LiveToolbox

User Guide — features & workflows

Version 0.7.0 · November 2026 · Ableton Live 12 for macOS

How actions fire

Every LiveToolbox command can be triggered three ways — they all run the same action inside Live:

Trigger	Where	Best for
Global hotkey	Anywhere on the Mac, even when Live isn't focused	Transport, track creation, clip editing
Right-click menu	Live's own context menus (arrangement selections, clip slots, track headers) — requires a Live build with Extensions support	Selection-based ops: Strip Silence, Normalize, presets
Web UI / MIDI / API	`http://127.0.0.1:8117/ui` in any browser, or a MIDI controller bound to notes/CCs	Remote control, touch screens, scripting

The web control panel is where you bind keys, manage presets, and fire actions by hand. This guide walks through each feature area — for installation and setup, see the *Install Guide*.

> **Not installed yet?** Run `LiveToolbox-0.7.0.pkg` and follow the Install Guide — the Remote Script, hotkey daemon and Ableton extension install in one pass.

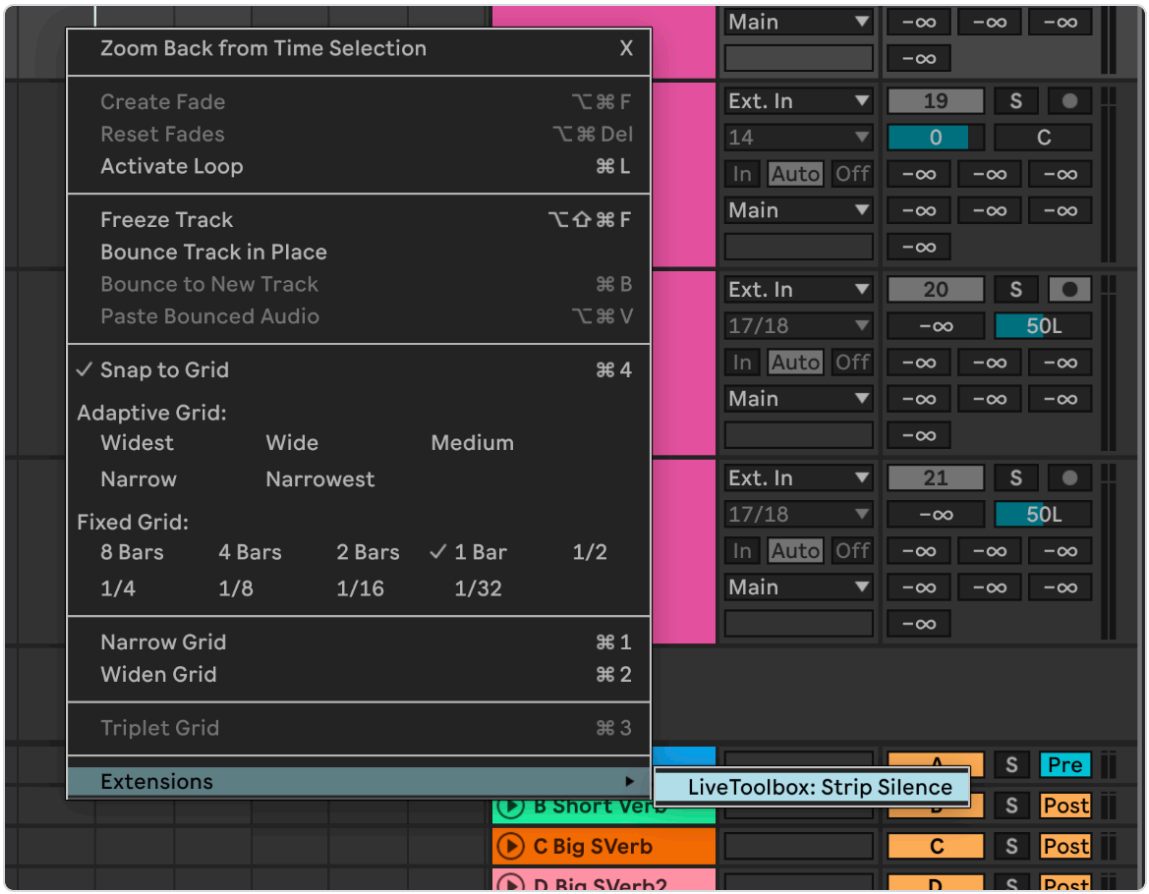
1 Strip Silence

EXTENSION · ARRANGEMENT

Strip Silence removes the dead air from audio clips — the cleanup tool Live never shipped. It works on an **arrangement selection** across one or more audio tracks: LiveToolbox renders each track's pre-fx audio over the selected range, detects silent regions, and cuts them out, keeping short pre/post pads so attacks and releases aren't clipped.

Quick strip (right-click)

1. In Arrangement view, drag a selection over the clips you want to clean (the lanes must be audio tracks).
2. Right-click the selection → **Extensions** → **Strip Silence**.
3. LiveToolbox analyzes each track and removes the silent regions. The whole operation is a single undo step.



Strip Silence lives in Live's own right-click menu on an arrangement selection.

