedal is number 5, the pedal will send CC62 (58 + 5 - 1)

Note: the “Midi channel” used for communication between Ableton and Loop4Live is defined in the configuration parameters (see section 6D.4. DESCRIPTION OF THE LOOP4LIVE CONFIGURATION PARAMETERS).

4. Manual edition of the l4l_config file

The file is named l4l_config and is located in the Loop4Live "Home" folder at :

- for MacOs **/Users/your username*/Loop4Live** (* replace "your username" with your real username)
- for Windows **c:/Users/your username*/Loop4Live** (* replace "your username" with your real username

The Loop4Live "home" folder is created at the first startup of Ableton with the Loop4Live plugged and the remote scripts functional. The l4l_config need to be generated the first time via the website : see 6D.3. GENERATE THE CONFIGURATION FILE VIA THE WEBSITE or via the max for live configuration plugin.

This file is available to adapt the behaviour of the selection (red rectangle) and interactions in Ableton Live. You can choose whether the selection returns to the first track when changing scene, ask or not to stop playing clips when launching a clip from a different scene.

The configuration file is named "l4l_config". This file contains several parameters you can set. You can change parameters value to change behavior in Ableton Live®. For the changes to take effect, you need to: Restart Ableton or use the Max4Live plugin to reload the configuration or use the tag 10A.4.3.11. CONFIGURATION RELOAD TAG L4LRELOADCONFIG

This is the mapping between the parameter names in the file and those in the parameter description (6D.4. DESCRIPTION OF THE LOOP4LIVE CONFIGURATION PARAMETERS). Set the value of a file parameter to 1, corresponding to a ticked parameter. Set the value to 0 corresponding to an unticked parameter.

Original parameter	Nom du paramètre dans le fichier l4l_config
Loop4Live Midi Channel	CHANNEL
Name	NAME
Track offset	TRACK_OFFSET
Recording loop length *	RECORDING_LENGTH
Reset track offset on scene changes	RESET_TRACK_OFFSET_ON_BANK_CHANGED
Stop all clips when launching on another scene	STOP_ALL_PLAYING_CLIPS_WHEN_SCENE_CHANGE
Stop all clips when rec on another scene	STOP_ALL_PLAYING_CLIPS_WHEN_RECORDING_ON_NEW_SCENE
Stop transport when all stopped	STOP_TRANSPORT_WHEN_SCENE_STOPPED
Selection moves Loop4Live	ABLETON_SELECTION_MOVE_LOOP4LIVE
Ableton follows Loop4Live	ABLETON_FOLLOWS_LOOP4LIVE
Follow playing scene	FOLLOW_PLAYING_SCENE
Exclusive Arm	EXCLUSIVE_ARM

Auto Arm	AUTOMATIC_ARM
Exclusive recording	EXCLUSIVE_RECORDING
Overdub	OVERDUB
Auto change scene bpm	AUTO_CHANGE_SCENE_BPM
Linked	IS_LINKED
Disable tap tempo	DISABLE_TAP_TEMPO
Disable mute	DISABLE_MUTE
External button 1 - momentary	EXT_BUTTON1_MOMENTARY
External button 1 - note	NOTE_EXT_BUTTON1
External button 2 - momentary	EXT_BUTTON2_MOMENTARY
External button 2 - note	NOTE_EXT_BUTTON2
Exp pedal 5 controls last record	EXP_CONTROL_LAST_RECORD_GAIN
Down always fires next scene	DOWN_ALWAYS_FIRES_NEXT_SC
Fire scenes only with external footswitch	TAGS_FIRE_SCENES_ONLY_WITH_EXTERNAL_FOOT SWITCH
Free mode – Global record overdub	GLOBAL_RECORD_OVERDU
A-B-C-D switches launch scene	TRACK_SWITCH_LAUNCH_ALL_SCENE
Only one clip playing	ONLY_ONE_CLIP_LAUNCHED

* The « RECORDING_LENGTH » parameter takes the value of an index which corresponds to the desired length as follows :

