Styleguide - examples:

Typography

- for titles: Helvetica Bold Oblique
- for information: Helvetica Regular

Max examples

- always think in a flat and light design
- for lines use something between 0,3 - 0,5pt
- always check where information is placed, it´s good to have everything aligned at the edges of the object next to it.
- use our mark-up colors content-wise

Graphics

- use a flat and light design.
- you can mix all of our mark-up colors, they will fit together in most cases
- a good rule is: don´t use more than 3 colors in one example, sometimes 4 are okay
- for lines use something between 0,3 - 0,5pt
- always check where information is placed, it´s good to have everything aligned at the edges of the object next to it.
- use our markup-colors content-wise
- if a graphic needs transparacy don´t go under 70%
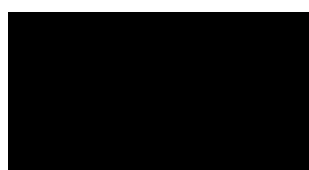
Color scheme

Cyan #00ffff

(mark-up color/graphics)

Magenta #ff00ff

(mark-up color/graphics)

Black #000000

(graphics/background/
typography)

Darkgrey #333333

(graphics/background)

Green #00ff00

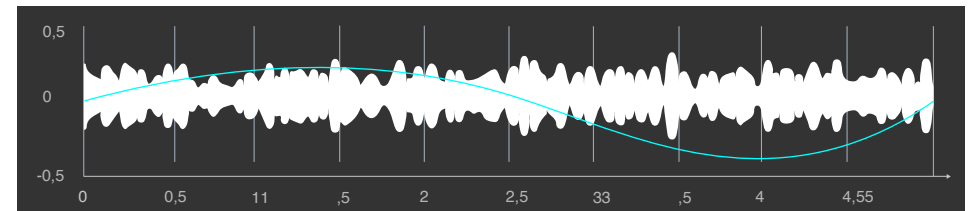(mark-up color/graphics)

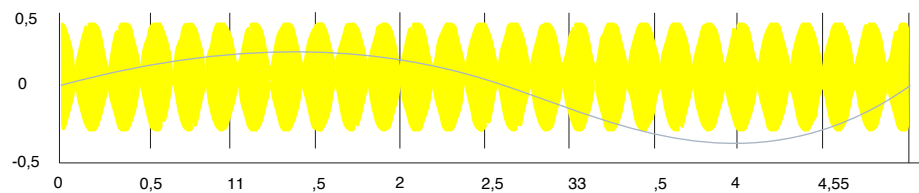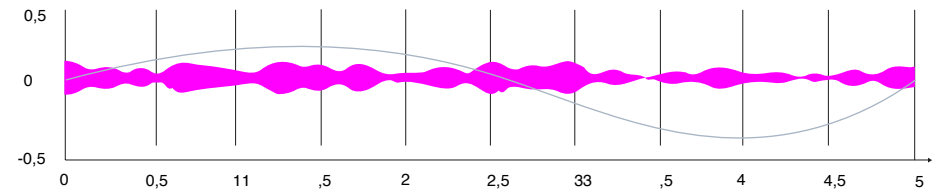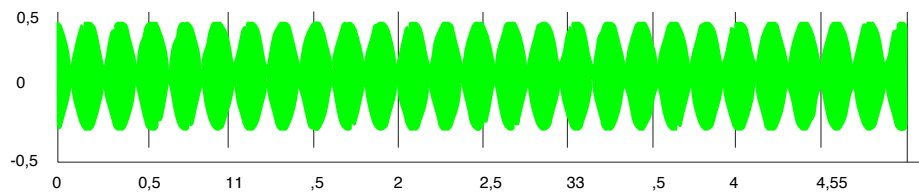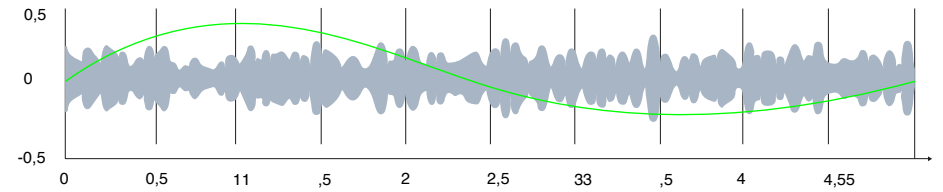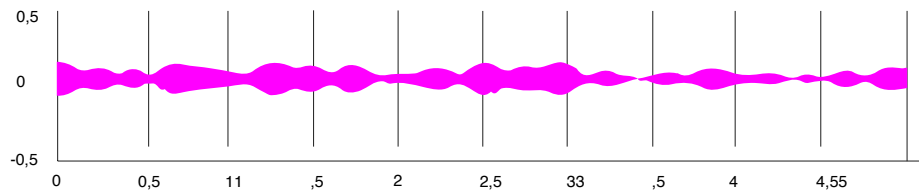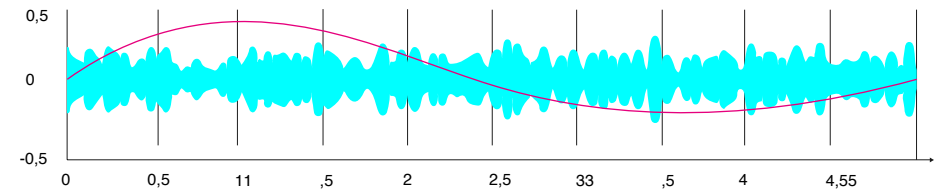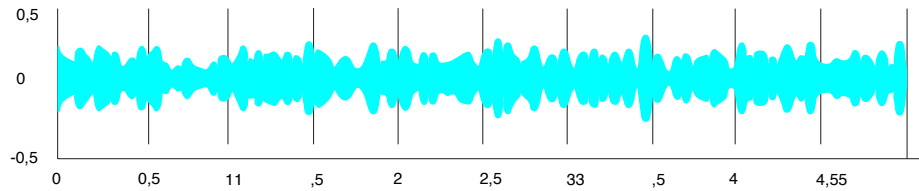**Yellow #ffff00**

