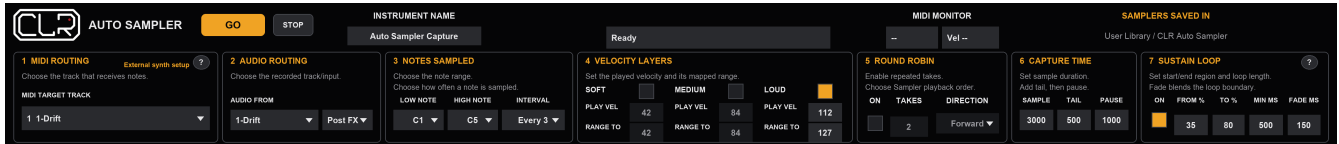


CLR AUTO SAMPLER

Turn a software or hardware synthesizer into a mapped native Ableton Sampler instrument in one guided capture.



Requirements and installation

Ableton Live 12, Max for Live and Ableton Sampler. Validated with Ableton Live 12.2.7 on macOS.

Keep the complete CLR Auto Sampler folder together. Add it to Live through Places -> Add Folder, drag Auto Sampler.amxd onto an empty audio track, and set that track's Monitor mode to In. Do not install the .amxd alone.

Quick start - software instrument

- Put the source instrument on a separate MIDI track with at least one empty Session clip slot.
- Put Auto Sampler on an audio track and set Monitor to In.
- Choose the instrument track under MIDI Routing, then choose the same track and normally Post FX under Audio Routing.
- Enter a unique name, configure sections 3-7, press GO and wait for SAMPLER READY.

Quick start - hardware instrument

- Route a MIDI track's MIDI To destination to the synth port/channel, or use Ableton's External Instrument device.
- Choose that track under MIDI Routing.
- Choose the hardware audio input and channel under Audio Routing.
- Keep the Auto Sampler track on Monitor In, configure the capture and press GO.

THE SEVEN SECTIONS

1 - MIDI Routing	Selects the track receiving generated notes. For hardware, configure that track's MIDI To port and channel first.
2 - Audio Routing	Selects the source track or hardware input to record, plus the available tap or input channel.
3 - Notes Sampled	Sets the low/high boundary and interval. High Note is the upper mapping boundary, not another sampled note.
4 - Velocity Layers	Enables Soft, Medium and Loud independently. Play Vel is sent to the synth; Range To sets each playable velocity ceiling. One layer covers 1-127.
5 - Round Robin	Records two to eight takes per note and velocity. Direction writes Forward, Backward, Other or Random playback into Sampler.
6 - Capture Time	Sets note duration, release tail and recovery pause. Leading silence is trimmed automatically while retaining up to 1 ms before the attack.
7 - Sustain Loop	Searches between From % and To %, rejects loops shorter than Min ms and applies Fade ms. Turn it off for drums and one-shots.

Useful defaults

Loud layer only; round robin off; 3000 ms sample; 500 ms tail; 1000 ms pause; loop search 35%-80%; 500 ms minimum loop; 150 ms fade.

CAPTURE, OUTPUT AND SUPPORT

During capture

The status display reports progress and the MIDI Monitor shows the active note and velocity. STOP ends the active note and removes partial files from that run. Previously completed instruments remain intact.

Finished instruments

Finished instruments are stored under User Library / CLR Auto Sampler / <instrument name>. Each folder contains the native .adv, its Samples folder and capture-manifest.json. Move or archive the complete instrument folder so the samples stay connected.

If the name already exists, GO changes to REPLACE. Rename to keep both instruments or press REPLACE to confirm. The old instrument stays intact until the new one finishes successfully.

CLR website

Click the CLR logo to open <https://www.customliverigs.com>. If the operating system cannot launch the browser, Auto Sampler copies the address to the clipboard.

Troubleshooting

- No source sound: verify MIDI Target Track, track activation, an empty Session clip slot and the hardware MIDI destination.
- Silent WAV files: use Monitor In, verify Audio From and confirm visible audio level in Live.
- Previous note bleeds into the next sample: increase Pause. Tail belongs to the current sample; Pause is recovery before the next one.
- Missing samples: keep the .adv beside its Samples folder and move the complete instrument directory together.
- Name changes to REPLACE: rename the instrument or deliberately confirm replacement.

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