ClyphX v2.0.3

ClyphX is an expansion script for Live 8.1.5 or later that provides a variety of functionality. ClyphX now also includes all of the functionality of **Macrobat**, which is covered in its own *.pdf and all of the functionality of **ExtraPrefs**, which is covered in the User Settings section of this document.

If you have any questions/comments/troubles/requests in regard to ClyphX, please visit our forum:

http://beatwise.proboards.com/index.cgi?board=production

INITIAL SET UP

CLYPHX TRANSFER

The folder named 'ClyphX' needs to be placed in Live's MIDI Remote Scripts directory. Please close Live before transferring this folder. If you're updating from a previous version of ClyphX, you should delete the current ClyphX folder before transferring the new ClyphX folder.

On **Windows**, Live's MIDI Remote Scripts directory is located at:

- Program Files\Ableton\Live 8.x.x\Resources\MIDI Remote Scripts

On **OS X,** to get to Live's MIDI Remote Scripts directory:
Go to Applications, find Live.app, right-click and select Show Package Contents. The directory is located at:

- Contents\App-Resources\MIDI Remote Scripts

NOTE: *If you have multiple versions of Live installed, you will need to place the ClyphX folder in the MIDI Remote Scripts directory of each version of Live you'd like to use ClyphX with. Also, only one ClyphX folder should exist in each MIDI Remote Scripts directory. If you'd like to keep a back up of a previous version of ClyphX, please keep it in another location (like your User folder).*

LIVE SETTINGS

The following settings will be found in Preferences on the MIDI/Sync tab.

1. Select **ClyphX** as a Control Surface.
2. Leave the Input and Output set to **None**.

NOTE*: It is recommended that you do not use multiple instances of ClyphX. It should only be selected in one of the six Control Surface slots.*

OVERVIEW

ClyphX provides an extensive list of **Actions** related to controlling different aspects of Live. You can access these Actions via **X-Triggers**. There are currently three types of X-Triggers:

- **X-CLIP** – Any Clip in Session View that uses the appropriate naming convention.
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- **X-CUE** – Any Locator in Arrangement View that uses the appropriate naming convention.

- **X-CONTROL** – MIDI Controls.

Each X-Trigger can perform an Action List. As an example, a simple Action List might toggle Overdub on/off: `OVER.` A more complex Action List might mute Tracks 1 – 2, arm Track 4 and turn on the 2nd Device on Track 4:
`1/MUTE ON ; 2/MUTE ON ; 4/ARM ON ; 4/DEV2 ON`

NAMING CONVENTIONS

Any Clip or Locator in Live can be turned into an X-Clip or X-Cue by using an **Identifier** enclosed in brackets at the beginning of the Clip or Locator's name. The Identifier can be any word or phrase, but cannot contain special characters (like umlauts) or any of the following characters: **`[,],|,#,$,',",;`**

As an example: `[THIS IS AN IDENTIFIER].` You can, of course, use the Clip or Locator's name itself as the Identifier and just add brackets around it. And you can also use a dummy Identifier, like so: `[].` After the Identifier, you'll specify your Action List:
`[ID] OVER ; METRO`

For the sake of clarity, this document will use `CAPITAL LETTERS` when referring to names. However, the naming you use in your Action Lists and Identifiers is **not** case sensitive. You can use capitalization that is comfortable for you.

Finally, as seen in some of the previous examples, when specifying multiple Actions, use a semi-colon (`;`) to separate each Action. You can have spaces before or after the semi-colon if you like.

X-TRIGGERS

X-CLIP

DEFAULT
Example: `[ID] CLIP SEMI > ; CLIP CENT -25`

This X-Clip will perform its entire Action List when the X-Clip is played (not launched). This way, Action Lists can be quantized via Global or Launch Quantization. To re-trigger the Action List, replay the X-Clip.

PSEQ
Example: `[ID](PSEQ) 1/ARM ; 2/ARM ; 3/ARM`

This X-Clip will step through and perform the Actions in the Action List one at a time each time the X-Clip is played. In the example above, the first time the X-Clip is played,

it would Arm Track 1. The second time, it would Arm Track 2. The third time, it would Arm Track 3. The fourth time, it would go back to Arm Track 1, etc.

LSEQ
Example: `[ID](LSEQ) 1/CLIP2 CUE >1 ; 1/MUTE`

This X-Clip is similar to PSEQ except it will step through and perform the Actions in the Action List one at a time each time the X-Clip loops.

With the PSEQ and LSEQ X-Clips, in some cases, you may want to have one of the steps in the sequence not perform any Action. To do that, use the word DUMMY:
`[ID](PSEQ) 1/ARM ; DUMMY ; 3/ARM`

X-CUE

X-Cues will perform their entire Action List when the playhead passes over the X-Cue.

***NOTE**: An X-Cue will not perform its Action List when the X-Cue is jumped to, only when the playhead passes over it.*

X-CONTROL

In order to define controls on your MIDI controller to use as X-Controls, you first need to specify your controls in your User Settings. Once you've done that, you should then select your MIDI controller as the Input for the ClyphX Control Surface. If you'd like to use multiple MIDI controllers, you can download **ClyphX_XT** from our forum.

X-Controls will perform their entire Action List when pressed. They can optionally perform a second Action List when released. The default Action List for X-Controls is specified in your User Settings. However, these Action Lists can be overridden via X-Clips by using a special Action, which looks like this:
`[[BTN_ID]] 1/MUTE ON ; 2/MUTE ON`

First, you specify the X-Control Identifier flanked by two sets of square brackets, then you specify the Action List to perform on press. You can optionally add a comma (,) and specify an Action List to perform on release, like so:
`[[BTN_ID]] 1/MUTE ON ; 2/MUTE ON, *`

These overrides are temporary (only accessible to the currently loaded set) and are reset back to the defaults specified in your User Settings upon set load.

