MaxMSP final project - Rune Sagevik

After starting to learn Max, I have been wanting to start to implement "my own DAW", or at least a tool for quick sketching and exporting of ideas. At this point, this would be out of scope for this final project, both due to lack of time as well as lack of knowledge on my part.

The patch for my final project is the main part of the stepsequencing part in this "DAW" or sketching tool I will try to implement as my Max knowledge grows.

The stepsequenser consists of a master control section and 8 tracks with 16 steps pr. track. To start/open the sequenser patch, open the "Final_Project.maxpat" in the project folder's patcher directory.

The Master Control Section

The master control section can control audio on/off, sequenser start/stop (toggleable with spacebar) and sequenser tempo. It can store and recall presets, has a global mute and volume control, delay time and feedback control, global track step randomization and reset, and a help menu.

The Track Section

All of the eight tracks has sample playback capability, and can load one sample each.
The sequenser comes with a default set of basic drum samples which will be loaded on each startup.

The "Load Sample" button will open a dialog to browse for a sample to load. When loaded, the sample will show in the wave window. The selected part of the wave (shown in yellow) is the part that will be played by the sequencer. Options from the dropdown menu will let you manipulate the selection, reset to default, and zoom/move around in the sample.

The "16 step bar" will let you enter the steps where to play the sample, and while the sequencer is playing, a playbar will show the current position for each track.

To the right of the "step bar" you have track audio and fx control. This consists of track mute, track volume, track send amount and a track meter. Currently there are one delay send effect (found in the master control section).

The "Randomize Steps" button pr. track will radomize step position for that individual track.

The "Reset" button pr. track will reset all steps for that individual track to its default setting.

For each track there are swing settings where you can set "Swing Type" and "Swing Amount". The "Swing Type" toggle, will toggle between "swing on 1's" and "swing on 2's". The "Swing Amount", will set the amount of swing used on each track

The "Direction" dropdown menu will let you select between three different play directions for each individual track. The available directions are: Forward, Reverse and PingPong.

The "Speed" dropdown menu will set the tempo for each track in multiples of the tempo set in the master control section. Available tempo multipliers are: ¼, ½, 1, 2, 4.

The "STEPS" dropdown menu will let you set the number of steps individually for each track. Possible number of steps are between 1 and 16.