ABLEREAL V1.0

Troubleshooting

Find the symptom, read the cause, do the fix

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Find your symptom, read the cause, do the fix. Every entry here comes from a real install.

How to read the Output Log (`Window → Output Log`): AbleReal reports its progress as plain grey lines starting with `[AbleReal]` , `[TGSHOT]` , `[TGCAM]` , `[MONEY]` and similar. That's normal. A **yellow** line means something needs your attention (a missing file, a step that failed), and **red** is a real problem. Those are the lines to send if you ask for help.

Need the full detail? In the Python console (`Output Log` , switch the input from `Cmd` to `Python`), run `ARW.set_debug_logging(True)` . `ARW.set_debug_logging(False)` makes it quiet again.



The Output Log: grey AbleReal status lines, and a yellow line that needs attention

Install and startup

I click the panel's buttons and nothing happens

AbleReal starts with the editor, so it isn't running yet. Check:

1. `Edit → Plugins` : **Python Editor Script Plugin** is ticked (it is by default in UE 5.6).
2. The folders sit at `YourProject/Content/Python/` and `YourProject/Content/AbleReal/` . Not one level deeper, not renamed.
3. You **restarted the editor** after copying them in.

To confirm it's running, look in the Output Log right after the editor opens for:

```
Running start-up script .../Content/Python/init_unreal.py
[AbleReal] controller booted at startup
```

The "AbleReal Shots" menu is missing from the menu bar

Same cause and same fix as above: the start-up script didn't run.

I closed a panel and can't find it

AbleReal Shots → Open AbleReal Panels opens the Mapper, the Director and the Scope again, or brings them to the front if they're already open.

I updated the Python files while the editor was open

Restart the editor. Python modules loaded at startup don't pick up new files on their own, and reloading them by hand can leave old and new code mixed.

I want to reset AbleReal's settings

Close the editor and delete `YourProject/Saved/AbleReal/`. That folder holds AbleReal's settings, the last JSON you loaded, the Mapping Stack, your presets, each take's Applied list and the Restore history, and what AbleReal read from your Live sets (that part is rebuilt on the next load). Your sequences and cameras are untouched, and the Director's per-cut choices (style chips, shot swaps) come back from the take itself, where a copy is kept.

AbleReal says a settings file could not be read

A red line such as `AbleReal_EUW_State.json could not be read. Restored from its backup` means a file in `Saved/AbleReal` was damaged, usually by a crash while it was being written. AbleReal used its backup and kept the damaged file next to it (`….broken_<date>`), so nothing was overwritten. You can delete the `.broken_` file once things look right.

I already have my own `Content/Python/init_unreal.py`

A project can hold only one file with that name, and AbleReal starts from it. Keep your own file and add this one line to it:

```
import AbleReal_Startup
```

AbleReal's own `init_unreal.py` contains nothing else, so you lose nothing by keeping yours.

I'm on a Mac

The Unreal side of AbleReal is tested on Windows only. On a Mac the **Browse…** file picker may not open. The Max for Live devices do run on Mac.

Ableton and export

The device loads but EXPORT does nothing

Read the line under **FULL EXPORT**: when the device can't do something, it says why there in red (for example *Set Start first*). The full message is also in the Max Console.

Export looks stuck before the audio pass

On a big set, *Finding automation* checks every device parameter for automation; with many plugins that can take 30 seconds or more. Live stays usable, the line under FULL EXPORT counts the tracks, and **CANCEL**

EXPORT stops it. If none of your device parameters are automated, the bake step is skipped. Mixer automation (volume, pan, sends) is read from the saved `.als` instead, so save the set before importing.

A new device shows End Beat 0

Start and End are stored with the device. A new device takes them from the existing **AbleReal_Camera_Cuts** clip about a second after it loads (the line under FULL EXPORT says *Range taken from camera clip*). If the camera track was renamed or deleted, set the range again with **SET START** / **SET END**.

An Audio Tap behaves like an older version

The devices carry their scripts inside them (frozen), but Max still finds scripts by **file name** on its search path. If an older AbleReal `.js` (an earlier download, a backup next to your set) sits in a folder Max looks in, delete or move it, then reload the set. The current scripts are `AbleReal_V1_Markers_v2.js` and `AbleReal_AudioTap_v2.js`.

