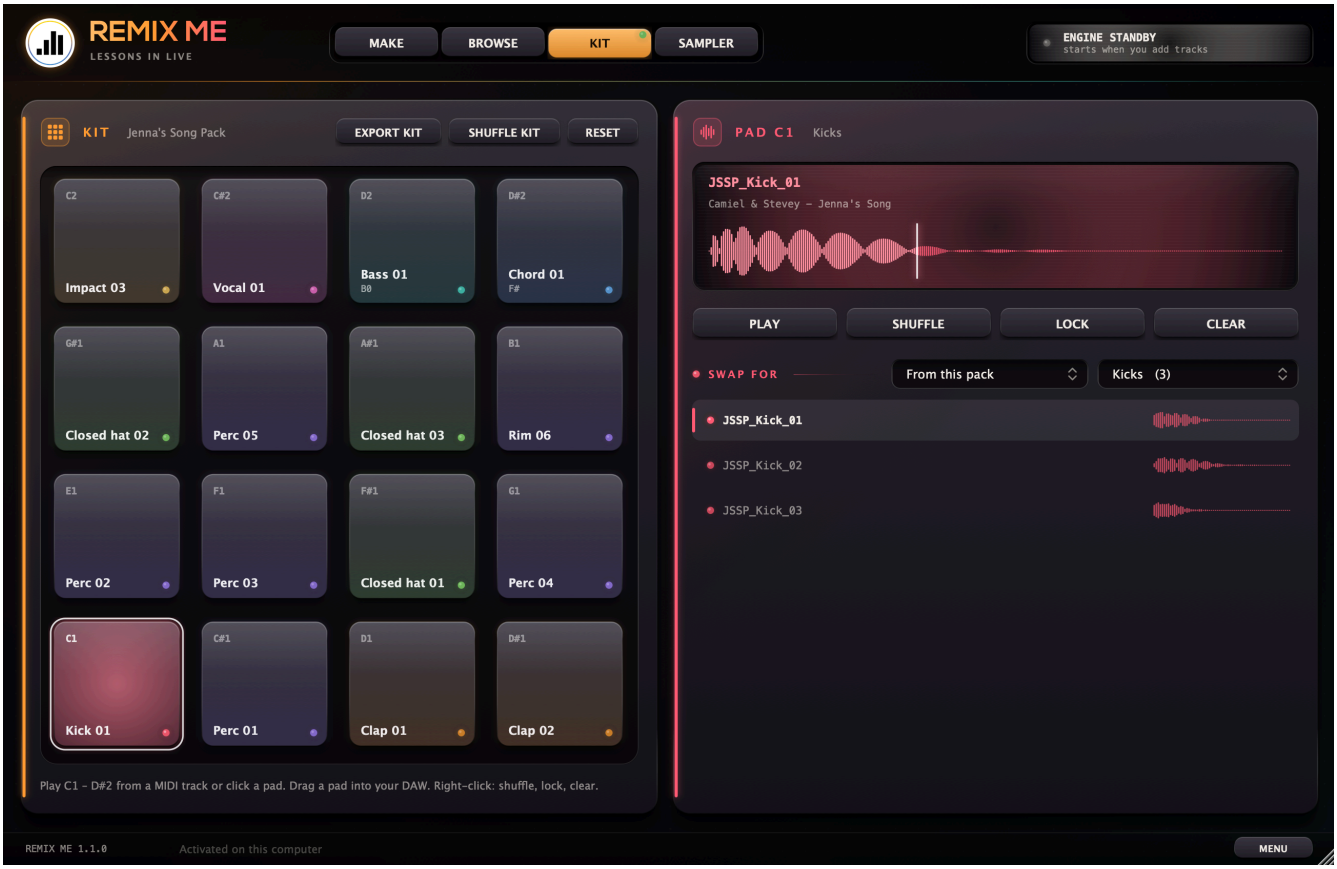
REMIX ME

BY LESSONS IN LIVE · USER MANUAL

Drop tracks in, choose how many kicks, claps, hats, bass notes, chords, vocal chops, loops and effects you want, and Remix Me separates the stems and cuts the sounds: loops exactly on the 1, one-shots on their attack, all sorted and tagged. Then browse them, put them on sixteen pads, play one across the keyboard in the sampler, and drag them into your DAW or export a Drum Rack or a Simpler for Ableton Live.



