

Lloyd's Sample Maker 1.0

A Max for Live device that turns a jam into a sample pack. Record a long take, let the device cut it into sounds or loops, listen to each one, and save the ones you like as 24-bit WAV files with clean names and numbers. No exporting, no renaming, no spreadsheet of what you already did.

By Lloyd Stellar, lloydstellar.nl. Free.

What you need

- Ableton Live 12 Suite, or Live 12 Standard with Max for Live. Windows or Mac.
- The file `Lloyds Sample Maker 1.0.3.amxd`. That is the whole device; nothing else to install.
- Something to sample: a synth plug-in, a drum machine on an audio input, an old track.

Install

1. Copy `Lloyds Sample Maker 1.0.3.amxd` anywhere you like. A good place is your User Library, under Presets / Audio Effects / Max Audio Effect, so it shows up in Live's browser.
2. Drag it onto an audio track in Live, after the instrument or input you want to sample. The device records whatever comes into it, so put it where the sound is the way you want it on disk (with or without effects).
3. First start: Setup opens by itself. Fill in a Project name and a Prefix, then click Save & Close. Files go to Documents / Lloyds Sample Maker / your project. Change the folder with Browse if you want.

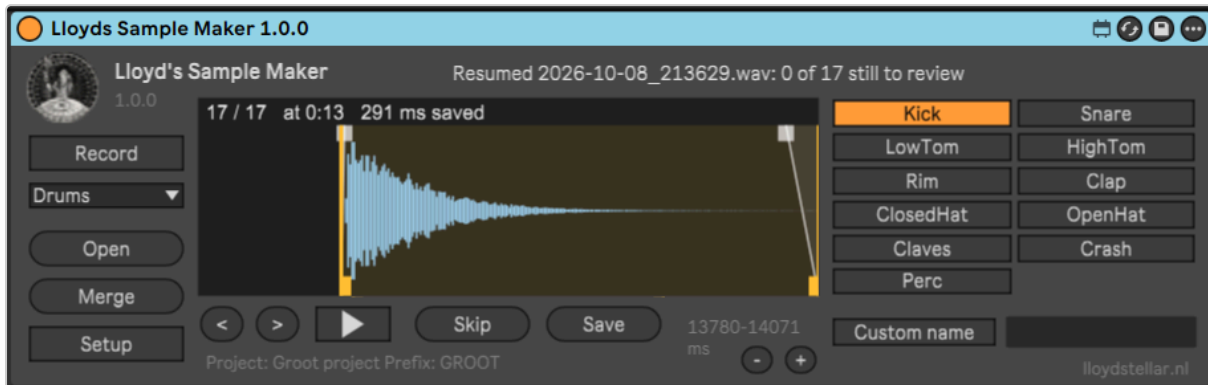
It remembers where you were

This is different from most devices, so read this once. The device keeps its own memory outside the Live Set: your project, prefix, settings and the take you were reviewing. When you load it again, in the same set or in a different one, it continues where you left off and shows a short "Welcome back" message over the waveform. Click anywhere or press a button and the message goes away.

Why: a sample pack usually comes from several Live Sets. You open an old track, drop the device on it, sample a few sounds, open the next track, and the numbering and the folder stay the same. One pack, many sets.

To start a new pack: Setup, Project, New project, Yes. That clears the project name, the prefix and the take. Saved files stay where they are.

The screen



The main screen with Drums selected

- Left: Record, the sound type (Drums, Synth, FX, Vocal, Drum loop, Synth loop), Open, Merge and Setup.
- Middle: the waveform of the current sound, with the sound number, its position in the take and its length on the top line. Orange lines are the start and the end, drag them. The small handles at the top are fade in and fade out. A SAVED or SKIPPED tag in the corner tells you what you did with this sound.
- Under the waveform: previous, next, Play, Skip, Save, the length in ms, and zoom.
- Right: what the type needs. Drum type for drums, note for synths, bars and BPM for loops, key for vocals. At the bottom: Custom name.
- Top right: the status line. It tells you what just happened. When something does not work, look here first.
- Bottom left: the project name and prefix you are working in.

Hover over any button and open Live's Info View (bottom left corner of Live, or Shift+?) for a short explanation of that button.

