



# Manual MkII / MkIII



## Table of contents

<b>1. Introduction</b>	<b>7</b>
<b>2. Keep in mind</b>	<b>7</b>
<b>3. Configuration</b>	<b>7</b>
<b>4. Hardware set-up</b>	<b>8</b>
<b>5. Product overview: Ableton Live</b>	<b>9</b>
5A. « Session » view	9
5A. « Arranger » view	11
<b>6. Ableton Live Configuration</b>	<b>12</b>
6A. Remote scripts installation	12
6B. Configuring Ableton Live®	15
6C. Configuring Audio Interface	18
6D. Loop4Live configuration in Ableton Live	19
1. The config.ini file	19
2. Moving the config.ini file from the remote scripts:	26
3. Editing the config.ini file via the website:	27
6E. Remote scripts update	28
6F. Configuring several Loop4Live	28
<b>7. Loop4Live presentation</b>	<b>31</b>
<b>7A. The Scene mode</b>	<b>33</b>
1. A-B-C-D Buttons– Start/ Stop/ Record clip	33
1.1. A-B-C-D Buttons – Start / Stop / Record	33
1.2. A-B-C-D Buttons – Arming / Deleting clip	34
2. Up/Down Button	35
3. Left/Right Button	35
4. Full Start Stop Button	36
5. Mute / Delete	36
6. Screen	36
6.1. Screen: Current scene	37
6.2. Screen: Master volume position	37
6.3. Screen: Measure position	37
6.4. Screen: Tracks properties	37
6.5. Screen: Global Mute indicator	39
6.6. Screen: Recording length	39
6.7. Screen: Scene tempo	39
6.8. Screen: Midi channel	39
6.9. Screen: Track scroll bar	40
<b>7B. The Free Mode</b>	<b>41</b>
1. Free mode: Configuration of MIDI notes and CCs assigned to the pedalboard	41
2. Free mode: Use of multiple configuration files	42
3. Free mode: Button Full Start Stop	43
4. Free mode: Behavior of the expression pedals	43
5. Free mode: Behavior of the A-B-C-D buttons	44
6. Free mode: MIDI message sending behavior	44
<b>7C. The Effect Mode</b>	<b>46</b>
1. Effects mode: effects and sends in Ableton Live	46

2.	Effects mode: Configuration of parameters	47
2.1.	Editing the effects configuration file via the website:	47
2.2.	Manual editing of the effects configuration file:	48
3.	Effects mode: operation with Loop4Live	49
4.	Effects Mode: The screen	50
5.	Effects Mode: Up/Down button	50
6.	Effects Mode: Left/Right button	50
7.	Effects Mode: A-B-C-D buttons	50
8.	Effects Mode: Start Stop Full button	50
9.	Effects Mode: Locking the effects	51
10.	Effects Mode: Case where all the effects are on a single track	51
<b>7D.</b>	<b>Rotary encoder : Clips gain / Master volume and menus</b>	<b>52</b>
1.	Tempo menu	53
2.	Scene menu and expression pedal calibration	54
3.	Tap tempo	55
<b>7E.</b>	<b>External footswitch</b>	<b>56</b>
<b>7F.</b>	<b>The expression pedals</b>	<b>57</b>
1.	The 4 expression pedals assigned to the tracks (Exp1, Exp2, Exp3 and Exp4)	57
2.	General expression pedal (Exp5)	58
3.	Calibration of the expression pedals	58
4.	Controlling volume with the expression pedals	59
<b>8.</b>	<b>Ableton Live main concepts</b>	<b>60</b>
<b>8A.</b>	<b>Bar and beats explanation</b>	<b>60</b>
<b>8B.</b>	<b>Warping</b>	<b>60</b>
<b>8C.</b>	<b>Think to save your work when closing Ableton Live®</b>	<b>60</b>
<b>8D.</b>	<b>Ableton Live interface</b>	<b>61</b>
1.	Clip Matrix and current selection	61
2.	Tempo section	62
3.	Selected scene BPM	62
4.	Selected clip properties	63
5.	Track volume	63
6.	Track properties	64
7.	Transport section	64
8.	Browser	65
9.	Clip wave	65
<b>8E.</b>	<b>Insert new tracks and new scenes</b>	<b>66</b>
1.	Insert new track	66
2.	Insert new scene	67
<b>8F.</b>	<b>Follow action : automatically chain clips</b>	<b>67</b>
<b>9.</b>	<b>Loop4Live Max for Live devices</b>	<b>69</b>
<b>9A.</b>	<b>Max for Live display device</b>	<b>69</b>
1.	Connecting a tablet to the computer	70
2.	Presentation of the display device	70
<b>9B.</b>	<b>Max for Live configuration device</b>	<b>73</b>
<b>10.</b>	<b>Practical aspects</b>	<b>74</b>
<b>10A.</b>	<b>Organization of your clip matrix to have the best experience with Loop4Live</b>	<b>74</b>
1.	Tracks configuration	74
2.	Organization for the sequence of clips	74
2.1.	Horizontal launch of clips	75
2.2.	Vertical launch of clips	75

2.3.	Launching via Follow Actions	75
3.	Scene name: scene setting (tags)	76
3.1.	Mandatory: Add the BPM to the scene	76
3.2.	Add the signature to the scene name	76
3.3.	Add the recording length to the scene name	76
4.	The tags	76
4.1.	Scene launch tag when the down or up button is pressed: l4ldownfiresnextsc et l4lupfiresnextsc	77
4.2.	Scene change tags: Automatic scene change after scene launch	77
4.3.	The scene stop inhibition tag: l4lneverstopsc	78
4.4.	Automatically change pedalboard mode: l4lsetfreemodeX et l4lsetscenemode	78
4.5.	The track positioning tag: l4ltrackoffsetX	78
4.6.	Configuration reload tag l4lreloadconfig	78
4.7.	Automatic scene change tag in clips	78
5.	Clip name	79
6.	Setting colors on the tracks	79
7.	Tracks groups	79
8.	Drum track on the first track	79
<b>10B.</b>	<b>Launching a record</b>	<b>80</b>
1.	In "Session" view :	80
2.	In "Arranger" view :	80
<b>10C.</b>	<b>Recording with several Loop4Live</b>	<b>81</b>
<b>10D.</b>	<b>Send Metronome click on a dedicated output for your drummer.</b>	<b>81</b>
<b>10E.</b>	<b>Recording with count in</b>	<b>82</b>
<b>10F.</b>	<b>Adding a drum loop using MT Power Drum Kit®</b>	<b>82</b>
<b>10G.</b>	<b>Assigning an expression pedal or a switch to an Ableton controller</b>	<b>86</b>
<b>10H.</b>	<b>Adding a backing track into playlist and make it loops or not</b>	<b>87</b>
<b>10I.</b>	<b>Insert Midi Clips</b>	<b>91</b>
<b>10J.</b>	<b>Changing presets of a multieffect from Ableton</b>	<b>92</b>
<b>10K.</b>	<b>Connecting an external power supply</b>	<b>94</b>
<b>10L.</b>	<b>Troubleshoots</b>	<b>95</b>
1.	Records are not launched	95
2.	Playback does not stop with the A/B/C/D buttons	95
3.	Error message displayed "The following surface script packages are not compatible".	95
4.	Others	95
<b>10M.</b>	<b>Appendices</b>	<b>96</b>
1.	Correspondence of the MIDI notes with their number	96
2.	Correspondence between Notes/CCs and their functionality	97
3.	MIDI Notes and Control Change assignments of Loop4Live	97
4.	Description of the free_mode_midi_map.ini file	98

Important Safety Instructions



**CAUTION**  
**RISK OF ELECTRIC SHOCK DO NOT OPEN**



**WARNING :** TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, DO NOT REMOVE SCREWS NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

**WARNING :** TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, DO NOT EXPOSE THE APPLIANCE TO RAIN OR MOISTURE.



The lightning symbol within a triangle means "electrical caution!" It indicates the presence of information about operating voltage and potential risks of electrical shock.



The exclamation point within a triangle means "caution!" Please read the information next to all caution signs..



Loop4live :



**You should read these Important Safety Instructions  
Keep these instructions in a safe place**



- Read these instructions.
- Keep these instructions.
- Heed all warnings.
- Follow all instructions.
- Do not use this apparatus near water.
- Clean only with dry cloth.
- Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
- Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- This apparatus shall be connected to a MAINS socket outlet with a protective earthing connection.
- Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
- Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
- Only use attachments/accessories specified by the manufacturer.
- Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.
- Unplug this apparatus during lightning storms or when unused for long periods of time.
- Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
- The apparatus shall not be exposed to dripping or splashing and that no objects filled with liquids, such as vases, shall be placed on the apparatus.
- **WARNING:** To reduce the risk of fire or electric shock do not expose this apparatus to rain or moisture.
- The appliance coupler is used as the disconnect device, the disconnect device shall remain readily operable.
- Connect only to USB type 1.1, 2.0 or 3.0.
- Prolonged listening at high volume levels may cause irreparable hearing loss and/or damage. Always be sure to practice "safe listening."
- Service is required when the apparatus has been damaged in any way, such as:
  - power-supply cord or plug is damaged.
  - liquid has been spilled or objects have fallen into the apparatus.
  - the unit has been exposed to rain or moisture.
  - the unit is dropped or the enclosure is damaged.
  - the unit does not operate normally or changes in performance in a significant way.

## 1. Introduction

Thanks a lot! We hope you will find all you need in this manual. If not, we will be happy to answer any question on [support@loop4live.com](mailto:support@loop4live.com).

Loop4Live need a few configurations on Ableton Live® to make it works. But don't worry, it is really simple and well explained in this manual.

## 2. Keep in mind

- You will need a computer and Ableton Live® 9.6 or higher ! Loop4Live has not been tested on with prior version.
- Set the default launch mode to Toggle in the Ableton preferences (see [6B. CONFIGURING ABLETON LIVE®](#)).
- One line of the clip grid represents a song (or a part of a song).
- For Ableton versions 9 and 10: Always include the BPM in scene names! For versions 11 and 12, there is a dedicated slot for the tempo.
- Tags can be added to scene and clip names to automate certain actions, such as changing scenes without having to use the navigation buttons. These tags are described in paragraph [10A.4. THE TAGS](#)
- Tutorial videos are available on our youtube channel: <https://www.youtube.com/@loop4live303>
- You will need an audio interface to be able to record samples.
- If playing with a band, drummer has to play with a headphone to be in rhythm with computer samples.

## 3. Configuration

Several behaviors of Ableton Live are editable via a configuration file. If unwanted behaviors are encountered (like arming all tracks at startup for example), refer to [6D. LOOP4LIVE CONFIGURATION IN ABLETON LIVE](#) to see if some parameters can be modified. If you have a wish that is not supported, feel free to contact us at [support@loop4live.com](mailto:support@loop4live.com) .

## 4. Hardware set-up

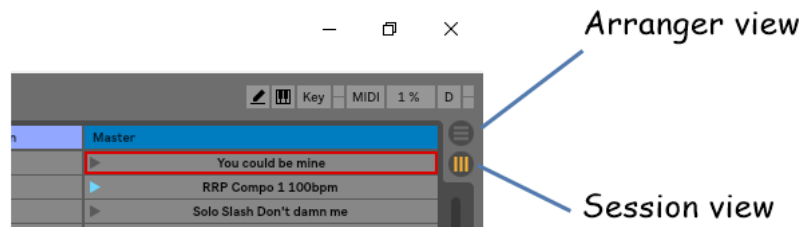
Connect your Loop4Live to an available USB port on your Mac or PC using the supplied USB cable.

If you want to record, plug your setting to the audio input of your computer. Ableton Live® audio setup is explained below.



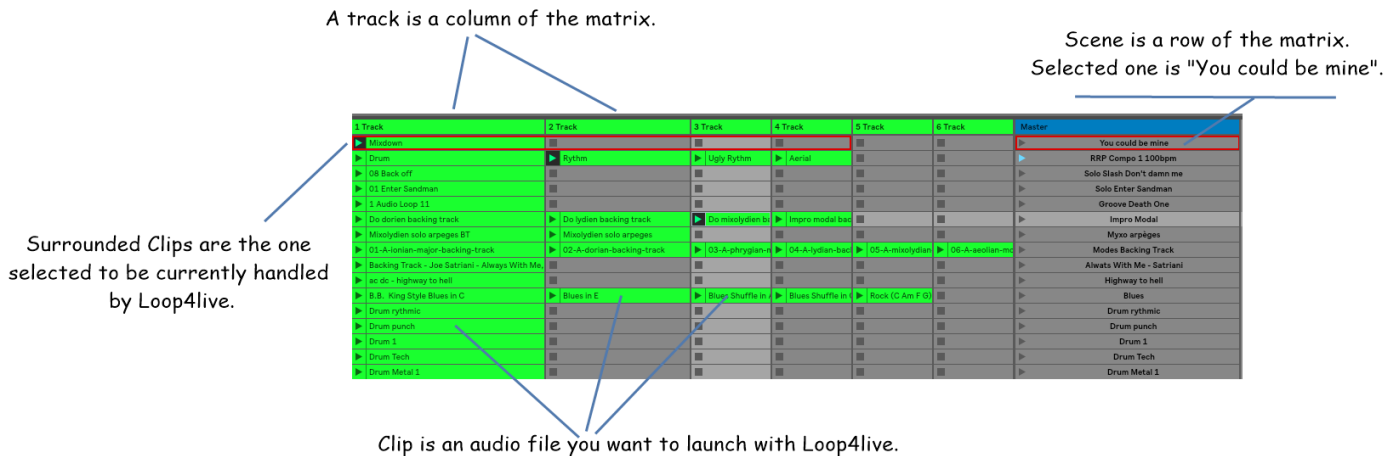
## 5. Product overview: Ableton Live

Ableton Live® offers 2 views: Session view and Arranger view. To change view, use button as below (default view is Session View):



### 5A. « Session » view

Session View is a grid that consists of **clips**, **tracks** (columns) and **scenes** (rows).



**Clips** are samples like mp3, midi notes or audio record.

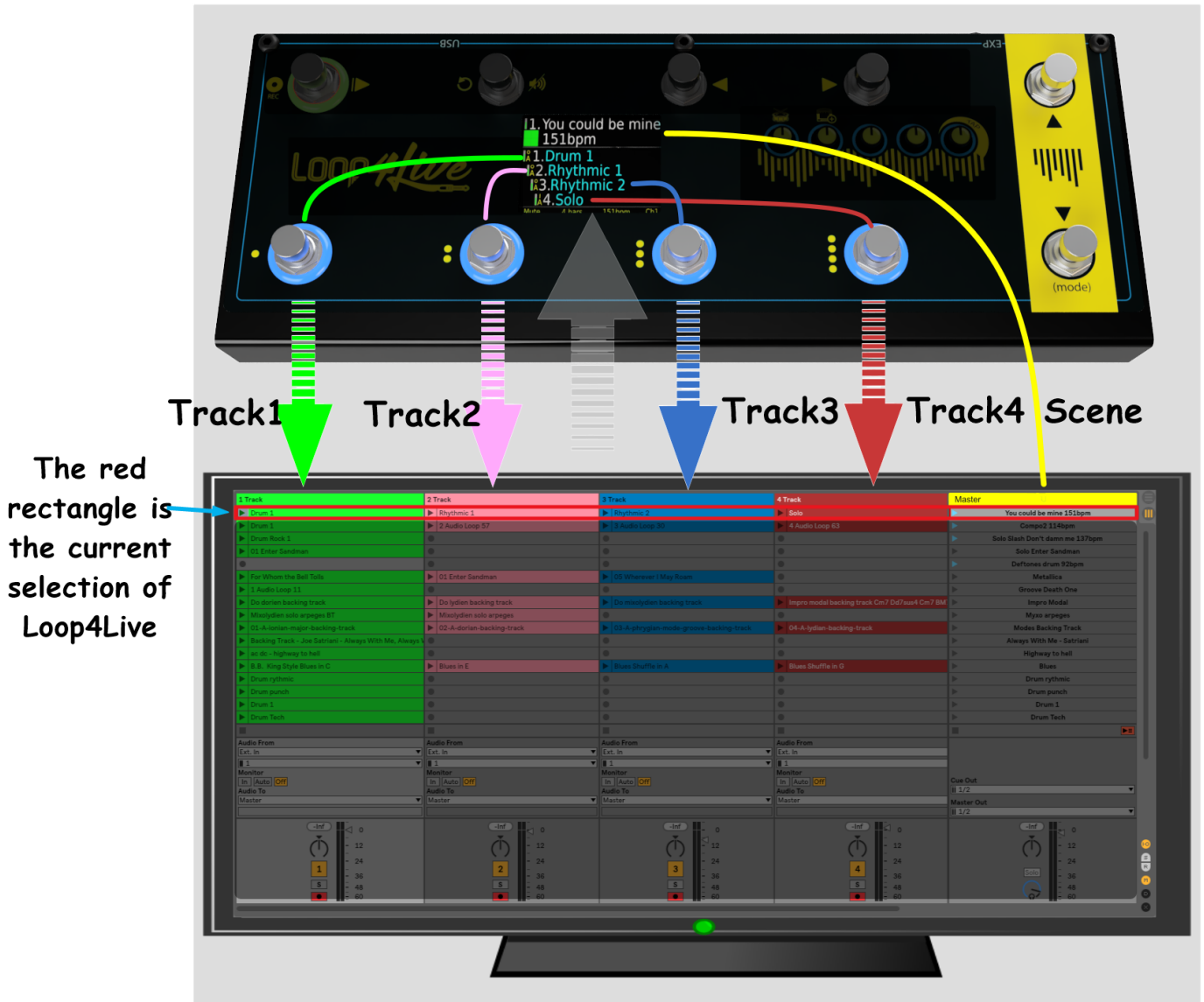
**Tracks** represent virtual instruments or audio tracks. You can assign different audio input and audio output for a track. With Loop4Live, we will (in a first time) only use the same audio input for all tracks.

**Scenes** are rows of clips and represent a song or a part of a song (verse, chorus, solo ...).

Loop4Live offers capabilities to:

- start/stop/record clips without access to the computer.
- navigate into this grid in order to select clips you want to handle with Loop4Live buttons left/right and up/down.

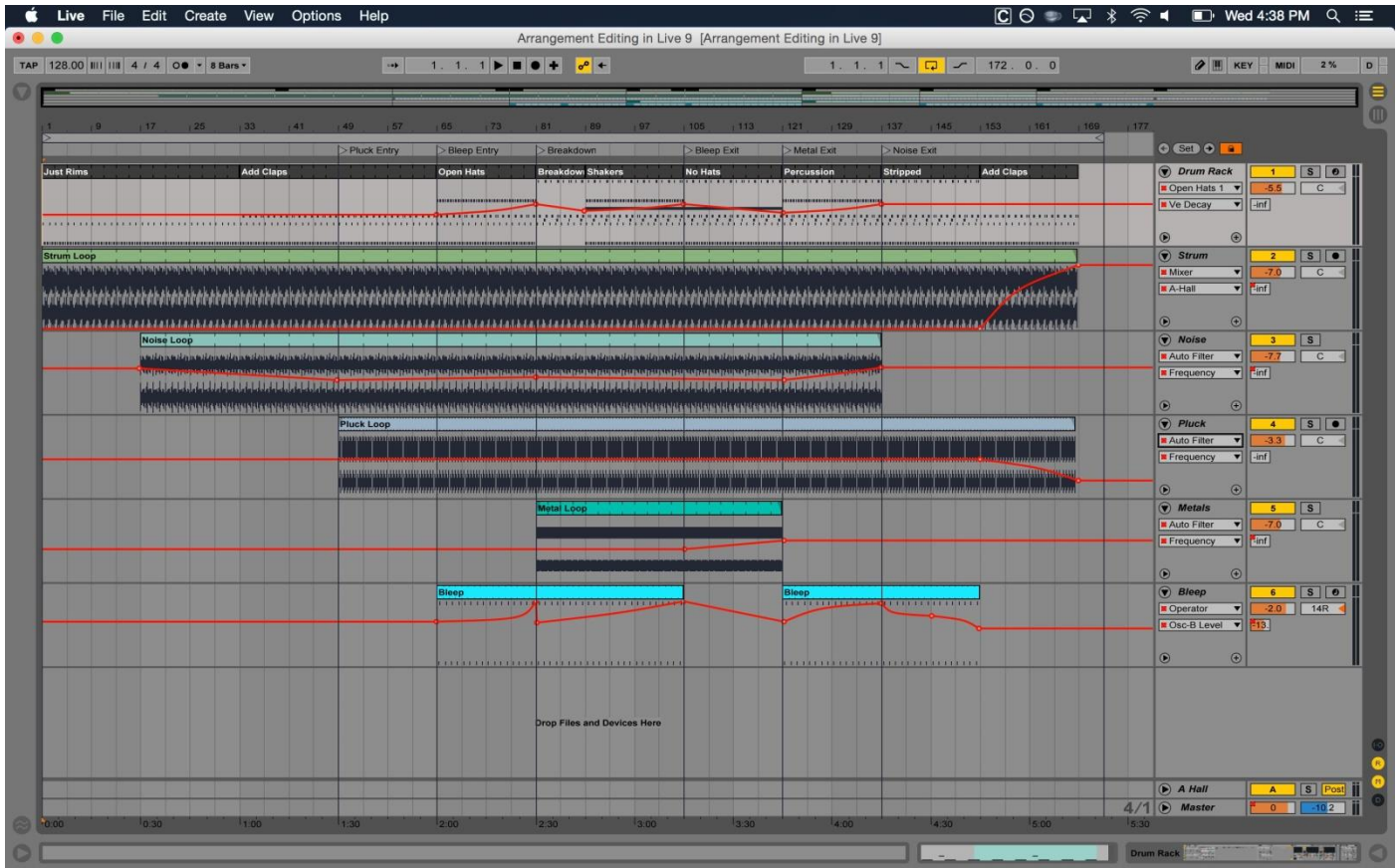
Information displayed on Loop4Live screen is the one present in the red frame on Ableton Live® (current selected clips and scene). Red frame move using Loop4Live navigation buttons.



The 4 bottom left switches control the 4 selected clips (in red frame). In the example above, Loop4Live is controlling the first scene (first row). The bottom left switch is controlling clip "Drum 1", the second bottom left switch is controlling clip "Rhythmic 1", the third bottom left switch is controlling clip "Rhythmic 2", and the fourth bottom left switch is controlling clip "Solo". Information of the 4 selected clips is displayed on Loop4Live screen + selected scene. Scene and tracks number are also displayed as tempo and recording loop length (see later in this manual for this feature). Ring leds around the 4 bottom left switches indicate state of the 4 selected clips (**blue full**: not playing, **blue full + red blinking**: playing, **red full**: recording, **Off**: no clip).

## 5A. « Arranger » view

This view allows you to make recordings and arrangements dedicated to a specific song. It is totally uncorrelated from the Session view. We recommend having separate projects to work between the different views in Ableton Live.



Each track is dedicated to an instrument. Contrary to the "Session" view, there is almost no notion of "loop". This loop notion will only be used to allow the recording of several takes on the same part of the song, then you can choose which recording is the best. We will discuss these aspects in part [10B. LAUNCHING A RECORD](#) of this manual.

In "Arranger" mode, Loop4Live will allow you to start recording the armed track from the loop start position using the [7A.4. FULL START STOP BUTTON](#) when Loop4Live mode is in "Record" mode (red led of the above-mentioned button in red): other buttons are not used in "Arranger" view (even if they still control the hidden "Session" view)

In "Arranger" mode, Loop4Live's display is no more used: information displayed is still the "Session view" one.

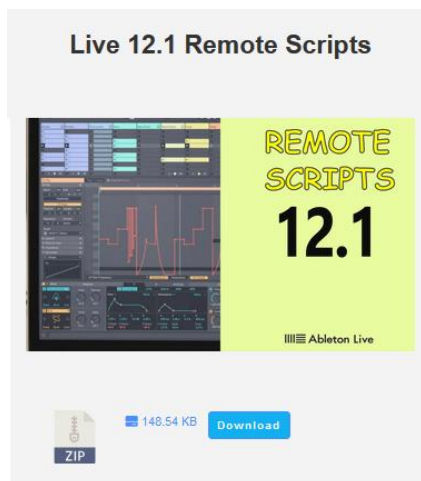
## 6. Ableton Live Configuration

### 6A. Remote scripts installation

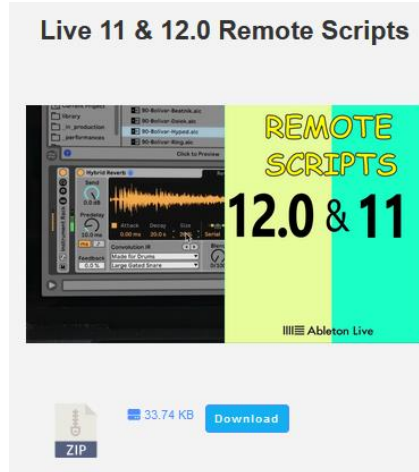
Ableton Live® requires some configuration to work with Loop4Live. You'll need to download the Loop4Live scripts from <https://www.loop4live.com/downloads/>

There are 3 versions of the scripts, depending on the version of Ableton you're using:

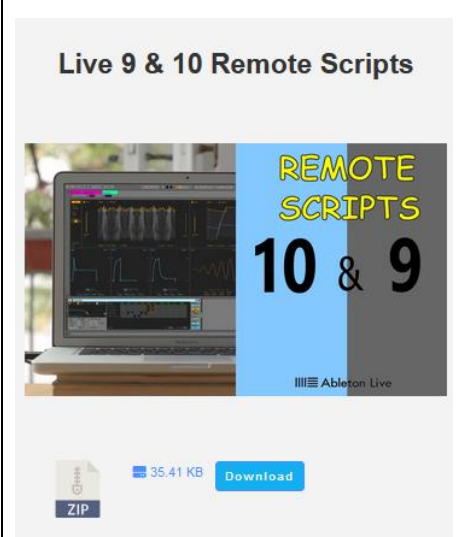
For Ableton Live 12.1 or higher, you'll need to download the following scripts from our website:



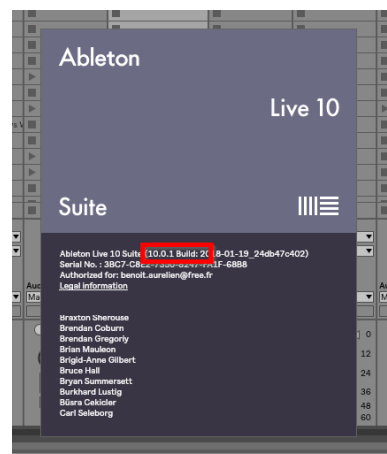
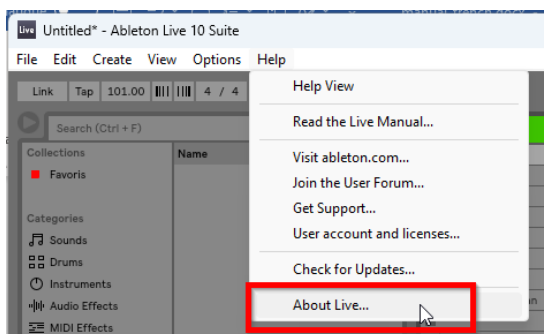
For Ableton Live 11 to Live 12.0, download the following scripts from our website:



For Ableton Live 10 and 9, download the following scripts from our website:



To find out which version of Ableton Live you're using, open Ableton and click on "About Live" in the "Help" menu.



