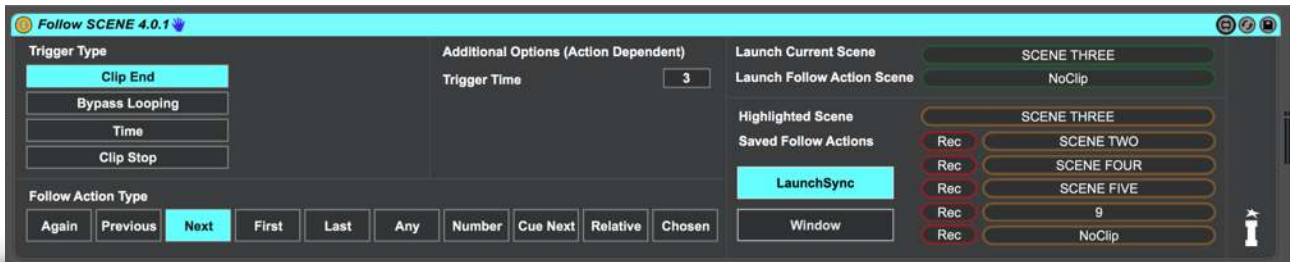
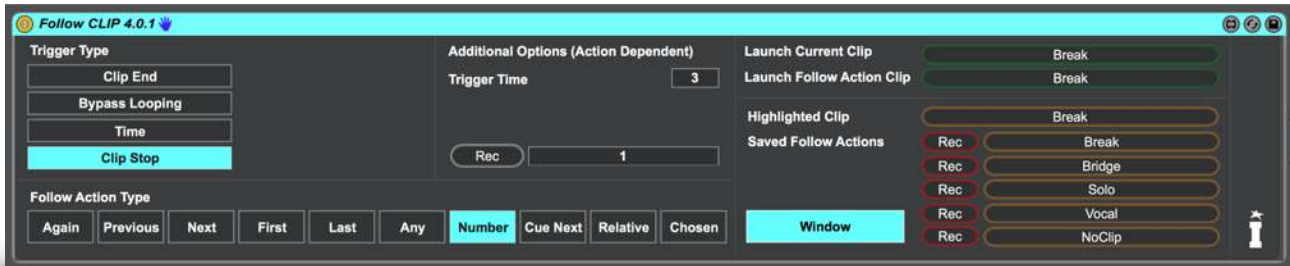


FOLLOW CLIP & SCENE



FUNCTION

Ableton Live's Follow Actions are a core part of its functionality, the ability to pre-program a set of instructions into a clip as to which clip will follow has been a major attraction to many performing artists. The only downside to using them is the restriction on when they happen, they effectively count from the moment the clip is launched so if you set a clip to loop on the fly then the follow action may kick in when you don't want it to.

Follow CLIP will automatically perform a follow action on a clip based on the rules you define, whether it be at a clip's actual end, after a defined number of plays, a set period of time or even when the clip is stopped. Each choice is described in detail below.

Follow SCENE is the same in essence apart from its final action being that it'll launch a whole scene rather than just a clip.

CONFIGURATION

Both versions of the device need to be placed upon a track that contains clips, they monitor the playing position of the currently playing clip to prompt the next action, this is important when using the Follow SCENE device as it needs its own set of clips to progress through the set. They are both MaxforLive Audio Effect devices so can be placed on any track within your Live set.

The principle of using Follow with a click track to also provide audio prompts of the next passage of audio is shown in this video by Kristian Ponsford of [MultiTracks.com](https://www.multitracks.com) - **[CLICK HERE](#)**

CONTROLS - TRIGGER TYPE

Each trigger type defines what event the chosen follow action will be triggered upon, each use case is defined below for some of the types there are additional options which will be displayed to the right.

For every option you can fine tune the Trigger Time, this is the amount of 16ths prior to the end of the clip that the next clip or scene will be triggered. As your Live set grows or the tempo increases you may need to increase this number to ensure that the next action occurs in time allowing your computer to have adequate time to process the command.