Make a pack, step by step

1. Pick the type on the left. Drums for one shots, Synth for pitched one shots, Drum loop or Synth loop for loops at Live's tempo, FX and Vocal for the rest.
2. Click Record. It turns red and Live's transport starts, so hardware on MIDI clock runs along. Play for as long as you like: a minute of kicks, a whole jam.
3. Click Record again to stop. The take is written to the `_takes` folder and cut into sounds. The status line says how many were found.
4. The first sound is shown and plays. Listen with Play; loops repeat until you stop them. Not happy with the cut? Drag the lines. For loops the start and end move together and the length is always whole bars.
5. Choose the drum type, note, bars or key on the right. The choice stays for the next sound, so a row of kicks is one choice and then Save, Save, Save.
6. Save writes the file and jumps to the next sound. Skip leaves it out. You cannot go forward past a sound you have not saved or skipped yet; the previous arrow always works, and after going back the next arrow brings you forward again to where you were.
7. When the last sound is done, a "Done" message tells you how many you saved and skipped. Record again for the next take, or go back with the previous arrow to change your mind

about a sound.

Saving the same sound twice is not possible: Save on a sound that is already saved only shows "Already saved: ..." in the status line. If you really want a second version, Skip it first and then Save.

Sound types

- Drums: one shots. Pick the drum type on the right: Kick, Snare, LowTom, HighTom, Rim, Clap, ClosedHat, OpenHat, Claves, Crash, Perc. The type goes into the file name and all drums land in one folder, so a pack of 11 kinds of hits stays one list.
- Synth: pitched one shots. The device detects the note (C3, F#2, Ableton notation with C3 = MIDI 60) and shows it above the waveform. Wrong? Pick another in the menu. Not sure (chords, pads, noise)? It shows "note ?" and uses C3 unless you pick one.
- FX: anything that is not a drum, note, loop or voice. No extra choice.
- Vocal: pick the key by hand on the right (Cmaj, Amin, and so on, or No key). Automatic key detection is not reliable for voices, so this one is yours.
- Drum loop and Synth loop: the take is cut into loops of whole bars at Live's tempo, starting at the first hit. Pick 1, 2, 4, 8 or 16 bars. The BPM goes into the file name. Recorded an old loop at another tempo? Set the BPM for that loop in the BPM field, or set Loop BPM in Setup for the whole take.

Editing a sound

- Start and end: drag the orange lines. For loops they move together.
- Fades: drag the small handles at the top. Every saved sound also gets a short default fade in and out (Setup, Split), against clicks.
- Zoom: - and + under the waveform zoom around the start of the sound. Zoom resets for every new sound.
- Play while editing: when a loop is playing and you move a line, it starts again with the new cut as soon as you let go.
- Merge joins the current sound with the next one. Handy for rolls and flams that were cut in two.
- Open loads a WAV you recorded earlier, for example a bounced track, and treats it as a take. A short file with a loop type is treated as one loop; the BPM comes from the file name (124BPM, 124bpm) or from its length.

File names and folders

Prefix_Type_Hardware_Extra_Custom_001.wav

Part	What it is	Example
Prefix	Yours, from Setup. Keeps packs apart.	LS01
Type	Kick, Snare, ClosedHat and so on for drums. Synth, DrumLoop, SynthLoop, FX or Vocal for the rest.	Kick

Part	What it is	Example
Hardware	Optional, from Setup, Tools. The machine or synth.	TR808
Extra	The note for synths, the BPM for loops, the key for vocals.	C3 , 124BPM , Cmin
Custom	Your own word for this one sound. Optional.	FatBoy
Number	Counts up per type, never overwrites.	001

Examples: LS01_Kick_TR808_001.wav , LS01_Synth_SH101_F#2_012.wav , LS01_DrumLoop_124BPM_003.wav , LS01_Vocal_Cmin_Yeah_001.wav .

Folders inside your project folder: Drums / OneShots, Drums / Loops, Synths / OneShots, Synths / Loops, FX, Vocals. The raw recordings are in _takes ; you can delete those when the pack is done.