Index	Record Length
0	1 Beat
1	2 Beats
2	1 Bar
3	2 Bars
4	4 Bars
5	8 Bars
6	16 Bars
7	32 Bars
8	Infinite (recording not stopped automatically)
9	12 Bars
10	24 Bars

5. Description of the free_mode_midi_map.txt file

The configuration of the MIDI Notes and CCs assigned to the pedalboard in free mode is done using a configuration file named free_mode_midi_map.txt file. This file need to be placed into the Loop4Live “Home” directory :

- for MacOs **/Users/your username*/Loop4Live** (* replace “your username” with your real username)
- for Windows **c:/Users/your username*/Loop4Live** (* replace “your username” with your real username)

The file is presented as follows by default:

```
[MIDI_MAP]
LAUNCH_ALL_MIDI_NOTE=121
MUTE_MIDI_NOTE=33
MUTE_MIDI_NOTE_LONG_PRESSED=36
TRACKA_MIDI_NOTE=0
TRACKB_MIDI_NOTE=1
TRACKC_MIDI_NOTE=2
TRACKD_MIDI_NOTE=3
DEDICATED_PARAMETER_TRACKA=
DEDICATED_PARAMETER_TRACKB=
DEDICATED_PARAMETER_TRACKC=
DEDICATED_PARAMETER_TRACKD=
TRACKA_CONTROLS_SELECTION_TRACK_NUMBER=1
TRACKB_CONTROLS_SELECTION_TRACK_NUMBER=2
TRACKC_CONTROLS_SELECTION_TRACK_NUMBER=3
TRACKD_CONTROLS_SELECTION_TRACK_NUMBER=4
TRACKS_DYNAMIC_CONTROL=0
LEFT_CC=34
RIGHT_CC=35
UP_CC=104
DOWN_CC=105
EXP_PEDAL1_CC=58
EXP_PEDAL2_CC=59
EXP_PEDAL3_CC=60
EXP_PEDAL4_CC=61
EXP_PEDAL5_CC=44
CHANNEL_NOTE_BUTTONS=3
CHANNEL_CC_BUTTONS=3
CHANNEL_EXP_PEDAL1_4=3
CHANNEL_EXP_PEDAL5=3
MODE_NAME=MODE1
TIME_MODE_DISPLAYED=0
MODE_BACKGROUND_COLOR=#40ffff
MODE_TEXT_COLOR=#000000
FREE_MODE_DYNAMIC_EXP_PEDAL_CC=0
FREE_MODE_DYNAMIC_BUTTON_NOTE=0
DISPLAY_TRACK_NAME=0
```

You can change the values as you wish but be careful not to use values that are already reserved by the pedalboard. See 10M.2. CORRESPONDENCE BETWEEN NOTES/CCS AND THEIR FUNCTIONALITY for the MIDI and CC notes already reserved for Loop4Live. But you can play on the midi channels used by the pedalboard via this same file to simply avoid conflicts.

The association of the configuration parameters and the buttons/pedals is as follows:

