Session View UI Terms Developer Reference

Readable LiveAPI surfaces for Max for Live accessibility and tooling work

Generated February 28, 2026

This reference is intended for developers who need a fast, reliable map of what Ableton Live Session View exposes through the Live Object Model. It is structured for quick orientation first, then deep reference, so it works both as a briefing document and as a build-time lookup sheet.

> **What is verified here**
>
> The companion master CSV contains 212 verified readable entries across selection, global session state, scenes, tracks, clip slots, clips, clip view, mixer surfaces, and device parameters. This PDF is the developer-friendly presentation layer for that inventory.

Quick Orientation

If you are building a screen-reader bridge, announcer, or diagnostic tool, start at 'live_set view' for focus, then descend into 'Track', 'ClipSlot', and 'Clip' only as needed. That keeps speech stable and avoids needlessly expensive traversal.

Start path	Why it matters	High-value readable members
'live_set view'	Current Session focus	selected_track, selected_scene, highlighted_clip_slot, detail_clip
'live_set tracks N clip_slots M'	Selected grid cell state	has_clip, is_playing, is_recording, is_triggered, playing_status, clip
'live_set tracks N clip_slots M clip'	Detailed clip metadata	name, length, looping, loop_start, loop_end, playing_position, is_audio_clip, is_midi_clip
'live_set tracks N'	Track identity and status	name, arm, mute, solo, fired_slot_index, playing_slot_index, input_meter_level, output_meter_level
'live_set scenes N'	Scene row state	name, is_triggered, tempo, tempo_enabled, time_signature_numerator, time_signature_denominator

Coverage Summary

The reference inventory separates Session View into layers so other developers can reason about what belongs to focus, what belongs to clip-state, and what belongs to global transport or mixer state.

Layer	Verified entries
Selection Layer	8
Session Global Layer	57

Layer	Verified entries
Scene Row Layer	11
Track Column Layer	47
Track UI Subview	3
Clip Slot Cell Layer	12
Session Clip Layer	49
Clip UI Subview	2
Mixer Strip Layer	11
Parameter Read Layer	12
Total verified readable entries	212

Exhaustive Object Map

This table is the fastest complete map from object to canonical path and practical development role.

Object	Canonical path	Entries	Developer use
Song.View	live_set view	8	Best first stop for current focus, highlighted slot, and selected track/scene context.
Song	live_set	57	Global transport, tempo, recording, quantization, scale, and session-wide policy context.
Scene	live_set scenes N	11	Scene naming, trigger state, and scene-scoped tempo or signature metadata.
Track	live_set tracks N	47	Column identity, arm/mute/solo state, routing, meters, and current launch state.
Track.View	live_set tracks N view	3	Narrow UI subview. Useful for selected device and collapsed/insert-mode state.
ClipSlot	live_set tracks N clip_slots M	12	Most important Session cell object for launch, trigger, record, and occupancy state.
Clip	live_set tracks N clip_slots M clip	49	Detailed clip identity, timing, looping, clip type, and playback/recording metadata.
Clip.View	live_set tracks N clip_slots M clip view	2	Grid-display state for the clip editor view.
MixerDevice	live_set tracks N mixer_device	11	Mixer strip access point for volume, pan, sends, activator, and crossfader children.
DeviceParameter	live_set tracks N mixer_device volume	12	Readable leaf for numeric/display values on mixer and device controls.

Song.View

- Layer: Selection Layer
- Canonical path: live_set view
- Readable entry count: 8
- Best first stop for current focus, highlighted slot, and selected track/scene context.

Readable children

detail_clip, highlighted_clip_slot, selected_chain, selected_parameter, selected_scene, selected_track

Readable properties

draw_mode, follow_song

Song

- Layer: Session Global Layer
- Canonical path: live_set
- Readable entry count: 57
- Global transport, tempo, recording, quantization, scale, and session-wide policy context.

Readable children

cue_points, return_tracks, scenes, tracks, visible_tracks, master_track, view, groove_pool, tuning_system

Readable properties

appointed_device, arrangement_overdub, back_to_arranger, can_capture_midi, can_jump_to_next_cue, can_jump_to_prev_cue, can_redo, can_undo, clip_trigger_quantization, count_in_duration, current_song_time, exclusive_arm, exclusive_solo, file_path, groove_amount, is_ableton_link_enabled, is_ableton_link_start_stop_sync_enabled, is_counting_in, is_playing, last_event_time, loop, loop_length, loop_start, metronome, midi_recording_quantization, name, nudge_down, nudge_up, tempo_follower_enabled, overdub, punch_in, punch_out, re_enable_automation_enabled, record_mode, root_note, scale_intervals, scale_mode, scale_name, select_on_launch, session_automation_record, session_record, session_record_status, signature_denominator, signature_numerator, song_length, start_time, swing_amount, tempo

Scene

- Layer: Scene Row Layer
- Canonical path: live_set scenes N
- Readable entry count: 11
- Scene naming, trigger state, and scene-scoped tempo or signature metadata.

