STROPHONION (Max)—Implementation of Max 7

< 13 June 2018 >

quick start

MOTU	SPEAKER	SPEAKER SETUP (CIRCLE)
Main Output L =>	1	Left Front
Main Output R =>	2	Right Front
Output 1 =>	3	Right Rear
Output 2 =>	4	Left Rear

MAX-Patch Terminology:

(according to the performer's perspective!!!)

LHmL = left hand, middle finger, left row

RHm2 = right hand, middle finger, 2nd row

nyi = not yet implemented

nbf = needs bug fix

(Currently, a polyphony of 12 voices is provided. 13th voice starts fade-out process of 1st voice whose time span corresponds to the selected release time. 14th voice cuts off 1st voice, even the fade-out hasn't been completed yet!)

LEFT HAND:

First Level: Access to Control Parameters

LH button (or key)

Vol (us)	**S-Strt sm (x)** loop points
Rec Mic	**FiltFreq (us)**
Rec All	**PB (x)**

Second Level: Access to Control Parameters

☆ **LH-Shift Mode**
(LH shift + LH button)

LRT (x) loop re	**S-Strt bg (x)**
SL (x)	**Dist (x)**
FiltQ (ps)	**Rev (y)** degree of rev.

Extended RH Functionality Access: Selecting intervalls for pitch bending

☆ **RH Shift + LH button**

¼	½
maj. 2	min. 3
maj. 3	4

(use LHrR in order to then play with PB)

Extended Double-Shift Mode Functionality Access:

☆ **DSM + LH button**
☆ **(LH shift + RH shift + LH b.)**

tritone	8
16 (2 oct.)	**24** (3 oct.)
36 (4 oct.)	**48** (5 oct.)

RIGHT HAND:

First level: Sample Pitch Action

RH button/s: Playing back in SAMPLE BUFFER 1-4 (=playing on keyboard)

4th ↓	maj. 3rd ↓	min. 3rd ↓	maj. 2nd ↓
min. 2nd ↓	OS (original sample)	minor 2nd ↑	major 2nd ↑
min. 3rd ↑	maj. 3rd ↑	4th ↑	tritone ↑

Second level: Functionality Access

⭐ **RH-Shift Mode** (RH shift + RH button) => 2nd level (= funtionality)

norm (forward note)	**backward** note	**norm + backward**	P
Sel Sustain	Sel Sostentuto	RT, 1-4 times	FREEZE playing
Oct Dflt	SSM	ESM	SEQ

▶ **SSM (sample selection mode)** => one-time click event

Sample 01	Sample 02	Sample 03	Sample 04
Sample 05	Sample 06	Sample 07	Sample 08
Sample 09	Cancel SSM	Cancel SSM	Sample 10

▶ **ESM (effect selection mode)** => one-time click event

Rev 1 (short)	Rev 2 (middle-long)	Rev 3 (very long)	Rev OFF
Dist ON	Dist OFF	Filter ON	Filter OFF
Delay (time) nyi	Cancel ESM	Granular Prmtr nyi	Delay/G.P. OFF nyi

▶ **SEQ (sequencing operations mode)** => one-time click event

Sequence 01 nyi	Sequence 02 nyi	Sequence 03 nyi	Sequence 04 nyi
Sequence 05 nyi	Sequence 05 nyi	Sequence 06 nyi	Sequence 07 nyi
Sequence 09 nyi	Cancel SEQ	Cancel SEQ	Sequence 10 nyi

Third level: Extended Functionality Access

⭐⭐ **Double-Shift Mode (DSM) + RH button** => 3rd level (= funtionality)

Sel Quad us/y	Sel Quad x/y	Clear SmplBuff	Global Control*
Sample Buffer 1	Sample Buffer 2	Sample Buffer 3	Sample Buffer 4
Playback Buffer (5)	Audio Player (6)	/ nyi	Sample Bank Select

RH buttons: Playing back in PLAYBACK BUFFER (5) - pitch of the original sample is available only			
/	/	/	/
Backward Playback	**Forward Playback**	**Pause**	**Stop**
/	/	/	/

This buffer is used to live record longer passages, even the whole concert length!

* pitch bend = 5 octaves (both directions), 3 segments per us, triggered by LHpR

* volume control

* rec mic (solo)

* rec all (mix)

* effects => local: filter, distortion => global: reverb)

multichannel playback (at first quadro)

RH buttons: Playing back in AUDIO PLAYER (6; Zuspielbuffer!)			
/	/	/	/
Backward Playback	**Forward Playback**	**Pause**	**Stop**
fast backward, nyi	fast forward, nyi	/	/

Audios are directly retrieved from the disk!

Audios are selected the same way as samples are loaded into the sample buffer 1-4, via SSM!

* pitch bend = 5 octaves (both directions), 3 segments per us, triggered by LHpR

* volume control

* effects (local: filter, distortion; global: reverb)

* multichannel playback (at first quadro)