# WARP ME

BY LESSONS IN LIVE · USER MANUAL

Drop in an off-grid disco record, a live band or an acapella. Warp Me finds every beat and where the 1 is, and puts the track into Ableton Live already warped: a warp marker on every beat (or every bar or 8 bars, your choice), the 1 on a bar line, in time with Live's metronome straight away. Live's own auto-warp often slips on drifting tempos, picks half or double tempo, or misses the downbeat. Warp Me listens with a neural beat tracker and checks the grid bar by bar. Working in Logic, Cubase or another DAW? Export the track as a WAV or AIFF at any tempo, starting right on the 1.



# INSTALLING

- **Mac:** open `WarpMe-1.5.0-Mac.dmg` and drag **Warp Me** onto **Applications**. Warp Me needs macOS 13.4 or later and runs natively on Apple Silicon and Intel. The app is signed and notarized by Apple, so it opens with a double-click.
- **Windows:** unzip `WarpMe-1.5.0-Windows-Installer.zip` and run the installer (64-bit Windows 10 or 11). It puts Warp Me in the Start menu. If Windows SmartScreen says it protected your PC, click **More info › Run anyway**.
- **Ableton Live 12** for SEND TO ABLETON and SAVE LIVE SET. SEND TO ABLETON needs Live 12.0.5 or later.
- **Updating:** install the new version over the old one. Your serial stays activated.

Warp Me runs as a full version for 30 days. After that it still opens, warps and plays files, but SEND TO ABLETON, SAVE LIVE SET, EXPORT AUDIO and the BATCH window's SAVE LIVE SET and EXPORT ALL need a serial (see "Trial and activation").

# QUICK START

1. **Drop a file** into the warp core in the middle of the window, or click it to choose one. WAV, AIFF, FLAC and MP3, from 4 seconds up to 30 minutes. Several files or a folder open the BATCH window (see "Batch: a whole folder at once").
2. **Warp Me listens:** it reads the file, listens for the beat and finds the 1. That takes a few seconds per track. When it's done the waveform *warps*: the beat lines straighten into Live's grid.
3. **Check it by ear:** press **PLAY** (or the space bar). You hear the track with a metronome on Warp Me's grid: a high click on the 1, a lower one on every other beat. That is exactly the grid that goes to Live. If FLIGHT DATA shows spots under **CHECK**, press **NEXT** to jump to each one and listen there first.
4. **Send it to Live: SEND TO ABLETON** puts the track on a new audio track in your open Live Set, warped (or onto the track you selected in Live: Settings › SEND TO ABLETON). Or **SAVE LIVE SET** writes a new `.als` file you open in Live.
5. **Other DAWs (Logic, Cubase, FL Studio, Bitwig, Pro Tools ...): EXPORT AUDIO** writes a WAV or AIFF at the tempo you choose, starting right on the 1. Set your DAW to that tempo and put the file on bar 1.

# THE SCREEN

## THE WARP VIEW

The big waveform shows the track the way a CDJ or rekordbox does in 3 bands: rust for the lows, amber for the mids and cream for the highs. Prefer rekordbox's RGB view? Choose **Settings › WAVEFORM › RGB**: one waveform coloured by its sound, red for kicks and bass, green for the mids and vocals, blue for hi-hats and cymbals. Gold tabs mark the bars, small dots mark the beats, and the red laser line is the playhead.

- **ORIGINAL / WARPED:** WARPED shows the track on Live's grid, with every beat straight. ORIGINAL shows the track as recorded. Red dashed bars show where one fixed BPM would put the bars (like a straight warp in Live), and the readout at the top says how far off that is at the playhead. On a drifting record that can be half a bar by the end. That's what Warp Me fixes.

- **Zoom:** pinch on the trackpad, the mouse wheel, the – + and FIT buttons, or the keys – + and 0. Drag the waveform to scroll, or scroll sideways: two fingers left or right on the trackpad, or Shift + the mouse wheel. Click to jump there.
- **Moving a warp marker by hand:** grab a gold tab (a bar) or a dot (a beat; zoom in until the dots show) on the strip along the top of the waveform and drag it. The cursor turns into ↔ when you're on one. Click one without dragging to jump to exactly that beat.
  - **In ORIGINAL** the marker line moves over the waveform: drag it onto the kick.
  - **In WARPED** the line stays on Live's grid and the music slides under it, the way it does in Live's clip view.
  - **When you let go** it snaps onto the nearest hit (kick or snare, within 15 ms). Hold Alt (Option on a Mac) to put it exactly where you drop it. Dropped near the spot Warp Me picked, it goes back there.
  - A marker moved by hand turns **green**. FLIGHT DATA › MARKERS counts them (*546, 2 by hand*). A CHECK stretch with a marker you moved goes away: you've listened there.
  - **Cmd+Z** (Ctrl+Z on Windows) undoes a move, **Shift+Cmd+Z** (Ctrl+Y) brings it back. The arrows ◀ 1 ▶ and THE 1 IS HERE FROM NOW ON are on the same undo list. **Right-click** a marker to put it back where Warp Me had it, or to put all moved markers back. Esc while dragging cancels.
  - Everything follows: the metronome, SEND TO ABLETON, SAVE LIVE SET, EXPORT AUDIO and BATCH. A marker you moved always goes to Live as its own warp marker, also with MARKERS on BAR or 8 BARS.
  - Moved markers and 1s you set stay with the track while Warp Me has it open. Opening the file again starts from Warp Me's own grid, unless the track is in the BATCH window: double-click it there and your moved markers and 1s come back.
  - On a small window FLIGHT DATA › MARKERS shortens the count to *62 (2)*: 62 markers, 2 of them moved by hand.
- **THE 1 IS HERE FROM NOW ON** (in a marker's right-click menu): when the high click lands on the 1 at first but stops landing on it from some point on (a song with an odd bar, like a bar of 3 in a 4/4 song, or an extra beat at the end of a phrase), right-click the beat where the music's 1 really is (a gold tab, or zoom in for the dots) and choose **THE 1 IS HERE FROM NOW ON**.
  - From there the bars count from that beat. The bar before it gets shorter (a bar of 3, say), or, with one beat over a whole bar, it becomes one long bar (5 beats in 4/4). The status line says which bar, and its tab says "45 3/4" when you zoom in.
  - The warp markers don't move: the timing stays exactly as it was. The tab of a 1 you set gets a green edge.
  - The metronome, SAVE LIVE SET, BATCH and EXPORT AUDIO follow. SEND TO ABLETON puts the clip in exactly in time, but Live's bars can't follow inside the clip (see LAUNCH).
  - Right-click it again for **TAKE THIS 1 OUT**, or **TAKE OUT EVERY 1 YOU SET**; Cmd+Z works too. A 1 you set on a beat that is a 1 already stays put when you move the first 1 with the arrows.
  - Wrong from the start: use the arrows ◀ 1 ▶. Wrong from a point on: THE 1 IS HERE FROM NOW ON.
  - A stretch in another meter (bars of 6, say) stays counted in 4. Set the 1 again where it ends, if it doesn't come back by itself.
- **CHECK (orange):** a stretch where Warp Me is least sure of the beat. Either the model heard no beat there and Warp Me filled one in (a break, an intro without drums), or a beat jumps away from the ones around it. An intro or outro with no beat at all (pads, a voice, FX; up to about a quarter of the track) plays at the tempo of the music next to it, straight, so it doesn't speed up and slow down in Live. Each CHECK stretch runs two bars either side of those beats, so you hear the groove before and after. Listen with the metronome on. If a beat is off, drag its marker onto the kick right here (see *Moving a warp marker by hand*), or later in Live's clip view.