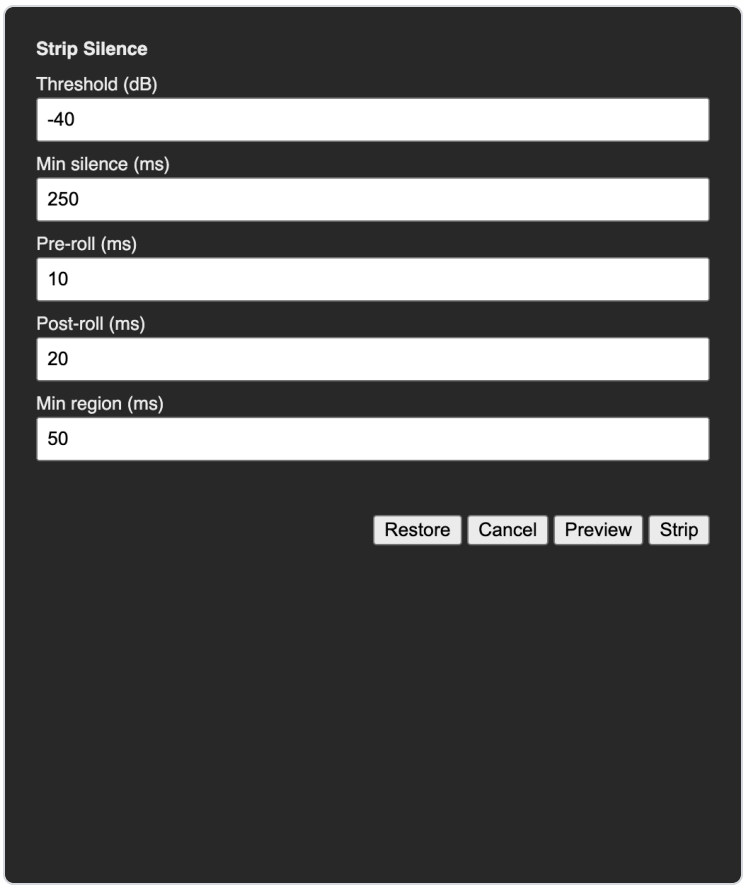
Settings panel with Preview

To tune the detection first, run **Strip Silence (Settings Panel)** from a hotkey or the Actions tab. An in-Live dialog opens with five controls:

Setting	Default	Meaning

Threshold (dB)	−40	Anything quieter than this counts as silence
Min silence (ms)	100	Silence must be at least this long to be removed
Pre-roll (ms)	10	Audio kept before each sounding region
Post-roll (ms)	20	Audio kept after each sounding region
Min region (ms)	50	Sounding regions shorter than this are dropped too

Preview applies the strip for real so you can hear it — it's undoable. Tweak the values and Preview again, hit **Restore** to back out, or **Strip** to commit. Your values are remembered as the defaults for the plain Strip Silence action.



The Strip Silence panel — Preview applies the result so you can audition it before committing.

> **Requirements & limits.** Arrangement audio clips only — Session clips, MIDI clips and take-lane clips aren't supported. The fast path needs the Ableton extension and your Record File Type set to **WAV** (Settings → Record/Warp/Launch); without the extension, LiveToolbox falls back to a slower duplicate-and-mute method that keeps the same audible result.

2 Normalize & Clip Gain

BATCH CLIP LEVELING

Normalize measures each audio clip's true peak and sets its gain so the peak lands on your target — **–1 dB** by default, adjustable from –24 to 0 dB. Every clip is measured against *its own* peak, so a quiet vocal comes up and a hot drum hit comes down — in one action, across a whole selection.

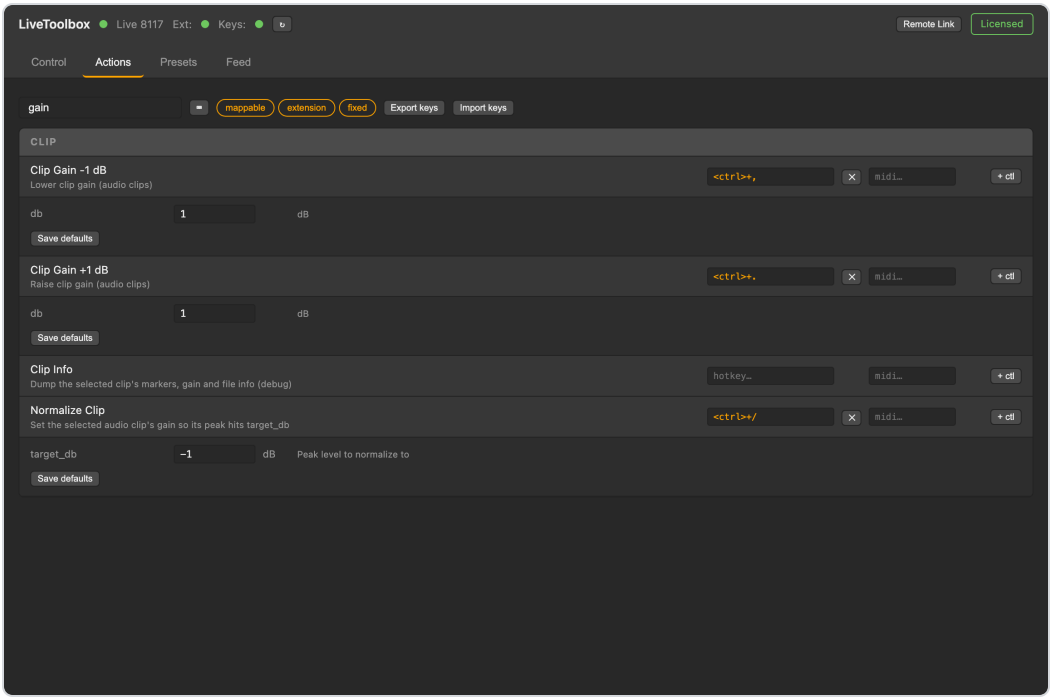
On an exact clip selection (extension)

- **Session view:** right-click one or more clip slots → **Extensions** → **Normalize Clips** (or Clip Gain ±1 dB).
- **Arrangement view:** right-click the clips or a range covering them → **Extensions** → **Normalize Clips**. Works on audio *and* MIDI tracks' selections, though only audio clips are affected.

On selected tracks (no extension needed)

1. Select the track(s) you want to process.
2. In Arrangement view, drag the **loop brace** so it spans the clips.
3. Fire the action — hotkey `^ /` for Normalize, `^ ,` / `^ .` for Clip Gain ∓1 dB, or click the row in the Actions tab.

In Session view the same actions process every clip in the session slots of the selected tracks. With nothing selected at all, the detail-view clip is used. All clips in one run are applied as a **single undo step**.



Searching "gain" in the Actions tab — Clip Gain ±1 dB and Normalize Clip, each with its bound hotkey and MIDI field.

Action	What it does
Normalize Clip	Set each targeted audio clip's gain so its peak hits `target_db`

Clip Gain +1 dB / −1 dB	Step clip gain up/down; the `db` parameter is adjustable
Clip Info	Dump a clip's markers, gain and file info (debug)

> **Tip.** Normalize only touches clip gain — it never changes the fader, and it measures the portion of the file the clip actually plays, so a clip that only uses a quiet section of a loud file is leveled correctly.

