Max Seaboard Tutorials

Introduction

In this folder you will fine 7 Max MSP tutorial patches that explain how the MIDI data from the Seaboard can be inputted into Max and then used to control monophonic and polyphonic synthesisers. These patches also show how polyphonic pitch bend and aftertouch can be set-up in Max and how all this information can be outputted to external applications with the use of OSC (Open Sound Control).

Please run through the Max patches in this folder in the following order;

Tutorial 1 - Inputting MIDI data from the Seaboard
Tutorial 2 - Separating MIDI data per channel from the Seaboard
Tutorial 3 - Monophonic Sine Wave Synthesiser using the Seaboard
Tutorial 4 - Polyphonic Sine Wave Synthesiser using the Seaboard
Tutorial 5 - Monophonic FM Synthesiser using the Seaboard
Tutorial 6 - Polyphonic FM Synthesiser using the Seaboard
Tutorial 7- Outputting MIDI data from the Seaboard using OSC

Before opening any of these Patches, please make sure the Seaboard is connected to your computer and is powered up. When first powering up the Seaboard you will need to wait for around 15 seconds for it to boot up.

Each patch will open in Presentation Mode, demoing clearly the finished patch. To expand each patch and to see how each one was created, please click out of presentation mode.
Inside each patch you will find comments documenting how and why each object was used, helping you to learn how you can use the same techniques to create your own patches using the Seaboard.