

# Blind and VI-First Session View Accessibility Strings

Workflow-sorted PDF report for Ableton Live / Clip Announcer research

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Purpose: create a coherent, blind and vision-impaired-first layout of exposed Session View accessibility strings, sort them by real music-making workflow, and frame a deterministic voice-reader palette as the interaction model.

### Research stance

This report intentionally avoids an LLM in the interaction loop. The preferred model is an inert, deterministic voice-reader: safer for a basic access need, lighter on compute, and easier to trust under performance conditions. Voice quality can be upgraded later without adding inference.

### Key Findings

- Workflow grouping is more important than raw API breadth. Blind and VI users need stable spoken categories before they need more data.
- A single palette entry point such as the backquote key can reduce cognitive load if every modifier keeps the same semantic meaning.
- The current Clip Announcer WHERE / WHAT / STATE model already maps well to three of the most important workflow lanes and can be expanded rather than replaced.
- A smoother deterministic TTS voice, comparable in listener comfort to commercial voice-reader products, is a voice-layer upgrade rather than an intelligence-layer requirement.

### Source Scope

- Current beta inventory: SESSION\_UI\_TERMS\_INVENTORY.csv (43 rows).
- Exhaustive readable Session View surface: SESSION\_VIEW\_READABLE\_UI\_MASTER\_LIST.csv (221 rows).
- Scope is Session View and related LiveAPI-readable context, not the full Arrangement View UI.

### Palette Model

The report assumes a single palette entry point such as the backquote key. Once engaged, the musician stays inside a stable keyboard vocabulary: top-level letters choose a workflow lane, and modifiers change detail level rather than meaning. That consistency matters for muscle memory.

Modifier pattern	Recommended behavior
' + key	Speak the concise summary for the chosen workflow lane.
Shift + ' + key	Speak expanded detail in the same lane without changing categories.

Modifier pattern	Recommended behavior
Control + ' + key	Prefer raw values, indices, and exact numeric state when available.
Option + ' + key	Turn on monitored or repeating readouts only for that lane, to avoid speech overload.

## Workflow Lanes

The eight lanes below are ordered by practical music-making flow for blind and VI users: orientation first, then discovery, then live state, then recording safety, then deeper control.

Lane	Workflow	Primary question	Items	Core examples
' + n	Orientation and Set Scanning	Where am I, and what is immediately around me?	27	highlighted clip slot, selected scene, selected track, scene list
' + c	Clip and Scene Discovery	What is in this slot or scene before I act on it?	26	clip in slot, has clip, slot has stop button, audio clip
' + p	Launch and Performance State	What is sounding or about to sound right now?	16	follow song, back to arranger, playing, triggered
' + r	Recording and Capture Safety	Am I about to record, overdub, or overwrite something important?	16	overdub, record mode, session record, session record status
' + t	Timing, Loop, and Grid Control	How is time structured here?	49	clip trigger quantization, current song time, loop start, metronome
' + m	Mixer, Metering, and Balance	How loud is this, and how is it positioned in the mix?	35	input meter level, mute, output meter level, solo
' + d	Track, Device, and Routing Architecture	How is this track wired, focused, or structurally configured?	32	selected chain, selected parameter, appointed device, group track
' + g	Global Session Governance	What set-wide conditions are shaping the whole session?	20	ableton link enabled, ableton link start/stop sync enabled, can jump to next cue, can jump to prev cue

## Orientation and Set Scanning

Blind and vision-impaired musicians need a stable orientation layer before any launch, record, or edit decision. This lane prioritizes focus, track identity, scene identity, and the currently highlighted slot.

- Primary question: Where am I, and what is immediately around me?
- Default lane: ' + n
- Blind / VI value: This lane reduces guessing and panic. It turns Session View from a spatially hidden grid into a spoken coordinate system.
- Modifier rule: Shift expands, Control speaks raw values, Option enables monitoring within the same lane.
- High-value strings: highlighted clip slot, selected scene, selected track, scene list, track list, visible track list

## Clip and Scene Discovery

Discovery should answer identity first: whether a slot is empty, whether a clip exists, what the clip is called, and what kind of material it contains.

- Primary question: What is in this slot or scene before I act on it?
- Default lane: ' + c
- Blind / VI value: This lane supports safe browsing, recall, and setup. It keeps the musician from launching unknown material just to learn what is there.
- Modifier rule: Shift expands, Control speaks raw values, Option enables monitoring within the same lane.

- High-value strings: clip in slot, has clip, slot has stop button, audio clip, clip name, midi clip

## Launch and Performance State

Performance state is a low-latency safety layer. The musician needs immediate confirmation about triggered, playing, or back-to-arranger states before launching again.