***NOTE:** When using an X-Clip to override an X-Control assignment, the X-Clip should only contain the override Action, no other Actions.*

ACTION REFERENCE

GLOBAL ACTIONS

ACTION	DESCRIPTION	VARIATIONS/EXAMPLES
B2A	Back to Arrangement.	-
BPM X	**X** is the Tempo to set in BPMs.	BPM 100, BPM 85.53
BPM *X	**X** is the value to multiply the Tempo by.	BPM *0.5, BPM *2
BPM < or **>**	Dec/Inc Tempo by increment of 1-BPM.	BPM <, BPM >
BPM <X or **>X**	Dec/Inc Tempo by increment of **X**-BPM.	BPM <2, BPM >0.5
DEVFIRST or **DEVLAST**	Move to the First or Last Device on the selected Track.	DEVFIRST, DEVLAST
DEVLEFT or **DEVRIGHT**	Move Left or Right between Devices on the selected Track.	DEVLEFT, DEVRIGHT
GQ	Toggle Global Quantization value between None and the last value.	-
GQ X	**X** is the Global Quantization value to set.	GQ NONE, GQ 8 BARS, GQ 4 BARS, GQ 2 BARS, GQ 1 Bar, GQ 1/2, GQ 1/2T, GQ 1/4, GQ 1/4T, GQ 1/8, GQ 1/8T, GQ 1/16, GQ 1/16T, GQ 1/32
GQ < or **>**	Select the Prev/Next Global Quantization value.	GQ <, GQ >
GRV X	**X** is the Global Groove amount to set.	GRV 50, GRV 0
GRV < or **>**	Dec/Inc Global Groove amount by increment of 1.	GRV <, GRV >
GRV <X or **>X**	Dec/Inc Global Groove amount by increment of **X**.	GRV <2, GRV >10
LEFT or **RIGHT** or **UP** or **DOWN**	Move Left or Right or Up or Down in Session View.	LEFT, RIGHT, UP, DOWN
LOC X	**X** is the name of the Arrangement Locator to jump to.	LOC VERSE 1, LOC HOOK
LOC < or **>**	Jump to the Prev/Next Arrangement Locator.	LOC <, LOC >
LOOP	Toggle, turn on or turn off Arrangement Loop.	LOOP, LOOP ON, LOOP OFF
LOOP X	**X** is the Arrangement Loop Length to set in Bars.	LOOP 4, LOOP 16
LOOP *X	**X** is the value to multiply the Arrangement Loop Length by.	LOOP *0.5, LOOP *2
LOOP < or **>**	Move the Arrangement Loop Backward/Forward by its length.	-
LOOP <X or **>X**	Move the Arrangement Loop Backward/Forward by **X** number of beats.	LOOP <4, LOOP >16
LOOP RESET	Reset Arrangement Loop Start position to 1.1.1.	-
METRO	Toggle, turn on or turn off Metronome.	METRO, METRO ON, METRO OFF
MIDI X	**X** is the MIDI message (of any type/length) to send. [1]	MIDI 144 0 127, MIDI 192 6, MIDI 240 1 2 3 4 247
MIDI CC X y z	Send a MIDI Control Change message where **X** is the Channel (in the range of 1 – 16), **y** is the Control number (in the range of 0 – 127) and **z** is the Value (in the range of 0 – 127). [1]	MIDI CC 1 0 127, MIDI CC 16 10 127
MIDI NOTE X y z	Send a MIDI Note message where **X** is the Channel (in the range of 1 – 16), **y** is the Note number (in the range of 0 – 127) and **z** is the Velocity (in the range of 0 – 127). This will send a Note message with virtually no length. [1]	MIDI NOTE 1 0 127, MIDI NOTE 16 10 127
MIDI PC X y	Send a MIDI Program Change message where **X** is the Channel (in the range of 1 – 16) and **y** is the Value (in the range of 0 – 127). [1]	MIDI PC 1 0, MIDI PC 16 10
OVER	Toggle, turn on or turn off Overdub.	OVER, OVER ON, OVER OFF
PIN	Toggle, turn on or turn off Punch In.	PIN, PIN ON, PIN OFF
POUT	Toggle, turn on or turn off Punch Out.	POUT, POUT ON, POUT OFF
REC	Toggle, turn on or turn off Arrangement Record.	REC, REC ON, REC OFF
REDO or **UNDO**	Redo or Undo.	REDO, UNDO
RESTART	Restart Arrangement at Position 1.1.1.	-
RQ	Toggle Record Quantization value between None and the last value.	-
RQ X	**X** is the Record Quantization value to set.	RQ NONE, RQ 1/4, RQ 1/8, RQ 1/8T, RQ 1/8 + 1/8T, RQ 1/16, RQ 1/16T, RQ 1/16 + 1/16T, RQ 1/32
RQ < or **>**	Select the Prev/Next Record Quantization value.	RQ <, RQ >
SCENE	When accessed via an X-Clip, Launch the Scene the X-Clip is on. Otherwise, Launch the selected Scene. [2]	-
SCENE X	**X** is the Scene number of the Scene to Launch. Specify SEL for the selected Scene. [2]	SCENE 10, SCENE 3, SCENE SEL
SCENE RND	Randomly Launch a Scene. [2]	-

