Palette

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The Palette device gives you nuanced control over the colors in Ableton Live, to craft beautiful and harmonious looking Live Sets. It features individual palettes for tracks and clips, and includes 8 special color slots to match with text in the track names. Use the comprehensive tools to paint and repaint, or simply set up the device and let it work behind the scenes.

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Palette UI
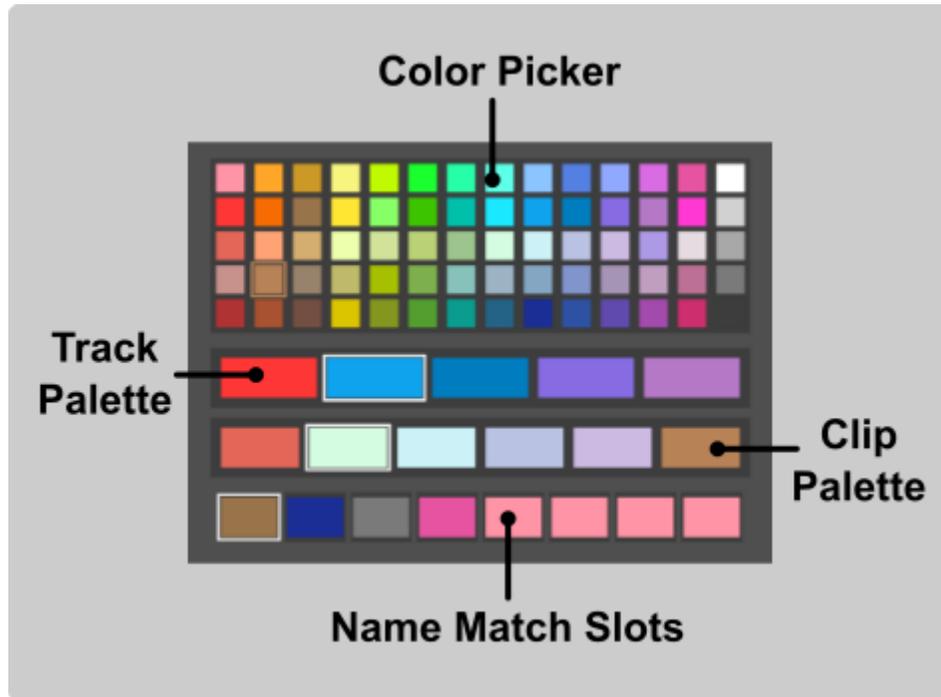
The main UI is comprised (from top to bottom) of the **Live color picker**, 2 palettes (the **track palette** and **clip palette**) and **8 color slots** for matching the track names.

Simply drag and drop from the color picker into slots of either of the 2 palettes or the color slots at the bottom.

Click any color slot in the palettes to select that color to be the next one assigned to a new track or clip, or to initiate coloring all tracks from that color slot, when using the Paint All button.

Click any name slot to open the text box for that color slot.

Main Options
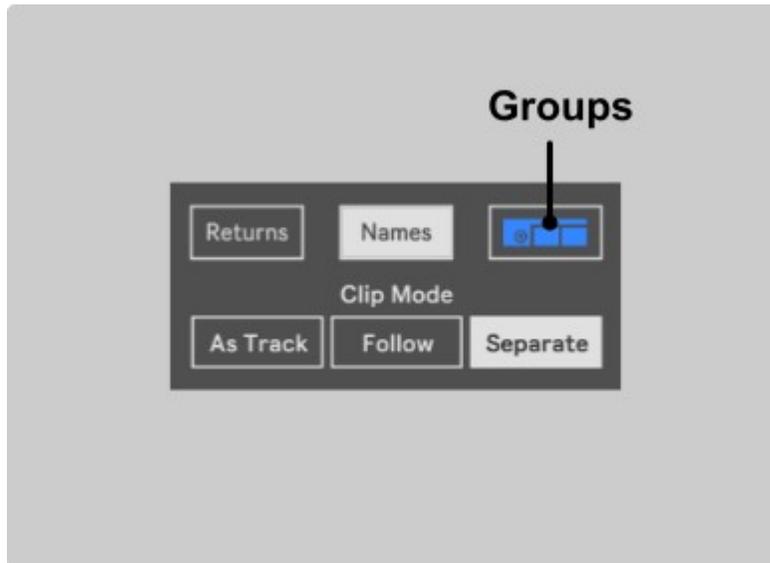
The **Returns** switch lets you choose if you want the Return Tracks to be included in the Paint All operation. By default, this is turned off.

