

# Slite - Arrangement Clip Renamer Manual

## Preface

Slite Arrangement Clip Renamer is a batch renaming tool for Ableton Live Arrangement View.

It is used during the arrangement stage to quickly organize naming results for a group of arrangement clips. A group of clips is captured first, then the naming result is checked through Preview, and finally the new names are written back into the Set in one pass.

Renamer and Exporter share a similar capture idea, but Renamer solves a naming problem rather than an export problem. It does not render audio files, and it is not a free matrix-style multi-track naming tool. It uses fixed capture modes to build a clear set of naming targets, then generates final names through a fixed rule order.

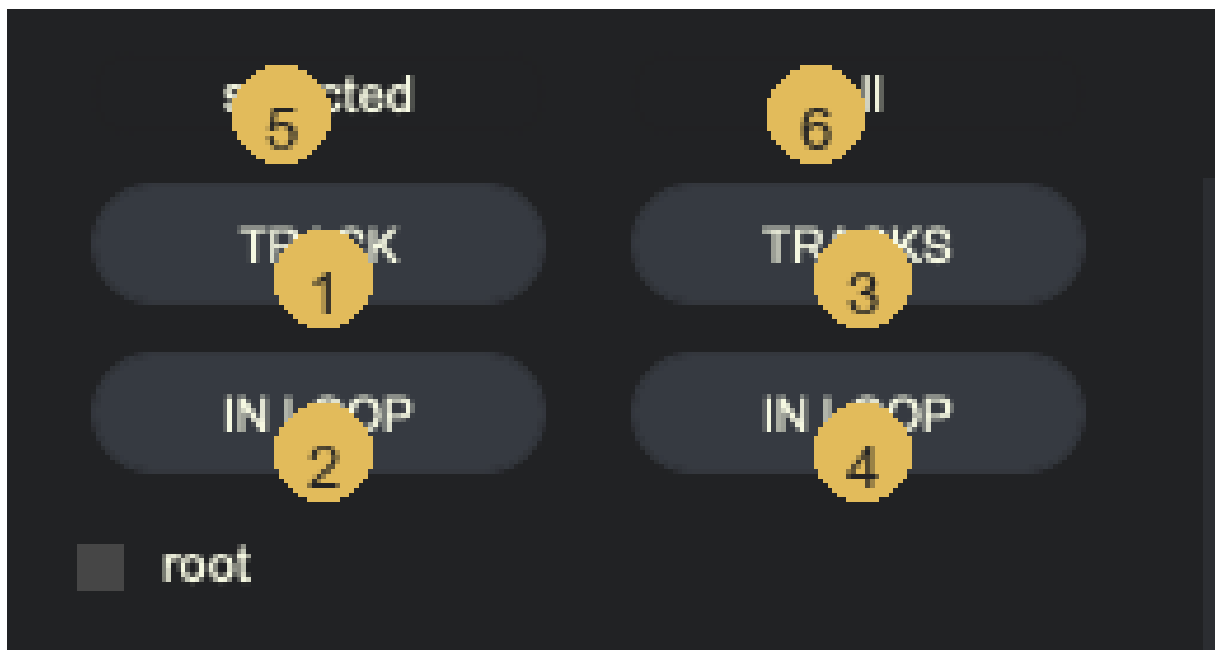
## 1. Capture Section

Capture decides which arrangement clips will participate in the rename operation this time.

Renamer's capture modes are fixed. It does not support freely selecting and combining multiple tracks like a matrix tool. The current version supports only two track scopes:

- The currently selected track
- All tracks

On top of these two scopes, the current loop range can optionally be used, creating four capture entries.



### 1.1 Numbered Notes

1. TRACK

Captures all arrangement clips on the currently selected single track. The current loop range is ignored. After running this, the device automatically sets Live's loop to the overall boundary of the captured clips, making it easier to continue viewing and processing that group.

## 2. `IN LOOP` (selected)

Captures arrangement clips on the currently selected single track that overlap the current Live loop range. This entry requires the current Set to already have a valid loop.

## 3. `TRACKS`

Captures all arrangement clips on all tracks in the current Set. The current loop range is ignored. After running this, the device also automatically sets Live's loop to the overall boundary of the capture result.