SCENE < or **>**	Launch the Prev/Next Scene relative to the last launched Scene. [2]	SCENE <, SCENE >
SCENE <X or **>X**	Launch the Scene that is **X**-Scenes prior to or after the last launched Scene. [2]	SCENE <5, SCENE >3
SETFOLD	Toggle, turn on or turn off Track Fold for all Tracks.	SETFOLD, SETFOLD ON, SETFOLD OFF
SETJUMP X	**X** is the number of beats to jump the Arrangement's Playback Position Backward/Forward by.	JUMP 1, JUMP -5, JUMP 7
SETSTOP	Stop playback.	-
SHOWCLIP	Show Clip View.	-
SHOWDEV	Show Track View.	-
SIG X/y	**X** is the Time Signature Numerator value and **y** is the Denominator value.	SIG 4/4, SIG 6/8, SIG 16/2
STOPALL	Stop all Clips.	-
TAPBPM	Tap tempo.	-
UNARM	Unarm all armable Tracks.	-
UNMUTE	Unmute all Tracks.	-
UNSOLO	Unsolo all Tracks.	-

[1] The MIDI Actions send MIDI messages to the MIDI port selected as the Output port for the ClyphX control surface. Also, all values in MIDI Actions should be entered in decimal (as opposed to hexadecimal).

[2] The SCENE-related Actions do not actually Launch Scenes, they Launch every Clip on a Scene. For this reason, they will function similar to Launching Scenes when Start Recording on Scene Launch is turned on.

TRACK ACTIONS

ACTION	DESCRIPTION	VARIATIONS/EXAMPLES
ARM	Toggle, turn on or turn off Track Arm. [1]	ARM, ARM ON, ARM OFF
CUE	Adjust Preview Volume (Master Track only). This is a Continuous Parameter.	MST/CUE <, MST/CUE >, MST/CUE RESET, MST/CUE RND, MST/CUE 50, MST/CUE 100
FOLD	Toggle, turn on or turn off Track Fold.	FOLD, FOLD ON, FOLD OFF
IN X	**X** is the name of the Track Input Routing selection.	IN COMPUTER KEYBOARD
IN < or **>**	Select the Prev/Next Track Input Routing selection.	IN <, IN >
INSUB X	**X** is the name of the Track Input Sub-Routing selection.	INSUB CH. 1
INSUB < or **>**	Select the Prev/Next Track Input Sub-Routing selection.	INSUB <, INSUB >
JUMP X	**X** is the number of beats to jump the Playback Position of the playing Clip on the Track Backward/Forward by.	JUMP 1, JUMP -5, JUMP 7
MON or **MON X**	Toggle Track Monitoring state or set a particular state where **X** is the state to set.	MON MON IN, MON AUTO, MON OFF
MUTE	Toggle, turn on or turn off Track Mute.	MUTE, MUTE ON, MUTE OFF
NAME X	**X** is the new name for the Track. The new name will be capitalized.	NAME BKG VOCALS
OUT X	**X** is the name of the Track Output Routing selection.	OUT TO MT PLAYER 1
OUT < or **>**	Select the Prev/Next Track Output Routing selection.	OUT <, OUT >
OUTSUB X	**X** is the name of the Track Output Sub-Routing selection.	OUTSUB CH. 10
OUTSUB < or **>**	Select the Prev/Next Track Output Sub-Routing selection.	OUTSUB <, OUTSUB >
PAN X	Adjust Track Pan. This is a Continuous Parameter.	PAN <, PAN >, PAN RESET, PAN RND, PAN 50, PAN 100
PLAY	When accessed via an X-Clip, Launch the Clip Slot on the same Scene as the X-Clip. Otherwise, re-Launch the playing Clip Slot or Launch the Clip Slot at the selected Scene.	-
PLAY X	**X** is the Scene number of the Clip Slot to Launch. Specify SEL for the selected Scene.	PLAY 10, PLAY 3, PLAY SEL
PLAY RND	Launch a Clip Slot at a randomly selected Scene.	-
PLAY < or **>**	Launch the Prev/Next Clip Slot relative to the playing Clip. This will not Launch empty slots and does not apply to Group Tracks.	PLAY <, PLAY >
PLAY <X or **>X**	Launch the Clip Slot that is **X**-Scenes prior to or after the playing Clip.	PLAY <5, PLAY >3
SEL	Select the Track and highlight the playing Clip or the Clip at the selected Scene.	-
SEL X	Select the Track and a particular Slot where **X** is the Scene number of the Slot.	SEL 10, SEL 3
SEND ltr X	**ltr** is the letter of the Track Send to adjust. This is a Continuous Parameter.	SEND A <, SEND A >, SEND A RESET, SEND A RND, SEND A 50, SEND A 100
SNAP	Store/recall snapshot of Track and Device settings. See Snap Action for more info on this.	SNAP, SNAP DEV, SNAP MIX, SNAP MIX+, SNAP PLAY

SOLO	Toggle, turn on or turn off Track Solo. [1]	SOLO, SOLO ON, SOLO OFF
STOP	Stop the playing Clip on the Track.	-
VOL X	Adjust Track Volume. This is a Continuous Parameter.	VOL <, VOL >, VOL RESET, VOL RND, VOL 50, VOL 100
XFADE or **XFADE X**	Toggle Track Crossfade assignment or set a particular state where **X** is the state to set.	XFADE XFADE A, XFADE B, XFADE OFF
XFADER X	Adjust Master Crossfader (Master Track only). This is a Continuous Parameter.	MST/XFADER <, MST/XFADER >, MST/XFADER RESET, MST/XFADER RND, MST/XFADER 50, MST/XFADER 100

[1] The ARM and SOLO Actions will not obey your Preference settings for Exclusive Arm and Solo. If you'd like to exclusively arm/solo a Track, use an Action List with UNARM/UNSOLO before ARM/SOLO. For example, to exclusively solo the Selected Track: [ID] UNSOLO ; SEL/SOLO

All of the above Actions will apply to the Track the X-Clip is on. To operate on a different Track, specify the Track before the Action name. Specify the Track number (1/VOL >), Return letter (A/VOL >), MST for Master (MST/VOL >) or SEL for the Selected Track (SEL/VOL >). You can alternatively specify the Track name enclosed in quotes ("My Track"/VOL >).

