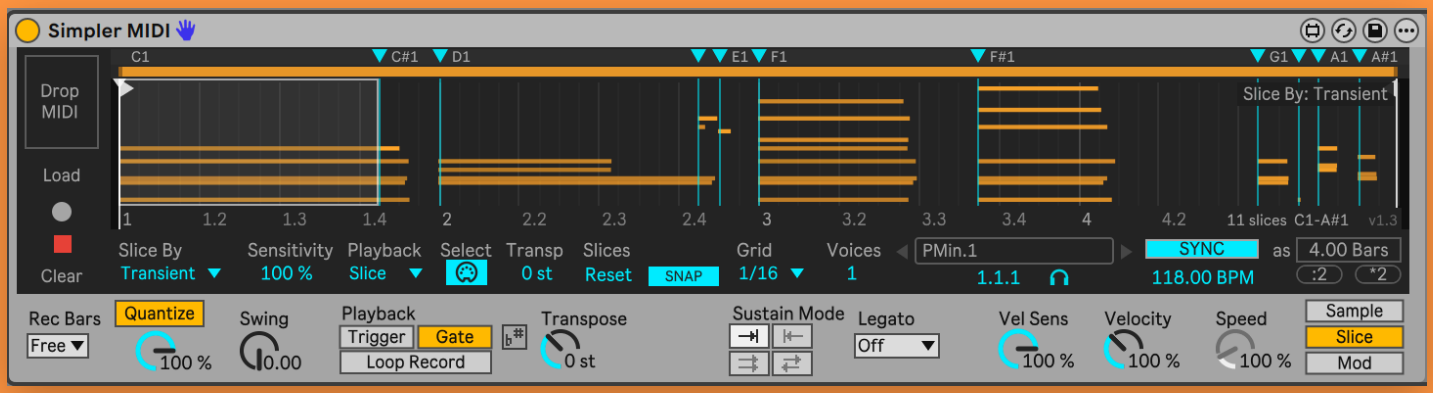
Simpler MIDI



MIDI Sampler

User Manual

Max for Live MIDI Effect · Ableton Live 12 · Max 9

Pezzner

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Contents

01 **Overview**

What's new

02 **Loading a sequence**

03 **Recording**

Quantize The Listener

04 **Playing**

Legato Sustain Mode The loop and End Note chase

05 **Slice mode**

Slice By Editing slices Playing slices Transposing slices

The Cursor and Enter Chop

06 **The note display**

Zoom and scroll

07 **Controls reference**

08 **Mod page**

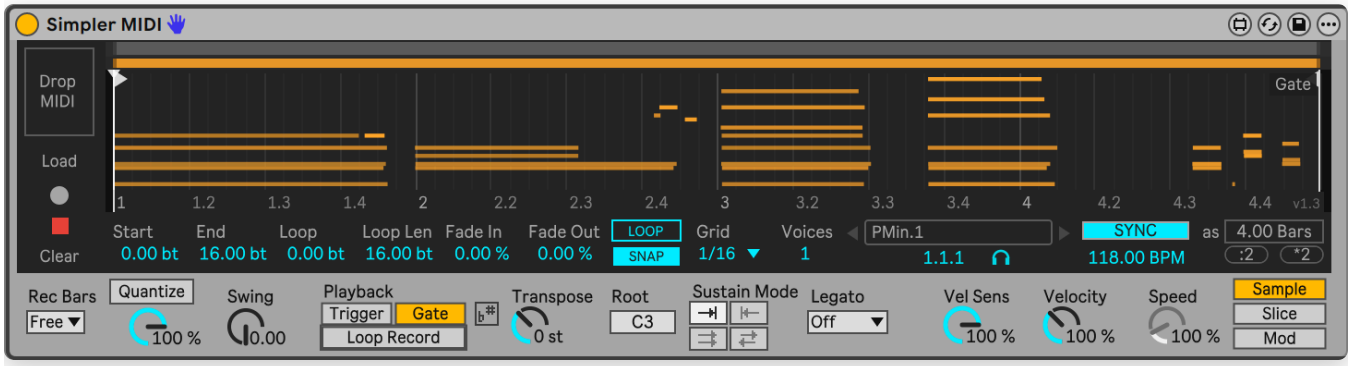
LFO Envelope Destinations Start modulation (scrub)

09 **Tips and troubleshooting**

Click any entry to jump to it.

01 Overview

Simpler MIDI works like a sampler, but it plays MIDI sequences instead of audio samples. Load a clip or a .mid file (or record one straight into it), press a key, and the sequence plays back, transposed by the key you pressed. In Slice mode it cuts the sequence into slices and puts one on each key.



Simpler MIDI with a clip loaded (Sample mode).

It is a Max for Live **MIDI Effect**. Put it on a MIDI track in front of any instrument. It sends notes, plus pitch bend and CC messages from its Mod page.

Requirements: Ableton Live 12 with Max for Live (Max 9). Scale Aware uses Live 12's Scale chooser.

INSTALLING

1. Put `Simpler MIDI.amxd` (and `Simpler MIDI Listener.amxd`, if you want to record from another track) anywhere you like, for example your User Library.
2. Drag Simpler MIDI onto a MIDI track, in front of an instrument. A track still using its default name is renamed "Simpler MIDI".

THREE VIEWS

The switch at the bottom right has three sections:

- **Sample**: keys play the whole sequence, transposed from Root (chapters 03–04).
- **Slice**: the sequence is cut into slices, one per key from C1 up (chapter 05).
- **Mod**: the LFO and envelope page (chapter 08). Playback stays in Sample or Slice mode while you're on it.

What's new in 1.3

- **Chop**, like the MPC: with Slice By set to Manual, the Rec button reads **CHOP**. Press it, play C1, and tap a key for each new slice while the range plays. Right after a chop, Clear reads **Undo** (see *Chop* in chapter 05).
- **End replaces Length:** the play range's end is now set as a position in the clip, like Start, instead of a length from Start. Moving Start leaves End where it is.
- **Mod to Start:** 100 % now reaches End (it was the whole clip).
- **Loop Record** (new, under Trigger / Gate): your keys play the instrument directly while what's loaded loops in time with Live. Record loops, overdub onto them or replace them pass by pass, with Undo / Redo, a pause and a fresh loop of the same length (see *Loop Record* in chapter 03).
- **Swing** (new knob next to Quantize): pushes every other Grid step later for a shuffle feel.
- **Layout:** Sustain Mode's buttons are stacked two by two, and Playback, Scale Aware, Transpose and Root moved right to make room for Swing.
- **Hold** (Loop Record): Rec records only while it's held down, for punch-ins in one motion.
- **Mapped buttons take one press:** Rec, Stop, Load, Clear and Undo / Redo mapped to a controller key act on every press.
- **Fewer accidental recordings:** Trigger Mode, Slice By, Sensitivity, Select, the slice Reset menu and Legato can no longer be automated. They're saved with the Set and work from Push (Live 12.4 or later), but Live doesn't let them be MIDI-mapped.

What's new in 1.204

- **The Cursor:** a white line in the display, with its position (bar.beat.sixteenth) under the clip name. Drag it, map it to an encoder (it speeds up when you turn fast) or an LFO. It covers what's visible in the display, so zooming in makes it finer, and the view scrolls along when it nears the edge. The headphones play the notes it passes.
- **Enter** (Manual slicing) puts a slice at the Cursor, or where the playhead is while a slice plays, so you can tap slices in from a controller.
- **Reset is a menu:** Reset Transposition, or Clear All Slices.
- **Select is on by default**, and selecting a slice by playing its key no longer moves the Transp knob.

What's new in 1.203

- **Select several slices** with Shift-click (a range) and Ctrl-click / Cmd-click (one at a time), and transpose them together (see *Transposing slices* in chapter 05).
- **Scale Aware keeps every note in key.** With Scale Aware on, every note Simpler MIDI plays is fitted to the scale from Live's Scale chooser, after all transposition, in Sample and Slice mode. Notes of the clip that are outside the key move to the nearest scale note, and a slice's Transp moves in scale steps.
- **Sustain Mode** can be MIDI-mapped from the device.

What's new in 1.202

- **Transpose single slices.** Select a slice (click it, or play its key with Select on) and give it its own Transpose, −24 to +24 semitones. Reset puts every slice back to 0 (see *Transposing slices* in chapter 05).
- **No fades in Slice mode.** Fade In / Fade Out are hidden while slicing; your settings come back in Sample mode.

What's new in 1.201

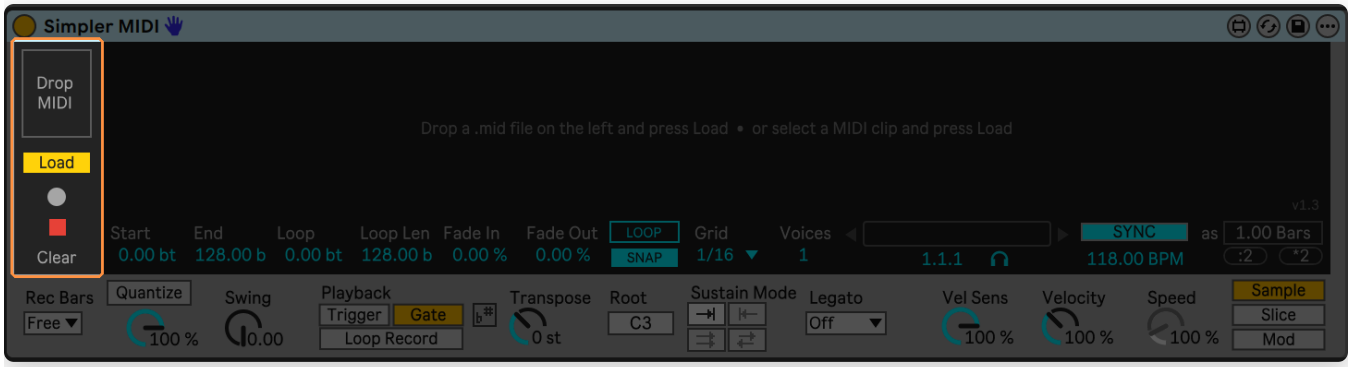
- **Exports match what you hear.** Playback now runs in Max's timing-accurate thread, so exported and frozen tracks sound like playback in Sample and Slice mode (see *Exporting and freezing* in chapter 09).
- **Push and controller pages:** nine named pages of eight controls for Push (including Push 3 standalone) and other controllers that follow the selected device.
- **Rec and Stop are MIDI-mappable**, and Load and Slice Mode are Live parameters too.

