

Max - Language

Kreatives Programmieren 1

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1 Literatur

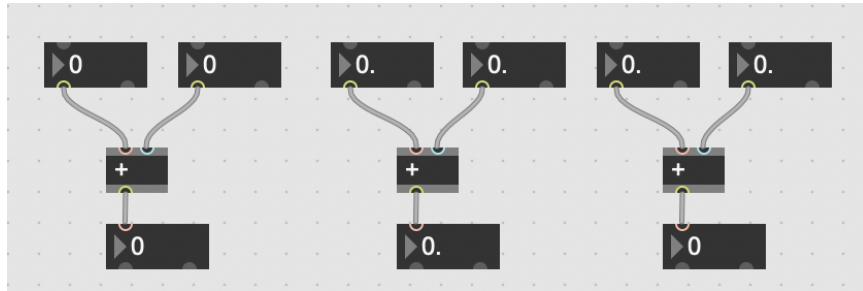
- Cipriani & Giri: Electronic Music and Sound Design - Theory and Practice with Max/MSP 1

2 MaxMPS Basics 1

2.1 Zahlen, Singale & Nachrichten | Numbers, Signal and Messages

2.1.1 Numbers: Integer & Float

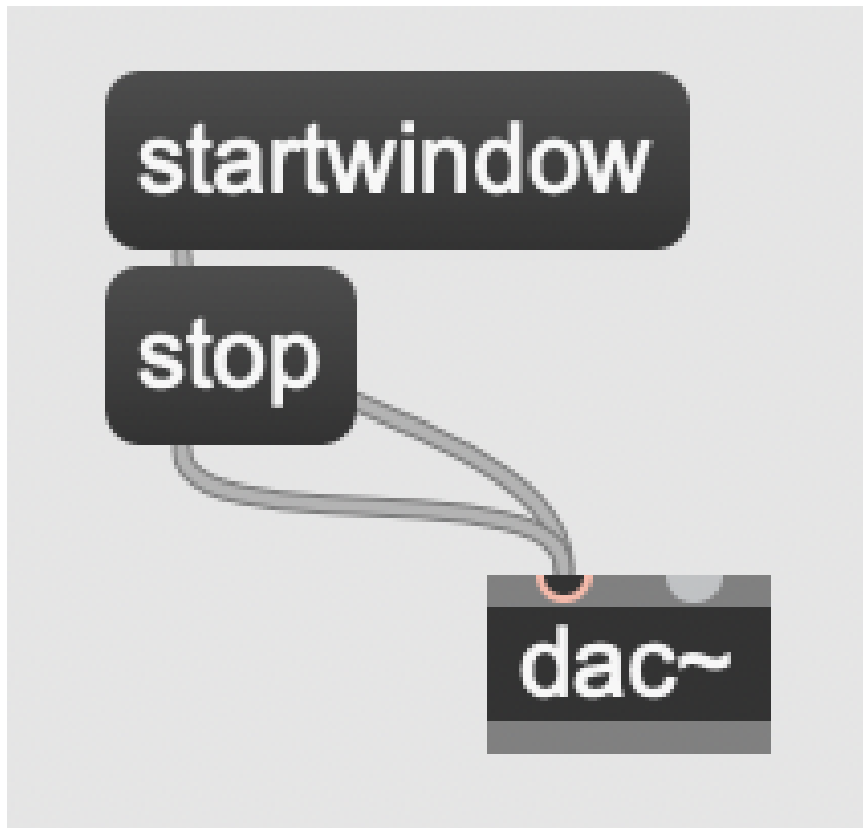
The object `+` accepts both integers and floating-point numbers. Be carefull when using both `int` and `float` numbers.



