

GetOutOfMyWay



DISCLAIMER:

- This is a MaxForLive device so you're gonna need either Live suite, or Live standard with MaxForLive.
- Or you can load it as a standalone „app” with the demo version of Max 8.
- Works with Live 11, and with Live 10.

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INSTALLATION :

- You can **put the devices into your Ableton Live user library**, basically anywhere.

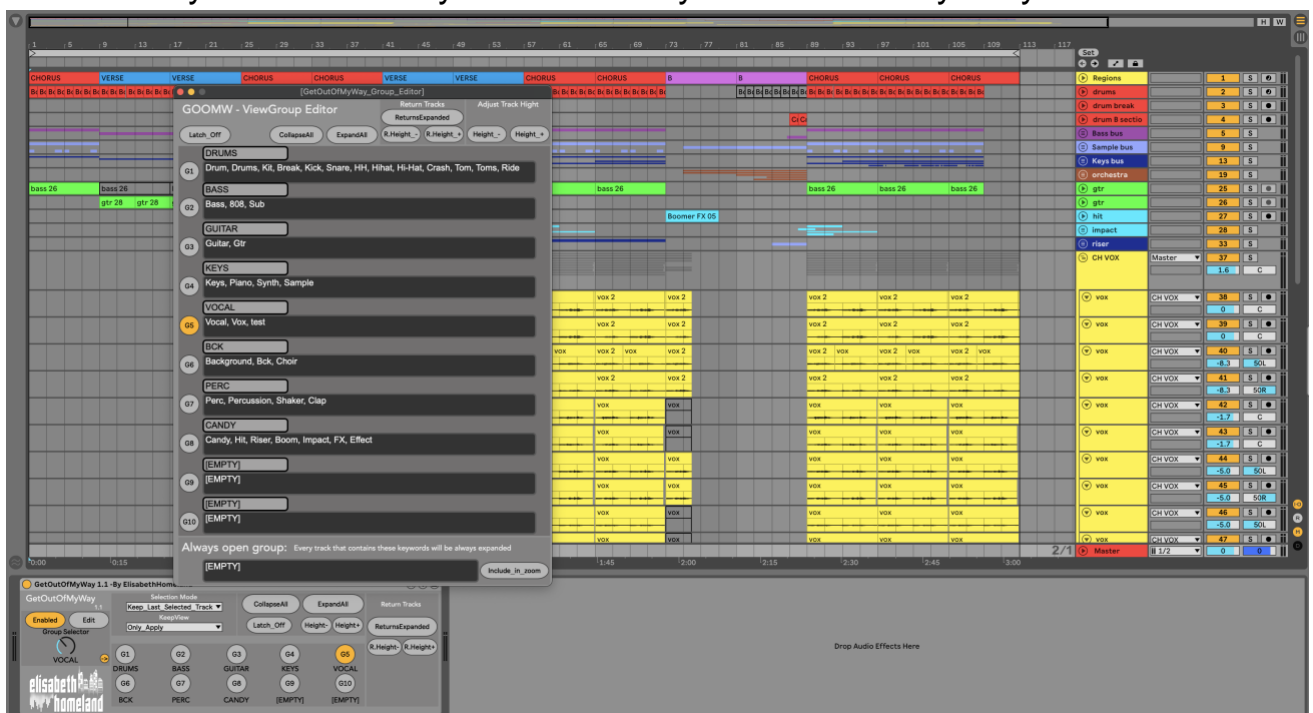
Default location of the User Library:

When you install Live for the first time, the User Library is created at this location:

WINDOWS: \USERS\[USERNAME]\DOCUMENTS\ABLETON\USER LIBRARY

MAC: MACINTOSH HD/USERS/[USERNAME]/MUSIC/ABLETON/USER LIBRARY

Please note that Live has to analyse your user library after you put your devices in there... It could take a while. For the time being, you can just drag and drop these devices on your track from your user library. until Live analyses your folders.