- Primary question: What is sounding or about to sound right now?
- Default lane: ' + p
- Blind / VI value: This lane prevents accidental relaunches, dead air, and confusion about whether a clip is already active, queued, or overridden.
- Modifier rule: Shift expands, Control speaks raw values, Option enables monitoring within the same lane.
- High-value strings: follow song, back to arranger, playing, triggered, back to arranger, fired slot index

## Recording and Capture Safety

Recording errors are expensive. A blind or VI workflow must surface arm state, session record, overdub, count-in, and will-record-on-start signals before capture begins.

- Primary question: Am I about to record, overdub, or overwrite something important?
- Default lane: ' + r
- Blind / VI value: This lane treats recording as a safety-critical workflow. It minimizes destructive mistakes and supports confidence before committing a take.
- Modifier rule: Shift expands, Control speaks raw values, Option enables monitoring within the same lane.
- High-value strings: overdub, record mode, session record, session record status, arm, can be armed

## Timing, Loop, and Grid Control

Time structure governs groove, launch confidence, and edit accuracy. This lane gathers tempo, quantization, loop boundaries, grid state, and related clip timing metadata.

- Primary question: How is time structured here?
- Default lane: ' + t
- Blind / VI value: This lane gives blind and VI users the same phrase-level confidence sighted users get from reading loop braces, grid lines, and time rulers.
- Modifier rule: Shift expands, Control speaks raw values, Option enables monitoring within the same lane.
- High-value strings: clip trigger quantization, current song time, loop start, metronome, signature denominator, signature numerator

## Mixer, Metering, and Balance

Mix choices must be speakable. This lane covers mute, solo, meters, volume, pan, sends, crossfader state, and readable parameter values tied to the mixer strip.

- Primary question: How loud is this, and how is it positioned in the mix?
- Default lane: ' + m
- Blind / VI value: This lane replaces visual meter glances with deterministic readouts so balancing decisions can stay keyboard-first.
- Modifier rule: Shift expands, Control speaks raw values, Option enables monitoring within the same lane.
- High-value strings: input meter level, mute, output meter level, solo, cue volume, panning

## Track, Device, and Routing Architecture

As projects grow, routing and device focus become navigation problems. This lane groups track structure, chain visibility, routing channels, and selected device or parameter focus.

- Primary question: How is this track wired, focused, or structurally configured?
- Default lane: ' + d
- Blind / VI value: This lane exposes the technical architecture that is usually only obvious from the screen, which is essential for complex sets and collaboration.
- Modifier rule: Shift expands, Control speaks raw values, Option enables monitoring within the same lane.
- High-value strings: selected chain, selected parameter, appointed device, group track, track devices, input routing channel

## Global Session Governance

Some states are not local to a track or clip. Link, automation, cue availability, undo or redo, scale context, and transport policy all belong to a session-wide governance layer.

- Primary question: What set-wide conditions are shaping the whole session?
- Default lane: ' + g
- Blind / VI value: This lane keeps global surprises out of the way. It helps the musician trust that the environment itself is behaving as expected.
- Modifier rule: Shift expands, Control speaks raw values, Option enables monitoring within the same lane.
- High-value strings: ableton link enabled, ableton link start/stop sync enabled, can jump to next cue, can jump to prev cue, can redo, can undo

## Critical Findings

- Deterministic voice access is a feature, not a compromise. For basic accessibility, inert and trustworthy output is often more just than a more intelligent but less predictable layer.
- The palette should prefer short first-pass utterances and offer expansion on demand. Speech overload is a real ergonomic cost.
- The current WHERE / WHAT / STATE model is a strong seed. It can expand into 'n', 'c', 'p', 'r', 't', 'm', 'd', and 'g' without losing clarity.
- Voice smoothness should be treated as a swappable rendering layer. A calmer premium TTS voice can improve comfort while remaining deterministic and local-first where possible.

## Appendix A: Current Beta Exposed Terms

These rows capture the present beta surface: spoken tokens, state fields, and device-trigger terms already exposed by Clip Announcer.

Workflow group	Term	Current surface	Notes
Orientation / Location	?	speech_summary	Fallback index token
Orientation / Location	highlighted_clip_slot	state_refresh	From live_set view
Orientation / Location	selected_scene	state_refresh	From live_set view
Orientation / Location	selected_track	state_refresh	From live_set view
Orientation / Location	Slot	speech_summary	Fixed summary token
Orientation / Location	slot_index	speech_summary state_json	0-based in state; +1 in speech
Orientation / Location	Track	speech_summary	Fixed summary token
Orientation / Location	track_index	speech_summary state_json	1-based in speech
Orientation / Location	track_name	speech_summary state_json	Dynamic track name
Orientation / Location	Unknown Track	speech_summary	Fallback track name

