Amproprifications

Introduction to the MaxMSP-Patch

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This is an introduction to the MaxMSP patch designed for performing pieces of the Amproprification series. This is not a Tec-Rider, nor will you find stage setup instructions in this document. If you are looking for those, please visit the respective piece's page on http://www.marcoll.de/pieces .

This document is divided into three sections:

1. What you need to have (to run the patch / to perform a piece with it),

2. What you need to know (to understand the patch) and

3. What you need to do (to play a piece with the patch.)
   This section also serves as a **quick start guide**.

1. What you need to have

– A computer running MaxMSP (at least version 5).

The patch has been run and tested on a number of Apple computers running MaxMSP versions 5 to 7

– The sound files corresponding to the piece(s) you wish to perform

For each *Amproprification* piece, you need the corresponding sound files:
The actual amplification tracks and a monitor track.
In most cases they will come in one multichannel sound file with the monitor track included on the last channel.

2. What you need to know

The patch doesn't do much more than multiplying input signals (coming from instruments or singers) with the corresponding amplification signal, provided in the respective piece's amplification audio file. Since this patch is designed to work for all of the Amproprification pieces, the number of channels is flexible. The corresponding internal playback, multiplication, recording and metering objects will be configured automatically once you enter the desired number of channels and tell the patch to create them.

Here's a descriptions of all the options in the patch:

PRIMARY PATCH: "Amproprifications.maxpat"

Number of DC Channels

The number of input channels, output channels and corresponding amplification tracks in the sound file for the respective piece. Maximum: 16
The patch will remember the last setting when you reopen it.

Monitor Output Channel

The dac output channel on which to play the monitor track. The monitor track is by default routed to the output channel n+1. The channel mapping for all the input and output channels is input 1 to output 1, 2 : 2, 3 : 3 etc. This can be changed in the Audio Settings dialog.

Monitor Track included with DC

Click to change to "Separate Monitor Track".
In the default setting, the patch assumes the monitor track to be included with the DC audio file, disabling the option to load a separate monitor audio track.

Autorecording ON/OFF

If switched on, the patch automatically records the input channels in an n-channel-audio-file named "Ampro_<date>@<time>.aif", each time the START button is pressed. The default location for the recordings is the lib directory inside the Amproprification patch's folder.

Create Channels

Click to setup the patch with the given amount of channels.

Clear

Remove all channels

Audio Settings

Open the MaxMSP standard Audio Settings Dialog.

Load DC

Opens a dialog to load the audio file containing the amplification tracks and optionally the monitor track, too.

Load Mon

Opens a dialog to load a separate monitor track. Unavailable if "Monitor Track included with DC" is selected.

Test 0dB

Routes all inputs through to the corresponding output channels at 0 dB.
(For testing purposes.)

Playback Start Time

Set a start time for rehearsing. Lists with measure numbers and corresponding start times are included in the respective Amproprification piece's score.

GO

Start the playback at the given playback start time.

Audio ON/OFF

Switch the Audio engine on or off.

START/STOP

Start the playback at the beginning.
Clicking on START *always* starts at 00:00, regardless on the given rehearsal playback start time!

Fullscreen

You can switch to fullscreen display by hitting option+shift+f.

SECONDARY PATCH: "FeedWithSoundfile.maxpat"

There is a second patch in the Amproprification Patch folder called "FeedWithSoundFile".
Its sole purpose is to feed the input channels of the primary patch with signals from a previously recorded audio file (recorded with the autorecord function of the primary patch), so that you can recreate the output signals without performers present.
Simply set the number of channels you need and load the audio file. Playback will commence automatically when you click the START button in the main patch.

3. What you need to do

Here is a list of the things you need to do to start a performance.

1. Open the patch "Amproprifications.maxpat"

2. Open the Audio Settings Dialog to select your audio output device and check the I/O Mappings.

3. Back in the Amproprifications patch, enter the desired number of channels.

4. Click on the "Create Channels" button.

5. Click on "Load DC" to open the audio file for the respective piece.

6. If a separate monitor track has been supplied and the patch has not been setup for it yet, click on "Monitor Track included with DC", it should now read "Separate Monitor Track".
   Next, click on "Load Mon" to select the monitor audio file.

7. If necessary, enter the desired output channel number for the monitor track.

8. Switch on Audio

9. Start playback

Once the piece is running there is no way of interfering from within the patch. Use a mixing board or other audio hardware to control the input and output levels.
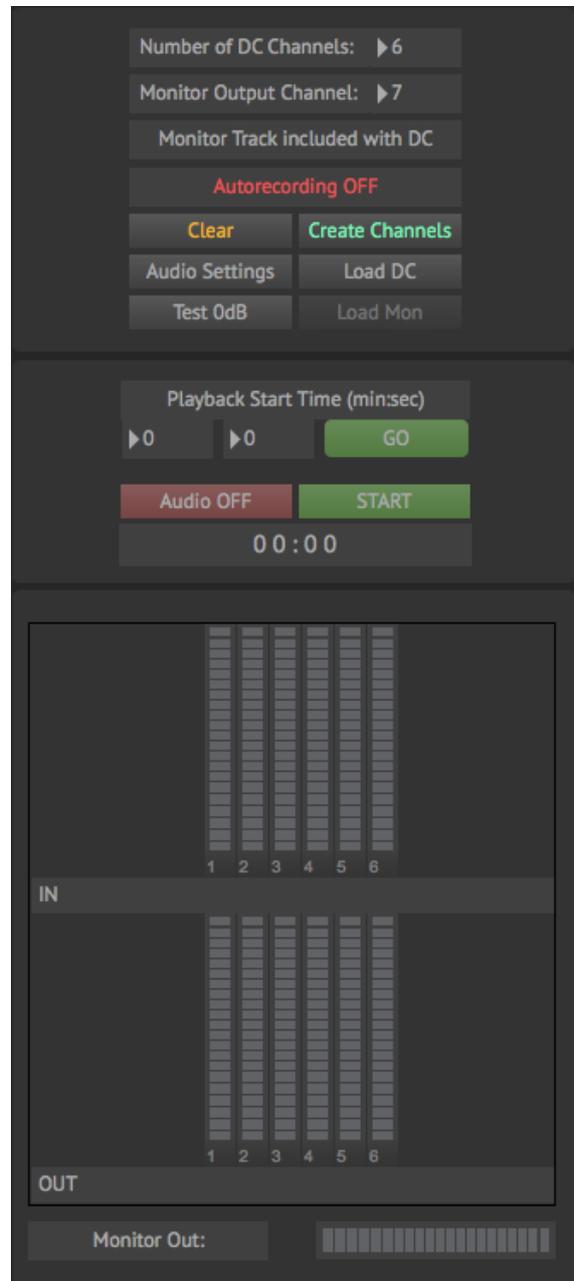
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