Trigger Type - Clip End

Trigger Type	Additional Options (Action Dependent)
Clip End	Trigger Time <input type="text" value="3"/>
Bypass Looping	
Time	
Clip Stop	

The simplest of the trigger types, this will trigger the next Clip or Scene (at the defined number of 16ths prior to) when the currently playing clip ends. This allows you to loop on the fly when the crowd demands it and still have the next planned clip or scene play when you decide it needs to!

When a clip is playing that has the Loop Brace turned on you should appreciate that whilst it will reach the end of the clip it won't actually end so no follow action will occur until the Loop is turned off.

Trigger Type - Bypass Looping

Trigger Type	Additional Options (Action Dependent)
Clip End	Trigger Time <input type="text" value="3"/>
Bypass Looping	Number of Loops Before Action <input type="text" value="0"/>
Time	
Clip Stop	

Rather than rendering identical clips to different lengths within your Live set (each additional clip will add to the overall file size) simply have one clip set to loop and choose the Bypass Looping option, then set the Number of Plays via Clip Envelope, once this number has been reached the net action will be triggered.

Trigger Type - Time

Trigger Type	Additional Options (Action Dependent)
Clip End	Trigger Time <input type="text" value="3"/>
Bypass Looping	Time till Action <input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/>
Time	
Clip Stop	

This option was added as a feature request from a user that had implemented Follow within a sound installation, it featured Ableton Live playing un-warped clips chosen at random by the device. With an un-warped clip the current playing position in Bars Beats and Units can't be tracked and so traditional follow actions can't be set.

The Time till Action option to the right prompts to set the action trigger in Hours Minutes and Seconds

Trigger Type - Clip Stop

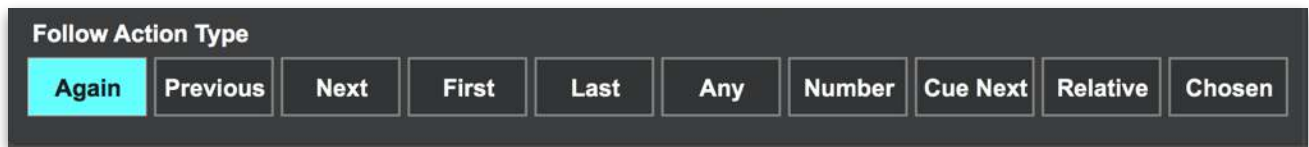
Trigger Type	Additional Options (Action Dependent)
Clip End	Trigger Time <input type="text" value="3"/>
Bypass Looping	
Time	
Clip Stop	

Our first version of Follow worked just on clips, and primarily on Dummy Clips. It was created as we wanted a way to have effects on dummy clips that were quantised to the master tempo, personally i could rarely get the timing right on the beat repeat effect so that it would catch the kick or snare and repeat it so dummy clips were the way forwards.

When using Dummy Clips set to Gate launch mode they'll continue to play until you release the mouse or button on the controller that triggered the clip, if this is in the middle of modulating an effect it will remain at the current value until you play a new clip that resets the parameters value to it's default.

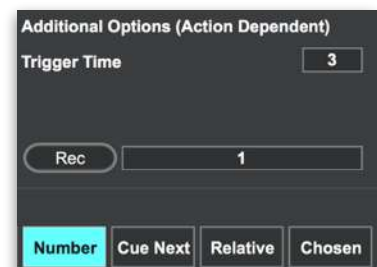
Set the Trigger Type to Clip Stop and choose a Follow Action that will allow you to define a reset clip (Number's a popular choice however Relative can work just as well) and once the currently playing clip is stopped it'll automatically trigger your reset clip.

CONTROLS - FOLLOW ACTION TYPE



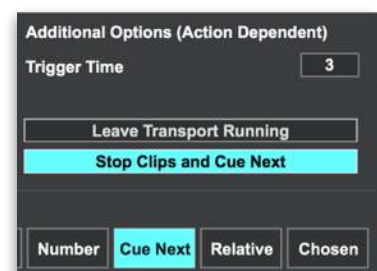
- AGAIN** Repeats the currently playing clip or scene, this as an option can be used to create a pseudo loop as until you change to a different action it'll keep going around in circles!
- PREVIOUS** Strictly speaking this is less the previously played clip or scene but the one above that currently playing.
- NEXT** Plays the clip or scene below allowing you to progress southwards through your session.
- FIRST** When each clip is triggered the device will quickly map out the block of clips that it resides within searching for the first clip, it's this clip that will be triggered taking you back to the start in a rewind my selector style affair
- LAST** Barry White provided the inspiration, we're yet to work out how to play everything. As above but triggers the last clip in the current block.
- ANY** Want some creative inspiration or just want to add some randomness into your performance? Set to Any and choose whether the next Clip or Scene could be the current one or not by setting the Exclude / Include Current Clip button.