Workflow group	Term	Current surface	Notes
Clip Presence	(Unnamed Clip)	speech_summary	Fallback clip name
Clip Presence	Clip	speech_summary	Fixed summary token
Clip Presence	clip	state_refresh	Slot->clip id lookup
Clip Presence	clip_id	state_json	Clip object id
Clip Presence	clip_name	speech_summary state_json	Dynamic clip name
Clip Presence	Empty	speech_summary	Used when has_clip != 1
Clip Presence	has_clip	state_json	Slot occupancy flag
Action Status	is_playing	state_refresh	Slot transport flag
Action Status	is_recording	state_refresh	Slot transport flag
Action Status	Playing	speech_summary state_json	Derived from is_playing
Action Status	Recording	speech_summary state_json	Derived from is_recording
Action Status	Status	speech_summary	Fixed summary token
Action Status	status	speech_summary state_json	Derived status field
Action Status	Stopped	speech_summary state_json	Fallback status
Timing / Loop	clip_length	state_json	Clip duration
Timing / Loop	length	state_refresh	Clip length source
Timing / Loop	loop_end	state_json	Loop end position
Timing / Loop	loop_end	state_refresh	Clip loop end source
Timing / Loop	loop_start	state_json	Loop start position
Timing / Loop	loop_start	state_refresh	Clip loop start source
Timing / Loop	looping	state_json	Loop enable flag
Timing / Loop	looping	state_refresh	Clip looping source
Trigger / Feedback	STATE	m4l_device_ui	Category trigger control
Trigger / Feedback	STATE	max_console	Structured JSON line
Trigger / Feedback	state_button	m4l_device_ui	Live parameter name
Trigger / Feedback	SUMMARY	max_console	Human-readable summary line
Trigger / Feedback	WHAT	m4l_device_ui	Category trigger control
Trigger / Feedback	what_button	m4l_device_ui	Live parameter name
Trigger / Feedback	WHERE	m4l_device_ui	Category trigger control
Trigger / Feedback	where_button	m4l_device_ui	Live parameter name
Identity / Reference	name	state_refresh	Track/clip name property
Identity / Reference	slot_id	state_json	Clip slot object id
Identity / Reference	track_id	state_json	Track object id

## Appendix B: Exhaustive Workflow-Sorted Accessibility Strings

Each row below is a readable Session View element. The report assigns it to one primary workflow lane, gives it a proposed spoken label, and sorts it by priority tier so the list stays usable.

Workflow	Tier	Lane	Source token	Spoken label	Context
Orientation and Set Scanning	Core	` + n	highlighted_clip_slot	Highlighted clip slot	Song.View child @ view
Orientation and Set Scanning	Core	` + n	selected_scene	Selected scene	Song.View child @ view
Orientation and Set Scanning	Core	` + n	selected_track	Selected track	Song.View child @ view
Orientation and Set Scanning	Core	` + n	scenes	Scene list	Song child @ live_set
Orientation and Set Scanning	Core	` + n	tracks	Track list	Song child @ live_set
Orientation and Set Scanning	Core	` + n	visible_tracks	Visible track list	Song child @ live_set
Orientation and Set Scanning	Core	` + n	name	Scene name	Scene prop @ scenes N
Orientation and Set Scanning	Core	` + n	is_part_of_selection	Part Of Selection	Track prop @ tracks N
Orientation and Set Scanning	Core	` + n	name	Track name	Track prop @ tracks N
Orientation and Set Scanning	Core	` + n	is_visible	Visible	Track prop @ tracks N
Orientation and Set Scanning	Core	` + n	selected_track	Selected track in view	Track.View prop @ tracks N view
Orientation and Set Scanning	Core	` + n	visible_tracks	Visible tracks in view	Track.View prop @ tracks N view
Orientation and Set Scanning	Extended	` + n	detail_clip	Detail clip	Song.View child @ view
Orientation and Set Scanning	Extended	` + n	cue_points	Cue Points	Song child @ live_set
Orientation and Set Scanning	Extended	` + n	master_track	Master track	Song child @ live_set
Orientation and Set Scanning	Extended	` + n	return_tracks	Return track list	Song child @ live_set
Orientation and Set Scanning	Extended	` + n	view	Song view	Song child @ live_set
Orientation and Set Scanning	Extended	` + n	clip_slots	Scene clip slots	Scene child @ scenes N
Orientation and Set Scanning	Extended	` + n	is_empty	Empty	Scene prop @ scenes N
Orientation and Set Scanning	Extended	` + n	color	Scene Color	Scene prop @ scenes N
Orientation and Set Scanning	Extended	` + n	clip_slots	Track clip slots	Track child @ tracks N
Orientation and Set Scanning	Extended	` + n	color	Track Color	Track prop @ tracks N
Orientation and Set Scanning	Deep	` + n	draw_mode	Draw Mode	Song.View prop @ view

