

# User Manual for Loop Flip 1.0.0 and later

Last updated on 5 Nov 2023

## Device description

Loop Flip is a Max for Live device designed for loop manipulation in Ableton Live's arrangement view. It allows you to load up to 64 loops in the Session View, and then randomise various parameters to generate new, unique grooves directly on the Arrangement View's timeline. You can use audio as well as midi loops of any length. The device randomly selects clips, alters start markers, and employs rhythmic algorithms. The result is a blend of your original loops into new musical patterns.

## Installation

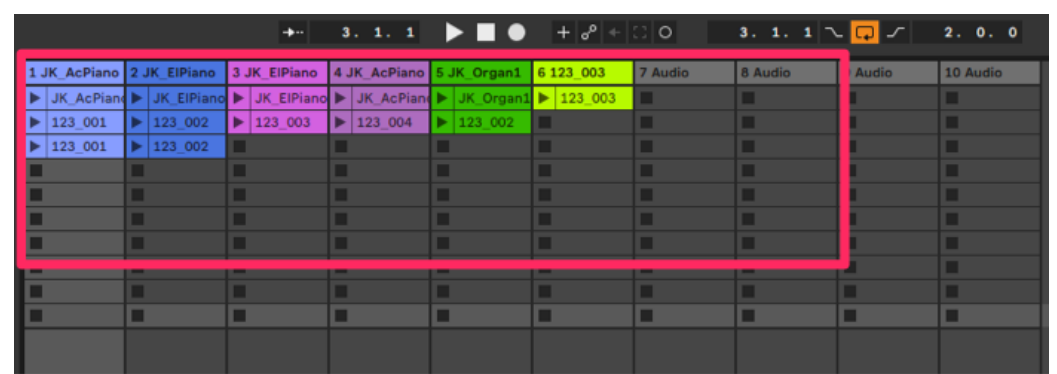
To install Loop Flip (mac or PC):

- Unzip the downloaded folder
- Double Click on the .alp file provided as the download with Ableton Live open.