You can also apply Actions to a range of Tracks (5-10/SEND A > or 1-B/VOL RND or 10-MST/PAN RESET) or to all Tracks (ALL/PLAY). When specifying a range, there should be no space before or after the hyphen and only Track numbers, Return letters and MST should be used.

The Device, Snap, Clip and Clip Cue Actions covered in the following sections work in the same way in terms of specifying the Track or Tracks they will be applied to.

NOTE: *With X-Cues and X-Controls, if you don't specify a Track number, the Track Actions will apply to the Selected Track.*

DEVICE ACTIONS

ACTION	DESCRIPTION	VARIATIONS/EXAMPLES
DEV	Toggle, turn on or turn off Device On/Off switch.	DEV, DEV ON, DEV OFF
DEV CHAINc MUTE	Toggle, turn on or turn off Chain Mute where **c** is the number of the Chain.	DEV CHAIN2 MUTE, DEV CHAIN4 MUTE ON DEV CHAIN1 MUTE OFF
DEV CHAINc PAN X	Adjust Chain Pan where **c** is the number of the Chain. This is a Continuous Parameter.	DEV CHAIN2 PAN <, DEV CHAIN4 PAN >, DEV CHAIN6 PAN RESET, DEV CHAIN2 PAN RND, DEV CHAIN25 PAN 50
DEV CHAINc SOLO	Toggle, turn on or turn off Chain Solo where **c** is the number of the Chain.	DEV CHAIN2 SOLO, DEV CHAIN4 SOLO ON DEV CHAIN1 SOLO OFF
DEV CHAINc VOL X	Adjust Chain Volume where **c** is the number of the Chain. This is a Continuous Parameter.	DEV CHAIN2 VOL <, DEV CHAIN4 VOL >, DEV CHAIN6 VOL RESET, DEV CHAIN2 VOL RND, DEV CHAIN25 VOL 50
DEV CS X	Adjust Device Chain Selector value. This is a Continuous Parameter.	DEV CS <, DEV CS >, DEV CS RESET, DEV CS RND, DEV CS 50, DEV CS 100
DEV Bn Pp X	Adjust Device Bank parameter 1 - 8 where **n** in the number of the bank and **p** in the number of the parameter within the bank to adjust. This is a Continuous Parameter. [1]	DEV B1 P1 <, DEV B2 P1 >, DEV B3 P1 RESET, DEV B4 P1 RND, DEV B5 P1 50, DEV B6 P1 100
DEV Pp X	Adjust Device Best-of-Bank parameter 1 - 8 where **p** in the number of the parameter to adjust. This is a Continuous Parameter. [1]	DEV P1 <, DEV P1 >, DEV P1 RESET, DEV P1 RND, DEV P1 50, DEV P1 100
DEV RND	Randomize Device parameters. [2]	-
DEV RESET	Reset Device parameters. [2]	-
DEV SEL	Select the Device and bring it and the Track it is on into view. If the Device is nested in a Rack and is hidden, it cannot be selected or brought into view.	-

LOOPER	Toggle, turn on or turn off Looper's On/Off switch. [3]	`LOOPER, LOOPER ON, LOOPER OFF`
LOOPER X	**X** is the Looper state to set. [3]	`LOOPER STOP, LOOPER REC, LOOPER PLAY, LOOPER OVER`
LOOPER REV	Toggle, turn on or turn off Looper's Reverse switch. [3]	`LOOPER REV, LOOPER REV ON, LOOPER REV OFF`

[1] See the included "Live Device Guide for ClyphX.pdf" for more info on device parameters.

[2] The DEV RND and DEV RST Actions will not affect Chain Selectors, on/off switches or multi-option controls (like a filter type chooser) and cannot be applied to Macrobat Racks (except for the MIDI Rack).

[3] The LOOPER Actions will apply to the first Looper device on the Track.

All of the above Device Actions (DEV) will apply to the Device selected on the Track. If no Device is selected, Device Actions will apply to the first Device on the Track. To operate on a different Device, specify the Device number (based on the Device's position on the Track) after the word DEV. For example, to operate on the second Device on Track 1: `1/DEV2 RESET`

The Device Actions can also be applied to Devices nested in a Rack (aka Sub-Devices), however, this only supports one level of nesting. In other words, you cannot operate on Devices nested within Sub-Devices.

To operate on a Sub-Device nested in a Rack, specify the Device number of the Rack (based on the Rack's position on the Track), then the Chain number and then the Sub-Device number (based on the Sub-Device's position on the Chain) after the word DEV. You'll also need to use a period in between each number. For example, to operate on the third Sub-Device on the fifth Chain of the second Device on Track 1:
`1/DEV2.5.3 RND`

SNAP ACTION

X-Clips (and only X-Clips) can store and recall Snapshots (Snaps) of Track and Device settings. The Snap Action is different than other Actions as it cannot be used in a list.

The default Snap Action name is `SNAP`. This will apply to the Volume, Pan and Sends settings of the Track. This also applies to the settings of the first Device on the Track.

You can modify the settings that the Snap Action will store by using optional words/numbers (Modifiers) in the Action Name.