Parameters	*Buttons/Pedals/Function*
LAUNCH_ALL_MIDI_NOTE	Midi note associated with Full Start/Stop Button
MUTE_MIDI_NOTE	Midi note associated with Mute Button
MUTE_MIDI_NOTE_LONG_PRESSED	Midi note associated with Mute long pressed Button
TRACKA_MIDI_NOTE	Midi note associated with A Button
TRACKB_MIDI_NOTE	Midi note associated with B Button
TRACKC_MIDI_NOTE	Midi note associated with C Button
TRACKD_MIDI_NOTE	Midi note associated with D Button
DEDICATED_PARAMETER_TRACKA	This parameter allows you to assign a predefined function to button A and the associated track. The functions available are arm, mute, solo, monitor and Looper plugin control. Associating the button with a function gives you visual feedback on the status via the footswitch LEDs, so you don't have to make the association via midi mapping. Allowed values: Arm, Mute, Track_Monitor, Solo, Looper
DEDICATED_PARAMETER_TRACKB	Same behavior as DEDICATED_PARAMETER_TRACKA pour le bouton B
DEDICATED_PARAMETER_TRACKC	Same behavior as DEDICATED_PARAMETER_TRACKA pour le bouton C
DEDICATED_PARAMETER_TRACKD	Same behavior as DEDICATED_PARAMETER_TRACKA pour le bouton D
TRACKA_CONTROLS_SELECTION_TRACK_NUMBER	This parameter changes the track controlled by the associated button. By default, knob A controls the first track in the selection, knob B the second track, and so on. You can specify the number of the track controlled in this parameter. The track controlled can be selected in 2 ways, using the associated TRACKS_DYNAMIC_CONTROL parameter: - If TRACKS_DYNAMIC_CONTROL is set to 1: the track number chosen here will indicate the track number in the current clip selection (red rectangle): the possible value is therefore between 1 and 4 (the selection containing 4 tracks). - If TRACKS_DYNAMIC_CONTROL is set to 0: the track number chosen here will indicate the track number in the entire Ableton clip grid. If you have 20 tracks in Ableton, you can set this parameter to a value between 1 and 20.
TRACKB_CONTROLS_SELECTION_TRACK_NUMBER	Same behavior as TRACKA_CONTROLS_SELECTION_TRACK_NUMBER pour le bouton B
TRACKC_CONTROLS_SELECTION_TRACK_NUMBER	Same behavior as TRACKA_CONTROLS_SELECTION_TRACK_NUMBER pour le bouton C

TRACKD_CONTROLS_SELECTION_TRACK_NUMBER	Same behavior as TRACKA_CONTROLS_SELECTION_TRACK_NUMBER pour le bouton D
TRACKS_DYNAMIC_CONTROL	This parameter is used to modify the track numbers associated with the A-B-C-D buttons. See TRACKA_CONTROLS_SELECTION_TRACK_NUMBER parameter for further information.
LEFT_CC	Midi CC associated with Left Button
RIGHT_CC	Midi CC associated with Right Button
UP_CC	Midi CC associated with Up Button
DOWN_CC	Midi CC associated with Down Button
EXP_PEDAL1_CC	Midi CC associated with expression pedal #1
EXP_PEDAL2_CC	Midi CC associated with expression pedal #2
EXP_PEDAL3_CC	Midi CC associated with expression pedal #3
EXP_PEDAL4_CC	Midi CC associated with expression pedal #4
EXP_PEDAL5_CC	Midi CC associated with expression pedal #5
CHANNEL_NOTE_BUTTONS	Midi channel (value between 1 and 16) used for the buttons that send midi notes. This allows to have a dedicated Midi channel for the buttons and to avoid conflicts with the nominal functions of the pedalboard.
CHANNEL_CC_BUTTONS	Midi channel (value between 1 and 16) used for the buttons that send midi CC. This allows to have a dedicated Midi channel for the buttons and to avoid conflicts with the nominal functions of the pedalboard.
CHANNEL_EXP_PEDAL1_4	Midi channel used for the expression pedals #1, #2, #3 and #4 (value between 1 and 16). This allows you to have a dedicated Midi channel for these expression pedals and avoid conflicts with the nominal functions of the pedalboard.
CHANNEL_EXP_PEDAL5	Midi channel used for the expression pedal #5 (value between 1 and 16). This allows you to have a dedicated Midi channel for this expression pedal and avoid conflicts with the nominal functions of the pedalboard.
MODE_NAME	Name of the mode displayed on the footswitch when the mode is selected. Leaving this parameter blank will not display any messages on the footswitch.
TIME_MODE_DISPLAYED	The number of seconds the mode name is displayed on the footswitch when the mode is selected. Setting this parameter to 0 will display the mode name indefinitely.
MODE_BACKGROUND_COLOR	(default value: #40ffff): Background color of the mode name message in hexadecimal format (starting with #). Applying different colors to the different modes can make it easier to find your way around. You can easily find colors on the site https://htmlcolorcodes.com/
MODE_TEXT_COLOR	(default value: #40ffff): Text color of the mode name message in hexadecimal format (starting with #). Applying different colors to the different modes can make it easier to find your way around. You can easily find colors on the site https://htmlcolorcodes.com/
FREE_MODE_DYNAMIC_EXP_PEDAL_CC	(default value = 0): By setting this parameter to 1, in free mode, the expression pedals #1 to #4 will send CC values depending on the selected track (cf. 7B.5. FREE MODE: BEHAVIOR OF THE EXPRESSION PEDALS).
FREE_MODE_DYNAMIC_BUTTON_NOTE	(default value = 0): By setting this parameter to 1, in free