Timing drifts on a song with tempo changes

AbleReal reads tempo changes from the saved `.als` file. Work down this list:

1. **Look at the Mapper's status line after loading the export.** It should read **Set: YourSet.als**. If it reads **no Live set found**, the tempo is taken as constant. Save the set in Live. Keep the export in the Live project folder, or give it the set's name. Or point AbleReal at the set with **Browse als...**. Then **Reload JSON** and import again.
2. **Is it a take made with an earlier version?** Mapped MIDI and automation rows used to ignore tempo changes. Press **Apply Stack** again (or **Edit** on the Applied tab) to write them where the music is.
3. **Did you export with an older device?** Its exports are wrong when the range starts after bar 1. Copy the current devices from the AbleReal Max4Live folder into your User Library and export again.

The Mapper says "no Live set found"

AbleReal looked for your saved `.als` beside the export, in the folders above it, and by the export's name in your Ableton sets folders, and found none that holds at least half of the export's track names. Without it you still get cameras, cuts and Audio Taps, but a constant tempo and no mixer automation. Save the set, then use **Browse als...** once: AbleReal remembers it for that export.

I exported again, but nothing changed in Unreal

Press **Reload JSON** after exporting, then import. If the export folder holds a file called `MySong (1).json`, it was written by the v1.0 device, which made a numbered copy instead of replacing the export: **Browse...** to it, or copy the current devices into your User Library and export again.

"This AbleReal package is not complete yet"

An export under that name was started and did not finish, for example because it was cancelled. Export again from Ableton.

The audio curves stop early, or belong to another part of the song

That is the v1.0 device with a range that does not start at bar 1. Copy the current devices from the AbleReal Max4Live folder into your User Library, load the set again and export.

The audio curves run slightly ahead of the music

Captures made with the v1.0 device start about 85 ms early. Export again with the current device, or shift the old capture: **Open Settings**, set `"audio_offset_ms": 85` in `AbleReal_Settings.json`, **Reload JSON**, then **Apply Stack**.

Every section looks the same

AbleReal gives each section a mood from its **locator name**. Unnamed or oddly named locators all get the default. Name them `Intro`, `Verse`, `Chorus`, `Drop`, `Breakdown` and so on. See the **Locator Glossary** for the full list.

Import

"Import stopped: ..."

AbleReal checks the selected export before every import. When it can't be used, nothing is imported and nothing is changed. A dialog and the status line say why:

- **No song is loaded.** Click **Browse...**, pick your exported `.json`, wait for **JSON Loaded**, then import.
- **The export file is gone.** The export was moved, renamed or deleted since you picked it. **Browse...** to it again.
- **... is one part of an AbleReal export.** You picked a part file such as `MySong_track_001.json` and its main file is not next to it. Pick the file with exactly the name you typed in Ableton.
- **The export can't be loaded.** The export is incomplete, for example because it was cancelled half way. Export again from Ableton.

The action line in the log then reads `New Sequence did NOT finish`, in red. The same line appears when an import fails part way; the full error is in `YourProject/Saved/AbleReal/import_journal.log`.

The import worked, but there's no beat grid, no section markers, no curves

The log says:

```
WARNING: Could not find any AbleReal bus actor.
```

`AbleReal_Master` isn't in your level. New Sequence normally places it for you (the log says `AbleReal_Master placed at the world origin`). If you see this warning, placing it failed, and the yellow line just before says why. Use **AbleReal Shots → Add AbleReal_Master to Level**, import again, and save the level so it stays. Without it you still get cameras and cuts, but nothing your song drives.

"Import stopped: place one Cine Camera Actor in the level first"

AbleReal makes its cameras by copying one that's already in the level, because Unreal 5.6 can crash when a script creates the first camera from scratch. Your level has none it can copy (AbleReal's own cameras 1–8 don't count). Drag one **Cine Camera Actor** in from **Place Actors** → **Cinematic**, anywhere, and import again. AbleReal keeps a hidden copy (`AbleReal_SeedCam`) from then on, so it's once per level.

Does a new import change my cameras?

No camera is deleted. **New Sequence from AbleReal** reuses the cameras `AbleReal_Camera_1` … `AbleReal_Camera_8` that are already in the level, where they stand, and only creates the ones that are missing. Cameras 9 and 10 and anything you named yourself are never touched. Because all takes in a level share these cameras, moving one changes it for every take: to keep a finished take exactly as it is, start the next song in a copy of the level.

Cameras

The cameras sit around the world origin, aimed at nothing

You imported before telling AbleReal what to film; the log says `Cameras 1–8 are waiting at the world origin` . In the Director, select your performer and press **Set Main** (it's lit amber). The first Set Main after an import also applies the camera roles, so that one click fixes it. Next time, keep your performer selected when you click New Sequence and it's done for you.