What's new in 1.2

- **Recording.** Record what you play straight into the device, with Rec Bars, Quantize and a Quantize Amount, and a live view of the take as it comes in. Record from another track with the new **Simpler MIDI Listener**.
- **Quantize anything.** Quantize now works on everything loaded, not just recordings, and switching it off brings back the original timing.
- **Slice mode.** Slice by Transient, Beat, Region or Manual markers, with Slice or Thru playback.
- **Legato.** Off, Retrigger, Hold or Trill when a second key overlaps the first, plus Restrike for Hold.
- **MIDI passes through** to the instrument while the device is empty.
- **A new look for the transport and display.** Rec is a circle and Stop a red square in the left column. The play range is orange, the loop cyan, and the looped stretch is highlighted.
- **The loop stays inside End**, so a loop can no longer run on past the End marker.

02 Loading a sequence

There are three ways to get notes into Simpler MIDI: drop a .mid file, load a clip from your Set, or record one (chapter 03). Each one is added to the list of sequences in the device, so you can always step back to an earlier one.



The left column: the Drop MIDI box, Load, Rec (circle), Stop (red square) and Clear. With nothing loaded, the display tells you how to load something.

- **Drop a .mid file.** Drag a file from Live's browser, Explorer or Finder onto the **Drop MIDI** box. It loads straight away.
- **Load a clip from your Set.** Click a MIDI clip in Session or Arrangement View. **Load** turns yellow to show a new clip is selected. Press it to load that clip.
- **◀ ▶ arrows** on either side of the name box step back and forward through the sequences loaded into the device, up to 20. Each one comes back with its own Start, End, loop and "as N Bars" settings, and its own slice markers. Loading a new file adds it to the end of the list, so stepping back never throws anything away. The list is saved with your Set.
- **Clear** empties the device. The ◀ arrow brings the sequence back.

> **Empty means pass-through.** While nothing is loaded (or after Clear), the notes you play go straight through to the instrument after Simpler MIDI, so you can play it normally. Once a sequence is loaded, your keys trigger it again.

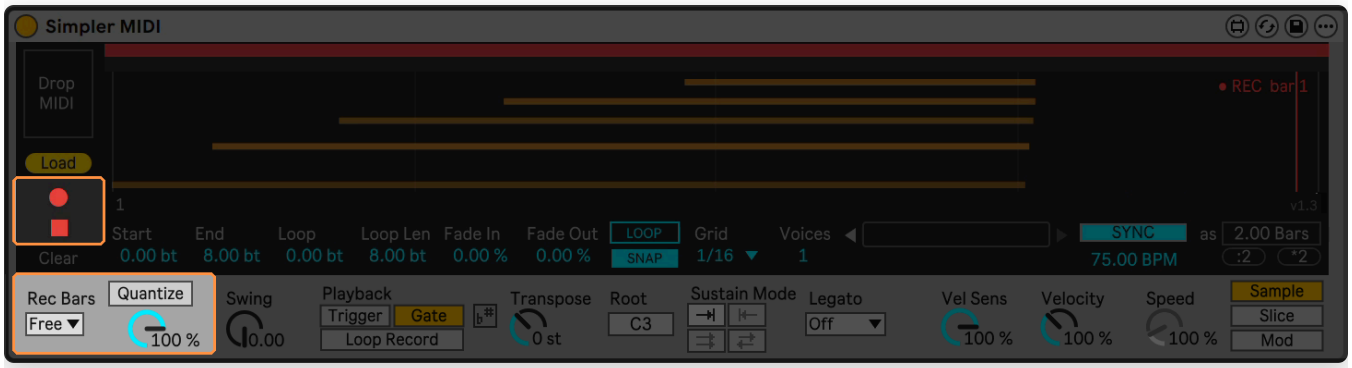
> Dragging a clip directly onto the device doesn't work, because Live doesn't pass dragged clips to Max for Live devices. Click the clip and press Load instead.

The maximum length is 32 bars (128 beats). The name of the loaded clip or file appears in the box to the right of **Voices**. Long names are shortened in the middle so both ends stay readable.

The loaded sequence is saved with your Live Set. It also comes along when you duplicate (Ctrl+D / Cmd+D) or copy and paste the device, with all its settings.

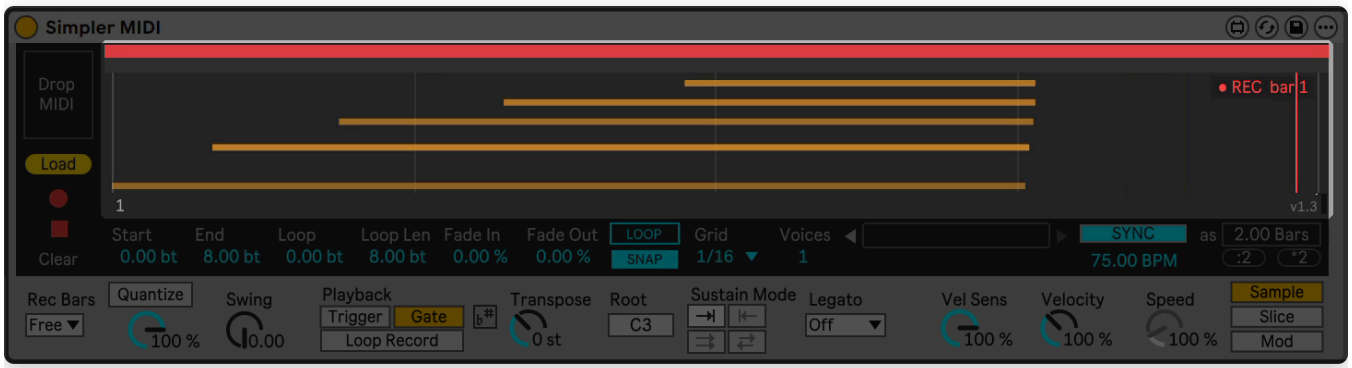
03 Recording

Press the **Rec** circle and play. Your keys go straight through to the instrument, so you hear what you play, and the take loads into Simpler MIDI as a new sequence when you're done.



The recording controls: Rec (circle) and Stop (square) in the left column, Rec Bars and Quantize at the bottom left.

1. Choose how long to record with **Rec Bars**: **Free** records until you press Rec again, **1, 2, 4, 8 or 16** bars stop by themselves.
2. Press **Rec**. It **blinks** while it waits to start: for the next bar if Live is playing, or for your first note if Live is stopped.
3. Play. Rec turns **solid red** while it records.
4. Press Rec again (or let Rec Bars run out). The take is rounded to whole bars, loads as "Take N (x bars)", joins the ◀ ▶ list, and your next key plays it.



While recording, the display switches to a recording view: a red bar along the top, "● REC bar n", and each note drawing in as it arrives. Held notes grow until you let go.

- **Stop** (the red square) cancels a recording in progress; the take is thrown away. It also stops everything that's playing (see chapter 04).
- **Stopping Live** (Stop button, space bar, a controller) while you're recording ends the take right there and loads it, just as if you'd pressed Rec. Stopping Live before the take has started cancels it.

- **Live's loop on:** when the arrangement loop jumps back during a take, recording keeps running straight on, so a 4-bar take over a 2-bar loop records both passes one after the other.
- **Timing:** every note is stamped the moment it arrives, using Live's song position, so recorded notes land exactly where you played them.
- **Rec is a Live parameter** ("Record"), so you can MIDI-map it to a pad or footswitch. Undo (Ctrl+Z / Cmd+Z) never starts or stops a recording.
- **Manual slicing:** with Slice By set to Manual, Rec reads **CHOP** and chops the range into slices instead of recording (see *Chop* in chapter 05).

Quantize

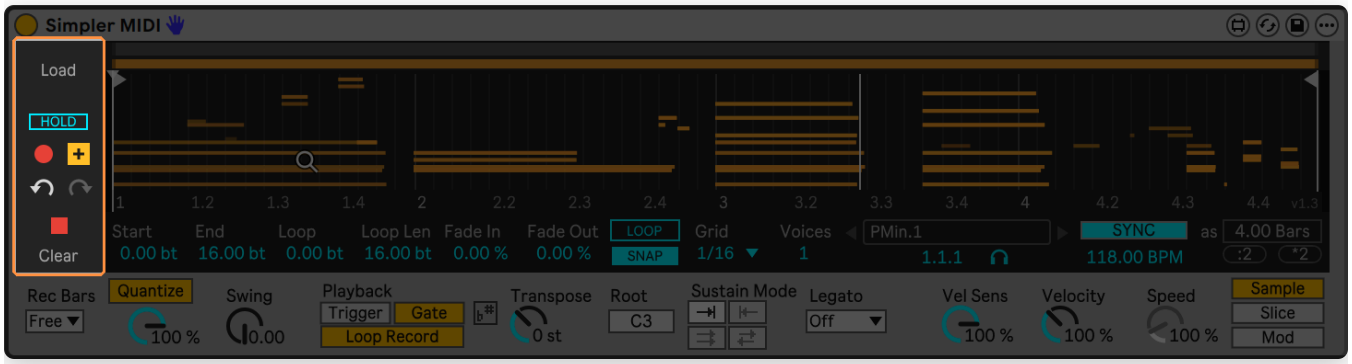
The word **Quantize** is the on/off button; the dial under it is the **Quantize Amount**.