- ◀ **1 and 1** ▶ (the top corners): move the 1 a beat earlier or later, when the high click doesn't land on the 1. Most of the time it's two clicks (half a bar). Everything follows: the metronome, SEND TO ABLETON, SAVE LIVE SET and EXPORT AUDIO. With a 1 set from here on, the arrows move the bars before it; the 1s you set stay where you put them.
- **The strip below** shows the whole track, with the part you've played dimmed and the CHECK stretches in orange.
- **The readout along the bottom** shows the bar, the beat and the local BPM at the playhead.
- **CLEAR** takes the file out of Warp Me and back to the empty warp core. Nothing is deleted.

## FLIGHT DATA

- **TEMPO:** the average tempo, which the Live Set opens at.
- **TYPE:** FULL TRACK, VOCAL or SPEECH (see "Vocals and speech").
- **4/4 or 3/4** (the button at the end of the TYPE row, showing how the song counts): bars of 4 beats or of 3 (a waltz). Click it when Warp Me counted the bars wrong: the 1 moves with it, and the metronome, SEND TO ABLETON, SAVE LIVE SET and EXPORT AUDIO follow. Cmd+Z (Ctrl+Z on Windows) in Warp Me undoes it. Not shown for a speech. It says how the song counts. The meter of your Live Set or your DAW's project stays your choice: for a waltz, SEND TO ABLETON, SAVE LIVE SET, BATCH and EXPORT AUDIO let you keep 4/4 or go to 3/4.
- **DRIFT:** the slowest and fastest local tempo in the track, such as 118.2 to 121.9 on a live band. A track that holds its tempo (and every vocal) says *steady*. A track made on a clock (in a DAW, on a drum machine) gets one dead-straight grid through its kicks, so nothing wobbles and there's nothing to CHECK. An edit with a splice, or a drum machine ripped from vinyl (the turntable's speed moves a little), gets a few straight stretches joined where the music moves. A few bars pasted in at the start of an edit, a little early or late, get their own markers too. Where two stretches meet with a jump (a splice, or a spot where the beat may have slipped onto the off-beat), CHECK marks the join.
- **THE 1:** where the first downbeat is, in seconds from the start of the file. *+2 by hand* (green) means you set the 1 again at two beats (THE 1 IS HERE FROM NOW ON). *Not sure* (orange) means the vote for the 1 was close: listen to whether the high click lands on the 1. If it doesn't, click the **arrows in the top corners of the waveform**: ◀ moves the 1 a beat earlier, ▶ a beat later (usually it's two clicks: half a bar). The metronome, SEND TO ABLETON, SAVE LIVE SET and EXPORT AUDIO all follow, and *not sure* goes off. On a track made on a clock Warp Me also listens to where the arrangement changes (a house track changes on the 1) and, when the file starts right on a beat, puts the 1 there (made for DJs), which puts most of these slips right by itself. A file that starts with a moment of silence (many DJ edits do) counts from where the music starts: on a track made on a clock, when Warp Me didn't hear the music's very first beat, the grid runs back to it, so the first 1 can be the music's first beat.

- **MARKERS:** how many warp markers go to Live. The button next to it chooses how far apart they sit: **BEAT** (every beat), **BAR** (on every 1) or **8 BARS** (on the 1 of bars 1, 9, 17 ...). Warp Me remembers your choice for the next track. Between two markers Live stretches evenly, so the music keeps its own timing there:
  - **On a track made on a clock, and on a vocal,** every beat still lands on the grid with fewer markers: choosing BAR or 8 BARS then says *every beat in between still on Live's grid*. Warp Me adds a marker wherever two straight stretches meet. 8 BARS gives a clean clip that's easy to edit by hand. The WARPED view says *every beat on Live's grid* as long as that's true.
  - **On a live drummer** (even a steady one) BEAT holds every kick on Live's grid. BAR locks every 1 and leaves the push and pull inside the bar as played. 8 BARS lets the beats in between drift further from the grid. The WARPED view then says how far apart the markers are, and the metronome still clicks Warp Me's grid on every beat.
  - Choosing one shows how close most beats stay to Live's grid. MARKERS turns orange when that's more than 20 ms (a hit 20 ms off a straight kick starts to flam). Then choose BEAT (always exact), or BAR if that isn't orange.
  - SEND TO ABLETON and SAVE LIVE SET follow MARKERS. EXPORT AUDIO always puts every beat on the grid.
- **CHECK:** how many stretches to check by ear, or *all clear*. **NEXT** (or the N key) jumps to the next one and shows it in the warp view: press PLAY and listen with the metronome on. Most tracks have none or one. A live band can have more. Vocals have none: their grid is one straight tempo (see "Vocals and speech").

