

Scene Cue Launcher

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:

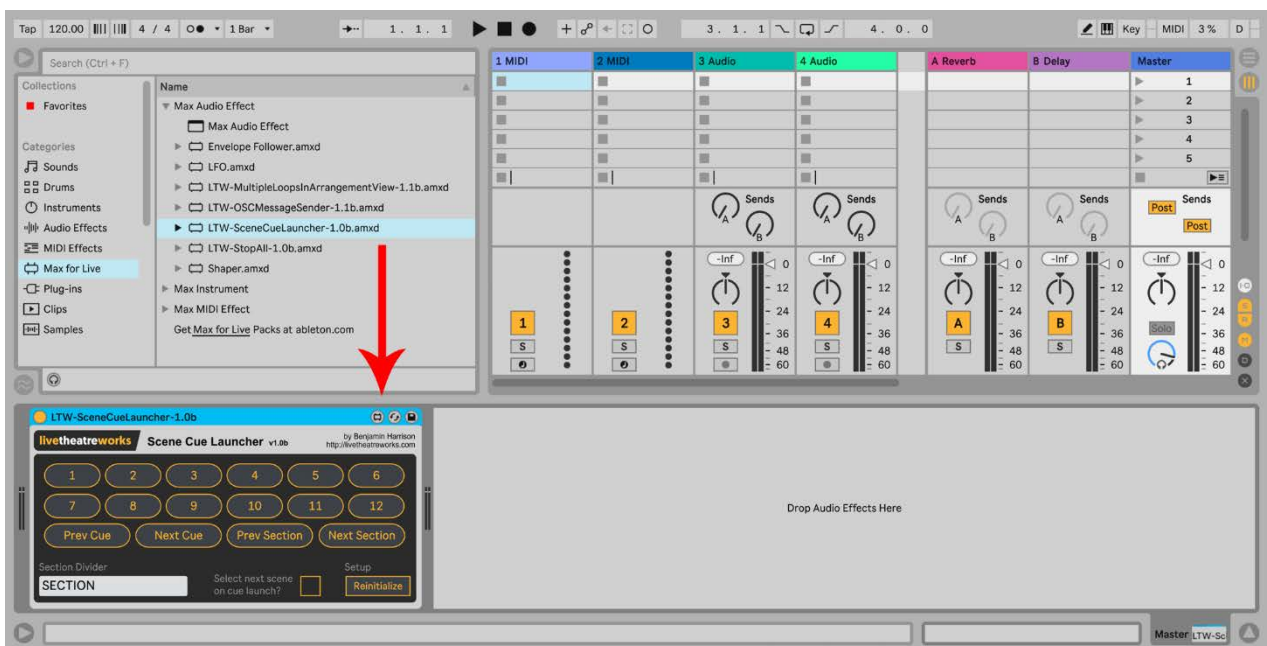
Macintosh HD/Users/[username]/Music/Ableton/User Library Presets/Audio Effects/Max Audio Effect

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.



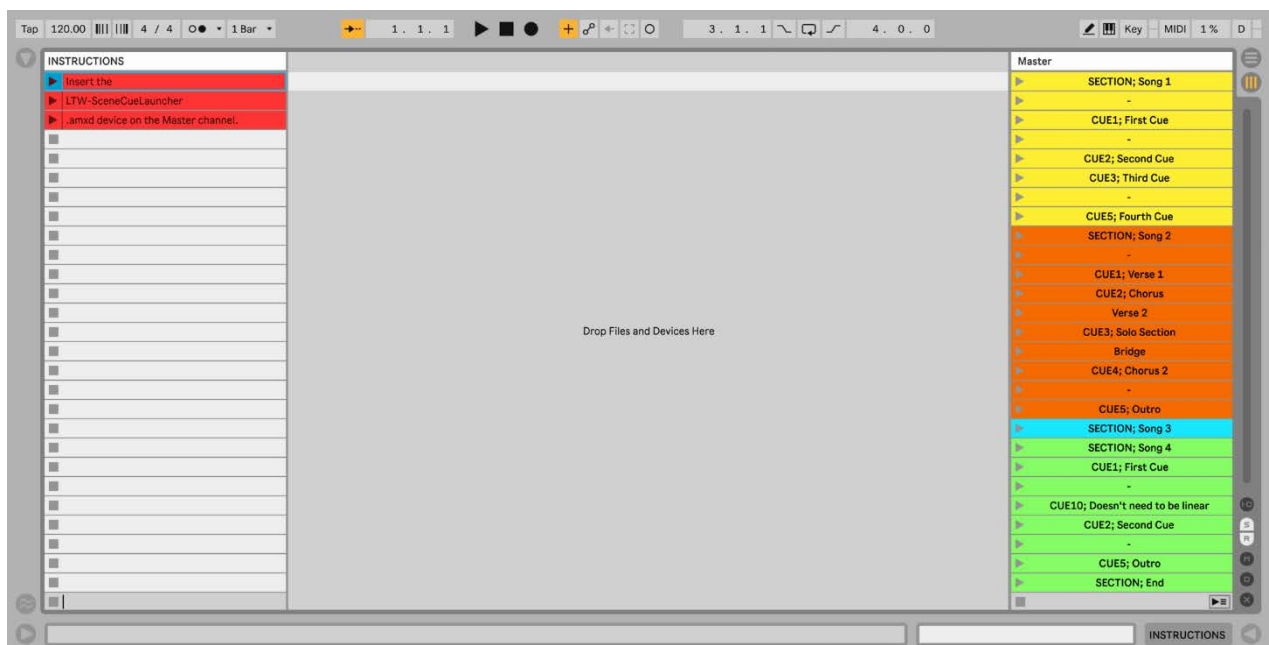
Once the 'LWTW-SceneCueLauncher' .amxd file has been added to your Ableton Live master track, you can start using it in session view.