(mark-up color/graphics)

Grey #a8b6c5
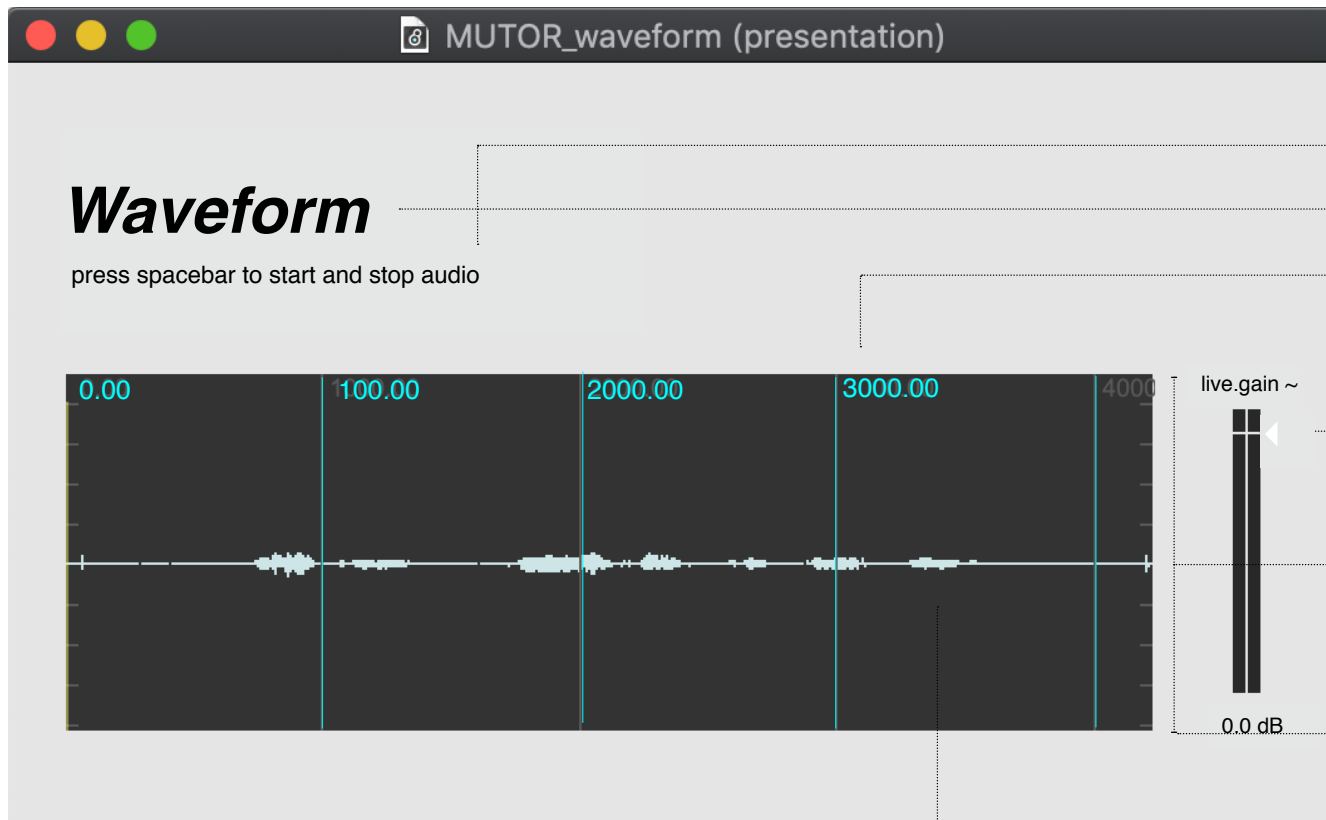
(graphics/background)