Workflow	Tier	Lane	Source token	Spoken label	Context
Orientation and Set Scanning	Deep	` + n	groove_pool	Groove Pool	Song child @ live_set
Orientation and Set Scanning	Deep	` + n	tuning_system	Tuning System	Song child @ live_set
Orientation and Set Scanning	Deep	` + n	color_index	Scene Color Index	Scene prop @ scenes N
Orientation and Set Scanning	Deep	` + n	color_index	Track Color Index	Track prop @ tracks N
Clip and Scene Discovery	Core	` + c	clip	Clip in slot	ClipSlot child @ tracks N clip_slots M
Clip and Scene Discovery	Core	` + c	has_clip	Has clip	ClipSlot prop @ tracks N clip_slots M
Clip and Scene Discovery	Core	` + c	has_stop_button	Slot has stop button	ClipSlot prop @ tracks N clip_slots M
Clip and Scene Discovery	Core	` + c	is_audio_clip	Audio Clip	Clip prop @ tracks N clip_slots M clip
Clip and Scene Discovery	Core	` + c	name	Clip name	Clip prop @ tracks N clip_slots M clip
Clip and Scene Discovery	Core	` + c	is_midi_clip	Midi Clip	Clip prop @ tracks N clip_slots M clip
Clip and Scene Discovery	Extended	` + c	color	Clip Slot Color	ClipSlot prop @ tracks N clip_slots M
Clip and Scene Discovery	Extended	` + c	controls_other_clips	Controls other clips	ClipSlot prop @ tracks N clip_slots M
Clip and Scene Discovery	Extended	` + c	is_group_slot	Group Slot	ClipSlot prop @ tracks N clip_slots M
Clip and Scene Discovery	Extended	` + c	view	Clip view	Clip child @ tracks N clip_slots M clip
Clip and Scene Discovery	Extended	` + c	is_arrangement_clip	Arrangement Clip	Clip prop @ tracks N clip_slots M clip
Clip and Scene Discovery	Extended	` + c	color	Clip Color	Clip prop @ tracks N clip_slots M clip
Clip and Scene Discovery	Extended	` + c	file_path	File Path	Clip prop @ tracks N clip_slots M clip
Clip and Scene Discovery	Extended	` + c	has_envelopes	Has envelopes	Clip prop @ tracks N clip_slots M clip
Clip and Scene Discovery	Extended	` + c	has_groove	Has groove	Clip prop @ tracks N clip_slots M clip
Clip and Scene Discovery	Extended	` + c	muted	Muted	Clip prop @ tracks N clip_slots M clip
Clip and Scene Discovery	Extended	` + c	notes	Notes	Clip prop @ tracks N clip_slots M clip
Clip and Scene Discovery	Extended	` + c	ram_mode	Ram Mode	Clip prop @ tracks N clip_slots M clip
Clip and Scene Discovery	Extended	` + c	is_session_clip	Session Clip	Clip prop @ tracks N clip_slots M clip
Clip and Scene Discovery	Extended	` + c	signature_denominator	Signature Denominator	Clip prop @ tracks N clip_slots M clip

Workflow	Tier	Lane	Source token	Spoken label	Context
Clip and Scene Discovery	Extended	` + c	signature_numerator	Signature Numerator	Clip prop @ tracks N clip_slots M clip
Clip and Scene Discovery	Extended	` + c	is_take_lane_clip	Take Lane Clip	Clip prop @ tracks N clip_slots M clip
Clip and Scene Discovery	Extended	` + c	warp_markers	Warp Markers	Clip prop @ tracks N clip_slots M clip
Clip and Scene Discovery	Extended	` + c	will_record_on_start	Will Record On Start	Clip prop @ tracks N clip_slots M clip
Clip and Scene Discovery	Deep	` + c	color_index	Clip Slot Color Index	ClipSlot prop @ tracks N clip_slots M
Clip and Scene Discovery	Deep	` + c	color_index	Clip Color Index	Clip prop @ tracks N clip_slots M clip
Launch and Performance State	Core	` + p	follow_song	Follow Song	Song.View prop @ view
Launch and Performance State	Core	` + p	back_to_arranger	Back To Arranger	Song prop @ live_set
Launch and Performance State	Core	` + p	is_playing	Playing	Song prop @ live_set
Launch and Performance State	Core	` + p	is_triggered	Triggered	Scene prop @ scenes N
Launch and Performance State	Core	` + p	back_to_arranger	Back To Arranger	Track prop @ tracks N
Launch and Performance State	Core	` + p	fired_slot_index	Fired slot index	Track prop @ tracks N
Launch and Performance State	Core	` + p	playing_slot_index	Playing slot index	Track prop @ tracks N
Launch and Performance State	Core	` + p	is_playing	Playing	ClipSlot prop @ tracks N clip_slots M
Launch and Performance State	Core	` + p	playing_status	Playing Status	ClipSlot prop @ tracks N clip_slots M
Launch and Performance State	Core	` + p	is_triggered	Triggered	ClipSlot prop @ tracks N clip_slots M
Launch and Performance State	Core	` + p	is_playing	Playing	Clip prop @ tracks N clip_slots M clip
Launch and Performance State	Core	` + p	playing_position	Playing Position	Clip prop @ tracks N clip_slots M clip
Launch and Performance State	Core	` + p	playing_status	Playing Status	Clip prop @ tracks N clip_slots M clip
Launch and Performance State	Core	` + p	position	Position	Clip prop @ tracks N clip_slots M clip
Launch and Performance State	Core	` + p	is_triggered	Triggered	Clip prop @ tracks N clip_slots M clip
Launch and Performance State	Extended	` + p	is_recording	Recording	ClipSlot prop @ tracks N clip_slots M
Recording and Capture Safety	Core	` + r	overdub	Overdub	Song prop @ live_set
Recording and Capture Safety	Core	` + r	record_mode	Record Mode	Song prop @ live_set