## 4. `IN LOOP` (all)

Captures arrangement clips on all tracks that overlap the current Live loop range. This entry also requires the current Set to already have a valid loop.

## 5. `selected / all` indicator

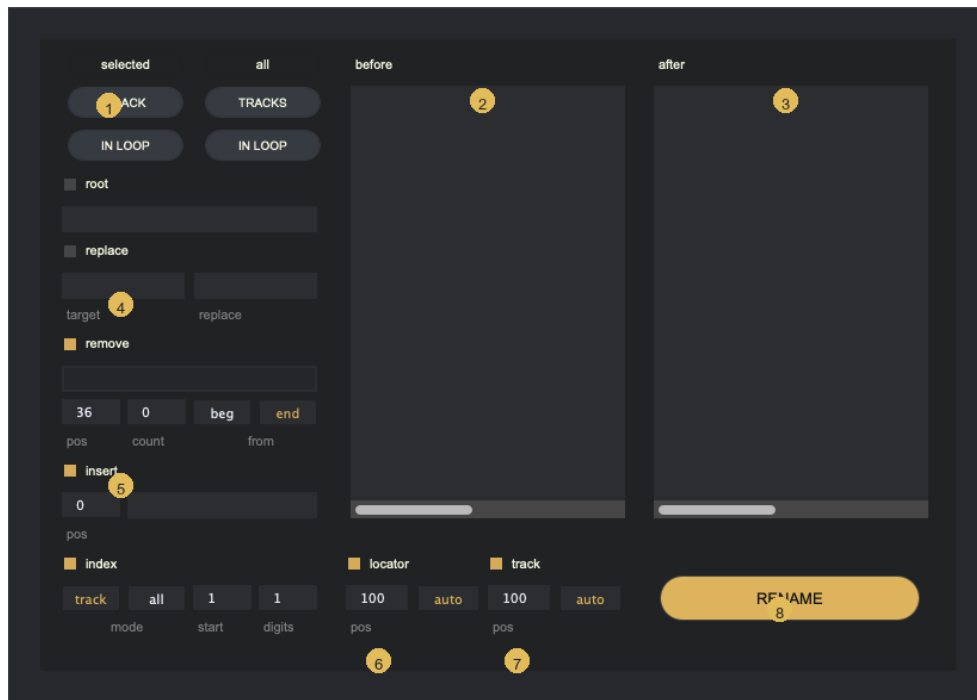
The left and right columns are not two button styles. They are two fixed capture scopes. The left column always targets the currently selected track. The right column always targets all tracks.

## 1.2 Capture Behavior Notes

- `TRACK` and `TRACKS` ignore the current loop and search only by track scope.
- The two `IN LOOP` entries include only arrangement clips that overlap the current loop range.
- Loop capture checks time overlap. A clip does not need to be fully inside the loop.
- After capture, the target set in Preview is fixed. Changing rules only changes the preview result; it does not automatically select a new set of clips.

## 2. Main Interface

Renamer's main interface consists of capture, rules, preview, and execution sections. Before actually renaming, it is recommended to capture once, enable naming rules one by one, and then use `RENAME` to write everything back in one pass.



## 2.1 Numbered Notes

### 1. Capture section

Used to decide which clip set will be renamed this time. Before capture is complete, later Preview content is only a UI placeholder and does not represent a real target set.

### 2. before preview box

Shows the original names recorded at capture time. This list is the base input for the naming calculation.

### 3. after preview box

Shows the result after all currently active rules are applied. These changes are live preview only and are not automatically written back to Live.

### 4. Basic text rule section

Includes `root` and `replace`. These two rules participate earliest in the naming calculation. They define the initial text base and perform whole-text replacement on existing text.

### 5. Remove and insert rule section

Includes `remove` and `insert`. `remove` deletes target text or a character range. `insert` inserts text at a specified position.

