
strum

max for live device



Table of Contents

Installation	3
Control Panel	3
Mode: Pluck.....	3
Mode: Density	4
Auto	4
Note Panel	5
Pluck	5
Density.....	5
Bugs	5
Information	6

A new, expressive tool for Live from pATCHES. 'strum' allows for guitar-inspired rakes across a series of notes using the modwheel - something like a manually controlled arpeggiator for your favorite hardware keyboard, Push, or other note input device.

This simple utility offers a novel way to interact with any of your instruments that accept MIDI. It pairs best with sounds that are velocity sensitive, have a pronounced attack, and a decent decay. Of course, you can also try it out with other sorts of situations as well - triggering percussion, for example.

Installation

Install strum as you would any other Max for Live device. You can simply drop the .amxd file on any MIDI track in Live from the Browser or directly from your system's file explorer.

You may prefer to place the .amxd file in the User Library manually. Find the Max MIDI Effect folder in the following location:

Windows Vista, Windows 7, Windows 8, Windows 10

\Users\[username]\Documents\Ableton\User Library\Presets\MIDI Effects\Max MIDI Effect

Mac OS X

Macintosh HD/Users/[username]/Music/Ableton/User Library/Presets/MIDI Effects/Max MIDI Effect

Control Panel

The right side of strum's interface controls the various functions of the device. While there are only a few basic options, these wildly change how it operates. Which mode works best is largely determined by the hardware you use and your own musical preferences.

Mode: Pluck

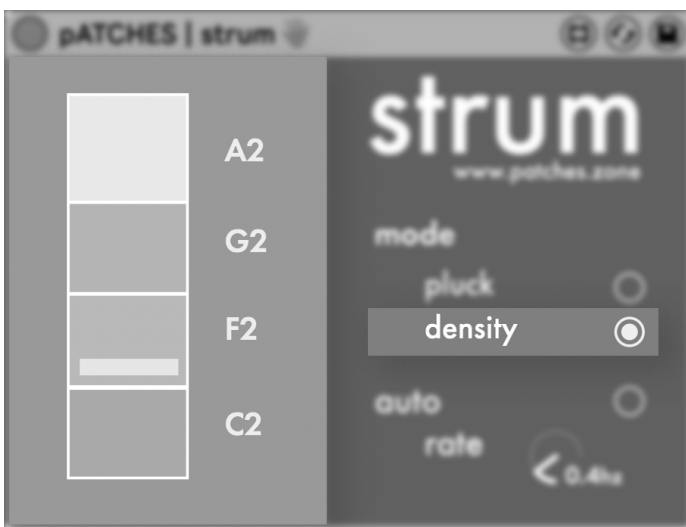
The default pluck mode offers strum's basic functionality in a no-frills package. With pluck mode engaged, a single MIDI note will fire whenever the **strum bar** crosses an active **strike point**.



Pluck makes moving the mod wheel feel like running a pick across guitar strings. Just as you hold a chord with your left hand on a guitar, hold keys with your right hand on your keyboard. Just as you then would move your right hand across the guitar strings, use your left hand to move the modwheel in the direction you want to strum.

Mode: Density

Density mode provides a more experimental method for generating notes. With Density mode engaged, notes are no longer produced at a single fixed point. Rather, large areas are assigned to each active note and every move of the modwheel inside fires them off. The result is more of a “cloud” of notes that cluster together in dense, scratchy repetition.

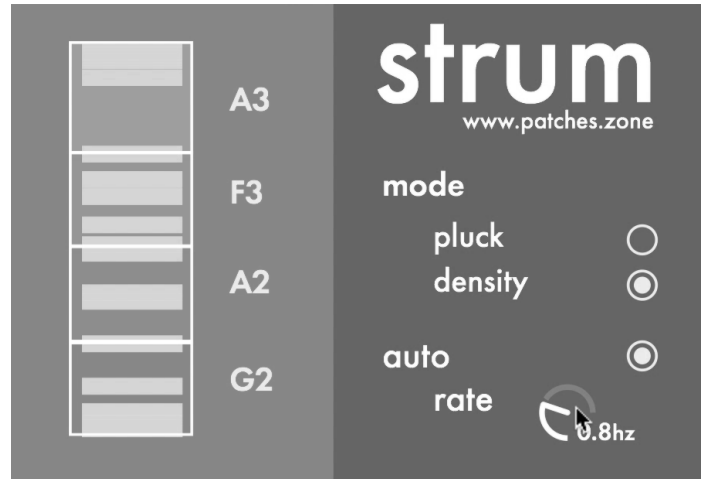


The opacity of the strike areas in density mode reflect the velocity of each held down note. The velocity of output notes will be randomly generated around the pressure with which you hold the keys, resulting in a more organic, varied “cloud”.

Density mode pairs best with a heavy reverb or delay for further obfuscation.

Auto

With either mode, the strum bar can be controlled by a sinusoidal LFO rather than the modwheel. Switch on the “auto” button to activate this function.



With auto mode engaged, the mod wheel is no longer necessary for moving the strum bar so it now controls the rate of the LFO. This allows you to “direct” the unsync’d rate of the cycle to, for example, quickly strum out a chord on the downbeat slow it to a near-halt for the rest of the beat.

Note Panel

The note panel is a functional display of all the MIDI information strum is working with. As you enter notes, they will self-organize from lowest to highest to the right of the strike points or areas they're associated with.

Pluck

With pluck mode engaged, a note will trigger each time the strum bar crosses a strike point. The strum bar should move one-to-one with the modwheel of your controller.

Generally, strum is best used to rake upwards or downwards. Just release the notes you're playing as you reset the position of the modwheel. For example, for upwards arpeggios, hold a chord and push the modwheel from the bottom position to the top. Release the notes and move the modwheel back down to the start position - no notes will play as it travels over the strike points.

Density

The note panel will change display with density mode enabled. Instead of single strike points, entire strike areas will illuminate when notes will be triggered. Every move of the modwheel inside these boxes will trigger notes if a note is held down.

Bugs

This device isn't perfect, and features some fairly messy coding underneath the clean surface. Doubtless things will not work perfectly every time.

A known issue is occasional undetected or "sticky" notes. For now, the best fix for these is to simply quickly re-enter the chord you wish to play. The inner workings of strum will almost always pick it up on the second try.

If you discover any bugs, please report them to pest.control@patches.zone so we can fix them in future updates. We'd also love to hear your ideas for new features as well!

Information

Download

The download link for this device can be found here:

<https://www.patches.zone/strum>

More Max devices from pATCHES can be found at this link:

<https://www.patches.zone/max-for-live>

Contact

Comment or query? Suggestions? Just want to say hi?

We'd love to hear from you!

Send an email to: **contact@patches.zone**



Manual written and designed by Dan Hilse.

strum is a product of patches.zone, a website dedicated to creating resources for music producers.

Are fake throws ok?

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