Uncompress the downloaded archive, and you'll get a folder called "Loop4Live". Place this folder in the "MIDI Remote scripts" folder, which is stored in the Live® preferences folder (depending on the Windows/Mac operating system):

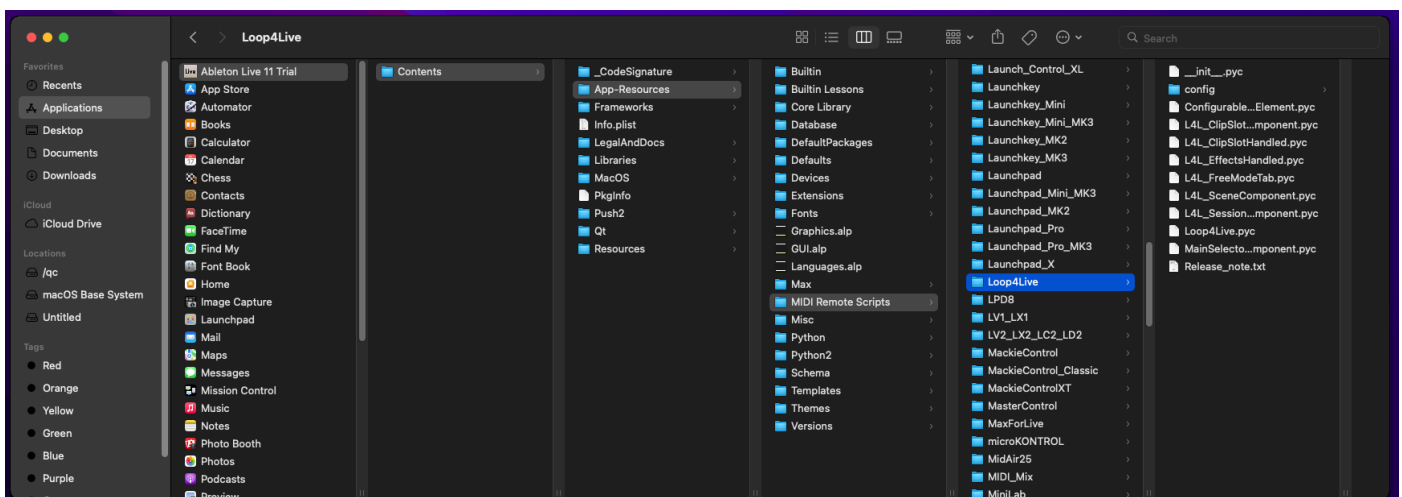
**Warning:** These folders are hidden by default. Here's [how to access hidden folders](#).

Change Live x.x.x in the path to your Live's version.

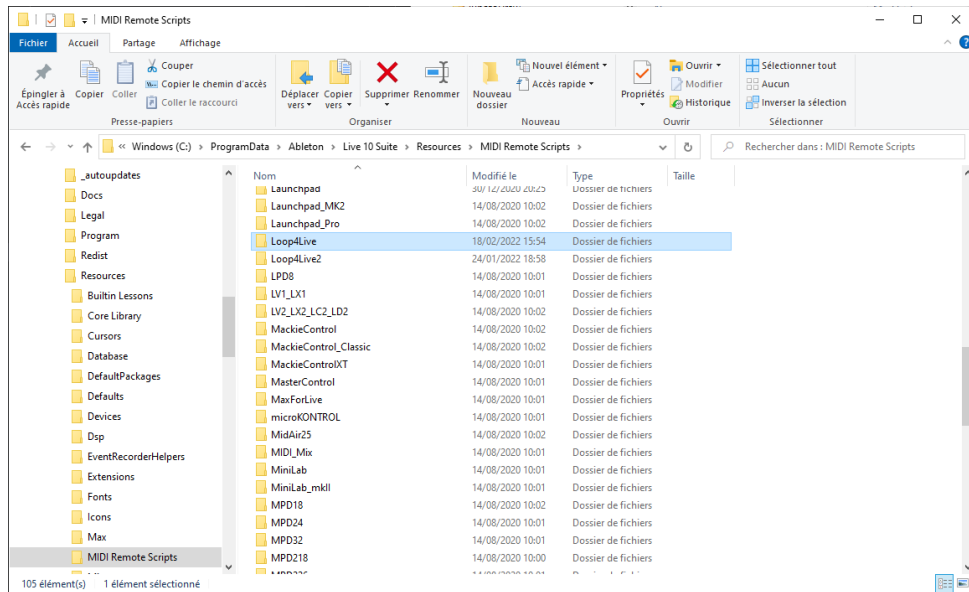
Change <Drive:> with your real drive (typically C:\)

- **On Mac:**

The Remote Script folder is located inside the Ableton Live application bundle. To access it, locate the Live application in Finder, right click on it and select "Show Package Contents" in the appearing context menu. Then navigate to: /Contents/App-Resources/MIDI Remote Scripts/



- **On Windows Vista, Windows 7, Windows 8+, Windows 10:**  
 <Drive:>\ProgramData\Ableton\Live x.x.x\Resources\MIDI Remote Scripts\



Relaunch Ableton Live® and the remote scripts named "Loop4Live" will be available in "Link MIDI" preferences section (see below).

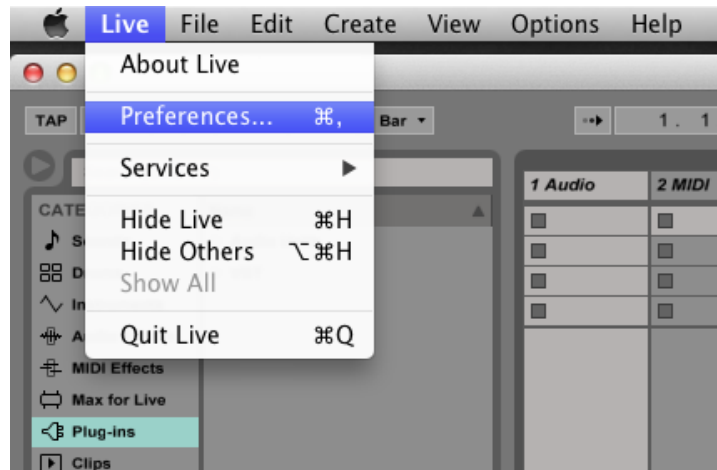
- **On Windows XP**  
 <Drive:>\Documents and Settings\All Users\Application Data\Ableton\Live x.x\Resources\MIDI Remote Scripts



## 6B. Configuring Ableton Live®

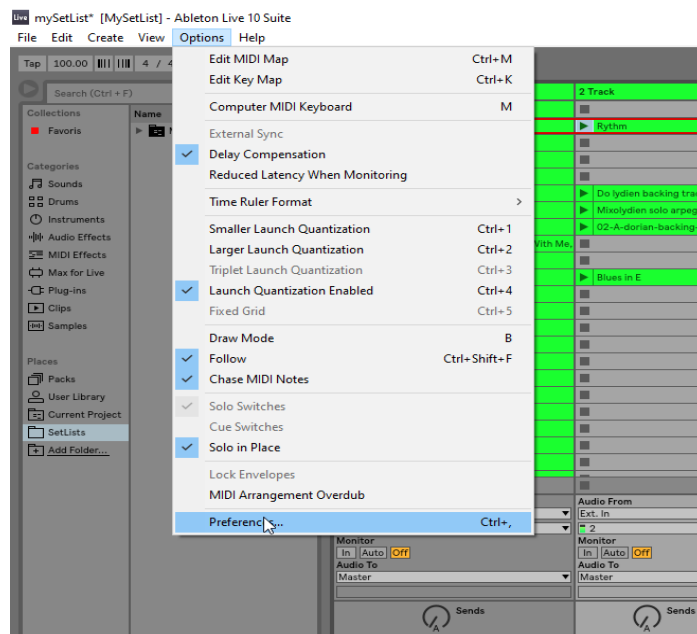
- **On Mac:**

Go to "Live" menu and choose "Preferences":



- **On Windows:**

Go to "Options" menu and choose "Preferences":

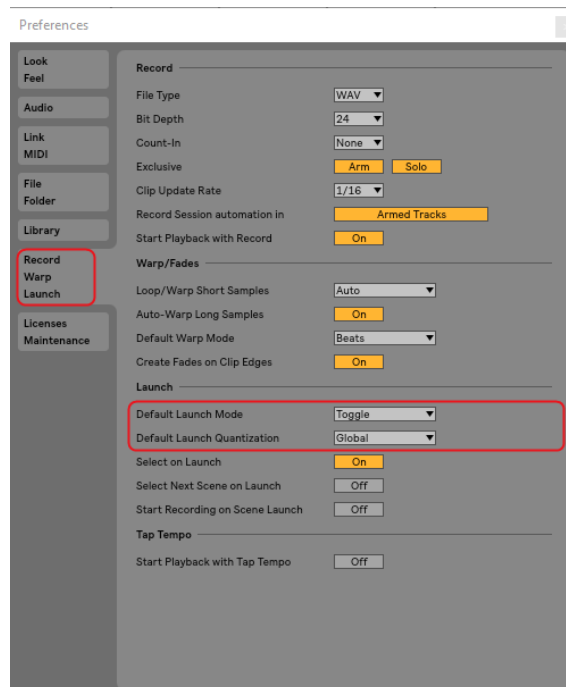


It will open this window:



Select "Link MIDI" tab (as show above). In "Link MIDI" section, select Loop4Live as your "Control Surface". Select both Input and Output as Loop4Live. In "MIDI Ports" section, toggle Loop4Live Track to "Off" (we do not want the midi notes of the pedalboard to be recordable on a track) and Remote properties to "On" (as shown above).

Last major settings are "Default Launch Mode" and "Default Launch Quantization" in "Record Warp Launch" section of properties:





Set respectively "Default Launch Mode" and "Default Launch Quantization" properties to "Toggle" and "Global" (as shown above). "Default Launch Mode" change behavior of the footswitch actions, "Default Launch Quantization" change audio synchronization (don't change it if you don't know what it does).

If you have pre-existing clips, their launch mode may not be set to "Toggle". For each clip that already exists in the Live set, select it with the mouse and check that the "Launch mode" property is set to "Toggle" as follows:



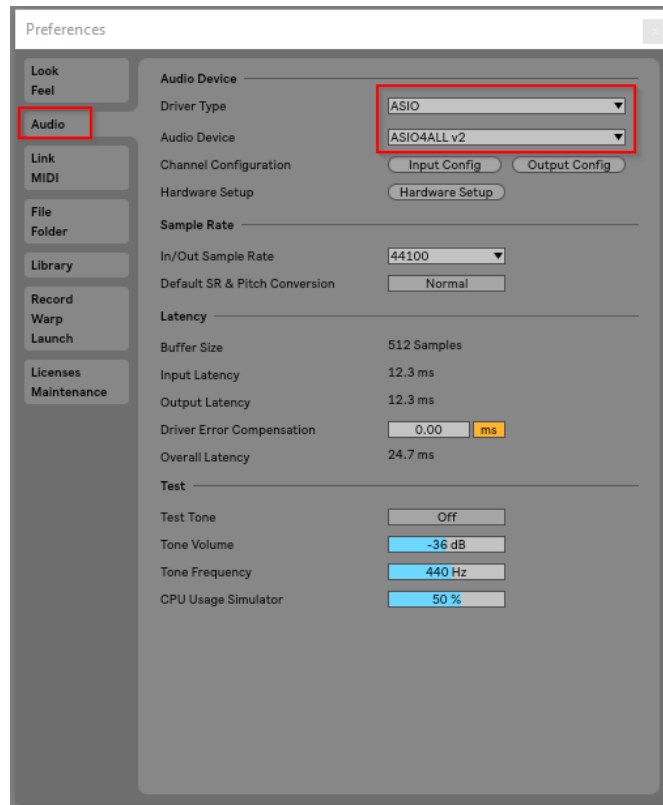
If you would like to record audio, go in next section to configure your input interface. Else you can go on.

That's it. You can now plug your Loop4Live footswitch (or unplug and plug it if it was already done) and enjoy :)

If you don't know Ableton Live®, you can learn main concepts in this manual and much deeper on <https://help.ableton.com/hc/en-us>.

## 6C. Configuring Audio Interface

Go to "Options" menu and choose "Preferences", tab "Audio":



Select your audio interface. If you are not using a dedicated audio interface on Windows®, we strongly recommend installing Asio4All drivers (available on <http://www.asio4all.org/>). It will reduce latency (time elapsed between your play and its output on speakers). In other case, you could have trouble if using an integrated audio interface (delay and bad noises).

You could then select your input and your output (speakers).

**Note:** When Asio4All is used (when Ableton Live® is opened), other applications (like an internet browser like chrome or firefox) won't be able to read music. It's good to be known.

**Tips:** If you want to record a guitar and a bass (for example) at the same time, you could select 2 different inputs. Or you could also use the first voice of one track for the guitar and the other one for the bass. You could also use 2 Loop4Live 😊.

## 6D. Loop4Live configuration in Ableton Live

**Important:** this paragraph is essential to adapt the interactions of the pedalboard with Ableton, so that it best matches your expectations.

### 1. The config.ini file

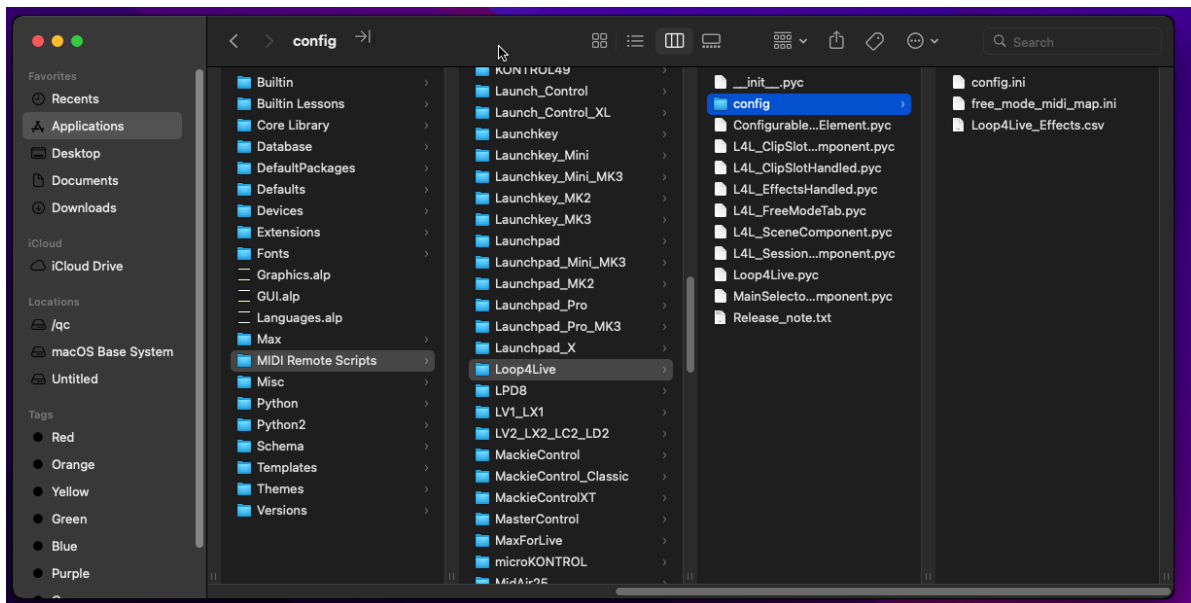
A configuration file is available to adapt the behavior of the selection in Ableton Live (red rectangle). You can choose whether the selection returns to the first track when changing scene, ask or not to stop playing clips when launching a clip from a different scene. The purpose of these variables is to get closer (or not) to the operation of an hardware looper.

A video presentation of the configuration is available at [https://youtu.be/toYnJ\\_5fWZc](https://youtu.be/toYnJ_5fWZc)

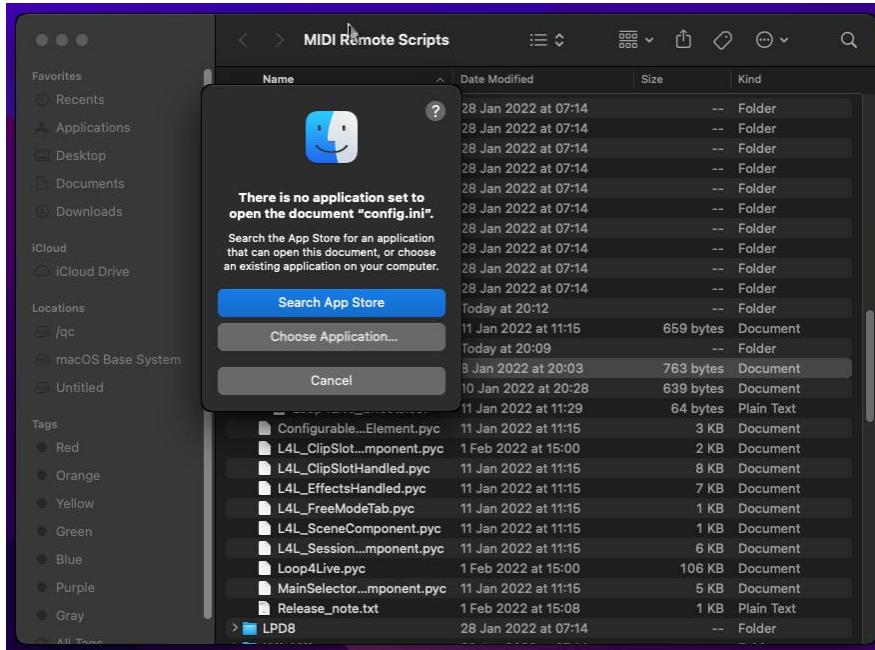
The file is named config.ini and is located in the Ableton Live® "remote scripts" folder (the one where you placed the Loop4Live scripts previously). This configuration file is located under:

- **On Mac:**

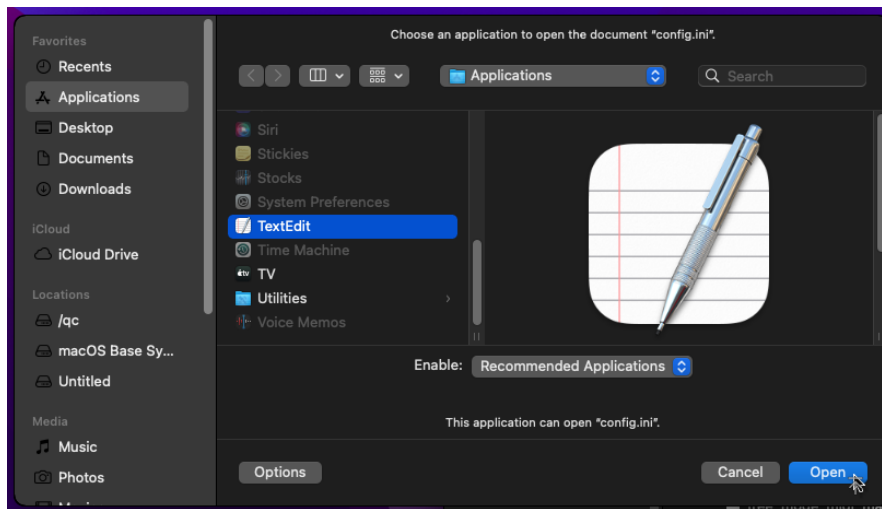
The Remote Script folder is located inside the Ableton Live application bundle. To access it, locate the Live application in Finder, right click on it and select "Show Package Contents" in the appearing context menu. Then navigate to: `/Contents/App-Resources/MIDI Remote Scripts/Loop4Live/config`



Click on the config.ini file and select the TextEdit application to open it as described in the images below:



Select "Choose Application" and click on TextEdit:



You can now modify the parameter values (remember to save the file):

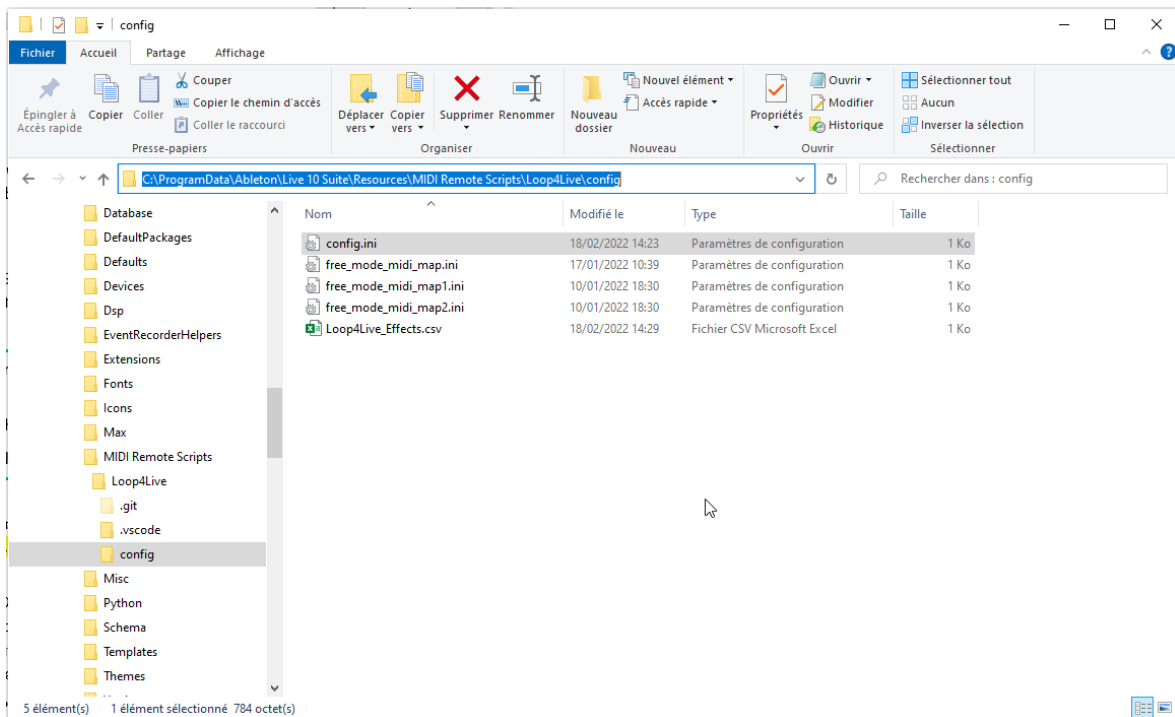
```

config.ini
[Ableton]
RESET_TRACK_OFFSET_ON_BANK_CHANGED=1
STOP_ALL_PLAYING_CLIPS_WHEN_SCENE_CHANGE=1
ARM_ALL_TRACK_AT_STARTUP=1
EXCLUSIVE_ARM=0
STOP_ALL_TRACK_AT_STARTUP=0
ABLETON_SELECTION_MOVE_LOOP4LIVE=1
ABLETON_FOLLOWS_LOOP4LIVE=1

[Loop4Live]
NAME=Loop4Live1
CHANNEL=3
TRACK_OFFSET=1
#RECORDING_LENGTH : 0:'1 Beat', 1:'2 Beats', 2:'1 Bar', 3:'2 Bars', 4:'4 Bars', 5:'8 Bars', 6:'16 Bars', 7:'32 Bars', 8:'Infinite'
RECORDING_LENGTH=4
EXT_BUTTON1_MOMENTARY=0
EXT_BUTTON2_MOMENTARY=0
SEND_FIRED_MESSAGE=1
GLOBAL_RECORD_OVERDUB=0
TRACK_SWITCH_LAUNCH_ALL_SCENE=0
DISABLE_TAP_TEMPO=0
ONLY_ONE_CLIP_LAUNCHED=0
EXP_CONTROL_LAST_RECORD_GAIN=0
STOP_TRANSPORT_WHEN_SCENE_STOPPED=1
FOLLOW_PLAYING_CLIP=0
FREE_MIDI_ON_GLOBAL_RECORD_BUTTON=0 ; Mki parameter : do not use with MkiII
  
```

- On Windows Vista, Windows 7, Windows 8+, Windows 10:

<Drive:>\ProgramData\Ableton\Live x.x.x\Resources\MIDI Remote Scripts\Loop4Live\config



**Note:** These folders are hidden by default. Here's [how to access hidden folders](#).

Change Live x.x.x in the path to your Live's version.

Change <Drive:> with your real drive (typically C:\)

- On Windows XP

<Drive:>\Documents and Settings\All Users\Application Data\Ableton\Live x.x.x\Resources\MIDI Remote Scripts\Loop4Live\config

The configuration file is named "config.ini". This file contains several parameters you can set. You can change parameters value to change behavior in Ableton Live®.