I only have eight cameras, no 9 and 10

There was no MAIN target when you imported, so AbleReal didn't know where to put the money cams; their chips read **SET MAIN**. Select your performer and click **Set Main**: it creates them. The log confirms:

```
ROLES: camera 9 -> AbleReal_Camera_9 - Operator
ROLES: camera 10 -> AbleReal_Camera_10 - Drone
```

The cameras film my performer from the side or from behind

The cameras face the way your performer faces, read from the character's mesh. If your performer has no skeleton (a prop, a DJ booth), AbleReal can only guess, and the log says so. Either way, select a point at the back of the stage, behind the performer, and click **Set Stage**: the cameras move to that side by themselves. If the log says the stage marker is *within 3 m of the performer*, pick a point further back.

AbleReal ignores the cameras I placed myself

A camera is picked up when its name **contains "cam" and ends in a number**: `Cam1` , `Camera 3` , `CineCameraActor2` . `HeroCam` (no number) and `Cam1_wide` (doesn't end in the number) are skipped.

The framing is off on every shot

Your performer's root (pivot) isn't at the floor. AbleReal builds every move relative to it, so a root at the hips shifts the whole film. Fix the pivot, then click **Set Main** and **Apply Camera Roles** again.

Cameras 9 and 10 have no "Position" null

That's normal. Cameras 1–8 move relative to a Position null; the money moves on 9 and 10 are baked in world space around your performer, so there's nothing for a null to anchor.

Mapper and Scope

I changed Shaping or Stagger but my existing mappings didn't change

The Shaping page and the Stagger box apply to **new** mappings. To change mappings you already have, select their rows (Mapping Stack or Applied), set the values, and press **Edit**. On the Applied tab, Edit re-keys the sequence.

The Scope shows no waveform

The waveform comes from the song on the take's **AbleReal - Song** track, or from a WAV named after your export and saved next to it (`MySong.wav` beside `MySong.json`). Only WAV files are drawn. The first time it reads a song takes a moment; after that it loads instantly.

A Scope or Shaping button does nothing

If you restyled or duplicated a panel, its buttons must keep their names (`Btn_ScopeSrc` , `Btn_Shape_Hits` ...) and have **Is Variable** ticked in the Designer; AbleReal wires them by name. To see what's wired, run in the Python console:

```
import AbleReal_Scope as SCP; SCP.scope_doctor()
```

The `[SCOPEDOC]` lines list every button as WIRED, NOT wired or MISSING.

Director

The status strip is blank

Your playhead is between cuts. Scrub onto a cut.

The Director's buttons stopped responding

Close the Director panel and open it again. It re-wires itself within a few seconds; the log shows `visible Director panel(s) appeared` and `wired … control(s)` .

Auto-Cut made cuts but the cameras don't move

Auto-Cut applies camera moves on its own (`auto-cut applied: cuts + movements are live`). If they're missing:

- Look for `adopted the shipped STANDARD library` in the log. If instead you see an error about `CameraCutsLibrary` , the folder `Content/AbleReal/CameraCutsLibrary` is missing or incomplete. Copy the `Content` folder from the package again.
- Press **Apply Shots** once to re-stamp every cut.

The USER chip does nothing

The `user` style is **your own** shot library, so it doesn't ship. Create it from **AbleReal Shots → Create / Open USER Shot Library (8x8 template)** and fill the slots with your moves. Until then, cuts set to `user` keep the take's library; the log says so once.

Money cams (9 and 10)

Auto-Cut gave me no money moments, or fewer than expected

The Operator and the Drone only take cuts of **4 bars or more**. Fast intensities cut short, so *ultra* can end up with fewer than its limit. That's by design: a money move squeezed into a short cut reads as a smear. Place one yourself: scrub to a longer cut and click chip **9** or **10**.

The money move flies around the wrong spot

It orbits your MAIN target. Select your performer, click **Set Main**, then **Auto-Cut** again.

Asking for help

Send:

1. Your Unreal version (`Help → About Unreal Editor`)
2. Whether BlackEye is installed
3. The **red** and **yellow** lines from the Output Log, plus the grey `[AbleReal]` / `[TG…]` lines just before them
4. For an import problem, the file `YourProject/Saved/AbleReal/import_journal.log`
5. What you pressed, in order