Bounce Selection 1.5



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EXPLANATION

Bounce Selection is a MaxForLive device that renders the output of your time selection into a new audio track.

You can bounce down individual (MIDI and Audio) tracks, or group tracks - with a single shortcut.

- You can choose between Offline rendering(Fast) and RealTime rendering(Compatible with external instruments/Effects)
- You can select how the device should route the audio from the source track into the new clip: **Pre FX, Post FX, Post Mixer.**
- Additionally the device can load an effect rack preset (.adg) into the newly created track with the bounced down clip.

COMPABILITY

- Bounce Selection is a MaxForLive device, so it only works with Live Suite or Live Standard with MaxForLive.
- Works in Live 10*, Live 11, and Live 12,
- Available for both Windows and Mac.

Please not that in Live 10 you'll probably end up with two clips after the offline bouncing. When you bounce down an audio clip in Live it creates an extra clip for the tail of the render iff the source material is dense, or has time based effects on it like delay, or reverb.

In Live 11, and 12 the device automatically deletes this additional clip, but it's not possible in Live 10, so you'll have to delete it manually.

- Place the .amxd files:
 - Bounce Selection by ElisabethHomeland.amxd
 - BouncHelper.amxd
- -AHK folder
 into your Ableton Live User Library:
- Default User Library locations:
 - Windows: \USERS\[USERNAME]\DOCUMENTS\ABLETON\USER LIBRARY
 - Mac: MACINTOSH HD/USERS/[USERNAME]/MUSIC/ABLETON/USER LIBRARY
 - Allow Live time to analyze your library after adding devices. You can still drag and drop devices from the library in the meantime.

Permissions on Mac:

• If you're on mac: When you first try to use the device you should get a prompt like this :

	Accessibility Access
0	 Ableton Live ' would like to control this computer using accessibility features.
	Grant access to this application in Security & Privacy preferences, located in System Preferences.
7	Open System Preferences

 If you don't get this prompt make sure that you enable the Ableton Live, Script Editor, and Terminal apps in System Preferences under: <u>Security&Privacy / Accessibility:</u>



• On Windows you're good to go without enabling any permissions.

Drop the device into your Master/Main track.

You'll see a little box in the device that says "Drop BounceHelper here" find the BounceHelper.amxd file in your user library (it came with the download) then simply drag and drop it into this box.

Once you've done that the device will show you that it's ready to use:



Important: now you can save the device either as a preset into Live's browser or you can simply re-save your Live Set template with the device in it,

That way you can skip this setup process the next time you want to use the device.

Important: Keep the **BounceHelper.amxd** file in the same folder where you originally added it to the device. If you move it, the device won't be able to find it, and you'll need to set it up again.

OPTIONAL SETTINGS FOR WINDOWS USERS:

If you're on Windows, and you click on the Gear icon, you'll see a button on the device with 4 Options: <u>Menu, Shortcut, Language, AHK</u>

With this button you can select the method the device should use to create a new rendered clip.

In most cases all of them should work just fine, and there's no need to touch it.

But if the default Menu option doesn't work for you, you can try the other 3 options.



Here's what they do:

Menu:

Uses automation scripts to select and execute menu points in order to create the new clip.

Shortcut:

Uses keyboard shortcuts to create the new clip.

Language:

This is a combination of the first two methods, plus it's Language dependent.

If your Ableton Live interface is set to a different language than US-English, and you select this method you'll see a new List popping up where you can select the Language to match the one you're using Live in.

Menu Short	Lang	AHK
Deutsch		▼

<u>AHK:</u>

The AHK method will use AutoHotkey instead of PowerShell to do its thing.

Once you enabled the AHK mode drag and drop the BounceHelperAHK.ahk and the BounceHelperRT-AHK files, into the boxes like you did with the BounceHelper.amxd file.

(Please note that there's seprate versions of these AHK scripts for Live 10, 11, and 12, so make sure to use the ones that matches your Live version.)

Behavior:	For the AHK mode: install	
Post Mixer 🔻	AutoHotkey 1.1, then drop the .ahk files from	
Real Time		
	N	
Drop an FX Chain here	Device is Ready Burnahleigend/IIC and	
	N	
Menu Short Lang AHK	Device is Ready	
	Post Mixer Real Time New Track FX: Drop an FX: Drop an KX. Chain here Adg Windows: Menu Short Lang AHK	

Important: If you're using the AHK method you're gonna still need the BounceHelper.amxd file!

<u>Important</u>: In order to make the AHK method work you need to install AutoHotkey 1.1 (not the 2.0 version) If you're not familiar with it you can download it from here: <u>https://www.autohotkey.com</u> Using the device is pretty simple:

After you're done with the setup, just map the "Bounce" button to a Keyboard or MIDI shortcut. Then create a time selection in your Live set for a track you wish to bounce down, and press your shortcut to create a new track with the bounced down audio clip:



The same thing works with folder/group tracks, Just <u>make sure that the group track is collapsed</u> otherwise the time selection will select the first track of the group.



If you click on the Gear icon you can change a few things about the device's behavior:



You can decide how it should route the audio from the source track for the new clip: Pre FX, Post FX, or Post fader.

Behavior:			
Post Mixer	▼		
Pre FX			
Post FX			
Post Mixer			

And if you Enable the "Real Time" option the device will use real time rendering to create the new clip, instead of the default faster offline rendering.

Use this option if you used external effects or instruments on the source track you want to bounce down.



If you drop a .adg file (device chain preset) from Live's Browser into the "New Track FX:" drag and drop box:

Once Bouce selection is done with creating the new clip it'll load the selected effects/device chain into the newly created track



If you have any questions or you encounter any difficulties with the device, here's an F.A.Q. page that shows how to solve the most common issues:

https://www.elisabethhomeland.com/blogs/f-a-q/bounce-selection-f-a-q

And feel free to reach out to me at:

info@elisabethhomeland.com

Or

https://twitter.com/ElisabethHom