For the changes to take effect, you need to: Restart Ableton or use the Max4Live plugin to reload the configuration, or use the tag [10A.4.6. CONFIGURATION RELOAD TAG L4LRELOADCONFIG](#)

Here's an overview of the various parameters:

- RESET\_TRACK\_OFFSET\_ON\_BANK\_CHANGED (default value = 1): when changing scene with up/down switch, selection in Ableton Live® (red frame) will be automatically reset to left position (first track selected by red frame will become first track of the clip matrix). If you do not want to reset selection track position, you can set this parameter to 0.
- STOP\_ALL\_PLAYING\_CLIPS\_WHEN\_SCENE\_CHANGE (default value = 1): when launching a clip which is not in the current playing scene, all playing clips will be automatically stopped. If you do not want this behavior, set value to 0. WARNING: Keep in mind that only one clip could be playing at a time in a given track (column).
- STOP\_ALL\_PLAYING\_CLIPS\_WHEN\_RECORDING\_ON\_NEW\_SCENE (default value = 1): When you start recording a clip that is not part of the scene being played, all other clips being played will stop. If you do not want this behavior, set the value to 0.
- ARM\_ALL\_TRACK\_AT\_STARTUP (default value = 1): When the value of this parameter is set to 1, all the tracks of Ableton Live® will be armed when it starts. If you do not want this behavior, set the value to 0.
- EXCLUSIVE\_ARM: When the value of this parameter is set to 1, the arming of a track from the footswitch will be exclusive (the other tracks will be disarmed). When the value of this parameter is set to 0, the arming of a track from the footswitch will be inclusive (the arming of the other tracks will be unchanged).
- AUTOMATIC\_ARM (default value = 1): When this parameter is set to 1, pressing one of the A-B-C-D buttons on a track that does not contain a clip will automatically arm the track before recording starts. By setting this parameter to 1, we no longer have the use of arming with a long press on the A-B-C-D buttons: the long press will then delete the clip corresponding to the button.
- EXCLUSIVE\_RECORDING (default value = 0): When this parameter is set to 1, only one clip will be able to record at any given time. When you start recording on a slot while another clip is recording, the latter will stop recording and the clip will start playing while the first clip is recording. This makes it easy to chain recordings between 2 tracks. If you wish to record on several tracks simultaneously, set this parameter to 0.
- OVERDUB (default value = 1): When this parameter is set to 1, the end of a midi clip recording will switch to the overdub state. When set to 0, no overdub will apply and the midi clip will switch to play status after the recording.

- STOP\_ALL\_TRACK\_AT\_STARTUP (default value = 0): When the value of this parameter is set to 1, all clips will be stopped when Ableton Live starts. If you do not want this behavior, set the value to 0.
- ABLETON\_SELECTION\_MOVE\_LOOP4LIVE: When the value of this parameter is set to 1, the footswitch selection will follow the selection made in Ableton with the mouse). If you don't want this behavior, set the value to 0. When using several Loop4Live linked via the IS\_LINKED parameter, this parameter is automatically set to 0.
- ABLETON\_FOLLOWS\_LOOP4LIVE (default value 1): When this parameter is set to 1, pedalboard-triggered items (clips, tracks) will be highlighted and selected in Ableton. If you do not want this behavior, set the value to 0.
- SELECT\_TRACK\_BEFORE\_RECORDING (default value 0): This parameter will be interesting for people who want to have the auto monitor return only from the selected track. The idea is to arm only the selected track in order to hear the return of this track. With this parameter set to 1, we will be able to select a track by pressing the A-B-C-D button on the footswitch without starting a recording. In order to record, we will have to press the A-B-C-D buttons once to select the track (which will activate the monitoring return) and once we want to record, we will press the A-B-C-D button again.

To activate the arming of the track when it is selected, you need to activate the functionality in Ableton: you can follow this tutorial <https://sonicbloom.net/en/ableton-live-insider-tips-options-txt-part-7-automatic-track-arming>

When a track is selected, the name of the clip on the pedalboard screen will be prefixed by a "/".

- AUTO\_CHANGE\_SCENE\_BPM (default value = 1): When set to 1, the tempo or signatures changes on the song will update the tempo and signature of the selected scene properties (in scene name for Ableton Live 10 and 9 in properties for Live upper than 10).
- CHANNEL: this is the midi channel number used for communication between Ableton Live and Loop4Live. Value could be from 1 to 16.
- NAME: this is the name that will be displayed in the selection lists when using the max for live plugin.
- TRACK\_OFFSET (default value = 1): This parameter indicates the minimum track value that Loop4Live can select. The track selection will not descend to track numbers lower than the value of this parameter. This parameter is mainly intended for use with multiple Loop4Live so that each pedalboard uses a specific part of the clip grid.



- RECORDING\_LENGTH: this is the default length of a clip when recording. Value set in this variable is an index. Here is the table of available length and their respective index:

Index	Record Length
0	1 Beat
1	2 Beats
2	1 Bar
3	2 Bars
4	4 Bars
5	8 Bars
6	16 Bars
7	32 Bars
8	Infinite (recording not stopped automatically)
9	12 Bars
10	24 Bars

For example, to set a default recording length to 8 bars, you have to set RECORDING\_LENGTH parameter to 5.

- EXT\_BUTTON1\_MOMENTARY (default = 0): This parameter indicates whether the first switch on an external footswitch is a temporary or latching switch. In the case of a temporary switch, set this parameter to 1. In the case of a latching switch, set this parameter to 0 (default value).
- EXT\_BUTTON2\_MOMENTARY (default = 0): This parameter indicates whether the second switch of an external footswitch is a momentary or latching switch. For a temporary switch, set this parameter to 1. For a latching switch, set this parameter to 0 (default).
- NOTE\_EXT\_BUTTON1 (this parameter is not present by default): This parameter controls the MIDI note sent by the first button of a footswitch. If this parameter is not specified, the default note sent will allow the scene launch (MIDI note 32). You can assign the notes reserved by the pedalboard to use a specific function (such as scene change, see [10M. APPENDICES](#)).
- NOTE\_EXT\_BUTTON2 (this parameter is not present by default): This parameter controls the MIDI note sent by the second button of a footswitch. If this parameter is not specified, the default MIDI note will be 122. You can assign the notes reserved by the pedalboard to use a specific function (such as scene change, see [10M. APPENDICES](#)).
- SEND\_FIRED\_MESSAGE: When the value of this parameter is set to 1 (default), a large message is displayed on the Loop4Live screen when a track is started, stopped or recorded. If you do not want this behavior, set the value to 0.



- GLOBAL\_RECORD\_OVERDUB: When the value of this parameter is set to 1, the global record button (top left, red led on) will activate the recording in overdub mode. WARNING: all armed tracks will be affected. Overdub is only possible on midi (non-audio) tracks.
- TRACK\_SWITCH\_LAUNCH\_ALL\_SCENE (default value = 0): When the value of this parameter is set to 1, all tracks switches (buttons A/B/C/D) will operate as button Full Start/Stop: all clips contained in the selected scene will be started or stopped. If you don't want this behavior, set the value to 0.
- DISABLE\_TAP\_TEMPO (default value = 0): When this parameter is set to 1, the tap tempo button is disabled on the Loop4Live.
- ONLY\_ONE\_CLIP\_LAUNCHED (default value = 0): When the value of this parameter is set to 1, only one clip will be able to play (the other clips being played will all be stopped when another clip is launched, even if they are present in the same scene).
- EXP\_CONTROL\_LAST\_RECORD\_GAIN (default = 0): This parameter allows you to assign the gain change of the last recording to the expression pedal Exp5. This allows you to control the volume of the last recorded clip via this Expression Pedal without having to touch the rotary encoders. See Section [7F. THE EXPRESSION PEDALS](#) for more details.
- STOP\_TRANSPORT\_WHEN\_SCENE\_STOPPED (default value = 1): When the value of this parameter is set to 1, stopping via the Full Start/Stop button will stop the transport. If you are playing with the metronome (on headphones for the drummer for example), we recommend setting this parameter to 0. See section [8D.7. TRANSPORT SECTION](#) for more information on how the transport works. 8D.1
- FOLLOW\_PLAYING\_SCENE (default value = 0): This parameter indicates whether the Loop4Live will follow the scene where clips are triggered.
- DISABLE\_MUTE (default value = 0): set to 1, this parameter allows the mute button to be deactivated on a single press (not on a long press).
- MUTE\_LONG\_PRESSED\_STOP\_ALL (default value = 0): set to 1, this parameter allows the mute button to stop all the clips being played when pressed and held. A long press will no longer allow the last recorded clip to be deleted. This button can be used when using tags (notably I4lnextsc) insofar as you wish to stop the song completely because of a handling error (the selection having moved with the I4lnextsc tag or other, you would no longer be on the scene being played and the stopping of this scene during playback would no longer be possible with the [FULL START STOP BUTTON](#) .
- IS\_LINKED (default value = 1): This parameter is effective when using several Loop4Live. It allows you to synchronize the scene selected by the pedalboards. Changing the scene on one footswitch will change the scene on the other footswitches. If you do not wish to synchronize the pedalboards, set this parameter to 0.

## 2. Moving the config.ini file from the remote scripts:

Each time you update Ableton, you may lose the Loop4Live remote scripts folder. We therefore recommend that you move this file if possible: here's how.

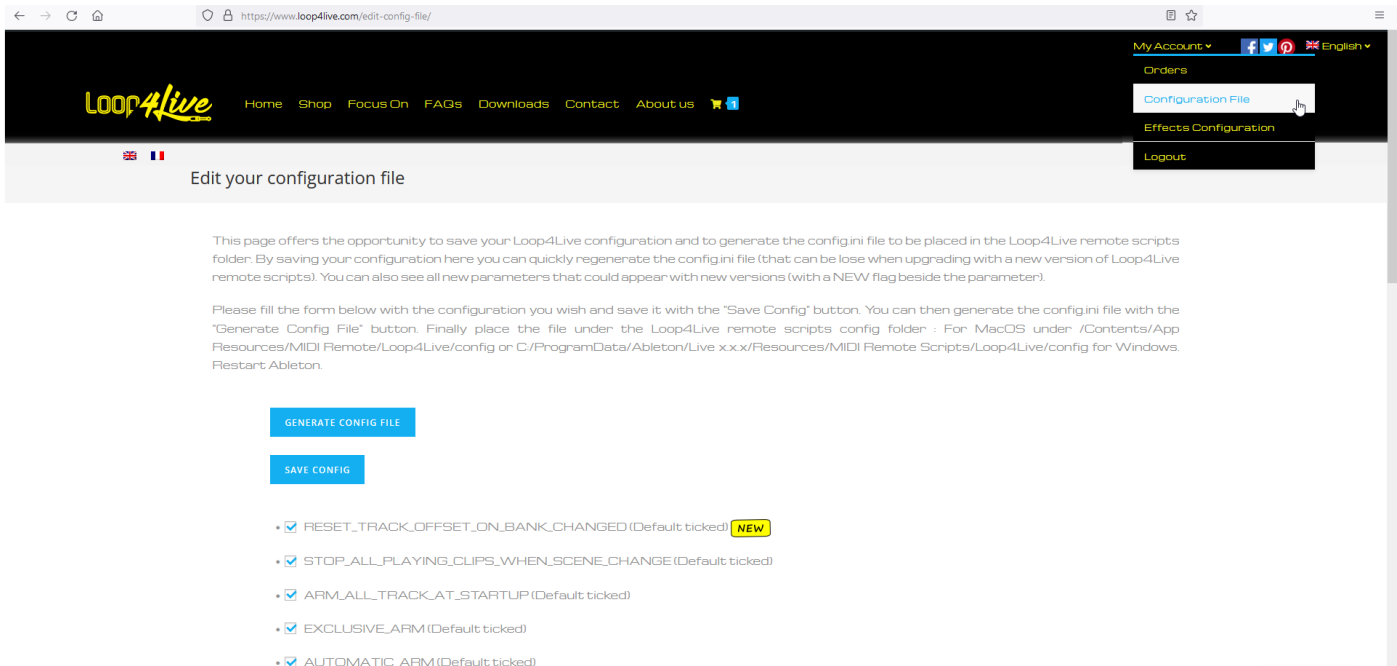
Each time you start Ableton with the pedalboard selected in the preferences control surfaces, a Loop4Live folder is created in your "HOME" folder: this folder can be found under /Users/your username/Loop4Live for MacOS or c:/Users/your username/Loop4Live for Windows. By default, Loop4Live will fetch the various configuration files (config.ini, Loop4Live\_Effects.txt and free\_mode\_midi\_map.ini) from this folder. You can therefore place your configuration files in this "HOME" folder so that they are not deleted when Ableton or remote scripts are updated. If no configuration files are found in "HOME", the files in the remote scripts "config" directory will be used.

***Note:** The config.ini file is saved when Ableton starts up (with the pedalboard connected). Backups are located under /Users/your username/Loop4Live for MacOS or c:/Users/your username/Loop4Live for Windows.*

*In the case of a move of a backup in the config folder of Loop4Live remote scripts, you will have to rename the file by removing the suffix .backup or .backup-<year>-<month>-<day>-<hour> in order to get the original name.*

### 3. [Editing the config.ini file via the website:](#)

We provide a dedicated page on [www.loop4live.com](http://www.loop4live.com) to generate the con-fig.ini file. Log in to your account on the site (authentication is required to access the page). Then go to the page <https://www.loop4live.com/edit-config-file/>. The page is also accessible via the "My Account" drop-down menu on the main page of the site in the "Configuration File" section.



This page allows you to save your Loop4Live configuration and to generate the config.ini file to be placed in the Loop4Live remote scripts folder. By saving your configuration here, you can quickly regenerate the config.ini file (which may be lost when updating with a new version of Loop4Live remote scripts). You can also see all new parameters that might appear with future new versions (a NEW flag will appear next to the parameter).

Please fill in the form on the page with the desired configuration and save it with the "Save Config" button. Then you can generate the config.ini file with the "Generate File" button. Finally, place the obtained file in the config folder of Loop4Live remote scripts: For MacOS under /Contents/App Resources/MIDI Remote/Loop4Live/config or C:/ProgramData/Ableton/Live x.x.x/Resources/MIDI Remote Scripts/Loop4Live/config for Windows.

For the changes to take effect, you need to: Restart Ableton or use the Max4Live plugin to reload the configuration, or use the tag [10A.4.6. CONFIGURATION RELOAD TAG L4LRELOADCONFIG](#)

## 6E. Remote scripts update

New versions of Loop4Live Remote Scripts are released regularly (new features and bug fixes). We will send you an email each time a new update is available. These updates can be downloaded at <https://www.loop4live.com/fr/telechargements/>. The way to update them is the same as for their installation (paragraph [6A. REMOTE SCRIPTS INSTALLATION](#)) except that you will have to delete the Loop4Live directory already present to replace it by the new one. You will have to think about modifying the configuration file config.ini to apply your preferences. That's why we recommend saving your preferences on the website (see paragraph above) in order to easily retrieve your choices and to detect any new settings.

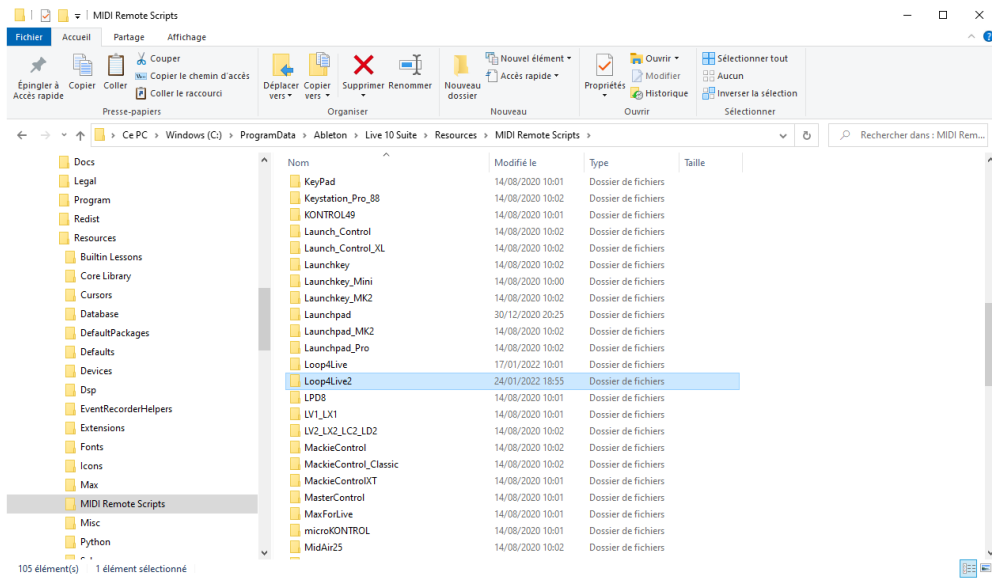
The config.ini file is also saved when Ableton starts up (with the pedalboard connected). The backups are located under /Users/your user name/Loop4Live for MacOS or c:/Users/your user name/Loop4Live for Windows.

In the case of a backup in the config folder of Loop4Live remote scripts, you will have to rename the file by removing the .backup or .backup-<year>-<month>-<day>-<hour> suffix in order to get the original name and check that there are no new parameters that appeared with the new version of the remote scripts.

## 6F. Configuring several Loop4Live

You can connect several Loop4Live on the same computer (1 for the guitarist, 1 for the bassist for example). Each Loop4Live will have its own selection rectangle in Ableton Live. To configure several Loop4Live with different settings for each, proceed as follows:

- You already have remote scripts installed (cf. [6A. REMOTE SCRIPTS INSTALLATION](#)).
- Download following additional Remote scripts at :  
<https://www.loop4live.com/download/?wpdmdl=8256>
- Unzip the file and move the resulting Loop4LiveX directory to the remote scripts directory (cf. [6A. REMOTE SCRIPTS INSTALLATION](#)).
- Duplicate this directory as many times as you have a Loop4Live to connect. Rename the Loop4LiveX folder by replacing the X by a number to easily find the pedalboard in the preferences (Example: Loop4Live2).



Each folder will have its own configuration file and each member will be able to customize it according to his wishes. You can set a minimum track number for one of the pedalboards that cannot be reached in order to separate the tracks that can be used by each pedalboard: see the `TRACK_OFFSET` parameter in the `config.ini` file.

You can also link the selection of footswitches via the `IS_LINKED` parameter in the `config.ini` file : changing the scene on one footswitch will change the scene on the other footswitches.

When multiple footswitches are linked, the `ABLETON_SELECTION_MOVE_LOOP4LIVE` parameter is automatically disabled so that launching a clip from one footswitch does not move the other footswitches to the selection.

- Restart Ableton, plug in the second pedalboard and select it in the preferences next to the additional remote scripts you just copied and renamed. The second pedalboard will be named `Loop4Live#2` in the drop-down list as follows :



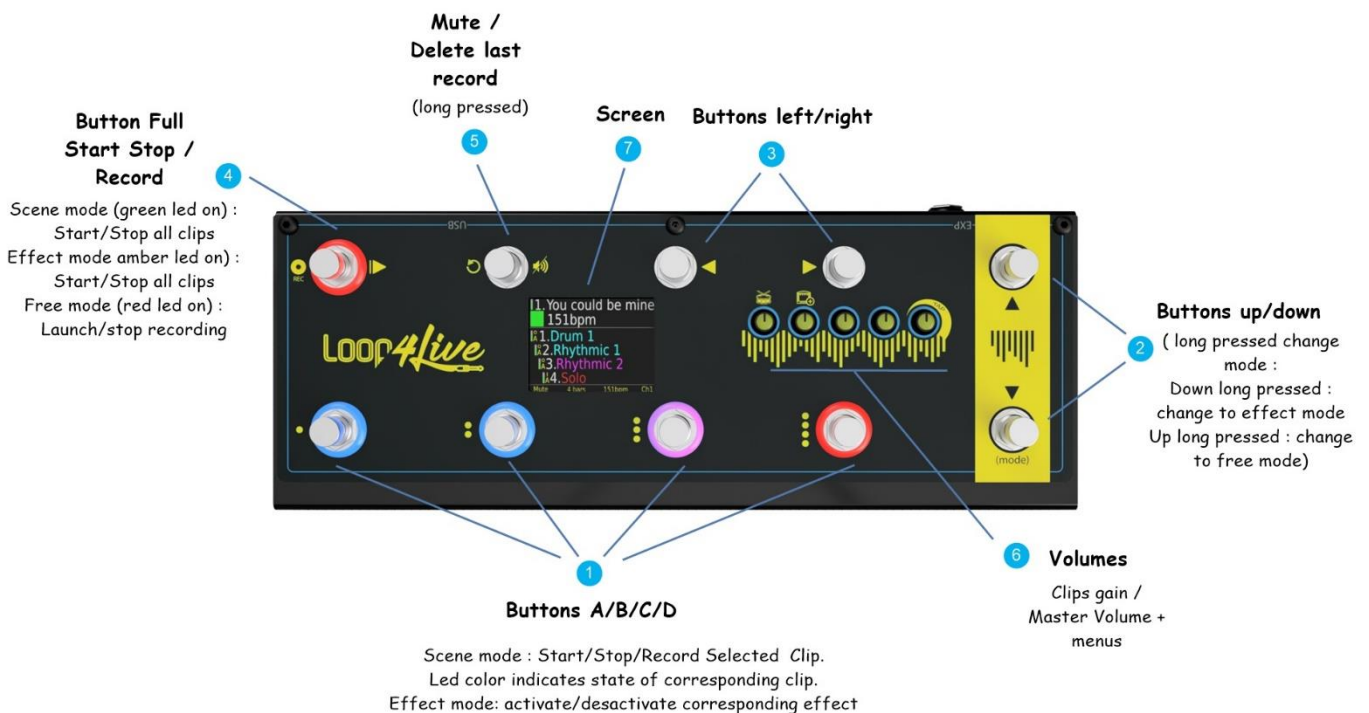


## 7. Loop4Live presentation

No drivers are needed but you will have to configure Ableton Live®.

Loop4Live foot controller and Ableton Live® are fully synchronized in bidirectional ways. Doing an action on one side are transmitted to the other side (example: launching a clip from live will turn on the corresponding light on Loop4Live, changing clip name on Live® will refresh Loop4Live display, etc...).

Loop4Live is as follows:



The footswitch offers 3 modes that can be selected by holding down the 2-Up/Down buttons for more than a second:

- The scene mode (default mode) to start and stop clips/scenes.
- The effects mode to control the effects racks in Ableton Live with additional expression pedals. This mode is selectable by holding down the Down button (you return to Scene Mode by pressing the Down button again for more than a second).
- The free mode to change midi notes/CC send by the buttons and to control several functionalities such the looper plugin, the tracks monitor, etc... This mode is selectable by keeping the up button pressed (you return to the scene mode by pressing the up button again for more than a second).

Depending on the selected mode, the behavior of the buttons will change. The button functions shown below correspond to the Scene and Free modes. The effects mode has its own section (see [7C. THE EFFECT MODE](#)).



## 7A. The Scene mode

The scene mode allows you to control clips and scenes in Ableton. This is the default mode and the one that will be used the most. When this mode is active, the LED in the upper left corner is lit in green.



### 1. A-B-C-D Buttons- Start/ Stop/ Record clip

The 4 bottom left switches control clips contained in selection on Ableton Live®. This selection on Live® contains 4 clips: it is the surrounded red rectangle that you can see above. Switches ring leds on Loop4Live point status of corresponding clip on Live®:

- **Full Blue:** clip stopped.
- **Full Blue** and **blinking red (seems pink):** clip is playing.
- **Full Red:** clip is recording (launching record is done with the switch n°4: scene/free mode).
- **Off:** no clip in the corresponding slot (this slot is free for recording, we will see that later).

#### 1.1. A-B-C-D Buttons - Start / Stop / Record

Pushing a switch will start or stop corresponding clip:

- If clip is stopped, pushing switch will start it.
- Conversely, if clip is playing, clicking will stop it.
- If corresponding slot is empty, pushing switch will launch record in this slot (if the corresponding track is armed).

## 1.2. A-B-C-D Buttons – Arming / Deleting clip

Pressing a A-B-C-D button for more than one second can lead to 2 different actions depending on the configuration:

- If the `AUTOMATIC_ARM` parameter in the `config.ini` configuration file ([6D. LOOP4LIVE CONFIGURATION IN ABLETON LIVE](#)) is 0, a long press on these buttons will arm the selected track.

WARNING: The reverse is not true, it is not possible to disarm a track this way.

Arming can be either exclusive (other tracks will be disarmed) or inclusive (other tracks will remain armed). Refer to the possible configuration of the `EXCLUSIVE_ARM` parameter in paragraph [6D. LOOP4LIVE CONFIGURATION IN ABLETON LIVE](#).

WARNING: Pressing a button will launch the clip if the slot contains one. This is because we prefer the trigger action to be performed on button being pressed and not released.

- If the parameter `AUTOMATIC_ARM` in the configuration file `config.ini` ([6D. CONFIGURATION OF LOOP4LIVE IN ABLETON LIVE](#)) is set to 1, a long press on these buttons will delete the corresponding clip.

WARNING: Pressing a button will launch the clip if the slot contains one. This is because we prefer the trigger action to be performed on button being pressed and not released.

## 2. Up/Down Button

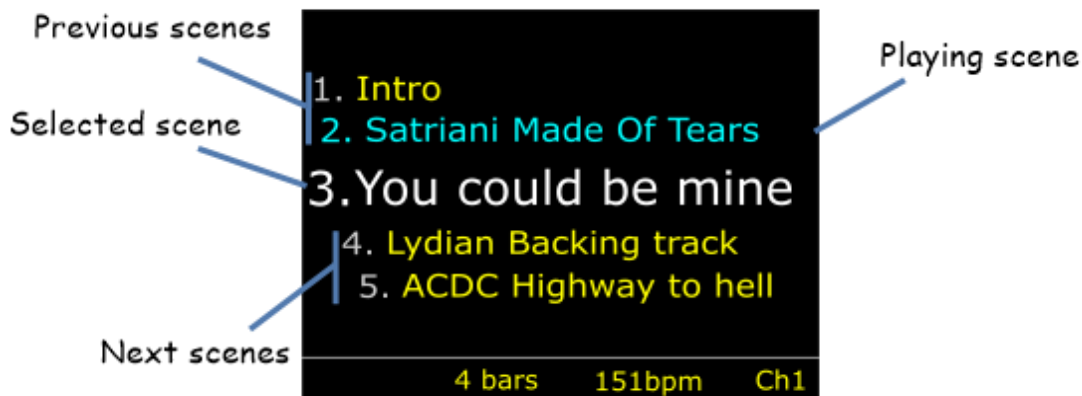
These 2 switches allow making Live selection goes up and down. In other words, they allow changing current scene (i.e. current row, scenes are the lines of the Live clips matrix).