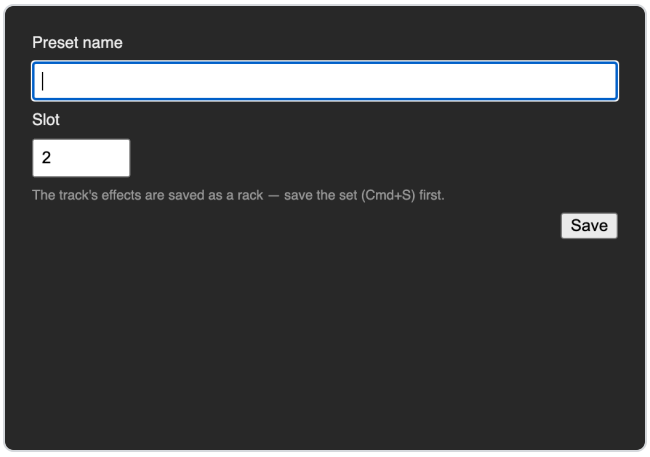
3 Track Presets

CHANNEL-STRIP RECALL

A track preset captures a channel strip — track name, audio/MIDI kind, mixer volume, pan and sends, plus the device chain as a rack — into a numbered slot. Rebuild that strip on a new track with one keystroke.

Saving

- **Right-click a track header → Extensions → Save Track Preset** — an in-Live dialog asks for a name and slot, and saves the track's effects as a rack file automatically.
- **Hotkeys** `Save Track Preset 1–10` — saves the selected track straight into slot N (named "N") and writes its effects to `User Library/LiveToolbox/Track Presets/N.adg`.
- **Actions tab — Save Track Preset** takes a slot, name and rack options; slots 0–64 are valid (slot 0 is the "default" preset).



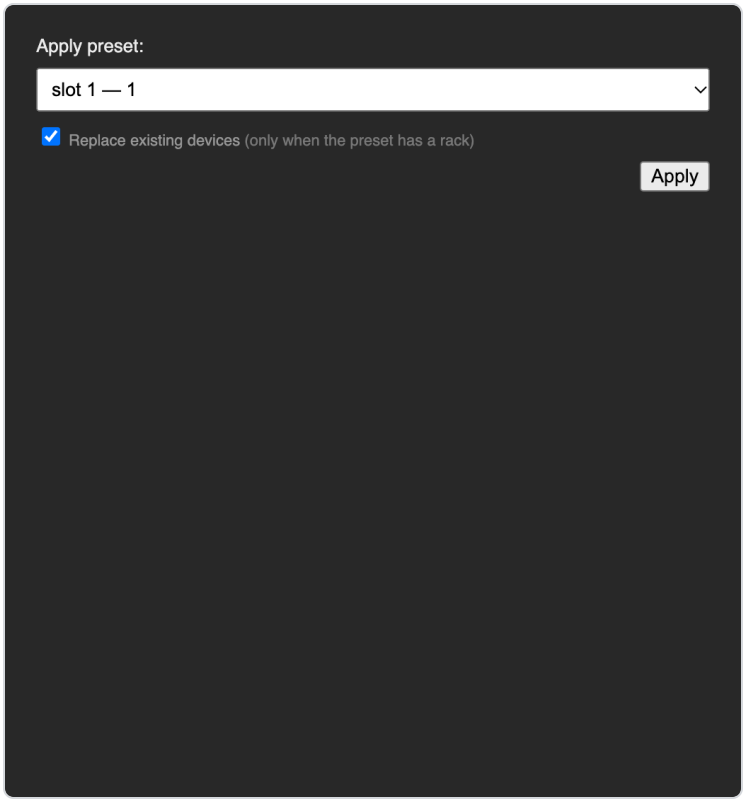
The Save Track Preset dialog — name, slot, and the rack is saved automatically.

> **Save your set first (⌘S).** Presets are built from the *saved* `.als` file — device state that isn't on disk yet can't be captured. If the set is dirty you'll get a "save the set and retry" error.

Loading

- **Create Track with Preset 1–10** — inserts a new track after the selected one, sets its name and mixer, and loads the rack.
- **Load Track Preset 1–10** — applies the preset to the *selected* track: name, mixer, and the rack replaces its audio effects (instruments and MIDI effects are kept).

- **Right-click a track → Extensions → Load Track Preset** — opens a picker listing every saved slot.



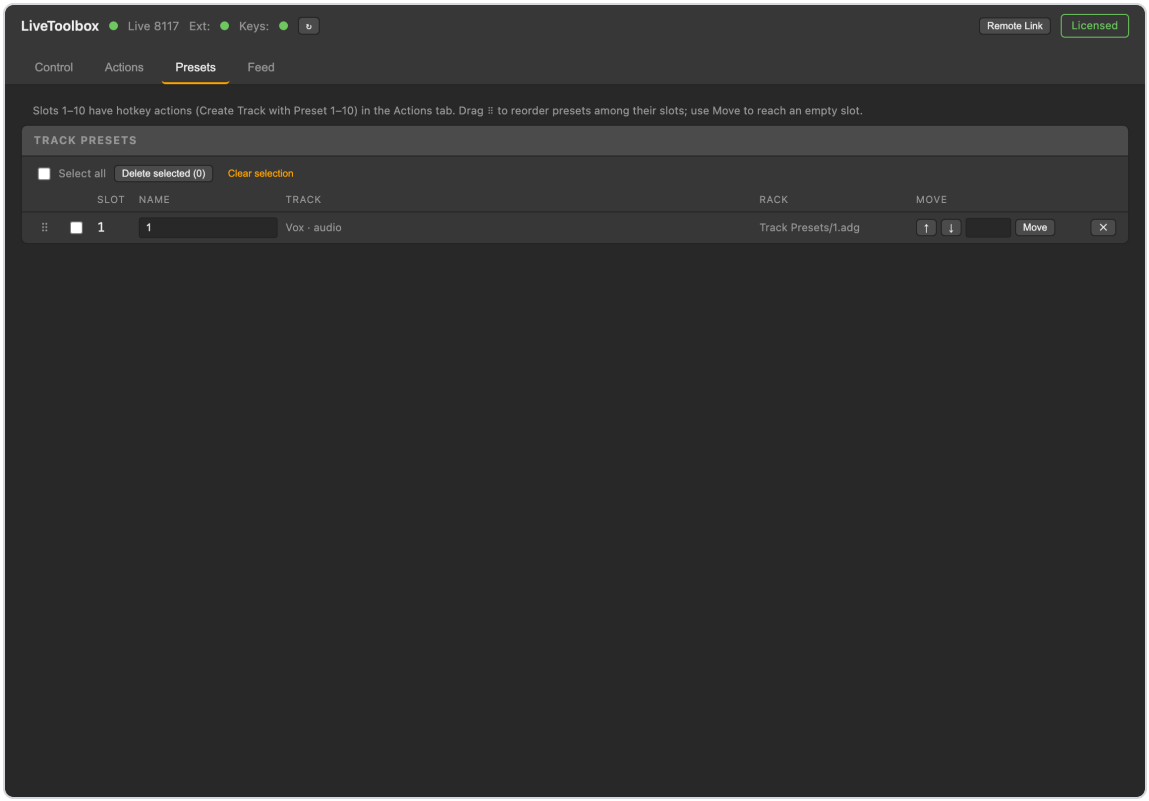
The Load Track Preset picker — choose a slot; “Replace existing devices” controls whether the rack swaps in.