BASIC USAGE:

EXPLANATION:

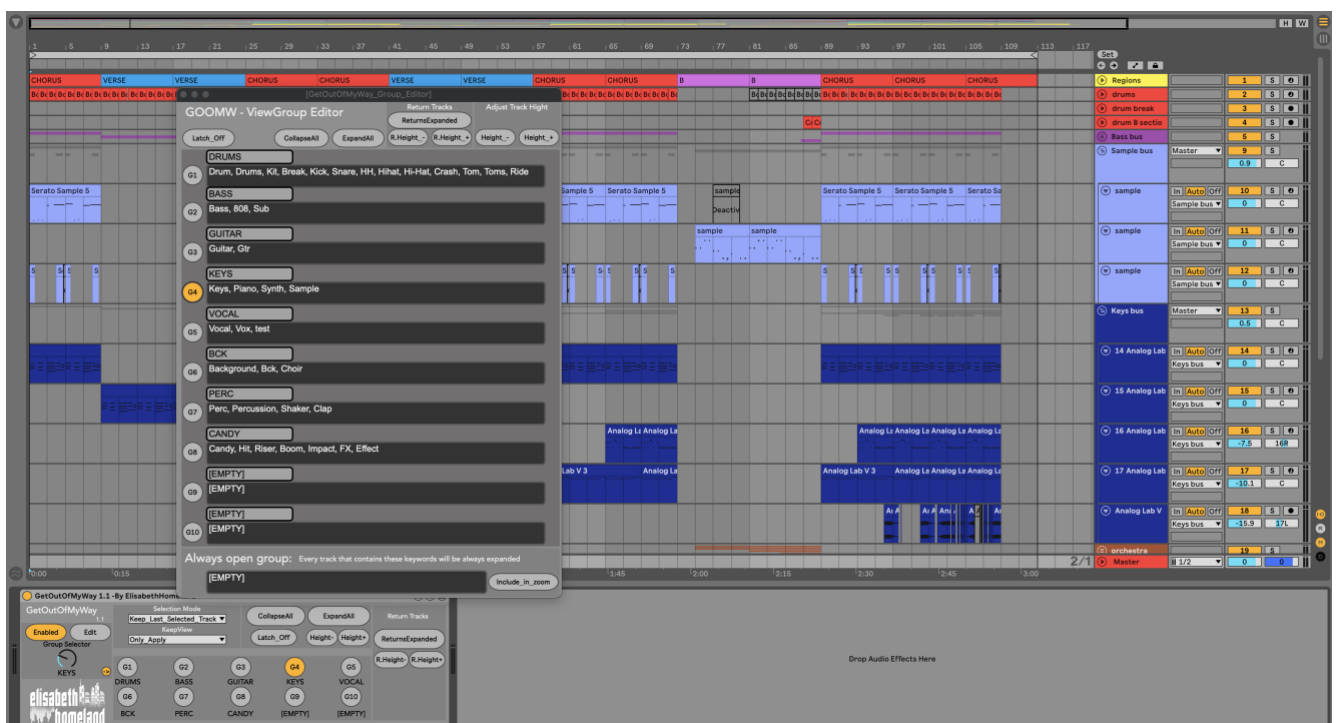
GetOutOfMyWay is designed to help you manage large projects more efficiently.

It lets you define up to 10 view groups, each with unlimited keywords. When you select a group, any tracks that match its keywords are displayed, while others are hidden away. This makes it easy to work on individual sections of your project without being distracted by other tracks.