MODIFERS	DESCRIPTION	VARIATIONS/EXAMPLES
DEV	Store the settings of the first Device on the Track.	-
DEVX	Store the settings of the specified Device where **X** is the number of the Device.	`SNAP DEV2, SNAP DEV3`
DEVX-Y	Store the settings of the Devices in the specified range where **X** is the Device number to start with and **Y** is the Device number to end with. There should be no space before or after the hyphen. To operate on all Devices, specify ALL.	`SNAP DEV1-4, SNAP DEV2-5, SNAP DEVALL`
MIX	Store the Volume, Pan and Sends settings of the Track.	-
MIX+	Store the Volume, Pan, Sends, Mute, Solo and Crossfade assignment settings of the Track.	-
PLAY	Store the playing status of the Track. This does not apply to Group Tracks, Return Tracks or the Master Track.	-

Multiple Modifiers can be used. For example, to store all of the Devices on Tracks 1-3 as well as settings stored by MIX+: `1-3/SNAP DEVALL MIX+`

Upon playing an X-Clip with a Snap Action, the related settings will be stored in the X-Clip's name along with your Identifier. An X-Clip that has stored a Snap is referred to as an **X-Snap.** To recall the Snapped settings, replay the X-Snap.

The Snap Action offers some special functionality when used with the Snap Track. Also, you can change the default behavior of the Snap Action in your User Settings.

GENERAL NOTES:

- *The settings for each Track are stored by the name of the Track. This allows you to add/remove/re-arrange Tracks without affecting your ability to recall X-Snaps you've stored. However, if multiple Tracks have the same name, only the first of these will apply in X-Snaps.*

- *After storing an X-Snap, you should not change any of the data in the X-Snap's name. You can change the Identifier if you like though.*

- *It may take a few moments to entirely recall X-Snaps of large numbers of Tracks and/or Devices.*

- *If you're attempting to take a Snap that would exceed the Snapshot Parameter Limit specified in your User Settings, you will receive an error message.*

DEVICE NOTES:

***Device** = A Device that is not nested within a Rack.*
***Sub-Device** = A Device that is nested within a Rack.*

- *The Device numbering mentioned in the Snap Action chart only applies to Devices (not Sub-Devices) and is based on the position of the Device on the Track.*

- *The settings for each Device on the Track are stored by the name of the Device. This allows you to add/remove/re-arrange Devices on the Track without affecting your ability to recall X-Snaps you've stored. However, if multiple Devices on the Track have the same name, only the first of these will apply in X-Snaps.*

- *If the Device is a Rack that includes Sub-Devices, the settings for each Sub-Device of the Rack will be stored by the position of the Sub-Device within the Rack. This allows you to have multiple Sub-Devices with the same name within a Rack. However, if you change the positions of Sub-Devices within the Rack, this will affect your ability to recall X-Snaps you've stored.*

- *If the Device is a Rack that includes Sub-Devices, the Volume, Pan and Mute settings for each Chain in the Rack will be stored (unless the Rack is a MIDI Effects Rack).*

CLIP ACTIONS

ACTION	DESCRIPTION	VARIATIONS/EXAMPLES
CLIP	Toggle, turn on or turn off the Clip's Activator switch.	`CLIP, CLIP ON, CLIP OFF`
CLIP CENT X	**X** is the Audio Clip Detune value to set.	`CLIP CENT -12, CLIP CENT 5`
CLIP CENT < or **>**	Dec/Inc Audio Clip Detune value by increment of 1.	`CLIP CENT <, CLIP CENT >`
CLIP CENT <X or **>X**	Dec/Inc Audio Clip Detune value by increment of **X**.	`CLIP CENT <2, CLIP CENT >5`
CLIP CUE X	Set the cue point (position to play from) of the Clip. See Clip Cue Action for more info on this.	`CLIP CUE 2, CLIP CUE >`
CLIP END X	**X** is the Clip End (Loop End if Loop is on) to set in beats.	`CLIP END 4, CLIP END 16`
CLIP END < or **>**	Dec/Inc the Clip's End (Loop End if Loop is on) by 1 beat.	`CLIP END <, CLIP END >`
CLIP END <X or **>X**	Dec/Inc the Clip's End (Loop End if Loop is on) by increment of **X**.	`CLIP END <2, CLIP END >0.5`
CLIP LOOP	Toggle, turn on or turn off Clip Loop.	`CLIP LOOP, CLIP LOOP ON, CLIP LOOP OFF`
CLIP LOOP X	**X** is the Loop Length to set in Bars. If the Clip is playing, this will move the start of the Loop to the current Playback Position (using Beat quantization). To use Bar quantization, add a 'B' after the Length.	`CLIP LOOP 0.25, CLIP LOOP 0.5, CLIP LOOP 2` `CLIP LOOP 0.5B, CLIP LOOP 2B`
CLIP LOOP *X	**X** is the value to multiply the Loop Length by.	`CLIP LOOP *0.5, CLIP LOOP *2`
CLIP LOOP < or **>**	Move the Clip Loop Backward/Forward by its length.	`CLIP LOOP <, CLIP LOOP >`
CLIP LOOP <X or **>X**	Move the Clip Loop Backward/Forward by **X** number of beats.	`CLIP LOOP <4, CLIP LOOP >16`
CLIP LOOP RESET	Reset Clip Loop Start to 1.1.1 and Clip Loop End to Clip End Marker.	-
CLIP NOTES	Toggle, turn on or turn off the mute status of Notes.	`CLIP NOTES, CLIP NOTES ON, CLIP NOTES OFF`
CLIP NOTES CMB	Combine each set of two consecutive Notes into a single Note.	-
CLIP NOTES DEL	Delete notes.	-
CLIP NOTES GATE < or **>**	Dec/Inc the length of Notes by one 128th note.	`CLIP NOTES GATE <, CLIP NOTES GATE >`
CLIP NOTES GATE <X or **>X**	Dec/Inc the length of Notes by **X** 128th notes.	`CLIP NOTES GATE <4, CLIP NOTES GATE >8`
CLIP NOTES REV	Reverse the position of Notes.	-
CLIP NOTES SPLIT	Split each Note into two equally sized Notes.	-
CLIP NOTES VELO X	**X** is the Note velocity to set.	`CLIP NOTES VELO 64, CLIP NOTES VELO 127`
CLIP NOTES VELO < or **>**	Dec/Inc the velocity of Notes by increment of 1.	`CLIP NOTES VELO <, CLIP NOTES VELO >`
CLIP NOTES VELO <X or **>X**	Dec/Inc the velocity of Notes by increment of **X**.	`CLIP NOTES VELO <5, CLIP NOTES VELO >10`
CLIP NOTES VELO << or **CLIP NOTES VELO >>**	Apply a decrescendo (descending velocities) or a crescendo (ascending velocities) to Notes.	`CLIP NOTES VELO <<, CLIP NOTES VELO >>`
CLIP NOTES VELO RND	Randomize the velocity of Notes.	
CLIP SEMI X	**X** is the Audio Clip Transpose value to set.	`CLIP SEMI -12, CLIP SEMI 5`
CLIP SEMI < or **>**	Dec/Inc Audio Clip Transpose value or Notes pitch by 1 semitone.	`CLIP SEMI <, CLIP SEMI >`
CLIP SEMI <X or **>X**	Dec/Inc Audio Clip Transpose value or Notes pitch by **X** semitones.	`CLIP SEMI <5, CLIP SEMI >10`
CLIP SIG X/y	**X** is the Time Signature Numerator value and **y** is the Time Signature Denominator value.	`CLIP SIG 4/4, CLIP SIG 6/8, CLIP SIG 16/2`
CLIP START X	**X** is the Clip Start (Loop Start if Loop is on) to set in beats.	`CLIP START 4, CLIP START 16`
CLIP START < or **>**	Dec/Inc the Clip's Start (Loop Start if Loop is on) by 1 beat.	`CLIP START <, CLIP START >`
CLIP START <X or **>X**	Dec/Inc the Clip's Start (Loop Start if Loop is on) by increment of **X**.	`CLIP START <2, CLIP START >0.5`
CLIP WARP	Toggle, turn on or turn off the Clip's Warp switch.	`CLIP WARP, CLIP WARP ON, CLIP WARP OFF`