	mode, the A-B-C-D buttons will send Notes depending on the selected track (cf. 7B.6. FREE MODE: BEHAVIOR OF THE A-B-C-D BUTTONS).
DISPLAY_TRACK_NAME	(default value = 0): When set to 1, in free mode, track names are displayed instead of clip names in the scene view. When set to 1, the scene name will be replaced by the mode name.

6. Manual editing of the effects configuration file

The effect configuration file can be created manually. You will need to enter the name of the effect followed by the name of the parameter in a specific format in this file. To find out the names of effects and their parameters, refer to the _csv_formatted_effects_list.txt file in the “output” directory of Loop4Live's “Home”:
for MacOs /Users/your user/Loop4Live/output, for Windows c:/Users/your_username/Loop4Live/output. This file is generated when Ableton is launched with Loop4Live connected.

Here is an example of a generated effect list:

EFFECT_NAME;YOUR_EFFECT_NAME;PARAMETER_NAME;YOUR_PARAMETER_NAME;
TRACK : 1 DRUM
Cathedral;;Device On;;
Cathedral;;PreDelay;;
Cathedral;;In LowCut On;;
Cathedral;;In HighCut On;;
Cathedral;;In Filter Freq;;
Cathedral;;In Filter Width;;
Cathedral;;ER Spin On;;
TRACK : 4 GUITAR
Ambidel;;Device On;;
Ambidel;;1 Input On;;
Ambidel;;1 Filter On;;
Ambidel;;1 Filter Freq;;
Ambidel;;1 Filter Width;;
Ambidel;;1 Delay Mode;;
Ambidel;;1 Beat Delay;;
TRACK : 7 Audio Loop
Metallic;;Device On;;
Metallic;;Dry/Wet;;
Metallic;;Delay Time;;
Metallic;;Feedback;;
Metallic;;Polarity;;
TRACK : 9-MT-PowerDrumKit
MT-PowerDrumKit;;Device On;;
TRACK : 10-Strangler Lead Guitar

Effects are broken down by track. The idea is to copy the lines of effects to be controlled (without the track names) into a new file and place this file in Loop4Live's “Home”.

You'll need to keep the file header, i.e. :
EFFECT_NAME;YOUR_EFFECT_NAME;PARAMETER_NAME;YOUR_PARAMETER_NAME;

We then copy the lines we're interested in, using semicolons. We obtain, for example, the following file to control the “In Filter Freq” parameter of the “Cathedral” effect, the “1 Beat Delay” parameter of the “Ambidel” effect and the “Dry/Wet” parameter of the “Metallic” effect:

```
EFFECT_NAME;YOUR_EFFECT_NAME;PARAMETER_NAME;YOUR_PARAMETER_NAME;
Cathedral;;In Filter Freq;;
Ambidel;;1 Beat Delay;;
Metallic;;Dry/Wet;;
```

The generated file should be named “Loop4Live_Effects.txt” and placed in Loop4Live's “Home” directory:

- For MacOs /Users/your username*/Loop4Live(* replace “your username” with the real name of your MacOs user)
- For Windows c:/Users/your username*/Loop4Live (* replace “your username” with the real name of your Windows user)

After restarting Ableton, the expression pedals will be able to control all the parameters indicated in the file and present on the Ableton tracks.

It is possible to give your own names to the effects and parameters displayed on Loop4Live, some names being too long and truncated on the display. To do this, you have to fill in your choices in this same configuration file between the semicolons already present. For example "Strangler Lead Guitar;Stran Lead;Volume;Vol" will display "Stran Lead" as effect name instead of "Strangler Lead Guitar" and "Vol" for the "Volume" parameter.