Managing presets — Presets tab

The **Presets** tab lists every saved slot with its name, source track and rack file. From there you can:

- **Reorder** — drag the ⠿ handle to move a preset among the occupied slots (the hotkey slots 1–10 follow the preset, not the slot number).
- **Move** — send a preset to a specific empty slot.

- **Select all / Delete selected** — bulk removal; optionally deletes the linked `.adg` rack files too (only when no other preset uses them).



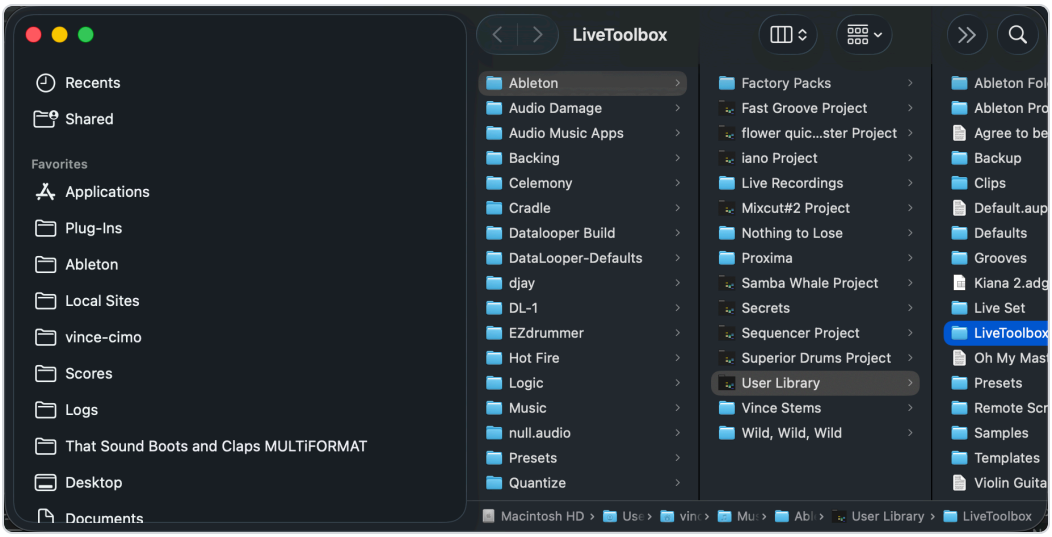
The Presets tab — drag to reorder, Move to re-slot, or select and delete.

> **Preset vs. rack.** A track preset is the whole strip (name + mixer + rack). The rack itself is a plain `.adg` you can also drag into Live's browser by hand — see the next section.

4 Rack Presets

.ADG DEVICE CHAINS

Rack presets are Ableton rack files (`.adg` / `.adv` / `.als`) that live in one folder: `<User Library>/LiveToolbox/` . LiveToolbox turns a track's device chain into a rack you can recall instantly — and because they're real Ableton files, you can also drag them into Live's browser yourself.



`~/Music/Ableton/User Library/LiveToolbox/` — numbered files become hotkey slots; "Track Presets/" holds preset racks.

Numbered slots

Name a rack `1.adg` … `10.adg` and it gets a dedicated hotkey action. From there:

Action	What it does
Save Rack 1–10	Write the selected track's audio effects (or its whole rack) to `N.adg` — overwrites
Add Rack 1–10 to Track	Load `N.adg` onto the selected track — or set `new_track` to `audio` / `midi` to create a track first
Save Rack / Load Rack on Track	Generic versions — any filename, optional overwrite
Wrap Devices in Rack	Gather the track's audio effects into an Audio Effect Rack first (instruments and MIDI FX stay outside)

Typical workflow

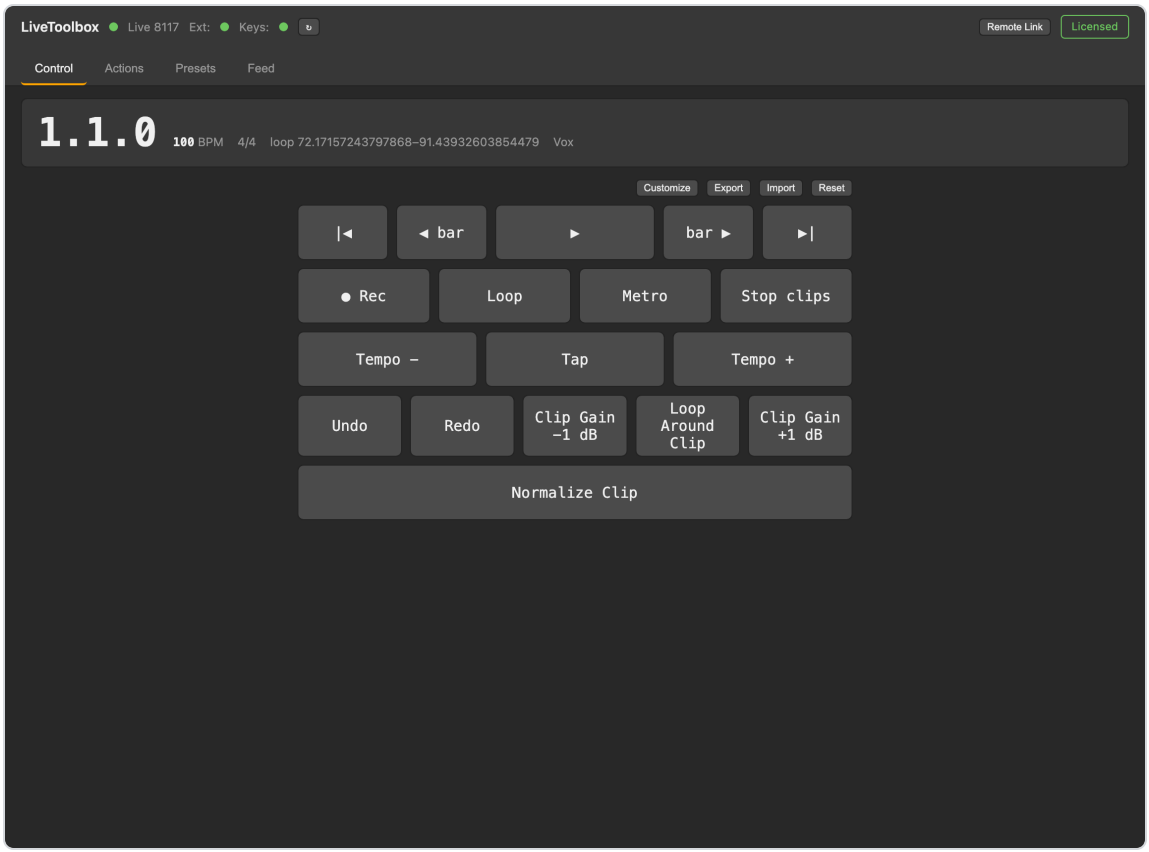
1. Build a channel strip on a track — EQ, comp, reverb, whatever.
2. Fire **Save Rack 3** (hotkey or Actions tab) → `3.adg` appears in the folder.
3. Later: select a track → **Add Rack 3**, or set `new_track = audio` to spawn a track with the chain loaded.