All of the above Clip Actions (CLIP) and the Clip Cue Action covered in the next section will apply to the Playing Clip or (if no Clip is playing) the selected Slot on the Track. To operate on a different Clip, specify the Slot number of the Clip after the word CLIP: `1/CLIP1 LOOP *2`

By default, the Clip Note Actions (CLIP NOTES) will apply to all the Notes in a MIDI Clip that fall within the Loop Start/End markers (if Loop is on) or the Start/End markers (if Loop is off). To operate just on a particular pitch (or a range of pitches), specify the name of the pitch (or range) after the word NOTES. For example:

```
CLIP NOTESC#3 REV
CLIP NOTESF4-F#5 VELO <<
```

To operate on notes that fall on a particular time position (or a range of time positions) in the Clip, specify the position (or range) and use @ as a prefix. Positions should be specified in absolute beat time (where 1/4 note is equal to 1.0). So, in 4/4, beat 1 would be 0.0, beat 2 would be 1.0, etc. For example:

```
CLIP NOTES @1.0 GATE >
CLIP NOTES @0.5-1.5 SPLIT
```

You can specify both a pitch (or pitch range) and a position (or position range) to operate on. For example: `CLIP NOTESC3-F3 @4.0 DEL`

NOTE: *When specifying ranges, there should be no space before or after the hyphen.*

CLIP CUE ACTION

This Action is only accessible to X-Clips. Upon playing an X-Clip with a Clip Cue Action, the specified Clip's Start and Loop Start (if Loop is on) will move to the specified Cue point. This Action is applied in the same way as the Clip Actions mentioned in the previous section.

ACTION	DESCRIPTION	VARIATIONS/EXAMPLES
CLIP CUE X	**X** is the position of the cue in absolute beat time. This is different than the bar/beat/sixteenths position shown in Live's Clip View. For example, position 1.1.1 is 0 in absolute beat time.	`CLIP CUE 2, CLIP CUE 5.25`
CLIP CUE < or **>**	Move the cue point Backward/Forward by increment of 1 beat.	`CLIP CUE <, CLIP CUE >`
CLIP CUE <X or **>X**	Move the cue point Backward/Forward by increment of **X** beats.	`CLIP CUE <0.5, CLIP CUE >2`

If you don't know/don't want to figure out the position in absolute beat time, you can set it and capture it. To set it, move the Clip's Start marker (if Loop is off) or the Clip's Loop Start marker (if Loop is on) to the desired position. Then create an X-Clip with the following name (the X-Clip name cannot contain other Actions): `CLIP CUE`

Upon playing, the position you specified will be added to the end of the X-Clip's name. You can then combine it with other Actions if you like.

NOTE: *This Action will not work on Audio Clips that aren't Warped and will not work correctly with a Global or Launch Quantization of None.*