- NUMBER** For use either with the Clip Stop Trigger Type option or simply to be set by clip envelope, the first clip / scene in the set is clip number 1! To save time in manually counting from the top simply highlight the clip or scene you want it to play next and the hit the REC button.



- CUE NEXT** In certain cases on larger sets you may not want to move through your entire performance without taking a breath. With the Cue Next option you'll find the Scene below the currently playing one will be highlighted and ready for launching.

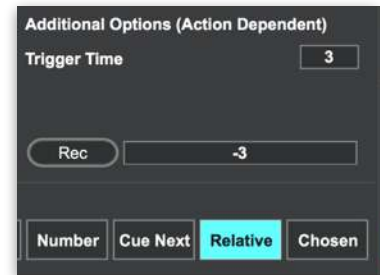
In addition at the end of the currently playing clip you can choose whether the whole transport is stopped, all the currently playing clips are stopped...



Or just leave everything running and introduce the next section on the microphone!

RELATIVE When working in songs in a Live set that grows over time it may be impractical to set the action based on a defined Clip Slot Number as the whole song might move. With the Relative option you can define positively or negatively which clip to play in distance from the currently playing clip.

As per the Number option you can simply highlight the desired clip and hit the REC button to have the correct value calculated (you can then right click on the number and choose to show the automation for writing it to the chosen clip.



CHOSEN We'll explain how this works in the next section, it requires you to interrupt the currently programmed follow action with a different clip or scene!

FLOATING WINDOW

A large floating window display to show the current settings along with Clip Progress, Tempo and Time Signature is available when pressing the Window button in the main device.

As you can see from the screen shot this is also where you will find the individually mappable Follow Actions for mapping to a MIDI controller, as well you'll find the FootSwitch control.



To change which two options the FootSwitch control can toggle between simply set the chosen follow action and click on the label that you want to replace. This is then stored in the device for the next time you open your Live set.

LAUNCHSYNC SERIES 2 COMPATIBILITY



The LaunchSync PRO XL 2 and LaunchSync Exclude devices give the feature of being able to launch Scenes whilst excluding specifically defined tracks (maybe they contain one shots or dummy clips?). By lighting the LaunchSync button in the Follow SCENE device, the next triggered scene action will be sent to the LaunchSync device and the Excluded tracks will not be launched.

MORE DETAILS - [CLICK HERE](#)

CONTROLS - LAUNCH & CUE SECTION

It was only when we added the ability to have follow actions for scenes that the device started to appeal to artists using Ableton Live in a band for backing tracks or one of the most popular applications of the DAW in using it in a Worship context.

Pre-Programming your follow actions for the performance you had planned can put your mind at rest to know that there's predictability in your set. However what happens when your vocalist misses a cue or the crowd demand another chorus?

We've given the ability to interrupt the pre-determined follow action and choose a new clip or scene or jump to the next immediately.



Launch Current & Follow Action Clip

Like a Traffic Light system we've colour coded the buttons you'll see in the far right of the device. The top two buttons in Green have their labels changed to represent the currently playing clip or scene and the defined next clip or scene to be played. Pressing either of these buttons (they can additionally be MIDI Mapped) will launch the chosen option observing the Global Launch Quantization (or the individual Clip Launch Quantization if launching a clip)

Cue Next Clip or Scene

The Orange buttons will Cue the next clip or scene to be launched, each will be labelled with the chosen option and pressing will then define that clip or scene as the next to be launched when the Trigger Type event happens. You'll see that the Follow Action Type will automatically change to the CHOSEN option.



Highlighted Scene

In the Orange buttons you'll see an option for the Highlighted clip or scene which automatically updates based on what's in focus in Live's Session View. When using a Foot Controller you can MIDI map the Up and Down arrows and go hands free!

