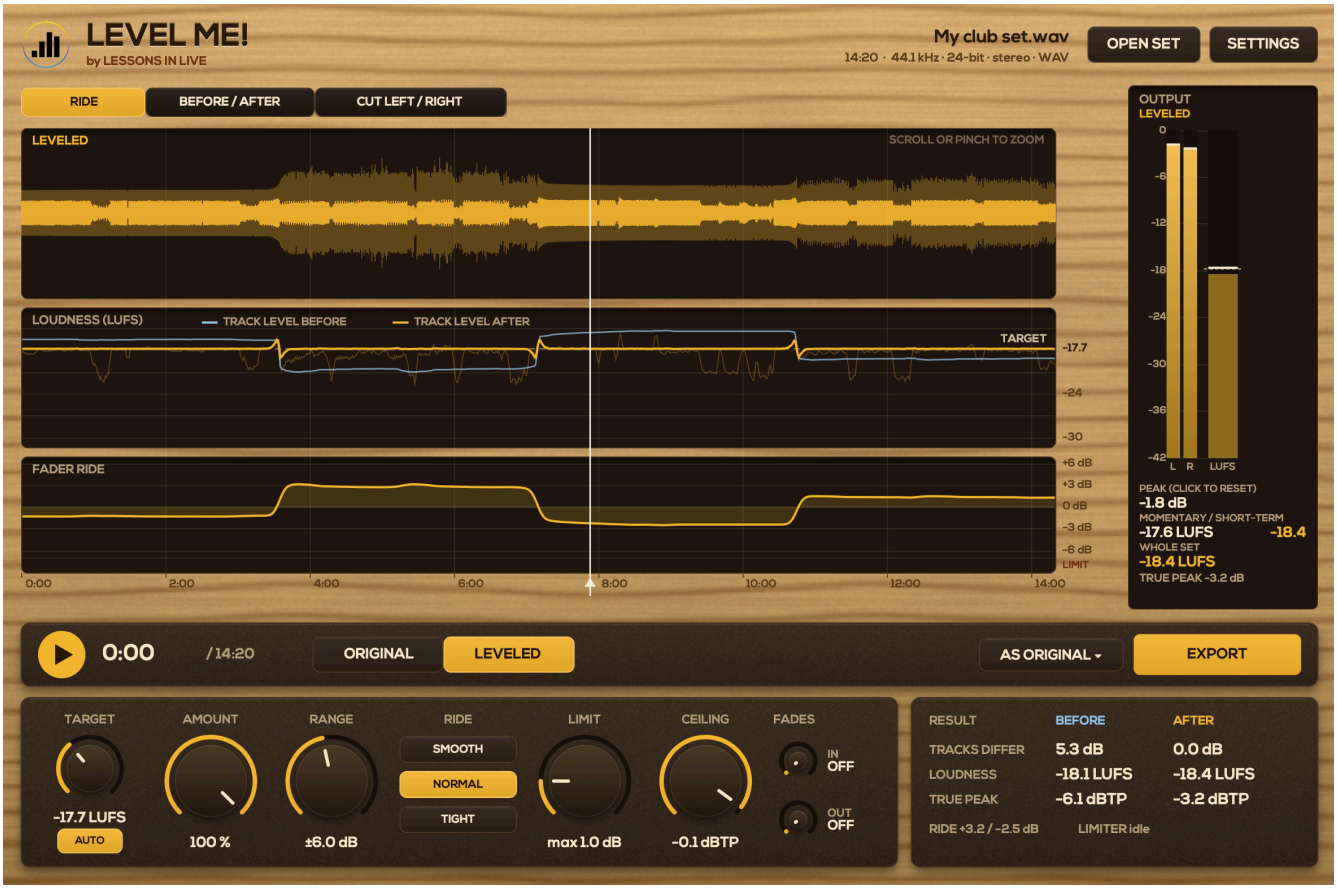
LEVEL ME!

BY LESSONS IN LIVE · USER MANUAL

Record a set, drop it on Level Me, and it rides the volume through the whole recording the way you would with automation in Ableton: quieter records come up, louder ones go down, and every track ends up at the same level. Breakdowns stay breakdowns. You get a new file in exactly the same format as the original: same sample rate, same bit depth, same everything. Or pick another format: WAV, AIFF, FLAC or MP3.