PATCH: 04_{numbersmore.maxpat}

2.1.2 Messages

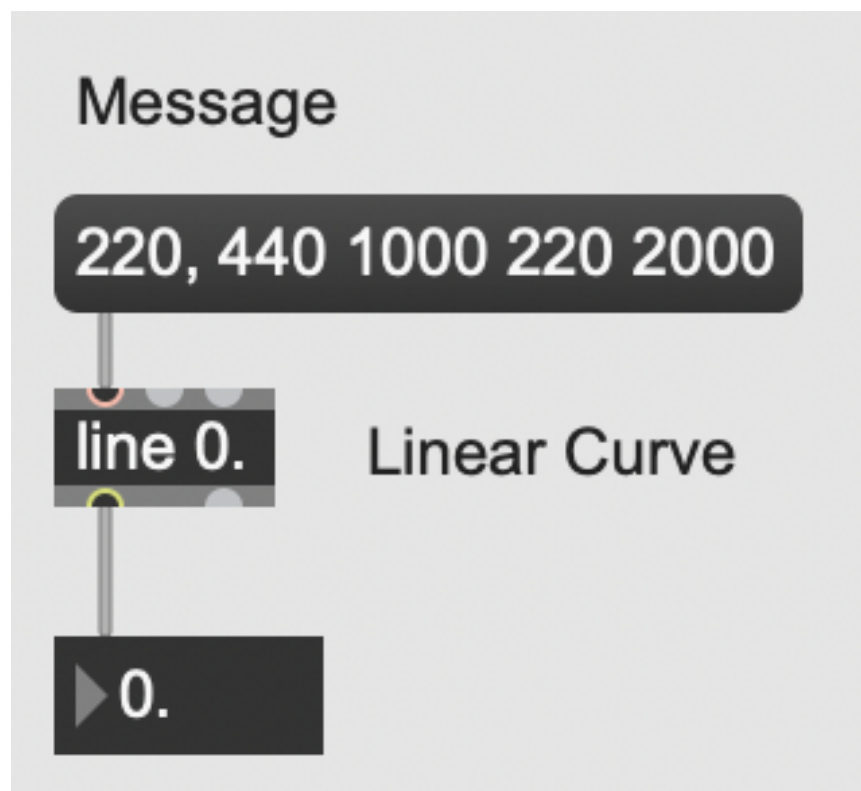
These are two messages connect to the object DAC~. This understands the message "startwindow" and "stop"



PATCH: 04_{messages.maxpat}

2.1.3 Control-Signal

The object LINE generates a control signal. Control in Max signals are updated every 1 ms. LINE understands messages with a certain syntax. The numbers must follow an order. Thus **220, 440 1000 220 2000** means: start at 220 and go to 440 in 1000 ms. Then go to 220 in 2000 ms.

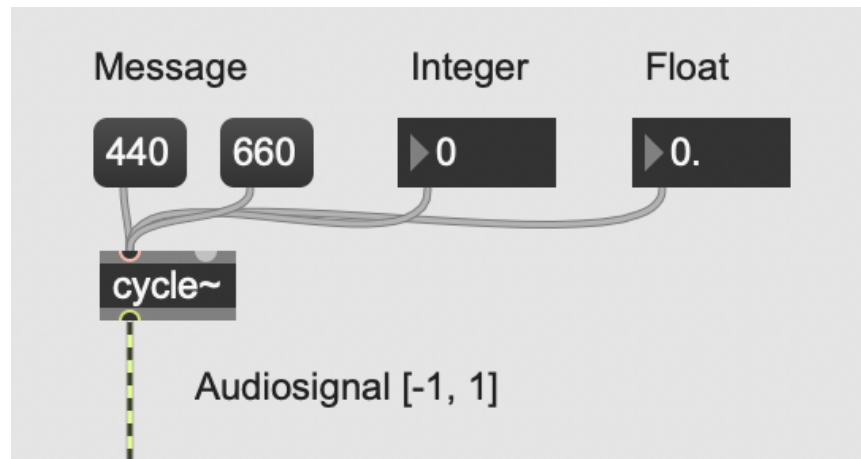


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2.1.4 Audio-Signal

An audio-signal in the yellow/black cable. It varies between -1 and +1. All objects that end with `~` are MSP objects, d.h. they produce audio-signals.

The **CYCLE~** object accepts messages, integers, floats and audio-signals as inputs.



2.2 Reihenfolge der Evaluation

1. right-to-left
2. bottom-to-top

Patch:

- Learn more here: [Max Tutorial 05](#)