

R e a d M e

Technical information for "Compound No. 1a : CAR SEX VOICE HONKER"

If you have any questions not covered in this document or in the patch's help subpatch (click on the '?' in the upper right portion of the patch), please don't hesitate to contact me at marcoll@stockl1.de or call me on: +49-176-24 66 51 96

Required technical Equipment

2 Microphones

3 Speakers (preferably 4)

Computer that runs MaxMSP
(The patch has not been tested on windows yet!)

Audio Interface with at least: 2 analog input channels,
3 analog output channels

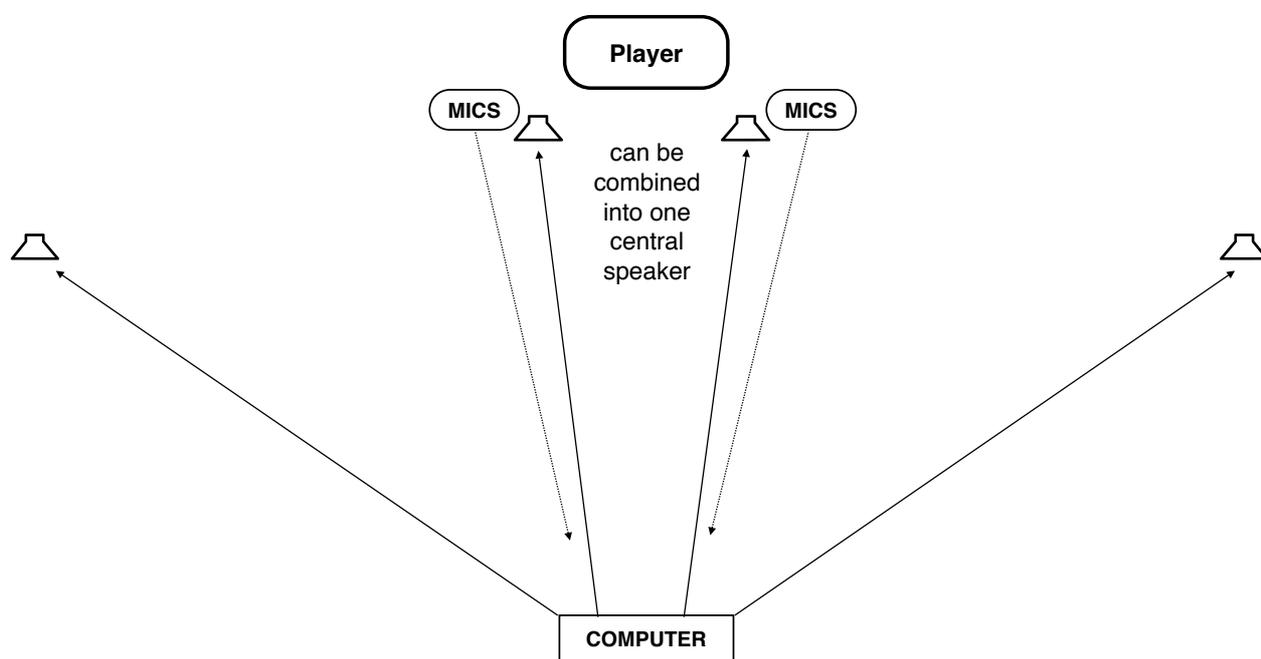
Optional technical Equipment

The setup does not *require* a mixing board. All connections can be made directly to and from the audio interface. Accordingly, all signal levels can be controlled from within the patch. However, to have full control over the sound and the balance of the input levels etc, the use of a mixer is recommended.

An additional display can be connected to communicate cues to the performer. The cues are generated automatically by the MaxMSP patch.

A midi controller can be connected to control the MaxMSP patch. The controller must have 8 faders/knobs to work with the patch. The patch has a midi-learn option to simplify the connection process.

Stage Setup



Connections

The live accordeon is expected to be connected to the patch as a stereo signal. Input channels 1 and 2, or 3 and 4 can be used. There is no need to tell the patch which combination will be chosen as it uses both input channel pairs simultaneously.

The two outer speakers should be connected to output channels 1 and 2, and the inner speakers to output channels 3 and 4. When you select the 3-speaker-setup in the patch, the central speaker should be connected to output channel 3. The signals intended for the two inner speakers are combined internally.

If you want to use a midi controller, simply press the midi-learn-button and move all 8 faders/knobs. Once the patch received a midi value from each fader/knob, the connections are made and the controller is ready to use. Note, the patch does not store information on the connections made. You have to reconnect the controller every time you start the patch.