Workflow	Tier	Lane	Source token	Spoken label	Context
Recording and Capture Safety	Core	` + r	session_record	Session Record	Song prop @ live_set
Recording and Capture Safety	Core	` + r	session_record_status	Session record status	Song prop @ live_set
Recording and Capture Safety	Core	` + r	arm	Arm	Track prop @ tracks N
Recording and Capture Safety	Core	` + r	can_be_armed	Can be armed	Track prop @ tracks N
Recording and Capture Safety	Core	` + r	will_record_on_start	Will record on start	ClipSlot prop @ tracks N clip_slots M
Recording and Capture Safety	Core	` + r	is_recording	Recording	Clip prop @ tracks N clip_slots M clip
Recording and Capture Safety	Extended	` + r	arrangement_overdub	Arrangement Overdub	Song prop @ live_set
Recording and Capture Safety	Extended	` + r	can_capture_midi	Can capture midi	Song prop @ live_set
Recording and Capture Safety	Extended	` + r	count_in_duration	Count In Duration	Song prop @ live_set
Recording and Capture Safety	Extended	` + r	is_counting_in	Counting In	Song prop @ live_set
Recording and Capture Safety	Extended	` + r	punch_in	Punch In	Song prop @ live_set
Recording and Capture Safety	Extended	` + r	punch_out	Punch Out	Song prop @ live_set
Recording and Capture Safety	Extended	` + r	implicit_arm	Implicit Arm	Track prop @ tracks N
Recording and Capture Safety	Extended	` + r	is_overdubbing	Overdubbing	Clip prop @ tracks N clip_slots M clip
Timing, Loop, and Grid Control	Core	` + t	clip_trigger_quantization	Clip trigger quantization	Song prop @ live_set
Timing, Loop, and Grid Control	Core	` + t	current_song_time	Current Song Time	Song prop @ live_set
Timing, Loop, and Grid Control	Core	` + t	loop_start	Loop Start	Song prop @ live_set
Timing, Loop, and Grid Control	Core	` + t	metronome	Metronome	Song prop @ live_set
Timing, Loop, and Grid Control	Core	` + t	signature_denominator	Signature Denominator	Song prop @ live_set
Timing, Loop, and Grid Control	Core	` + t	signature_numerator	Signature Numerator	Song prop @ live_set
Timing, Loop, and Grid Control	Core	` + t	tempo	Tempo	Song prop @ live_set
Timing, Loop, and Grid Control	Core	` + t	tempo	Tempo	Scene prop @ scenes N
Timing, Loop, and Grid Control	Core	` + t	launch_quantization	Launch Quantization	Clip prop @ tracks N clip_slots M clip
Timing, Loop, and Grid Control	Core	` + t	length	Length	Clip prop @ tracks N clip_slots M clip