Plugin caveat. Native Ableton devices always round-trip. Third-party plugins are captured only when the set contains their saved preset state — otherwise LiveToolbox reports which devices were skipped, and the rack saves without them.

5 Remote Control

BROWSER · PHONE · API

The **Control** tab is a live remote for Live: it mirrors song position, tempo, time signature, loop range and the selected track, and its buttons fire any action. Play shows ■ while playing; Rec, Loop and Metro buttons light up in their active states.



The Control tab — transport mirror on top, action buttons below.

The header dots tell you at a glance:

Dot	Means
Live 8117	The Remote Script API is reachable
Ext	The Ableton extension bridge is connected
Keys	The LiveKeys hotkey daemon is running (↻ restarts it)
Licensed / Unlicensed	License state — click to activate or remove a key

On another device (LAN)

Set `lan_access = true` in `LiveToolbox/options.txt` and restart Live. The panel is then reachable from any device on your network — the header shows the LAN URL and a **Remote Link** button that displays a QR code to open it on a phone or tablet. There's no authentication, so keep it on a trusted local network.



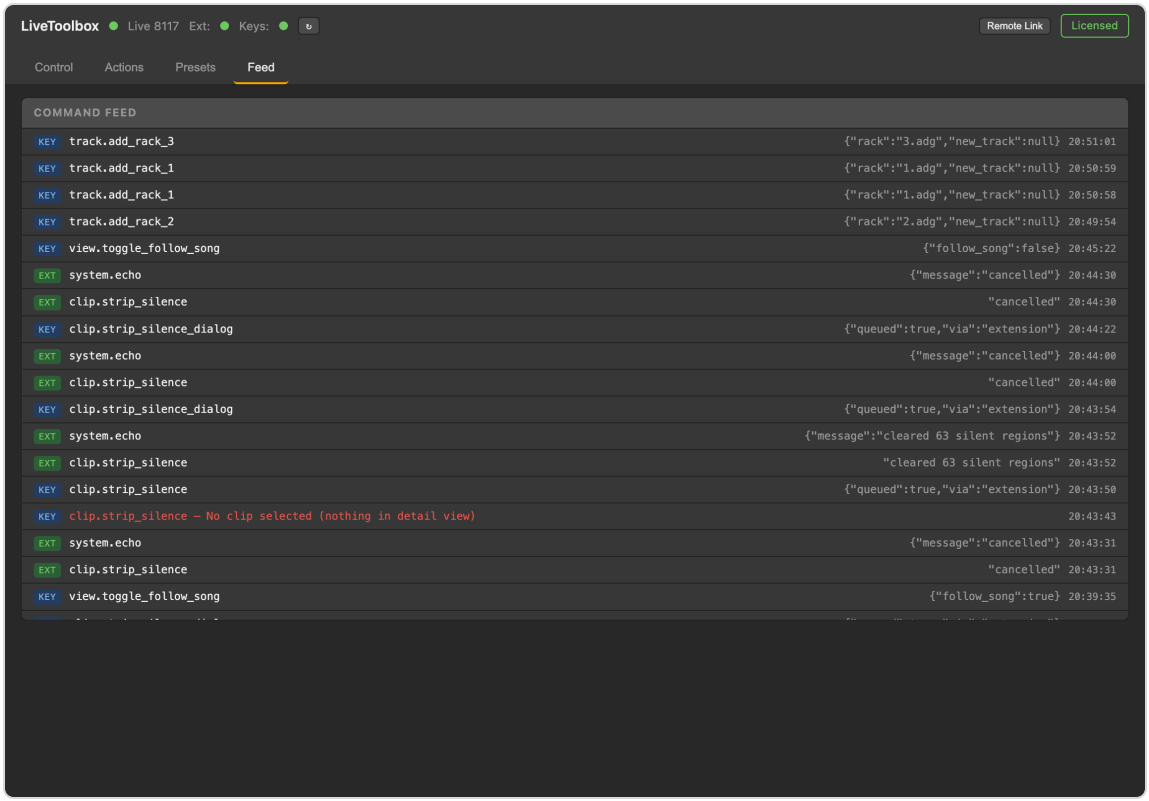
The same Control tab on a phone-sized screen.

Scriptable

Every action is one HTTP call — handy for Stream Deck, Keyboard Maestro, Hammerspoon or Raycast:

```
curl -X POST http://127.0.0.1:8117/api/actions/transport.play_stop \
  -H 'Content-Type: application/json' \
  -d '{"source": "api", "params": {}}'
```

Other endpoints: `GET /api/state` (position, tempo, loop, track), `GET /api/actions` (catalog with params), `GET /api/health` (status). The **Feed** tab logs every action that ran — with its source (`key`, `midi`, `ui`, `ext`) and result — so you can confirm a hotkey or MIDI binding actually fired.



