

September 2019 - General

Prism Spectra now requires Max 8 (cycling74.com) and later version to run properly. All versions are included in a common folder architecture, under the form of a Max package. To install the package, either declare the folder from the Options/ File Preferences menu in Max, or drag the entire folder into /Documents/Max 8/ Packages folder.

Midi mixing

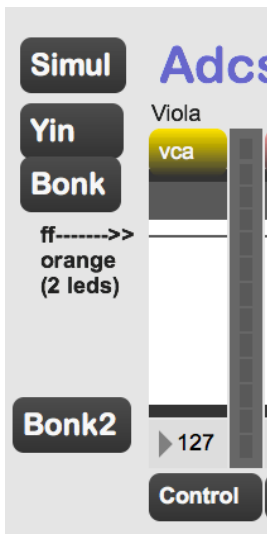
in Max8 it is possible to using MIDI mapping in order to facilitate the mixing of the DSP patch. Click on the keyboard icon at the bottom of the patcher: all sliders will turn into blue color. Select one slider, then move a fader on your midi mixer: the slider in the patcher is now mapped to your physical fader. Proceed as such for all desired sliders. Click on the keyboard icon again to leave the MIDI mapping mode.



Attack detection

The attack detector has been modified for reasons of compatibility with the modern version of the Max external object that is used (the bonk~ object). Rather than porting the entire detection module, the old one still remains in the dsp patchers, but the new modules are now being used instead. As these have been tested with audio simulations only, you may have to slightly modify the attack detection settings.

To access the “Bonk” window, where the module resides, click the Bonk and Bonk2 buttons:



It is now possible to monitor the attack detection when the Monitor switch is turned on. When proceeding tests with musicians, check how attacks are detected using this. Attacks don't have to be too numerous, rather they should appear at useful “musical” moments. You may want to increase or decrease the Min and Max threshold levels. A good strategy is to have low thresholds (i.e. many detections), and filter the frequency of detections using the Speedlim dial, which will pass attack detections only if the delta time between two detections is greater than the defined value (in ms). However the default settings should be OK for any situation.

To save Bonk settings, simply save the main patcher.

Simulation

It's now possible to play the piece and the live electronics using a simulation sound file. The sound file is a recording of a performance by the original player - Odile Auboin. To play the simulation, from the Events window:

- 1) Turn DSP on
- 2) Trigger event -1 (global reset)
- 3) Trigger next event (0) (global FX init)
- 4) Select a section from where to start
- 5) Set Sync Events to 1
- 6) Play the soundfile