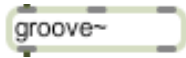**025:251 COMPOSITION: ELECTRONIC MEDIA II**
**Spring 2010**
Live recording and playback in Max/MSP

1. Consider the following scenarios:
   a. A pre-recorded soundfile residing on the disk can be opened and played in sfplay~.
   b. A live mic can be recorded to disk with sfrecord~.
   c. A buffer can read a soundfile on disk
   d.

   splay~ opens a file
   buffer reads a file

   Note that inlets 2 and 3 are used to set loops points.
   The right outlet is used for syncing loops.

1. This patch does the following:

   a. Records a live mic in 3 takes which are stored in 3 buffers.
   b. Plays the 3 buffers at random times and at different transpositions.
   c. Each take has 3 states: pre-take, count-in, record.
x.

2. This is done with 6 modules:

   a. Module One contains the timing information for counting in, starting record, and stopping record.
   b. Module Two sets up the recording process and assigns each take to 3 buffers.
   c. Module Three sets plays back the contents of the 3 buffers at random times and random intervals.

3. The performer will need to know whether he or she is not recording, counting down, and recording.
   a. These conditions are shown with 3 LED objects, green for not recording, yellow for counting in, and red for recording, as shown below.
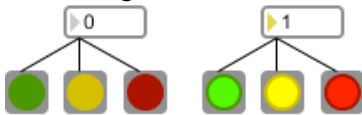

   b. An inspector for the LED is shown below.
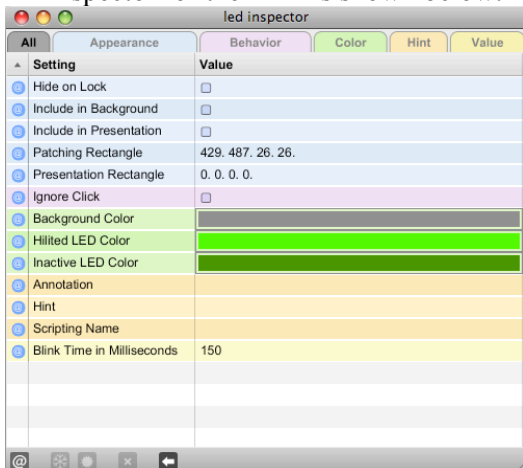
c. In the inspector, the colors for the highlighted and inactive state can be selected.

d. When the inlet of the LED receives the number 0, the inactive state is shown.

e. When the inlet of the LED receives the number 1 or greater, the active state is shown.

4. The performer will need to be reminded which take is next. Since this information will be prominetly displayed, a nice-looking text can be used. The method shown here is nearly identical to another method discussed in class for displaying printed music.

a. In Microsoft Word, type the words "TAKE A", "TAKE B", and "TAKE C", using any desired font and size.

b. Take a screen snapshot of each phrase my typing cmd + shift + 4, then drawing a rectangle around the letters.

c. This screen snapshot is a png file saved to the desktop as Picture 1, Picture 2, …

d. Change the names of these files from Picture 1 to Take A, etc.

e. Place these into the folder where the Max/MSP patcher is stored.

f. From the object pallate, place the fpic object into the patcher. The object looks like this in the object pallete:

g. Create a module like the one below:
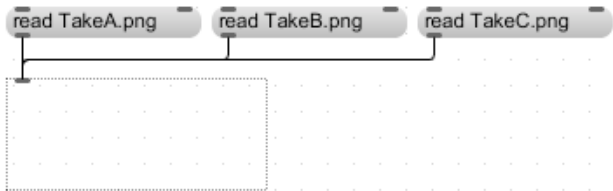
h. This module will display a graphic image like the one below:
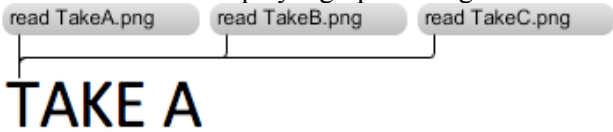
h. This module can be placed in the desired window and position later.