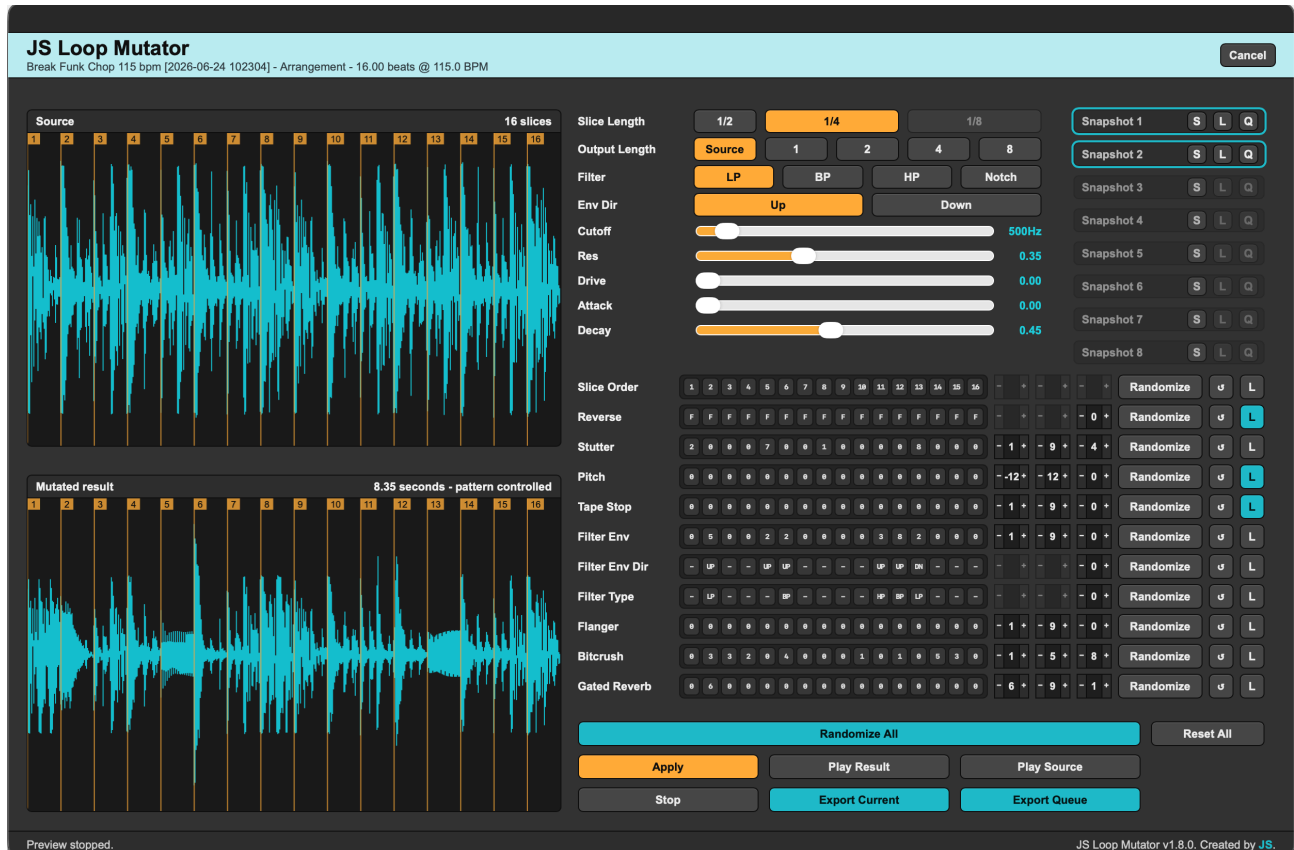


# JS Loop Mutator

## Manual for Version 1.8.0

Ableton Live Extension for fast, slice-based loop mutation



Overview of the JS Loop Mutator v1.8.0 editor.

# 1. What is JS Loop Mutator?

JS Loop Mutator opens an audio clip in a modal editor, divides it into slices, and lets you build new variations with pattern lanes. You can preview the result, save snapshots, queue multiple variations, and export rendered WAV files back into Ableton Live.

