

## Multiple Loops In Arrangement View

**IMPORTANT:** This device requires Max for Live which is included in Ableton Live Suite 10, but not the Intro or Standard versions. You can purchase Max for Live separately from the official Ableton website.

### Installation Instructions

1. Download the .amxd file
2. Copy the .amxd file to your Max For Live user library 'Audio Effects' folder location.

On a Mac this folder is located at:

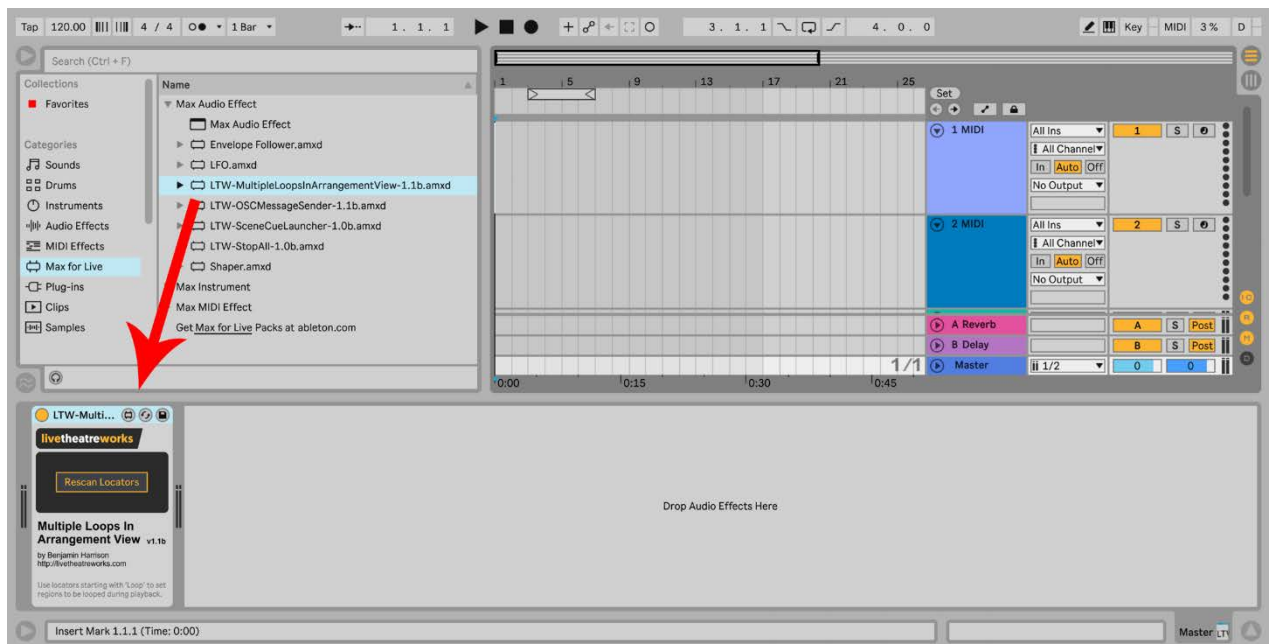
**Macintosh HD/Users/[username]/Music/Ableton/User Library Presets/Audio Effects/Max Audio Effect**

On a PC this folder is located at:

**\Users\[username]\Documents\Ableton\User Library\Presets\Audio Effects\Max Audio Effect**

**IMPORTANT:** If you have specified a custom location for your User Library in Ableton Live's preferences, just follow the folder path after 'User Library' for where to place the .amxd file.

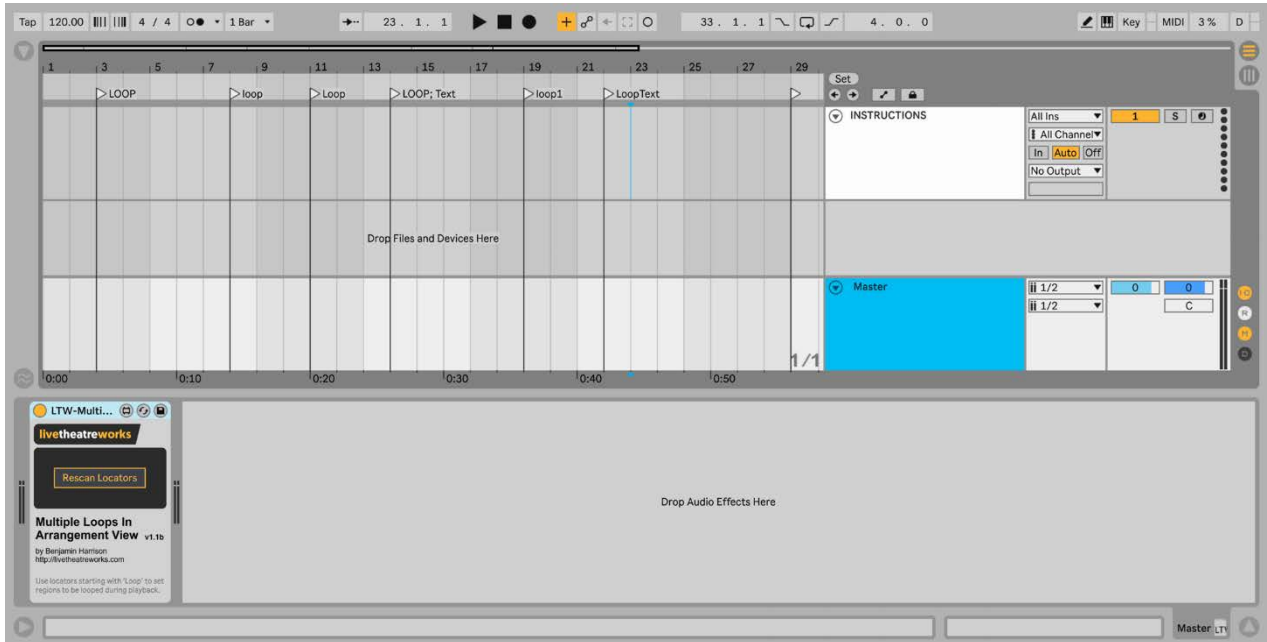
3. Open the Ableton Live application, navigate to the 'Max For Live' folder under 'Categories' in the left sidebar and open the 'Max Audio Effect' folder.
4. Drag the .amxd file to your 'Master' track.



Once the 'LTW-MultipleLoopsInArrangementView' .amxd file has been added to your Ableton Live master track, scene you can start using it in arrangement view.

## Usage Instructions

- For more information on how to create/modify/remove locators and launch/jump through the arrangement view using locators, please refer to the Ableton Live manual section **6.3 Launching the Arrangement with Locators**.
- When you first load the device or open your project, the device will automatically scan for any existing locators in the arrangement view timeline that start with the text **LOOP**. It does not matter whether the text is UPPERCASE, lowercase, MiXeDtExT or whether it is immediately followed by other letters, numbers or symbols as shown below.



- Once the playback timeline reaches a loop locator or when it is triggered directly during playback, the loop bracket will be moved and its length adjusted to the new section. There may be a small delay before the loop bracket is moved and re-sized.
- A loop locator calculates the distance from its present location to the next locator marker, so the last loop locator in a project needs a locator placed after it so that the loop length can be calculated.
- Whenever you add, remove or modify any loop locators by renaming or moving their position on the timeline, you will need to click the '**Rescan Locators**' button to re-initialize the device.

## Release Notes

- **1.1b**: First public release version

## Bug Reporting

- Please report any technical or compatibility issues to [contact@livetheatreworks.com](mailto:contact@livetheatreworks.com)

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