

Capture Audio Reference Manual v1.1

for Windows and Mac

Reference Manual by killihu

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Plugins, skins and other resources for computer-based audio production

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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

Capture audio and insert it into your project with a single click. Mimics the behavior of Live's Capture MIDI feature but for audio inputs.

Main features:

- Capture audio from external input sources or project tracks.
- Save captured audio to disk and automatically insert it into a project track.
- Captured audio can be inserted as a Session Clip or directly into the Arrangement.
- Audio can be captured from up to 16 input sources simultaneously.
- Auto-Reset mode similar to Capture MIDI. The internal buffer is cleared every time the transport is started.
- Captured audio is saved in a custom folder or automatically inside the project folder.
- Name customization of the created audio files.
- Alternative single input version that works in the track's effects chain.

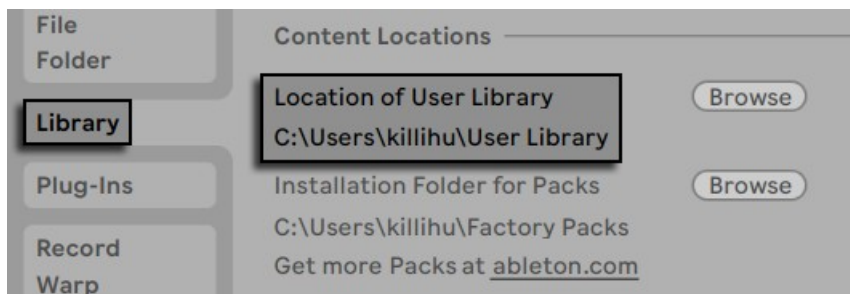
1.2 System Requirements

- Live Version: 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



1.4 Additional installation on Mac

The device uses an external Max component when the folder path is set to Project. For it to work on Mac, the following steps must be followed.

Copy the file shell.mxo to the folder:

/users/<your user>/Documents/Max 9/Library/

Open the Terminal utility and type the following line, replacing <your user> with your operating system username.

xattr -d -r com.apple.quarantine "/users/<your user>/Documents/Max 9/Library/"

Note that after entering the above command and pressing enter, the terminal does not display any message.

Versions prior to Live 12.2 use Max for Live 8. In those versions of Live, externals should be copied to the Max 8 folder instead of Max 9.

More information about the use of external components of Max and Mac security in the following link.

<https://cycling74.com/articles/using-unsigned-max-externals-on-mac-os-10-15-catalina>

Controls

2.1 Rack Controls

On the device rack is the button to show/hide the floating window. This button can be mapped, allowing you to assign a keyboard key to show and hide the floating window.

The Settings button shows the configuration options of the device.

An icon is displayed at the bottom of the device rack. Clicking on the icon shows the version of the device. When a new device update is available, a message will be displayed indicating it.

2.2 Common Floating Window Controls



The floating window can be moved by clicking on the top bar and dragging, just like any other program window.

At the top right are controls for resizing the window, docking it on top of other windows so it's always visible, and closing it.

2.3 Status LED



This LED is displayed in green if the path to the folder where the audio files will be saved has been set correctly.

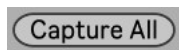
It serves as a visual aid to help you know if the folder path is set correctly. If it is not, the audio will not be captured.

2.4 Reset



Removes audio stored in the internal buffer.

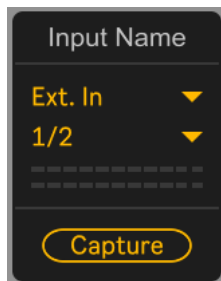
2.5 Capture All



Click here to capture the stored audio of all inputs at the same time. Each audio file will be inserted into a Session Clip Slot, overwriting any existing clips. Make sure the project has the necessary number of scenes.

If, for example, you capture the audio of 16 inputs, there will need to be 16 scenes in the project. If Capture Mode is set to Disk Only, this button will save audio files to the hard drive without inserting them into the project.

2.6 Individual Input/Capture Controls



Here you set the audio input for each slot. It can be an external input or a track in the project.

The name of each slot can be customized by clicking on it. Each one should have a different name to avoid conflicts when saving audio files.

The Capture button saves the audio file and inserts it into the project depending on the Capture Mode set in the settings.

The signal range in decibels displayed by the meters can be adjusted in the settings.

Settings

3.1 Capture Mode

This parameter sets where captured audio will be inserted when using each input's individual Capture buttons.

In Arrangement mode it will insert the audio file at the Arrangement playback start position.

In Session mode it will insert the audio file into the corresponding Session Clip Slot, overwriting any existing clip.

In Disk Only mode it saves the audio file to the hard drive without inserting it into Live. This last mode also affects the Capture All button.

3.2 Rec Type

Allows to choose the recording time in minutes or bars.

3.3 Rec Time

Sets the maximum recording time of the device. The captured audio files will have the size set by this parameter, even if the duration of the captured audio is shorter.

The device records in loop mode, so that when this time has passed it continues recording from the beginning of the internal buffer, overwriting the previously recorded audio.

Minimum time 1 minute, maximum time 60 minutes.

When set to bar, minimum 4 bar, maximum 128 bar.

3.4 Auto-Reset

When this control is set to on, the device works the same as Live's Capture MIDI, clearing the internal buffer each time the Live transport is started.

For long work sessions where a high Rec Time is set and many inputs are used, it is not recommended to use this feature. In those cases a CPU spike occurs when clearing the buffer and causes a delay in the start of the Live transport.

3.5 Inputs

Sets the number of inputs to capture audio. Depending on the set value, 4, 8 or 16 inputs will be displayed in the device's floating window.

3.6 File Format

Sets the bit depth of the captured audio (16, 24 or 32 bits).

3.7 File Type

Sets the audio file format of the captured audio (AIFF or WAV).

3.8 Meters

Sets the amount of signal level in deciBels represented by each LED of the meters.

3.9 File Name

Sets the fields for the names of captured audio files. Allows different configurations using: Project Name, Input Name, project BPM, Date and Time.

3.10 Folder Path

The folder path can be set in two ways, Manual or Project. In Manual mode, you can choose any folder to save the captured audio. In Project mode, a subfolder inside the project folder is used.

When Manual mode is selected, the folder can be set using the folder selection button or by dragging the folder from Finder/Explorer to the box below.

In Project mode, a subfolder is automatically created within the project folder. For this to work, the project must have been saved first. If you load Capture Audio before saving the project, the status LED will display red indicating that the folder path is not correct. Save the project and use the button shown to the right of the Folder Path drop-down menu to update the folder path.