INSTALLING

- **Mac** (macOS 11 or newer, Apple Silicon or Intel): double-click `LevelMe-<version>-Mac.zip`, open the `.dmg` that comes out of it and drag **Level Me** onto the Applications folder, then open it from there. Level Me is signed and notarized by Apple, so it opens like any other app.
- **Windows** (64-bit): unzip `LevelMe-<version>-Windows-Installer.zip` and run the installer inside. If Windows says **Windows protected your PC**, click **More info**, then **Run anyway**. Level Me is in the Start menu.

TRIAL AND ACTIVATION

Level Me runs as a full **30-day trial** from the first time you open it. The button at the top shows how many days are left. After the trial you can still open sets, see the analysis and listen to the original and the leveled set; **EXPORT** then needs activation.

To activate, click the trial button (or **SETTINGS › Enter serial number...**) and enter the serial number from your Lessons in Live order. Activation needs an internet connection once; after that Level Me works offline. One serial activates Level Me on **two computers**, for example your desktop and your laptop. Moving to a new computer? Use **SETTINGS › Deactivate this computer...** on the old one first, then activate on the new one.

QUICK START

1. Open Level Me and drop your recorded set (WAV, AIFF, FLAC or MP3) on the window, or click **OPEN SET**.
2. Level Me listens through the whole set: a bar shows how far it is (**CANCEL** stops it). A two-hour WAV takes a few seconds, an MP3 a little longer.
3. Press play (or the space bar) and switch between **ORIGINAL** and **LEVELED** (keys **A** and **B**) to hear the difference. Click anywhere in the display to jump there.
4. Happy? Click **EXPORT** and choose where to save. Level Me suggests `<name> (Leveled)` next to the original, in the same file type (an MP3 set becomes a WAV). Your original is never touched: Level Me won't save over it. When the export is done, ✓ **Saved** shows the file name and **SHOW IN FINDER** (Windows: **SHOW IN EXPLORER**) opens its folder. The button left of EXPORT picks the file format (see Exporting).

HOW LEVEL ME WORKS

Normalizing turns the whole file up or down by one amount, so the quiet records stay quiet. A compressor squashes everything, including your breakdowns. Level Me does what an engineer does with a fader instead:

1. **It measures the loudness** of the whole set, ten times a second, with the same perceived-loudness scale (LUFS) that streaming platforms use.
2. **It finds each track's level**: how loud the full parts are, like the drop or the main groove. To tell a breakdown from a quieter record, it looks two minutes back and two minutes ahead. A breakdown has loud music on both sides, so it doesn't count as a quieter track. A quieter record has quiet music ahead of it, so Level Me sees the level change right where the record takes over.
3. **It rides the fader**: every track's level is brought to the target, with slow, smooth moves (a few seconds each) that mostly happen during your blends, so you never hear it pumping.
4. **It respects the headroom**: Level Me never lifts a quiet part further than its peaks allow. A soft record with loud peaks is brought up as far as it fits under the ceiling, not further. With **AUTO** on, if lifting the quiet records to the set's typical level would need limiting, Level Me brings the louder records down instead. It levels the set; it doesn't make it louder.
5. **A safety limiter catches what's left**: a look-ahead true-peak limiter that may take off at most **LIMIT** dB (1 dB by default) from a peak, and usually does nothing at all. The display shows you exactly where it works.

The start and end of the set are handled carefully too: a fade-in or fade-out stays a fade.

THE DISPLAY

The **RIDE** tab shows three lanes. Blue is always the original; the leveled set is in the skin's accent colour (gold in the Medium skin, orange in Light and Dark).

Lane	What it shows
WAVEFORM	The set as you're hearing it; the label says which: **ORIGINAL** or **LEVELED**.
LOUDNESS	The thin line is the loudness moment to moment. The blue line is each track's level before, the gold (or orange) line after. The dashed line is the target.
FADER RIDE	What Level Me does, like an automation lane: above the middle line it turns up, below it turns down. Red marks along the bottom show where the limiter works (full height = 6 dB).

The **BEFORE / AFTER** tab above the display shows just the two waveforms instead, the original on top and the leveled set underneath, on the same scale: the clearest way to see what Level Me did. The label tells you which one you're hearing.

Zooming in: scroll (mouse wheel, or two fingers up and down on a trackpad) or pinch to zoom in. To move along the set while zoomed in, drag the **scroll bar** that appears under the display, hold **Shift** while you scroll, or swipe sideways on a trackpad. While it plays, the view follows the playhead. Double-click to see the whole set again. Hover over the display to read the exact numbers at any moment.