Holding down one of these switches during more than 1 second will change Loop4Live mode (see section 4 for main explanations on scene/free mode) :

- Holding the Down Button for more than one second will switch the Footswitch to "Effects Mode".
- Holding the Up Button for more than a second will switch the Pedalboard to "Free mode".

Navigating across scenes will change Live selection and will refresh Loop4Live display with current scene and track names.

During navigation across scenes, Loop4Live will display previous and next scene during 2 seconds to have a more global view:



Loop4Live displays the 2 previous and next scenes, the current scene and the playing scene (in blue if any).

## 3. Left/Right Button

These 2 switches allow making Live selection go left and right. In other words, they allow changing selected tracks (and clips but still in the same scene). Tracks are the columns of the Live clips matrix.

Navigating across tracks will change Live selection and will refresh Loop4Live display with current clips name and properties.

#### 4. Full Start Stop Button

In scene mode, the switch allows to:

- Start all clip of selected scene if no one are playing in this scene. All playing clips in other scenes will be stopped.
- Stop all clip if at least one clip is playing in the current scene. Else, it will start all clips of selected scene.

#### 5. Mute / Delete

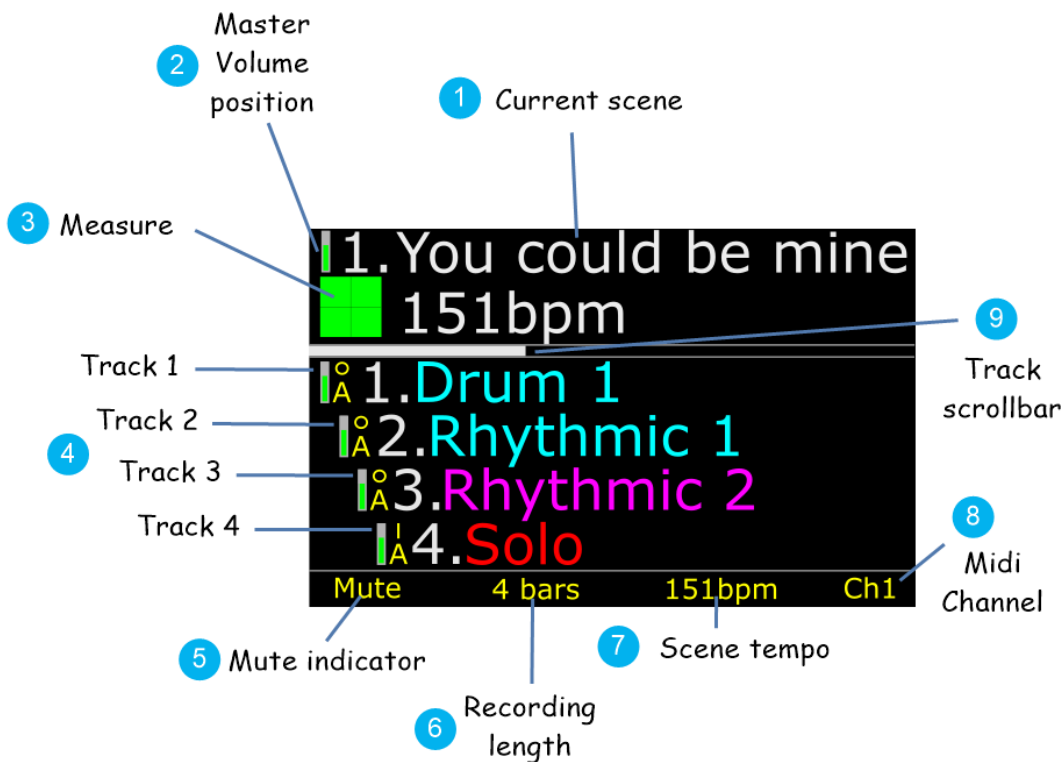
This switch allows to mute/unmute all tracks. If at least one track is not muted, a click will mute all tracks. If no tracks are muted, a click will unmute all tracks.

Holding down this switch during more than 1 second will delete the last recorded clip.

#### 6. Screen

Loop4Live screen displays information about selected scene, tracks and clips. It indicates your position in the clip matrix.

Screen is as follows:



### 6.1. Screen: Current scene

It is the current selected scene on Ableton Live®. Adding BPM (beat per minute) in a scene name will automatically adjust tempo during clip launch. Current scene is preceded by its number in the grid.

### 6.2. Screen: Master volume position

Display current master volume value. This value could be modified with the corresponding rotary encoder (see section 6).

### 6.3. Screen: Measure position

The green squares displays current beat in measure: 1 square = beat n°1, 2 squares = beat n°2, 3 squares = beat n°3, 4 squares = beat n°4. It's a useful information to know when launching an action (play or record).

### 6.4. Screen: Tracks properties

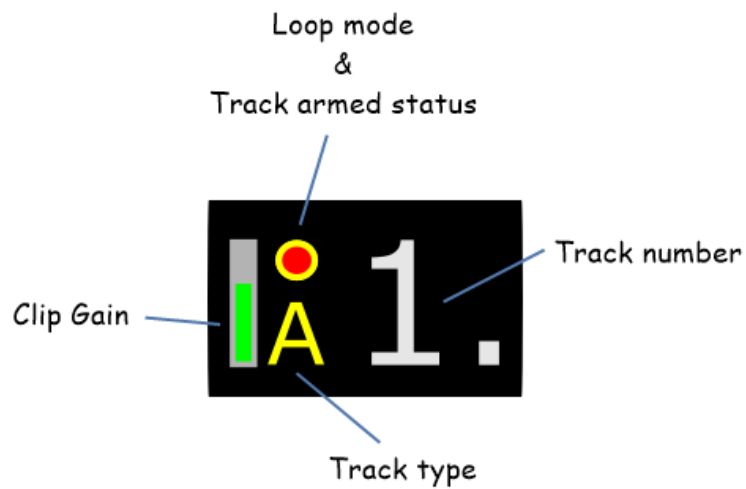
This area displays the 4 selected clips properties:

- Clip name: color of clip name indicates its status:
  - o **Blue**: stopped
  - o **Pink**: playing
  - o **Red**: recording

Clip name is preceded by the track number. When navigating right or left in the clip grid, offset will change.


- Clips properties:

- o Clip name is preceded by theirs properties as follows:



- o Clip gain: Indicate volume of the clip. This value could be modified with the corresponding rotary encoder (see section 6).

- Loop mode:
  - I: it's a one shot clip. This clip won't loop and will be stopped at its end.
  - O: it's a loop clip. It will play indefinitely until stopped by an order.
- Track armed status:
  - Red circle is present: Track is armed.
  - No red circle: Track is not armed (meaning it could not record)
- Track type:
  - A: it's an audio track.
  - M: it's a midi track.
  - <empty>: there is no track available on this offset.
- Mute property:

If this track is muted, symbol  will be displayed before track number

### 6.5. Screen: Global Mute indicator

Mute is displayed if at least one track is muted.

### 6.6. Screen: Recording length

Display configured recording length. Possible values are: 1 beat , 2 beats, 1 bar, 2 bars, 4 bars, 8 bars, 16 bars, 32 bars, infinite, 12 bars, 24 bars. This setting will fix clip length during recording: when length will be reached, clip will automatically stop recording.

Default recording length used at Live startup can be changed (see section 6D.[Loop4Live configuration in Ableton Live](#)).

### 6.7. Screen: Scene tempo

Display current song tempo.

### 6.8. Screen: Midi channel

zDisplay midi channel used for communication between Ableton Live® and Loop4Live. Midi channel can be changed (see section 6D.[Loop4Live configuration in Ableton Live](#)).

### 6.9. Screen: Track scroll bar

The track scroll bar helps to know your horizontal position in the clip grid. The width of the scroll bar is computed according to the clips present on the line and not according to the number of tracks present.



## 7B. The Free Mode

The free mode allows you to assign specific MIDI and CC notes to the Loop4Live switches. By default, the values assigned are the same as in Scene mode, except for the Start Stop Full button. In Free Mode, the light ring at the top left lights up red.



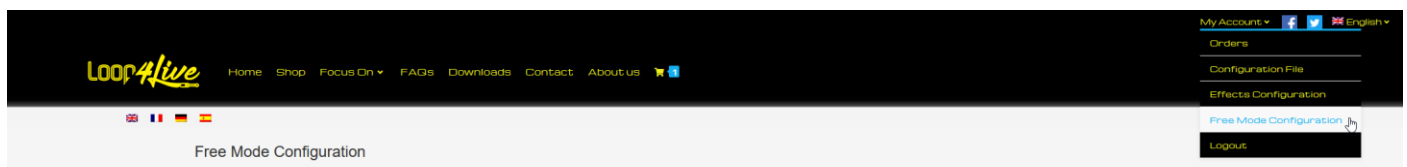
The purpose of free mode is to allow you to control Ableton functions that are not available in scene mode. For example, you'll be able to control the Looper plugin, track monitoring and visual status feedback via the pedalboard LEDs. If, however, a feature you're interested in isn't present, you can always midi map the button to the Ableton controller: in this case, there will be no visual feedback via the footswitch LEDs, which will remain unlit.

A tutorial video on the free mode is available at <https://youtu.be/TC3-tjAeLaY>

### 1. [Free mode: Configuration of MIDI notes and CCs assigned to the pedalboard](#)

The configuration of the MIDI Notes and CCs assigned to the pedalboard is done using the `free_mode_midi_map.ini` file present with the Remote Scripts ([6D. LOOP4LIVE CONFIGURATION IN ABLETON LIVE](#)).

The `free_mode_midi_map.ini` file is present with default values in the Loop4Live configuration folder, but you can generate a new file via the website. To do this, go to [www.loop4live.com](http://www.loop4live.com), log in and navigate to "Free mode configuration" as shown below:



You will then have access to this configuration page:



All explanations on how to configure free mode are given on this page. You can hover over the "Loop4Live Mappings" button on the right of the page to reveal the notes/CCs assigned to a scene mode function and the notes/CCs that are forbidden. You can use these notes/CCs in free mode to reuse scene mode functions: make sure the free mode button has the same midi channel as the pedalboard (CHANNEL parameter in the config.ini file).

However, if you wish to modify the file manually, go to [10M.4. DESCRIPTION OF THE FREE MODE MIDI MAP.INI FILE](#) for more information.

## 2. Free mode: Use of multiple configuration files

Within the free mode, it is possible to define several free configuration modes and to browse them with the pedalboard. You just have to duplicate the free\_mode\_midi\_map.ini file mentioned above. These duplicated files must start with " free\_mode\_midi\_map " and end with ".ini " (for example : " free\_mode\_midi\_map1.ini ", " free\_mode\_midi\_map2.ini ",...).

Each file will have its own configuration defined: you can for example keep the same note and CC values but play on the midi channels.

You can then browse these configurations in free mode by pressing and holding the left/right buttons.

If you use several configuration files, we recommend giving names to these modes via the MODE\_NAME parameter so that you can easily find them later via the pedalboard, which will display the mode name on its screen.

### 3. Free mode: Button Full Start Stop

The Start Stop Full button has the following behavior:

- In "Session" view of Ableton Live:

The record button can have 2 functions depending on the value of the parameter `GLOBAL_RECORD_OVERDUB` (cf. paragraph [6D. LOOP4LIVE CONFIGURATION IN ABLETON LIVE](#)).

- In case the parameter `GLOBAL_RECORD_OVERDUB` is 0, the button allows to:
  - Launch record in next available slot in armed tracks (Ableton Live® Intro have a limited number of track). Live® will attempt to find the first empty clip slot in the current selection and then on the right. *Live® won't search before the selected clips.*
  - Stop recording if a clip was recording (but if you are playing with a finite recording loop length, record will stop automatically - see section 6).

During record launch, if there is no empty clip slot available or armed tracks in selected scene, an error message will be displayed on Loop4Live : "CAN NOT RECORD : No Track Available".

Recording length is parameterized in tempo menu (see section 6.).

- In case the parameter `GLOBAL_RECORD_OVERDUB` is 1, the button allows to:
  - Start recording in overdub mode for midi tracks. **WARNING:** recording on all armed tracks will be launched (equivalent to using the Ableton session record button).
  - Stop recording in overdub mode.

- In "Arranger" view of Ableton Live:

Launch a record on an armed track since the beginning of the loop. Read section [10B. LAUNCHING A RECORD](#) to have more details.

### 4. Free mode: Behavior of the expression pedals

In Free Mode, the `CC` values sent by the expression pedals can have 2 behaviors via the `FREE_MODE_DYNAMIC_EXP_PEDAL_CC` parameter (see section [ERREUR ! SOURCE DU RENVOI INTROUVABLE.. ERREUR ! SOURCE DU RENVOI INTROUVABLE.](#)):

- When `FREE_MODE_DYNAMIC_EXP_PEDAL_CC` is set to 1, the `CCs` sent will depend on the selected track numbers. This allows you to control Ableton parameters according to the

position in the clip grid (see Table [10M.1. CORRESPONDENCE OF THE MIDI NOTES WITH THEIR NUMBER](#) to see the values sent). You can for example control the pan of the tracks or any effects on it.


- When the FREE\_MODE\_DYNAMIC\_EXP\_PEDAL\_CC parameter is set to 0 (default): the CCs sent will be static and will no longer depend on the selected track numbers.

You are then free to assign CCs to controllers via the Midi Map ([10G. ASSIGNING AN EXPRESSION PEDAL OR A SWITCH TO AN ABLETON CONTROLLER](#)). Remember to move the pedalboard selection to have the CC values increment according to the selected track in case FREE\_MODE\_DYNAMIC\_EXP\_PEDAL\_CC=1.

## 5. Free mode: Behavior of the A-B-C-D buttons

As with the expression pedals, the MIDI notes sent by the A-B-C-D buttons can depend on the selected track number:

- When FREE\_MODE\_DYNAMIC\_BUTTON\_NOTE is set to 1, the MIDI notes sent will depend on the selected track numbers. This allows you to control Ableton parameters according to the position in the clip grid (see Table [10M.3. MIDI NOTES AND CONTROL CHANGE ASSIGNMENTS OF LOOP4LIVE](#) to see the values sent.

 If you set the FREE\_MODE\_DYNAMIC\_BUTTON\_NOTE parameter to 1, remember to change the value of the notes sent by default or the midi channel, otherwise the notes sent by default will conflict with the A-B-C-D buttons of the effect mode!

- When the FREE\_MODE\_DYNAMIC\_BUTTON\_NOTE parameter is set to 0 (default): the MIDI notes sent will be static and will not depend on the selected track numbers.

You are then free to assign MIDI notes to controllers via the Midi Map ([10G. ASSIGNING AN EXPRESSION PEDAL OR A SWITCH TO AN ABLETON CONTROLLER](#)). Remember to move the pedalboard selection so that the MIDI note values increment according to the selected track if FREE\_MODE\_DYNAMIC\_BUTTON\_NOTE=1.

## 6. Free mode: MIDI message sending behavior

6 of the buttons send midi notes:

- A/B/C/D buttons
- Full Start/Stop button
- Mute button

The midi notes sent are always Note On (0x9) with a velocity of 127.

4 buttons send control changes:

- Up/Down buttons

- Right/Left buttons

Pressing these buttons will send a control change with a velocity of 127 immediately followed by the same control change with a velocity of 0.

## 7C. The Effect Mode

The MkII version of Loop4Live now allows you to control Ableton's effects racks and sends with 4 expression pedals.

By holding down the 2 - Down button for more than a second, the Loop4Live switches to effects mode: the light on the upper left corner lights up in **amber**:

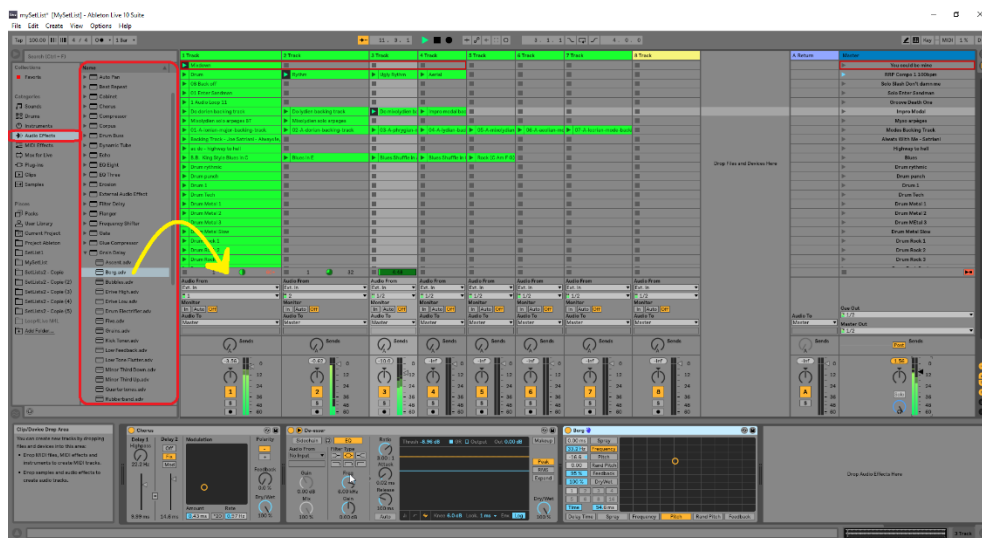


The behavior of the switches changes from Scene/Free mode, and the display shows new information about the effects.

Manipulating effects with Loop4Live requires some configuration on your part to choose which effect parameters are assigned to the expression pedals. We'll look at that in this section below.

### 1. Effects mode: effects and sends in Ableton Live

Ableton Live offers a huge panel of effects to assign to your audio and midi tracks. Select "Audio effects" in the Browser on the left and drop the effect of your choice on a track. The effects applied to the track will appear in the lower part (when the track is selected).



The sends of the tracks appear when return tracks are present.

## 2. Effects mode: Configuration of parameters

The effect parameters will be controllable by the expression pedals via a configuration file that you will have to fill in with your selection. The initialization of this file will require a little bit of work, but don't worry, it's simple.

### 2.1. Editing the effects configuration file via the website:

We provide a dedicated page on [www.loop4live.com](http://www.loop4live.com) to generate an effects configuration file. Log in to your account on the site (authentication is required to access the page). Then go to the page <https://www.loop4live.com/generate-effect-list/>. The page is also accessible via the "My Account" drop-down menu on the main page of the site in the "Effects Configuration" section.

This page allows to create the effects configuration file used to specify to the Loop4Live which effects it will control in Ableton Live.

Select the effects list file. The file is named `ableton_effects_list.txt` and present under `/Users/your username/Loop4Live` for MacOs or `c:/Users/your username/Loop4Live` for Windows. It is generated at Ableton Live startup with the Loop4Live plugged and set in the control surface preferences.

**Select file**  
ableton\_effects\_list.txt

After you select the file, the table below will be filled with all effects present in your last Ableton project opened with the Loop4Live plugged and selected in preferences. Select the effects you want to control with the Loop4Live by ticking them. You can add custom names for the effects and parameters by filling in the input fields present in column "CUSTOM NAME", these custom names will be the ones displayed on the Loop4Live screen during selection.

When you are ready, click this button to generate the effects configuration file: **Generate Effects File**

When generated, you can put the file under `/Contents/App Resources/MIDI Remote/Loop4Live/config` for MacOs or `C:/ProgramData/Ableton/Live x.x.x/Resources/MIDI Remote Scripts/Loop4Live/config` for Windows. Then restart Ableton.

TYPE	ORIGINAL NAME	CUSTOM NAME
track	1 Audio Loop	
device	Bass Roundup	<input type="text"/>
device	Chorus	<input type="text"/>
parameter	<input type="checkbox"/> Device On	<input type="text"/>
parameter	<input checked="" type="checkbox"/> Delay 1 Time	<input type="text"/>
parameter	<input checked="" type="checkbox"/> Delay 1 HiPass	<input type="text"/>
parameter	<input type="checkbox"/> Delay 2 Time	<input type="text"/>

Select the file listing all the effects available in Ableton with the "Select File" button. This file is generated automatically when Live is launched and the pedalboard is connected and available in Ableton. The file is called `ableton_effects_list.txt` and can be found under `/Users/your username/Loop4Live` for MacOs or `c:/Users/your user name/Loop4Live` for Windows.

After selecting this file with the "Select File" button, the list at the bottom of the web page will be filled with all the effects and parameters broken down by track. Check the parameters you wish to manipulate with the pedalboard and click on the "Generate Effects File" button to generate the effects configuration file: the file is called `Loop4Live_Effects.txt`. Once generated, you can place the file under `/Contents/App Resources/MIDI Remote/Loop4Live/config` for MacOs or



C:/ProgramData/Ableton/Live x.x.x/Resources/MIDI Remote Scripts/Loop4Live/config for Windows. Then restart Ableton or reload the configuration with the Max4Live plugin.

The effects can then be used by switching to Effects mode on the pedalboard.

You can give custom names to the effects and parameters by filling in the "CUSTOM NAME" column of the effects list on the website before generating the file.

## 2.2. Manual editing of the effects configuration file:

In this configuration file, you will have to indicate the name of the effect followed by the name of the parameter. To find out the names of the effects and their parameters, we will have Ableton generate the list in its log file:

- In order for Ableton to generate the list of effects currently present on the tracks, you must set the `DISPLAY_EFFECT_LIST=1` parameter in the Loop4Live configuration file (see [6D. LOOP4LIVE CONFIGURATION IN ABLETON LIVE](#)). At each startup Ableton will generate this list in its log file located at :
  - o **Windows** - \Users\[nom d'utilisateur]\AppData\Roaming\Ableton\Live x.x.x\Preferences\Log.txt
  - o **Mac** - /Utilisateurs/[username]/Library/Preferences/Ableton/Live x.x.x/Log.txt
- Here is an example of a generated effect list:

```

2021-11-10T12:08:15.422769: info: RemoteScriptMessage: (Loop4Live) -----EFFECT LIST (LOOP4LIVE) : -----
2021-11-10T12:08:15.423055: info: RemoteScriptMessage: (Loop4Live) TRACK : 1 Audio Loop
2021-11-10T12:08:15.423273: info: RemoteScriptMessage: (Loop4Live) EFFECT_NAME;YOUR_EFFECT_NAME;PARAMETER_NAME;
YOUR_PARAMETER_NAME;
2021-11-10T12:08:15.423599: info: RemoteScriptMessage: (Loop4Live) Chorus;;Device On;;
2021-11-10T12:08:15.423820: info: RemoteScriptMessage: (Loop4Live) Chorus;;Delay 1 Time;;
2021-11-10T12:08:15.424034: info: RemoteScriptMessage: (Loop4Live) Chorus;;Delay 1 HiPass;;
2021-11-10T12:08:15.424242: info: RemoteScriptMessage: (Loop4Live) Chorus;;Delay 2 Time;;
2021-11-10T12:08:15.424454: info: RemoteScriptMessage: (Loop4Live) Chorus;;Delay 2 Mode;;
2021-11-10T12:08:15.424683: info: RemoteScriptMessage: (Loop4Live) Chorus;;Link On;;
2021-11-10T12:08:15.424892: info: RemoteScriptMessage: (Loop4Live) Chorus;;LFO Amount;;
2021-11-10T12:08:15.425186: info: RemoteScriptMessage: (Loop4Live) Chorus;;LFO Rate;;
2021-11-10T12:08:15.425569: info: RemoteScriptMessage: (Loop4Live) Chorus;;LFO Extend On;;
2021-11-10T12:08:15.425802: info: RemoteScriptMessage: (Loop4Live) Chorus;;Feedback;;
2021-11-10T12:08:15.426075: info: RemoteScriptMessage: (Loop4Live) Chorus;;Polarity;;
2021-11-10T12:08:15.426309: info: RemoteScriptMessage: (Loop4Live) Chorus;;Dry/Wet;;
2021-11-10T12:08:15.426749: info: RemoteScriptMessage: (Loop4Live) TRACK : 9-MT-PowerDrumKit
    
```

Here we have the list of the chorus parameters. The goal is to copy/paste the name of the effect and the parameter in a dedicated configuration file: this file is present in the Remote Scripts folder with the config.ini file of Loop4Live and is called Loop4Live\_Effects.txt. You can copy the end of the lines present in the log file above (with the presence of semicolons) in this file to obtain for example this :

```

EFFECT_NAME;YOUR_EFFECT_NAME;PARAMETER_NAME;YOUR_PARAMETER_NAME
Chorus;;LFO Rate;;
    
```



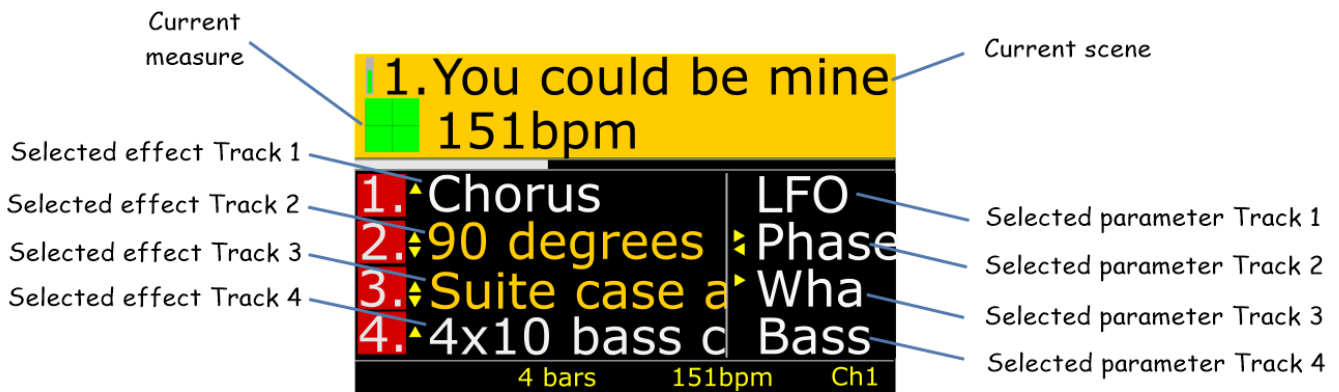
After restarting Ableton, the expression pedals will be able to control all the LFO Rate choruses present on the Ableton tracks. Please leave the file header:

EF-FECT\_NAME;YOUR\_EFFECT\_NAME;PARAMETER\_NAME; YOUR\_PARAMETER\_NAME

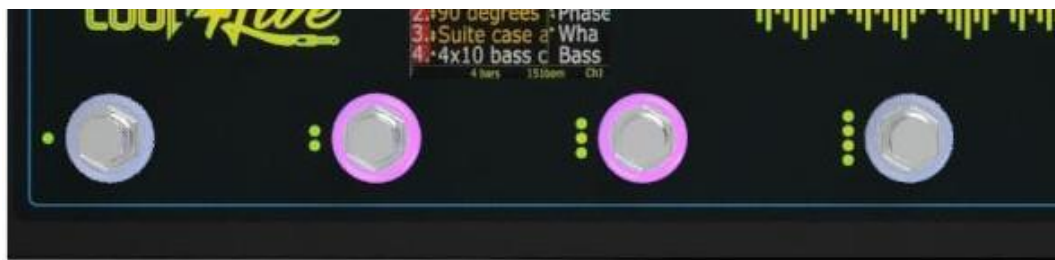
It is possible to give your own names to the effects and parameters displayed on Loop4Live, some names being too long and truncated on the display. To do this, you have to fill in your choices in this same configuration file between the semicolons already present. For example "Strangler Lead Guitar;Stran Lead;Volume;Vol" will display "Stran Lead" as effect name instead of "Strangler Lead Guitar" and "Vol" for the "Volume" parameter.