- **On**: note starts move toward the **Grid**. At 100 % they land right on it; at 50 % they move halfway, keeping some of your feel.
- **Off**: the original timing comes back, exactly as it was played or loaded.
- It works on **everything loaded**: a recorded take, a dropped .mid file or a clip from a track. While it's on, new sequences are quantized as they come in.
- Changing the Grid or the Amount with Quantize on re-quantizes from the original timing, so it never gets worse with repeated changes. The original timing is saved with the Set.
- **Swing** (the knob next to Quantize) pushes every other Grid step later for a shuffle feel: at 0 % the Grid is straight, at 100 % the off-steps sit where the second note of a triplet would, and up to 150 % (a dotted feel) for extra swing. It only acts while Quantize is on, and works on everything Quantize works on.

Loop Record

Loop Record (the wide button under Trigger / Gate) turns Simpler MIDI into a MIDI looper. While it's on:

- Your **keys play the instrument directly**. They don't start the sequence.
- Whatever is loaded **loops in time with Live** while Live plays (silent while Live is stopped).
- The **Drop MIDI** box goes away. Load moves to the top, with the **HOLD** button under it, then Rec and the new **Overdub** button (the **+** next to Rec), and **Undo** and **Redo** arrows under them.



Loop Record on, recording an overdub: Load, HOLD, Rec (red) with Overdub (+), Undo / Redo and Stop in the left column.

Switch Loop Record off and your keys play what you recorded with Trigger / Gate, Sustain Mode and the rest, as usual. Switching it off while recording ends the take there and keeps it.

RECORDING A LOOP

1. With the device empty (press **Clear** first if needed) and Live playing, press **Rec**. It blinks: it's waiting for you.
2. Play. The loop starts on the **bar nearest your first note**, so a note played a touch early still counts as the downbeat.
3. Press Rec again at the end. The length is rounded to the **nearest bar** (at least one bar), or set by Rec Bars, and the loop starts playing straight away.

A note that starts less than a 32nd note before the end of the loop goes to its start instead, so coming in slightly early never leaves a clipped note at the end.

ADDING TO THE LOOP

- **Overdub on** (yellow, the default): Rec starts right away and what you play is **added** to the loop, which keeps playing. Each note appears in the display as you play it and is in the loop on its next time round.
- **Overdub off**: Rec **replaces** what's in the loop as the loop comes round to it, while recording what you play. The loop keeps its length.
- You can switch Overdub on and off **while recording**: switching it off starts replacing from that moment (including what you just overdubbed); switching it back on goes back to adding.
- With **Quantize** on, notes land on the Grid as you play them. **Scale Aware** fits your keys and the loop to Live's scale; what's recorded stays as you played it.

UNDO AND REDO

- Every take, and every **pass** round the loop while you're overdubbing or replacing, is a step. **Undo** takes the last one out of the loop and **Redo** puts it back.
- Both work **while you're still recording**: if a pass went wrong, press Undo and keep playing.
- The arrows light up when there's something to undo or redo. They're Live parameters ("Loop Undo" / "Loop Redo"), so you can map them to pads or a footswitch.

HOLD

- With **HOLD** on (lit cyan), Rec records only **while it's held down** and stops when you let go: punch in and out in one motion. With Overdub off, the same goes for replacing.
- Hold works with the mouse and with controller buttons that send a message when you let go (most pads and buttons sending CC). A key mapped by note only sends presses, so there it works as press on, press off.
- HOLD is a toggle and a Live parameter ("Rec Hold"): map it to a button and one press turns it on or off. It's only there (and only does anything) while Loop Record is on.

PAUSING THE LOOP

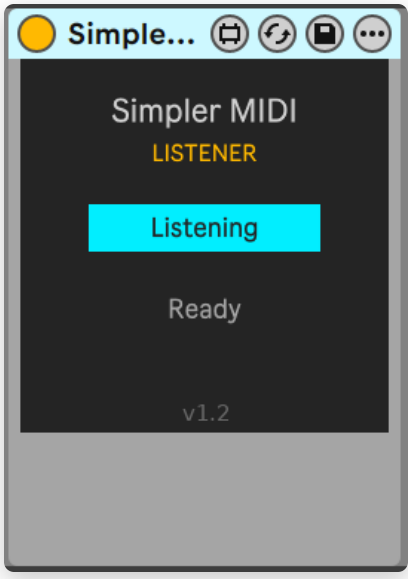
- **Stop** (the red square) silences the loop and turns into a green **Play** button. Live keeps playing.
- **Play** brings the loop back in time with Live, right where it would have been.
- **Rec while paused** records a new loop of the **same length**, starting at your first note, and it plays as soon as it's done. Undo brings the old loop back, so you can try an idea and still go back.
- Stop while recording throws away the pass in progress (earlier passes stay) and pauses the loop.

The Listener: recording another track

Put **Simpler MIDI Listener** on the track you play on, with **Listening** on. Rec then records that track instead, while Simpler MIDI's own track keeps playing its sequence and isn't recorded. You can play along with the sequence and capture a new one at the same time.

The Listener passes your MIDI through untouched. Its status reads "Ready", and "● Recording" while Simpler MIDI records it.

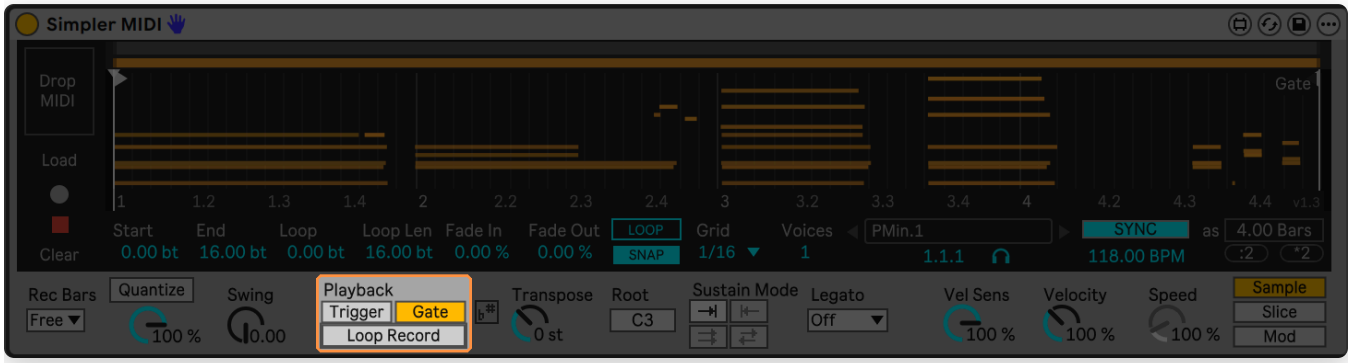
With no Listener (or Listening off), Rec records Simpler MIDI's own track: the keys you play there go straight to the instrument while recording.



Simpler MIDI Listener.

04 Playing

In Sample mode, a key plays the sequence from **Start**, transposed by how far the key is from **Root**. With Root at C3, pressing C3 plays the sequence as recorded, D3 plays it a whole step up and A2 a minor third down.



Playback: Trigger or Gate, with Loop Record underneath.

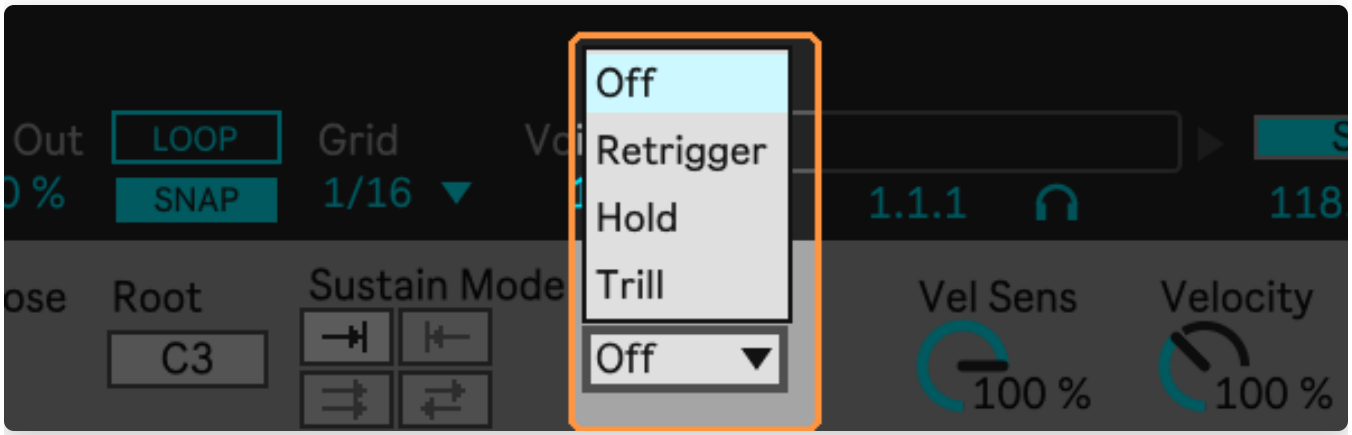
Playback sets what happens when you let go of the key:

- **Gate** (default): the sequence plays only while the key is held.
- **Trigger**: each key press starts the sequence from Start, and it keeps playing after you let go.
- **Loop Record**: keys play the instrument directly and the sequence loops in time with Live, for recording and overdubbing loops (see *Loop Record* in chapter 03).

Stop (the red square in the left column) stops everything at once and doubles as a panic button: it sends a note-off for every note plus All Notes Off (CC 123), so no note is left hanging.