CUTTING THE START AND END

Recordings often start before the music and run on after it: silence, a soundcheck, talking, the next DJ. The **CUT LEFT / RIGHT** tab shows the whole original recording with a handle on each edge:

1. Drag the left handle in to where your set should start and the right handle to where it should end (or press **FIND MUSIC** to put them where the music starts and ends). The parts that go are shown dark.
2. Play and click around to check by ear. **SET START HERE** / **SET END HERE** (keys **I** and **O**) move a handle to the playhead. Zoom in for a precise cut: the scroll bar (or Shift + scroll) takes you along the recording, and a handle dragged against the edge of the display scrolls with it.
3. Press **CUT**, or simply go back to another tab or press **EXPORT**: what's between the handles is what you keep. Level Me measures just that part, so the leveling, the target and the fades are all based on it, and the export contains only that part (so the file is smaller). The cut edges get a tiny 10 ms fade, so they never click. The file info at the top shows the cut.

RESET brings the whole recording back. Your original file is never changed. Markers in the file are dropped from a cut export, because they would land in the wrong places.

THE KNOBS

Knob	What it does
TARGET	The level every track is brought to (the loudness of its full parts, –24 to –6 LUFS). With **AUTO** on, Level Me uses the set's own typical track level, so the set as a whole stays as loud as it was. Turn the knob to make the whole set louder or quieter at the same time.
AMOUNT	How much of the correction is applied (0 to 100 %, default 100 %). 100 % brings every track all the way to the target; 50 % halves the differences, if you want to keep some of the original dynamics between records.
RANGE	The most Level Me will turn up or down anywhere in the set (±1 to ±12 dB, default ±6 dB).
RIDE	How the fader moves. **SMOOTH**: slow moves; quiet stretches up to about 2½ minutes count as breakdowns. **NORMAL**: the usual choice, up to about 2 minutes. **TIGHT**: faster moves that also follow changes inside long tracks; only quiet stretches under about 1¼ minutes count as breakdowns.
LIMIT	The most the safety limiter may ever take off a peak (OFF to 6 dB, default 1 dB). Level Me shapes the ride so the limiter stays under this. **OFF** means no limiting at all: quiet parts are only lifted as far as their peaks fit under the ceiling.
CEILING	The highest true peak in the new file (–3 to 0 dBTP, default –0.1 dBTP). If the set is going to a streaming platform or will be converted to AAC, –1 dBTP is the safer choice (Level Me's own MP3 exports use –1 dBTP by themselves).
FADES	**IN** and **OUT**: a fade in and fade out of up to 60 seconds, so the set starts and ends smoothly without opening a DAW. They sit on the music itself: the fade-out ends where the music ends (silence the recorder kept after it stays silent), the fade-in starts where the music starts. OFF leaves the start and end as they were recorded.

Double-click a knob to reset it (**SETTINGS › Reset the knobs** resets them all). Level Me remembers your settings for next time.

The **RESULT** panel shows the numbers before and after: how far apart the track levels are, the overall loudness (integrated LUFS) and the true peak. Underneath, **RIDE** says how far the fader goes up and down, and **LIMITER** whether the limiter has any work: *idle*, or *up to* how many dB. When it shows in red with **lower the target** (more than 3 dB), the target asks for more than the set's headroom allows: turn **TARGET** down a little, or accept it.

THE OUTPUT METER

The meter on the right shows what you're hearing, original or leveled: left and right peak bars with a hold line (red above the ceiling), and a loudness bar with the short-term loudness (3 seconds) as the bar, the momentary loudness (0.4 seconds) as a white line and the target as a dashed line. Underneath: the highest peak since you pressed play (click the meter to reset it), the momentary and short-term loudness, and the loudness and true peak of the whole set.

THE WINDOW

Level Me opens at a size that fits your screen, also on a small laptop with Windows' display scaling at 125 or 150 %, and it remembers its size and place for the next time (on Windows also whether it was maximised). Make the window as large as you like by dragging its edges; the smallest it goes is 1000 × 600. If a window was left on a second screen that isn't connected any more, Level Me opens on your main screen. On a very small screen it draws everything a bit smaller, so all of it fits.

THE SETTINGS MENU

SETTINGS (top right) holds, from the top: the version number, **Audio output...** (the sound card or output Level Me plays through), **Skin**, **Language**, **Reset the knobs**, **Check for updates now** / **automatically**, and under **LICENSE** the activation items (see Trial and activation). The last item opens lessonsinlive.com.

LANGUAGE

SETTINGS › Language: English or Español. The whole app switches at once and remembers your choice. On a computer set to Spanish, Level Me starts in Spanish.