WHAT'S NEW IN 1.1

- **Stems you already have**: a drum loop, an acapella or a song's own stems go straight in, without being separated (see Stems you already have).
- **BEST separation**: cleaner drums and music, when the stems matter.
- **MAKE AGAIN**: a pack's tracks and numbers back in MAKE, changed and made again in seconds.
- **FAVOURITES**: star sounds in any pack and find them all in one place.
- **A kit from all your packs**: KIT's pads take sounds from any pack.
- **IN TIME**: loops play in your project's tempo and on its bars while you browse.
- **M4A on Windows**, and **Español** (MENU > Language).

INSTALLING

- **Mac:** you need **Apple Silicon** (M1 or newer) and **macOS 14 (Sonoma) or later**. Open the installer and follow it. It installs **Remix Me VST3** (for Ableton Live), **the Remix Me engine** (about 730 MB, what separates the stems and cuts the sounds), the **Remix Me app** (to use it without a DAW) and, if you tick it under Customize, the **Audio Unit** for Logic Pro. Quit Live first.
- **Windows:** you need **64-bit Windows 10 or 11** on an Intel or AMD processor. Quit Live, unzip the download and run `RemixMe-<version>-Windows-Installer.exe`. It installs the VST3 into C:\Program Files\Common Files\VST3, the engine (about 680 MB) into C:\ProgramData\Lessons in Live\Remix Me\Engine and, if you like, the app. Windows may ask whether to run an app from an unknown publisher: choose **More info › Run anyway**. If your virus protection stops the installer or the engine, contact us through lessonsinlive.com and we'll sort it out with you.
- **16 GB of memory** is recommended: taking a track apart uses a lot of it for a minute or two.
- In Ableton Live, find Remix Me under **Plug-Ins > Lessons in Live Instruments** and put it on a MIDI track. If it isn't there, turn on "Use VST3 Plug-In System Folders" in Live's Plug-Ins settings and press Rescan.
- **The first pack downloads the stem separation model** (84 MB) once, so be online for it. After that Remix Me works offline.

YOUR FIRST PACK

1. **MAKE**: drop one or more tracks on the window (WAV, AIFF, FLAC, MP3, M4A), or click the drop area to choose them. Give the pack a name.
2. Choose **how many** of each sound you want with – and + next to each meter, or OFF / FEW / NORMAL / LOTS for all of them. The numbers are the most you get for the whole pack: a track only has so many different kicks.
    - **One-shots:** kicks, snares & claps, closed and open hats, percussion, bass one-shots, chords, vocal chops.
    - **Loops:** drum, top, percussion, bass, chord, pad and vocal loops, 1, 2, 4 or 8 bars long.
    - **Effects:** FX one-shots (risers, downlifters, reverse swells, impacts, vocal throws, tape stops, sweeps, echoes), FX loops (filter sweeps, gates, echoes, reverse, rolls) and texture loops (stretched washes of the vocals, chords, hats and the whole track). They're made from the track itself, so they're in its key and tempo; a riser ends exactly where the next 1 falls.

3. Choose how the stems are separated: **FAST** (the default, good for most tracks) or **BEST** (cleaner drums and music; it takes about three times as long, and the first time it downloads two more models, 168 MB).
4. Press **MAKE PACK**. The very first time, Remix Me tells you where its separation model comes from and asks you to use music you have the rights to (see below). Then it separates every track into drums, bass, music and vocals, finds the tempo and key, and cuts the sounds: drum hits cleaned of the kick, bass notes, chords, vocal phrases, and loops cut on the 1 of a bar, right where its hit starts. About two minutes per track on a fast Mac; your DAW keeps playing meanwhile.

The engine checks every cut for clicks and fixes them itself: one-shots get the shortest fades that keep their punch, loops are joined from the track's own audio so they repeat seamlessly.

STEMS YOU ALREADY HAVE

Have the stems of a track already (from your own project, or a drum loop or an acapella on its own)? Then they don't need separating: separating a clean stem only changes it a little. Every file in MAKE has a chip next to it: **SEPARATE** (a whole track, taken apart) or what it is: **DRUMS**, **BASS**, **MUSIC** (chords, synths, pads, keys) or **VOCALS**. Click the chip to change it.