Saved Follow Actions

The Saved Follow Action buttons are dynamically set based on the Clip Name. You can either write the Clip or Scene Numbers into the Clip Name manually or highlight the destination and click the corresponding red REC button whilst the current clip is playing.

The format for Clip naming is very simple...

E.g. Intro FA 1 3 4 5 7

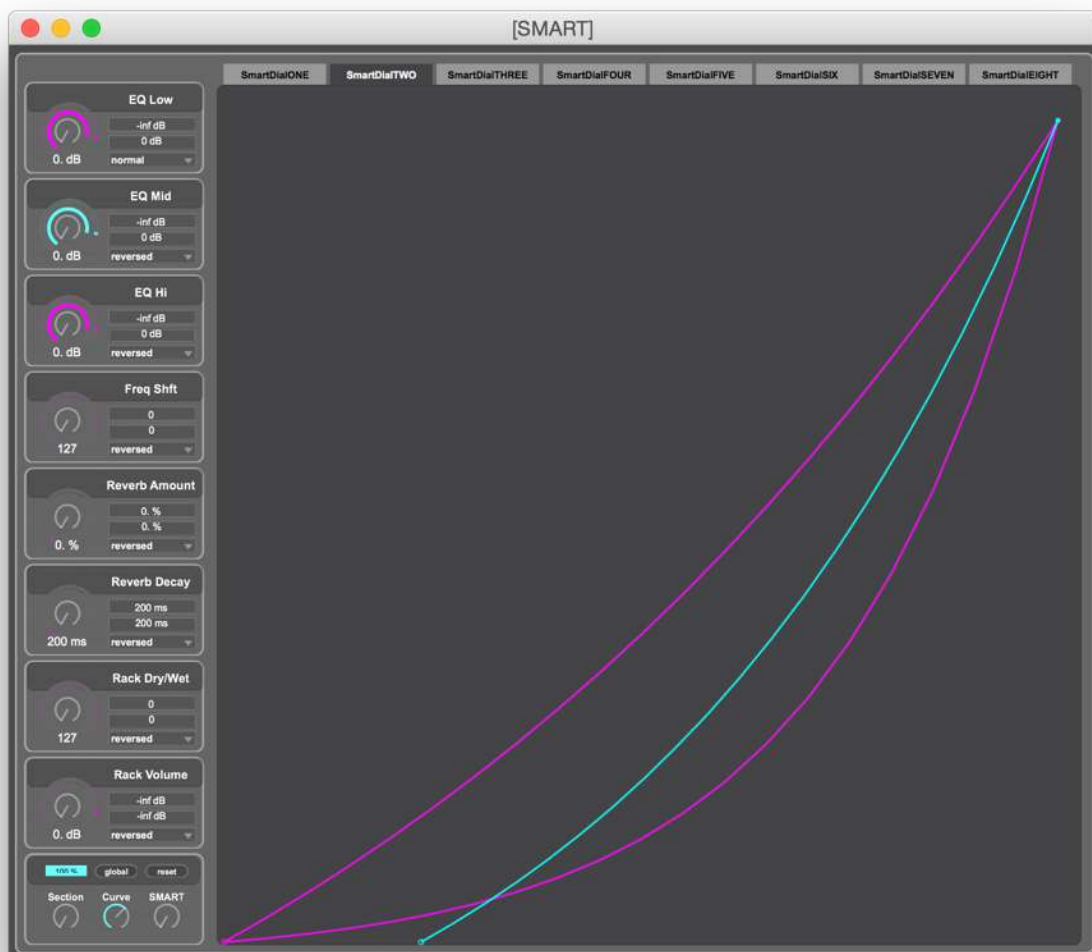
Clip Name = Intro / FA = Follow Actions / 1 3 4 5 = the Clip or Scene numbers that will populate each of the Saved Follow Action Buttons

SMART



FUNCTION

To give advanced parameter mapping capabilities with the ability to define SMART modulation paths and control 8 parameters with one SMART Dial.



INSTALLATION

As a maxforlive Audio device, SMART can be dropped onto any track including the returns and the master.