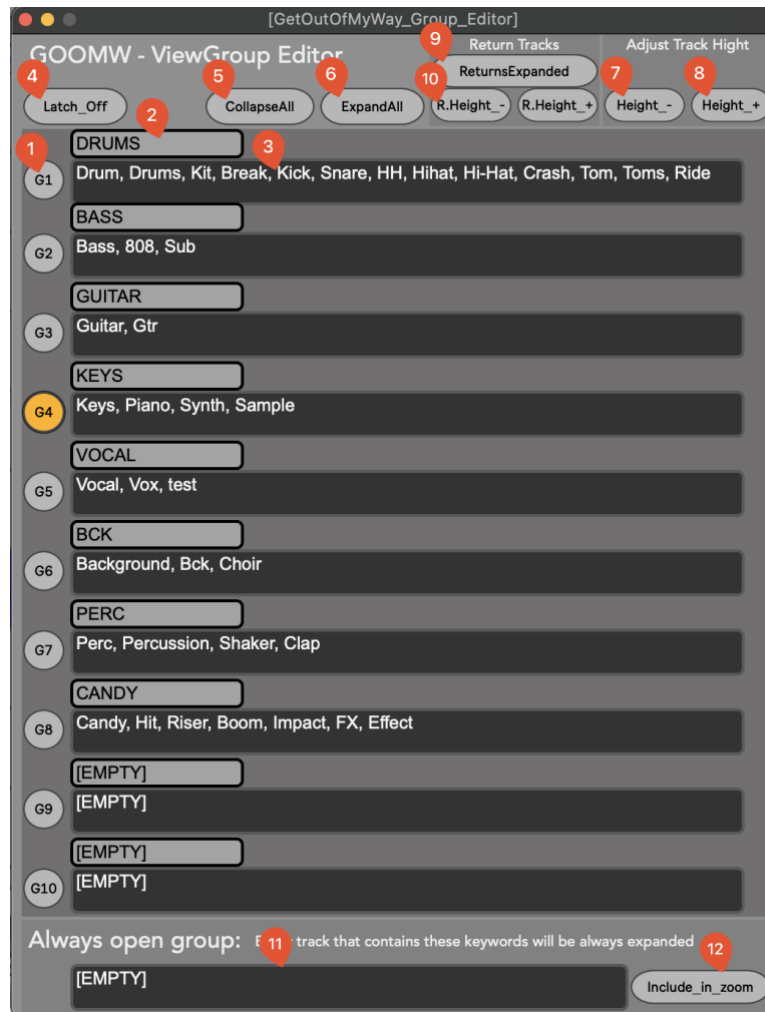
In addition, you have the ability to zoom in or out on either the selected view group or the entire project, and also you can create more complex View Groups with „Exception” and „Include” keywords.

The device also includes two additional devices, Keep Opened and Keep Collapsed, which help you further organize your project.

GetOutOfMyWay will save you time and help you focus on the things you really want.



THE VIEWGROUP EDITOR



1. Use the **G1 - G10** buttons to **apply the selected ViewGroup** to your project.
2. **Enter keywords** for the ViewGroup in the designated box (keywords are not case sensitive).
3. **Rename the ViewGroup** itself, which will appear under the corresponding dials/buttons in the device interface.
4. When the Latch mode is enabled you can combine multiple ViewGroups by activating more than one at the same time.
5. Use the "CollapseAll" button to **collapse all tracks** in your project. (Note: In the CollapseAll and ExpandAll modes, the Height buttons will affect every track in your project.)
6. Use the "ExpandAll" button to **Expand all tracks** in your project.
7. **Decrease the height** of the tracks of the selected ViewGroup to get a better overview of your tracks.
8. **Increase the height** of the tracks of the selected ViewGroup to focus on specific tracks.
9. Expand or Collapse all Return tracks in your project.
10. Same as the normal Height buttons, but for the Return tracks.
11. If you type keywords into the "**Always open Group**," tracks that contain those keywords will be expanded regardless of the selected View Group (applies only to top-level tracks).
12. Choose whether the AlwaysO.Group should change size when you use the zoom buttons.

ADVANCED OPTIONS:

EXCEPTION AND INCLUDE PREFIXES

Exception: 0/Keyword Include: 1/Keyword

For more advanced control, you can use "**Exception**" and "**Include**" keywords when setting up your ViewGroups. These keywords can help you exclude certain tracks from a ViewGroup, or include tracks that may be hidden in folder tracks without any matching keywords. Here's a brief explanation:

(Note: you can also check out this YouTube tutorial for more details on this topic.)