## WARP DRIVE

**PLAY / PAUSE** plays the track as it is, with the **METRONOME** on Warp Me's grid. Two sliders set what you hear: the one next to the METRONOME switch sets the clicks' volume, and **MUSIC**, right under it, sets the track's, from silent up to the track's full level (never louder, so it can't distort). Turn MUSIC down when you want the clicks to stand out. On a loud master the clicks play louder, and while the metronome is on the track steps back a little (up to 3 dB) so they cut through without distorting; MUSIC works on top of that. With the metronome's slider all the way down the track doesn't step back. Warp Me remembers both sliders. This is only for listening in Warp Me: SEND TO ABLETON, SAVE LIVE SET, EXPORT AUDIO and BATCH always get the track as it is.

## LAUNCH

- **SEND TO ABLETON** puts the file on a new audio track at the end of your open Live Set (or onto a track of your own: see below), in the Arrangement with its 1 on a bar line (an intro before the 1 gets its own bars in front). If the arrangement can't take it, the clip goes into the first Session slot. The clip is warped in Complex mode, with a warp marker on every beat (or every bar or 8 bars: see MARKERS), and every marker stays editable in Live. MP3s are decoded to WAV first, into `Music/Warp Me/Audio` in your home folder (a different song with the same name gets its own copy).
  - **When the song and your Live Set count differently** (a waltz into a 4/4 set, a 4/4 track into a 3/4 set), SEND asks first: **KEEP** your set's meter or **SWITCH** the set to the song's. See "A waltz (3/4), or a Live Set in another meter" under "Connecting to Ableton Live".
  - **Onto a track of your own** (Settings › SEND TO ABLETON › SELECTED TRACK), made for DJ mixes on two deck tracks. The line under the button then says *Onto the track selected in Live*.
  - With Live stopped, click the bar on the audio track where the song should come in. That selects the track and puts Live's playhead there.
  - Press SEND TO ABLETON. The song's 1 lands on the bar the playhead is in, with its intro before it (or inside the clip with ON THE 1), and the status line says where: *In Live: on Deck B with 851 warp markers, the 1 on bar 97.* A song with an intro sent to bar 1 lands on bar 2: the intro can't start before the set does.
  - **A Live Set that changes meter** (a set from SAVE LIVE SET or BATCH with odd bars or a waltz's 3/4 stretch, or meter changes of your own): Live doesn't tell Warp Me where its meter changes are, so Warp Me counts the bars as if the whole set kept the meter it starts in. Before the first change the song lands right on your bar; after it, the 1 can land a beat or more off Live's bar line. In such a set, use NEW TRACK (Settings › SEND TO ABLETON) and move the clip where you want it: with ON THE 1 its left edge snaps onto Live's bars.
  - If that track has a clip from there on (the intro included), isn't an audio track (a MIDI or group track), is a return or the Main track, or is frozen, the song goes onto a new track (right below your track, below the whole group for a group track, or at the end of the set's tracks for a return or the Main track), on the same bar, and the status line says why in orange. Live then selects the new track, as it always does when something lands on a new track, so click the bar on your own track again before the next SEND.
  - While Live plays, nothing is sent (Live's playhead keeps moving): stop Live, click the bar, then SEND again.
  - Warp Me never changes or removes a clip of yours. One Cmd+Z (Ctrl+Z on Windows) in Live takes the song out again.
  - **ON THE 1** (Settings › CLIP START IN LIVE): the clip's left edge is its 1, so it snaps to Live's grid when you move it, copy it or drag it to another track. Drag the left edge out to hear the intro.
  - **With a 1 you set from here on** (THE 1 IS HERE FROM NOW ON), the clip goes in exactly in time, but Live can't change bars halfway through a clip: from there Live's bars run a beat or two off the music. The status line says where, in orange (*In Live, in time. From 1:21 the 1 is on Live's beat 4: SAVE LIVE SET puts the bars right.*). SAVE LIVE SET gives the odd bar its own meter, so Live's bars line up all the way. Onto a track of your own (SELECTED TRACK, above) the status line keeps the track and the bar and adds where Live's bars leave the music's 1, in orange (*In Live: on Deck B with 851 warp markers, the 1 on bar 97. From 1:21 the 1 is on Live's beat 4.*): the song plays in time in your mix, only Live's bar numbers run off the music from there.

- **SAVE LIVE SET** writes a new Live Set at the track's tempo, with the track already warped. Its save dialog opens in your export folder (Settings › EXPORT FOLDER). A folder "<name> Audio" next to the set holds any decoded MP3. Open the set in Live and press play with the metronome on.
  - **With a 1 you set from here on** (THE 1 IS HERE FROM NOW ON), the set gets a meter change for each odd bar (3/4 for one bar, then 4/4 again), so every 1 is on a bar line, and the status line says so. These changes sit on the set's time line: move the clip and they stay where they are. A waltz in a 4/4 set gets none (its bars don't line up with the set's anyway).
  - **A waltz (3/4)** asks first: **4/4** (the first button; Return) or **3/4**. In a 4/4 set the song still plays in time, with its first 1 on a bar line, and the clip shows the song's own bars of 3: the way to go when the waltz is a sample for a 4/4 track. **3/4** puts the whole set in 3/4. **CANCEL** (or Esc) saves nothing. A 4/4 song asks nothing and gets a 4/4 set, as always.
  - **ON THE 1** (Settings › CLIP START IN LIVE): the clip starts right on the 1, with the intro inside it.
- **EXPORT AUDIO** writes the track as an audio file at one straight tempo, for any DAW (see "Exporting for other DAWs").
- **The LIVE ONLINE / LIVE OFFLINE lamp** shows whether Live is open and listening to Warp Me.

