Clip Announcer Beta: Session UI Terms Inventory
Updated: February 27, 2026

Scope:
- Spoken summary output
- Structured STATE console output
- Device UI trigger naming

1) Exact Spoken Vocabulary (Current Beta)
- Track
- Slot
- Clip
- Status
- Unknown Track
- Empty
- (Unnamed Clip)
- Recording
- Playing
- Stopped
- ?

Current spoken template:
- Track {track_index}: {track_name}.
- Slot {slot_index}.
- Clip: {clip_name or Empty}.
- Status: {Stopped|Playing|Recording}.

2) Complete Exposed Session Terms (Data/Fields)
- track_index
- track_name
- track_id
- slot_index
- slot_id
- has_clip
- clip_id
- clip_name
- clip_length
- looping
- loop_start
- loop_end
- status

Related LiveAPI properties currently queried:
- selected_track
- selected_scene
- highlighted_clip_slot
- name (track/clip)
- has_clip
- is_recording
- is_playing
- clip
- length
- looping
- loop_start
- loop_end

3) Workflow Grouping (Live Performance)
Group 1: Orientation / Location
- Terms: track_index, track_name, slot_index, selected_track, selected_scene, highlighted_clip_slot, Track, Slot, Unknown Track, ?

Group 2: Clip Presence Check

- Terms: has_clip, clip_id, clip_name, Clip, Empty, (Unnamed Clip)

Group 3: Action Status Check
- Terms: status, is_recording, is_playing, Status, Recording, Playing, Stopped

Group 4: Timing / Loop Awareness
- Terms: clip_length, looping, loop_start, loop_end, length

Group 5: Trigger + Feedback Layer
- Terms: WHERE, WHAT, STATE (button labels), where_button, what_button, state_button, SUMMARY, STATE

4) Exposed But Not Spoken Yet
- track_id
- slot_id
- clip_id
- clip_length
- looping
- loop_start
- loop_end

5) Proposed 3-Button Category Model (Next Iteration)
Button WHERE
- Primary question: Where am I in Session?
- Term focus: track_index, track_name, slot_index, selected_track, selected_scene, highlighted_clip_slot
- Template: Track {index}: {name}. Slot {index}.

Button WHAT
- Primary question: What is in this slot?
- Term focus: has_clip, clip_name, clip_id, clip_length, looping, loop_start, loop_end
- Template: Clip: {name or Empty}. Length: {length}. Loop: {on/off}, {start} to {end}.

Button STATE
- Primary question: What is it doing right now?
- Term focus: status, is_recording, is_playing, Recording, Playing, Stopped
- Template: Status: {Stopped|Playing|Recording}.