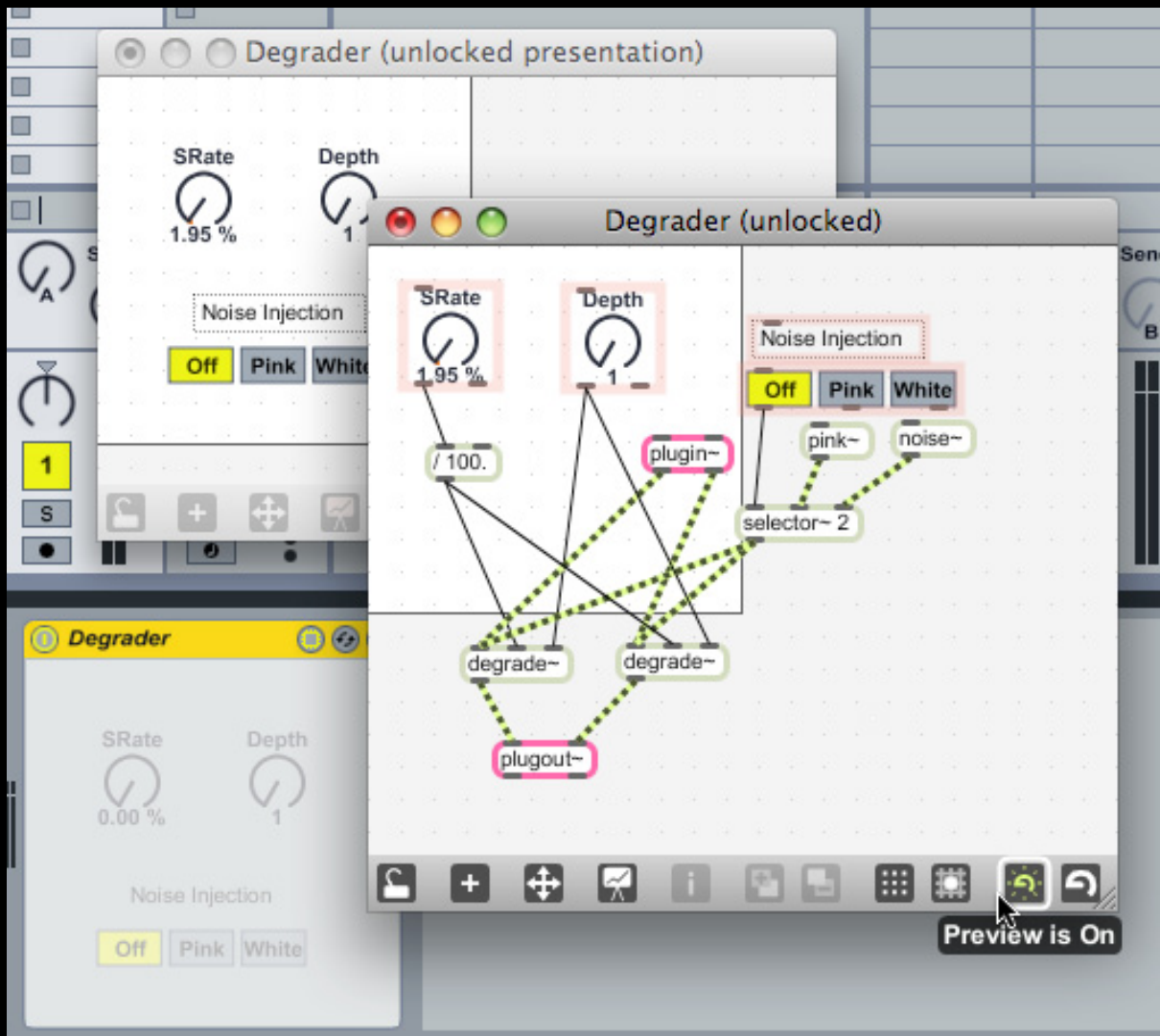


MAX FOR LIVE

MAXFORLIVE



MAX FOR LIVE

Max for Live

Max for Live puts the power and potential of Max/MSP inside Live. Create all the instruments, effects and extensions you've ever wanted. Go beyond the common and predictable, and transcend the limits that conventional tools impose. Build completely unique synths and effects, create algorithmic composition tools, or fuse Live and controller hardware into radical, new music machines. Join a society of makers and share ingenuity.

Max for Live was co-developed by Ableton and Cycling '74.

What it is

Basically, Max for Live is a tool kit for making new devices. Think of a diverse and comprehensive set of building blocks that you can use to build pretty much anything you can think of. These building blocks include basic objects such as "+", audio elements such as filters and oscillators, user interface objects, and a set of objects that regulate access to Live and hardware devices. Max for Live also provides a canvas where you can place and connect these objects with virtual wires. Flowing through these wires are audio, MIDI or video signals, or any other kind of data. Max is essentially a visual programming environment where you build courses or tracks for these signals to run through.