### KEYBOARD SHORTCUTS

On Windows, Ctrl instead of Cmd.

- **Space:** PLAY / PAUSE.
- **N:** NEXT, the next CHECK stretch.
- **+ and –:** zoom in and out. **0:** the whole track (FIT).
- **Cmd+Z:** undo a moved marker, the arrows ◀ 1 ▶, THE 1 IS HERE FROM NOW ON (and TAKE THIS 1 OUT) or the 4/4 or 3/4 switch. **Shift+Cmd+Z** (Ctrl+Y on Windows) brings it back.
- **Esc** while you drag a marker puts it back where it was. Hold **Alt** (Option on a Mac) as you let go to put it exactly where you drop it.
- **B:** the BATCH window back to the front, when one is open.
- **Cmd+,** (Ctrl+, on Windows): Settings.
- **Return** picks the first button of a question (KEEP, 4/4) and **Esc** cancels it.

## CONNECTING TO ABLETON LIVE (ONCE)

SEND TO ABLETON talks to Live through a small Live script, the **WarpMe Control Surface**. It only listens on your own computer.

1. Press **SEND TO ABLETON** the first time. Warp Me offers to install the script into your Ableton User Library: choose **Install**.
2. **Restart Live** (or open it).
3. In Live: **Settings › Link, Tempo & MIDI › Control Surface:** choose **WarpMe** in a free slot. Input and Output stay at None.
4. Press **SEND TO ABLETON** again. The lamp says LIVE ONLINE.

When a new Warp Me brings a newer script, it updates the copy itself and asks you to restart Live once.

**A waltz (3/4), or a Live Set in another meter:** when the song and your open Live Set count differently (a waltz into a 4/4 set, a 4/4 track into a set in 3/4 or 6/8), SEND TO ABLETON asks first. **KEEP 4/4** (the first button; Return) leaves your set's meter as it is: the song plays in time in your set, with its first 1 on a bar line, and the clip shows the song's own bars. **SWITCH TO 3/4** puts the whole Live Set in the song's meter before the track goes in, and the status line says *The Live Set is now in 3/4*. **CANCEL** (or Esc) sends nothing. The clips already in your set stay where they are in time, so after a SWITCH their bars may no longer start on a bar line. Most music is made in 4/4, and a waltz you send is often a sample for a 4/4 track: then choose KEEP. A 4/4 track into a 4/4 set, almost every SEND, asks nothing. Warp Me never changes your set's meter unless you choose SWITCH, and you can always set it yourself in Live's control bar, next to the tempo. If Live keeps its own meter after SWITCH, the status line turns orange (*Live kept 4/4: set it to 3/4*): set it there. The question comes with the Live script of this version (Warp Me updates it and asks you to restart Live once). SAVE LIVE SET, the BATCH window and EXPORT AUDIO give you the same choice (see LAUNCH, "Batch: a whole folder at once" and "Exporting for other DAWs").

# EXPORTING FOR OTHER DAWS

**EXPORT AUDIO** is for Logic, Cubase, FL Studio, Bitwig, Pro Tools and every other DAW. It turns the track into an audio file that plays at one straight tempo.

- **It starts right on the 1.** Everything before the first downbeat is cut. Put the file on bar 1 and the 1 lands on the first click of your DAW's metronome.
- **KEEP THE INTRO** (next to WAV and AIFF): keeps everything before the 1 too, such as a piano or a voice, at the same tempo. The file then starts a whole bar or more before the 1, on a bar line, with a little silence in front where the intro is shorter than that. Put it on bar 1 and the 1 lands on bar 2 (or later; the window and the status line say which). Warp Me remembers the choice. It's greyed out when the 1 is the very start of the file.
- **A waltz (3/4)** gets one more choice in the window: **YOUR DAW 4/4 | 3/4**, the meter of the project the file goes into. **4/4** (the first time) is for a 4/4 project, as most are: the song plays in time, its first 1 on bar 1, and with KEEP THE INTRO the file starts whole bars of 4 before the 1, so the 1 still lands on a bar line. A WAV tells your DAW 4/4. Choose it when the waltz is a sample for a 4/4 track. **3/4** is for a project in 3/4: every 1 of the song on a bar line, KEEP THE INTRO in bars of 3, a WAV that says 3/4, and the window and the status line say to set your DAW to 3/4. Warp Me remembers the choice. A 4/4 song shows no choice and exports as always.
- **Every beat is on the grid.** A drifting record is stretched a little differently beat by beat, so the file stays in time from start to end.
- **Odd bars:** a file plays at one tempo with one meter. When you set a 1 from here on (THE 1 IS HERE FROM NOW ON), the file is exactly the same, and the export window lists every odd bar (*bar 45 in 3/4*), counted from bar 1 at the file's start (KEEP THE INTRO adds its bars): give those bars that meter in your DAW and every 1 lands on a bar line. With many odd bars the window grows to show them all. The status line after the export repeats the first one or two, then "…" when there are more (the window showed them all; open EXPORT AUDIO again to see the list). A waltz going into a 4/4 project has none to set.
- **The key stays the same:** the tempo changes, the pitch doesn't.
- **The level and the punch stay the same.** Stretching a loud master pushes a peak over full scale here and there, on a loud dance master on nearly every kick. Warp Me trims just those peaks, as a mastering clipper does, and catches the few big ones in a fiftieth of a second, so the file plays as loud and punchy as the original. At the track's own exact tempo the file sounds like the original, also after bars that were pasted in at the start of an edit.