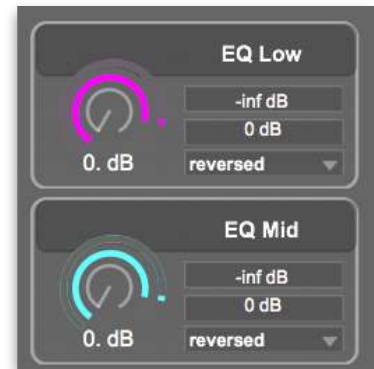
CONFIGURATION

Within the main device click on the OPEN Button to launch a floating window, for this window to remain in the forefront light the OnTop button and then define your preferred Zoom size to maximise the display for your screen.

Mapping

There are eight individual SMART dials which can all be modulated separately or in unison by the Master SMART dial at the bottom left of the window.

To map any individual dial to a parameter simply click on the desired parameter in Live and then click on the Dial's label, this will toggle between UnMapped and the name of the chosen parameter.



Range

Unlike other mapping devices you'll see that we display the parameters current value and the range in the correct units (Volume in dB, Frequency in hZ etc.) When setting the minimum and maximum range for the dial (much like setting the same for Macros in Live's effect racks) you'll see an outer solid ring around the dial which visually represents your choice.

The Dot indicator just outside of the Range ring shows the mapped parameters current value so setting the range by eye is also quite easy.

The final option is to have a Normal or Reversed range, this is easier to show than to describe but simply put it reverses the action of turning a dial when set to reverse.

SMART Graphs

Each dial has it's own graph, the lines on it represent the modulation path that the parameter will follow when the SMART dial is turned.

Underneath the 8 individual dials is a panel of master controls.

The percentage value defines the quantization of break points, at 100% only whole numbers can be set, at 10% these can be refined down to 0.1 values.

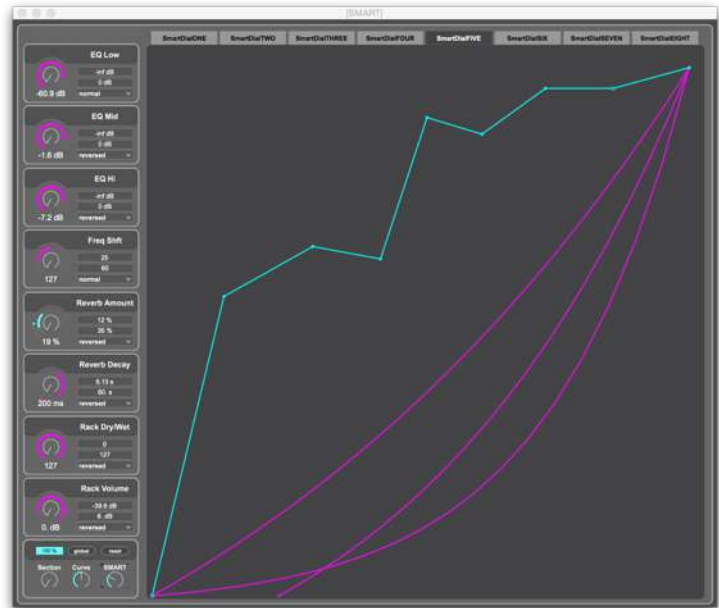
The Global button will create a straight line graph for each of the 8 dials, whilst the reset button will create the same but just for the currently in focus graph.



The Tabs at the top of the floating window define which graph is in edit mode, it will light any graph that's present in the Cyan colour and change all of the other graphs which remain visible to purple.

Click anywhere in the graph to create a breakpoint, SHIFT and click on a breakpoint to remove it, ALT + CLICK and DRAG to turn the currently highlighted section into a curve!

For even finer control you can turn the Section dial and it will briefly highlight the appropriate section which can then be curved using the Curve dial.