White #ffffff

(graphics/background)

Some examples. As you can see all mark-up colors fit together.
(I added the curve just to see if a third color works.)

Waveform

press spacebar to start and stop audio

0.00	100.00	2000.00	3000.00	4000

live.gain ~

0.0 dB

after

▶ Helvetica Regular

▶ for titles use Helvetica Bold Oblique

▶ you can also play with all of the mark-up colors we have

▶ new arrow

▶ always check where information is placed, it´s good to have everything aligned at the edges of the object next to it. Use our markup-colors content-wise.

▶ Cyan works fine (also megenta) on a dark background. Don´t use the green on examples like this, this does not look good (I tried it).

waveform

press spacebar to start and stop adudio

0.00	1000.00	2000.00	3000.00	4000

live.gain~

0.0 dB
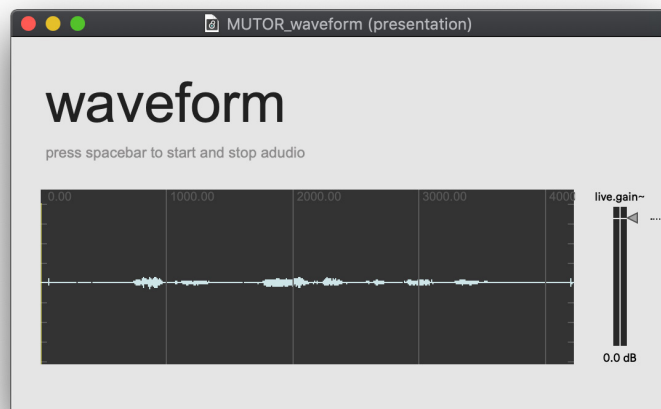
before

▶ no outlines for arrows

In general think minimalistic, as you already did. Also use our markup-colors. Try not to use all of them in one example . Out mark up-colors are our branding. So if we have them in our (MAX) examples it is easier for the viewer to see where the examples are from.

waveform

Desplay and play a previously recorded file

Use the space bar of your keyboard to start and stop the sound

note* I think I am doing one extra movement to scalate the ramp.

`r end`

in case the audiofile is stoped before finishing set the scrolling bar to 0 to restart operation

`r wavelength`

`loadbang`

`key`

press spacebar to start and stop adudio

`replace waveform.wav`

`del 20`

`sel 32`

`r line`

`t b l`

`t 0`

`buffer~ waveform`

store audiofile inside a buffer

`0.`

`0.`

`× 0.`

scalate ramp to the size of the buffer in miliseconds

`set waveform`

`+ 2`

visual scrolling bar to determine where are we reading the file (2 ms long scrolling bar)

`sel 0 1`

`play~ waveform`

play buffer from the begining to the end

`0.`

`0.`

pipe is used just to compensate a bug in [waveform~]

