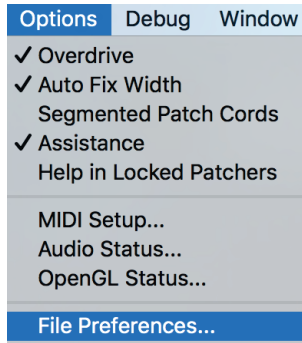


Welcome to BOTSOT

Before you get started, there are a couple of things you will need to do:

1) Tell Max where to look for files

BOTSOT has a lot of files it relies on, and Max needs to know that they are all on the USB. Open Max, and find 'File Preferences...'



In an empty slot,
click on 'Choose'

Select the 'Enter BOTSOT' folder on **from**
where you downloaded BOTSOT

/Enter BOTSOT 

And check the 'subfolders' box

2) Make sure you have the latest version of Max

At the time of creation, BOTSOT was using Max 7.3.1

You can download it at <https://cycling74.com/downloads/>

Max is free to install and run. To double check you are seeing BOTSOT correctly, refer to page 2 of this guide.

Once you've done that, you are free to  ! To do this, you can either:

Enter BOTSOT

Access modules from the main patch through the file



Main_Patch.maxpat

Or open the modules individually through their own files like
(this is a good way to start!)



Shape_Sequencer.
maxpat

How you use the toolbox is up to you. The MIDI setup has been designed to work with your DAW, but you can also use the modules exclusively within Max.

Feel free to open the patches up by clicking  and see how they look on the inside


There's also the  folder. Whilst it's nothing spectacular, you can browse the inner workings and data collections of BOTSOT if you wish.

Additional Content

Not sure if BOTSOT is working?

To double check, simply go to to the Shape Sequencer patch (which has the greatest amount of dependencies) and make sure it looks like this!

Shape Sequencer



Need help?
Click me!

Select a plant

None

?

None

None

More info on this plant

☐ Scientific Name

☒ Common Name

Use

Some

 points to sequence

☐ clear all

☐ clear points

☐ refresh points

Move the slider along

OR

Select Speed (ms)

100

and Go!

☐ Rhythm output

from Max 1

Distribution of source material determines

Velocity

Distribution of sequencer points determines

Pitch

Distribution of source material (determining Velocity)

Distribution of sequencer points (determining Pitch)

BOTSOT

Behavioural Signification toolbox

ShapeSequencer v1.0 // 9.8.16 by Ciaran Frame