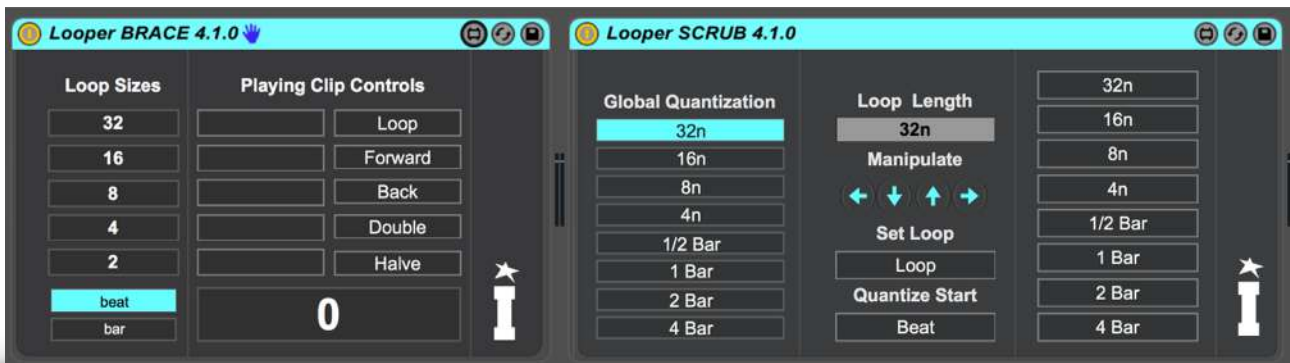
ABLETON PUSH COMPATIBILITY

Based on a request on the Ableton Forum we've made this SMART mapping device Push compatible. With most mapping devices that allow you to map to parameters anywhere within your Live set the display names and parameter values will be set to the likes of Macro 1, Macro 2, 0%, 100% etc.

When utilising the device with the Blue Hand function and an Ableton Push, the display for the SMART device will correctly identify the Parameters Names and the correct units for the current value as well.



LOOPER BRACE & SCRUB



FUNCTION

To provide Digital Vinyl System like on the fly looping in Ableton Live, much like that enjoyed by Serato and Traktor Users.

WHY TWO DEVICES??

Each uses a different method for creating the loop, the one you choose will be down to personal preference!

Looper BRACE sets and manipulates the Loop Brace within the clip, it can set a loop of any size in beats and can manipulate a previously set loop. Loops can be set to as low as one beat and there is a safety calculation that prevents a loop being set outside of the start or end marker of a clip.

Looper SCRUB leaves the loop brace alone and instead creates a scrub area within the clip with the playhead jumping in a quantised fashion to repeat the chosen section of audio. The loop lengths available are set and no control is offered over the Loop Brace itself, as such the scrub area could extend over the end marker of a clip creating a passage of silence. Loops by this device can be reduced to as little as 1/32nd!

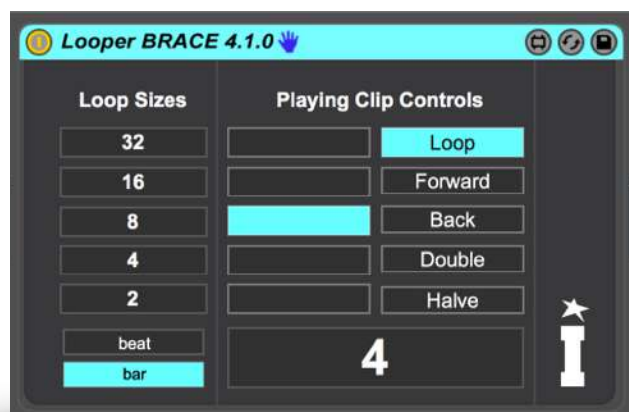
INSTALLATION

Both devices are MaxforLive Audio devices so can sit on any track, they each read the current playing position of a clip so need to be placed upon the track you wish to loop.

CONFIGURATION - LOOPER BRACE

As this device allows you the ability to set your preferred loop sizes you can do this with the number boxes on the left hand side of the display. You can choose to define the Loop Start position to be calculated to the nearest Beat or Bar, this option is available across both devices.

The Unmarked Buttons are used to set the Loop Brace and will light when a loop in a clip is of the same defined length.