You can build new devices from scratch, modify existing ones or simply use devices that others have made. Max for Live includes several ingenious example devices and plenty of tutorials to take you from using to tweaking, and then to building.

Push the button

The edit button included on every Max for Live device may be small, but there's some big stuff behind it.



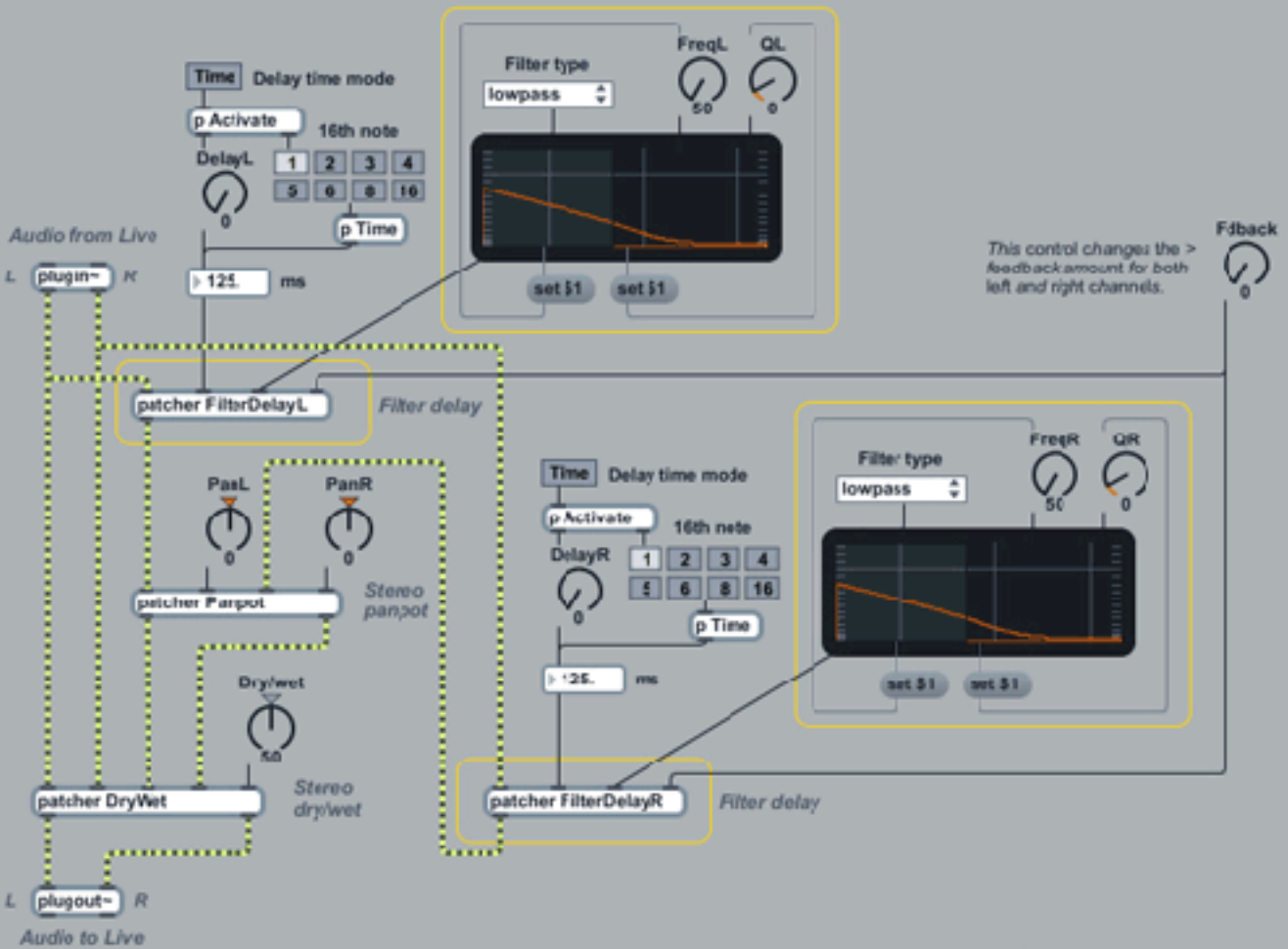
Click to open up the device and delve inside, where you can edit, add controls, modify the signal flow and configure as much or as little as you want. While you're editing, your track keeps playing and you hear the changes you're making in real time.

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Filter delay *insert a filter into the delay line : create an filter delay with feedback*

This patch takes the filter patch we developed last time and adds it into the delay line to create the well-known "filter delay" sound : the delayed signal is filtered and then the filtered sound is re-injected into the delay line. The filtered-delayed signal will then be filtered again if the delay feedback amount is high enough.