Voices (1–8) sets how many sequences can play at the same time, for example when you play a chord. When all voices are busy, a new key takes over the one that started first.

Legato



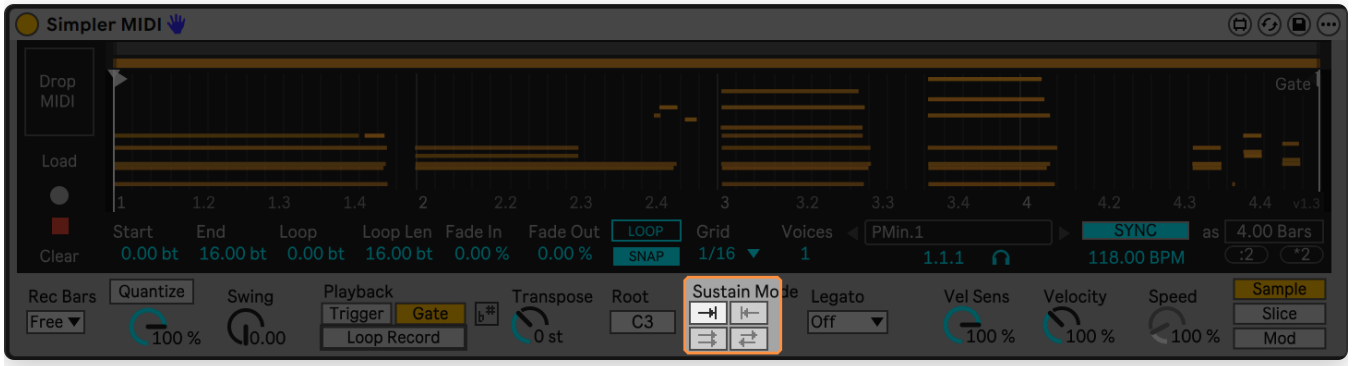
The Legato menu. The small **R** (Restrike) square appears to its right when Hold is chosen.

Legato decides what a second key does while the first is still held. It works in Sample mode with **Voices set to 1**.

Option	What it does
Off (default)	Every key starts the sequence again. Letting go of a key stops it (in Gate).
Retrigger	Like Off, and letting go of the second key while the first is still held starts the sequence again from the top at the first key's pitch.
Hold	The second key doesn't restart anything: the sequence keeps going from where it is, at the new key's pitch, and the envelope doesn't restart. Letting go of it goes back to the first key's pitch for the next notes. With **R** (Restrike) on, notes sounding when the second key comes in are struck again at its pitch, from where the playhead is; with R off (default) they finish as they are and the new pitch starts with the next note.
Trill	Like Hold, and notes that are sounding are always struck again at the new pitch, both when the second key comes in and when you let it go. Great for trills between two keys.

If the keys don't overlap, every option simply retriggers.

Sustain Mode



The four Sustain Mode buttons: Forward and Reverse on top, Loop Forward and Loop Bidirectional underneath.

Button	Mode	What it does
→|	Forward (default)	Plays Start → End once.
|←	Reverse	Plays End → Start once, backwards. Each note starts where it used to end, so it sounds like the clip reversed.
⇉	Loop Forward	Plays Start → End, then repeats the loop (cyan header) while the sequence plays.
⇄	Loop Bidirectional	Plays Start → End, then the loop forwards and backwards in turn. Notes that cross the loop markers keep sounding through each turn.

The **LOOP** button in the parameter row is a shortcut: it turns Loop Forward on or off, and lights for either loop mode. Sustain Mode is a normal Live parameter, so it can be automated and MIDI-mapped.

The loop and End

- **The loop always ends at or before End.** Dragging the loop end, moving the loop or turning Loop Len stops at End.
- If End is moved in over the loop, the loop **slides back** so it ends at End, keeping its length. It only gets shorter if it no longer fits.
- A loop that **fills the whole range** (from Start to End) follows Start and End in as you shorten the range. Moving them out again leaves the loop as it is.
- In the loop modes, if the loop ends inside the play range, playback wraps at the loop end instead of playing on to End: start partway into a loop and keep looping, as in Simpler.

MOVING THE LOOP WHILE IT PLAYS

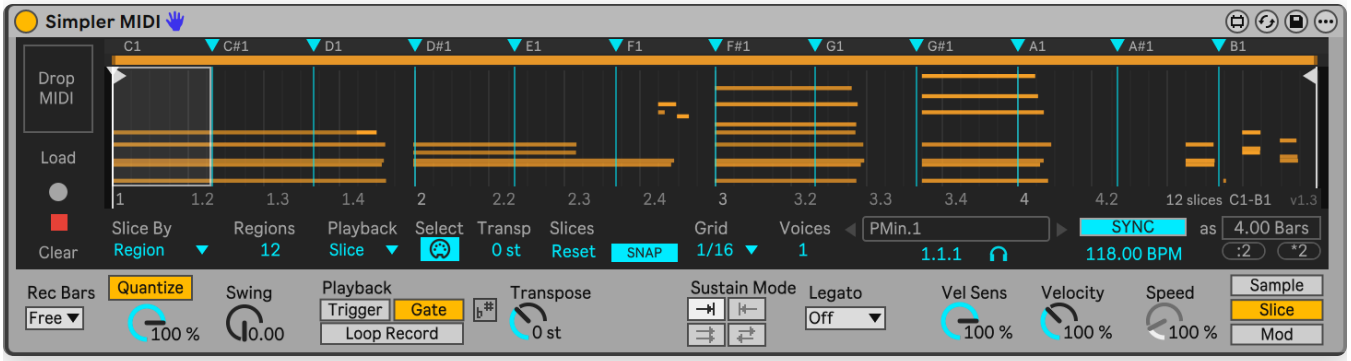
You can drag, automate or modulate the loop while a sequence plays. The playhead keeps its speed and direction, and never jumps just because the loop moved. Before it reaches the loop, it plays on and starts looping once it enters. Once it's inside the loop, it stays there: an edge that runs into the playhead carries it along, an edge that moves away behind it makes it wrap (Loop Forward) or turn around (Loop Bidirectional). Notes that are already sounding keep playing.

Note chase

Notes that started before the play position but are still sounding there, such as a held chord or pad, play right away. They're shortened to what's left of them, so the timing matches the clip. This happens at Start, on every loop pass, and in Reverse.

05 Slice mode

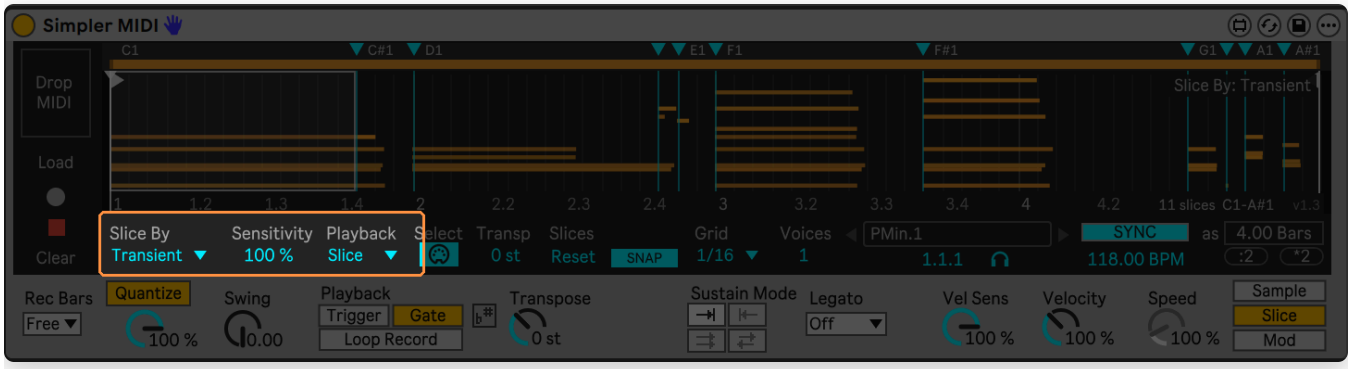
Click **Slice** in the switch at the bottom right. The play range (Start to End) is cut into slices, and each slice gets its own key, chromatically from **C1** up. Great for chopping up drums, phrases and passages.



Slice mode, 12 equal regions. Each slice line has a triangle handle and the key that plays it (C1, C#1 …); the slice count and key range are at the bottom right.

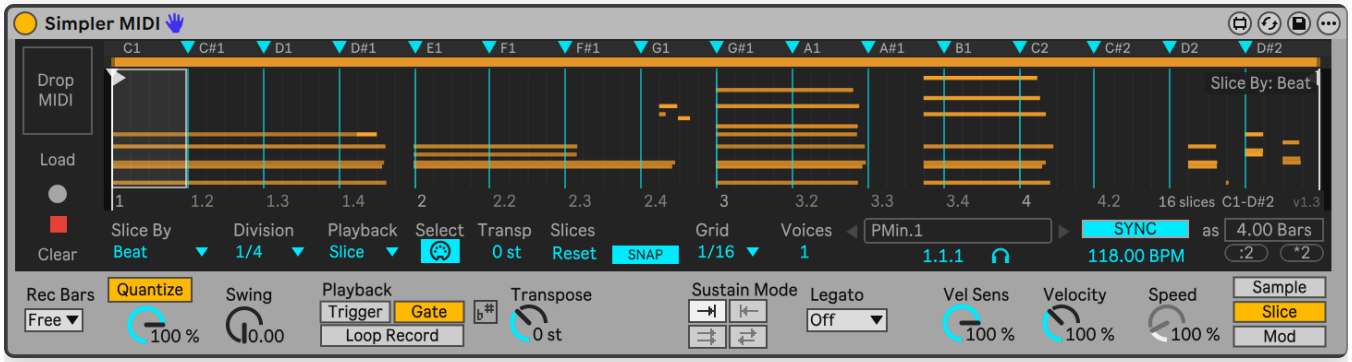
- Keys pick slices; they don't transpose. Only the **Transpose** knob (and Transpose modulation) changes the pitch, so **Root** is hidden in Slice mode.
- Up to 92 slices (C1 to G8). Keys beyond the last slice do nothing.
- Click **Sample** to go back to normal playback. The **Mod** page only changes the view: slicing carries on while you're on it.