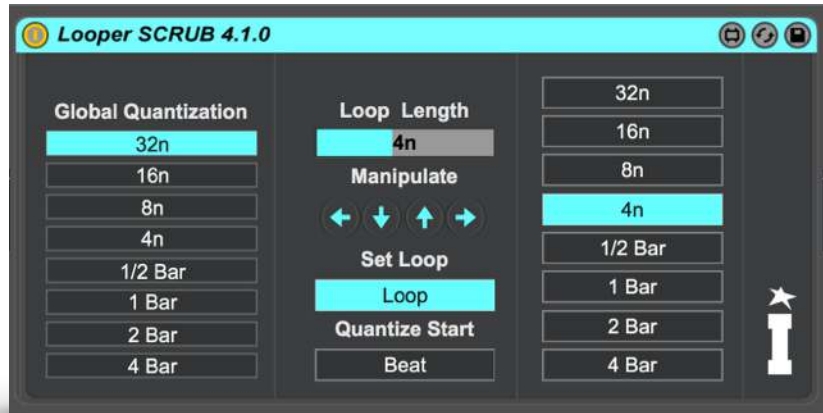


The Loop button simply turns the currently set loop brace on and off, and the Forward Back, Halve and Double buttons will manipulate a loop brace when looping is set to on!

Finally the large Number Box will show the current length of the Loop Brace when the clip is set to loop!

CONFIGURATION - LOOPER SCRUB

The Looper Scrub device works by momentarily setting the Global Launch Quantization to your defined loop length, setting the clip to scrub that area and then returning the Global Launch Quantization to the value defined in the device.



There's not really anything else to configure, all of the controls are MIDI Mappable!

ISOTONIK FX



FUNCTION

Placed on a return track, send it audio and use the device to mash it up! Audio passes through the device firstly through the Slicer function which divides the audio up into 8 slices which can be re-triggered and stuttered based on the repeat rate defined by the first dial in the bottom row entitled Slicer Repeat.

The audio can then be Reversed, brought to a halt with the Brake and Gated at half the rate of the current repeat rate to capture every other repeat. Then the pitch can be altered up or down and filtered into oblivion if you'd prefer. Finally we've created a version of our SMART device that simply maps itself to the eight macros of an Effects rack placed to it's right.

CONFIGURATION

To minimise the CPU use we advise placing this device upon a Return track and then sending audio to it from the tracks you wish to effect, if you don't want this to cause your overall volume to increase we'd suggest placing the device within an Effect Rack as the first chain, then place a Utility device in the second chain and set the Phz-L and Phz-R in both cases to be on (this is commonly known as the Magic Sends Technique).

Screenshots below show what we mean however the sample set within the download is configured ready for you to build you favourite effects into it along with some of our own to start you off!

CHAIN ONE



CHAIN TWO



EFFECTS GUIDE

SLICER - MIDI Map to the 8 numbered buttons at the top of the device and you'll get a chasing metronome effect, the device is buffering a bar of audio at a time and pressing any of the buttons and holding it down will re-trigger the chosen 8th of the previous bar of audio.

Because of this buffering it's best use is with repetitive loops of material to bring some spice and variety. I often re-sample my mashing into an audio track and comp my favourite elements back together into new loops.

The Gate button above when switched on will observe the current Slicer Repeat Rate and cut out every other repeat, we've smoothed the audio cutting to remove as many nasty artifacts as possible, sometimes they creep back in though depending on the source material so that's just a characteristic of the effect.

BRAKE - Like the Reverse effect you dial in a rate, the lowest is designed to sound like pressing the stop button on a Technics 1210 turntable whilst the highest emulates the switching off of the rocker switch and having a slow wind down. You can change the rate at which the Brake occurs after engaging it with the button above but beware of unexpected results! Twitchy!!

FILTER - Does what it says on the device, Hi and Lo Pass are available and you get control over the Rez (onance) and the slope of the roll off.

When placing a rack directly to the right of the device the 8 SMART Macro dials will automate to the Macros of the Effect Rack, placing chains within this rack and mapping the Macros' within to the Master will give you up to 8 banks of effects of your own design.

The Smart Bank chosen will modulate the Chain Selector to the chosen position, changing the Bank will send the Chain Selector back to the zero position (where your Dry Chain should be) to allow any tails of effects to naturally expire. Switching the SMART effect button on will change the Chain Selector to the previously selected bank number, beware of doing this with the SMART dial turned up unless you want your audio to be instantly twisted!