## Loop Flip functionality

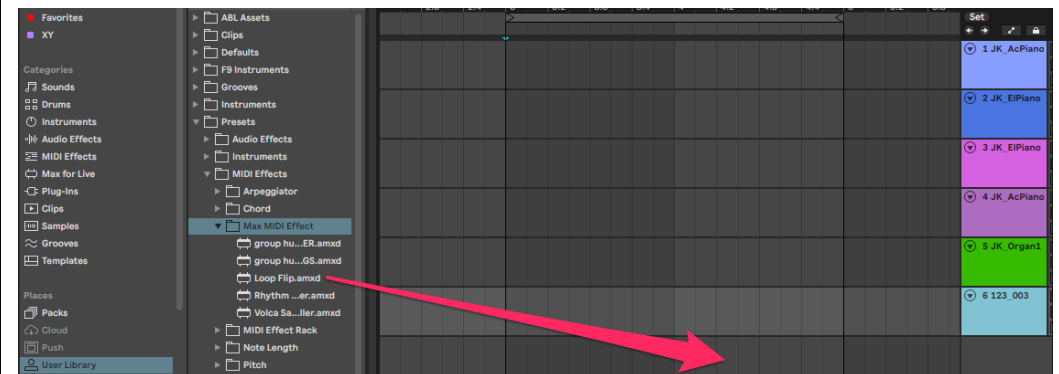
<p>Preparing clips</p> <ul style="list-style-type: none"><li>• <b>Prepare your clips:</b> Loop Flip uses clips located in the Session View.</li></ul>	<p>Place your clips in the Session View In the first 8 tracks and the first 8 slots clips will be included by Loop Flip</p>
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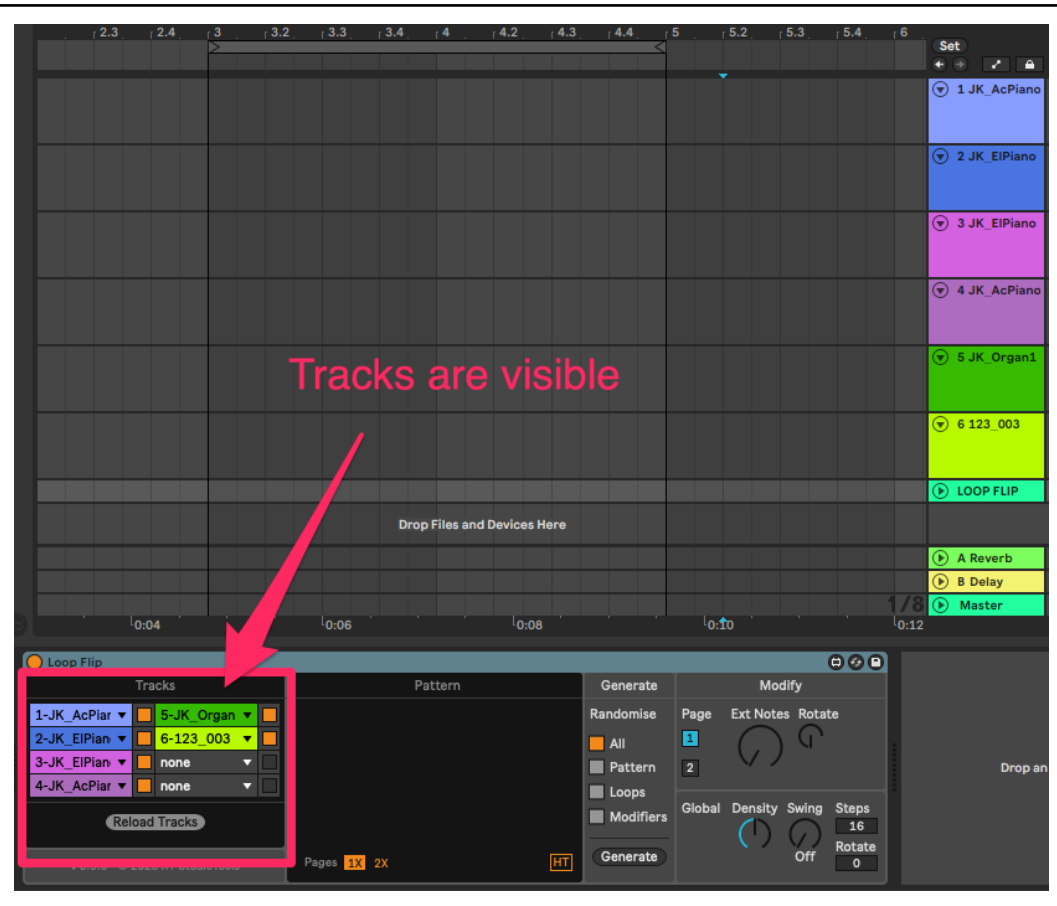
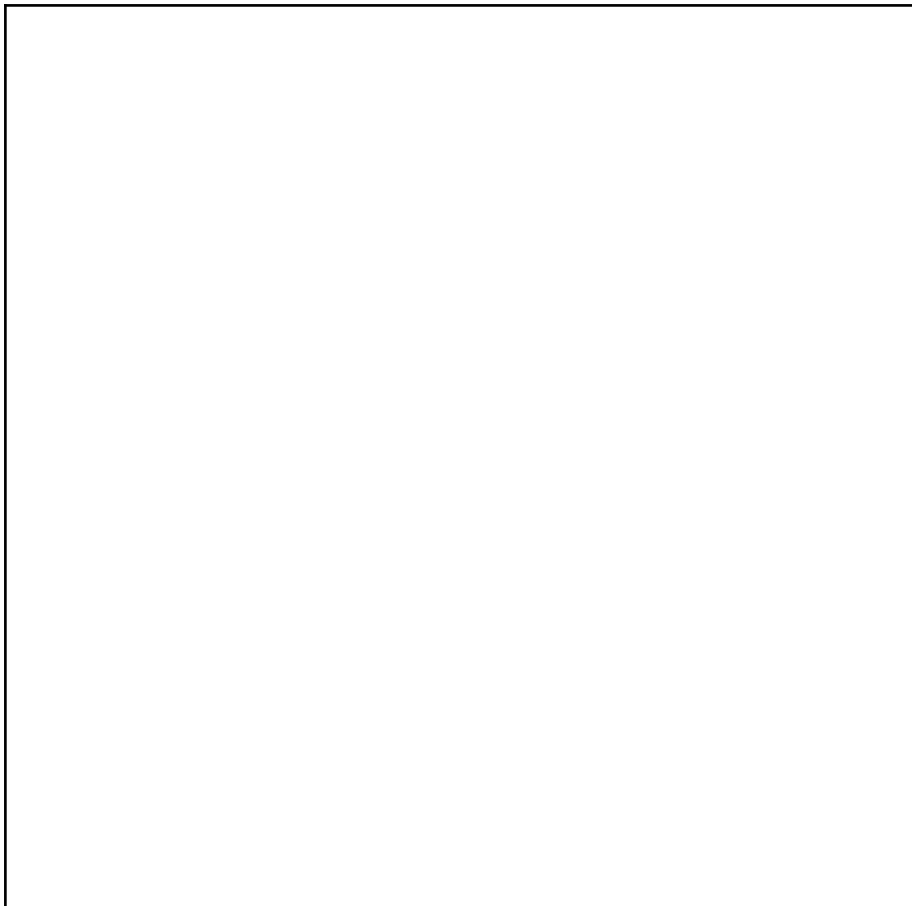
- In case you have your clips in the Arrangement View, set the loop around the clips you want to use, right click and select “Consolidate Time to New Scene”. This gives you a new scene with consolidated clips.
- You can use audio clips as well as midi clips and the clips can be of different lengths.
- Place the clips you want to use on the first 8 tracks in the Live Set. When you add Loop Flip to the set it will include the first 8 tracks it can find that have session view clips.
- On each track you can use up to 8 clip slots, so a total of 64 clips can be included. All of the clips will not be used at once, but each time you randomise the device will select clips from the available selection of clips.
- If you have added any tracks or clips after you have added the Loop Flip device, use the Reload Tracks button to reload tracks and clips.