Slice By



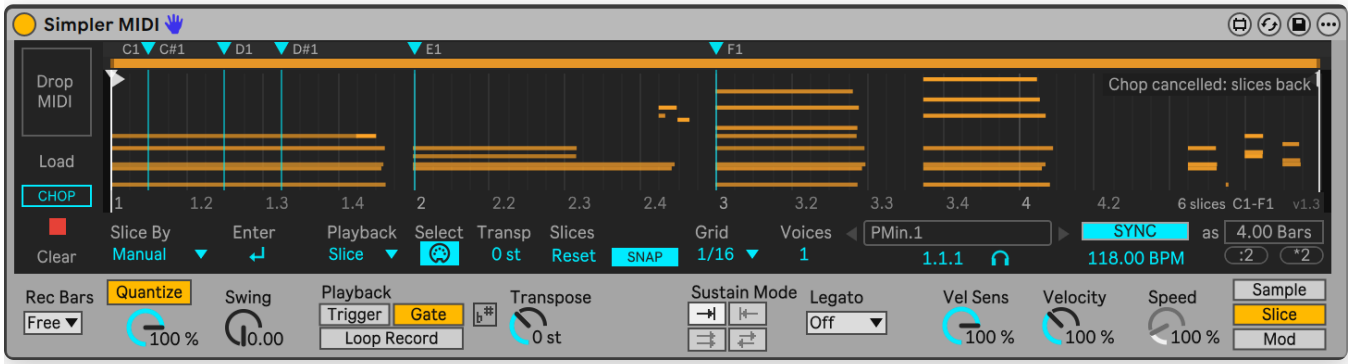
The slice row: Slice By, its setting (here Sensitivity), and Playback.

Slice By		How the range is cut
Transient (default)	Sensitivity, 0–100 %, default 100 %	At note onsets (a chord counts as one). Lower Sensitivity keeps only the strongest: loud notes, notes after a gap, notes on the beat, and chords. 100 % puts a slice at every onset.
Beat	Division, 1/16 – 4 Bars, default 1/4	A slice every Division, lined up with the clip's beats.
Region	Regions, 2–64, default 8	Into that many equal slices.
Manual	–	Your own slices. Manual starts empty: double-click the display, use **Enter** at the Cursor, or **Chop** them in while the range plays.



Beat: a slice every 1/4.

Editing slices



Manual slices, C1 to F1. Each slice line has a triangle handle and the key that plays it.

- **Double-click** the display to add a slice, or double-click a slice line to remove it.
- **Drag** a slice line, or its triangle in the top strip, to move it. The pointer turns into a left-right arrow when you can. With SNAP on it snaps to the Grid; hold **Alt** to place it off the grid.
- You can edit slices in **any** mode. In Transient, Beat or Region, your edits stay in that mode (and its setting stays on screen) and sit on top of its slices, even when you change Sensitivity, Division or Regions.
- **Each mode remembers its own slices.** Set a few in Manual, switch to Transient and back: your moved transients and your Manual slices are each where you left them. They're saved with each sequence in the Set.

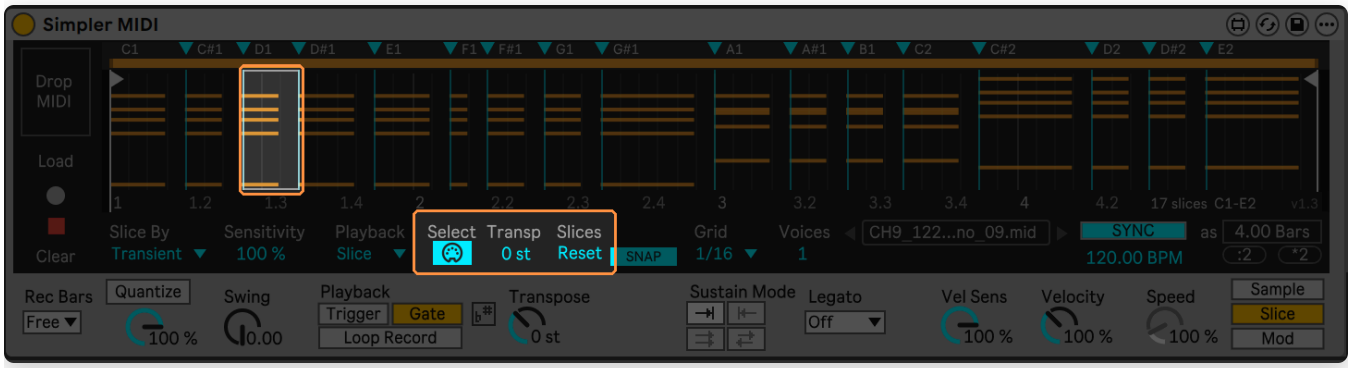
- **Lots of slices?** When they're too close together on screen to grab, the triangles hide and the magnifier works everywhere, so you can zoom (see chapter 06). Zoom in until the triangles appear to edit them. Double-clicking the bar numbers zooms back out.

Playing slices

- **Playback: Slice** (default): a key plays its slice.
- **Playback: Thru**: a key plays from its slice on through the rest of the range to End. In Gate it plays while you hold the key and stops when you let go; in Trigger it plays on to the end. The slice that's playing and every slice after it light up, and each goes dark as the playhead passes it.
- **Voices** sets how many slices can sound at once. At 1, a new slice cuts the last one.
- **Trigger / Gate** work as in Sample mode. **Sustain Mode** applies to each slice: Reverse plays it backwards, the Loop modes loop it while the key is held.
- **No fades in Slice mode:** Fade In and Fade Out are hidden and slices play at full velocity. Your Fade settings are kept and come back when you switch to Sample mode.
- Slices that are sounding are highlighted in the display.

Transposing slices

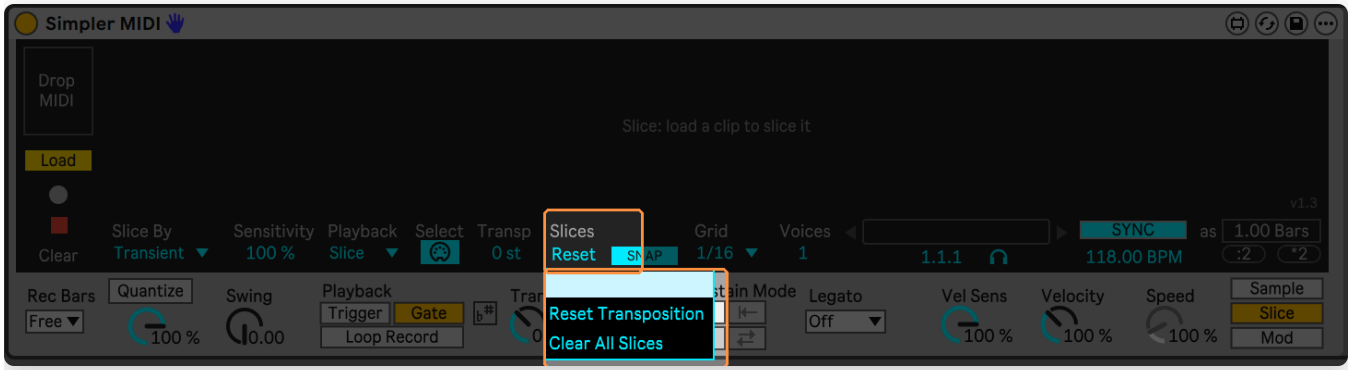
Each slice can be transposed on its own, up to 24 semitones up or down, on top of the main Transpose knob. The controls sit in the slice row, right of Playback:



> The selected slice (D1) is outlined in the display; Select, Transp and Reset (under Slices) sit in the slice row. A transposed slice shows its setting in cyan next to its key, for example "D1 +5".

- **Select a slice** by clicking it in the display. It's outlined, and **Transp** shows its setting.
- **Select several: Shift**-click selects every slice from the selected one to the one you click. **Ctrl**-click (**Cmd**-click on a Mac) adds a slice, or removes it if it's already selected.
- **Transposing several:** Transp shows the slice you selected first; turning it moves every selected slice by the same amount, so the differences between them stay. Like transposing selected notes in Live's clip editor, the group stops as soon as one of its slices reaches −24 or +24, and the top row of the display blinks cyan.
- **Select** (the MIDI-plug button, on by default): every key you play also selects its slice, so you can play a slice and turn its Transpose straight away. Clicking always selects, whether Select is on or off.

- A slice selected by playing its key doesn't move the Transp knob (that would fill Live's undo history while you play). Turning Transp then changes the selected slice from its own value; clicking a slice shows its value on the knob again. Automation on Transp sets the selected slice to the automation's value.
- **Transp** (−24 to +24 st) sets the selected slice(s). 0 = the slice plays as it is. With **Scale Aware** on, Transp counts steps of the scale instead of semitones, and every note stays in key.
- **Reset** (under *Slices*, shown open below) opens a menu: **Reset Transposition** sets every slice back to 0; **Clear All Slices** removes all your slices in Manual, or, in Transient, Beat and Region, the slices you added, moved or deleted, so the automatic ones come back.
- A slice keeps its transposition when other markers are added, removed or moved, and when you drag its own marker. Deleting its marker removes it.
- Transpositions are saved with each sequence and with the Set, and they're kept when you switch to Sample mode and back. Sample mode doesn't use them.