The **Names** switch can be used to turn on the name matching section, and display the 8 name slots at he bottom of the main display.

The **Groups** switch lets you choose if tracks within a group are painted individually, or as a group. Switch on to make sure that grouped tracks share the same color of the group track.

The **Clip Mode** tab gives us 3 options for how clips are painted by the device.

1. **As Track** – The clips have the same color as their track.

2. **Follow** – The clip palette is paired with the track palette, and each tracks clips are painted the color in the corresponding color slot in the clip palette. eg- Tracks painted with color slot 1 of the Tracks palette will have clips painted with color slot 1 of the clips palette, etc.
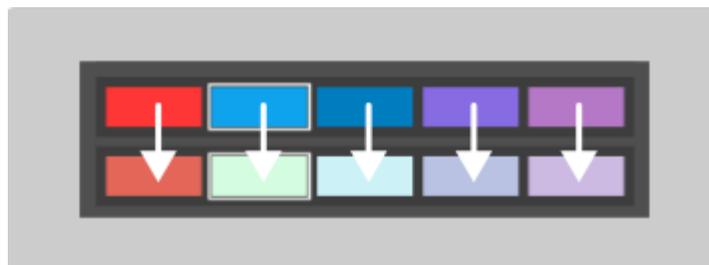
3. **Separate** – The clips are colored from the clip palette and are not affected by the track colors

Track Colors
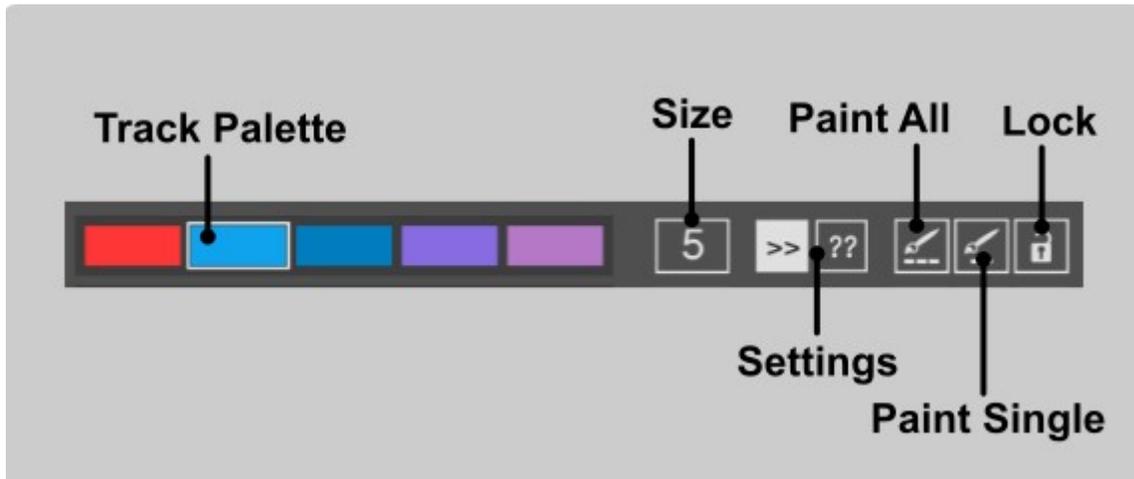
Colors can be set in the **Track Palette** by dragging and dropping from the color picker at the top.

Change the **Size** of the palette, up to a maximum of 16 colors.

Select between Sequential and Random mode in the Palette **Settings**.

Click the **Paint All** button to paint all of the MIDI and Audio Tracks. Return tracks are also painted if the switch is turned on in the Options. The color of the first track will be according to which slot is currently selected in the Palette, if the palette is set to Sequential mode.

Click the **Paint One** button, then click the track you want to paint. The track will be painted the currently selected color slot in the palette, if in Sequential mode.

If the **Lock** is switched on, then the Paint One button will remain open until it is clicked again. This allows you to paint several tracks, instead of just one.

