

## Thank you for purchasing SONG:LOOPER:MODE

SONG:MODE is a Control Surface Script for Ableton Live 10 that lets you use your Push in a different way, and makes it possible to have your whole set on a single page. It also provides a convenient way to use your Arrangement Markers and Looper devices.

To activate SONG:LOOPER:MODE, press the **User** button



**SONG:LOOPER:MODE** has 3 views. One is dedicated to the **Arrangement view**, one for **Session view**, and one for the **Looper view**.

- In **Arrangement view**, the pads will correspond to **Markers**
- in **Session view**, they will correspond to **Scenes**.
- in **Looper view**, they will correspond to **Loopers devices**.

To select Arrangement view, press the **Note** button, to select Session mode, press the **Session** button.

For the Session and Arrangement views, there are **2 possible layouts** : a “Simple” and an “Advanced” one.

- The **Simple layout** reflects the Scenes or Markers in a straightforward manner : 1 pad = 1 Scene/Marker.
- The **Advanced layout** allows you to group several Scenes or Marker within a “Song”.

To toggle between layouts, press the **Layout** button (Select Button on Push 1).

# 1. Simple Layout

## 1.1. Arrangement view

In this mode, each Pad corresponds to a Marker in the Arrangement view of Live. The whole Pad grid is used to display Markers, and unused pads have a dimmed Pink color.

The Markers are detected and added automatically.

<u>Adding Markers:</u>	You can <b>add a Marker manually to the Arrangement</b> by pressing the <b>New</b> button. This is similar to pressing the “Set” button in Live’s Arrangement.
<u>Pressing Pads:</u>	If you press a <b>Marker Pad</b> , the Arrangement playback position will jump to the Marker’s location. <ul style="list-style-type: none"><li>- If Live is stopped, pressing a <b>Marker Pad</b> will launch Live’s playback from the Marker’s position</li><li>- If Live is already playing, it will jump to the Marker’s location, the same way it does when you click on a Marker</li></ul> <p>Each time a Marker is passed in Live’s Arrangement, it starts blinking Green</p>
<u>Assigning colors:</u>	Markers don’t have a color in Live, so the pads will be white by default. However, SONG:MODE provides a way to assign them a color. To do so, hold the <b>Shift</b> button, and press a <b>Marker Pad</b> . You will see a <b>color palette</b> appear. Simply choose the color you want to assign for the selected pad.
<u>Creating Loops:</u>	If you hold 2 or more <b>Marker Pads</b> , <b>a Loop will be set and activated in the Arrangement between the corresponding markers</b> , and the <b>Loop</b> button ( <b>Double Loop</b> button on Push) will be turned on in Live’s Arrangement. The corresponding pads will blink in Yellow.
<u>Restart button:</u>	The <b>Safe/Restart</b> button ( <b>Repeat</b> button on Push) is a very convenient addition to Live’s Play button. It has two purposes: <ul style="list-style-type: none"><li>- <b>When Live is playing</b>, pressing <b>Safe/Restart</b> will take you to the position when the last <b>Marker Pad</b> was pressed (ie Safe mode). This means for instance that when using the Arrangement to perform a show, if you inadvertently press a <b>Marker Pad</b>, pressing <b>Safe/Restart</b> will take you instantly to the position where you made the mistake.</li><li>- <b>When Live is stopped</b>, pressing <b>Safe/Restart</b> will make playback start from the last start position (ie Restart mode). This means that you if you are using the <b>Arrangement for production</b>, you can set your start position once, work inside a clip, or move clips around, and always restart from the same position. Live would normally restart from the beginning of the selected Clip.</li></ul>
<u>Stop playback:</u>	If you add <b>(STOP)</b> to the name of a Marker, it will automatically stop Live’s playback. The corresponding pad will be blinking red.

**Note:** Due to a limitation in Live’s implementation, performing Time Zone actions in Arrangement (Delete Time Zone, Duplicate, Copy and Paste Time Zones) might result in the loss of the pad’s colors.

## 1.2. Session view

Simple layout in Session view works similarly to Arrangement view, except that **the pads correspond to Session Scenes** instead of Markers, and unused pads have a dimmed Purple color.

<u>Pressing Pads:</u>	If you press a <b>Scene Pad</b> , the corresponding Scene will be launched. It will blink in Green.
<u>Selecting Scenes:</u>	To select a Scene without launching it, hold the <b>Shift</b> button and press the <b>Up and Down Arrows</b> (that will be White). The selected Scene is blinking.
<u>Changing colors:</u>	You can change the color of a Scene by holding the <b>Shift</b> button, and pressing a <b>Scene Pad</b> . You will see a <b>color palette</b> appear. Simply choose the color you want to assign for the selected pad. You can also set the color directly from Live's window.