The Reset menu under Slices: Reset Transposition and Clear All Slices.

The Cursor and Enter

The **Cursor** is a white line in the display with a small triangle on top. Its position is shown under the clip name as bar.beat.sixteenth, with a headphone button next to it. It's there in Sample and Slice mode.



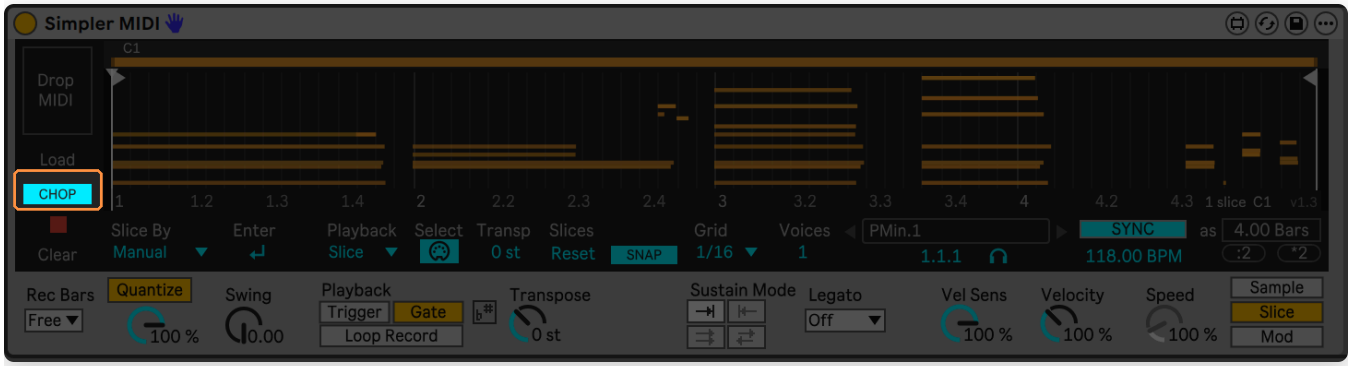
Manual slicing: the Cursor (the white line just before bar 2) and its position, 1.4.3, under the clip name with the headphones; Enter sits in the slice row.

- **Move it** by dragging the position up or down (hold **Shift** for finer moves), or map it ("Slice Cursor") to a knob, an encoder or an LFO. With SNAP on it snaps to the Grid.

- **It covers what you see:** zoomed out, it spans the whole play range; zoom in and the same movement is finer. When it nears the edge of the view, the display scrolls along with it, keeping a quarter of the view ahead. Dragging past the end keeps scrolling; the further you drag, the faster.
- **Encoders** (Push, or a relative mapping): each click is a fine step, and quick turns go further.
- **Headphones** (off by default): moving the Cursor plays the notes it passes, as Sample mode or Slice mode would play them. Map the Cursor to an LFO to scrub through the clip.
- **Enter** (Manual slicing, in the slice row): puts a slice at the Cursor, or removes the one it's on. While a slice is playing, Enter puts a slice where the playhead is, so you can tap slices in time from a pad.
- Cursor, Enter and the headphones are Live parameters, also on Push's **Slice Edit** page. Ctrl+Z on an Enter step brings the slices back as they were.

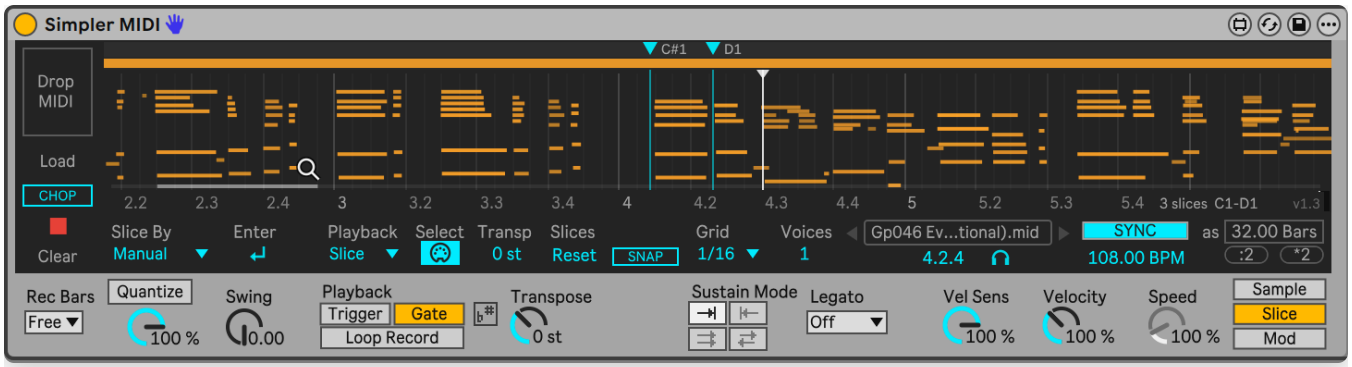
Chop

Like the MPC's chop: play the range and tap a key for each slice. With **Slice By** set to **Manual**, the Rec button in the left column reads **CHOP**.



CHOP (where Rec usually is) lit up: the range is playing and your keys are making slices.

1. Set **Start** where the first slice should begin.
2. Press **CHOP**. It blinks, and your Manual slices are put aside.
3. Play **C1**. The range plays from Start to the end, and CHOP lights up.
4. Each time you play a key above the slices made so far, a new slice goes where the playhead is (on the Grid with SNAP on), on the next key up: C#1, D1, D#1 …
5. To finish, play a key that already has a slice (C1, say), press **Stop** or **CHOP**, or let the playback reach the end.

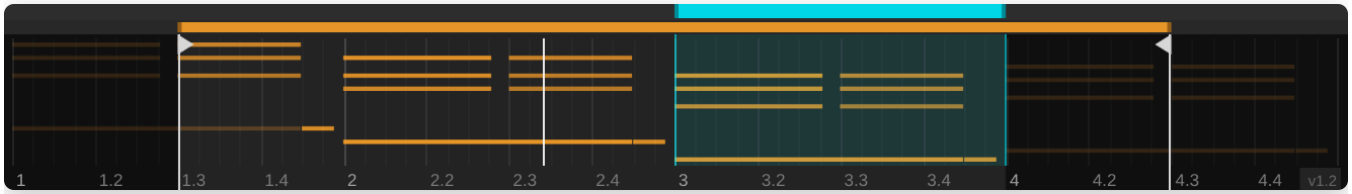


Mid-chop: two slices so far (C#1 and D1), and the white playhead moving on through the range.

- **Changed your mind?** Press CHOP again before chopping anything and your slices come back.
- **Undo:** right after a chop, **Clear** reads **Undo**. Press it to get the slices you had before the chop. Playing the new slices doesn't change that; anything else turns it back into Clear. Ctrl+Z also works: the whole chop is one undo step.
- While chopping, the playback runs from Start to the end whatever Playback and Trigger / Gate are set to. With a Loop Sustain Mode it keeps looping until you finish.
- CHOP is the "Record" parameter, so a pad mapped to Rec (or Push's Record page) chops in Manual. Clear is on Push's Record page too.

06 The note display

The display shows the loaded notes and lets you set the play range and loop by dragging. Bar numbers run along the bottom. Brighter notes play louder, after the fades are applied. Parts of the clip that never play are shaded.



Loop Forward on: the cyan loop header at the top with the looped stretch highlighted, the orange play range under it, and Start / End flags.

Area	What you can do
Loop header top strip	Drag the middle to move the loop, or drag near an edge to resize it. Click outside the loop to move it there. Cyan while a loop Sustain Mode is on (the looped stretch is highlighted below), grey otherwise.
Range bar orange strip below it	Drag the middle to slide the play range, or drag its edges to move Start or End. Click outside the range to move it there.
Start strip just below the range bar	Click to set Start at that spot, or click and drag to fine-tune it. A faint flag shows where Start will land.
Start / End flags and loop lines	Drag to move Start, End or (in the loop modes) the loop's edges. The pointer turns into a left-right arrow when you're close enough to grab one.
Notes area	Zoom and scroll (see below). In Slice mode, slice lines and handles too (chapter 05).

White lines are playheads, one for each voice that's playing. The white line with a small triangle on top is the Cursor (chapter 05). Blue diagonal lines show the fade in and fade out ramps. The version number is in the bottom right corner.

Snapping: with **SNAP** on, markers snap to the **Grid** size. Hold **Alt** (or Cmd/Ctrl) while dragging to place a marker off the grid.

Zoom and scroll

Over the notes, the pointer becomes a magnifying glass, as in Simpler.

- **Drag down** to zoom in and **drag up** to zoom out, around the spot you clicked. **Drag sideways** to scroll. Hold **Shift** for finer zooming.
- **Double-click** the notes to zoom all the way out (in Slice mode, double-click the bar numbers).

When zoomed in, a thin bar above the bar numbers shows which part of the clip you're viewing, and beat numbers (1.2, 1.3 …) appear once there's room.