Readable children

clip_slots

Readable properties

color, color_index, is_empty, is_triggered, name, tempo, tempo_enabled, time_signature_numerator, time_signature_denominator, time_signature_enabled

Track

- Layer: Track Column Layer
- Canonical path: live_set tracks N
- Readable entry count: 47
- Column identity, arm/mute/solo state, routing, meters, and current launch state.

Readable children

take_lanes, clip_slots, arrangement_clips, devices, group_track, mixer_device, view

Readable properties

arm, available_input_routing_channels, available_input_routing_types, available_output_routing_channels, available_output_routing_types, back_to_arranger, can_be_armed, can_be_frozen, can_show_chains, color, color_index, fired_slot_index, fold_state, has_audio_input, has_audio_output, has_midi_input, has_midi_output, implicit_arm, input_meter_left, input_meter_level, input_meter_right, input_routing_channel, input_routing_type, is_foldable, is_frozen, is_grouped, is_part_of_selection, is_showing_chains, is_visible, mute, muted_via_solo, name, output_meter_left, output_meter_level, output_meter_right, performance_impact, output_routing_channel, output_routing_type, playing_slot_index, solo

Track.View

- Layer: Track UI Subview
- Canonical path: live_set tracks N view
- Readable entry count: 3
- Narrow UI subview. Useful for selected device and collapsed/insert-mode state.

Readable children

selected_device

Readable properties

device_insert_mode, is_collapsed

ClipSlot

- Layer: Clip Slot Cell Layer
- Canonical path: live_set tracks N clip_slots M
- Readable entry count: 12
- Most important Session cell object for launch, trigger, record, and occupancy state.

Readable children

clip

Readable properties

color, color_index, controls_other_clips, has_clip, has_stop_button, is_group_slot, is_playing, is_recording, is_triggered, playing_status, will_record_on_start

Clip

- Layer: Session Clip Layer
- Canonical path: live_set tracks N clip_slots M clip
- Readable entry count: 49
- Detailed clip identity, timing, looping, clip type, and playback/recording metadata.

Readable children

view

Readable properties

available_warp_modes, color, color_index, end_marker, end_time, gain, gain_display_string, file_path, groove, has_envelopes, has_groove, is_session_clip, is_arrangement_clip, is_take_lane_clip, is_audio_clip, is_midi_clip, is_overdubbing, is_playing, is_recording, is_triggered, launch_mode, launch_quantization, legato, length, loop_end, loop_jump, loop_start, looping, muted, name, notes, warp_markers, pitch_coarse, pitch_fine, playing_position, playing_status, position, ram_mode, sample_length, sample_rate, signature_denominator, signature_numerator, start_marker, start_time, velocity_amount, warp_mode, warping, will_record_on_start

Clip.View

- Layer: Clip UI Subview
- Canonical path: live_set tracks N clip_slots M clip view
- Readable entry count: 2
- Grid-display state for the clip editor view.

Readable children

None

Readable properties

grid_is_triplet, grid_quantization

MixerDevice

- Layer: Mixer Strip Layer
- Canonical path: live_set tracks N mixer_device
- Readable entry count: 11
- Mixer strip access point for volume, pan, sends, activator, and crossfader children.

Readable children

sends, cue_volume, crossfader, left_split_stereo, panning, right_split_stereo, song_tempo, track_activator, volume

Readable properties

crossfade_assign, panning_mode

DeviceParameter

- Layer: Parameter Read Layer
- Canonical path: live_set tracks N mixer_device volume
- Readable entry count: 12
- Readable leaf for numeric/display values on mixer and device controls.

Readable children

None

Readable properties

automation_state, default_value, is_enabled, is_quantized, max, min, name, original_name, state, value, display_value, value_items

Recommended Minimum Read Set

- Focus: selected_track, selected_scene, highlighted_clip_slot.
- Slot state: has_clip, is_playing, is_recording, is_triggered.
- Clip identity and timing: name, length, looping, loop_start, loop_end.
- Track status: arm, mute, solo, playing_slot_index.
- Global state: is_playing, tempo, session_record.

Primary Sources

Source	URL
LOM index	https://docs.cycling74.com/apiref/lom/
Song.View	https://docs.cycling74.com/apiref/lom/song_view/
Song	https://docs.cycling74.com/apiref/lom/song/
Scene	https://docs.cycling74.com/apiref/lom/scene/
Track	https://docs.cycling74.com/apiref/lom/track/
Track.View	https://docs.cycling74.com/apiref/lom/track_view/
ClipSlot	https://docs.cycling74.com/apiref/lom/clipslot/
Clip	https://docs.cycling74.com/apiref/lom/clip/
Clip.View	https://docs.cycling74.com/apiref/lom/clip_view/
MixerDevice	https://docs.cycling74.com/apiref/lom/mixerdevice/
DeviceParameter	https://docs.cycling74.com/apiref/lom/deviceparameter/