Files are 24-bit WAV at the sample rate of your Live Set, normalized to the peak level from Setup (default -0.1 dB).

Custom name

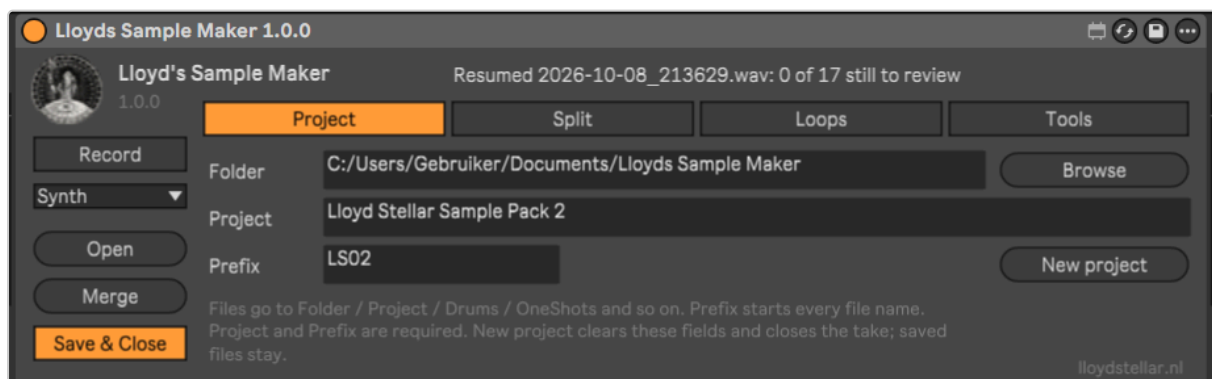
Some sounds deserve a name. Switch on Custom name at the bottom right, type a word in the field, and Save. The word goes into the file name just before the number. Spaces become underscores, characters that are not allowed in file names are removed. Each custom name counts from 001 on its own.

A custom name belongs to one sound: the next sound starts with it switched off and empty. Go back to a sound and you see its custom name again.

Setup

Setup slides over the display. The Setup button becomes Save & Close: it saves every field and closes. Four pages.

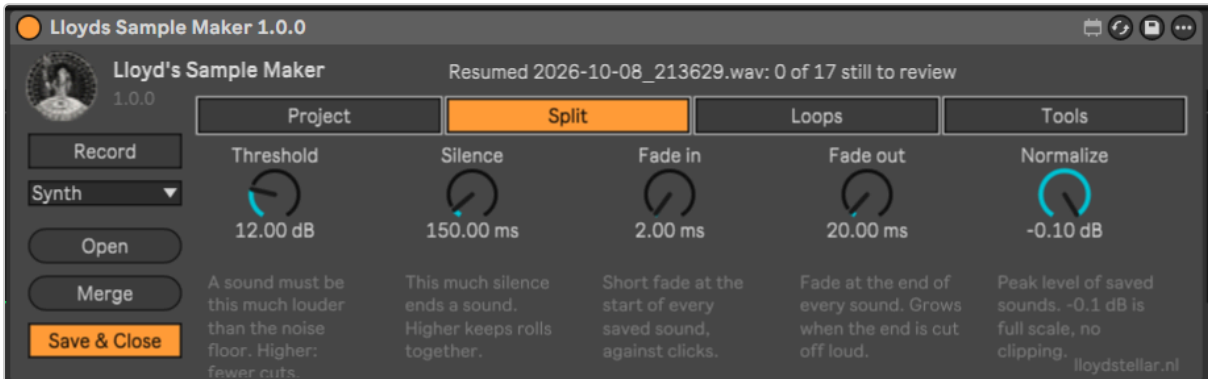
Project: the folder, the project name and the prefix. Project and prefix are required. New project clears them and closes the take; saved files stay.



