

Audio Looper

This audio looping device is inspired by the works of Steve Reich, specifically his experiments with phase looping. This device contains four channel looping, the ability to generate random loop lengths, control the total length of the loop, and the option for user recorded or selected audio.

(Windows) To install the device, place it within **HD\Users\[username]\Documents\Ableton\User Library\Preset\ Audio Effects\Max Audio Effect.**

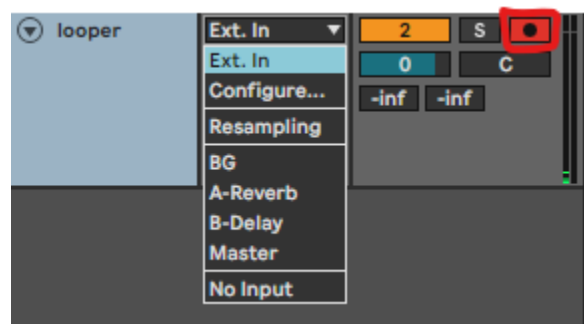
(Mac) To install the device, place it within **HD/Users/[username]/Music/Ableton/User Library Preset\Audio Effects\Max Audio Effect.**

This device **must** be in the **audio effects** as it is unable to record from other channels as an instrument or midi device.



The left side of the device deals with the looping controls. The **top** row of number boxes are for **panning** individual loops. Below the panning objects is the ‘**Drop Sample**’ box, this is where a user can select their own sounds to use within the device. The **Loop Length** number box controls the length of the entire selected loop region. The **Random Amount** number box allows a user to select a value between 1-100 and hit the **button** to the right of it to generate random loop lengths. The **forward** and **reverse** buttons simply change the play direction of the sample.

This device must be used as an audio effect for the **record** function to work. To use the record function. Record arm the channel that the device is on and select the desired input. This can be an external microphone or a different channel. To record from a separate channel within Ableton simply select it in the drop-down menu.





The **retrigger** function can be used to experiment quickly with looping amounts without having to stop and start the Ableton transport. The **reset** function will reset all the loop length back to their original distances. If random loop lengths have been used, reset will equally space the loops again.

The right side of the device is for visuals and selecting a loop length. Once you have dropped a sample into the **drop sample box** to get the loop lengths to work you **must** select the region you want to loop within the waveform. Once you have done this, simply play, and experiment with the other features. This is still a **requirement** if you choose to record into the buffer as opposed to dropping a sample.