- **FORMAT:** WAV or AIFF, at the source's sample rate and bit depth (an MP3 becomes 24-bit). A WAV also carries the tempo inside, which many DAWs read when you drop it in. The tempo is in the file name too: "Track (Warp Me 125 BPM).wav".
- **TEMPO:** it starts at the track's own tempo, rounded to a whole BPM (most DAWs like whole numbers). The box takes decimals: type the exact tempo FLIGHT DATA shows (121.88, say) and the track isn't stretched any more than it needs. You can type anything from half to double the track's tempo.
- **Big jumps:** more than 20 % faster or slower brings up a PROXIMITY ALERT. Stretched that far, any track can start to sound smeared or watery. BACK OFF takes you back to the tempo, PUNCH IT exports anyway.
- **Where it goes:** straight into your export folder (Settings › EXPORT FOLDER; Music/Warp Me at first), without asking. An earlier export is never overwritten: a new one gets a number. Warp Me then shows the file in Finder (Explorer on Windows). If your chosen folder isn't there (an unplugged drive), Warp Me says so and writes nothing.
- **A speech** has no beat grid, so it can't be exported at a tempo. Use it as it is.

## BATCH: A WHOLE FOLDER AT ONCE

Drop several tracks or a whole folder onto Warp Me, or choose several with OPEN (on a Mac a folder too), and the **BATCH** window opens over the main window (drag it aside to keep both in view): up to 1,000 tracks. A folder comes in with its subfolders, in name order folder by folder ("Disc 1" before "Disc 2", "2" before "10").

- **Warping:** the tracks warp one after another, a few seconds each. The bar and *about N min left* show how far it is. Drop more tracks onto the window to add them. STOP pauses, GO ON warps the rest.
- **The list** shows each track's TEMPO, THE 1 and CHECK, as FLIGHT DATA does. Orange is worth a listen first: a 1 that's *not sure*, or CHECK spots. **Double-click a track** to open it in the main window and listen with the metronome. If you move the 1 there with the arrows, or set it from a beat on (THE 1 IS HERE FROM NOW ON), the batch takes that over (and keeps it when you open the track again). ONE LIVE SET gives its odd bars their own meter, and AUDIO FILES' report lists them after the file's name (*odd bars: bar 45 in 3/4*). **BATCH**, next to CLEAR under the waveform (or the B key), brings the batch window back to the front.
- **Closing the window** asks first when it holds tracks: they're forgotten (the files stay where they are). Quitting Warp Me asks too. Keep it open while you check tracks.
- **ONE LIVE SET:** every track on its own audio track, one after another in the Arrangement, each 1 on a bar line. **WALTZES 4/4 | 3/4** shows up when the batch holds a waltz (a 3/4 tag after its name). **4/4** (the first time) keeps the whole set in 4/4: the waltz plays in time with its 1 on a 4/4 bar line, its clip showing its own bars of 3. **3/4** gives each waltz its own 3/4 stretch: the set changes to 3/4 where the waltz starts and back to 4/4 where the next track starts, always on a bar line. Warp Me remembers the choice. TEMPO starts at the middle tempo of the batch, and every track plays at it (they're warped). GAP sets the empty bars between two tracks. MARKERS is the same choice as in FLIGHT DATA; for live-played or drifting records keep EVERY BEAT (double-click a track to see how close BAR stays). SAVE LIVE SET asks where to save. MP3s get a decoded copy, a 24-bit WAV, in a folder "<set name> Audio" next to the set: about 16 MB per minute of music, so 100 seven-minute MP3s take about 11 GB (saving again under the same name reuses them). A Live Set takes up to 200 tracks: with more in the batch, Warp Me says so as you drop them (EXPORT ALL takes them all). With Settings › CLIP START IN LIVE › ON THE 1 every clip starts right on its 1, its intro inside it; the 1s and the gaps stay where they are.

- **AUDIO FILES:** WAV or AIFF, every track starting right on the 1, as EXPORT AUDIO does. OWN TEMPO exports each track at its own exact tempo, the one in the TEMPO column (121.88 BPM stays 121.88), so no track is stretched more than it needs and each file is at the tempo its name says. ALL AT puts every track at one tempo, for a DJ set. A track more than 20 % away from that tempo is left out (stretched that far it smears). With a waltz in the batch and WAV chosen, WALTZES shows here too (it's the same choice): a WAV tells your DAW its tempo and meter, and a waltz's says 4/4 or 3/4 as WALTZES says (an AIFF carries neither). EXPORT ALL writes into a new folder "Warp Me Batch <date and time>" in your export folder (Settings › EXPORT FOLDER).
- **The report:** a .csv file next to the set, or in the audio folder, lists every track with its tempo, the 1, its CHECK spots and what happened to it. It opens in columns in Numbers and Excel, in any language setting, with the tempo and the 1 written with their unit ("124.09 BPM", "1.628 s") so no language setting turns them into other numbers. Its headings are in Warp Me's language.

## VOCALS AND SPEECH

Warp Me hears whether a file is a full track, a vocal or a speech, and works differently for each.

- **Vocals:** a bare acapella has no drums to lock onto, so Warp Me listens to how the phrases repeat bar after bar. When a vocal comes in, an INCOMING TRANSMISSION card says so: Warp Me flies best on music with rhythm and a beat. Many vocals land right on the 1, but there's no guarantee. Give it a spin with the metronome before you send it to Live. ROGER THAT puts the card away.
- **Loose timing:** a vocal that's warped but drifts off the beat in places shows *loose timing* under DRIFT. Check those parts in Live.
- **Speech:** a speech or spoken word has no steady beat. Warp Me sends it with Warp off, its first word on the 1, so it plays at its own speed against your set.
- **A tempo in the file name** ("Gm - 94", "9A - 94.66", "128 BPM", as tagging tools write it) is a starting point: Warp Me fine-tunes it, and drops it when the vocal clearly runs at another tempo. Tags are often wrong on acapellas.