Clip Colors
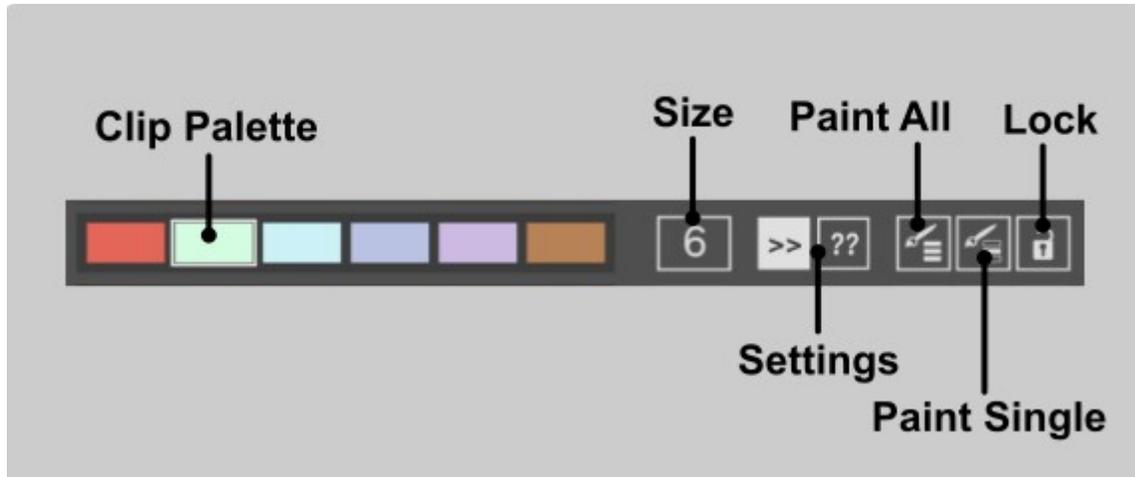
Colors can be set in the **Clip Palette** by dragging and dropping from the color picker at the top.

Change the **Size** of the palette, up to a maximum of 16 colors.

Select between Sequential and Random mode in the Palette **Settings**.

Click the **Paint All** button to paint all of the Session and Arrangement Clips. The color of the first clip will be according to which slot is currently selected in the Palette, if the palette is set to Sequential mode, and the Clip mode is Separate. In other Clip modes, the clips will be assigned either As Track or Follow (where the clips slot under each track slot will be used – see above)

Click the **Paint One** button, then click the clip you want to paint. The clip will be painted the currently selected color slot in the palette, if in Sequential mode.

If the **Lock** is switched on, then the Paint One button will remain open until it is clicked again. This allows you to paint several clips, instead of just one.

*Please note, painting of Arrangement clips is only made possible from Live 11

Name Colors
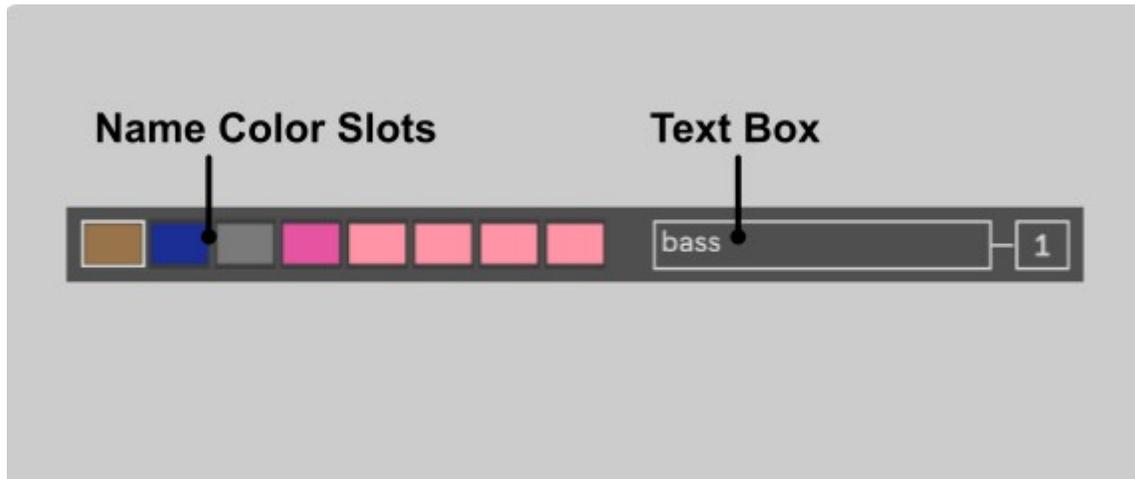
If the Names switch is on, we can see the Name Color Slots and corresponding text box as above. Drag and drop colors from the color picker at the top of the display to the Name Slots.

For each slot we can enter a piece of text. If that text can be found contained in any of the Track names, that track will be painted according to the Name Slot color. Text matching is NOT case sensitive.

Name slots will override any colors in the Track Palette.

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