- Files named like stems get their chip by themselves: "My Song - Drums.wav" with "My Song - Bass.wav", "My Song (Vocals).wav", or "drums.wav" in a song's folder.
- The stems of one song (the same name apart from the stem word) become one track, shown with a bracket: their tempo and key are found from all of them together, and the effects are made from all of them.
- A stem on its own is a track of its own: a drum loop gives drum hits and drum loops, an acapella vocal chops and vocal loops.
- A loop cut to whole bars (as sample-pack loops are) gets its tempo from its length, so even a vocal loop without drums is cut exactly on the bar.

MAKE AGAIN

Want more kicks, fewer chops, or 8-bar loops this time? In BROWSE, **MAKE AGAIN** puts the pack's tracks, stems, numbers, loop length and quality back in MAKE. Change what you like and press MAKE PACK: the stems were kept, so it takes seconds. The new pack gets the same name with a number ("My Pack 2"); the old one stays.

BROWSE

The new pack opens here. Pick a category on the left, click a sound to hear it, drag it onto a track or into a sampler. Shift or cmd picks several. The arrow keys step through, space plays and stops, search finds sounds by name, track or key. PACK chooses another of your packs; RENAME, SHOW (in Finder), MAKE AGAIN and DELETE (to the Trash) are next to it.

- **IN TIME** (in the player, on by default): loops play in your project's tempo without changing their pitch, and while your track plays they play along with it, on its bars. So you hear a loop against your own track before you drag it in. Turn it off to hear a loop as it is.

- **FAVOURITES**: click the star at the end of a row (or press F) to keep a sound. PACK > ★ FAVOURITES shows the stars of all your packs together: play them, drag them, put them on the KIT's pads or in the SAMPLER, or EXPORT them as one folder. The stars are kept with Remix Me's settings, not in the packs, and follow a pack you rename.

KIT

The pack's sounds on sixteen pads, laid out like a Drum Rack: kick on C1, claps on D1 and D#1, closed hats on F#1 and G#1, open hat on A#1, percussion in between, and an FX hit, a vocal, a bass note and a chord on the top row. Play them from a MIDI track (C1 to D#2) or click a pad.

- Pick another sound for a pad from the list on the right, **SHUFFLE** a pad (another sound of the same kind), **LOCK** the pads you like and **SHUFFLE KIT** the rest, or **RESET** to the starter kit. The closed hats cut the open hat off, as on a drum machine.
- **FROM** (above that list) picks where the sounds come from: this pack, your FAVOURITES or any other pack. So a kit can take the kick of one track and the claps of another; EXPORT KIT takes them all along.
- Drag a pad into your DAW to take its sample. The kit is saved with your Live set, one kit per pack.
- **EXPORT KIT** puts the kit in Live's browser as a Drum Rack (User Library > Presets > Instruments > Drum Rack > Remix Me), or writes a kit folder anywhere: the sixteen sounds numbered in pad order ("01 C1 Kick 01.wav" ...) plus the Drum Rack, which Logic's Sampler, FL Studio, Maschine and other samplers map in one go.

SAMPLER

One sound across the keyboard, like a sampler in your DAW. Click a sound on the left and it's set up for what it is: a drum loop sliced from C1 up, a pad or chord loop looping in your project's tempo, a bass note in tune from its own root, a hit as a one-shot. Play it from a MIDI keyboard or the keys at the bottom.

- **CLASSIC** plays while you hold the key, **ONE-SHOT** plays to its end, **SLICE** cuts the sound into 4, 8, 16, 32 or 64 equal slices (pick the number next to SLICE): 16 on a 4-bar loop is a beat each, on C1 to D#2; 64 a sixteenth each.
- **LOOP** loops between the L markers, **TEMPO** follows your project's tempo. Drag the start and end markers (S, E) and the loop markers (L) on the screen.
- **AMP**: volume, attack, decay, sustain, release, velocity, with the envelope drawn next to them. **FILTER**: low-, high- or band-pass, cutoff, resonance, envelope. **PITCH**: transpose, fine, glide, Poly / Mono / Legato. Every knob can be automated in your DAW; the mod wheel opens the filter and the pitch bend bends two semitones.
- **EXPORT** puts the sound in Live's browser as a Simpler with the same settings (User Library > Presets > Instruments > Simpler > Remix Me), or writes the part between the markers as a WAV with its root note and loop points, which Logic's Sampler, Kontakt and most samplers read.