### 3. Effects mode: operation with Loop4Live

Once in Effects Mode, the footswitch display shows the names of the selected effects and parameters:



The proposed effects are those present on the 4 tracks currently selected by the pedalboard. When switching modes with Loop4Live, the first effects displayed will be the sends. Pressing the up/down buttons on the footswitch will scroll through the track effects. Pressing the Left/Right buttons will scroll through the parameters. Enabled effects are displayed in orange, disabled effects are displayed in white. The effects can be activated/deactivated with the A-B-C-D buttons:

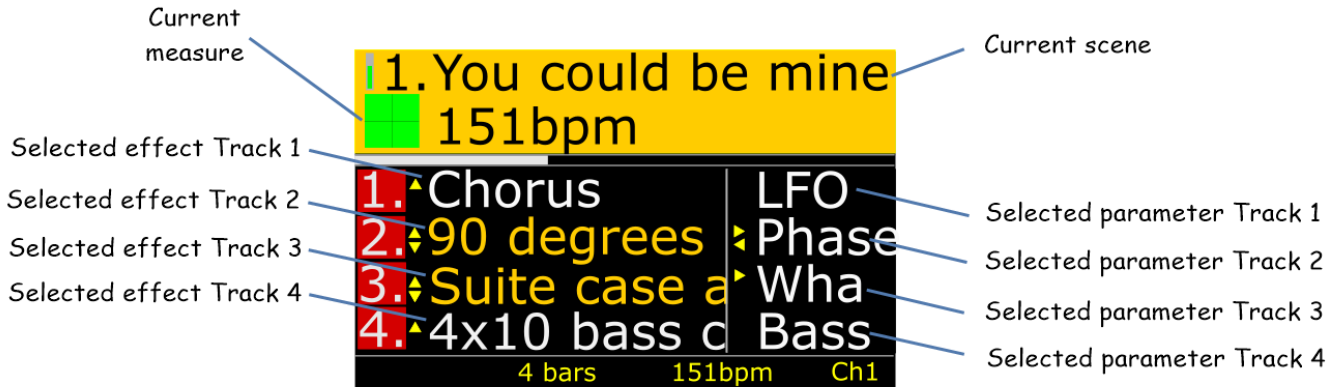


The lights around these buttons show the status of the corresponding effect (on = on, off = off).

You can then straddle your expression pedals and see the parameters move!

#### 4. Effects Mode: The screen

In effect mode, the screen always displays the name of the current scene and the selected track numbers (with their color). We have the name of the selected effects and parameters:



The arrows next to the effect names indicate whether it is possible to go down or up and the arrows next to the parameter names indicate whether other parameters of the same effect can be selected with the left/right buttons.

#### 5. Effects Mode: Up/Down button

Allows you to select the desired effect from the list.

#### 6. Effects Mode: Left/Right button

Selects the effect parameter to be controlled with the expression pedals. Pressing and holding these buttons changes the track.

#### 7. Effects Mode: A-B-C-D buttons

Activates/deactivates the corresponding effect. The light around these buttons shows the status of the corresponding effect (on = enabled, off = disabled). Pressing and holding these buttons will lock out the manipulation of the effects with the expression pedals when switching to Scene Mode (see [9. EFFECTS MODE: LOCKING THE EFFECTS](#)).

#### 8. Effects Mode: Start Stop Full button

This button works the same way as in scene mode. It starts or stops a complete scene.

## **9. Effects Mode: Locking the effects**

It is possible to control the effects by switching to scene mode. To do this, press and hold the effect buttons A-B-C-D while in effect mode: Keyword "Effect" will be displayed at the right bottom of the screen. You can then switch to Scene Mode or Free Mode, the effects selected in Effect Mode will still be manipulatable via the expression pedals.

Switching tracks in Scene/Free Mode will keep the effects assignment on the tracks previously selected in Effect Mode.

Adding new effects in Ableton will unlock the effects, as well as adding new tracks and returning to effects mode.

## **10. Effects Mode: Case where all the effects are on a single track**

In the case where all the effects are on a single track, the display and control of these effects by Loop4Live will change: the pedalboard will no longer propose the effects of the 4 selected tracks but only the effects of the single track that contains them. The track number indicated on the effects will therefore be the same for all effects.

## 7D. Rotary encoder : Clips gain / Master volume and menus

Loop4Live provides 5 rotary encoders to control clips volumes (i.e. gain) and master volume.



The 4 rotary encoders on the left control the 4 selected clips gain. The last rotary encoder on the right controls master volume (change all tracks volume).

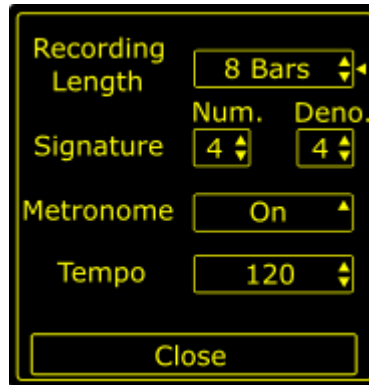
When the track controlled is a grouped track or a midi track, the associated rotary encoder will control the volume of this grouped track.

In addition, 3 of the rotary switches control access to additional functionalities when pressing them as explained below.

## 1. Tempo menu



Pushing "clip 1 gain" switch button above open the tempo menu:



In tempo menu, you can parameterized tempo attributes:

- **Recording length:** This is the length of the clip when you record it. You can choose between 1 beat to infinite. An infinite length will record without automatic stop and will not be warp (nor looping). At the opposite, a finite length will be stopped automatically when length is reached: clip created will be warped and looping. You can also indicate a recording loop length in the scene name (cf. section [10A.3. SCENE NAME: SCENE SETTING](#)).

**Note:** the default recording length could be parameterized in the Loop4Live config file into Ableton Live (see section [6D. LOOP4LIVE CONFIGURATION IN ABLETON LIVE](#). Warp aspect is explained in Ableton Live main concept later in this manual).

- **Signature:** change signature of the song. You can also position the signature in the scene name (cf. section [10A.3. SCENE NAME: SCENE SETTING](#)).
- **Metronome:** enable or disable metronome play.
- **Tempo:** change song tempo.

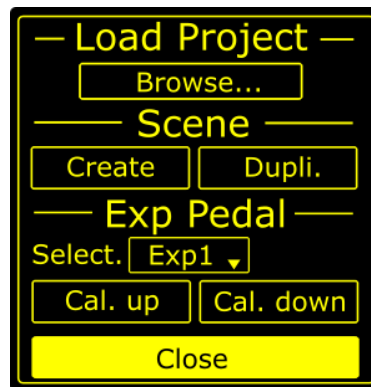
**Note:** To modify an attribute:

- Scroll the selection by turning the "clip 1 gain" rotary encoder.
- Push the "clip 1 gain" rotary encoder to select an item (a triangle appears next selected item).
- Change value by turning the "clip 1 gain" rotary encoder.
- Validate by pushing the "clip 1 gain" rotary encoder. (Note : you can only cancel an action by setting the same value as the previous one)
- Close menu by clicking the "Close" element.

## 2. Scene menu and expression pedal calibration



Pushing "clip 2 gain" switch button (above) open the scene menu:



Scene menu is composed of 3 sections:

- Load Project:

This feature is currently not supported, as Ableton Live does not offer a functional way to programmatically load projects. Hopefully this one will work one day.

- Scene:

You can create a new scene ("Create" button) or duplicate the current selected scene ("Dupli." button).

- Exp Pedal:

You can calibrate your expression pedals:

- Select the expression pedal you wish to calibrate from the "Select" drop-down list (Exp1, Exp2, Exp3, ...)
- Place the corresponding Expression Pedal in the down position and press the "Cal. down" button (ie. Calibrate down).
- Place your expression pedal in the up position and press the " Cal. up " button (ie. Calibrate up).
- Repeat the same procedure, selecting the other Expression Pedals from the drop-down list.
- The calibration is stored in the pedalboard's memory, so you only need to do this once (unless you change the expression pedal).

**Note:** *To modify an attribute:*

- *Scroll the selection by turning the "clip 2 gain" rotary encoder.*
- *Push the "clip 2 gain" rotary encoder to launch the corresponding action.*
- *Close menu by clicking the "Close" element.*

### 3. Tap tempo



This button allows changing tempo by pushing it several times at the good rhythm.

## 7E. External footswitch

It is possible to add a double external footswitch to operate additional Ableton parameters. In particular, it is possible to control the scene launch in order to move the footswitch closer to the scene navigation buttons (up/down) to simplify the manipulations when changing scene. The second button can control the parameter of your choice, for example the tap tempo.



External footswitches can have 2 types of switches: either temporary or latching (guitar amplifier footswitches are most often latching). Depending on the type of switch, the `EXT_BUTTON1_MOMENTARY` and `EXT_BUTTON2_MOMENTARY` parameters in the `config.ini` file must be configured. These parameters set to 0 will correspond to latching switches, and conversely setting them to 1 will correspond to temporary switches (see section [6D. LOOP4LIVE CONFIGURATION IN ABLETON LIVE](#)).

By default the first button will control the scene launch (MIDI note 32). The second button will activate MIDI note 122 which you can then assign to the parameter of your choice in Ableton thanks to the MIDI Map feature (see [10G. ASSIGNING AN EXPRESSION PEDAL OR A SWITCH TO AN ABLETON CONTROLLER](#)).

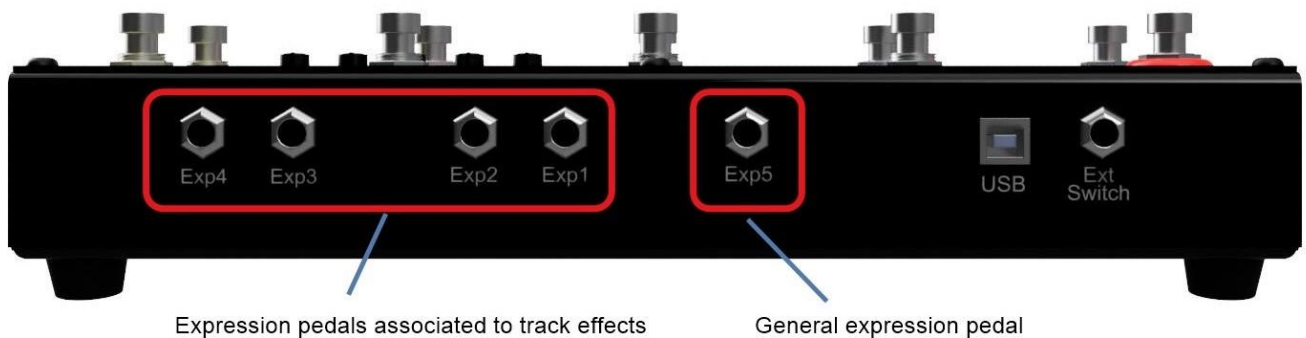
It is possible to change the MIDI notes sent by the external footswitch: refer to the parameters `NOTE_EXT_BUTTON1` and `NOTE_EXT_BUTTON2` in the `config.ini` file (see section [6D. LOOP4LIVE CONFIGURATION IN ABLETON LIVE](#)).



## 7F. The expression pedals

The MKII version of Loop4Live now allows the use of 5 expression pedals. These will allow you to control different features of Ableton Live:

- 4 of the expression pedals control the effects of the selected tracks and the volumes of the clips and tracks:
- The last pedal allows you to control more general parameters.



### 1. The 4 expression pedals assigned to the tracks (Exp1, Exp2, Exp3 and Exp4)

- In scene mode (green LED on), these expression pedals control the volume of clips and tracks depending on the type of track:
  - For audio tracks, the expression pedals control the gain of clips.
  - For midi tracks or grouped tracks, the expression pedals control the volume of the tracks.
- In Effects Mode (amber LED on), these expression pedals control the parameters of the effects. To assign an Effect to the Expression Pedals, see section [7C. THE EFFECT MODE.](#)
- In Free Mode, the CC values sent by the Expression Pedals can depend on the selected track numbers. See section [7B.4. FREE MODE: BEHAVIOR OF THE EXPRESSION PEDALS](#) for more information.

It is possible to control the effects in Scene Mode by locking the selection with a long press on the effects buttons (see [7C.7. EFFECTS MODE: A-B-C-D BUTTONS](#))

The Exp1 input controls track 1, Exp2 track 2, Exp3 track 3 and Exp4 track 4.

## 2. General expression pedal (Exp5)

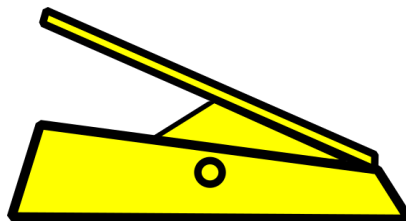
Expression Pedal #5 can either be assigned to the Ableton controllers of your choice, or to the volume of the last recording made via Loop4Live.

- To assign the Expression Pedal to an Ableton controller, see section [10G. ASSIGNING AN EXPRESSION PEDAL OR A SWITCH TO AN ABLETON CONTROLLER](#).
- To assign the Expression Pedal to control the volume of the last recording made :
  - o Set the EXP\_CONTROL\_LAST\_RECORD\_GAIN parameter to 1 in the remote scripts config.ini file (see [6D. LOOP4LIVE CONFIGURATION IN ABLETON LIVE](#)).
  - o Restart Ableton.

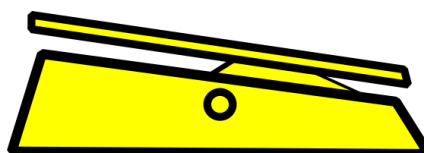
## 3. Calibration of the expression pedals

To calibrate your expression pedals:

- Plug your expression pedal into the dedicated Loop4Live jack.
- Calibrate it (high and low position) using the Scene Menu on Loop4Live (press the second rotary encoder to access this menu - see section [7D.2. SCENE MENU AND EXPRESSION PEDAL CALIBRATION](#)).
  - o Select the expression pedal you wish to calibrate from the "Select" drop-down list (Exp1, Exp2, Exp3, ...)
  - o Place the corresponding Expression Pedal in the down position and press the "Cal. down" button (ie. Calibrate down):



- o Place your expression pedal in the up position and press the " Cal. up " button (ie. Calibrate up).



- Repeat the same procedure, selecting the other Expression Pedals from the drop-down list.
- The calibration is stored in the pedalboard's memory, so you only need to do this once (unless you change the expression pedal).

#### 4. Controlling volume with the expression pedals

Changing the volume via the pedal is special: The volume is not adjusted directly in relation to the pedal position. Indeed, this way of doing things would lead to too much fluctuation of the volume to find the right position (depending on the initial position of the pedal after the recording). We preferred to transform the expression pedal into a rotary encoder. To understand the concept, you need to know that the midi signals (CC type) sent by Loop4Live according to the position of the expression pedal are between the values 0 (low position) and 127 (high position). Values greater than 64 and increasing will be interpreted by Ableton as volume increases, values less than 64 and decreasing will be interpreted as volume decreases. To increase the volume, you must therefore press the expression pedal in the up position to send midi values greater than 64 and in the up direction. If you are in the up position but you move the pedal down, there will be no action until you go below the value 64. Conversely, to decrease the volume, you will have to operate the expression pedal in the low position to send midi values below 64 and in the downward direction. Try it and you will probably understand more quickly than with a soporific reading 😊.

Now you know all about Loop4Live functionalities, great job! If you don't know Ableton Live®, you can continue in next section to see all main concepts needed to have the best experience.

## 8. Ableton Live main concepts

Ableton Live® is a powerful sequencer which provides a wide range of audio transformations. In this section, we will only show main concepts to be able to interact with Loop4Live foot controller. If you would like to go deeper into Ableton Live® learning, Live documentation is available on their web site.

### 8A. Bar and beats explanation

A **bar** (or **measure**) is a segment of time corresponding to a specific number of beats. With a 4/4 signature, a bar will contain 4 beats (the most common). We will see that warping is based on this aspect.

### 8B. Warping

Ableton Live® Warping functionality lets you easily time stretch tracks for beat matching, mash-ups and sampling. Drag an audio file (wav, aiff, mp3) into Live, from Live Browser, directly from iTunes or from your desktop. Live® will attempt to auto-warp the file. This functionality allows to recognise tempo of the sample.

If you want to get a sample looping, you have to enable warping. If you plan to just play a backing track one time (a whole mp3 for example), disable warp mode on the clip.

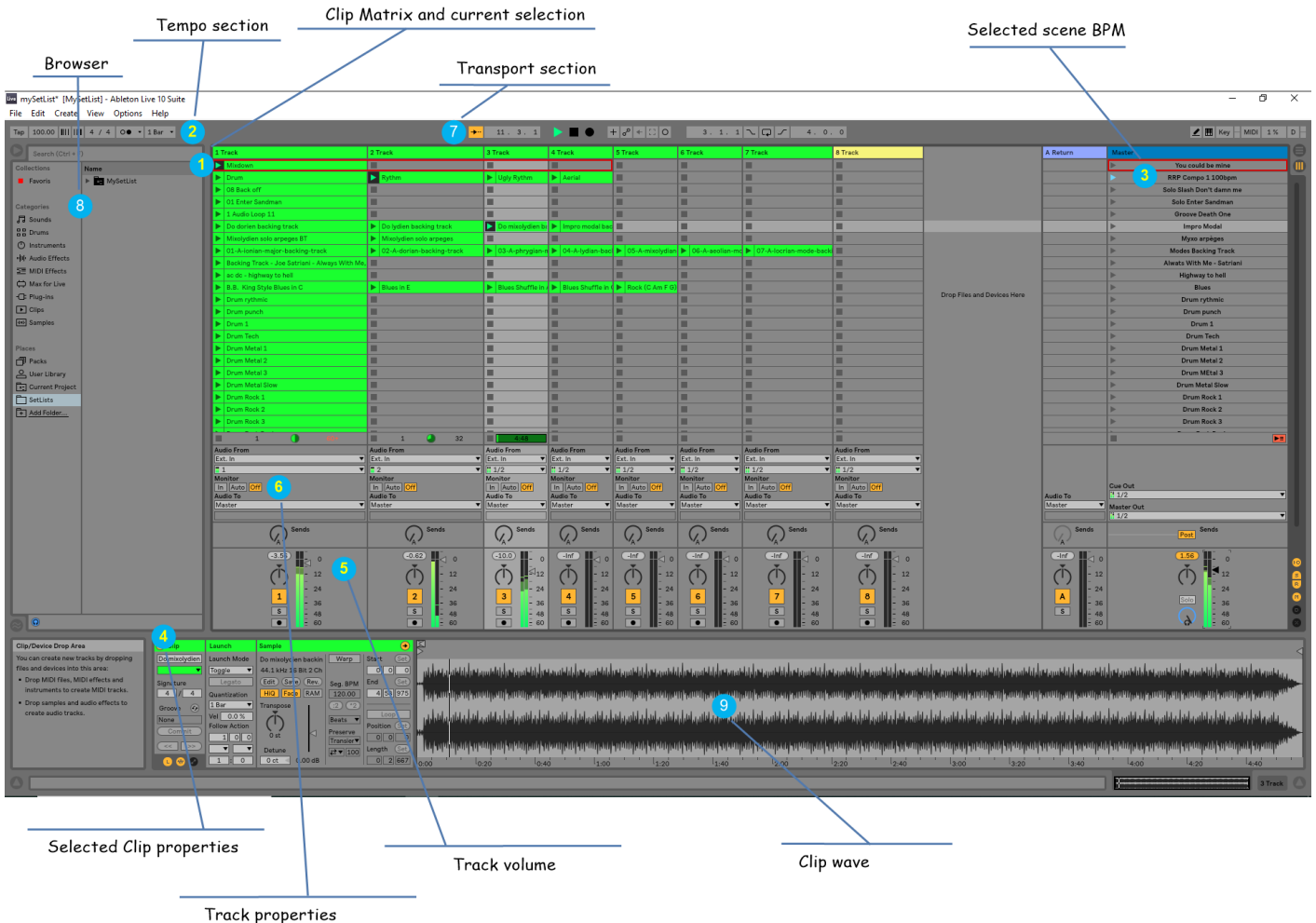
Making a sample warped will divide it into beat so that Ableton Live® will know where is the start of the sample and its end too. **It follows that when launching a clip, Live® will wait the next first beat of the next bar to play it** (it is also true for recording purpose).

### 8C. Think to save your work when closing Ableton Live®

**Think to save your work** when closing Ableton Live® or all your work will be lost! Remember that nothing is saved on the Loop4Live device. All your work is on your computer. It is also the moment to write bpm in new scene name, else clips in this scene will start at song tempo during your next session.

## 8D. Ableton Live interface

Let's go: open Ableton Live®. A "Live set" will be displayed (for your first use of Live®, the clip matrix will be empty):



### 1. Clip Matrix and current selection

This is the heart of Live®: this is where you place your samples (named clips). The matrix is composed of columns (Tracks) and rows (Scenes). A scene is a song or a part of a song (chorus, verse, interlude, etc...). Each track has an audio input (or midi input) and a volume. If your goal is only to record a single instrument, track input will always be the same on all tracks. The output (« audio to ») will go to track « Master ».

You can see that the first line have its first 4 clips surrounded with a red rectangle: this is the current selection which is displayed on Loop4Live footswitch. Loop4Live footswitch will be able to launch, stop or record these 4 selected clips. When using the 4 navigation buttons (left, right, scene up, scene down) on Loop4Live, the selection will follow your orders and Loop4Live display will be refreshed.

## 2. Tempo section

This section allows changing tempo settings:

- **BPM** (beats per minute): speed of the song.
- **Signature**. If you don't know this setting, let it to 4 / 4.
- **Metronome** : Enable or disable metronome. You can also change a "count in": When recording a clip, 4 beats will be played before the record process.

**Note:** Main properties available in tempo section can be changed in Loop4Live tempo menu. Report to Loop4Live explanation section.

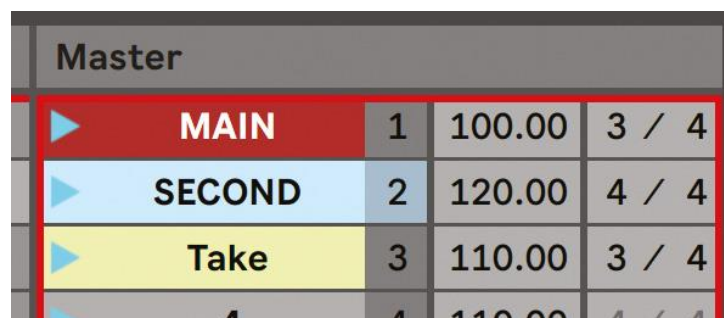
**Tip:** You can indicate the tempo and the signature in the scene name in order to change song tempo on the fly, when changing scene (cf. section [10A.3. SCENE NAME: SCENE SETTING](#)).

## 3. Selected scene BPM

Surrounded scene is the current scene selected. By default, scene tempo will be set with tempo value set in main "Tempo section". A major trick to have a specific tempo for each song is to put the BPM in the scene. Like this, when launching a scene or a clip via Loop4Live switches, global tempo will be adapted.

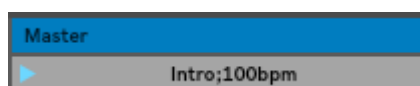
The tempo is specified in different ways depending on the version of Ableton you are using:

- For Ableton Live 11, a dedicated column exists but you will have to make it appear because it is not visible by default. To do this, you need to expand the Master track to obtain the 2 new tempo and signature columns:



Master			
▶	MAIN	1	100.00 3 / 4
▶	SECOND	2	120.00 4 / 4
▶	Take	3	110.00 3 / 4
▶	4	4	110.00 4 / 4

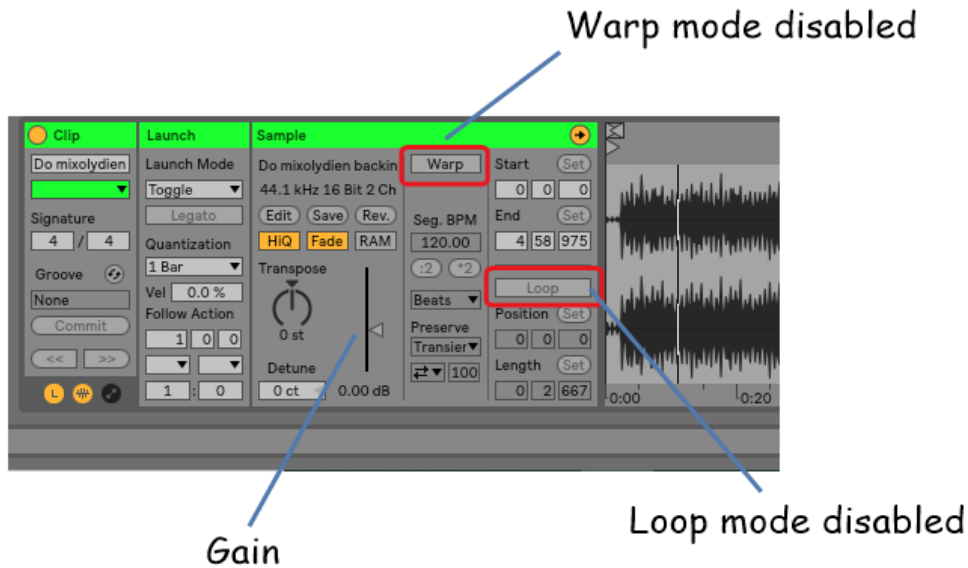
- For the previous versions (10 and 9): You must indicate the tempo in the scene name by specifying the desired tempo following "BPM". For example:



The same principle applies to signatures.