## Add Loop Flip to the Live set

- Drag the device from your user library to a new track
- When the device is added you should see that the tracks are visible in the device.
- (Make sure that you first added some clips on those tracks in the session view, otherwise no tracks will be visible)



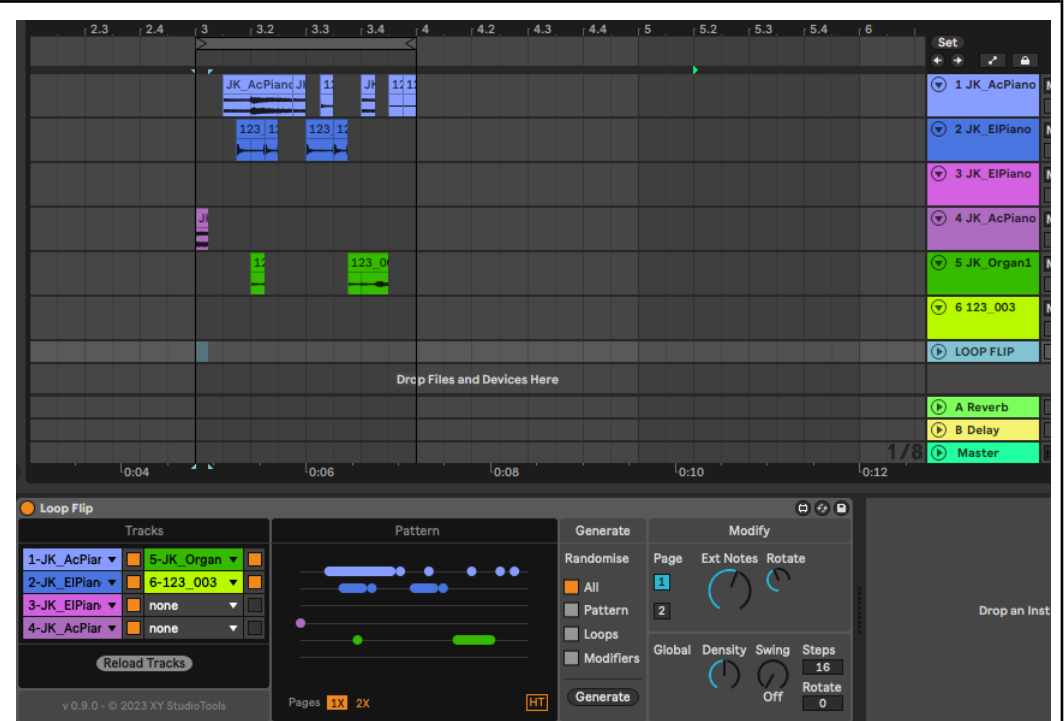


## Generate Grooves

- To generate a groove from your included clips, set the loop point in ableton where you want the groove to start and click Generate.

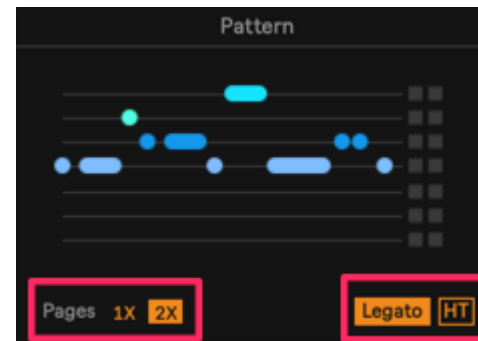
A Groove has been generated

- A random selection of clips are arranged in a rhythmical pattern.



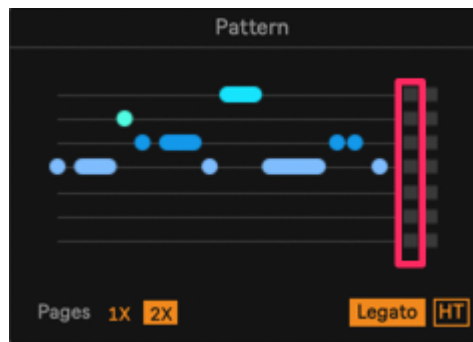
### Pattern options

- A page is one set of the specified steps (see global modifier settings)
- If steps are set to 16, 1X gives you a 16 step groove and if pages are set to 2X you will get a 32 step pattern
- When you enable Legato, the rhythm plays continuously, eliminating any gaps.
- If Halftime is enabled, each step will get a value of a 8th note, instead of the default value which is that each step in the pattern is a 16th note