CONTROL SURFACE ACTIONS

ACTION	DESCRIPTION	VARIATIONS/EXAMPLES
SURFACEN X/ACTION NAME	Apply a Track, Device, Clip or Clip Cue Action to Channel Strip number **X**. [1]	`SURFACE1 1/MUTE, SURFACE2 4/DEV RND, SURFACE3 8/CLIP SEMI >`
SURFACEN X-Y/ACTION NAME	Apply a Track, Device, Clip or Clip Cue Action to Channel Strip numbers **X-Y**. There should be no space before or after the hyphen. To operate on all Channel Strips, specify ALL. [1]	`SURFACE1 1-4/FOLD, SURFACE2 4-8/DEV, SURFACE3 ALL/CLIP START >`
SURFACEN BANK X	Move the Surface's Track Bank selection forward/backward by **X**. Use 'First' or 'Last' to select the First/Last Track Bank. [1] This works even with Surfaces without Track Banks, like User Remote Scripts for example.	`SURFACE1 BANK 1, SURFACE6 BANK -1, SURFACE4 BANK 8, SURFACE5 FIRST, SURFACE2 BANK LAST`
SURFACEN COLORS X Y Z	Change the color of the Clip Launch LEDs where **X** is the color to use for playing Clips, **Y** is the color to use for recording Clips and **Z** is the color to use for stopped Clips. The available colors are: Amber, Green and Red. [2] This is a temporary change that will be reverted upon set load.	`SURFACE1 COLORS RED AMBER GREEN, SURFACE3 COLORS GREEN RED AMBER`
SURFACEN DEV LOCK	Toggle the Surface's lock on Devices. This requires that the Surface has Device Controls.	`SURFACE1 DEV LOCK`
SURFACEN METRO ON or **SURFACEN METRO OFF**	Cause the APC's Clip Stop buttons or the Launchpad's Right-Side buttons (in every mode except for User 1) to display a visual metronome. The buttons will still function as usual. [2]	`SURFACE1 METRO ON, SURFACE6 METRO OFF`
SURFACEN RING TX SY	**X** is the number of the first Track outlined by the ring. **Y** is the number of the first Scene outlined by the ring. Only one of these has to be specified so that you can change the Scene offset without changing the Track offset and vice versa. This requires that the Surface has a grid selector (aka red ring).	`SURFACE1 RING T1 S20, SURFACE6 RING S100, SURFACE4 RING T5`

[1] Requires that the Surface has Channel Strip controls (like Volume, Pan, Mute, etc).

[2] Only applies to the APC40, APC20 and Launchpad.

The above Actions relate to other Control Surface scripts that are selected in Live's Control Surface section (in Preferences – MIDI/Sync) where **N** is the number of the Control Surface to operate on (in the range of 1 – 6). This numbering is based on the number of Control Surface scripts that are selected. For example, if only two scripts are selected, the second script will be Surface2 even if the script is selected in Control Surface slot #6.

Except where noted, these Actions will work with most of the Control Surface scripts built into Live (as well as User Remote Scripts and most user-created Framework scripts). However, they will not work with some of the legacy scripts such as the Mackie scripts and the Tranzport script. And they will not work with ClyphX/ClyphX_XT.

NOTE: *If you're using multiple APC20/40s in Combination Mode, the BANK and RING Actions can only be applied to the first of these (the one that controls bank selection).*

ACTION INFO

CONTINUOUS PARAMETERS

All of the Continuous Parameters offer several control options via keywords.

KEYWORD	DESCRIPTION	EXAMPLES
X	**X** is the parameter value to set (in the range of 0 – 127).	`DEV1 CS 100`
< or **>**	Dec/Inc the parameter value by increment of 1.	`VOL <, PAN >`
<X or **>X**	Dec/Inc the parameter value by increment of **X**.	`PAN <5, DEV1 B2 P1 >10`
RESET	Reset the parameter value to its default value.	`DEV1 P1 RESET`
RND	Randomize the parameter value.	`SEND A RND`

GENERAL ACTION NOTES

- For all of the Actions related to Clip Loops and the Arrangement Loop, the loop can't be moved/set to a length/position greater than the Clip/Song length or less than Clip/Song position 1.1.1.

- For all of the Actions related to Devices, in order to operate upon nested Devices (aka Sub-Devices) or Device Chains, you need to use Live 8.2.2 or later. If you're using an earlier version, Actions will not apply to Sub-Devices and Device Chains cannot be operated upon.

- For all of the Actions related to Devices, if the Device you're looking to control is not one of Live's Devices, the Actions will apply only to the configured parameters of the Device.

- For all of the Actions that involve specifying a name (such as LOC x, IN x, NAME x, etc), the name cannot include special characters (like umlauts) or any of following characters: `[,],|,#,$,',",;`

- The Track Select and navigation-related Actions may not work correctly if Select on Launch is turned on in your Live Preferences.

- Each Action performed by an X-Trigger is considered undoable in Live. For that reason, if you have lots of LSEQ X-Clips going on in your set, this could make your undo history unreliable.

- An X-Clip's Action List will not be performed while the X-Clip is recording.

- If you leave an X-Clip playing (the Clip's play indicator is lit) upon saving a set, the next time the set is loaded, the Action List of the X-Clip will be triggered.

SNAP TRACK

By default, X-Snaps stored using the Snap Action will be recalled immediately, which will cause the values of Snapped parameters to jump from their current values to the values stored in the X-Snap.

You can alternatively add a Track named CLYPHX SNAP (aka Snap Track) to your set. The Snap Track will function as a typical Track with two exceptions. X-Snaps recalled from the Snap Track will use Smoothing, which will cause the values of Snapped parameters to gradually adapt from their current values to the values stored in the X-Snap. Also, the Snap Track will not be included in Snaps.

You can change the speed at which the Smoothing occurs by adding a value (in the range of 0 – 99) enclosed in brackets to the Snap Track's name. This value is in hundreds of milliseconds. A value of 0 will turn Smoothing off. For example:
CLYPHX SNAP [20]

You can also add a Rack named CLYPHX SNAP (aka Snap Rack) to the Snap Track (this Rack should not be nested within another Rack). This will allow you to send X-Snaps to the Snap Rack so that you can use the Snap Rack's first Macro to Morph between the current values of Snapped parameters and the values stored in the X-Snap.