## SETTINGS

The gear at the top right opens the settings (or ⌘, and Warp Me › Settings… on the Mac, Ctrl+, on Windows). The window has two columns: AUDIO OUTPUT, LANGUAGE, WAVEFORM, EXPORT FOLDER and UPDATES on the left, CLIP START IN LIVE, SEND TO ABLETON and LICENSE on the right.

- **AUDIO OUTPUT:** *Same as the Mac* (the default) follows System Settings › Sound, also when you switch while Warp Me runs. Or pick a fixed device, such as your headphones. It's used while it's connected, and otherwise Warp Me plays on the Mac's output. On Windows the default reads *Same as Windows*.
- **LANGUAGE:** English, Español, 中文（简体）, 日本語. On first start Warp Me follows your computer's language.
- **WAVEFORM:** 3 BAND (rust lows, amber mids, cream highs, like a CDJ-3000) or RGB (one waveform coloured by its sound, like rekordbox's RGB view: red for kicks and bass, green for the mids and vocals, blue for hi-hats and cymbals). It changes the look only, never the warp.
- **EXPORT FOLDER:** where EXPORT AUDIO saves and where SAVE LIVE SET's dialog opens. CHOOSE… picks your own folder, DEFAULT goes back to Music/Warp Me.
- **UPDATES:** check for updates automatically (once a day at most) or now.

- **CLIP START IN LIVE:** WITH THE INTRO (the first time): the clip starts where the file starts, the intro audible before the 1. ON THE 1: every clip from SEND TO ABLETON, SAVE LIVE SET and BATCH › ONE LIVE SET starts right on the 1, on a bar line, so it snaps to Live's grid when you move it, copy it or drag it onto another track. The intro is still in the clip: drag its left edge out to bring it back. Loop on in Live loops from the 1. A file whose first beat is only a few milliseconds in starts on bar 1 with ON THE 1 (no empty bar in front for those milliseconds).
- **SEND TO ABLETON:** NEW TRACK (the first time): every SEND makes a new audio track at the end of your set. SELECTED TRACK: the song goes onto the audio track you selected in Live, its 1 on the bar Live's playhead is in (see LAUNCH).
- **LICENSE:** your trial or serial, ENTER SERIAL, BUY WARP ME, and DEACTIVATE THIS COMPUTER.

## TRIAL AND ACTIVATION

- **Trial:** Warp Me runs as a full version for 30 days from the first start. The lamp at the bottom left counts down the days.
- **After the trial** you can still open files, warp them (a batch too) and hear them with the metronome. SEND TO ABLETON, SAVE LIVE SET, EXPORT AUDIO and the BATCH window's SAVE LIVE SET and EXPORT ALL then need a serial.
- **Activating:** click the license lamp or Settings › LICENSE › ENTER SERIAL, and paste the serial number from your Lessons in Live order, then press ACTIVATE (or Return). Esc closes the window. This needs an internet connection once. A serial works on **2 computers**.
- **Moving to another computer:** Settings › LICENSE › DEACTIVATE THIS COMPUTER frees the serial, so you can activate it on the new one.

## UPDATES

When a new version is out, a bar appears at the bottom of the window: **DOWNLOAD** gets the installer, **WHAT'S NEW** opens the Warp Me What's new page on lessonsinlive.com (what changed in each version), and × skips that version. The same list is under "Version history" at the end of this manual. Updates are free: install over your current version, and your serial stays activated. Warp Me only asks lessonsinlive.com which version is the newest. It sends no personal data.

## 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. Warp Me only installs its own files, plus its Live script in your User Library. 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.

# TIPS AND TROUBLESHOOTING

- **What Warp Me does best:** music with a clear, steady kick, such as house, techno, disco and funk, and live bands with a drummer. It doesn't work equally well on every style: music without a steady kick, or with a lot going on around the beat, can come out off in places. CHECK shows where Warp Me is least sure, the arrows fix the 1, and in Live you can drag any warp marker.
- **"This file is empty on this computer (0 bytes)":** the file is an online-only placeholder, usually in Dropbox or iCloud. In Finder, right-click it › Make available offline (on Windows: right-click › Always keep on this device), then drop it in again.
- **"Live isn't listening":** open Live with a set, and check that WarpMe is chosen under Settings › Link, Tempo & MIDI › Control Surface. Just installed the script? Restart Live first.
- **"Only some of the warp markers" in Live:** Live refused some markers. Live's Log.txt says why (the lines start with "Warp Me").
- **The 1 in the wrong place:** play with the metronome and click ◀ 1 or 1 ▶ (top corners of the waveform) until the high click lands on the 1. Right at first, wrong from a point on (an odd bar): right-click the beat where the 1 really is › THE 1 IS HERE FROM NOW ON.
- **Only clicks, or the music very soft:** MUSIC in WARP DRIVE is down (Warp Me remembers it from last time). Slide it up.
- **Half or double tempo:** Warp Me picks the tempo level a DJ would count. If you want the other one, change the clip's tempo in Live.
- **Slightly off the beat in places:** start with CHECK › NEXT and listen to each stretch with the metronome. In Live, drag the warp marker nearest to a slipping kick onto it: with a marker on every beat (MARKERS: BEAT), Live only re-stretches the beats either side, so the rest stays as it is. On drum-heavy records, the clip's Beats warp mode (Preserve: Transients) keeps the drums tighter than Complex. The timing stays the same, because the markers don't change.
- **Long DJ mixes:** give Warp Me one track at a time (up to 30 minutes).
- **SEND made a new track although I selected one:** the status line says why. Usually your track has a clip somewhere after that bar (the intro included), even one that starts after where the song would end: Live first lays a new clip out at its own guess of the tempo, so Warp Me only uses your track when it's empty from there to the end. Click a bar after your last clip and SEND again, or use NEW TRACK and move the clip onto your track yourself.
- **The song on my deck doesn't play:** that track is playing a Session clip. Click Back to Arrangement in Live.
- **Questions:** see the Support page, lessonsinlive.com/support, or contact us through lessonsinlive.com.