## 2. Advanced layout

SONG:MODE provides a new way to group your Scenes or Markers into "Songs", allowing you to display whole set on a single page.

The **top half** of the pad matrix of your Push lets you select a 'virtual' Song, and the **bottom half** shows all the Scenes or Markers that belong to this Song.

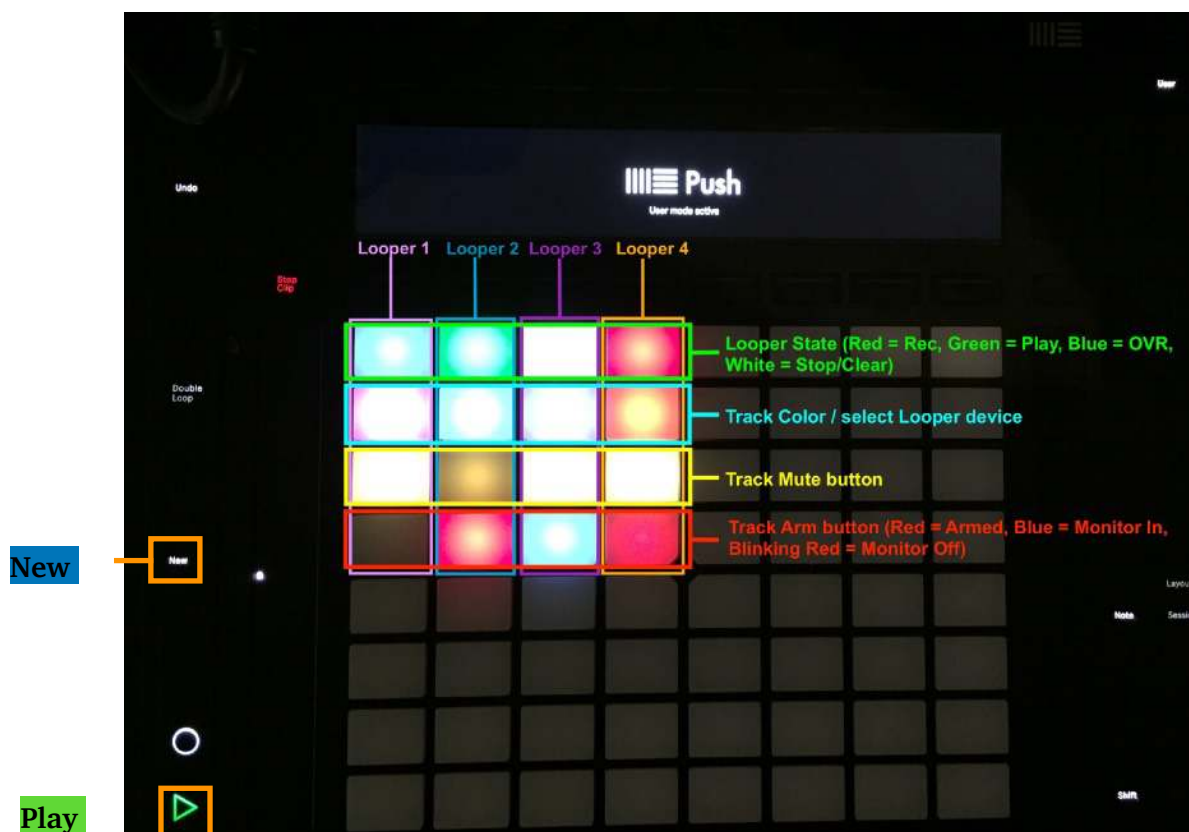
### 2.1. Arrangement view

<u>Adding Markers to Songs:</u>	Adding a Marker to a Song is done by simply adding (SONG#) to the name of the Marker, where # is the number of the Song. The <b>Song Pad</b> will take the color of the first Marker of the Song. A Marker can belong to only one Song.  Note: Due to a limitation in Live, it is not possible to add Markers to Songs directly from the controller or to use a Max For Live device. The only way is to rename the Marker from inside Live's Arrangement view.
<u>Selecting Songs:</u>	Pressing a <b>Song Pad</b> will select it (it will be blinking), and all the Scenes that belong to it will appear in the bottom half of the controller. You can then launch Scenes by pressing <b>Marker Pads</b> .
<u>More than 32 Songs in a Set:</u>	If your set contains more than 32 Songs (or if you give a number greater than 32 to a Song), the <b>Song Arrows</b> will light up, allowing you to navigate through Song pages.
<u>More than 32 Markers in a Song:</u>	If a Song contains more than 32 Scenes, the <b>Scene/Marker Arrows</b> will light up, allowing you to navigate through Scene pages.