Interface elements

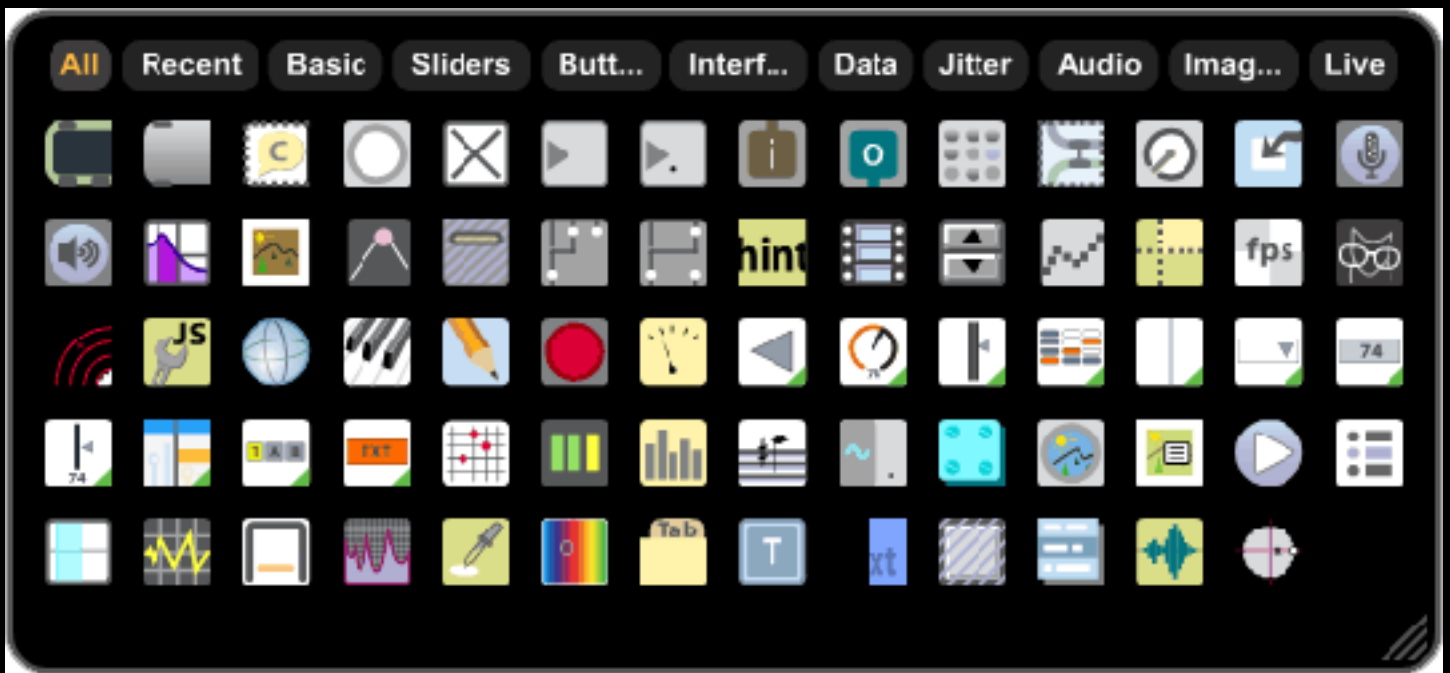
Mode: Edit / Run | View: Patching / Presentation



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Interface friendly

Devices made with Max for Live are perfectly integrated into Live's workflow and user interface. You can manage Max devices just like Ableton devices, save presets or using automation and mapping just as you do now. The tool set provides user interface elements straight out of Live for an Ableton-like look and feel, but you also have the freedom to create new and unique interfaces using the extensive set of Max 5 user interface elements