`s end`

`t 0` `t b 1`

live.gain~

`pipe 10`

0.0 dB

0.00   1000.00   2000.00   3000.00   400

`f`

ramp from 0 to 1 in the length of the buffer

`0., 1. $1`

`0`

when file is finished automaticly set trigger to 0 to repeat action

`line`

`dac~`

`info~ waveform`

`gate`

`4224.`

`s line`

`s wavelength`

only set position when file is being played

get length of your file in miliseconds

if it´s possible make a square around the informations. If not always check where information is placed, it´s good to have everything aligned at the edges of the object next to 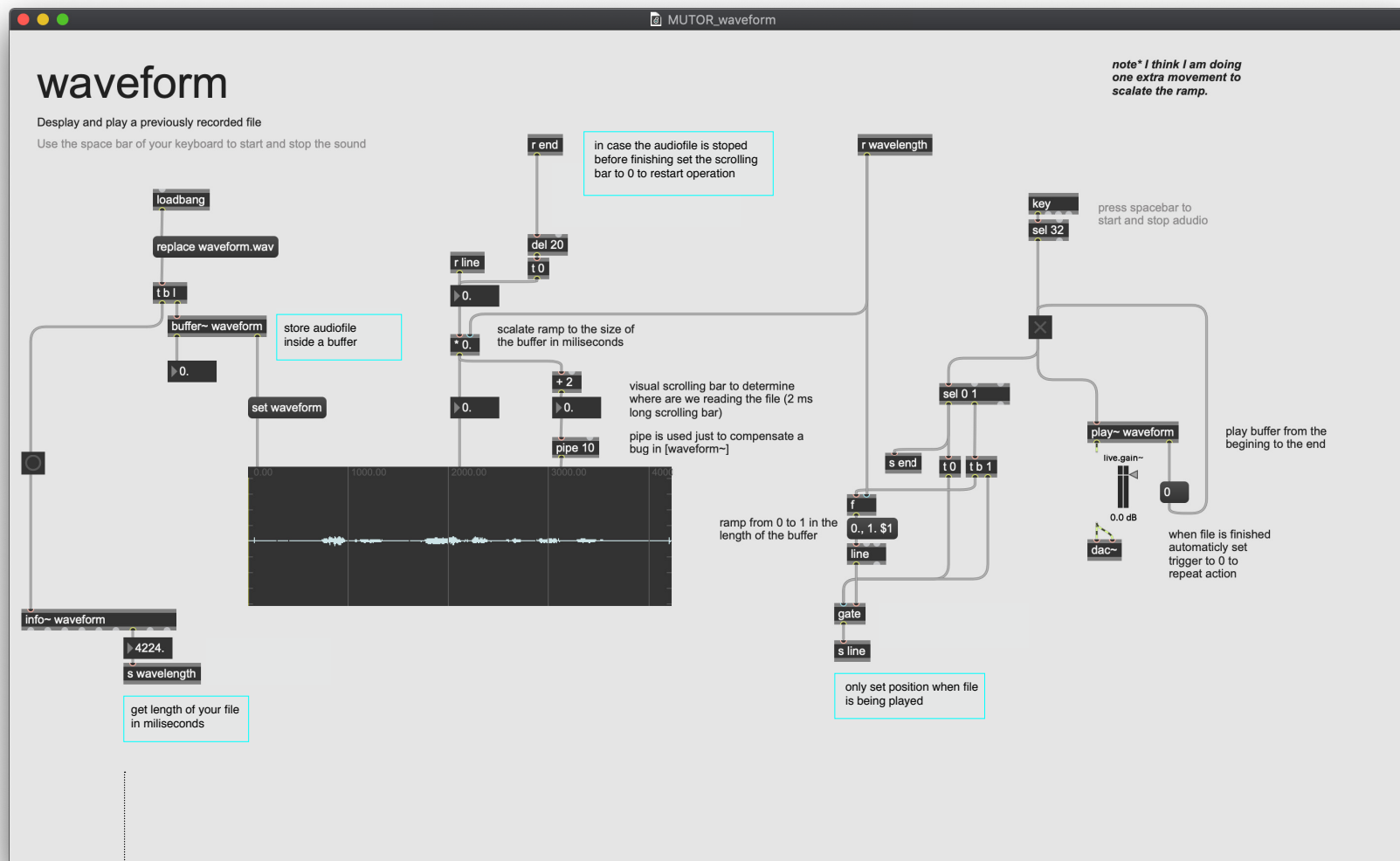it. Use our markup-colors content-wise.