

How to Use The *Liminal Highway* Patch

How to Open

Download the free program “Max” here:

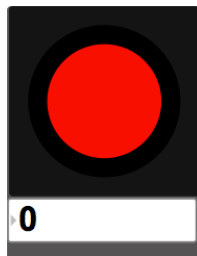
<http://cycling74.com/downloads/>

Open _liminal-highway-main.maxpat. Make sure that all the files you downloaded are in the same folder. The patch works in versions 6.1 or newer.

Pedal

The events are designed to be cued by a pedal programmed to hit a spacebar command on the keyboard. Connect your via USB or bluetooth. Optionally, a sound engineer may cue these during performance (hitting spacebar) with some rehearsal and an extra score.

Event Manager



When you cue each event in the piece, the large circle will light up, the number will change, and the sound file is cued. These correspond with the numbers in the score.

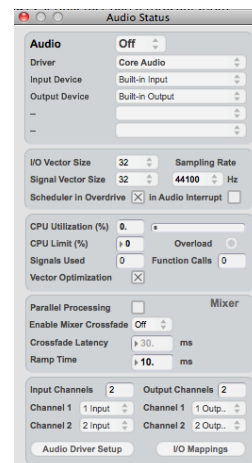
Audio Status



Use this button to set the correct input/output from your audio interface. It will bring up this window -->

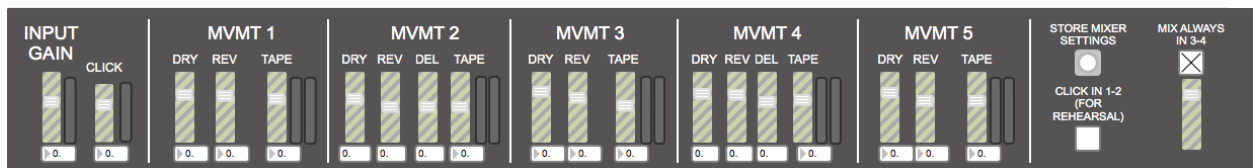
Set the input and output to your interface. The patcher will now output sound to your interface.

It may be necessary to adjust the Vector Sizes to 512 to account for the reverb, but this may vary.



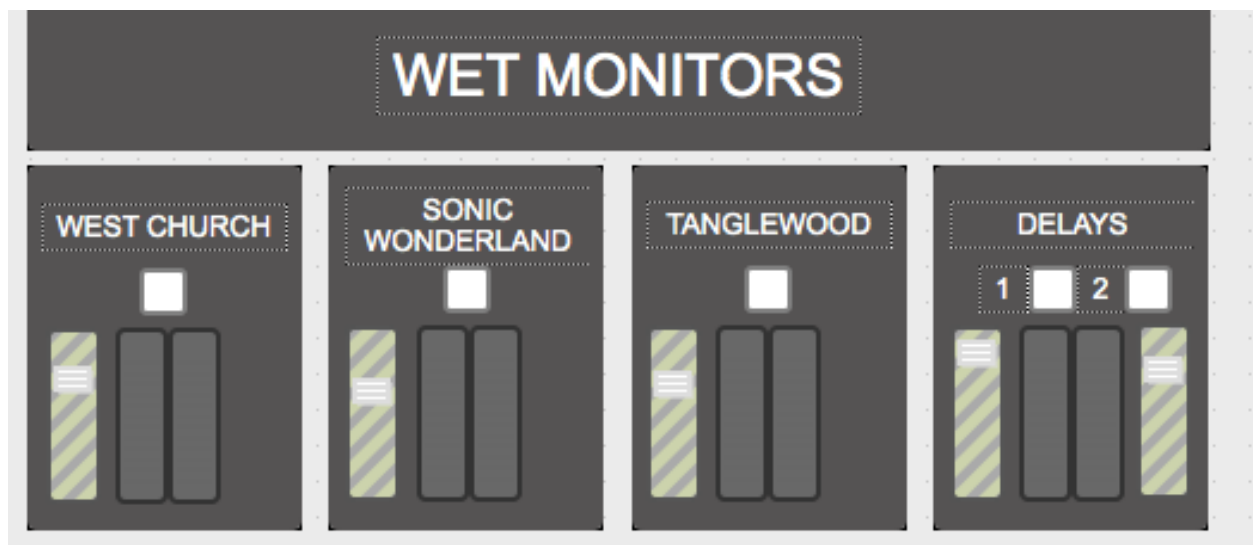
Mixer

Use these levels to balance the live flute, prerecorded electronics, and live electronics. The “input” is the main mic level. The “wet” levels control reverb (you have further control of reverb below), while the “tape” controls all prerecorded levels. Del is the delay levels. “Click in 1-2” allows you to listen to the click track while rehearsing headphones. Mix in 3-4 controls the level of monitoring. You will hear the live flute, reverb, click and tape in 3-4. (NB: The delays are not heard in channel 3-4, which seems to ease performance). A good to deal of care has been taken to avoid feedback with eq’ing, but the sound engineer should be very careful setting the levels.



Wet Monitors

Generally you can leave these alone. Allows you to determine which delay or reverb is active and control the level. The West Church is the primary reverb, Sonic Wonderland is the very long reverb in Mvmt III, and Tanglewood is used at the opening of Movement IV.



MICING

Generally speaking, the piece can be done with a single microphone. The flutist should take a look at both the video online as well as the introductory notes in the score about where to place the microphone throughout. The flute should be very close to the mic for any clicking sounds as they are very quiet.

MVMT JUMP

Used to skip around between movements for rehearsal.