Workflow	Tier	Lane	Source token	Spoken label	Context
Timing, Loop, and Grid Control	Core	` + t	loop_end	Loop End	Clip prop @ tracks N clip_slots M clip
Timing, Loop, and Grid Control	Core	` + t	loop_start	Loop Start	Clip prop @ tracks N clip_slots M clip
Timing, Loop, and Grid Control	Core	` + t	looping	Looping	Clip prop @ tracks N clip_slots M clip
Timing, Loop, and Grid Control	Core	` + t	grid_quantization	Grid Quantization	Clip.View prop @ tracks N clip_slots M clip view
Timing, Loop, and Grid Control	Extended	` + t	groove_amount	Groove Amount	Song prop @ live_set
Timing, Loop, and Grid Control	Extended	` + t	loop	Loop	Song prop @ live_set
Timing, Loop, and Grid Control	Extended	` + t	loop_length	Loop Length	Song prop @ live_set
Timing, Loop, and Grid Control	Extended	` + t	midi_recording_quantization	Midi Recording Quantization	Song prop @ live_set
Timing, Loop, and Grid Control	Extended	` + t	song_length	Song Length	Song prop @ live_set
Timing, Loop, and Grid Control	Extended	` + t	start_time	Start Time	Song prop @ live_set
Timing, Loop, and Grid Control	Extended	` + t	swing_amount	Swing Amount	Song prop @ live_set
Timing, Loop, and Grid Control	Extended	` + t	tempo_enabled	Tempo Enabled	Scene prop @ scenes N
Timing, Loop, and Grid Control	Extended	` + t	time_signature_denominator	Time Signature Denominator	Scene prop @ scenes N
Timing, Loop, and Grid Control	Extended	` + t	time_signature_enabled	Time Signature Enabled	Scene prop @ scenes N
Timing, Loop, and Grid Control	Extended	` + t	time_signature_numerator	Time Signature Numerator	Scene prop @ scenes N
Timing, Loop, and Grid Control	Extended	` + t	available_warp_modes	Available warp modes	Clip prop @ tracks N clip_slots M clip
Timing, Loop, and Grid Control	Extended	` + t	end_marker	End Marker	Clip prop @ tracks N clip_slots M clip
Timing, Loop, and Grid Control	Extended	` + t	end_time	End Time	Clip prop @ tracks N clip_slots M clip
Timing, Loop, and Grid Control	Extended	` + t	groove	Groove	Clip prop @ tracks N clip_slots M clip
Timing, Loop, and Grid Control	Extended	` + t	launch_mode	Launch Mode	Clip prop @ tracks N clip_slots M clip
Timing, Loop, and Grid Control	Extended	` + t	legato	Legato	Clip prop @ tracks N clip_slots M clip
Timing, Loop, and Grid Control	Extended	` + t	loop_jump	Loop Jump	Clip prop @ tracks N clip_slots M clip
Timing, Loop, and Grid Control	Extended	` + t	pitch_coarse	Pitch Coarse	Clip prop @ tracks N clip_slots M clip
Timing, Loop, and Grid Control	Extended	` + t	pitch_fine	Pitch Fine	Clip prop @ tracks N clip_slots M clip

Workflow	Tier	Lane	Source token	Spoken label	Context
Timing, Loop, and Grid Control	Extended	` + t	start_marker	Start Marker	Clip prop @ tracks N clip_slots M clip
Timing, Loop, and Grid Control	Extended	` + t	start_time	Start Time	Clip prop @ tracks N clip_slots M clip
Timing, Loop, and Grid Control	Extended	` + t	velocity_amount	Velocity Amount	Clip prop @ tracks N clip_slots M clip
Timing, Loop, and Grid Control	Extended	` + t	warp_mode	Warp Mode	Clip prop @ tracks N clip_slots M clip
Timing, Loop, and Grid Control	Extended	` + t	warping	Warping	Clip prop @ tracks N clip_slots M clip
Timing, Loop, and Grid Control	Extended	` + t	grid_is_triplet	Grid Is Triplet	Clip.View prop @ tracks N clip_slots M clip view
Timing, Loop, and Grid Control	Extended	` + t	grid_snap	Grid Snap	Clip.View prop @ tracks N clip_slots M clip view
Timing, Loop, and Grid Control	Extended	` + t	hide_envelope	Hide Envelope	Clip.View prop @ tracks N clip_slots M clip view
Timing, Loop, and Grid Control	Extended	` + t	show_envelope	Show Envelope	Clip.View prop @ tracks N clip_slots M clip view
Timing, Loop, and Grid Control	Extended	` + t	show_loop	Show Loop	Clip.View prop @ tracks N clip_slots M clip view
Timing, Loop, and Grid Control	Extended	` + t	show_warp	Show Warp	Clip.View prop @ tracks N clip_slots M clip view
Timing, Loop, and Grid Control	Extended	` + t	show_warp_as	Show warp as	Clip.View prop @ tracks N clip_slots M clip view
Timing, Loop, and Grid Control	Deep	` + t	last_event_time	Last Event Time	Song prop @ live_set
Timing, Loop, and Grid Control	Deep	` + t	sample_length	Sample Length	Clip prop @ tracks N clip_slots M clip
Timing, Loop, and Grid Control	Deep	` + t	sample_rate	Sample Rate	Clip prop @ tracks N clip_slots M clip
Mixer, Metering, and Balance	Core	` + m	input_meter_level	Input meter level	Track prop @ tracks N
Mixer, Metering, and Balance	Core	` + m	mute	Mute	Track prop @ tracks N
Mixer, Metering, and Balance	Core	` + m	output_meter_level	Output meter level	Track prop @ tracks N
Mixer, Metering, and Balance	Core	` + m	solo	Solo	Track prop @ tracks N
Mixer, Metering, and Balance	Core	` + m	cue_volume	Cue Volume	MixerDevice child @ tracks N mixer_device
Mixer, Metering, and Balance	Core	` + m	panning	Panning	MixerDevice child @ tracks N mixer_device
Mixer, Metering, and Balance	Core	` + m	track_activator	Track activator	MixerDevice child @ tracks N mixer_device
Mixer, Metering, and Balance	Core	` + m	volume	Volume	MixerDevice child @ tracks N mixer_device
Mixer, Metering, and Balance	Core	` + m	display_value	Display value	DeviceParameter prop @ tracks N mixer_device volume