#### 4. Selected clip properties

When selecting a clip (with mouse, not with Loop4Live), you will see clip properties.



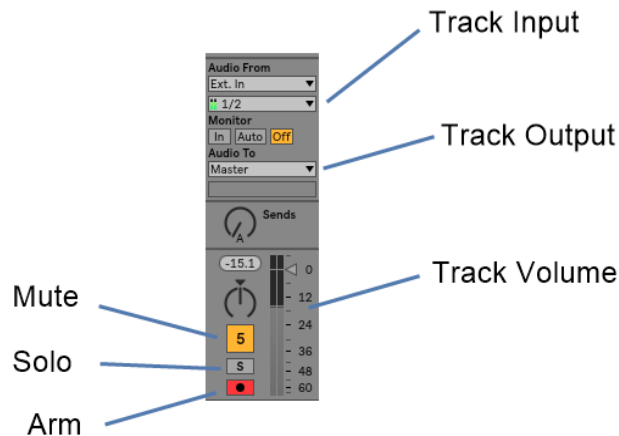
We won't see all properties but the main ones used with Loop4Live are:

- **Warp**: this is the strength of Ableton Live®. If enabling this feature, Live® will play clips in sync with tempo. To create looping clips, you have to enable warp mode. If you want to launch clip which doesn't need to be in sync (like a long guitar training sequence or a whole mp3), disable this property. Note that clip recorded via Loop4Live with a recording length set to "Infinite" will have their warp mode disabled: this is useful for training purpose (to create just a rhythm guitar without loop characteristic).
- **Loop**: If enabled, clip will restart automatically when finishing. To use this feature, clip must be in warp mode.
- **Clip gain**: A difficulty when recording on long periods is to have the same input volume every time. Clip gain property allows homogenizing all clip volumes (clip gain can be controlled using Loop4Live rotary encoders).

#### 5. Track volume


You can adapt track volume individually. But we recommend to let each track to the same volume and work with clip gain.

## 6. Track properties






- **Input:** Select audio input you want to record from. If you want to record a guitar and a bass (for example) at the same time, you will have to select 2 different inputs, or you could also use the first stereo voice of one track for guitar and the other one for bass.
- **Output:** place the output on the Master (the Master track is the final channel before actual listening).
- **Mute:** allows you to mute a track (gray button).
- **Solo:** allows you to play only one track if selected.
- **Arm:** this button must be red to be able to record on this track. Be careful, newly created tracks are disarmed by default.

## 7. Transport section

This is the tempo "brain". If you stop transport with the square button of the section , you will stop the metronome : you will have no more click. A main concept of warping (explained above in this document) is to be based on the transport feature. Remember: when launching a clip, it will actually start at the first beat of the next bar (measure).

It follows that:

- If your transport is **off**: When launching a clip, Live® will start transport at the first beat of the first bar (measure). Clip will start immediately.
- If stopping transport with the square button of the section , all playing clips will be "frozen" but still playing for Live® (icon of playing clips will be ). When relaunching transport with the play button , transport will be reset so that tempo will restart at first beat of the first measure: all previously playing clip will start immediately!



- If your transport is **on** but no clip are playing: real launch of clip following your push will be at next first beat of next bar (measure). There is more chance in this situation that clip will be launched after a short time than launched immediately.

## **8. Browser**

You can quickly access your Live set and favourite sample via this section. In this section, you can also access plugin (we will see later [MT Power Drum Kit®](#) in this manual to create drum loops).

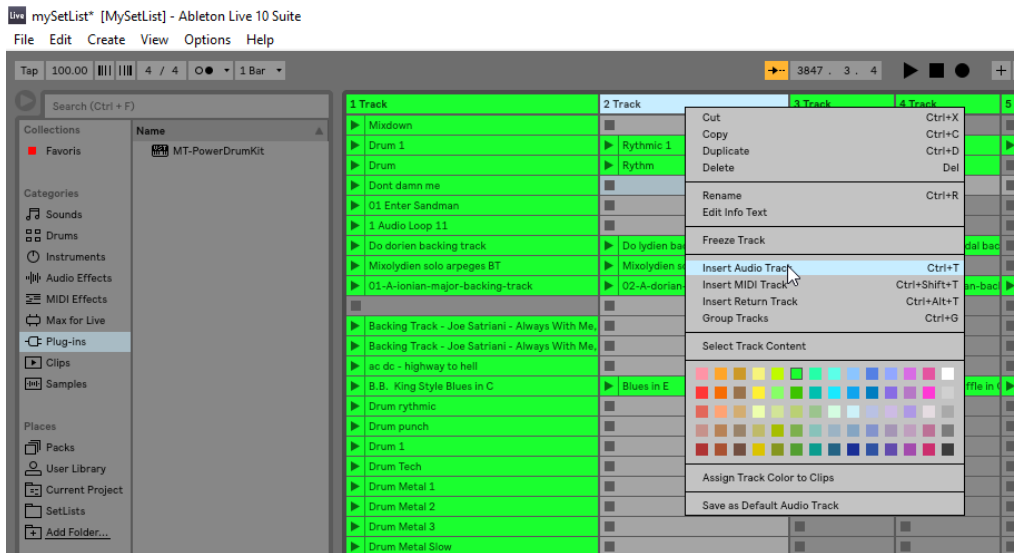
## **9. Clip wave**

This section allows changing clip length, clip start point and clip end point. If you want to create a loop from an mp3, you will use this section. We will see that later in this manual.

## 8E. Insert new tracks and new scenes

### 1. Insert new track

Right click on tracks header and select either "Insert Audio Track" or "Insert Midi Track" as below:



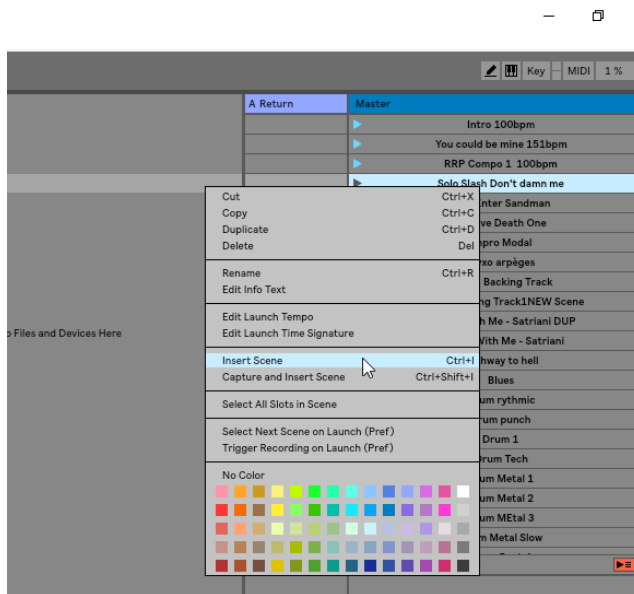
**Audio Track:** Track to handle "audio" clip like mp3, records from a microphone, etc...

**Midi Track:** Track to handle midi notes (from a midi keyboard or from an external app)

**Note:** By default, the newly inserted track will not be armed for recording. Loop4Live will therefore not be able to start recording on it. Remember to arm all the tracks where a recording will be considered. Clicking one track Arm button unarms all other tracks unless the CTRL (PC) / CMD (Mac) modifier is held.

## 2. Insert new scene

Just right click on scene list and select "Insert Scene":



## 8F. Follow action : automatically chain clips

Follow Actions allow creating chains of clips that can trigger each other in an orderly or random way (or both). A clip's *Follow Action* defines what happens to other clips in the same group after the clip plays. A group is defined by clips arranged in successive slots of the same track. Tracks can have an unlimited number of groups, separated by empty slots. Select a clip in your matrix and go to clip properties:



1. The Follow Action Time control defines when the Follow Action takes place in bars-beats-sixteenths from the point in the clip where play starts. The default for this setting is one bar.
2. The Follow Action choosers allow selecting two different Follow Actions, A and B.

3. The Chance A and Chance B controls set the likelihood of each of the two Follow Actions occurring. If a clip has Chance A set to 1 and Chance B set to 0, Follow Action A will occur every time the clip is launched. As we can see from this example, a Chance setting of 0 means that an action will never happen. Changing Chance B to 10 in this scenario makes Follow Action A occur much less often — approximately once out of every ten clip launches.

There are eight Follow Actions available:

- "Stop" simply stops the clip after it has played for the chosen Follow Action Time. Note that this overrides clip loop/region settings.
- "Play Again" restarts the clip.
- "Previous" triggers the previous clip (the one above the current one).
- "Next" triggers the next clip down in the group. If a clip with this setting is last in a group, this Follow Action triggers the first clip.
- "First" launches the first (top) clip in a group.
- "Last" launches the last (bottom) clip in a group.
- "Any" plays any clip in the group.
- "Other" is similar to "Any," but as long as the current clip is not alone in the group, no clip will play consecutively.

There is also the possibility to have no Follow Action by selecting "No Action" or leaving the chooser blank.

Note that a Follow Action happens exactly after the duration that is specified by the Follow Action Time controls *unless* clip quantization is set to a value other than "None" or "Global." Follow Actions circumvent global quantization *but not* clip quantization.

## 9. Loop4Live Max for Live devices

We provide you two free Max for Live devices:

- the first one allows to offer a large display on the computer screen or on a tablet coupled to the computer.

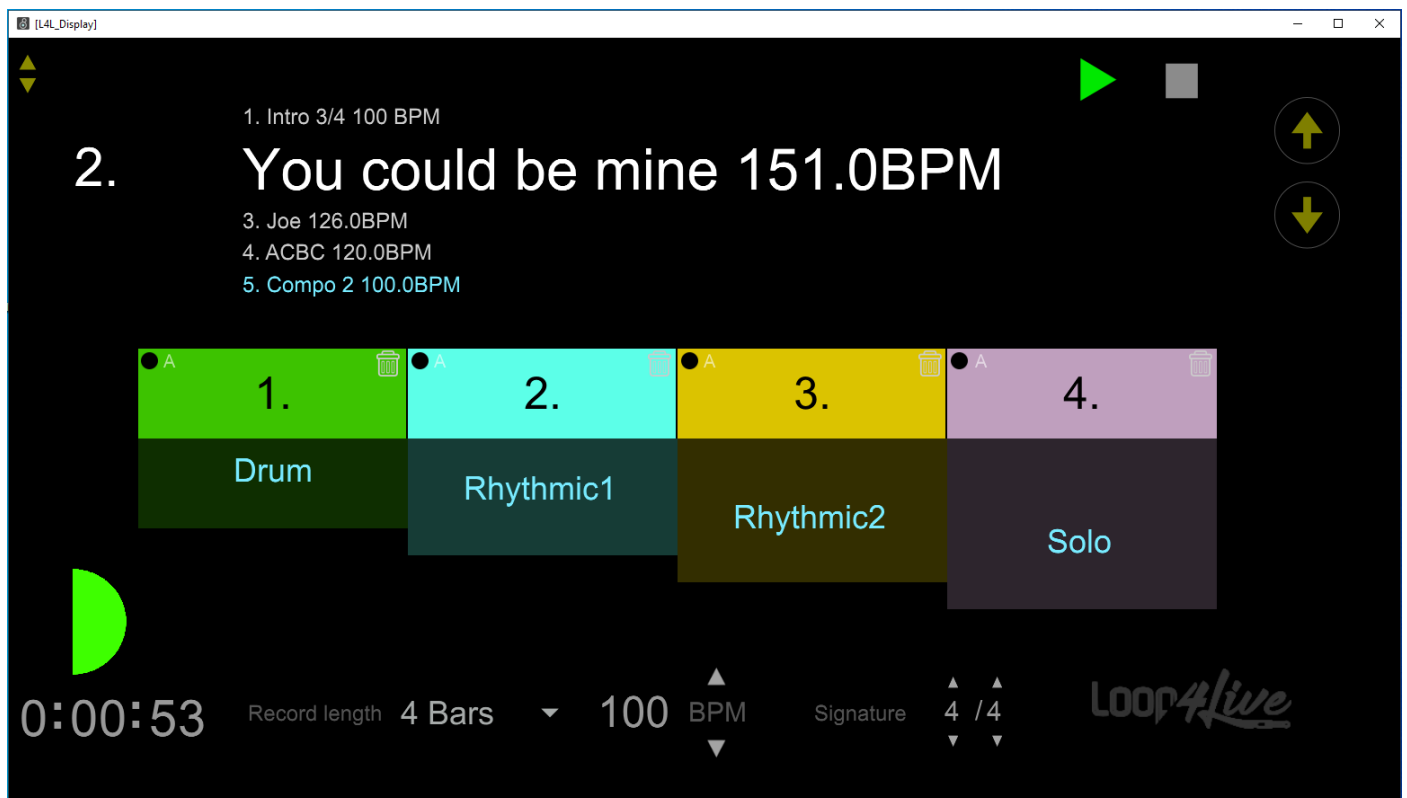
- the second one is able to control Loop4Live parameters contained in the config.ini file (in the Loop4Live folder of the Remote Scripts) and to load the modifications made in the Loop4Live\_Effects.txt (list of controlled effects) and free\_mode\_midi\_map.ini files (assignment of midi and cc notes in free mode) without having to restart Ableton Live.

### 9A. Max for Live display device

This device is available at: <https://www.loop4live.com/download/loop4live-max-display-device/>.

If you don't have Live Suite, you can find Max for Live as a license at <https://cycling74.com/products/maxforlive>.

The device displays all the information of the current pedalboard selection in a larger format, ideal for Live sessions. It's interactive, allowing you to start/stop/record clips, launch scenes, browse scenes, stop transport, change bpm and record length.



The display appears as an additional window available in Live. You can then drag this window onto one of the computer's screens. This additional screen can be a tablet connected to the computer, which will be placed in front of the pedalboard, for example:



## 1. Connecting a tablet to the computer

It is quite simple to connect a tablet to the computer. It is possible to do it with a USB cable or with WIFI.

- For Mac OS, the connection of an iPad tablet is very simple: it is supported natively by the operating system. Refer to the Apple website to make the connection <https://support.apple.com/en-us/HT210380>.
- For Windows, you will have to install a free software on the computer and on the tablet. There are several available. We use the spacedesk software (<https://www.spacedesk.net/>) which is very easy to install and use.

## 2. Presentation of the display device

Move the Loop4Live\_Display.amxd file contained in the downloaded archive to a track (not MIDI) in Ableton. The Max for Live tool will then be accessible by selecting the track where the device is dropped.

The first window looks like this:



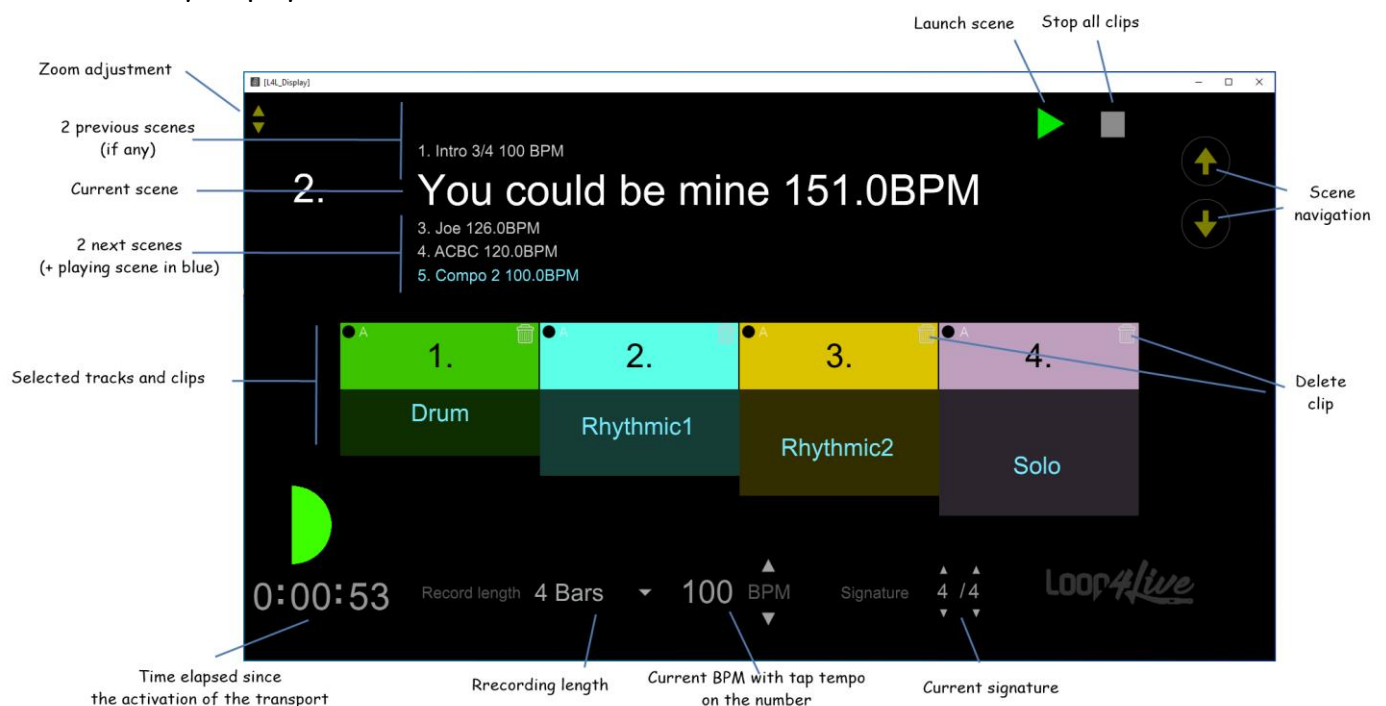
The "Refresh Devices" button refreshes the list of pedalboards in the "Select Device" drop-down list.

Select the desired footswitch from the "Select Device" drop-down list (the name of the Loop4Live displayed are the one set in the config.ini file) and you can then click "Open" to open the second display window.

The checkboxes allow you :

- to display a bigger scene navigation format (clips information will be hidden) : with this option enabled, you can choose the number of scenes displayed before and after the selected scene.
- to display the bpm in the scenes name

The secondary display is as follows:



Are displayed (from left to right and top to bottom):

- the zoom adjustment to fit the size of the elements on the screen.
- the launch scene button to launch the selected scene.
- the stop all button to stop all clips immediately.
- the 2 previous scenes, plus the playing scene at the top if above of the 2 previous scenes.
- the number and the name of the current scene. The scene name can be preceded by a symbol indicating if an automatic scene change via a tag (l4lnextsc for example) is set:



: a tag l4lnextsc is present in the scene name. So, there will be a change of scene when the whole scene is launched.



: a tag l4lmovesc is present in the scene name. So, there will be a change of scene when the whole scene is launched.



: a tag l4lprevbsc is present in the scene name. So, there will be a change of scene when the whole scene is launched.



: a tag l4ldownfiresnextsc is present in the scene name. So, the next scene will be launched when pressing the down scene button.

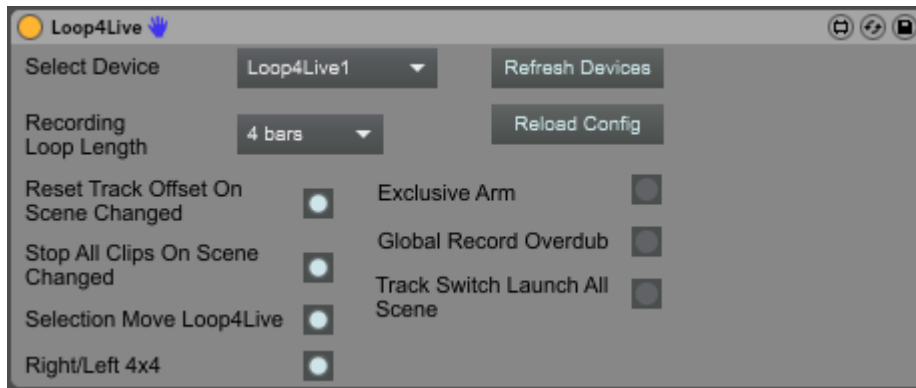
- the 2 next scenes, plus the playing scene at the bottom if below of the 2 next scenes.
- the up/down navigation buttons to browse scenes.
- the 4 selected tracks and the name of the clips if they exist. The "armed" indicator is present on each track as well as the type of track (Audio or Midi). The garbage allows to delete the clip.
- the current beat.
- the current tempo, the selected recording length, the signature and finally the elapsed time since the transport is active. A tap tempo is present on the bpm number. The recording length is selectable.

When you select "Big scenes navigation", the scene navigation window will be displayed in a bigger format. The scene navigation window displays the names of the 3 previous scenes, the current scene and the 3 following scenes (the number of scenes before and after can be adjusted in the first window):



## 9B. Max for Live configuration device

This device is available at: <https://www.loop4live.com/download/loop4live-max-device/>.  
 If you don't have Live Suite, you can find Max for Live as a license at <https://cycling74.com/products/maxforlive>.



You will be able to control most parameters contained in config.ini file without restarting Ableton. Select the Loop4Live device you want to edit and change parameter as you wish.

Move the Loop4Live.amxd file contained in the downloaded archive to a track in Ableton. The Max for Live tool will then be accessible by selecting the track where the device is dropped.

Max for Live is downloadable at: <https://cycling74.com/products/maxforlive>.

The " Refresh Devices " button refreshes the list of pedalboards present in the " Select Device " drop-down list.

Select the desired pedal board in the " Select Device " drop-down list: all the parameters are positioned according to their value in the config.ini file.

The "Reload Config" button allows you to reload the config.ini, effects.csv and free\_mode\_midi\_map.ini files. If you make a change in these files, you can press the "Reload Config" button to reload them: no need to restart Ableton to take them into account.

## 10. Practical aspects

Now you have seen theoretical aspects, let's see practical one.

### 10A. Organization of your clip matrix to have the best experience with Loop4Live

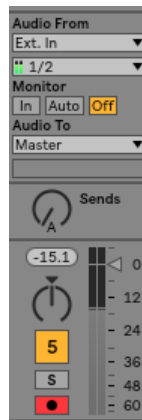
#### 1. Tracks configuration

To record guitar, we need an audio interface with at least one input. This input will be the input for all tracks (except perhaps the first track where you will place drum loop).

Track output will go to Master. Master track is the last track in the chain before to send the signal to your speakers. This is where you can adapt global volume.

Create some audio tracks with the setting explained above. And let's go!

Here is a valid configuration for a track:



**Note:** Think to arm tracks at their inception. By default, it won't be armed.

#### 2. Organization for the sequence of clips

Here we are! You have in your clip matrix some loops that you have recorded (or retrieved). For example, we have a drum kit (Drum 1), a first rhythm guitar (Rhythmic 1) and a second rhythm guitar (Rhythmic 2) that we want to chain together (the first stops when the second starts). There are 3 methods to do this:

### 2.1. Horizontal launch of clips

The clips are arranged horizontally in the matrix (on a single scene):

1 Track	2 Track	3 Track	4 Track	Master
▶ Drum 1	▶ Rhythmic 1	▶ Rhythmic 2	■	▶ Song 1
■	■	■	■	▶
■	■	■	■	■

Tracks 1 and 2 are playing. The start and stop of the clips will be done with the [7A.1. A-B-C-D BUTTONS-START/STOP/RECORD](#).

The switches for the "Rhythmic 1" and "Rhythmic 2" clips must be pressed before the first beat of the next bar. This will stop the "Rhythmic 1" guitar and switch to the "Rhythmic 2" guitar.

### 2.2. Vertical launch of clips

The clips are arranged vertically in the matrix (on 2 scenes):

1 Track	2 Track	3 Track	4 Track	Master
▶ Drum 1	▶ Rhythmic 1	■	■	▶ Song 1 Part 1
▶ Drum 1	▶ Rhythmic 2	■	■	▶ Song 1 Part 2
■	■	■	■	■

Tracks 1 and 2 are playing. The start will be done with the switch [7A.4. FULL START STOP BUTTON](#).

We select the next scene and then press the Start/Stop button to chain the clips contained in the "Song 1 Part2" scene. When the "Song 1 Part2" scene is launched, the "Song 1 Part1" scene will automatically stop. This organization would allow, for example, to have a different drum set for this part.

### 2.3. Launching via Follow Actions

We can also automate the launching of clips via Follow Actions. The duration of the clips will then be fixed. Follow Actions are very useful to launch short passages like transitions. We advise you to add a tag in the name of the scene at the origin of the Follow Actions so that Loop4Live moves on the last scene triggered by the Follow Action (see the paragraph below).

### 3. Scene name: scene setting (tags)

Several parameters can be placed in the scene name to configure the currently playing scene:

**Attention mac owners:** each element must be surrounded by semicolons!

#### 3.1. Mandatory: Add the BPM to the scene

**Add the BPM** to the scene to have Live® play clips from that scene at that tempo. On Live 11, there is a dedicated section next to the scene name for indicating the tempo, which you can use instead of indicating the tempo in the scene name (see section [8D.3. SELECTED SCENE BPM](#) to bring up the tempo column on Live 11).

#### 3.2. Add the signature to the scene name

**Add the signature** (in numerator/denominator format) to change the signature of the song. On Live 11, there is new section to handle the signature, you can use it.

#### 3.3. Add the recording length to the scene name

**Add the desired recording length** when recording via the pedalboard. We provide 2 tags to set the recording length:

- with the tag **l4lX** where X is the index of the desired length (0: '1 Beat', 1: '2 Beats', 2: '1 Bar', 3: '2 Bars', 4: '4 Bars', 5: '8 Bars', 6: '16 Bars', 7: '32 Bars', 8: 'Infinite', 9: '12 Bars', 10: '24 Bars').