Version 1.8.0 focuses on per-slice filter randomization. The old Filter lane is now shown as Filter Env, and the new Filter Env Dir and Filter Type lanes let you control envelope direction and filter mode per active filter step.

## What is new in 1.8.0

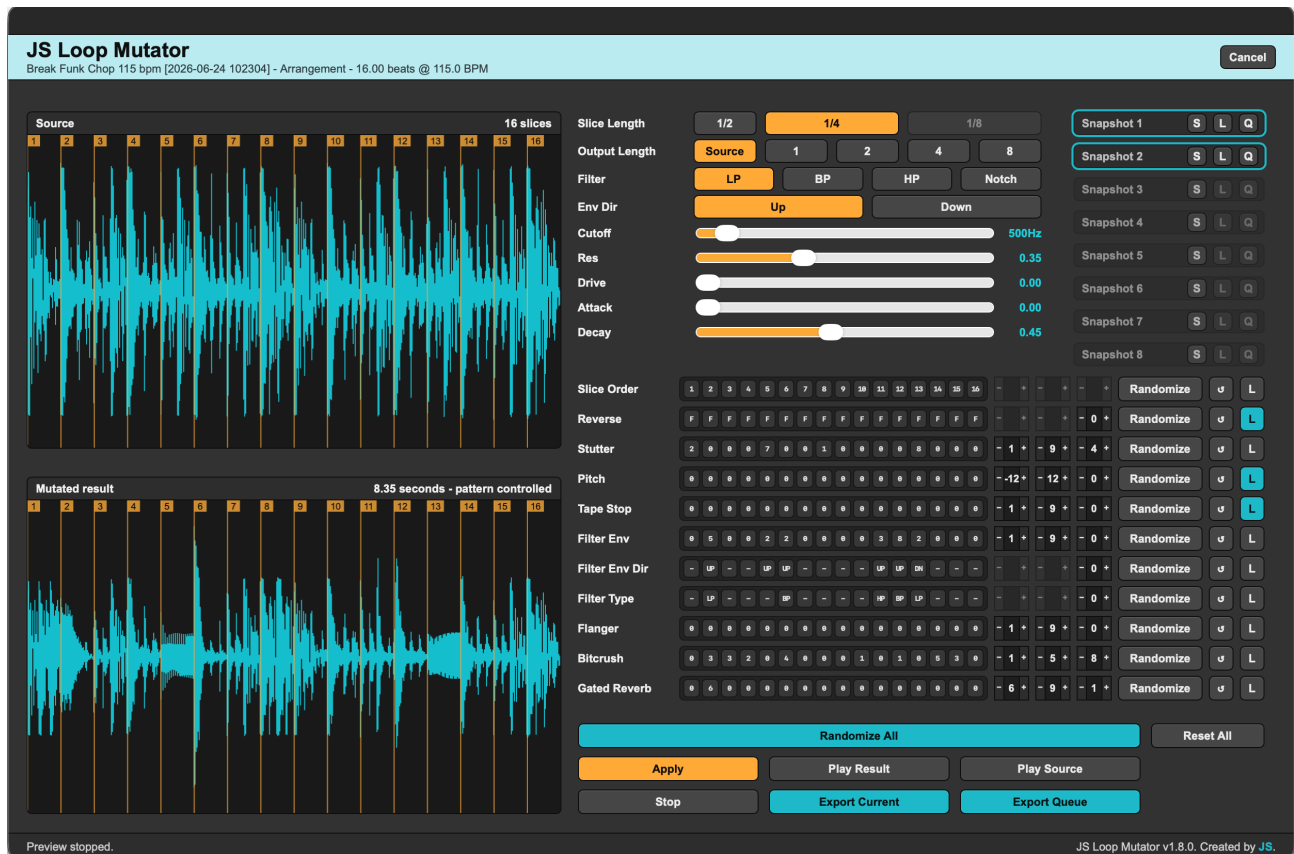
- **Filter Env:** the previous Filter lane has been renamed visually and still controls filter envelope amount per slice.
- **Filter Env Dir:** a new lane with -, UP, and DN. It is only used on slices where Filter Env is active.
- **Filter Type:** a new lane with -, LP, BP, HP, and NT. The - value uses the global Filter setting.
- **Synced randomization:** Filter Env Dir is randomized against active Filter Env steps, so UP/DN values are not placed on empty filter steps.
- **Backward-compatible behavior:** missing values or empty new lanes fall back to the global filter settings.