Workflow	Tier	Lane	Source token	Spoken label	Context
Mixer, Metering, and Balance	Core	` + m	value	Value	DeviceParameter prop @ tracks N mixer_device volume
Mixer, Metering, and Balance	Extended	` + m	input_meter_left	Input Meter Left	Track prop @ tracks N
Mixer, Metering, and Balance	Extended	` + m	input_meter_right	Input Meter Right	Track prop @ tracks N
Mixer, Metering, and Balance	Extended	` + m	muted_via_solo	Muted Via Solo	Track prop @ tracks N
Mixer, Metering, and Balance	Extended	` + m	output_meter_left	Output Meter Left	Track prop @ tracks N
Mixer, Metering, and Balance	Extended	` + m	output_meter_right	Output Meter Right	Track prop @ tracks N
Mixer, Metering, and Balance	Extended	` + m	gain	Gain	Clip prop @ tracks N clip_slots M clip
Mixer, Metering, and Balance	Extended	` + m	gain_display_string	Gain Display String	Clip prop @ tracks N clip_slots M clip
Mixer, Metering, and Balance	Extended	` + m	crossfader	Crossfader	MixerDevice child @ tracks N mixer_device
Mixer, Metering, and Balance	Extended	` + m	left_split_stereo	Left Split Stereo	MixerDevice child @ tracks N mixer_device
Mixer, Metering, and Balance	Extended	` + m	right_split_stereo	Right Split Stereo	MixerDevice child @ tracks N mixer_device
Mixer, Metering, and Balance	Extended	` + m	sends	Sends	MixerDevice child @ tracks N mixer_device
Mixer, Metering, and Balance	Extended	` + m	song_tempo	Song Tempo	MixerDevice child @ tracks N mixer_device
Mixer, Metering, and Balance	Extended	` + m	crossfade_assign	Crossfade Assign	MixerDevice prop @ tracks N mixer_device
Mixer, Metering, and Balance	Extended	` + m	panning_mode	Panning Mode	MixerDevice prop @ tracks N mixer_device
Mixer, Metering, and Balance	Deep	` + m	performance_impact	Performance Impact	Track prop @ tracks N
Mixer, Metering, and Balance	Deep	` + m	automation_state	Automation State	DeviceParameter prop @ tracks N mixer_device volume
Mixer, Metering, and Balance	Deep	` + m	default_value	Default Value	DeviceParameter prop @ tracks N mixer_device volume
Mixer, Metering, and Balance	Deep	` + m	is_enabled	Enabled	DeviceParameter prop @ tracks N mixer_device volume
Mixer, Metering, and Balance	Deep	` + m	max	Max	DeviceParameter prop @ tracks N mixer_device volume
Mixer, Metering, and Balance	Deep	` + m	min	Min	DeviceParameter prop @ tracks N mixer_device volume
Mixer, Metering, and Balance	Deep	` + m	original_name	Original Name	DeviceParameter prop @ tracks N mixer_device volume
Mixer, Metering, and Balance	Deep	` + m	name	Parameter name	DeviceParameter prop @ tracks N mixer_device volume
Mixer, Metering, and Balance	Deep	` + m	is_quantized	Quantized	DeviceParameter prop @ tracks N mixer_device volume