Warp Me uses the "Beat This!" beat tracker (CPJKU, JKU Linz, MIT licence) and ONNX Runtime (Microsoft, MIT licence). Their licences are inside the app.

# VERSION HISTORY

What changed in each version of Warp Me, newest first. Every update is free (see "Updates").

### 1.5.0

*November 2026*

- **New:** THE 1 IS HERE FROM NOW ON, for songs with an odd bar. A song in 4/4 can have a bar of 3 somewhere, and from that bar on the high click left the 1. Right-click the beat where the 1 really is and choose THE 1 IS HERE FROM NOW ON: from there the bars count from that beat, and the warp stays exactly as it was. SAVE LIVE SET and BATCH › ONE LIVE SET give each odd bar its own meter, so Live's bars line up all the way. EXPORT AUDIO's window and the BATCH report list every odd bar to set in your DAW, and SEND TO ABLETON says from where Live's bars run off the music's 1.
- **New:** Settings › SEND TO ABLETON › SELECTED TRACK puts the song onto the audio track you selected in Live, its 1 on the bar Live's playhead is in: made for DJ mixes on two deck tracks in the Arrangement. If your track has a clip in the way, or isn't an audio track, the song goes onto a new track right below, on the same bar, and the status line says why. Warp Me never changes a clip of yours. NEW TRACK (the first time) works as always.
- **New:** Settings › CLIP START IN LIVE › ON THE 1 starts every clip from SEND TO ABLETON, SAVE LIVE SET and BATCH › ONE LIVE SET right on the 1, so it snaps to Live's grid when you move it or copy it to the other deck. The intro stays in the clip: drag its left edge out. WITH THE INTRO (the first time) works as always.
- **New:** a MUSIC slider in WARP DRIVE, right under the metronome's: turn the track down, or all the way off, to hear the clicks better. It goes from silent up to the track's full level, never louder, and Warp Me remembers it. Only for listening: what goes to Live or into an export never changes.
- **Improved:** a louder metronome: the same clicks, 3 dB louder on every track and up to 6 dB on a loud master, where the track steps back up to 3 dB while the metronome is on, so the clicks cut through on a loud club edit too. The metronome's slider (LEVEL until now) all the way down plays the track without the step back, and Warp Me now remembers it for the next time. Only for listening: what goes to Live or into an export never changes.
- **Fixed:** EXPORT AUDIO of a loud master at another tempo came out up to 1 dB quieter than the original, with softer kicks (on one loud club edit: 1 dB quieter at 120, 124 or 128 BPM). Now it keeps the original's level and punch: within a quarter of a dB on the loudest edit, a tenth or two on the others. At the track's own tempo (BATCH's OWN TEMPO) the file sounds like the original again after a part that had to be stretched, such as bars pasted in at the start of an edit or a marker you moved.
- **Fixed:** an edit whose first bars were pasted in a little early or late (on the same club edit: its first 8 bars 25 to 40 ms late) got its warp markers and metronome clicks early there. Those bars now get their own markers, on their own hits, and TEMPO stays the exact tempo of the rest of the track, also after you move a marker by hand.
- **Fixed:** when Warp Me didn't hear the very first beat of a track made on a clock (such as an edit that starts on its 1 after a second of silence), the first 1 came a bar late and EXPORT AUDIO cut that first bar. The grid now runs back to where the music starts, so the first 1 is the music's first beat.
- **Fixed:** around a short bar, or where the music changes tempo, Warp Me could follow the wrong beat for a few bars, between the kicks or halfway between the beats, and count one beat too many or too few there (on one song the 23 seconds before the band comes in, a beat short; on another the kick intro, a beat too many). The beats now land on the kicks again, with the right count. A song can really have a short bar, say just before its theme: with the right count, its intro can then sit a beat off Live's bars out of the box. Two clicks put it right: **1** ▶ once, then right-click the theme's first 1 and choose THE 1 IS HERE FROM NOW ON.
- **Fixed:** on a rare track with a faint intro, the warp markers could run backwards, so Live left some of them out.
- **Fixed:** SEND TO ABLETON put a speech's first word between two bar lines in Live. It now lands on a bar line, as the manual said.

- **Fixed:** a speech that starts with a quiet lead-in of room noise, hum or a soft breath put that noise on the bar line in Live (and on the metronome's high click), with the first word a beat or two later. When Warp Me can tell such a lead-in from the voice, the first spoken word lands there now; otherwise it stays as in 1.4.0. A soft sung or spoken first word still counts as the first word (a whispered one can be taken for a breath).
- **Live script:** your first SEND TO ABLETON after updating installs Warp Me's new Live script and asks you to restart Live once.