## 2. Basic workflow

- Select an audio clip in Ableton Live and run JS Loop Mutator from the right click context menu.
- Choose Slice Length and Output Length.
- Build or randomize the pattern lanes.
- Click Apply to render the Mutated result.
- Listen with Play Result or Play Source.
- Export the current render with Export Current, or queued snapshots with Export Queue.

The editor is designed for short loops. This version works with clips up to 16 beats, which is up to 4 bars in 4/4.

### 3. Interface overview

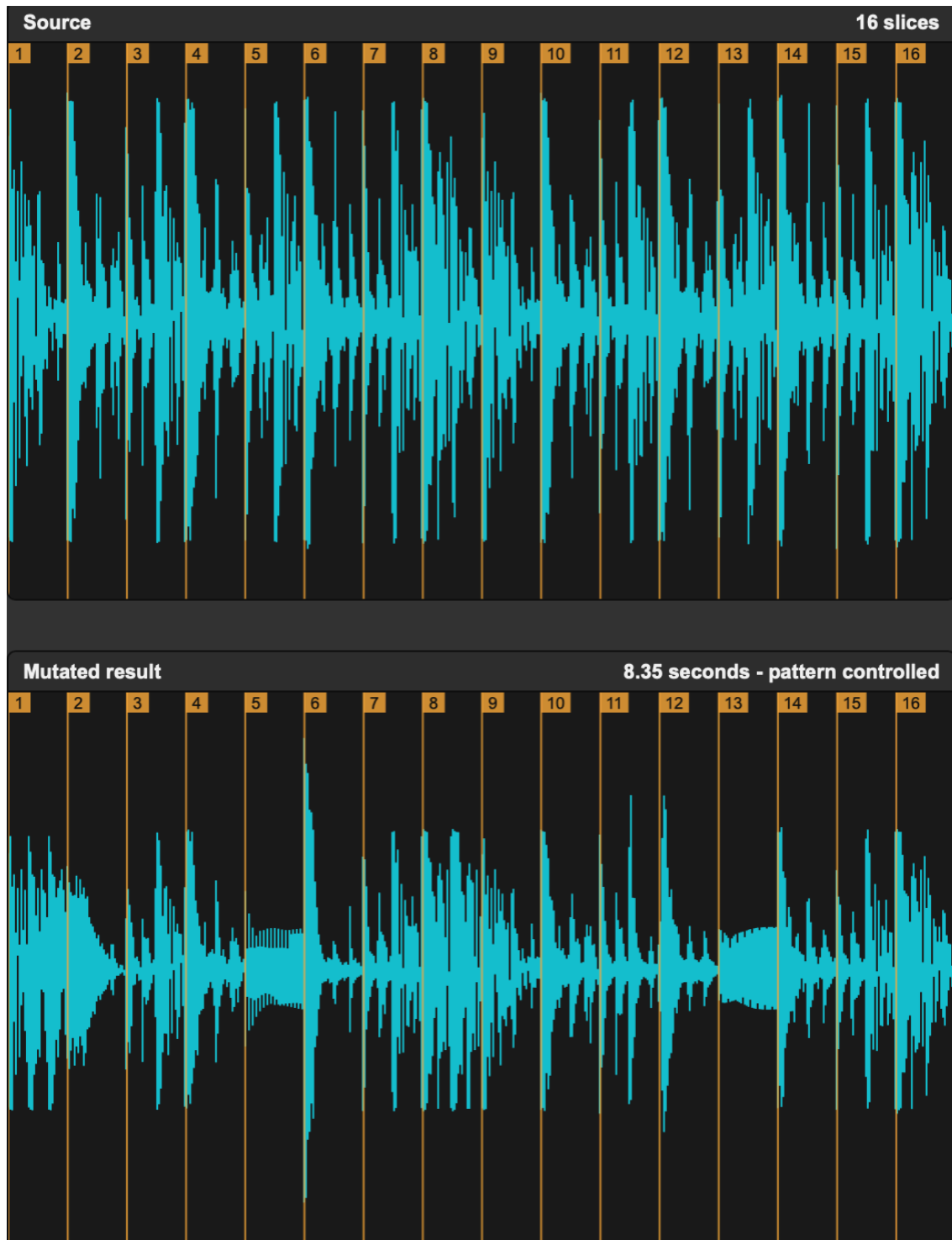


The full v1.8.0 interface: waveforms on the left, controls and pattern lanes on the right.