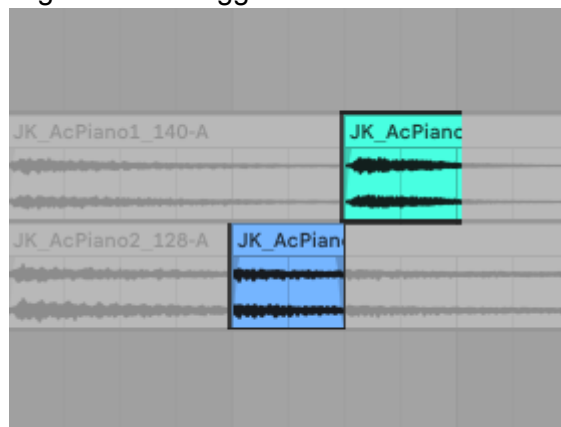


Select how many pages to use, Toggle Legato, Toggle Halftime setting

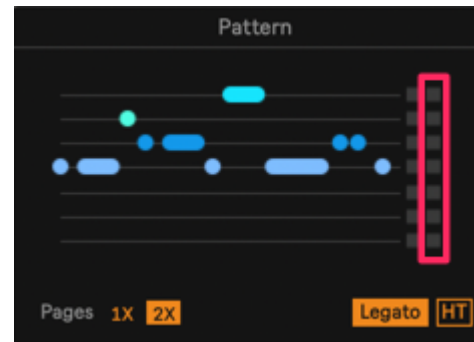
- Aligned Mode - Each track is by default set to Non Aligned, meaning that the clips starting points are randomised, giving you a more “unpredictable” outcome.
- Toggle Aligned Mode on or off with the small square to the right of each track
- To toggle all tracks on or off, hold ... (Mac) or ... (Win) while clicking on a square
- Using the Monophonic controls, each track can be set to Monophonic mode. When enabled, tracks marked as Monophonic will not overlap each other.



Aligned Mode toggles



When Aligned Mode is on, the parts of the clips are played as if they would have started at the loop start.



Toggle Monophonic track mode

Randomise options:

- **All** - Randomises all randomizable parameters
- **Pattern** - Randomises the pattern while other parameters stay
- **Loops** - Randomises the selection of clips and start markers (where a clip start) while other parameters stay
- **Modifiers** - Randomises the Page Modifiers while other parameters stay



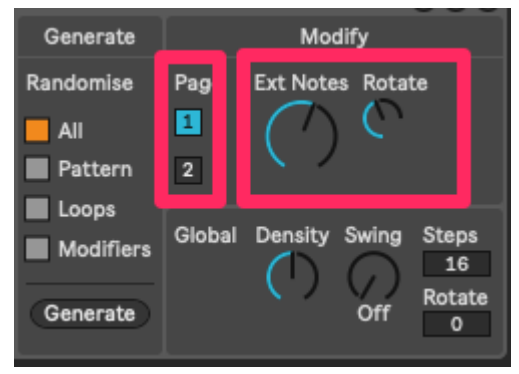
Randomise Options

The Global Modifiers are not randomizable

Modify

Page

- **Page:** If you have multiple pages (2X) select which page you want to modify
- **Ext Notes** modifies how much notes should be extended - have a longer value.

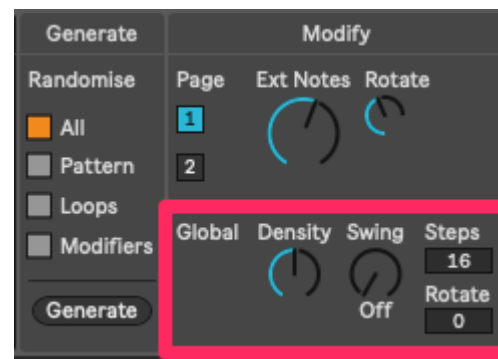


- **Rotate** changes (based on a random factor) which notes are extended

- Select page to modify
- Modify "Extended notes amount" and rotate notes to extend

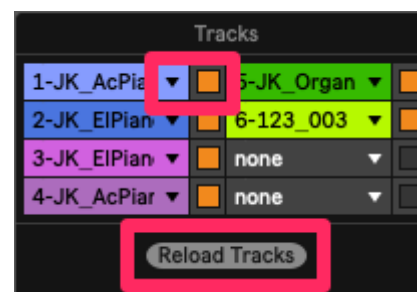
### Global

- **Density** - changes how dense the pattern should be
- **Swing** - alters the position of placed clips so that they get a swing feel
- **Steps** - How many steps you want in the pattern
- **Rotate** - Rotates the groove, so that you can change where it starts in relation to the loop points in Live, thus changing the "1" in the groove.



### Tracks

- The 8 track slots shows the loaded tracks
- You can change the tracks by using the menu next to the track name
- To exclude a track from being included while generating new grooves, deselect the track with the toggle check box
- Reload tracks - Use this if you have added or removed any clips or tracks.



- Track Menu and Checkbox
- Reload Tracks (Reloads tracks and clips)