Setup, Project page

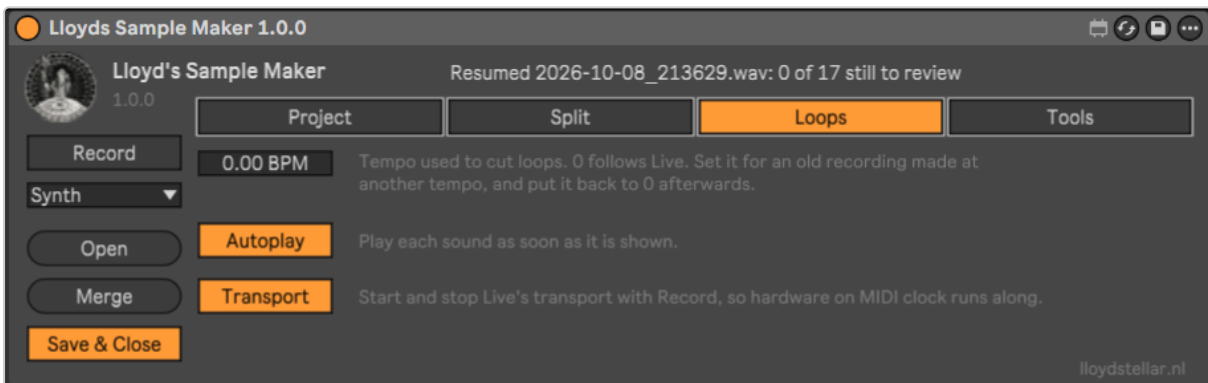
Split: how the take is cut. Threshold is how much louder than the noise floor a sound must be to count (higher: fewer cuts). Silence is how much silence ends a sound (higher keeps rolls

together). Fade in and Fade out are the default fades of every saved sound. Normalize is the peak level of saved files; -0.1 dB is full scale without clipping. Drag a dial, Shift-drag for fine steps. Changes apply to the next take, or to this one when nothing is saved from it yet.



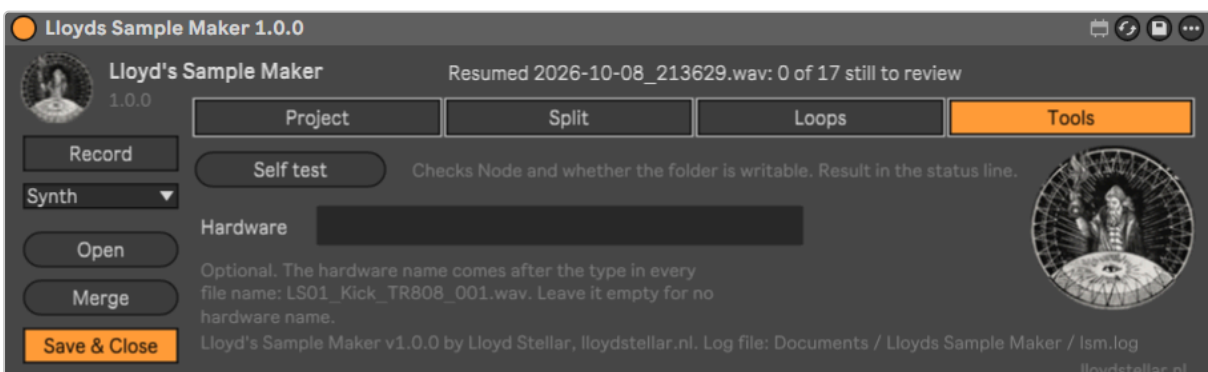
Setup, Split page

Loops: Loop BPM (0 follows Live; set it for an old recording at another tempo and put it back to 0 afterwards), Autoplay (play each sound when it is shown), Transport (start and stop Live with Record, so hardware on MIDI clock runs along).



Setup, Loops page

Tools: Self test (checks that the device can write in the project folder), the Hardware name for file names, the version and where the log file is.



Setup, Tools page

Tips

- Stop in Live stops the device too. If Live was already stopped, press Stop twice.
- "Split: 0 sounds" means the take was silent, or quieter than the Threshold. Check that the device sits after the sound source, and that the track is monitoring.

- "Skip or Save this sound first" means you tried to go forward past a sound you have not decided on yet.
- Changing the sound type with a take open re-cuts the take when nothing from it is saved yet (one shots and loops are cut differently).
- The device is light on CPU; you can leave it on a track.
- Something wrong? Setup, Tools, Self test, and send the log file Documents / Lloyds Sample Maker / lsm.log with a few words about what you did.