The main areas are:

- **Source:** the original clip divided into slices.
- **Mutated result:** the current rendered variation.
- **Main controls:** slice length, output length, and global filter controls.
- **Snapshots:** eight slots for saving (S), loading (L), and queuing (Q) variations.
- **Pattern editor:** per-slice sequences for order, reverse, stutter, pitch, tape stop, filter, flanger, bitcrush and reverb effects.
- **Actions:** randomization, render, preview, and export commands.

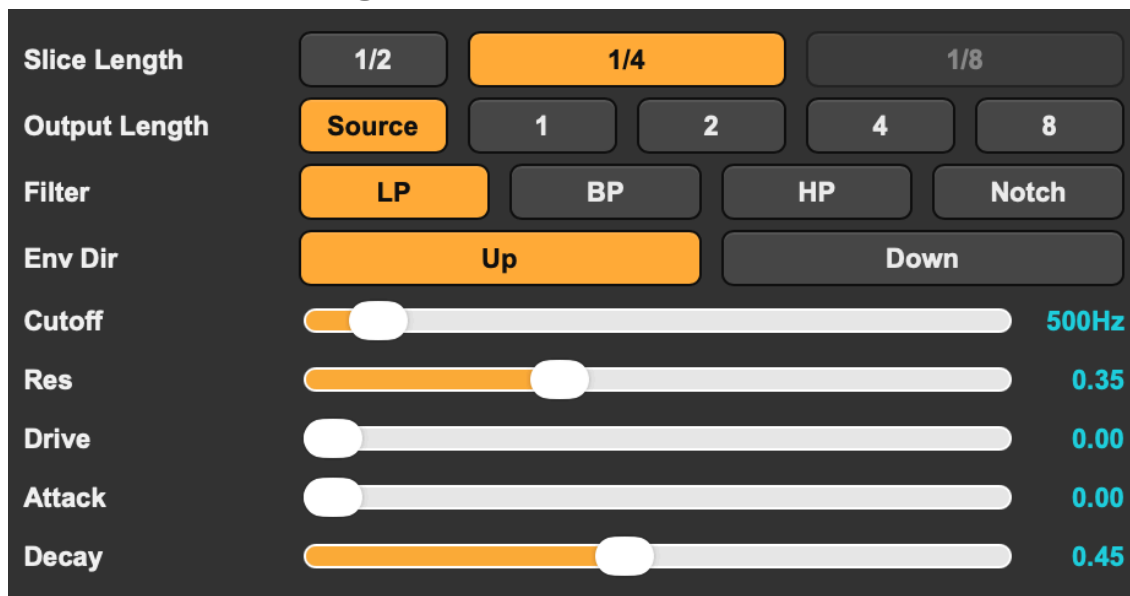
## 4. Source and Mutated result



*Source shows the original clip. Mutated result shows the rendered output after Apply.*

The Source panel shows the original clip with slice markers. The Mutated result panel shows the rendered variation, including the new slice order and effects. The numbers above the slices help you see which original slice is being played in the result.

## 5. Slice, output, and global filter controls



*The main controls set slice length, output length, and global filter values.*

Control	Description
<b>Slice Length</b>	Sets how finely the source is divided: 1/2, 1/4, or 1/8. 4 bar loops only support 1/2 and 1/4.
<b>Output Length</b>	Source keeps the source length. 1, 2, 4, and 8 create a pattern-controlled output length in bars.
<b>Filter</b>	Global filter mode: LP, BP, HP, or Notch. Used as the fallback when the Filter Type lane shows -.
<b>Env Dir</b>	Global filter envelope direction: Up or Down. Used as the fallback when the Filter Env Dir lane shows -.
<b>Cutoff</b>	Base filter cutoff level.
<b>Res</b>	Filter resonance.
<b>Drive</b>	Filter drive/saturation.
<b>Attack / Decay</b>	Shapes the filter envelope.