The Feed tab — every action with its trigger source and result.

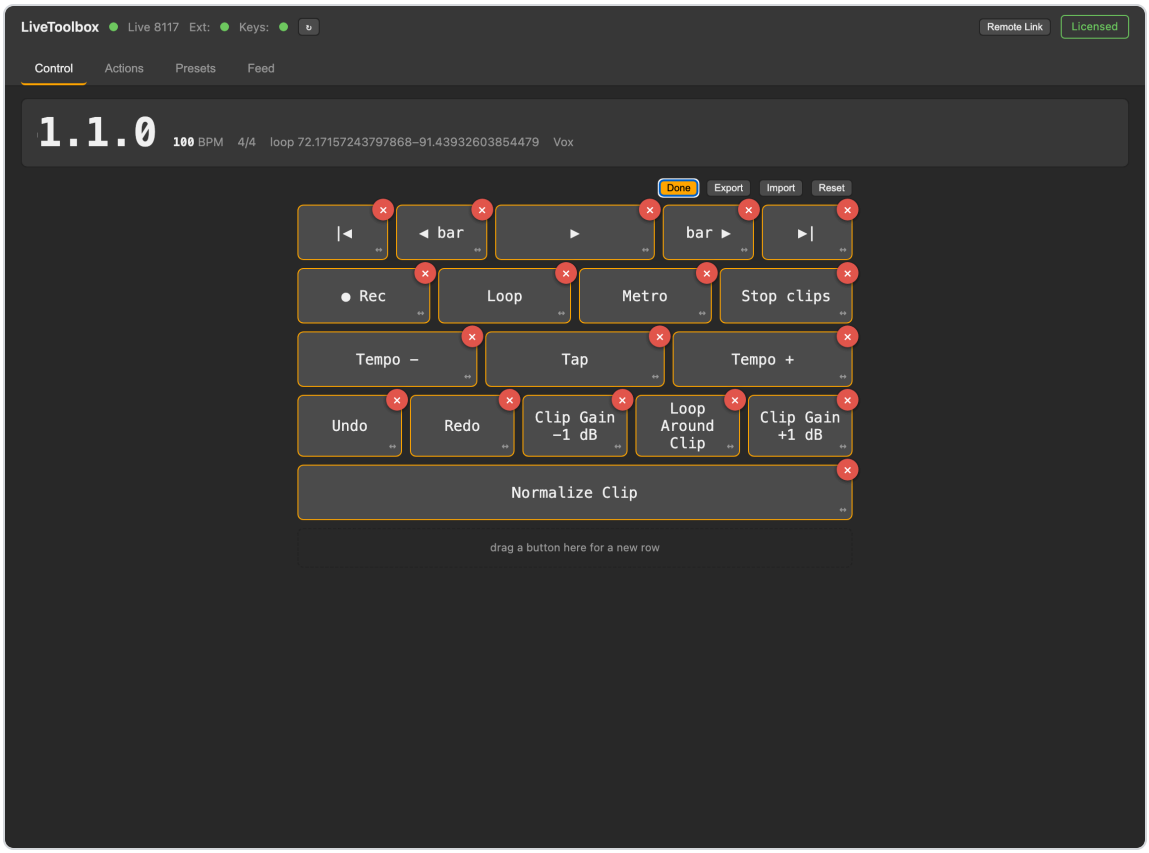
6 Customizing the Control Page

YOUR REMOTE, YOUR LAYOUT

The Control tab ships with a sensible default grid, but it's fully yours: rearrange buttons, resize them, add any of the 130+ actions, or strip it down to just what you use on stage.

Edit mode

1. Click **Customize** (or long-press any button for ~½ second).
2. Buttons get orange borders: ✕ deletes, the ↔ grip on the right edge resizes (1–8 columns of flex), and dragging reorders — drop between buttons or onto the dashed "new row" area.
3. Changes save automatically. Click **Done** or press `esc` to exit.



Edit mode — orange borders, ✕ to remove, ↔ to resize, drag to rearrange.

Adding buttons

Every row in the Actions tab has a **+ ctl** button — one click appends that action to the Control page (added to the last row if it has room, else a new row). This works for LiveToolbox actions and for Live's built-in shortcuts listed under the "fixed" filter.

Export / Import / Reset

- **Export** downloads `livetoolbox-control.json` — share a layout with your band or stash it in the project folder.
- **Import** loads a previously exported template (it replaces the current layout).

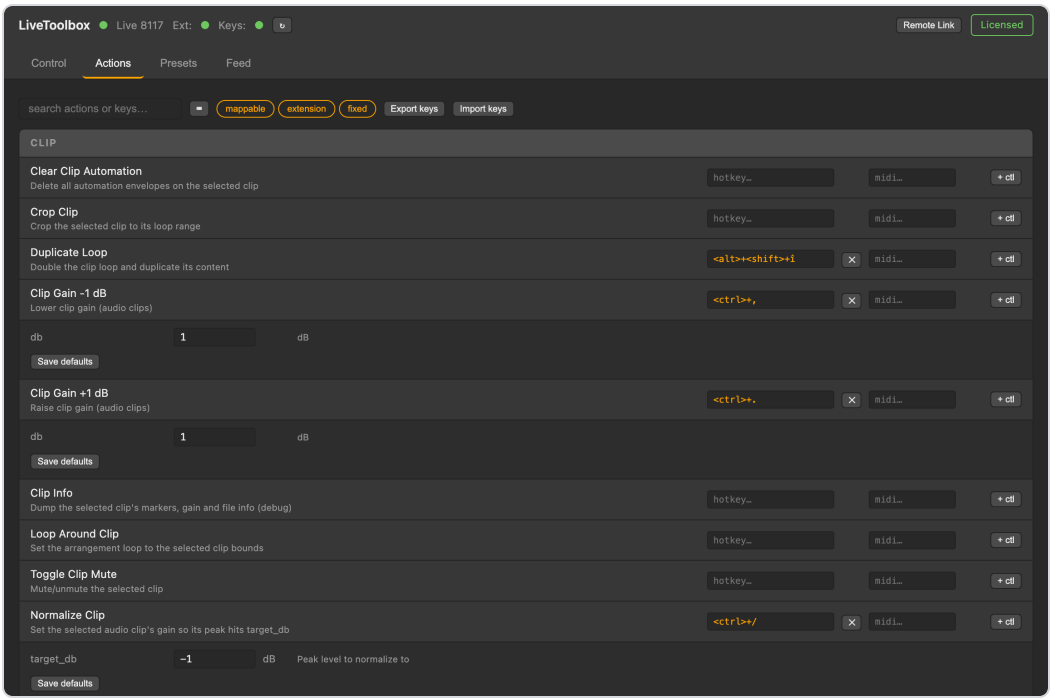
- **Reset** restores the factory default grid.