UPDATES

Level Me checks lessonsinlive.com for a newer version at most once a day (it sends nothing about you or your computer). When there is one, a small bar at the top says so: **DOWNLOAD** gets the installer for your computer, **WHAT'S NEW** opens the product page, **×** skips that version. Updates are free: install over your current version and your serial stays activated. **SETTINGS › Check for updates now** checks right away; **Check for updates automatically** turns the daily check off or on.

SKINS

SETTINGS › Skin has three looks: **Medium** (oak wood with dark walnut panels and a golden accent, the default), **Light** (white textured paper) and **Dark** (black, with the Lessons in Live logo drawn in white). Level Me remembers your choice.

EXPORTING

EXPORT writes the leveled set as a new file. The button next to it picks the format:

Format	What you get
AS ORIGINAL (the default)	The same file type, sample rate and bit depth (16-bit, 24-bit, 32-bit integer or 32-bit float), mono or stereo, and the file's metadata (broadcast WAV info, markers, loop points). An MP3 set comes out as a 24-bit WAV, because MP3 can't be written back without losing quality again.
WAV	The same sample rate and bit depth.
AIFF	The same sample rate, up to 24-bit (a 32-bit file becomes 24-bit).
FLAC	Lossless and about half the size of a WAV: the same sample rate, 16 or 24-bit.
MP3	320 kb/s, at 44.1 or 48 kHz (higher sample rates are converted). MP3 encoding pushes the peaks up a little, so an MP3 export is leveled to a ceiling of **−1 dBTP** (or your CEILING, if that's lower): the MP3 never clips when it's played back.

The file info at the top of the window says what the export will be (for example "→ exported as FLAC · 24-bit"). Level Me remembers your choice. Keep a WAV, AIFF or FLAC as your master and make the MP3 for sharing.

Recorder files with odd headers work: some recorders write RF64 files even under 4 GB, with placeholder sizes in the header, and a recording interrupted by a crash or power cut never gets its sizes filled in. Level Me reads the real length from the file itself. The same goes for a WAV, AIFF or FLAC that was cut off by a copy or download that stopped halfway: Level Me levels what's there. A file whose header is too damaged to trust is refused with a message, never guessed at.

Integer files get a tiny amount of dither, the professional way to change the level of a 16- or 24-bit file without adding distortion. Very long recordings (over 4 GB) are written as RF64 WAV files, which every modern DAW reads.

MP3s are made with **LAME** (https://lame.sourceforge.io), the free MP3 encoder, used under the GNU Lesser General Public License (LGPL). Level Me carries it as a separate library (`libmp3lame`), and its licence comes with the app.

KEYBOARD SHORTCUTS

Key	Does
Space	Play / pause
A / B	Hear the original / the leveled set
I / O	In the CUT tab: move the left / right handle to the playhead
← / →	Jump 10 seconds back / ahead (with Shift: one minute)
Home	Back to the start
Cmd+O (Ctrl+O)	Open a set
Cmd+E (Ctrl+E)	Export

TIPS

- Record your sets as WAV or AIFF at 24-bit if you can: Level Me keeps that quality all the way.

- Got only an MP3 of the set? Level Me reads MP3s at 32, 44.1 and 48 kHz, constant or variable bitrate, from any program (also the ones that don't write the MP3's length in the file, such as Ableton Live). But if the WAV still exists (for example the WAV you exported the MP3 from), use that: an MP3 has already lost some quality, and the leveled set comes out as a WAV anyway.
- Want the set louder overall, for a mix to upload? Turn **AUTO** off and raise **TARGET**. Level Me still won't push past what the headroom and **LIMIT** allow; raise **LIMIT** to 2 or 3 dB if you really want it louder.
- If a long ambient intro or a very long breakdown gets turned up, choose **SMOOTH** (or lower the **RANGE**).
- Level Me evens out loudness, not tone. A record that sounds smaller because it has less low end will get the same loudness, but still sound like itself.

IF ABLETON LIVE WON'T START ON WINDOWS

If Live suddenly won't open, or says **libusb-1.0.dll was not found**, Microsoft Defender has most likely taken that file out of Live's program folder. libusb-1.0.dll belongs to Ableton Live (Live uses it for USB controllers such as Push), and Defender sometimes mistakes it for a threat; Level Me only installs its own files and doesn't touch Live. To get Live back:

1. Open **Windows Security › Virus & threat protection › Protection history** and click the entry for libusb-1.0.dll.
2. If it says Quarantined, choose **Actions › Restore**. If it says Removed, choose **Allow** and reinstall Live from your Ableton account (your sets, Packs and User Library stay where they are).
3. Start Live again.

Don't download libusb-1.0.dll from a "DLL download" website: the file from Live's own installer is the right one.