MIDI: KIT OR SAMPLER

Your MIDI goes to the KIT or the SAMPLER, whichever of the two you opened last; the green light on its tab flickers with the notes that come in. MAKE and BROWSE leave it where it is. On the KIT, a note outside the pads plays the last sound you clicked.

EXPORTING A PACK

EXPORT (in BROWSE) writes the pack as a folder or a .zip, or just the sounds you selected. Only the WAVs go, in their category folders. Every WAV carries the tags DAWs and samplers read: loops their tempo, length in beats and key (ACID: Logic, FL Studio, Cubase, Studio One and others follow your project tempo), bass notes and chords their root note (a sampler plays them in tune).

YOUR FILES

- **Packs:** Music > Remix Me, as ordinary folders of 24-bit WAVs, so they stay when you remove the plug-in. To put new packs somewhere else (another drive, your own folder structure): MENU > Choose a folder for new packs; MENU > Back to the default returns to Music > Remix Me. Nothing is moved: the packs you already made stay where they are and stay in BROWSE. If the chosen folder's drive isn't connected, MAKE PACK tells you instead of saving somewhere else.
- **Separated stems:** kept for a while (at most 4 GB, oldest first) in Library > Caches > Lessons In Live > Remix Me (Windows: %LOCALAPPDATA%\Lessons In Live\Remix Me\Cache), so making another pack from the same track takes seconds. On Windows the M4A tracks Windows decoded for Remix Me are kept there too (at most 2 GB).
- **The separation models:** Library > Application Support > RemixMe > models (Windows: %APPDATA%\RemixMe\models): 84 MB, plus 168 MB once you use BEST.
- **Favourites:** Favourites.json in Remix Me's settings folder (Library > Lessons In Live > Remix Me; Windows: %APPDATA%\Lessons In Live\Remix Me).

LANGUAGE

Remix Me speaks English and Spanish: MENU > Language. Until you choose, it follows your computer's language.

LICENCE AND UPDATES

Remix Me starts as a free **30-day trial** with everything working. After the trial, making new packs needs a serial; your packs, BROWSE, the KIT and the SAMPLER keep working. Buy a serial on lessonsinlive.com and enter it with **ENTER SERIAL** at the bottom of the window (activating needs an internet connection once). One serial works on **two computers**; MENU > Deactivate this computer frees one. Updates are free: the bar at the bottom tells you when one is out (MENU > Check for updates).

USE MUSIC YOU HAVE THE RIGHTS TO

Use Remix Me on music you have the rights to: your own tracks, or tracks you have permission to use. Making sounds from someone else's recording doesn't give you the right to release them.

IF SOMETHING DOESN'T WORK

- **"The engine didn't start"**: run the installer again (the engine is part of it). MENU > Show the engine's log shows what happened.
- **The first pack stops at "Downloading the stem model"**: check your internet connection and press MAKE PACK again.
- **It's slow, or the computer gets busy**: separating a track uses all its processor cores for a minute or two, and a lot of memory; with 8 GB, make packs from one or two tracks at a time.
- **Live doesn't list Remix Me**: Live's Plug-Ins settings > turn on "Use VST3 Plug-In System Folders" > Rescan.
- **An M4A track doesn't load on Windows**: Windows decodes M4A for Remix Me. On Windows "N" editions that needs Microsoft's free Media Feature Pack; or convert the track to WAV first.

IF 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; Remix Me only installs its own files. 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.

CREDITS

Remix Me by Lessons in Live (Camiel Daamen). Stem separation: Demucs by Alexandre Défossez (Meta AI Research), MIT licence; its models are downloaded from Hugging Face the first time you make a pack (and the first time you use BEST). Loops in time: Signalsmith Stretch by Geraint Luff (Signalsmith Audio), MIT licence. The engine also uses PyTorch, NumPy, SciPy, scikit-learn, librosa, numba, soundfile (libsndfile) and python-soxr (libsoxr); their licence texts are in MENU > About Remix Me > SHOW THE LICENCES. Made with JUCE.