- with the tag **l4lcustlenX** where X is the length in bars (example: l4lcustlen10 will record on 10 bars).

**Example of a scene name:** "Another Brick In The Wall;4/4;100BPM;l4l5". This will change the Ableton parameters as follows: Signature of 4/4, Tempo at 100 beats per minute and record loop length set to 8 bars.

### 4. The tags

**Simplify your life!** Changing scenes automatically when a scene is launched, or launching a scene by pressing the lower scene change button, simplifies actions (we always prefer to have as few actions as possible to perform, especially in live). Various "tags" placed in the scene names will enable you to do this. Tags begin with the prefix l4l: these are lower-case L, not capital I.

#### 4.1. Scene launch tag when the down or up button is pressed: **I4ldownfiresnextsc** et **I4lupfiresnextsc**

- **I4ldownfiresnextsc**:

Adding **I4ldownfiresnextsc** to the scene name will automatically launch the next scene when the lower scene change button is pressed. Scene launch will be quantified. This tag is the ultimate live ally! If the next scene is empty, all clips currently playing will be stopped, ideal for stopping song endings.

- **I4lupfiresnextsc**:

Adding **I4lupfiresnextsc** to the scene name will automatically launch the previous scene when the upper scene change button is pressed. Scene launch will be quantified. If the previous scene is empty, all clips currently playing will be stopped, ideal for stopping song endings.

#### 4.2. Scene change tags: Automatic scene change after scene launch

- **I4lnextsc**:

Adding **I4lnextsc** in the scene name will allow to automatically go down from scene when launching a complete scene. Remember not to add this tag to the last part of a song so that the global start button **7A.4. FULL START STOP BUTTON** will stop the clips at the end of the song (the global start button stops the scene if at least one clip is playing in current scene).

It is possible to add a number after the **I4lnextsc** tag to go down a certain number of scenes. For example, **I4lnextsc3** will go to the 3rd scene below the current scene.

- **I4lprevsc**:

It is the opposite of the **I4lnextsc** tag: the **I4lprevsc** tag placed in the name of the scene allows to go up a scene when a scene is launched.

It is possible to add a number after the **I4lprevsc** tag to move up a certain number of scenes. For example **I4lprevsc3** will move to the 3rd scene above the current scene.

- **I4lmovescX**:

The tag **I4lmovescX** allows to indicate on which scene the selection will move. The number of the scene is indicated instead of the X of **I4lmovescX**: for example, **I4lmovesc4** will move the selection on scene n°4 when the current scene is launched.

- **I4lignoresc**:

The **I4lignoresc** tag allows to ignore a scene when going up or down via the pedal board. The selection will be made on the next scene which does not have **I4lignoresc** in its name.

### 4.3. The scene stop inhibition tag: `I4lneverstopsc`

Sometimes, during concerts, we don't want to stop the scenes via the Start Stop button. When we work with several dozens or hundreds of scenes, it can happen that a clip is already playing on the scene we're launching: in which case everything stops and it's a blank! We therefore propose the `I4lneverstopsc` tag, which when positioned in the name of the first scene (so that you only have to indicate it once for all scenes and not on each scene), will prevent playback stops via the scene launch button. To stop all clips, you'll need to launch a scene empty of clips. Please note: Ableton must be restarted for the addition or removal of the `I4lneverstopsc` tag to be taken into account (or by using the `I4lreloadconfig` tag).

### 4.4. Automatically change pedalboard mode: `I4lsetfreemodeX` et `I4lsetscenemode`

There are 2 tags for changing the pedalboard mode at scene (or clip) launch:

- **`I4lsetfreemodeX`**: the pedalboard switches to free mode on configuration number X (replace X by the number of the desired configuration file (alphabetical order). If you have only one free mode configuration file, replace X by 1).
- **`I4lsetscenemode`**: pedalboard switches to scene mode

### 4.5. The track positioning tag: `I4ltrackoffsetX`

It's possible to tell the pedalboard which track to position itself on when changing scene:

- **`I4ltrackoffsetX`**: This tag indicates which track the selection will move to when the scene is changed. Replace X with the desired track number.

### 4.6. Configuration reload tag `I4lreloadconfig`

A tag is available for reloading configuration from the config.ini file. This means you don't have to restart Ableton to take into account changes in this file.

This tag is **`I4lreloadconfig`**: placed in the name of a clip, launching this clip will reload the pedalboard configuration from the config.ini file.

-

### 4.7. Automatic scene change tag in clips

In the same way as for scene names, adding the tag `I4lnextsc` in the name of a clip will move the Loop4Live selection down one scene when the clip is launched.

## **5. *Clip name***

Name of newly created clip will be generated from track name. Perhaps you could change Track name with a precise name like "Drum" for the first track where will be located drum loops.

## **6. *Setting colors on the tracks***

In order to know quickly your lateral position in the tracks on the Loop4Live display, we recommend assigning the same color to each group of 4 tracks. For example green for the first 4 tracks, red for the next 4, etc. To change the color of a track, click on it with the right mouse button and select the desired color.

## **7. *Tracks groups***

It is possible to group certain tracks so that the clips contained in them are launched with a single switch press. Select the tracks to be grouped, then right-click on them and select "Group tracks". It is then possible to keep only the grouped track visible and to make the "child" tracks disappear by clicking on the "Ungroup" button on the group track.

## **8. *Drum track on the first track***

We recommend reserving the first track for drum loops. Create several scenes at the bottom of the clip matrix that will store only the drum loops you are used to using. You can then duplicate these drum-only scenes and create new recordings on them whenever you are inspired.

## 10B. Launching a record

### 1. In "Session" view :

As explained above, all your tracks inputs are set with your guitar input to capture it.

There are 2 ways to start a recording with Loop4Live:

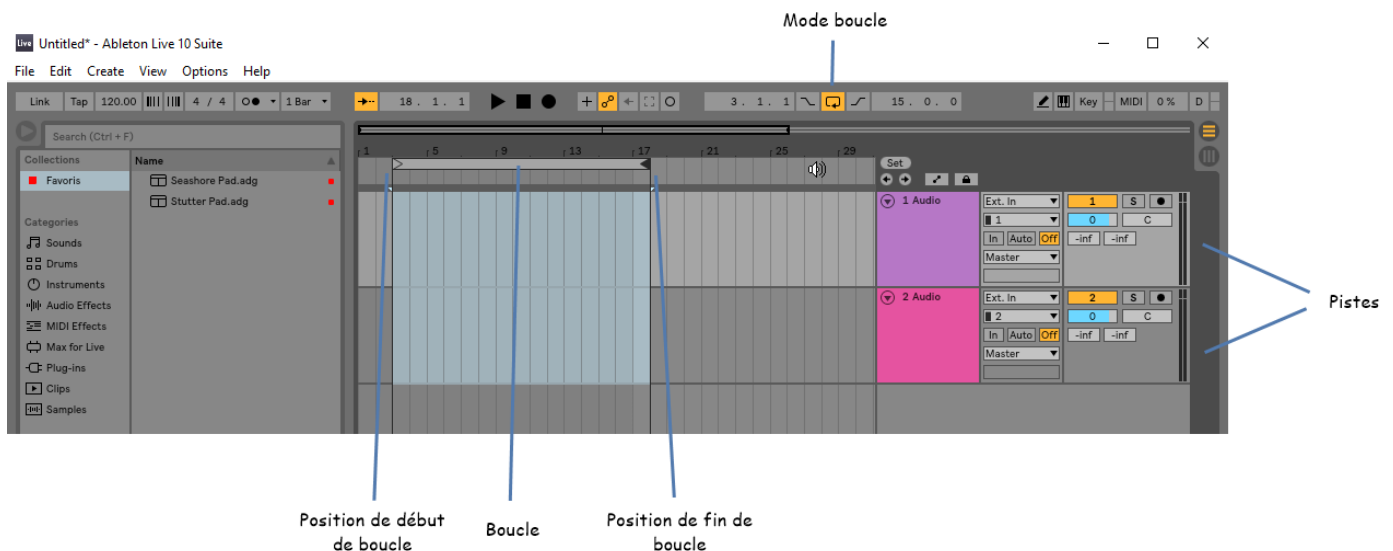
- Either when Loop4Live is in " Free mode " (the luminous ring in the top left corner is red): You launch the recording with the button **7A.4. FULL START STOP BUTTON** : Live® will attempt to find the first empty slot in the current selection and then on the right tracks. Live® will not search before the selection (on the left).

- Or use the **7A.1. A-B-C-D BUTTONS- START/ STOP/ RECORD** to record to a specific track if no clip is already present.

The length of the recording is available via the tempo menu: **7D.1 TEMPO MENU**.

### 2. In "Arranger" view :

Set Loop4Live in "Free Mode" (the upper left light ring is red). Use the global record button (**7A.4. FULL START STOP BUTTON** ) to start recording an armed track from the loop start position. The "Arranger" mode is as follows:



Recording will take place inside the recording loop modeled above (on armed tracks). You can change the start and end positions as you wish by dragging them. If you activate the loop mode, the recording will loop over the zone, you can then select the best take. All takes are present in one audio file available in clip wave window: start and end marker are adjustable to keep the best take.



## 10C. Recording with several Loop4Live

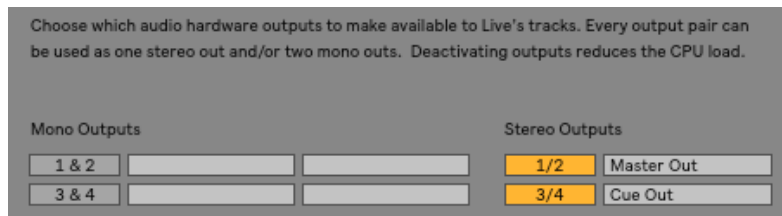
There is a little limitation when recording with several Loop4Live using button [7A.4. FULL START STOP BUTTON](#) . When launching the record with this button, Live® will find the first empty clip slot (or create a new track to have one). Live® schedules this reservation, it is not immediate (programmatically speaking). So if record is launched at the exactly same time with 2 different Loop4Live, it could happened conflict: only one record will be launched, the 2 requests having find the same clip slot. We can't do nothing against that but the probability that the 2 Loop4Live are pressed exactly at the same time by 2 different persons is really low.

That's why we advise you to start recording with the Start/Stop/Record Clip button (the button controlling a clip allows you to record if the slot is empty).

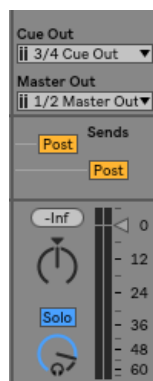
## 10D. Send Metronome click on a dedicated output for your drummer.

If your sound card/audio interface has multiple outputs, the metronome can be routed to one of them using the Cue Out output in Live Master Track. Useful in situations where you need a click track which shouldn't be heard through the master out.

Firstly make sure to enable the extra output(s) in Live Audio Preferences. You can also rename these in Live 10.

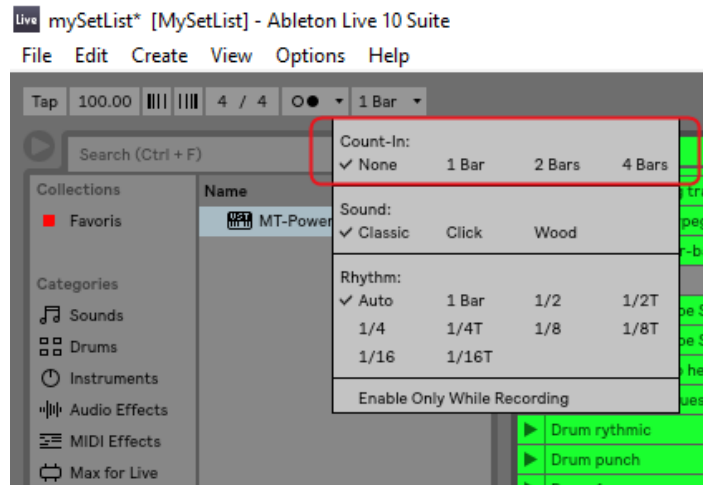


Then open the I/O section and route the Cue Out on the Master track, which includes the Metro-  
nome, to the desired output.



## 10E. Recording with count in

Just go in Tempo section:



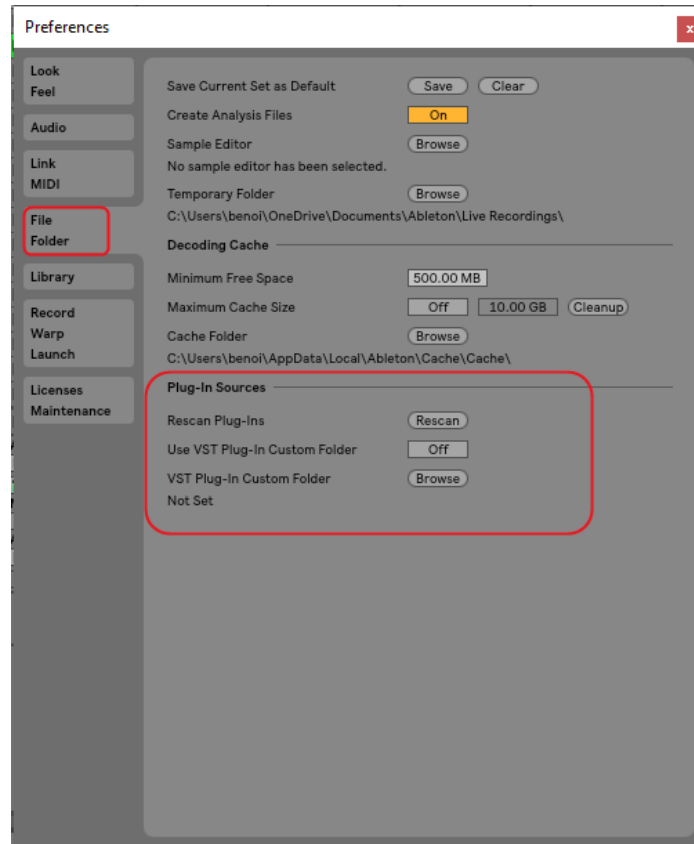
Select bar count you wish before your launch.

## 10F. Adding a drum loop using [MT Power Drum Kit®](#)

We will use [MT Power Drum Kit®](#) which is really simple but offers a lot of different drum loop. Their web site show videos on how to use it. Here is a summary to make it work with Ableton Live®.

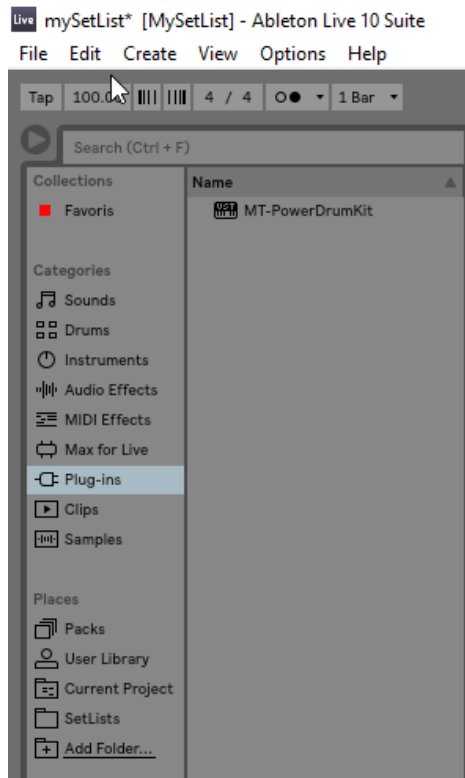
- First, download the software.
- Copy both file named MT-PowerDrumKit.dll and MT-PowerDrumKit-Content.pdk into your VST plugin folder if existing. If this folder does not exist, create one at the location you prefer (for example My Documents/VSTplugin).

- Go to Ableton Live® preference and go to « File Folder » tab :

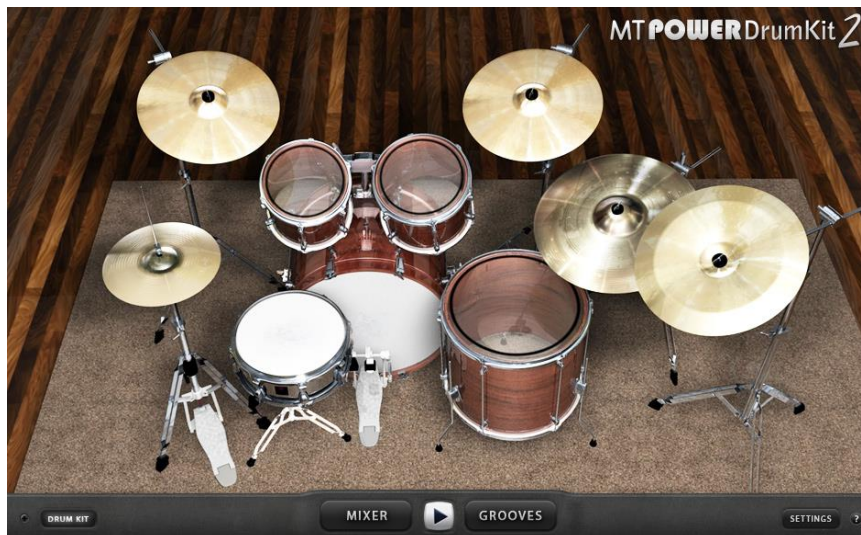


- In « Plug-In Sources », set parameter « Use VST Plug-In Custom Folder » to on. Select your VST Plugin folder via the "rescan" button. Your folder will then appear below « VST Plug-In Custom Folder » parameter.
- Click on « Rescan » button to make it appears in Browser.
- Close Preferences.

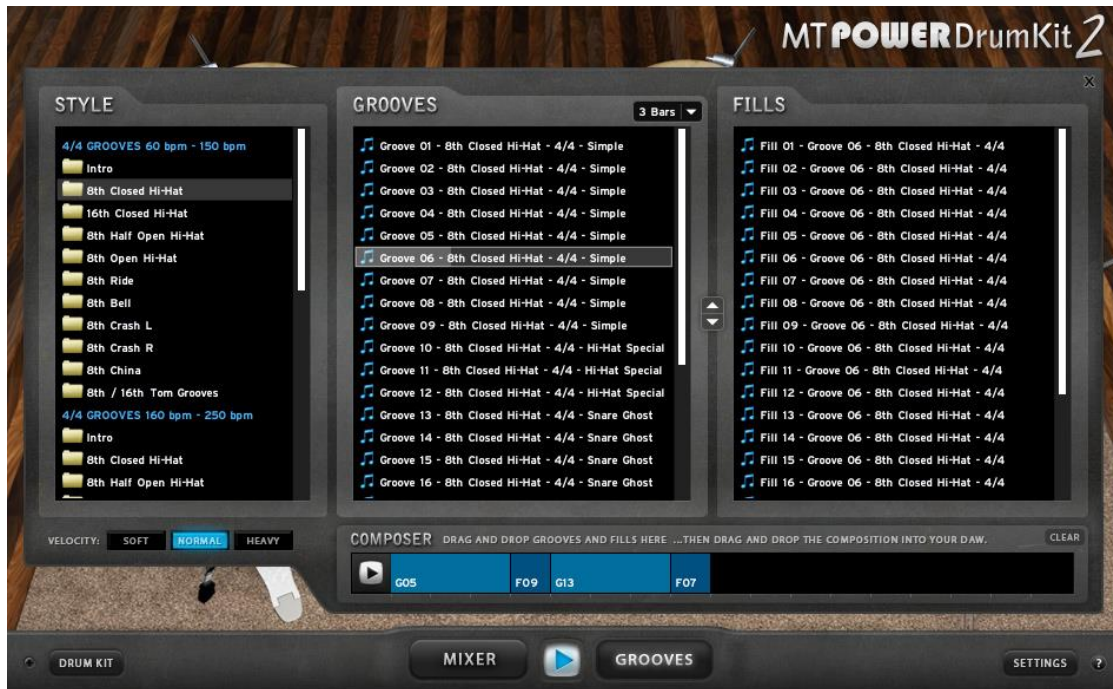
- Plugin is now available in « Plug-Ins » Browser section :



- Create a Midi Track (column) in clip matrix. Drag and drop the plugin from the browser to a clip slot on the Midi Track. It will open [MT Power Drum Kit®](#) interface :



- Click on « GROOVES » to open the drum loop maker :



- Select a drum style in the "Style" column. It will refresh the « Grooves » column and « Fills » column.
- The « Grooves » part will create by default a 3 bars loop (you can change length with the drop-down list at top of this column but don't touch it for the moment). The « Fills » part allows adding a transient part to the end of the loop. So adding a « Grooves » part of 3 bars with a « Fills » of 1 bar will generate a 4 bar loop.
- Drag and drop a « Grooves » part in the « COMPOSER » section and a « Fills » part at the end: you've got your loop.
- Drag and drop your new loop from the « COMPOSER » section to an empty slot in the Midi Track of Ableton Live®.
- That it!

## 10G. Assigning an expression pedal or a switch to an Ableton controller

To create a MIDI mapping with your expression pedal or a switch:

- Turn MIDI map mode on (Mac: CMD + m, Windows: Ctrl + m).



- Select the function you wish to map, eg. a volume fader.
- Change position of your expression pedal.
- The controls are now mapped and displayed in the « Midi Mapping » section on the left side.
- Exit MIDI map mode.

## 10H. Adding a backing track into playlist and make it loops or not

Ableton® Warping functionality lets you easily time stretch tracks for beat matching, mash-ups and sampling.

If you don't plan to play mp3 in loop, disable warp mode (will automatically disable loop mode). If you want to make it loop, follow these actions:

- Drag an audio file (wav, aiff, mp3) into Live, from Live Browser, directly from iTunes or from your desktop.



- Live will attempt to auto-warp the file. If Live gets it right, you're done. However, if you want to "tighten up" the warping, or if Live did not get it right, follow the next steps:
- Double-click on the clip.

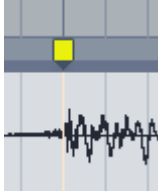


- The clip waveform will now be visible below. To launch the clip click the yellow triangle.

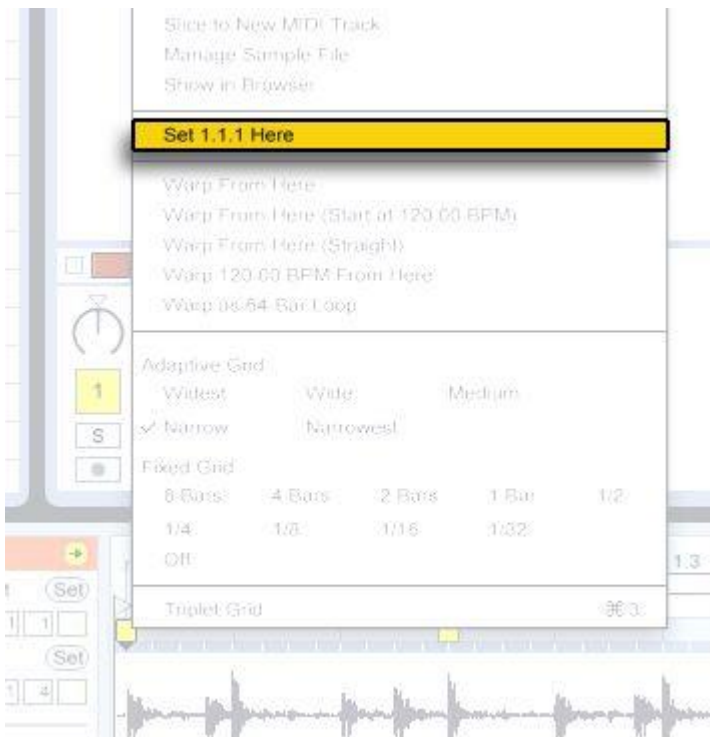




- Now, you need to find the first beat, or the "one." Zoom-in to the area where you are hearing the "one" using the magnifying glass above the audio file. If the first beat is wrong, double-click on the transient above the "one" to create a yellow Warp Marker (you can double-click on a Warp Marker to remove one as well).

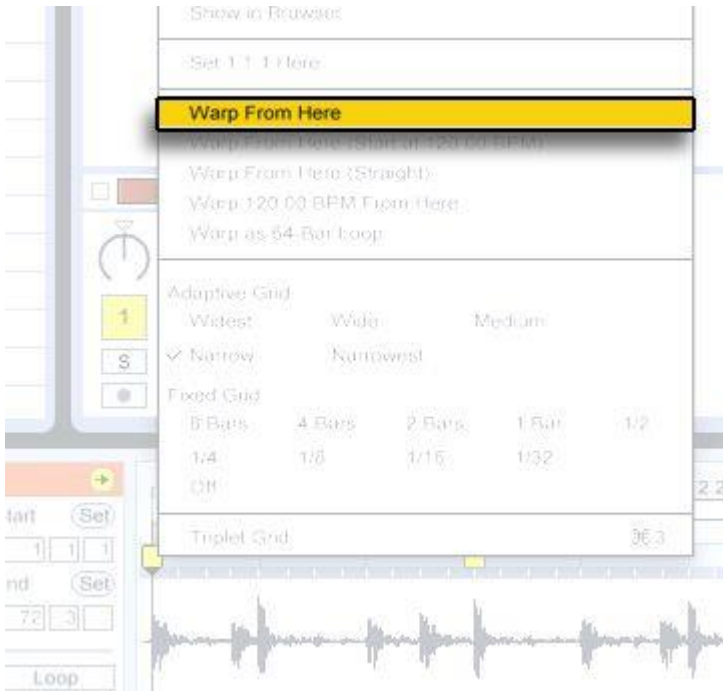


- Right-click (PC) or Ctrl + click (Mac) on that Warp Marker, and select "Set 1.1.1 here."





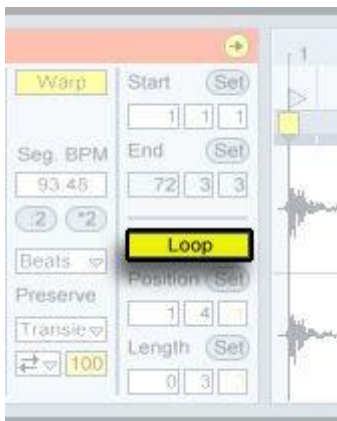
- Now, right-click (PC) or Ctrl + click (Mac) again and select "Warp From Here."