[Youtube Tutorial for Exeption and Include prefixes.](#)

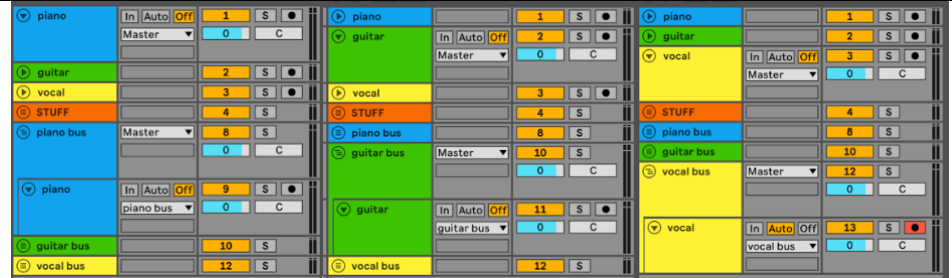


Let's say you have three types of tracks in your project:

1. Some top layer Audio tracks (**Piano, Guitar, Vocal**),
2. a folder track called "**STUFF**" with three tracks inside (Piano, Guitar, Vocal),

3. and three individual **folder tracks**, each with one audio track (Piano bus, Guitar bus, Vocal bus).

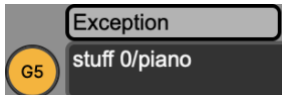
When you select a normal ViewGroup, only the top-level tracks and the Bus tracks will be selected, and the three tracks inside the "STUFF" folder will be hidden.



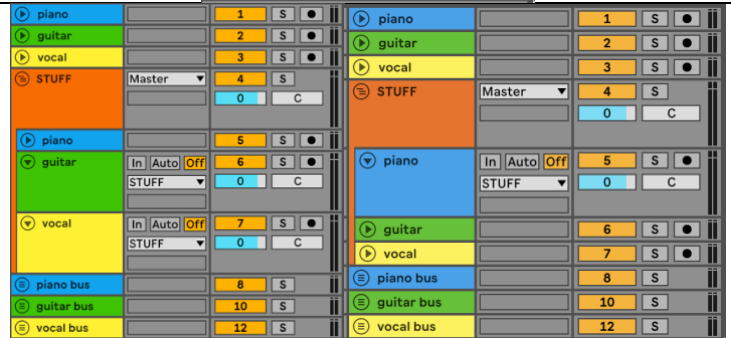
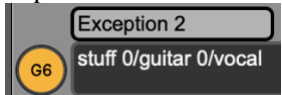
If you select the STUFF ViewGroup, only the STUFF folder track and its three sub-tracks will be expanded.



However, you can use "Exception" keywords (e.g. **0/Keyword**) to collapse certain tracks as well. For instance, **0/Piano**.

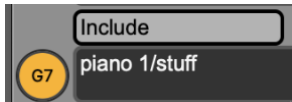


if you use the exception keywords **0/Guitar** and **0/Vocal**, only the Piano track will be expanded in the STUFF folder.



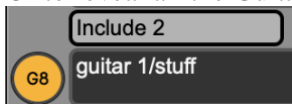
On the other hand, you can use "Include" keywords (e.g. **1/Keyword**) to reveal certain tracks in your project.

For example, using **1/Stuff** will include the STUFF folder track, allowing GOMW to search for Piano tracks inside it as well.