When the Snap Rack is in place and turned on, upon playing an X-Snap, the Identifier of the X-Snap will be added to the name of the Snap Rack and the first Macro of the Snap Rack will be reset. Now, you can use the first Macro to Morph between the current values of the Snapped parameters (current values are assessed at the time the X-Snap is played) and the values stored in the X-Snap.

You can disable the Snap Rack by turning it off. When it is off, X-Snaps will not be sent to the Snap Rack and will instead just be recalled with Smoothing. Also, if an X-Snap is played while the Snap Rack is off, any X-Snap data stored in the Snap Rack will be removed.

NOTES:

- *Smoothing and Morphing do not apply to Mute, Solo and Crossfade assignments or the playing status of Tracks. The values for these types of parameters will be recalled as soon as the X-Snap is played.*

- *You should only have one Track named ClyphX Snap in your set. If you have more than one, only one of them can be used at a time.*

- *You should only have one Rack named ClyphX Snap on the Snap Track. If you have more than one, only the first of these can be used.*

USER SETTINGS

ClyphX provides a variety of optional settings. All of these are contained in UserSettings.txt, which you'll find inside the ClyphX folder. The file itself includes instructions on how to modify it and descriptions of all the settings options.

The first set of settings (**[SNAPSHOT SETTINGS]**) relate to the behavior of the Snap Action.

The second set of settings (**[EXTRA PRFS])** relate to general Live options (these are inherited from ExtraPrefs). These also include an option to specify an Action List to perform each time a set is loaded.

The third set of settings (**[USER CONTROLS])** relate to your X-Control Settings.

The final set of settings **([USER VARIABLES])** relate to User Variables.

X-CONTROL SETTINGS

When using controllers with ClyphX/ClyphX_XT, you can keep other settings for your controller(s) in place. However, if the controller is used as the Input for another Control Surface, you will need to ensure that the other Control Surface is not set up to receive the same MIDI messages that you've configured for the controller in ClyphX/ClyphX_XT.

In addition, if the Remote switch is turned on for the controller, you'll want to make sure that MIDI mapping in your set does not use the same MIDI messages you've configured for the controller in ClyphX/ClyphX_XT.

Lastly, if the Track switch is turned on for the controller, the MIDI messages you've configured for the controller in ClyphX/ClyphX_XT cannot be used for recording data into MIDI Clips or for playing instruments.

NOTES: *It is not possible to use dedicated Live controllers such as the APC20, APC40 and Launchpad with ClyphX/ClyphX_XT while also using the controller with its associated Control Surface script. For example, you couldn't select the APC20 as the Input for the APC20 Control Surface and as the Input for ClyphX/ClyphX_XT. You'd need to select one or the other. However, there are a couple of exceptions to this.*

1. *For Launchpad users, you can use Automap to create a page or several pages to use with ClyphX/ClyphX_XT. You'd select an Automap port as the Input for ClyphX/ClyphX_XT.*

2. *For APC40 users who are using any of the nativeKONTROL apC-CLx presets (like apC-CL3 or apC-CL2+TC2), you can use User Mode with ClyphX/ClyphX_XT. User Mode uses the following MIDI messages:*

- *For apC-CL1, CL1+TC1, CL2 and CL2+TC2 – Notes 0 – 39 on MIDI Channel 1.*
- *For apC-CL3 and CL3+TC3 – Notes 0 – 39 on MIDI Channel 8.*

The upper leftmost button is Note number 0, the numbers increase as you move to the right and then down with the lower rightmost button being Note number 39. Also, you will select From MT Player 1 as the Input for ClyphX/ClyphX_XT.

USER VARIABLES

You can use Variables in your Action Lists. These Variables can be used for storing values (like `100`), single Actions (like `OVER OFF`) or portions of Action Names (like `CLIP`). There are two ways to define Variables.

You can define Variables in your User Settings. Variables you define here will always be available to any Action List in any set.

```
my_var1 = 54
my_var2 = SHOWCLIP
```

You can also define Variables or redefine Variables that you've defined in your User Settings with X-Triggers. Any Variable definitions/redefinitions made via X-Triggers are temporary (only accessible to the currently loaded set) and are reset back to the definitions in your User Settings upon set load. Anytime you refer to Variables in Action Lists, you need to prefix the Variable with `$`.

```
$my_var1 = 23
$my_var2 = METRO ON
```

Once Variables have been defined, you can use them anywhere in your Action Lists:

```
1/DEV P1 $my_var1 ; $my_var2
```

Variable names cannot be the same as any Action name and cannot include special characters (like umlauts) or any of the following characters: `[,],|,#,$,',",;`

TROUBLESHOOTING

If you're not able to perform any Action with ClyphX, check that you've placed ClyphX in the correct directory (it belongs in Live's MIDI Remote Scripts directory, not Live's User Remote Scripts directory). Also, check that you've got ClyphX selected as a Control Surface.

If you're trying to access Actions via X-Clips or X-Cues, check that you've listed an identifier at the beginning of the X-Clip or X-Cue name. If you're trying to access Actions via X-Controls, check that you've defined the X-Controls correctly in your UserSettings and that you've selected the controller as the Input for ClyphX.

If you need further help, please make a post in the related ClyphX thread on our forum: http://beatwise.proboards.com/index.cgi?board=production

Please provide as many details as possible and also please post/email your Log.txt file (you can email Stray through the forum). To get to your Log.txt file:

On Windows, you'll need to ensure Hidden Files/Folders are shown as Log.txt is in a hidden folder. You'll find Log.txt either in:
Documents and Settings\(your name)\Application Data\Ableton\Live 8.x.x\Preferences

Or:
Users\(your name)\AppData\Roaming\Ableton\Live 8.x.x\Preferences

On OS X, you'll find Log.txt in:
Users\(your name)\Library\Preferences\Ableton\Live 8.x.x