Basics

- This device uses scene names to allow non-linear and linear jumping between SECTIONS and CUES in session view.
- SECTIONS are containers for CUES, of which you can assign up to twelve per SECTION and trigger directly in a non-linear fashion once you are within a SECTION using your mapped control or use the 'Prev/Next' buttons to jump through them in a linear order.
- CUES enable the re-use of the same MIDI or Key controls to trigger scenes in different sections of your Ableton Live project. For example, you could assign the MIDI note C1 for the Verse of each separate song, D1 for the Bridge, E1 for the Chorus and F1 to finish the song. The possibilities this allows for managing your live performance set in session view are enormous.

Usage Instructions

- When you first load the device or open your project, the device will automatically scan for SECTIONS and CUES in the session view window.
- You can change the naming of the SECTION DIVIDER (set by default to **SECTION**) in the device - the format will automatically be set to all uppercase. The section divider name can use letters and numbers, but no symbols are allowed. In scene names on the Master track, the SECTION DIVIDER must always be immediately followed by a semi-colon, e.g. **SECTION;**
- CUE names are not changeable and must follow the format **CUE<x>**; where <x> is a number between 1 and 12 and there is a semi-colon placed immediately after the number with no spaces, e.g. **CUE1;**



- You can jump to a CUE directly or move through SECTIONS and CUES in a linear order by either clicking on the associated button directly in the device or by mapping the buttons to remote MIDI or key controls. For more information on how to map controls, please refer to the Ableton Live manual section **27. MIDI and Key Remote Control**
- If you would like to automatically select the scene below a SECTION or CUE when it is triggered directly, click the check-box 'Select next scene on cue launch?'. This is an independent setting separate to the 'Select Next Scene on Launch' button in the main Live preferences.

- The 'Prev/Next' buttons for both SECTIONS and CUEs are calculated from the **currently selected scene** and not the currently playing scene, so this can affect how these buttons react when '**Select next scene on cue launch?**' is turned on, or if you have clicked on or moved to another scene while a previous SECTION or CUE scene is playing.

As such, in certain cases, the 'Prev/Next' buttons may not provide expected results; for one example, if you have a CUE placed immediately after a SECTION DIVIDER and 'Select next scene on cue launch?' is enabled, the currently selected (but not playing) scene will be the first CUE scene and hence clicking the 'Next Cue' button would take you to the second CUE (in linear order) within that SECTION.

Also, if 'Select next scene on cue launch?' is enabled, the 'Prev' buttons will only ever be able to return to the closest SECTION or CUE above the currently selected scene.

- The last SECTION in your project must have a corresponding SECTION DIVIDER at the end to enable functionality. Hence, the last scene of your project should always be named as a SECTION DIVIDER.
- Whenever you add, remove or modify any Section Dividers or Cues, or rename or move their position in the scene order, you will need to click the '**Reinitialize**' button in the device user interface to rescan the location of SECTIONS and CUEs.
- As this device works using the currently selected scene, the Live setting '**Select on Launch**' must be enabled for this device to work.

Release Notes

- **1.0b:** First public release version

Bug Reporting

- Please report any technical or compatibility issues to contact@livetheatreworks.com

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