GetOutOfMyWay

😑 GetOutOfMyWay -By	• •					
GetOutOfMyWay 1.3	Sel Keep_Last	ection Mode Selected_Trac	k 🔻 Coll	apseAll	ExpandAll	Return Tracks
Enabled Edit Group Selector	Only_Appl	KeepView y	Latc	h_Off Heig	ht- Height+	ReturnsExpanded
GUITAR 😔	G1	G2	G3	G4	G5	R.Height- R.Height+
elisabeth	DRUMS G6	BASS G7	GUITAR G8	G9	VOCAL G10	
maalaud	ВСК	PERC	CANDY	[EMPTY]	[EMPTY]	

DISCLAIMER:

- This is a MaxForLive device so you're gonna need either Live suite, or Live standard with MaxForLive.
 - Compatible with Ableton Live 10, Live 11 and Live 12.

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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: <u>WINDOWS: \USERS\[USERNAME]\DOCUMENTS\ABLETON\USER LIBRARY</u> <u>MAC: MACINTOSH HD/USERS/[USERNAME]/MUSIC/ABLETON/USER</u> <u>LIBRARY</u>

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

[GetOutOfMyWay_Group_Editor]	
GOOMW - ViewGroup Editor	
4 5 6 <u>10 ReturnsExpanded</u> 7 8	
Latch_Off 2 CollapseAll ExpandAll R.Height R.Height_+ Height Height_	.+)
G1 Drum, Drums, Kit, Break, Kick, Snare, HH, Hihat, Hi-Hat, Crash, Tom, Toms, Ride	
BASS	
G2 Bass, 808, Sub	
GUITAR	
G3 Guitar, Gtr	
KEYS	
G4 Keys, Piano, Synth, Sample	
VOCAL	
G5 Vocal, Vox, test	
ВСК	
G6 Background, Bck, Choir	
PERC	
G7 Perc, Percussion, Shaker, Clap	
CANDY	
GB Candy, Hit, Riser, Boom, Impact, FX, Effect	
[EMPTY]	
G9 [EMPTY]	
[EMPTY]	
GIO [EMPTY]	
Always open group: 11 track that contains these keywords will be always expanded 12	
[EMPTY] Include_in_zoon	

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 Hight 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.

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.)

	piano	Master v	
	🗑 guitar	Master v	2 S • i
	🗑 vocal	Master v	3 S • 1 0 C
	STUFF	Master v	4 S 0 C
2	🗑 piano	STUFF V	5 S • I
	🗑 guitar	STUFF V	6 S • 1
	🗑 vocal	STUFF V	7 S • 1
	🗐 piano bus	Master v	8 S 6
	🗑 piano	piano bus 🔻	9 S • 1
3	🗐 guitar bus	Master v	10 S 0 C
	🗑 guitar	guitar bus 🔻	11 S • I
	😑 vocal bus	Master v	12 S 0 C
	vocal	vocal bus 🔻	13 S O 0 C

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).



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.
- 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 :

info@elisabethhomeland.com

Or you can find me in Twitter: https://twitter.com/ElisabethHom

Have Fun! 😳