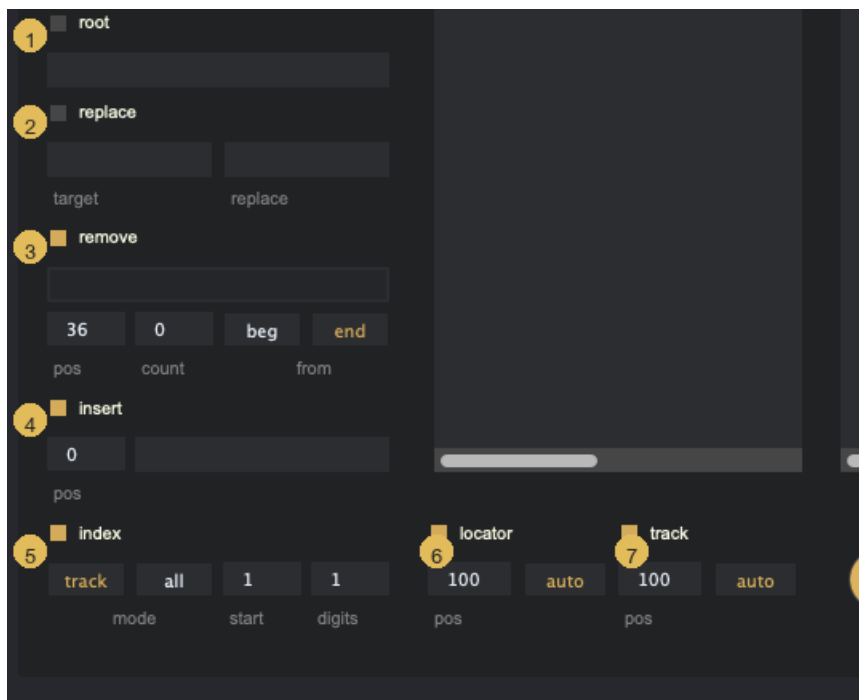
### 6. Field and index rule section

Includes `index`, `locator`, and `track`. These rules append order information or insert locator names and track names into the base name.

## 7. RENAME

Writes the current `after` result back to the captured clips. If there is no capture result or no active rule, execution has no effect.

## 3. Rule Descriptions



### 3.1 root

When `root` is enabled, the naming starting point of the current clip is directly replaced by the text in the input box. It is not an append operation. It resets the base text for this naming pass. All later rules continue processing on top of this result.

### 3.2 replace

`replace` replaces `target` text in the current result with new text. It is a global replacement, not just the first occurrence. If `target` is empty, enabling this rule will not produce an actual effect.

### 3.3 remove

`remove` has two working modes, but only one mode is used at a time:

#### 1. Text removal

After text is entered in the text box, all matching text in the current result is removed.

#### 2. Range removal

Use `pos`, `count`, and `beg` / `end` to specify a deletion range.

`beg` calculates the position from the start of the string. `end` calculates the position from the end of the string.

### 3.4 insert

`insert` inserts a piece of text at a specified character position in the current result.

If `pos` is beyond the current string length, it is treated as inserting at the end.

### 3.5 locator

`locator` inserts the locator name from the loop segment where the current clip belongs.

This rule only takes effect when there is a valid locator inside the current loop range and the clip can be assigned to a locator segment in that loop.

When `auto` is enabled, the device automatically adds the necessary `_` if the insertion position is not already separated by underscores, preventing fields from sticking together.

### 3.6 track

`track` inserts the name of the track that the current clip belongs to.

`auto` behaves the same as in `locator`: it only adds `_` when needed and does not insert duplicate separators unconditionally.

### 3.7 index

`index` appends an order number to the end of the result.

- `mode = track`

Numbering is counted separately by clip order inside each track.

- `mode = all`

Numbering is counted continuously across all clips captured this time.

`start` controls the first number. `digits` controls zero padding width.

## 4. Rule Order and Priority

Renamer's rules are not parallel. They always run in a fixed order. The final name is always recalculated from a stable source name, instead of continuing to stack changes on top of the previous preview result.

### 4.1 Naming Base

- The clip's original name recorded at capture time is used first as the source name.
- If the original name is empty, the track name is used as the base name.
- Preview changes do not modify the source name.
- Only after `RENAME` is truly executed does the device sync the written name as the base for the next preview round.