> **Layout is per-machine.** The Control layout is stored by the Remote Script on this Mac — export it before migrating, or import your template on the new machine after install.

7 Adding Key & MIDI Maps

ACTIONS TAB

The **Actions** tab is the command center: all 130+ LiveToolbox actions grouped by area, plus Live's own built-in shortcuts for reference. Each row shows the action, its description, and two binding fields — a keyboard combo and a MIDI note/CC.



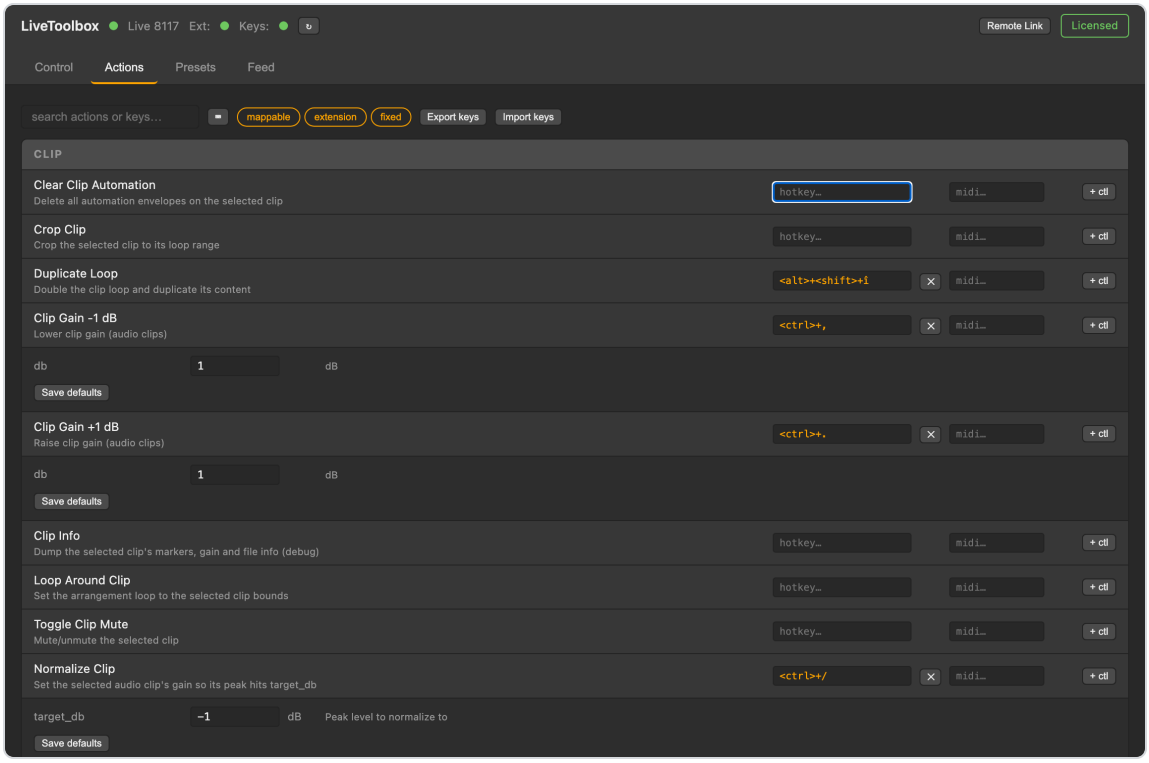
The Actions tab — search, filters, hotkey and MIDI fields per action, + ctl to add a Control button.

Binding a hotkey

1. Click the action's **hotkey field** (it clears and shows a green border).
2. Press the combo — e.g. `^ ⌥ P`. It must include a modifier or be a special key (`F5`, `←`, `<space>`…).
3. Tab away or press the combo — it saves instantly and hot-reloads into the daemon. No Live restart needed.

- `⌫` in the field clears the binding.
- Combos that Live already owns are refused — the field shows *"fixed Live shortcut"*. Live's built-ins are listed read-only under the **fixed** filter so you can see what's taken.
- Binding a combo that's already used asks before reassigning it.

- Dead keys (`⌥N`, `⌥E`, `⌥U`, `⌥I`, `⌥`` `) can't be bound — macOS uses them for accents.