## 6. Pattern editor

The screenshot shows the Pattern Editor interface with 11 lanes. Each lane has a row of chips (0-9, F, R, -, UP, DN, LP, BP, HP, NT) and a text field. To the right of each lane are Min/Max/Freq controls (e.g., -12 +, -9 +, -0 +), a Randomize button, a reset button (U), and a lock button (L). The lanes are: Slice Order, Reverse, Stutter, Pitch, Tape Stop, Filter Env, Filter Env Dir, Filter Type, Flanger, Bitcrush, and Gated Reverb.

*The pattern editor contains per-slice values, randomization, reset, and lock controls for each lane.*

Each pattern lane is made of chips, a text field, Min/Max/Freq controls where relevant, a Randomize button, reset, and lock. The chips show the current sequence per slice. The text field can be used for fast manual editing of a whole lane.

Lane	Values	What it does
Slice Order	1-16	Chooses which original slice is played at each position.
Reverse	F / R	Plays the slice forward or reversed.
Stutter	0-9	Repeats shorter parts of the slice. 0 means off.
Pitch	-12 to +12	Transposes the slice in semitones without changing output length.
Tape Stop	0-9	Creates a slowing tape-stop feel. 0 means off.
Filter Env	0-9	Controls filter envelope amount per slice. 0 means no filter envelope.
Filter Env Dir	- / UP / DN	Per-slice direction for Filter Env. - uses the global Env Dir setting.
Filter Type	- / LP / BP / HP / NT	Per-slice filter mode. - uses the global Filter setting.
Flanger	0-9	Adds flanger to the slice. 0 means off.
Bitcrush	0-9	Reduces resolution for digital crunch. 0 means off.
Gated Reverb	0-9	Adds a short gated reverb. 0 means off.

## 7. Filter lanes in v1.8.0



*The three filter-related lanes: Filter Env, Filter Env Dir, and Filter Type.*

### Filter Env

Filter Env is the previous Filter lane with a clearer name. It controls the amount of filter envelope per slice. A value of 0 means that no filter envelope is applied to that slice.

### Filter Env Dir

Filter Env Dir is an overlay on Filter Env. It does not activate the filter by itself. It only chooses the direction on slices where Filter Env is greater than 0.

- -: use the global Env Dir button, Up or Down.
- **UP**: force an upward filter envelope for the slice.
- **DN**: force a downward filter envelope for the slice.

When Filter Env Dir is randomized, it chooses UP or DN only on steps where Filter Env is active. Inactive filter steps are shown as - so the lane does not imply a filter move where none will be heard.

### Filter Type

Filter Type is also an overlay on Filter Env. It selects the filter mode per active filter slice, but it does not activate the filter by itself.

- -: use the global Filter button.
- **LP**: force low-pass.
- **BP**: force band-pass.
- **HP**: force high-pass.
- **NT**: force notch.

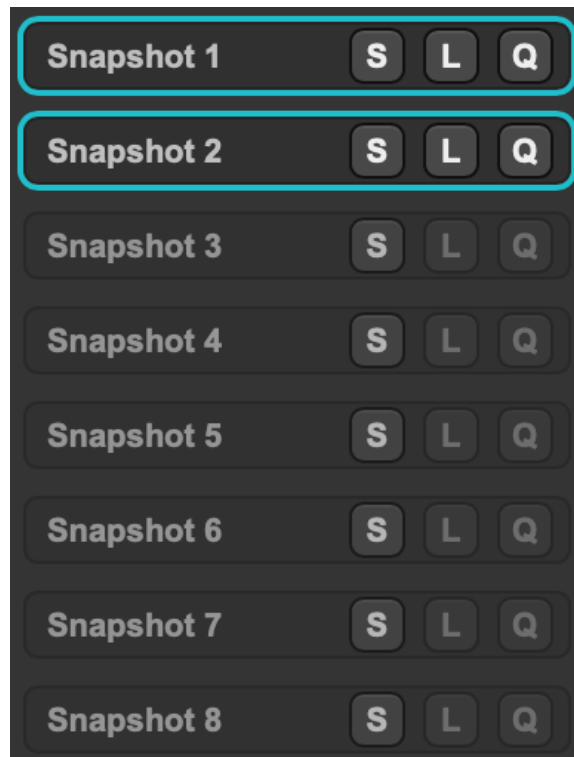
## 8. Randomization

Each lane can be randomized separately with its Randomize button. Randomize All randomizes all unlocked lanes. The L button locks a lane so it is not changed by Randomize All.