## 4.2 Fixed Execution Order

1. `root`
2. `replace`
3. `remove`
4. `locator`
5. `track`
6. `insert`
7. `index`

## 4.3 Results of This Order

- `root` has the highest priority. Once enabled, it directly replaces the original name or track-name base.
- `replace` and `remove` only process strings that already exist at their stage, so they only affect text formed before them.
- `locator` and `track` are both field insertion rules, but `locator` runs before `track`. If both use the same insertion position, the final layout is affected by the later `track` insertion.
- `insert` happens after field insertion, so it can further split names that have already been formed.
- `index` is always appended last and will not be modified by later rules.

## 4.4 Difference Between Appending and Overwriting

- Rules that overwrite the base: `root`
- Rules that rewrite existing text: `replace`, `remove`
- Rules that insert fields into existing text: `locator`, `track`, `insert`
- Rules that only append at the end: `index`

## 5. Preview Behavior

`before` and `after` are not two independent data sources. They are a before-and-after comparison of the same captured clips.

- `before` shows the names recorded at capture time.
- `after` shows the target names calculated with the current rule configuration.
- When rules, rule inputs, locator names or positions, loop, or track names change, Preview refreshes automatically.
- Preview refresh does not rename anything. The actual write-back only happens when `RENAME` is clicked.

One important point: the capture set itself does not change just because Preview refreshes. If you add, delete, or move clips in the Arrangement, or if you want another group of track targets, you must capture again.

## 6. Usage Boundaries and Known Behavior

### 6.1 Situations Where You Need to Capture Again

- Switching the target range from `selected` to `all`, or the other way around
- The selected track changes

- Target clips are added, deleted, or moved in the Arrangement
- You want another group of clips matched by a different loop range
- You need the `before` base to match the current clip names in the Set

## 6.2 Situations Where You Do Not Need to Capture Again, but Preview Refreshes

- Changing any rule switch, text, position, digit count, or mode
- Changing the current loop range
- Changing locator names or positions inside the loop
- Changing the names of already captured tracks

## 6.3 Common Cases That Do Not Work as Expected

- Clicking `RENAME` without capturing first
- All rules are disabled
- Using an `IN LOOP` entry when the current Set has no valid loop
- No arrangement clips are found in the captured target range
- `replace` is enabled but `target` is empty
- `locator` is enabled but there is no applicable locator name inside the current loop

## 6.4 Other Known Behavior

- After `TRACK / TRACKS` capture is complete, Live's loop is automatically set to the boundary of the captured clips.
- `IN LOOP` uses the existing loop only and does not reset the loop.
- If the final result is an empty string, the device writes a space character so that the name field can be successfully written back.
- If a capture button is triggered repeatedly within a very short time, repeated requests are ignored to avoid duplicate capture.

# 7. Common Messages and What to Do

The current version does not have a separate colored status strip. Operation feedback is shown through device output messages, which report capture, loop, and rename results. The following are the most common messages and their meanings.

## 7.1 Capture-Related Messages

1. `selected track: no target tracks`

The current selected-track target is not available. Return to Live, confirm the currently selected track, and run capture again.

2. `selected track in loop range: loop range unavailable`

There is no valid loop, or the loop length is unavailable. Set a loop in Live first, then use the `IN LOOP` entry.

3. `selected track: no matching arrangement clips`

The target track exists, but no arrangement clips match the current filter. Check the track content or loop range.

```
4.all tracks: captured N clip(s) across M track(s)
```

Capture completed successfully. Preview now corresponds to this captured result set.

## 7.2 Rename-Related Messages

```
1.rename: no captured clips
```

No naming target set has been created yet. Capture first, then rename.

```
2.rename: no active rules
```

No rule is enabled. Enable at least one rule before running rename.

```
3.rename: executed on N clip(s)
```

This means N clips were actually written with new names. If the result is 0, it usually means the current preview result is exactly the same as the original names.

## 8. Recommended Workflow

1. In Arrangement View, decide whether to process the current track or all tracks.
2. Choose normal capture or `IN LOOP` capture as needed.
3. Check the `before` list and confirm that the captured target set is correct.
4. Enable naming rules one by one and watch the `after` list change.
5. If you use `locator`, first confirm that the loop and locator segments are correct.
6. After the final preview is correct, click `RENAME` to write everything back.

When the target set changes, do not only edit rules. Capture again. This keeps Preview, numbering order, and locator assignment aligned with the current Set.