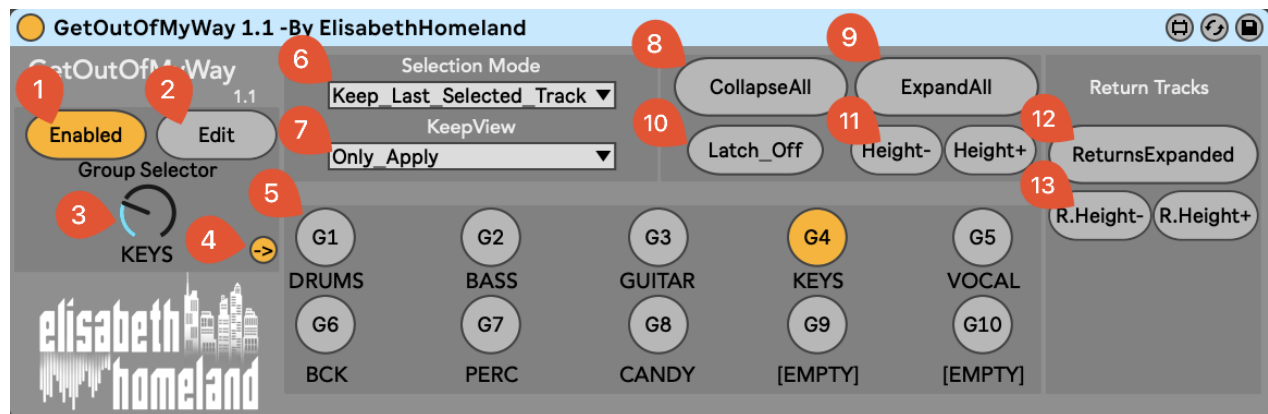


Similarly, using an Include keyword for Guitar tracks will reveal all Guitar tracks in your project.

Or to reveal all the Guitar tracks.

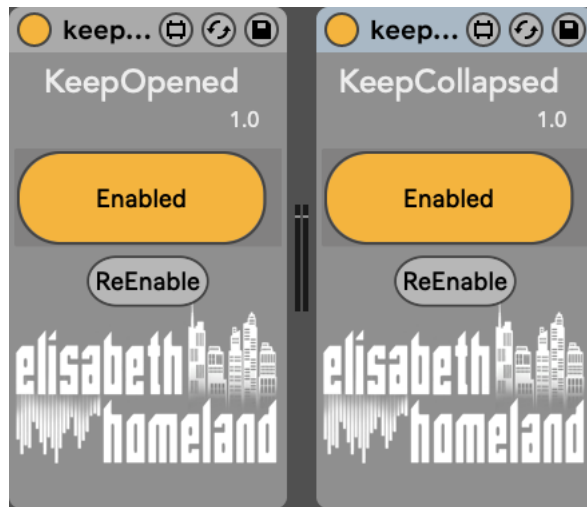


THE MAIN INTERFACE:



1. You can **activate or deactivate the device**.
2. Use the Edit button to **access the ViewGroup editor** window.
3. The GroupSelector Dial allows you to **switch between ViewGroups**,
4. **Open the Detail View** by using this button.
5. **G1-G10** buttons correspond to specific **ViewGroups** and can be mapped accordingly.
6. You can choose between two modes: **Keep Last Selected Track** (when you change a ViewGroup, it remains on the last selected track) or **Jump to New First Track Mode** (when you change a ViewGroup, it selects the first track with a matching keyword in your project).
7. There are two modes available: **Only Apply** (after selecting a ViewGroup, you can manually adjust track height) or **ForceView Mode** (when you select a track in your project, the device will force the selected ViewGroup, preventing your project from changing).
8. Use the "CollapseAll" button to **collapse all tracks** in your project.
9. Use the "ExpandAll" button to **Expand all tracks** in your project.
10. If Latch mode is enabled, you can combine multiple ViewGroups by activating more than one at the same time.
11. **Decrease the height** of the tracks in the selected ViewGroup to get a better overview of your tracks. Or **Increase the height** of the tracks in the selected ViewGroup to focus on specific tracks.
12. Expand or Collapse all Return tracks in your project.
13. The same as the normal Height buttons, but for the Return tracks.

KEEP OPENED AND KEEP COLLAPSED:



GOOMW comes with two additional devices :

Keep Collapsed, and **Keep Opened**.

When you put them on a track they'll be forced to stay collapsed, or opened.
(both of them works as individual devices without GOOMW !)

CONTACT:

If you have any questions or difficulties with the device feel free to write me at :

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Or you can find me in Twitter:

<https://twitter.com/ElisabethHom>

Have Fun! ☺