Workflow	Tier	Lane	Source token	Spoken label	Context
Mixer, Metering, and Balance	Deep	` + m	state	State	DeviceParameter prop @ tracks N mixer_device volume
Mixer, Metering, and Balance	Deep	` + m	value_items	Value Items	DeviceParameter prop @ tracks N mixer_device volume
Track, Device, and Routing Architecture	Core	` + d	selected_chain	Selected chain	Song.View child @ view
Track, Device, and Routing Architecture	Core	` + d	selected_parameter	Selected parameter	Song.View child @ view
Track, Device, and Routing Architecture	Core	` + d	appointed_device	Appointed device	Song prop @ live_set
Track, Device, and Routing Architecture	Core	` + d	group_track	Group Track	Track child @ tracks N
Track, Device, and Routing Architecture	Core	` + d	devices	Track devices	Track child @ tracks N
Track, Device, and Routing Architecture	Core	` + d	input_routing_channel	Input Routing Channel	Track prop @ tracks N
Track, Device, and Routing Architecture	Core	` + d	input_routing_type	Input Routing Type	Track prop @ tracks N
Track, Device, and Routing Architecture	Core	` + d	output_routing_channel	Output Routing Channel	Track prop @ tracks N
Track, Device, and Routing Architecture	Core	` + d	output_routing_type	Output Routing Type	Track prop @ tracks N
Track, Device, and Routing Architecture	Core	` + d	selected_device	Selected device	Track.View child @ tracks N view
Track, Device, and Routing Architecture	Core	` + d	selected_device	Selected device	Track.View prop @ tracks N view
Track, Device, and Routing Architecture	Extended	` + d	arrangement_clips	Arrangement Clips	Track child @ tracks N
Track, Device, and Routing Architecture	Extended	` + d	take_lanes	Take Lanes	Track child @ tracks N
Track, Device, and Routing Architecture	Extended	` + d	mixer_device	Track mixer device	Track child @ tracks N
Track, Device, and Routing Architecture	Extended	` + d	view	Track view	Track child @ tracks N
Track, Device, and Routing Architecture	Extended	` + d	available_input_routing_channels	Available Input Routing Channels	Track prop @ tracks N
Track, Device, and Routing Architecture	Extended	` + d	available_input_routing_types	Available Input Routing Types	Track prop @ tracks N
Track, Device, and Routing Architecture	Extended	` + d	available_output_routing_channels	Available Output Routing Channels	Track prop @ tracks N
Track, Device, and Routing Architecture	Extended	` + d	available_output_routing_types	Available Output Routing Types	Track prop @ tracks N
Track, Device, and Routing Architecture	Extended	` + d	can_be_frozen	Can be frozen	Track prop @ tracks N
Track, Device, and Routing Architecture	Extended	` + d	can_show_chains	Can show chains	Track prop @ tracks N
Track, Device, and Routing Architecture	Extended	` + d	fold_state	Fold State	Track prop @ tracks N

Workflow	Tier	Lane	Source token	Spoken label	Context
Track, Device, and Routing Architecture	Extended	` + d	is_foldable	Foldable	Track prop @ tracks N
Track, Device, and Routing Architecture	Extended	` + d	is_frozen	Frozen	Track prop @ tracks N
Track, Device, and Routing Architecture	Extended	` + d	is_grouped	Grouped	Track prop @ tracks N
Track, Device, and Routing Architecture	Extended	` + d	has_audio_input	Has audio input	Track prop @ tracks N
Track, Device, and Routing Architecture	Extended	` + d	has_audio_output	Has audio output	Track prop @ tracks N
Track, Device, and Routing Architecture	Extended	` + d	has_midi_input	Has midi input	Track prop @ tracks N
Track, Device, and Routing Architecture	Extended	` + d	has_midi_output	Has midi output	Track prop @ tracks N
Track, Device, and Routing Architecture	Extended	` + d	is_showing_chains	Showing Chains	Track prop @ tracks N
Track, Device, and Routing Architecture	Extended	` + d	is_collapsed	Collapsed	Track.View prop @ tracks N view
Track, Device, and Routing Architecture	Extended	` + d	is_showing_chains	Showing Chains	Track.View prop @ tracks N view
Global Session Governance	Core	` + g	is_ableton_link_enabled	Ableton Link enabled	Song prop @ live_set
Global Session Governance	Core	` + g	is_ableton_link_stable	Ableton Link stable/stop sync enabled	Song prop @ live_set
Global Session Governance	Core	` + g	can_jump_to_next_cue	Can jump to next cue	Song prop @ live_set
Global Session Governance	Core	` + g	can_jump_to_prev_cue	Can jump to prev cue	Song prop @ live_set
Global Session Governance	Core	` + g	can_redo	Can redo	Song prop @ live_set
Global Session Governance	Core	` + g	can_undo	Can undo	Song prop @ live_set
Global Session Governance	Core	` + g	exclusive_arm	Exclusive Arm	Song prop @ live_set
Global Session Governance	Core	` + g	exclusive_solo	Exclusive Solo	Song prop @ live_set
Global Session Governance	Core	` + g	re_enable_automation	Re-Enabled Automation Enabled	Song prop @ live_set
Global Session Governance	Core	` + g	session_automation_record	Session automation record	Song prop @ live_set
Global Session Governance	Extended	` + g	file_path	File Path	Song prop @ live_set
Global Session Governance	Extended	` + g	nudge_down	Nudge Down	Song prop @ live_set
Global Session Governance	Extended	` + g	nudge_up	Nudge Up	Song prop @ live_set
Global Session Governance	Extended	` + g	root_note	Root Note	Song prop @ live_set

Workflow	Tier	Lane	Source token	Spoken label	Context
Global Session Governance	Extended	` + g	scale_intervals	Scale Intervals	Song prop @ live_set
Global Session Governance	Extended	` + g	scale_mode	Scale Mode	Song prop @ live_set
Global Session Governance	Extended	` + g	scale_name	Scale Name	Song prop @ live_set
Global Session Governance	Extended	` + g	select_on_launch	Select On Launch	Song prop @ live_set
Global Session Governance	Extended	` + g	name	Set name	Song prop @ live_set
Global Session Governance	Extended	` + g	tempo_follower_enabled	Tempo Follower Enabled	Song prop @ live_set