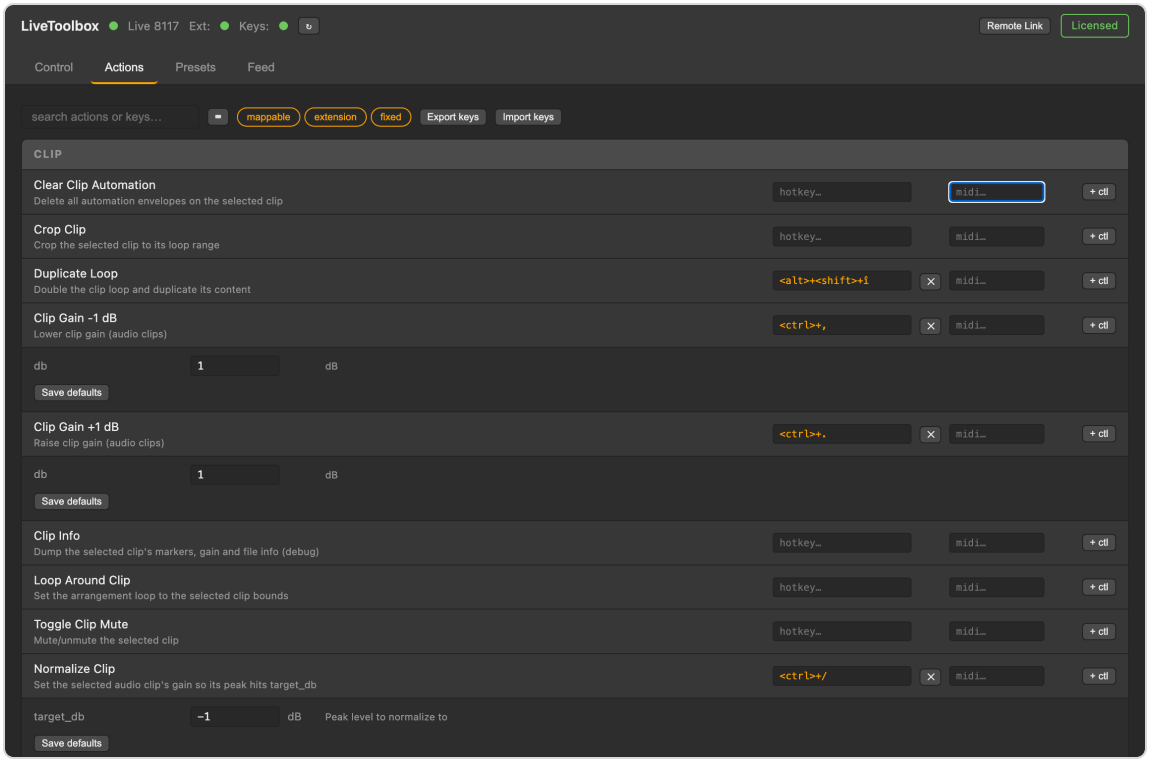


Click a hotkey field and press a combo — it records and saves on release.

Binding MIDI

1. Click the action's **MIDI field** — it arms "MIDI learn" (green border) and LiveToolbox listens on the control-surface input for the next note or CC.
2. Send a note or twist a knob on your controller — the field fills with `note:60` or `cc:20`. Or type the value and press `↵` (`esc` cancels, `⌫` clears).

MIDI bindings need the control surface's **Input** set to your MIDI port (Settings → Tempo & MIDI). They fire through Live's own MIDI path, so they work alongside Live's native MIDI mappings.



The MIDI field armed for learn — send any note or CC to bind it.

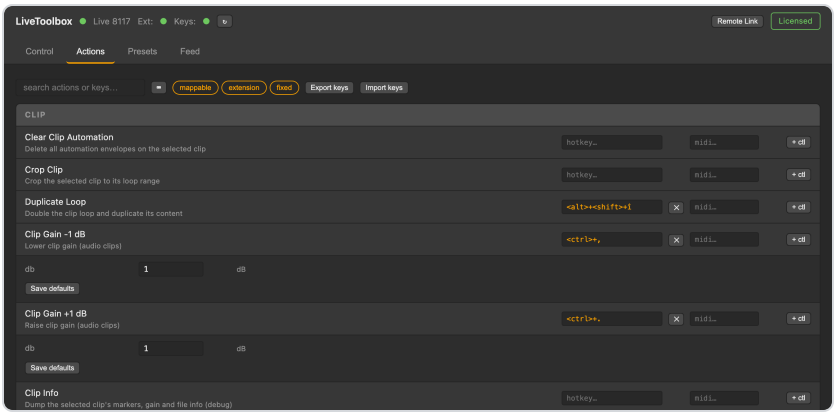
Finding things fast

- **Search** — fuzzy-matches action names, descriptions and current bindings.
- **Filter chips** — `mappable` (LiveToolbox actions), `extension` (extension-provided), `fixed` (Live's built-ins).
- ⌨ **button** — press it, then press any key combo to instantly find what it's bound to.
- **Click a row** to fire the action; rows with parameters show them underneath — edit a value and **Save defaults** to persist it (e.g. Normalize's target level).

8 Importing & Exporting Key Maps

SHARE & MIGRATE

Key bindings live in `LiveKeys/keymap.json` and hot-reload — but the Actions tab also exports and imports them as a single JSON file, which is the easiest way to share a map or move it between machines.



The Actions tab toolbar — Export keys / Import keys sit next to the search and filters.

Export

Click **Export keys** — the browser downloads `livetoolbox-keymap.json`:

```
{
  "bindings": {
    "<ctrl>+<alt>+<space>": "transport.play_stop",
    "<ctrl>/": "clip.normalize",
    "<ctrl>+<shift>+s": "clip.strip_silence_dialog",
    "<ctrl>+<alt>+e": {
      "action": "system.echo",
      "params": { "message": "hello from LiveKeys" }
    }
  }
}
```

A binding is either a plain action id or an object with `action` + `params` — the second form fires the action with fixed parameters every time.

Import

1. Click **Import keys** and pick a `livetoolbox-keymap.json` file.
2. The file's `bindings` object **replaces** your current map — export first if you want to keep it.
3. Bindings the daemon rejects (unknown actions, invalid combos, Live fixed shortcuts) are dropped and listed in the status line; the rest hot-reload immediately.

Editing by hand

You can also edit `keymap.json` directly — it hot-reloads a couple of seconds after you save. Combo syntax uses pynput names: `<ctrl>`, `<alt>`, `<shift>`, `<cmd>` modifiers joined with `+` to a key (`a`, `1`,

`<space>`, `<left>`, `<f5>`…). Keep a backup before big edits — a malformed file makes the daemon keep its last-good bindings.

> **MIDI map note.** Export/import covers keyboard bindings only. MIDI bindings are stored in `config.json` under `midi_map` and can be edited there directly (same `note:NN` / `cc:NN` format).

9 Good to Know

TIPS & LIMITS

Topic	Detail
Undo	Every action runs inside Live's undo system — multi-clip operations are a single undo step.
Trial vs. licensed	The free edition caps key bindings, action executions per session and MIDI dispatch. Activating a license key (click **Unlicensed** in the UI header) lifts all caps instantly — hotkeys re-register without a restart.
Where things live	Settings: `LiveToolbox/config.json` · Hotkeys: `LiveKeys/keymap.json` · Racks: `User Library/LiveToolbox/` · Logs: `LiveKeys/daemon.log`, Live `Log.txt`.
Extension menus	Right-click items appear on arrangement track headers/selections and Session clip slots. The Session track-header menu doesn't show them in Live 12.4.25b1, and items can take one Live restart to appear after first install.
Multi-clip targeting	The LOM can't see Live's clip selection — exact targeting comes from the extension's context menus; the fallback is selected tracks + loop brace (Arrangement) or all slot clips (Session).
Stale daemon after update	If hotkeys die after installing an update, the UI's ↻ button restarts the daemon; a full Live restart also works.