




Figure 3.3 Click+drag the right edge of the main Live screen to access Help View.

things basic. Use the Session View to construct your musical ideas by importing and recording audio and MIDI into tracks. When your ideas are ready, you can record them to the Arrangement as a sequenced song (arrangement). This is the fundamental concept of Live, but the Arrangement View can also be used for traditional importing and recording audio and MIDI too. For that reason, we'll get you up to speed on how to work in both. Later we'll go over recording your Session clips into the Arrangement View.


Now that we've covered the basics, hold onto your questions, and let's start working in Live 8! If this moves too fast, you can skip to the next Scene where content is broken down in more detail.

3.3 Audio in Live

The first thing you will need to do is create a New Live Set from the File Menu ([⌘+N] Mac/[Ctrl+N] PC). Now for your empty Set you'll need an audio source to generate sound. You can import preexisting audio files or record your own acoustic sound from an external input. Let's start out simple by importing samples to an audio track. Before importing audio you have to consider which view to work in, Session View or the Arrangement View. Your Set should be currently open in Session View. As we mentioned earlier, one of the most common approaches is to import or record audio into Session View Clip Slots first, then later record a performance of these clips into the Arrangement View, thus creating an arrangement. Although this is the intended design of Live, by no means do you have to work that way. For this reason, we'll stick with importing and

recording directly into each view for now and save the performance aspects for later  3.6  Scene 4  6.7. Keep in mind while working through each of the following demonstrations that there are a number of ways to execute tasks in Live 8.

3.3.1 Importing audio

To import an audio file to the Session View , choose one of the following: (If you need audio samples to get started with, you can download some example samples from our Website.)

- (a) Drag or double-click an audio file directly from the File Browser into an audio track Clip Slot or to the Drop Area in the middle of the Session View. Double-clicking on an audio file will import it directly into a new audio track.

Figure 3.4 Session View: (Import) Drag and drop audio file (audio clip) directly from the File Browser into an audio track Clip Slot.




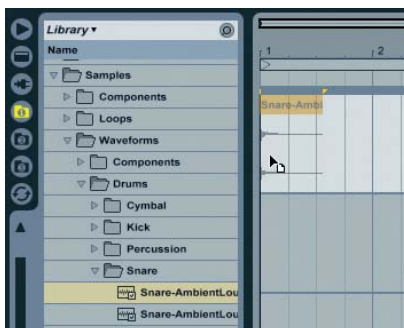
To import audio into the Arrangement View , follow the same procedures as listed earlier. The main difference is that you cannot double-click an audio file in the File Browser to automatically import it. You must click on the file and drag it into the designated track display area along the timeline in the Arrangement View.

Figure 3.5 Arrangement View: (Import) Drag and drop audio file (audio clip) directly from the File Browser into an audio track's track display.



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Take notice that your Live Browser can be opened and accessed in both the Arrangement and Session Views. It's part of Live's Main Screen. If it not visible, simply click on the show/hide arrow button on the upper left.

- (b) Drag an audio file directly from a Finder/Explorer Window into an audio track Clip Slot or to the Drop Area in the middle of the Session View.

Figure 3.6 Session View: Drag and drop files directly from a Finder/Explorer Window into a Clip Slot.

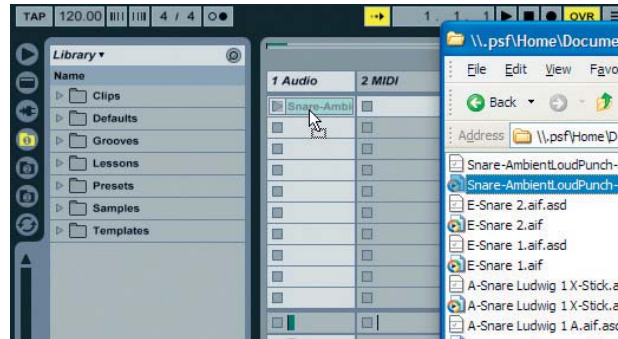
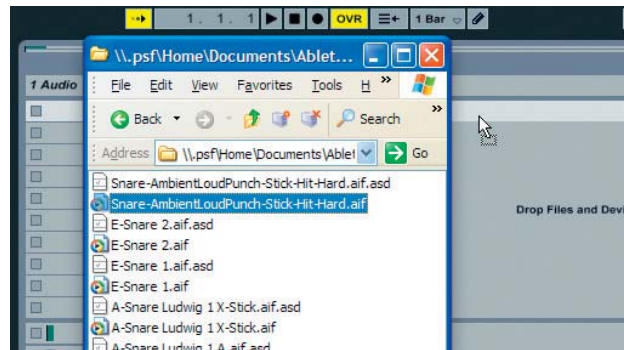


Figure 3.7 Arrangement View: Drag and drop files directly from a Finder/Explorer Window into the track display or Drop Area.



For the Arrangement View, drag directly from the Finder/Explorer Window to the track display or Drop Area and place your audio file at the left most edge of the track display (the beginning of the Set's timeline).

Once you have imported an audio file into the Session View Clip Slot, you can click on its Clip Launch button to activate playback. Our example is a short snare hit, so it's a one-shot sample that won't be looped. After you launched the clip and heard the sample, click the Stop button on the Control Bar Transport to stop the arrangement.