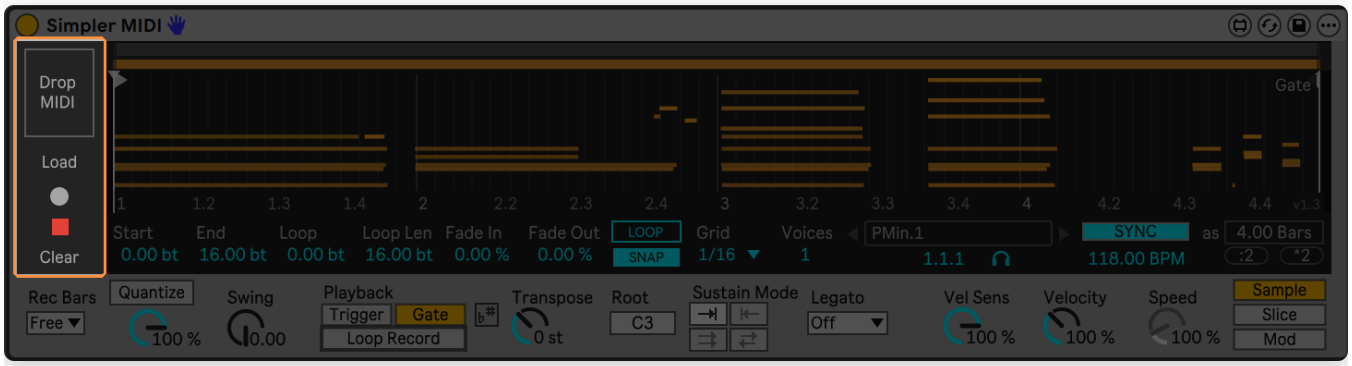
> **Fine adjustments when zoomed in:** dragging the Start, End, Loop or Loop Len values changes them only by what's visible in the display, so you can place them precisely in long clips. Hold **Shift** for finer steps. Zoom all the way out to type a value.

Short messages, such as "Loaded" with a file name or "Recorded 5 notes, 2 bars", appear briefly at the top right of the display.

07 Controls reference

Every control below is a Live parameter unless noted, so it can be automated and MIDI-mapped (except Trigger Mode, Slice By, Sensitivity, Select, the slice Reset menu and Legato, which can't be automated or mapped but work from Push). Turn on Live's Info View and hover over any control for a short description.

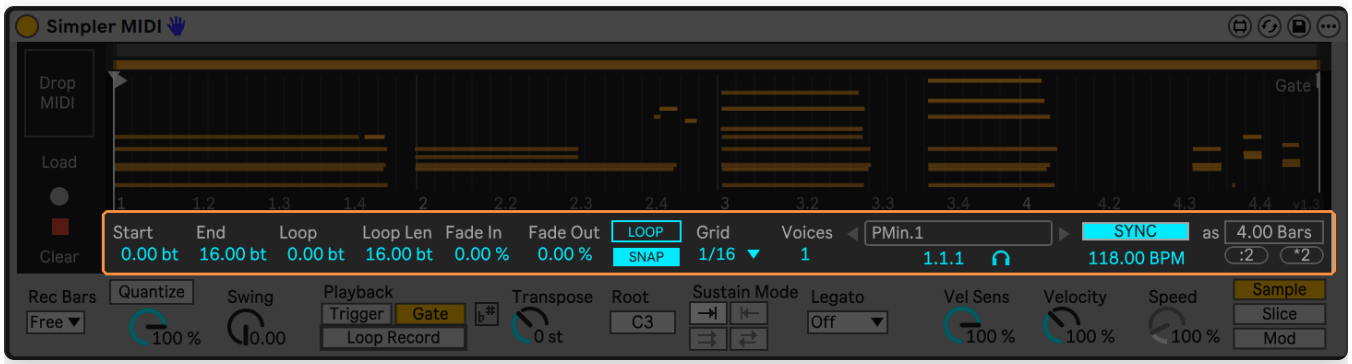
LEFT COLUMN



The left column.

Control		What it does
Drop MIDI	drop zone	Drop a .mid file here to load it. Hidden while Loop Record is on.
Load	button, "Load"	Loads the MIDI clip selected in Live. Yellow when a new clip is selected.
Rec (circle)	button, "Record"	Starts and ends a recording. Blinks while waiting to start, solid red while recording. Grows a little under the mouse. With Slice By on Manual it reads **CHOP** (chapter 05).
HOLD	toggle, "Rec Hold", off by default	Loop Record only: Rec records while held down and stops when you let go.
Overdub (+)	toggle, "Overdub", on by default	Loop Record only: on (yellow), Rec adds to the loop; off, Rec replaces it as it comes round.
Undo / Redo (arrows)	buttons, "Loop Undo" / "Loop Redo"	Loop Record only: takes the last take or pass out of the loop, or puts it back, even while recording.
Stop (red square)	button, "Stop"	Stops everything that's playing, clears any hanging notes (panic), and cancels a recording in progress. In Loop Record it pauses the loop and turns into a green Play button.
Clear	button, "Clear Clip"	Empties the device. The ◀ arrow brings the sequence back. Right after a chop it reads **Undo** and brings back the slices you had before.

PARAMETER ROW: SAMPLE MODE



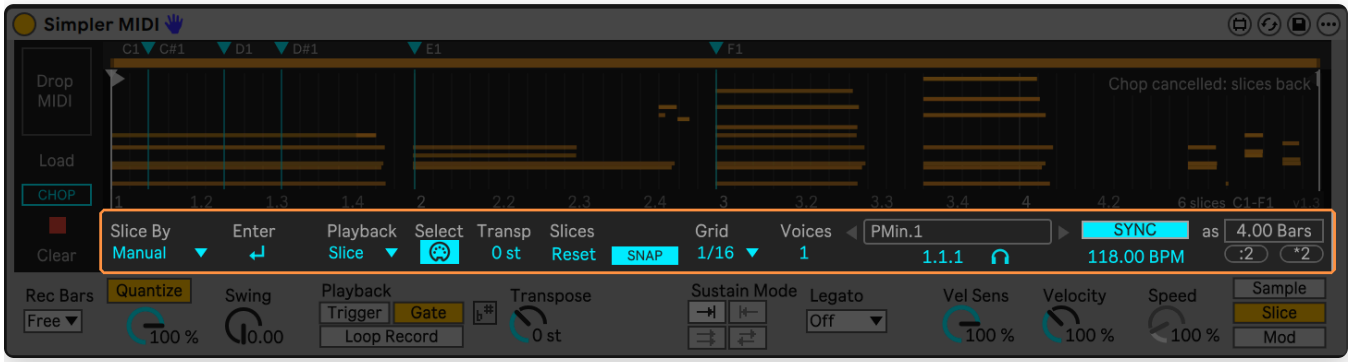
The parameter row inside the dark panel (Sample mode).

Loading a new sequence resets Start, End, Loop and Loop Len to cover the whole clip, and sets "as N Bars" to the clip's own length.

Control		What it does
Start	beats	Where playback begins, measured from the clip start.
End	beats	Where the play range ends, measured from the clip start (like Start). Moving Start leaves End where it is.
Loop	beats	Where the loop begins. Used by the loop Sustain Modes.
Loop Len	beats	Length of the loop. The loop never reaches past End.
Fade In	0–100 %, default 0	Ramps note velocities up from the start of each pass, over this share of it. Sample mode only.
Fade Out	0–100 %, default 0	Ramps note velocities down towards the end of each pass. Sample mode only.
LOOP / SNAP	SNAP on by default	LOOP turns looping on (Loop Forward) or off (Forward). SNAP snaps Start, End, the loop and slice markers to the Grid.
Grid	1 Bar – 1/32, default 1/16	Grid size for snapping, Quantize and the grid lines in the display.
Voices	1–8, default 1	How many sequences (or slices) can play at once.
Name box	not a parameter	Name of the loaded clip, file or take. The ◀ ▶ arrows step through the loaded sequences.
Cursor	under the name box	Where the Cursor is (bar.beat.sixteenth). Drag up or down to move it; "Slice Cursor" for mapping. The headphones ("Slice Listen") play the notes it passes (chapter 05).
SYNC	on by default	On: follows the Set's tempo. Off: plays at the Set's tempo times Speed. The BPM readout under SYNC shows the tempo in use; with SYNC off, double-click it to type an exact tempo.
as N Bars	default: the clip's length	Stretches the whole clip to play over this many bars. A 4-bar clip set to 8 bars plays at half speed.

Control		What it does
:2 / *2	buttons	Half speed (doubles "as N Bars") or double speed (halves it).

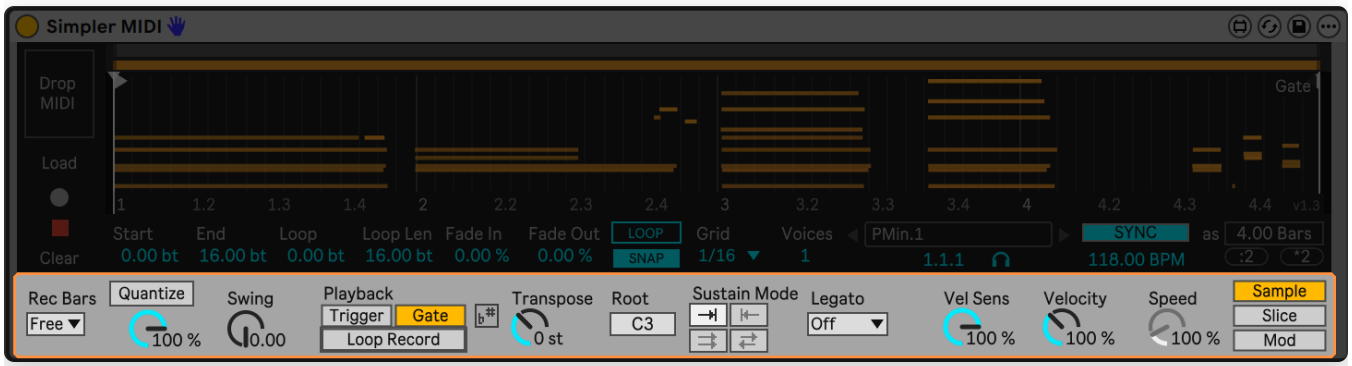
PARAMETER ROW: SLICE MODE



The parameter row in Slice mode (here Slice By Manual, with Enter), and the Cursor under the clip name.

