Random Launcher
Reference Manual v1.0

for Windows and Mac

Reference Manual by killihu

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This book has been inspired by the Ableton Live Reference Manual, with the aim of making it easier for Ableton Live users to read.

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Main information

1.1   Plugin Overview

This device allows you to randomly trigger Session View clips on multiple tracks simultaneously.

Main features:

- Track/Scene range to set which clips will be triggered.
- Capture the clips currently running in a new scene at the end of the scene list.
- Optional random mode without repeat, so a clip does not trigger again until the rest of the clips on the track have been triggered at least once.
- Only acts on existing clips, ignores empty clip slots.
- Buttons for triggering clips and capturing scene can be mapped.

1.2　　　System Requirements
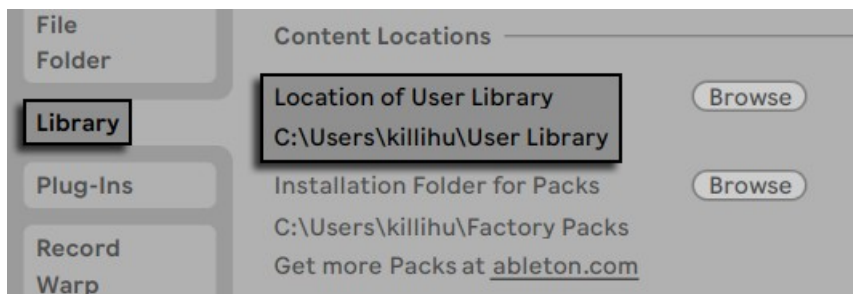
- Live Version: 10 / 11 / 12 with Max for Live

- Operating System: Windows, Mac

1.3　　　Installation Instructions

Unzip the ZIP file and copy the plugin amxd file to your User Library folder. There are two ways to find where your User Library is located:

Go to Preferences – Library – Location of User Library

Or [right-click] on the User Library in the Browser – Show in Explorer

Controls

2.1 Random Button

This button randomly triggers clips from the Session View based on the range set on the device. Empty clip slots are ignored. To add the possibility of not triggering any clips, empty MIDI clips can be used, or audio clips with the volume set to -inf.

2.2 Capture Button

Inserts a new scene at the end of the scene list, places copies of the clips that are currently running in the new scene and launches the new scene immediately without audible interruption.

2.3 Range

The device does not continuously analyze changes to Session View clip slots. With the range controls you define and memorize the clips that will be triggered by the device.

With the Track controls you define the range of tracks from which the clips will be memorized. Establishing which will be the first and last track. The same for the scenes.

Once the range is defined, when you click on the Get Clips button, the device will memorize the existing clips within the range. If the range is changed on the device, or clips are added/removed within the selected range, the Get Clips button must be used again.

2.4 Mode

The device randomly triggers the clips in two different modes. In Standard mode there is the possibility of repeating the clip that is currently running. In No Repeat mode a clip is not triggered again until all other clips on the track have been triggered.

2.5   Mapping

By default the Random and Capture buttons cannot be mapped to avoid adding extra steps to the Live's undo history.

When the Mapping switch is activated it is possible to map the Random and Capture buttons via key/MIDI. Extra steps will be added to Live's undo history each time the buttons are used.

Once the buttons have been mapped, it is possible to deactivate the Mapping switch but the mappings will remain active. That way the rack buttons can be used with the mouse without messing up the undo history, and at the same time use key/MIDI mapping.