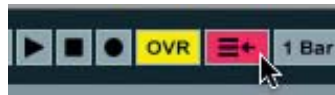
To listen back to a clip that has been imported into the Arrangement View, first double-click the Stop button on the Control Bar Transport to set playback at the



Figure 3.8 General Session View playback controls.

beginning of the Arrangement to ensure the proper playback position. Then if there is a red-lit button (Back to Arrangement button) on the Control Bar, click that too so it is no longer illuminated red, and then click the Play button on the Control Bar. The Back to Arrangement button indicates that the current playback state differs from the stored/captured arrangement. Turn it off to revert playback to the exact stored/captured arrangement.

Figure 3.9 Make sure the Back to Arrangement button is not illuminated red. Click it to turn it off to revert playback to the exact stored arrangement.



After your clip plays back, click the Stop button to stop playback.



Figure 3.10 Arrangement View playback controls.

3.3.2 Recording audio

You can record an audio input source directly into Live's Session View or Arrangement View. It's completely up to you. Each has its own benefits. No matter which you choose, you must always record-enable (arm) and audio track from its Arm Session/Arrangement Recording button directly on the track. Now, before

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recording an external audio source, verify that your audio and record preferences are configured to your specifications [▶ 2.3.4](#). Once you have set them up, follow the next exercise steps in succession:

1. Using an audio track in the Session View, set Audio From to Ext In (if not already set), and then set the Input Channel chooser to your desired audio input channel. We'll use input "1" because we are recording a mono source.



Figure 3.11 Set audio input channel.

Later when you start working in the Arrangement View, you may need to set the I/O section to be shown in view (In/Out is checked from the View Menu) so that you can access it on the Arrangement View track itself. Otherwise it's often hidden from view. Note that the I/O section and other related display attributes are unique to each view (Session/Arrangement) and are therefore shown/hidden independently for each view.

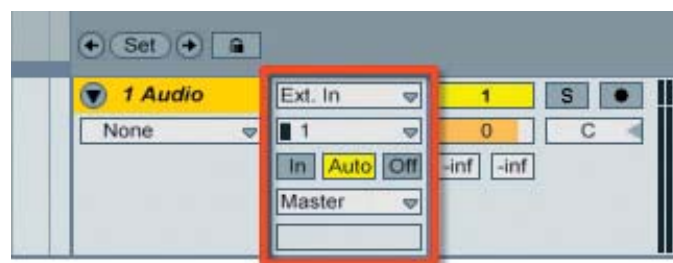


Figure 3.12 Arrangement View In/Out section mirrors the Session View In/Out.

In addition, be aware that there are no vertical track volume faders in the Arrangement View; instead there are horizontal track volume sliders. They belong to the Session View only. It is not possible to view the Session View faders and the Arrangement View simultaneously.

2. Monitor should be set to Auto and Audio To set to Master (Master track) then arm your audio track for recording by clicking on the track's Record button.



Figure 3.13 Arm Session recording (record-enable).



Figure 3.14 Arm Arrangement recording (record-enable).

3. Now that your track is armed (record-enabled) you can begin recording. If you wish to use Live's Recording Count-In, simply right click or ctrl+click on the Metronome in the Control Bar and choose a setting. This can also be set as a default setting in the Preferences>Record tab. The count-in will be both audible and viewable in the Control Bar when activated. Note that this is not a click track, only a "preroll" to recording.
 - (a) *Session View*: click the Record button in the first Clip Slot on your audio track. This button will appear as a gray circle until activated (red triangle).



Figure 3.15 Record button.

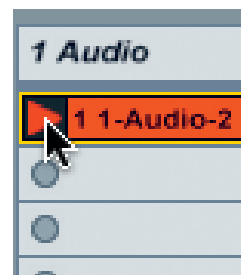


Figure 3.16 Record button activated and recording.

Once the Clip Record button is clicked, count-in will begin (optional) and then recording will commence.

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- (b) *Arrangement View*: click the Global Record button on the Control Bar to turn it ON (arm) then click the Control Bar Play button or spacebar.



Figure 3.17 Arrangement View recording – three-step process.

Once the Play button is clicked, count-in will begin (optional), and then recording will commence. To stop recording, simply press the spacebar (stops everything) or the Global Record button (disengage recording) at any time.

If you need a click track during recording, activate the Metronome. Adjust the click's volume by selecting the blue highlighted Preview/Cue Volume knob located at the bottom of the Session View's Master track.



Figure 3.18 Metronome On/Off switch.



Figure 3.19 Adjust Metronome click volume.

You can also “loop record” in the Arrangement View by selecting a specific range (timespan) in the track display and then recording multiple takes in Loop Mode **9.2.2**. To do this, click+drag horizontally within the track display following along the Beat Time Ruler to create a yellow highlighted selection then select Loop Selection from the Edit Menu or right click to bring up a contextual menu ([⌘+L] Mac/[Ctrl+L] PC). After you have created a Loop Selection, click on the Loop switch to activate Loop Mode.

Live will now record in Loop Mode. Your record passes will be stored inside the Clip and will show up in the Clip View's Sample Editor as one continuous audio