- Live generally gets it right at this point. You can turn on the metronome to hear that the track is warped correctly throughout.



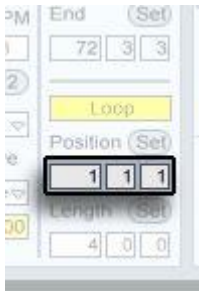
- Next, turn on the clip Loop button:



- Set the Length to 4 Measures:



- Set the position to 1.1.1.



- Now we hear a four-bar loop. (You can click on the word "Length" to zoom in to that loop.) You can click and drag in the tempo field to change the tempo of your loop.

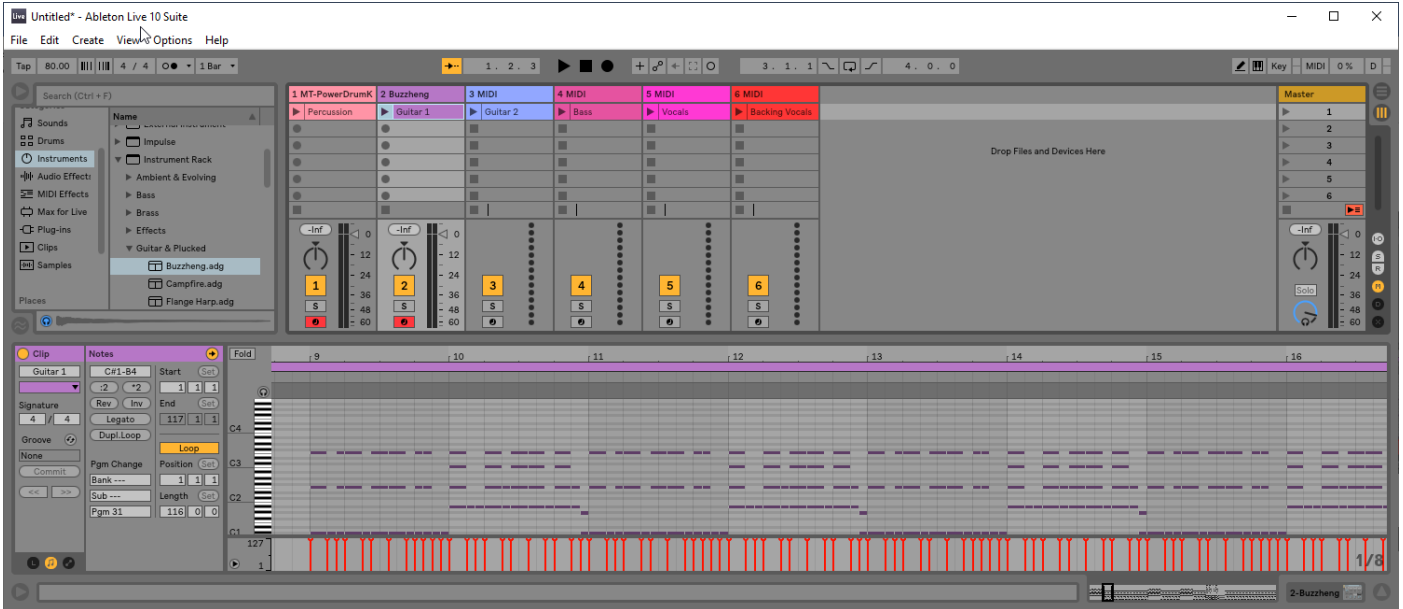


- You may want to play with the warp modes for better sound. Complex or Complex Pro are best for mixed-down songs. Use Beats for drums, and Tones for instruments like guitar, vocals, piano, and so on.

That's it! Launch your clips and enjoy.

## 10I. Insert Midi Clips

The web is full of midi tracks that you can insert into Ableton Live® to play. Download a midi song and insert it into an available clip slot on a midi track. The MIDI notes appear in the clip detail at the bottom.



Then select an instrument in the Live Explorer (for example, the Buzzheng instrument as shown in the screenshot above) and drag it to the desired MIDI track. The clip will be rendered with this instrument when it is launched. For a drum track, you can use the VST [MT Power Drum Kit®](#) plugin that we saw earlier.

There are many VST plugins on the web to simulate guitar sounds and effects.

## 10J. Changing presets of a multieffect from Ableton

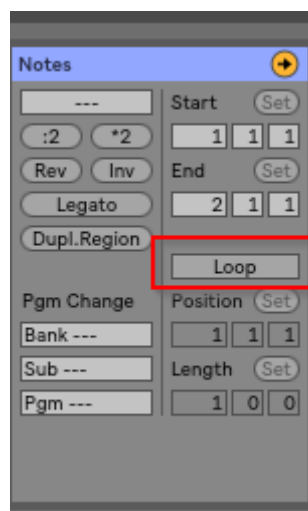
Ableton allows to send control changes to the devices connected to the computer. So we can automatically control a guitar mutlieffect during the song progression.

To control your mutlieffect:

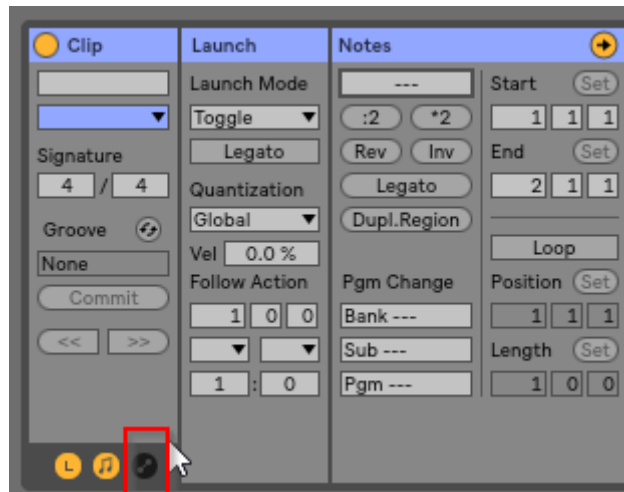
- Create a midi track
- set « No input » in « MIDI From » of the track and select the multieffect in "Audio To" :



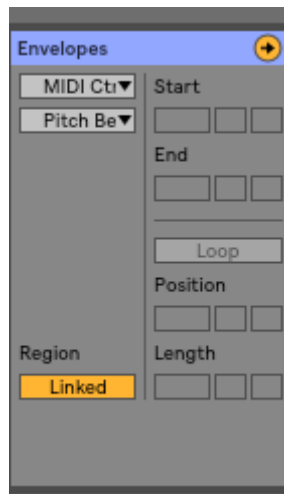
- Desactivate the loop mode :



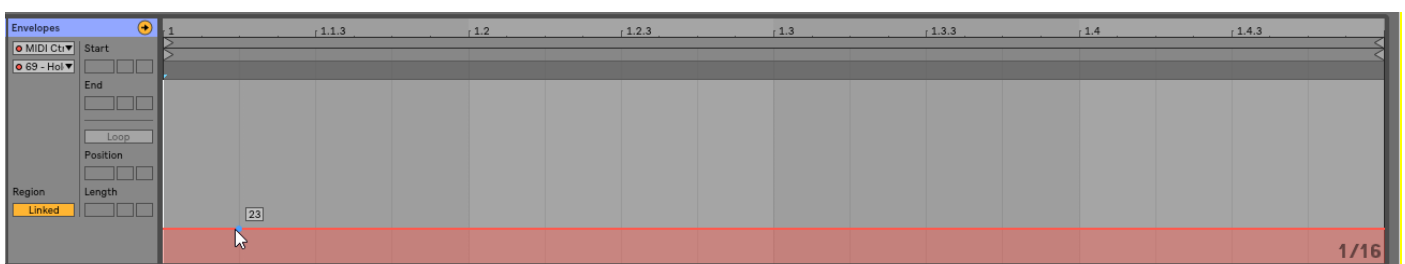
- Still in the clip detail, activate the envelopes by clicking on the button framed in red below :



- this brings up the window « Envelopes » :



- select « Midi Ctrl » in the first drop-down list.
- Select in the second drop-down list the control change you have configured in your multieffect to control the presets.
- with the red line (which indicates the velocity of the control change), choose the snapshot (ie preset) that you want to select on the multieffect: here we choose snapshot 23



## 10K. Connecting an external power supply

With the mkIII version of the pedalboard, it is possible to connect an external power supply. This is optional when using a 5-meter usb cable, but may be necessary when using a longer cable, or if the computer doesn't supply enough power.

The power supply must comply with the following specifications. It should supply 9V and a minimum current of 500mA, with a 5.5 x 2.1 connector with the center of the tip positive, as shown in the image below:



Please note the +/- polarity, as guitar pedal power supplies are usually reversed in relation to the pedalboard's needs.

## 10L. Troubleshoots

### 1. Records are not launched

Check that the track you want to record in:

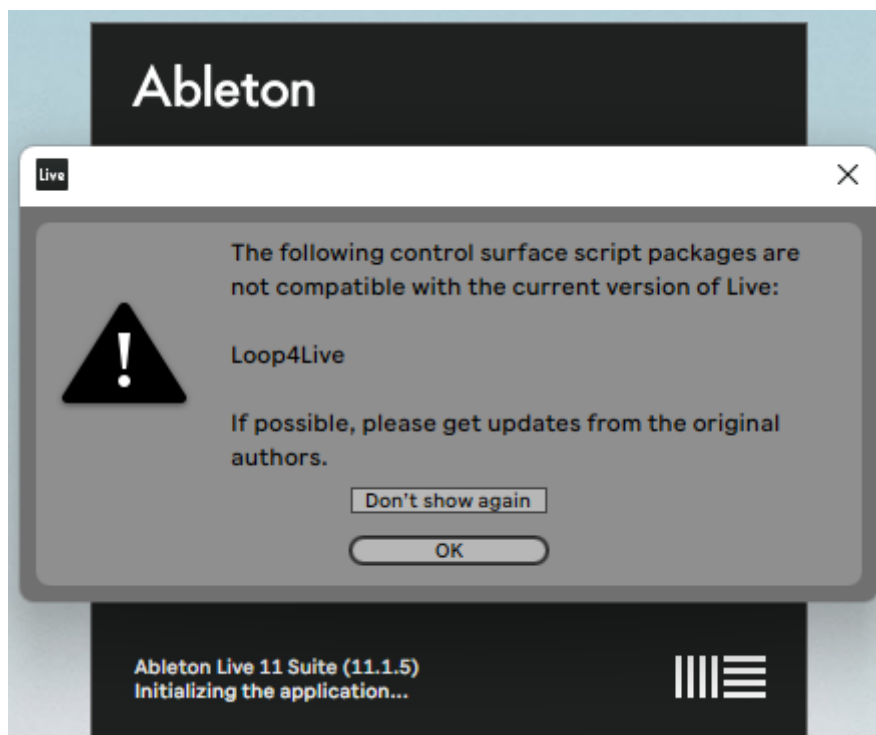
- is armed
- has a valid input (use the vumeter to check that an input is being picked up).

### 2. Playback does not stop with the A/B/C/D buttons

Check in the preferences that the launch mode parameter is set to " Toggle ". Also check on each clip that the "Launch mode" property is set to "Toggle".

### 3. Error message displayed "The following surface script packages are not compatible".

The following error message is due to an error in the version of the remotes scripts uploaded to Able-ton Live 11. Make sure you have uploaded the Loop4Live remote scripts for Live 11 and not for Live 10.



### 4. Others

Bad news ☹ Contact us at [contact@loop4live.com](mailto:contact@loop4live.com)!

## 10M. Appendices

### 1. Correspondence of the MIDI notes with their number

Octave	C	C#/Db	D	D#/Eb	E	F	F#/Gb	G	G#/Ab	A	A#/Bb	B
-2	0	1	2	3	4	5	6	7	8	9	10	11
-1	12	13	14	15	16	17	18	19	20	21	22	23
0	24	25	26	27	28	29	30	31	32	33	34	35
1	36	37	38	39	40	41	42	43	44	45	46	47
2	48	49	50	51	52	53	54	55	56	57	58	59
3	60	61	62	63	64	65	66	67	68	69	70	71
4	72	73	74	75	76	77	78	79	80	81	82	83
5	84	85	86	87	88	89	90	91	92	93	94	95
6	96	97	98	99	100	101	102	103	104	105	106	107
7	108	109	110	111	112	113	114	115	116	117	118	119
8	120	121	122	123	124	125	126	127				

 : Notes used by the Loop4Live

**Note** : the midi channel used for the communication between Ableton and Loop4Live is defined in the config.ini file (see [6D. LOOP4LIVE CONFIGURATION IN ABLETON LIVE](#)).

Function	Associated Note/CC	Reserved L4L
Launch/Stop scene	Note 32	
Overdub/ recording in arranger view	Note 121	
Launch clip track A	Note 0	
Launch clip track B	Note 1	
Launch clip track C	Note 2	
Launch clip track D	Note 3	
Delete clip A	Note 8	
Delete clip B	Note 9	
Delete clip C	Note 10	
Delete clip D	Note 11	
Mute	Note 33	
Delete last recorded clip	Note 36	
Navigation up	CC 104 and Note 35	
Navigation down	CC 105 and Note 34	
Navigation left	CC 34	
Navigation right	CC 35	
Volume clip/track A expression pedal	CC 53	
Volume clip/track B expression pedal	CC 54	
Volume clip/track C expression pedal	CC 55	
Volume clip/track D expression pedal	CC 56	



Volume clip/track A rotary encoder	CC 38	
Volume clip/track B rotary encoder	CC 39	
Volume clip/track C rotary encoder	CC 40	
Volume clip/track D rotary encoder	CC 41	
Volume master rotary encoder	CC 42	
Tap tempo	CC 43	
Effect Mode - Enable effect track A	Note 4	Yes
Effect Mode - Enable effect track B	Note 5	Yes
Effect Mode - Enable effect track C	Note 6	Yes
Effect Mode - Enable effect track D	Note 7	Yes
Effect Mode - Navigation up	CC 102	Yes
Effect Mode - Navigation down	CC 103	Yes
Effect Mode - Navigation left	CC 45	Yes
Effect Mode - Navigation right	CC 46	Yes
Effect Mode - expression pedal 1	CC 49	Yes
Effect Mode - expression pedal 2	CC 50	Yes
Effect Mode - expression pedal 3	CC 51	Yes
Effect Mode - expression pedal 4	CC 52	Yes

## 2. Correspondence between Notes/CCs and their functionality


The table below shows the correspondence between midi notes and cc's, and their function in scene mode. If you wish to use these functions in free mode, make sure you use the same midi channel as the pedalboard (CHANNEL parameter in the config.ini file). Some midi messages are reserved and cannot be used: they are indicated in the "Reserved L4L" column.

## 3. MIDI Notes and Control Change assignments of Loop4Live

	Scene mode	Effect mode	Free mode (default value)
Start/Stop full buton	Note 32	Note 32	Note 121
A button	Note 0	Note 4	Note 0*
B button	Note 1	Note 5	Note 1*
C button	Note 2	Note 6	Note 2*
D button	Note 3	Note 7	Note 3*
A button long pressed	Note 8	Note 12	-
B button long pressed	Note 9	Note 13	-
C button long pressed	Note 10	Note 14	-
D button long pressed	Note 11	Note 15	-
Up button	CC104 and Note 35	CC102	CC104
Down button	CC105 and Note 34	CC103	CC105

Left button	CC34	CC45	CC34
Left button long pressed	CC47	CC34	CC47
Right button	CC35	CC46	CC35
Right button long pressed	CC48	CC35	CC48
Mute button	Note 33	Note 33	Note 33
Mute button long pressed	Note 36	Note 36	Note 36
External button 1	Default Note 32	Default Note 32	Default Note 32
External button 2	Default Note 122	Default Note 122	Default Note 122
Volume rotary encoder track 1	CC38	CC38	CC38
Volume rotary encoder track 2	CC39	CC39	CC39
Volume rotary encoder track 3	CC40	CC40	CC40
Volume rotary encoder track 4	CC41	CC41	CC41
Volume rotary encoder master	CC42	CC42	CC42
Tap tempo rotary encoder button	CC43	CC43	CC43
Expression pedal 1	CC53	CC49	CC58**
Expression pedal 2	CC54	CC50	CC59**
Expression pedal 3	CC55	CC51	CC60**
Expression pedal 4	CC56	CC52	CC61**
Expression pedal 5	CC44	CC44	CC44

\* : The MIDI note sent by the expression pedal can depend on the current track number (when the FREE\_MODE\_DYNAMIC\_BUTTON\_NOTE parameter is set to 1): for example for button A, if the track selected for this button is number 5, the button will send the MIDI note 4 ( $0 + 5 - 1$ ) =>

 In this case, there will be a conflict with the note of button A in effect mode! Remember to set at least the value 16 for button A, the value 17 for button B, ...

\*\* : The CC value sent by the expression pedal depends on the current track number: for example, for expression pedal 1, if the track selected for this pedal is number 5, the pedal will send CC62 ( $58 + 5 - 1$ )

**Note:** the midi channel used for communication between Ableton and Loop4Live is defined in the config.ini file (see [6D. LOOP4LIVE CONFIGURATION IN ABLETON LIVE](#)).

## 4. [Description of the free mode midi map.ini file](#)

The configuration of the MIDI Notes and CCs assigned to the pedalboard is done using the free\_mode\_midi\_map.ini file present with the Remote Scripts ([6D. LOOP4LIVE CONFIGURATION IN ABLETON LIVE](#)).

The file is presented as follows by default:

```
[MIDI_MAP]
LAUNCH_ALL_MIDI_NOTE=121
MUTE_MIDI_NOTE=33
MUTE_MIDI_NOTE_LONG_PRESSED=36
TRACKA_MIDI_NOTE=0
TRACKB_MIDI_NOTE=1
TRACKC_MIDI_NOTE=2
TRACKD_MIDI_NOTE=3
DEDICATED_PARAMETER_TRACKA=
DEDICATED_PARAMETER_TRACKB=
DEDICATED_PARAMETER_TRACKC=
DEDICATED_PARAMETER_TRACKD=
TRACKA_CONTROLS_SELECTION_TRACK_NUMBER=1
TRACKB_CONTROLS_SELECTION_TRACK_NUMBER=2
TRACKC_CONTROLS_SELECTION_TRACK_NUMBER=3
TRACKD_CONTROLS_SELECTION_TRACK_NUMBER=4
TRACKS_DYNAMIC_CONTROL=0
LEFT_CC=34
RIGHT_CC=35
UP_CC=104
DOWN_CC=105
EXP_PEDAL1_CC=58
EXP_PEDAL2_CC=59
EXP_PEDAL3_CC=60
EXP_PEDAL4_CC=61
EXP_PEDAL5_CC=44
CHANNEL_NOTE_BUTTONS=3
CHANNEL_CC_BUTTONS=3
CHANNEL_EXP_PEDAL1_4=3
CHANNEL_EXP_PEDAL5=3
MODE_NAME=MODE1
TIME_MODE_DISPLAYED=0
MODE_BACKGROUND_COLOR=#40ffff
MODE_TEXT_COLOR=#000000
FREE_MODE_DYNAMIC_EXP_PEDAL_CC=0
FREE_MODE_DYNAMIC_BUTTON_NOTE=0
DISPLAY_TRACK_NAME=0
```

You can change the values as you wish but be careful not to use values that are already reserved by the pedalboard. See [10M.2. CORRESPONDENCE BETWEEN NOTES/CCs AND THEIR FUNCTIONALITY](#) for the MIDI and CC notes already reserved for Loop4Live. But you can play on the midi channels used by the pedalboard via this same file to simply avoid conflicts.

The association of the configuration parameters and the buttons/pedals is as follows:

<b>Parameters</b>	<b>Buttons/Pedals/Function</b>
<b>LAUNCH_ALL_MIDI_NOTE</b>	Midi note associated with Full Start/Stop Button
<b>MUTE_MIDI_NOTE</b>	Midi note associated with Mute Button
<b>MUTE_MIDI_NOTE_LONG_PRESSED</b>	Midi note associated with Mute long pressed Button
<b>TRACKA_MIDI_NOTE</b>	Midi note associated with A Button
<b>TRACKB_MIDI_NOTE</b>	Midi note associated with B Button
<b>TRACKC_MIDI_NOTE</b>	Midi note associated with C Button
<b>TRACKD_MIDI_NOTE</b>	Midi note associated with D Button
<b>DEDICATED_PARAMETER_TRACKA</b>	This parameter allows you to assign a predefined function to button A and the associated track. The functions available are arm, mute, solo, monitor and Looper plugin control. Associating the button with a function gives you visual feedback on the status via the footswitch LEDs, so you don't have to make the association via midi mapping. Allowed values: Arm, Mute, Track_Monitor, Solo, Looper
<b>DEDICATED_PARAMETER_TRACKB</b>	Same behavior as DEDICATED_PARAMETER_TRACKA pour le bouton B
<b>DEDICATED_PARAMETER_TRACKC</b>	Same behavior as DEDICATED_PARAMETER_TRACKA pour le bouton C
<b>DEDICATED_PARAMETER_TRACKD</b>	Same behavior as DEDICATED_PARAMETER_TRACKA pour le bouton D
<b>TRACKA_CONTROLS_SELECTION_TRACK_NUMBER</b>	This parameter changes the track controlled by the associated button. By default, knob A controls the first track in the selection, knob B the second track, and so on. You can specify the number of the track controlled in this parameter. The track controlled can be selected in 2 ways, using the associated TRACKS_DYNAMIC_CONTROL parameter: - If TRACKS_DYNAMIC_CONTROL is set to 1: the track number chosen here will indicate the track number in the current clip selection (red rectangle): the possible value is therefore between 1 and 4 (the selection containing 4 tracks).  - If TRACKS_DYNAMIC_CONTROL is set to 0: the track number chosen here will indicate the track number in the entire Ableton clip grid. If you have 20 tracks in Ableton, you can set this parameter to a value between 1 and 20.

<b>TRACKB_CONTROLS_SELECTION_TRACK_NUMBER</b>	Same behavior as TRACKA_CONTROLS_SELECTION_TRACK_NUMBER pour le bouton B
<b>TRACKC_CONTROLS_SELECTION_TRACK_NUMBER</b>	Same behavior as TRACKA_CONTROLS_SELECTION_TRACK_NUMBER pour le bouton C
<b>TRACKD_CONTROLS_SELECTION_TRACK_NUMBER</b>	Same behavior as TRACKA_CONTROLS_SELECTION_TRACK_NUMBER pour le bouton D
<b>TRACKS_DYNAMIC_CONTROL</b>	This parameter is used to modify the track numbers associated with the A-B-C-D buttons. See TRACKA_CONTROLS_SELECTION_TRACK_NUMBER parameter for further information.
<b>LEFT_CC</b>	Midi CC associated with Left Button
<b>RIGHT_CC</b>	Midi CC associated with Right Button
<b>UP_CC</b>	Midi CC associated with Up Button
<b>DOWN_CC</b>	Midi CC associated with Down Button
<b>EXP_PEDAL1_CC</b>	Midi CC associated with expression pedal #1
<b>EXP_PEDAL2_CC</b>	Midi CC associated with expression pedal #2
<b>EXP_PEDAL3_CC</b>	Midi CC associated with expression pedal #3
<b>EXP_PEDAL4_CC</b>	Midi CC associated with expression pedal #4
<b>EXP_PEDAL5_CC</b>	Midi CC associated with expression pedal #5
<b>CHANNEL_NOTE_BUTTONS</b>	Midi channel (value between 1 and 16) used for the buttons that send midi notes. This allows to have a dedicated Midi channel for the buttons and to avoid conflicts with the nominal functions of the pedalboard.
<b>CHANNEL_CC_BUTTONS</b>	Midi channel (value between 1 and 16) used for the buttons that send midi CC. This allows to have a dedicated Midi channel for the buttons and to avoid conflicts with the nominal functions of the pedalboard.
<b>CHANNEL_EXP_PEDAL1_4</b>	Midi channel used for the expression pedals #1, #2, #3 and #4 (value between 1 and 16). This allows you to have a dedicated Midi channel for these expression pedals and avoid conflicts with the nominal functions of the pedalboard.
<b>CHANNEL_EXP_PEDAL5</b>	Midi channel used for the expression pedal #5 (value between 1 and 16). This allows you to have a dedicated Midi channel for this expression pedal and avoid conflicts with the nominal functions of the pedalboard.
<b>MODE_NAME</b>	Name of the mode displayed on the footswitch when the mode is selected. Leaving this parameter blank will not display any messages on the footswitch.
<b>TIME_MODE_DISPLAYED</b>	The number of seconds the mode name is displayed on the footswitch when the mode is selected. Setting this parameter to 0 will display the mode name indefinitely.

<b>MODE_BACKGROUND_COLOR</b>	(default value: #40ffff): Background color of the mode name message in hexadecimal format (starting with #). Applying different colors to the different modes can make it easier to find your way around. You can easily find colors on the site <a href="https://htmlcolorcodes.com/">https://htmlcolorcodes.com/</a>
<b>MODE_TEXT_COLOR</b>	(default value: #40ffff): Text color of the mode name message in hexadecimal format (starting with #). Applying different colors to the different modes can make it easier to find your way around. You can easily find colors on the site <a href="https://htmlcolorcodes.com/">https://htmlcolorcodes.com/</a>
<b>FREE_MODE_DYNAMIC_EXP_PEDAL_CC</b>	(default value = 0): By setting this parameter to 1, in free mode, the expression pedals #1 to #4 will send CC values depending on the selected track (cf. <a href="#">7B.4. FREE MODE: BEHAVIOR OF THE EXPRESSION PEDALS</a> ).
<b>FREE_MODE_DYNAMIC_BUTTON_NOTE</b>	(default value = 0): By setting this parameter to 1, in free mode, the A-B-C-D buttons will send Notes depending on the selected track (cf. <a href="#">7B.5. FREE MODE: BEHAVIOR OF THE A-B-C-D BUTTONS</a> ).
<b>DISPLAY_TRACK_NAME</b>	(default value = 0): When set to 1, in free mode, track names are displayed instead of clip names in the scene view. When set to 1, the scene name will be replaced by the mode name.