## 1.4.0

*November 2026*

- **New:** move warp markers by hand. Drag a bar tab or a beat dot at the top of the waveform: it snaps onto the nearest kick or snare (hold Alt, Option on a Mac, to place it exactly). Moved markers turn green, and the metronome, SEND TO ABLETON, SAVE LIVE SET, EXPORT AUDIO and BATCH follow them. Right-click a marker to put it back.
- **New:** undo and redo in Warp Me: Cmd+Z and Shift+Cmd+Z (Ctrl+Z and Ctrl+Y on Windows) for moved markers, the ◀ 1 and 1 ▶ arrows and the 4/4 or 3/4 switch.
- **New:** KEEP THE INTRO in EXPORT AUDIO keeps everything before the 1 (a piano, a voice) at the same tempo. The file starts whole bars earlier, so the 1 lands on bar 2 or later; the window says which.
- **New:** waltzes. Warp Me hears when a song counts in 3 (3/4), and the bars, the 1s, the metronome and the warp markers follow. The 4/4 or 3/4 button at the end of FLIGHT DATA's TYPE row switches it when Warp Me counted wrong.
- **New:** your project's meter is your choice. When the song and your Live Set count differently, SEND TO ABLETON asks: KEEP your set's meter or SWITCH to the song's. For a waltz, SAVE LIVE SET asks 4/4 or 3/4, EXPORT AUDIO has YOUR DAW 4/4 | 3/4 and BATCH has WALTZES 4/4 | 3/4. 4/4 comes first; a 4/4 song into a 4/4 set asks nothing.
- **Fixed:** EXPORT AUDIO and BATCH turned a whole loud master down (by several dB on some remasters) when the stretch pushed a few peaks over full scale. Now only those peaks are caught.
- **Fixed:** BATCH's OWN TEMPO rounded each track to a whole BPM (121.88 became 122). Each track now exports at its exact tempo.
- **Fixed:** a song without drums (a voice with an acoustic guitar, say) could be read as a speech, or as a vocal at one fixed tempo. When there's a steady pulse, Warp Me now follows it beat by beat as a FULL TRACK.
- **Fixed:** across a short unclear stretch (just before late drums come in, say), Warp Me could count one beat too many or too few, which put the intro a beat off Live's bars.
- **Fixed:** a faint intro or outro on a drum-machine record on tape or vinyl could speed up and slow down. It now plays straight, at the tempo of the music next to it.
- **Fixed:** SEND TO ABLETON of a speech showed a red warning although it had worked. It now says in green that the speech went in with Warp off.
- **Live script:** your first SEND TO ABLETON after updating installs Warp Me's new Live script and asks you to restart Live once.

## 1.3.0

*November 2026*

- **New:** BATCH. Drop several tracks or a whole folder (up to 1,000 tracks, subfolders included) and Warp Me warps them one after another. The list shows each track's TEMPO, THE 1 and CHECK, with the ones to listen to first in orange; double-click a track to check it in the main window.

- **New:** ONE LIVE SET puts up to 200 tracks of a batch into one Live Set, one after another at one TEMPO, with a GAP of empty bars you choose.
- **New:** AUDIO FILES exports every track of a batch as a WAV or AIFF starting on the 1, each at its OWN TEMPO or ALL AT one tempo for a DJ set. Both ways add a .csv report of every track.
- **New:** MARKERS: a warp marker on every beat, every bar or every 8 bars. It turns orange when fewer markers would let the beats in between drift more than 20 ms off Live's grid.
- **Fixed:** an intro or outro with no beat at all (pads, a voice, FX) could speed up and slow down. It now plays straight, at the tempo of the music next to it.

## 1.2.2

*November 2026*

- **New:** an RGB waveform, in Settings › WAVEFORM: coloured by its sound, like rekordbox (red for kicks and bass, green for mids and vocals, blue for hi-hats and cymbals). It changes the look only, never the warp.
- **Fixed:** on 44.1 kHz files (CD quality and nearly every MP3) the waveform slowly slid behind the beat lines. The warp itself was always right.
- **Fixed:** SEND TO ABLETON went wrong on a file that starts right on the 1, and on one whose first beat lies just before the file starts.
- **Fixed:** two MP3s with the same name from different folders shared one decoded copy, so SEND TO ABLETON could send the wrong song.
- **Live script:** your first SEND TO ABLETON after updating installs Warp Me's new Live script and asks you to restart Live once.

## 1.2.1

*November 2026*

- **Improved:** tighter grids on house and techno: more tracks made on a clock get one dead-straight grid through the kicks.
- **Improved:** CHECK also marks the spot where a grid jumps between two straight stretches (a splice in an edit, say).
- **Fixed:** on a few house and techno tracks the straight grid slowly slid off the kick towards the end.
- **Fixed:** drum-machine records on tape or vinyl, whose tempo drifts slowly, had markers wandering around the beat. The grid now moves smoothly with the music.
- **Fixed:** on tracks made on a clock, intros, breakdowns and outros without a kick (psy, trance, techno) could gain or lose a beat. The grid now carries straight through.

## 1.2.0

*October 2026*

- **New:** CHECK marks the stretches Warp Me is least sure of in orange. NEXT (or the N key) jumps to each one, so you can listen there with the metronome.
- **New:** the ◀ 1 and 1 ▶ arrows in the top corners of the waveform move the 1 a beat earlier or later, by ear.
- **New:** THE 1 says *not sure*, in orange, when Warp Me's vote for the 1 was close.
- **New:** tracks made on a clock (house, techno, anything from a DAW or a drum machine) get one dead-straight grid through the kicks.
- **Improved:** a sharper 1 on house and techno, and the 1 on the very first beat when the file starts right on a beat.

- **Fixed:** an intro whose kick plays against the beat (3 against 2) was warped too slow.

## 1.1.0

*October 2026*

- **New:** EXPORT AUDIO, for Logic, Cubase, FL Studio, Bitwig, Pro Tools and every other DAW: a WAV or AIFF at one straight tempo you choose, starting right on the 1, with every beat on the grid and the key kept.
- **New:** a PROXIMITY ALERT when you export more than 20 % faster or slower than the track: BACK OFF or PUNCH IT.
- **New:** Settings › EXPORT FOLDER: your own folder for exports (SAVE LIVE SET's dialog opens there too).

## 1.0.0

*October 2026*

- **The first release.** Drop in a WAV, AIFF, FLAC or MP3 and Warp Me finds every beat and the 1, also on drifting disco, funk and live-band records.
- **SEND TO ABLETON** puts the track on a new audio track in your open Live Set, already warped, the 1 on a bar line. **SAVE LIVE SET** writes a ready-made Live Set instead.
- **PLAY** with the **METRONOME** lets you check the grid by ear first.
- **Vocals and speech:** Warp Me hears whether a file is a FULL TRACK, VOCAL or SPEECH, and warps each its own way.
- **Mac and Windows,** in English, Spanish, Chinese and Japanese, with a free 30-day trial.