- **Min and Max**: set the lowest and highest randomized value for lanes that use numeric ranges.
- **Freq**: sets how many steps become active/randomized when the lane logic uses an active-step count.
- **Per-lane reset**: resets only that row.
- **Reset All**: resets the full pattern editor.

Filter Env Dir has special logic: it follows Filter Env as a mask. If Filter Env is 0 on a step, Filter Env Dir becomes - when randomized.

## 9. Snapshots and queue



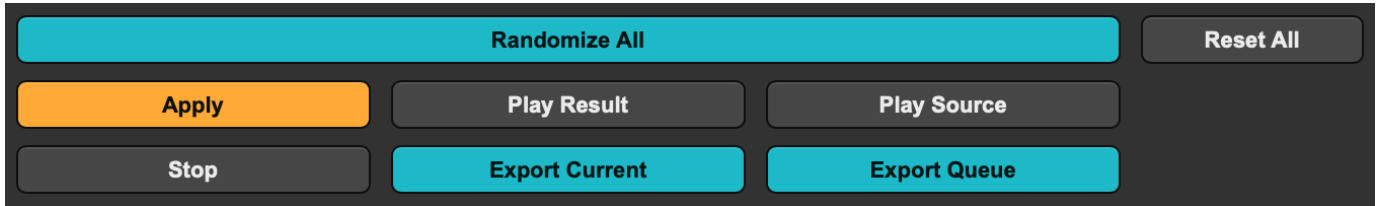
*Eight snapshots can be used to save, load, and queue variations.*

Snapshots let you keep multiple variations in the same session. Each row has buttons for saving, loading, and queuing a snapshot. When several snapshots are queued, Export Queue can create multiple rendered variations one after another.

A practical workflow is to randomize, click Apply, save as a snapshot, keep randomizing, and then export the best variations through the queue.



# 10. Apply, preview, and export



The action buttons are used for rendering, playback, and export.

Button	Function
Randomize All	Randomizes all unlocked lanes.
Reset All	Resets the pattern lanes to their defaults.
Apply	Renders the current settings to Mutated result.
Play Result	Plays the rendered mutation.
Play Source	Plays the original source.
Stop	Stops preview playback.
Export Current	Exports the current render back to Live.
Export Queue	Exports queued snapshots/variations.

# 11. Practical workflows

- **Start with Slice Order:** randomize slice order first to find a musical base variation.
- **Lock good lanes:** locking Slice Order or Reverse before randomizing effects makes it easier to build on a good idea.
- **Use Filter Env first:** set or randomize Filter Env before working with Filter Env Dir and Filter Type.
- **Use - as fallback:** in Filter Env Dir and Filter Type, - means the global filter buttons control the behavior.
- **Save snapshots often:** snapshots let you experiment aggressively without losing a good version.

## 12. Troubleshooting and expected behavior

Symptom	Check
I see UP or DN but do not hear a filter move.	Check Filter Env. Filter Env Dir does nothing if Filter Env is 0 on the same slice.
Filter Type does not seem audible.	Filter Type does not activate the filter by itself. It only affects slices where Filter Env is active.
Everything uses the global filter type.	This is correct if the Filter Type lane shows - or is missing.
The Env Dir buttons do not affect every slice.	Per-slice Filter Env Dir values UP/DN can override the global Env Dir on active filter steps.
The export buttons are disabled.	Click Apply first so there is a current render to export.

# About

Created by **Jimmy Svensson (JS)**. Composer of electronic and experimental music, and creator of **JS Loop Mutator** and other Ableton Live Extensions. Learn more, explore releases, and find additional Ableton Extensions at <https://jimmysvensson.info>