



Mu Framework examples

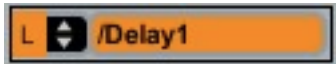
These examples use the device **Mu.LemurHost.amxd**.

it's a a stripped-down version of Mu.amxd, with only basic bi-directional bridge between Lemur and other Mu devices.

for configuration instructions, report to Mu setup section.

(all parameters are saved with project - can be saved in a device preset as well)

all devices in the following examples use a max abstraction : Mu.device-container



This abstraction is used to establish the connection between this devices, and a container in the Lemur containing the interface for this device.


To select to witch container you want to link this device, 3 possibilities :

- type in the container's name

- use the OSC-learn button:



press & hold this button + touch any object on your Lemur in the desired container.

- select the container in the menu  (this menu is refreshed only when you use the OSC-lean button in any device containing this abstraction)

example Live sets :

1 Mu+custom interface

- device **Mu.amxd** is in master track ; it loads "Mu+custom_interface.jzml" (instead of default Mu.jzml) ; this template contains Mu cliplauncher + additional interfaces

2 devices & containers

- device **Mu.LemurHost.amxd** is in master track ; on load, it sends to Lemur "2_devices_&_containers.jzml"

- device **Mu.simpleDelay.amxd** is instantiated twice : on track 1 & 2, and connected to containers named "Delay1" & "Delay2" (in interface "2_FXs" on your Lemur)

- **Mu.BufferShuffler.amxd**

(in track 3) + Lemur's interface "3_bufferShuffler"

it's a lemurized version of BufferShuffler.amxd device

- device **Mu.multiball.mixer.amxd**

(in master track) - Lemur's interface "4_multiball_mixer"

up to 10 balls in a Lemur's multiball object control tracks volume & pan.
in the device in Live, choose the number of balls to activate, and the destination tracks.

The Lemur shows the selected number of balls, and display the tracks names on each ball.

The range sliders sets the Volume & Pan ranges controlled by the balls.

All the parameters visible in the device are saved with the Live project (and in Live device presets is desired)

3 midi keyPads

(setup you Lemur to send MIDI 0 to your computer, and Live to receive MIDI from Daemon input 0 in preferences panel)

- **device Mu.host.amxd** is in master track ; track 1 receives midi notes from Lemur Pads

- **Mu.KeyPads-monitor.amxd** (in track 2) sends visual feedback of playing notes to Lemur's Pads (it's a midi effect device - MIDI messages pass thru)

4 StepSequencer

device **Mu.stepSeq.amxd** is in track 1, 2 & 3, and sends midi controls to the following Live instruments.

This interface gives a full multitouch control of almost all functions of Live.steps object

- up to 16 sequences (stores in Live project or in live device preset)
 - Note / velocity / duration + 2 "extra" tracks that can be mapped to control any parameter of any device in any track
 - on the Lemur : the leftmost buttons select which tracks to display on screen (if only one track is selected, it is displayed in fullscreen, allowing a more precise control of the multislider)
 - up to 64 steps / sequence
 - 5 playing modes (forward / backward / for-back / back-for / random)
 - loop (top blue rangeslider)
- Editor button : display a panel with basic edit function ; affects only visible tracks, and selected loop range.
- interval panel : quickly select and change playing steps interval.

in the Lemur, only one container /Livestep is needed to control several instances of the same device in Live ; the top right drop down menu in the Lemur let you select the device you want to control.

5 multiPitchBender.als

device **Mu.multiPitchBender.amxd** is in master track

a multislider controls transposition of all playing audio clips in all tracks.

6 RT Scratcher.als

scratch the real time !

this device is an audio effect.

In this example, it is inserted on the master track.

You will need to touch the Ringarea on the Lemur to start the physic on the Lemur...

7 FX Pads.als

Pads controls FX sends.