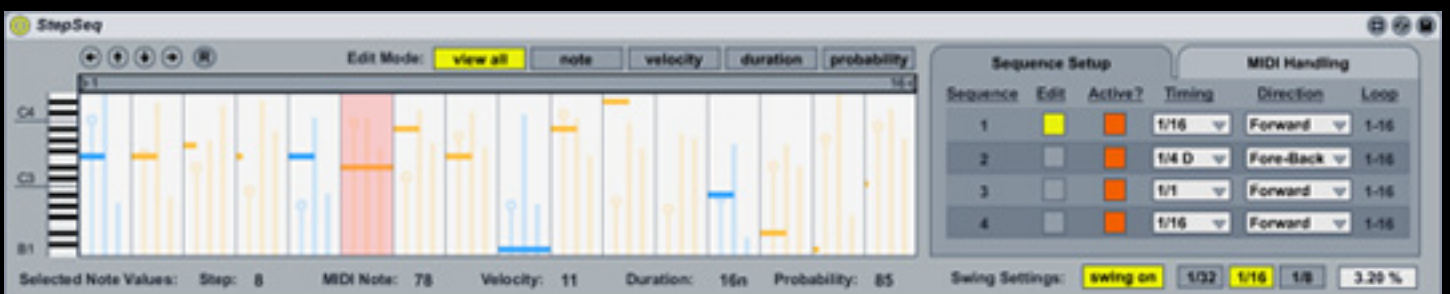
Official Live API

Max for Live also provides objects that allow you to access and modify the inner workings of Live. Modify the tracks, clips, notes, names and values, selection states—and pretty much anything else you can see or hear in Live. This API also allows you to access controller hardware via Live, creating new mappings that can completely repurpose a hardware device. Even if you don't know what an API is, you can still use devices that other people have built and apply them to your Live setup.

Here's something we made earlier...

So what kinds of things can you make with Max for Live? Here are some examples of ready-made devices from Max for Live:

1. Step Sequencer



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2. Buffer Shuffler



This audio effect “shuffles” incoming audio by buffering the audio, then replaying it in whatever order you’ve specified. Each channel of the stereo signal can be shuffled with different patterns (unlike Beat Repeat) and there is also a “dice” mode that randomizes the shuffle pattern at each bar crossing. Finally, a smoothing setting limits the amount of clicking at each transition point. Use sensibly to add subtle variations or go full-on to see where it takes you.

3. Loop Shifter



This instrument is essentially a creative loop playback device that generates some surprising and innovative results. If there was ever a “sound of Max,” this device embodies it. It uses MIDI notes as triggers for playback states, each MIDI note representing one such “state”: a combination of playback rate, loop points and filter settings. Although the Loop Shifter is a relatively simple device, these functions don’t exist yet in any other commercial loop playback product.

The Loop Shifter uses a “morphing” transition between states, an auto-mapping system and an “auto-play”

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4. Pluggo for Live

In addition to the new devices mentioned above, Max for Live comes with more than 40 devices from the Pluggo collection. These include audio effects and instruments, all re-built and optimized for use within Live.

5. Tools, building blocks and tutorials

20 new MIDI and audio effects, ranging from common studio utilities like graphic EQs to creative MIDI utilities such as humanizers. Additionally, we've provided more than 20 simple tools called "Building Blocks." These are an excellent introduction to Max programming and have all been carefully annotated to help you learn how they were made.

Learning curves and tutorials

Nobody can claim that programming with Max is easy: There is an unavoidable learning curve involved with any kind of programming. So, yes, it can get complex, but it's worth it. Max's visual approach is a lot easier to get into than traditional programming, especially because you can immediately see and hear the effects of your changes. Max for Live also includes a number of in-depth tutorials, each with its own reusable example content. The tutorials guide you through Max for Live, from the first basic steps to the advanced, ninja-style stuff. They'll help you find your level and provide support and examples as your skills develop.

Attention Max users!

The equation works both ways: If you already own Max, Max for Live provides straightforward tools for controlling Live from your Max environment. Maybe you want to exploit Live's timeline, or work some magic with the Session View—it's up to you. If you own Max 5, this will be your editing environment when you open up a Max for Live device. Please note, though, that Max for Live doesn't include a version of Live.

What Is MAX/MSP

In use for over twenty years by performers, composers, artists, scientists, teachers and students, Max is the way to make your computer do things that reflect your individual ideas and dreams. Max is a visual programming language—you connect objects together with patch cords to design what you want. Modularity is a core design principle of everything in the software. Max is the foundation on which Cycling '74 constructed their support for audio and visual media: MSP is a complete set of audio objects that work seamlessly within Max, and Jitter provides a robust architecture for video and matrix data processing. Max for Live now brings the full functionality of Max, MSP and Jitter to Live, with seamless integration. For more on Max, visit the Cycling '74 website.

Key features

Build your own audio effects, MIDI effects and instruments

Use the API to control Live Sets, tracks, clips, devices, notes, loops, parameters etc.

Extend your hardware's feature set: provides objects to access any hardware controllers that are connected to Live

Includes a specialized version of Max for creating and editing Max devices (Please note: does not run independently of Max for Live)

Comes with a selection of MAX devices that are ready to use out of the box for audio and MIDI processing, algorithmic composition, real-time performance and hardware control

Devices keep playing in Live while they are being edited in Max

Flexible user interface design: the UI can look like Live or completely different

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Key features continued

Includes hundreds of built-in Max objects for logic, MIDI, scripting, audio and video processing
Supports video synthesis and animation via “Jitter” objects
Includes step-by-step tutorials for learning to program with Max for Live.

System requirements

Max for Live requires Ableton Live 8.1 or higher. Get the latest version of Live [here](#).