Slice By, its setting (Sensitivity, Division or Regions) and Playback (Slice / Thru) replace Start, End, Loop and Loop Len, and Fade In / Fade Out are hidden (they don't apply to slices). In their place: **Select**, the selected slice's **Transpose** (−24 to +24 st) and the **Reset** menu. With Slice By on Manual, **Enter** takes the place of Sensitivity / Division / Regions. SNAP, Grid, Voices and the rest stay. See chapter 05.

BOTTOM ROW



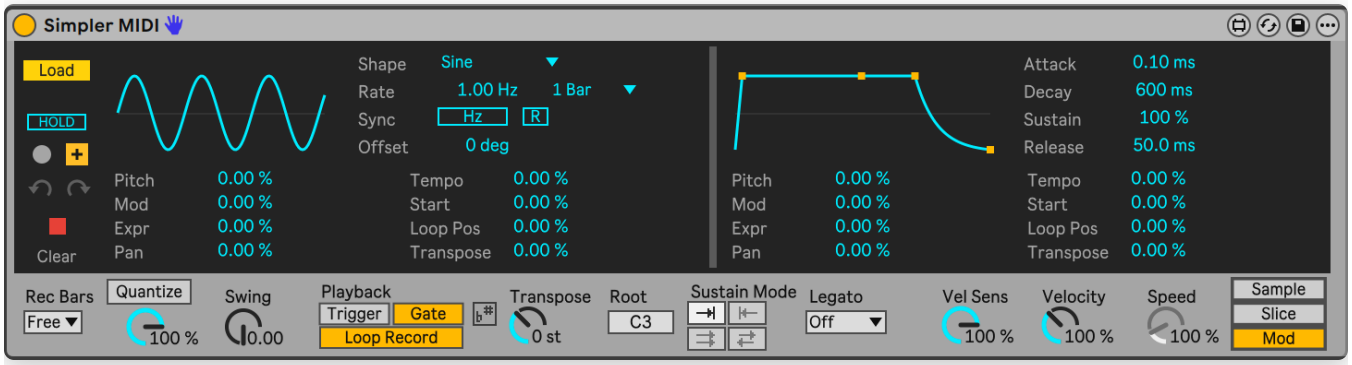
The bottom row.

Control		What it does
Rec Bars	Free, 1–16, default Free	How long a recording runs (chapter 03).
Quantize	off by default; Amount 0–100 %, default 100 %	Moves note starts toward the Grid, by the Amount (chapter 03).
Swing	0–150 %, default 0 %	With Quantize on, pushes every other Grid step later (100 % = triplet swing).
Scale Aware ♭♯	off by default	Uses the key and scale from Live 12's Scale chooser. Keys and Transpose move in scale steps and every note is fitted to the scale: C-E-G played from D in C major becomes D-F-A. Grey = off, purple = on.

Control		What it does
Playback	Trigger / Gate, default Gate	See chapter 04.
Loop Record	off by default	The MIDI looper (chapter 03).
Transpose	−48 to +48 st, default 0	Shifts the sequence in semitones, or in scale steps with Scale Aware on. Adds to each slice's Transp in Slice mode.
Root	default C3	The key that plays the sequence as recorded (Sample mode).
Sustain Mode	4 buttons (2 × 2), default Forward	See chapter 04.
Legato	Off / Retrigger / Hold / Trill, default Off	See chapter 04. The **R** (Restrike) square next to it shows for Hold, off by default.
Vel Sens	0–100 %, default 100 %	How much the velocity you play with scales the sequence's velocities. At 0 %, every key plays the recorded velocities.
Velocity	0–200 %, default 100 %	Scales the output velocity of every note.
Speed	10–400 %, default 100 %	Playback speed as a percentage of the Set's tempo, used when SYNC is off. Greyed out while SYNC is on.
Sample / Slice / Mod	switch	Sample or Slice mode, or the Mod page (chapter 01).

08 Mod page

The Mod page has an LFO (left) and an envelope (right). Each can move up to eight destinations, with an amount from −100 % to +100 % for each. Switch to it with **Mod**; playback stays in Sample or Slice mode.



The Mod page: LFO on the left, envelope on the right, with the eight destinations under each.

Modulation runs only while keys are held or a sequence is playing. When everything stops, pitch bend returns to centre. The knobs and the display always show the unmodulated settings.

LFO

Control		What it does
LFO button	on by default	Turns the LFO on or off.
Shape	Sine, Triangle, Saw Up, Saw Down, Square, Random	Waveform, shown in the display. Faster rates draw more cycles.
Rate	0.01–20 Hz, default 1 Hz	LFO speed while Sync is set to Hz.
Sync rate	8 Bars – 1/32, default 1 Bar	LFO speed as a note value, following the device's tempo.
Sync (Hz / Sync)	Hz by default	Chooses between Rate in Hz and the note-value rate.
R	off by default	Restarts the LFO from its Offset on every key press.
Offset	0–360°, default 0°	Shifts where the LFO's cycle starts.

Envelope

The envelope follows the keys you hold. It starts when you press a key and releases when you let go, even in Trigger mode. (With Legato Hold or Trill, a second overlapping key doesn't restart it.)

Control		What it does
ENV button	on	Turns the envelope on or off.
Attack	0.10 ms	Time to rise to full level after a key press.
Decay	600 ms	Time to fall from full level to the Sustain level.
Sustain	100 %	Level held while the key is down.
Release	50 ms	Time to fall to zero after the key is released.

- **Drag the yellow points** in the envelope display to set Attack, Decay, Sustain and Release. **Shift + drag** for fine moves; **double-click** a point to reset it.
- **Alt + drag** a segment up or down to bend it (tension); **Alt + double-click** straightens it. The three tensions are also Live parameters.

Destinations

Destination	What it modulates
Pitch	Pitch bend, up to the full bend range. Set the bend range on your instrument.
Mod	Mod wheel (CC 1). Negative amounts dip down from full.
Expr	Expression (CC 11). Negative amounts dip down from full.
Pan	CC 10, around the centre.
Tempo	Playback speed. 100 % covers half to double speed.
Start	Scrubs the playhead around Start (see below). Sample mode only.
Loop Pos	Moves the loop (same length) through the clip while it plays, but never past End. Sample mode only.
Transpose	Transposes new notes by up to ±12 semitones at 100 % (scale steps with Scale Aware on).

Start modulation (scrub)

With an amount on **Start**, the playhead no longer runs through the clip on its own. It sits at Start and follows the modulation back and forth: at 100 % it reaches End, so the sweep covers exactly the range between Start and End. A note sounds exactly while the playhead is over it, so sweeping across overlapping notes stacks them up and drops them out again. Turn on the LFO's **R** so every key press starts the sweep from Start. In Gate, scrubbing continues until you release the key.

09 Tips and troubleshooting

- **Info View:** turn on Live's Info View (Shift + ?) and hover over any control for a short description.
- **Saving and copying:** the loaded sequences, their original timing, slice markers and all settings are saved with the Set and come along when you duplicate or copy the device.
- **MIDI mapping:** Rec (CHOP), Stop, Load, Clear, Loop Record, Hold, Overdub, Undo / Redo, Sustain Mode, Slice Mode, the Cursor, Enter and most other controls can be mapped with Ctrl+M / Cmd+M. Trigger Mode, Slice By, Sensitivity, Select, the slice Reset menu and Legato can't be automated, and Live doesn't let them be mapped either; they work from Push. For the Cursor, an encoder in a Relative mode works best.
- **Push and other controllers:** the controls are laid out in pages of eight: Main, Range, Playback, Slice, Slice Edit (Slice By, Cursor, Enter, Listen, Snap, Grid, Select, Transpose), Record (with Swing, Overdub and Clear), LFO, LFO Dest, Envelope and Env Dest.
- **Version:** shown in the bottom right corner of the display. This manual covers version 1.3.

Exporting and freezing: Live renders exports and frozen tracks much faster than real time. Since 1.201, Simpler MIDI plays in Max's timing-accurate thread, which follows the export exactly, so exports sound like playback in Sample mode and in Slice mode.

With the **Mod page** in use (any amount turned up), **Scale Aware** on, or **Legato** set to anything other than Off, Simpler MIDI still uses its previous timing, which can't keep up with an export: notes can go missing or change length. For those, record what Simpler MIDI plays first, in real time, then export:

1. Make a new MIDI track and set its **MIDI From** to the Simpler MIDI track, **Post FX**. Arm it and record your part.
2. Move your instrument onto that track (or copy the recorded clip to a track with the instrument). Export or freeze as usual.

Or route the instrument's audio to an audio track and record that.

Problem	What to check
An export or frozen track sounds different from playback	Check whether the Mod page, Scale Aware or Legato is in use. If so, record Simpler MIDI's output first (see *Exporting and freezing* above).
No sound	Simpler MIDI only sends MIDI. Put an instrument after it on the same track.
Dragging a clip onto the device does nothing	Live doesn't pass dragged clips to devices. Click the clip, then press **Load**.
Rec blinks but nothing records	With Live playing, recording starts at the next bar. With a Listener on another track and Listening on, play on that track.
Keys play the instrument instead of the sequence	The device is empty, so MIDI passes through, or Loop Record is on. Load or record a sequence, or switch Loop Record off.
The loop stopped but Live is still playing	Stop paused it (the button is a green Play). Press Play.
The sequence plays at the wrong pitch	Check **Root** and **Transpose**, and whether Scale Aware is on. In Slice mode keys don't transpose.
Keys add slices instead of playing	CHOP is on (it's lit or blinking). Press it, or Stop, to finish.
A key does nothing in Slice mode	It's past the last slice. Slices start at C1.
I can't grab a slice	Too many slices on screen: zoom in until the triangles appear.
Legato does nothing	It works in Sample mode with Voices set to 1, when the second key overlaps the first.
Nothing plays past a point	The play range may be short. Check Start and End, or drag the End flag.
A note keeps sounding	Press **Stop** (red square). It sends a note-off for every note plus All Notes Off.