## 2.2. Session view

<u>Adding Scenes to Songs:</u>	<p>Adding a Scene to a Song is done by simply adding (SONG#) to the name of the Scene, where # is the number of the desired Song.</p> <p>The <b>Song Pad</b> will take the color of the first Scene of the Song.</p> <p>A Scene can belong to only one Song.</p> <p>You can add a Scene to a Song <u>directly from the Controller</u>:</p> <ul style="list-style-type: none"><li>- Select the Scene you want to edit (you can do it as described in 1.2)</li><li>- Hold the <b>New</b> button, and press the target <b>Song Pad</b></li></ul> <p>You can also use the provided Max For Live device to rename several Scenes simultaneously.</p> <p>Note: a Song can have any number. However, Scenes are automatically sorted within a Song, from first to last.</p>
<u>Selecting Songs:</u>	<p>Pressing a <b>Song Pad</b> will select the corresponding Song, and all the Scenes that belong to it will appear in the bottom half of the controller.</p> <p>You can then launch Scenes by pressing <b>Scene Pads</b>.</p> <p>The playing Scene will be blinking Green, and the Song that contains it will be blinking Green rapidly.</p>
<u>Selecting Scenes:</u>	<p>To select it without launching it, hold the <b>Shift</b> button and press the <b>Up and Down Arrows</b>, that will be White.</p> <p>The selected Scene is blinking.</p>
<u>Removing Scenes from Song:</u>	<p>To remove a Scene from a SONG, hold the <b>Delete</b> button and press the desired <b>Scene Pad</b>, or remove the (SONG#) from its name.</p>
<u>More than 32 Songs in a Set:</u>	<p>If your set contains more than 32 Songs (or if you give a number greater than 32 to a Song), the <b>Song Arrows</b> will light up, allowing you to navigate through Song pages.</p>
<u>More than 32 Scenes in a Song:</u>	<p>If a Song contains more than 32 Scenes, the <b>Scene/Marker Arrows</b> will light up, allowing you to navigate through Scene pages.</p>

### 3. Looper view



To activate the Looper view, **press the Session and Note buttons simultaneously.**

While there are no Loopers added to LOOPER:MODE, the matrix will display a yellow Ø.

To add a Looper to LOOPER:MODE, select the device in Live, and press the **New** button on the controller.

This will add (LOOPER1) to the name of the Looper, and a number of pads will light up.

You can also rename the Looper manually.

Repeat the same steps to add more Loopers.

Note: There can only be 1 Looper with a specific number. If LOOPER:MODE detects that a Looper number was already attributed, it will display a warning message, urging you to rename your Looper.

## For each 'Looper column':



**The top pad** reflects the state of the Looper. It turns Red if the Looper is recording, Green if it is playing, Blue if it is overdubbing and White if it is stopped or empty.

Pressing it will change the Looper's state according following this cycle: Rec -> Play <> OVR. (\*)

**The Second pad from top** shows the color of the Track on which the Looper is. Pressing it will select and show the Looper in Live.

**The third pad from top (yellow)** reflects and controls the Mute state of the Track on which the Looper is.

**The fourth pad from top** is for arming the track. It also shows the arm/monitor state of the track:

Off: the Track Monitor is set to Auto, and the Track is not armed

Red: the Track Monitor is set to Auto, and the Track is armed

Blue: the Track Monitor is set to In

Blinking Red: the Track Monitor is set to Off

(\*) : Note that there is a limitation in Live's implementation: you won't be able to start recording using this pad if Live is not already running. For this reason, it is recommended to actually MIDI-map the pad to the Looper's 'Multi-Purpose' button. This will also allow you to Stop and Clear the Looper from the pad. See section 22.25 of Live's manual.

## 4. Global buttons

<b>Note / Session</b>	Switches between Session and Arrangement views.
<b>Layout</b>	Switches between Simple and Advanced layouts. (Select Button on Push 1)
<b>Play</b>	The <b>Play</b> button reflects and controls Live's global playback button. Pressing <b>Shift</b> + <b>Play</b> will continue playback (same as pressing Shift + Spacebar)

<b>Loop</b>	The <b>Loop</b> button (Double Loop button) reflects and controls Live's Arrangement Loop button.
<b>Stop all clips/ BTA</b>	<b>Stop all clips/BTA</b> activates the Session's "Stop All Clips" button. <b>Shift + Stop all clips/BTA</b> activates the " <b>Back to Arrangement</b> " (BTA) button.
<b>Record button</b>	The <b>Record</b> button reflects and controls Live's Arrangement Record button.
<b>Undo</b>	Activates Live's Undo.