Welcome to the Max/MSP LFO to LogicPro7 Parameter control program…
(Anyone think of any names out there!??)

Here you will find a list of basic instructions in order to make use of this application.

This software is released as freeware. I will not stop others from copying and distributing the software, so long as no gain is to be made. I also make no guarantees that this software will work correctly for you, but offer it ‘as is’ as I am using it.

Requirements;

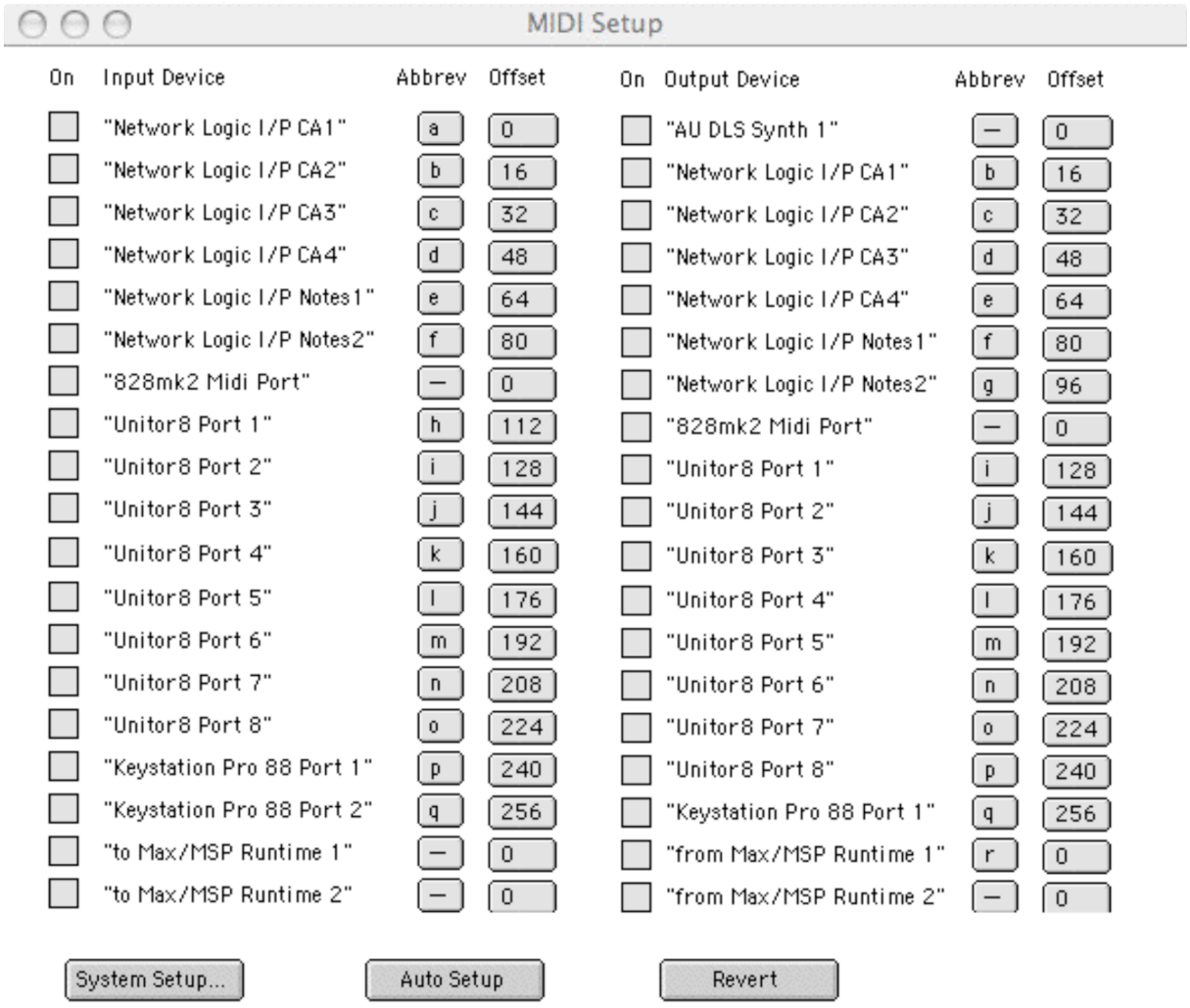
Apple Mac Computer – preferably G5 desktop, or faster G4.
I use a G3 pismo laptop to run the Max app, whilst running Logic on a single 1.8Ghz G5, though development was alongside Logic on the G5.

Logic Pro 7.xx (It may run on 6.xx, but I can’t guarantee as I haven’t tested).

Got these???….let’s go then

Start the application ‘8IfosBuild6d’. located in the ‘8IfosBuild6d’ folder.

Once open, go to the file menu and select ‘midi setup’.



(Note - Your setup may not be the same as mine)

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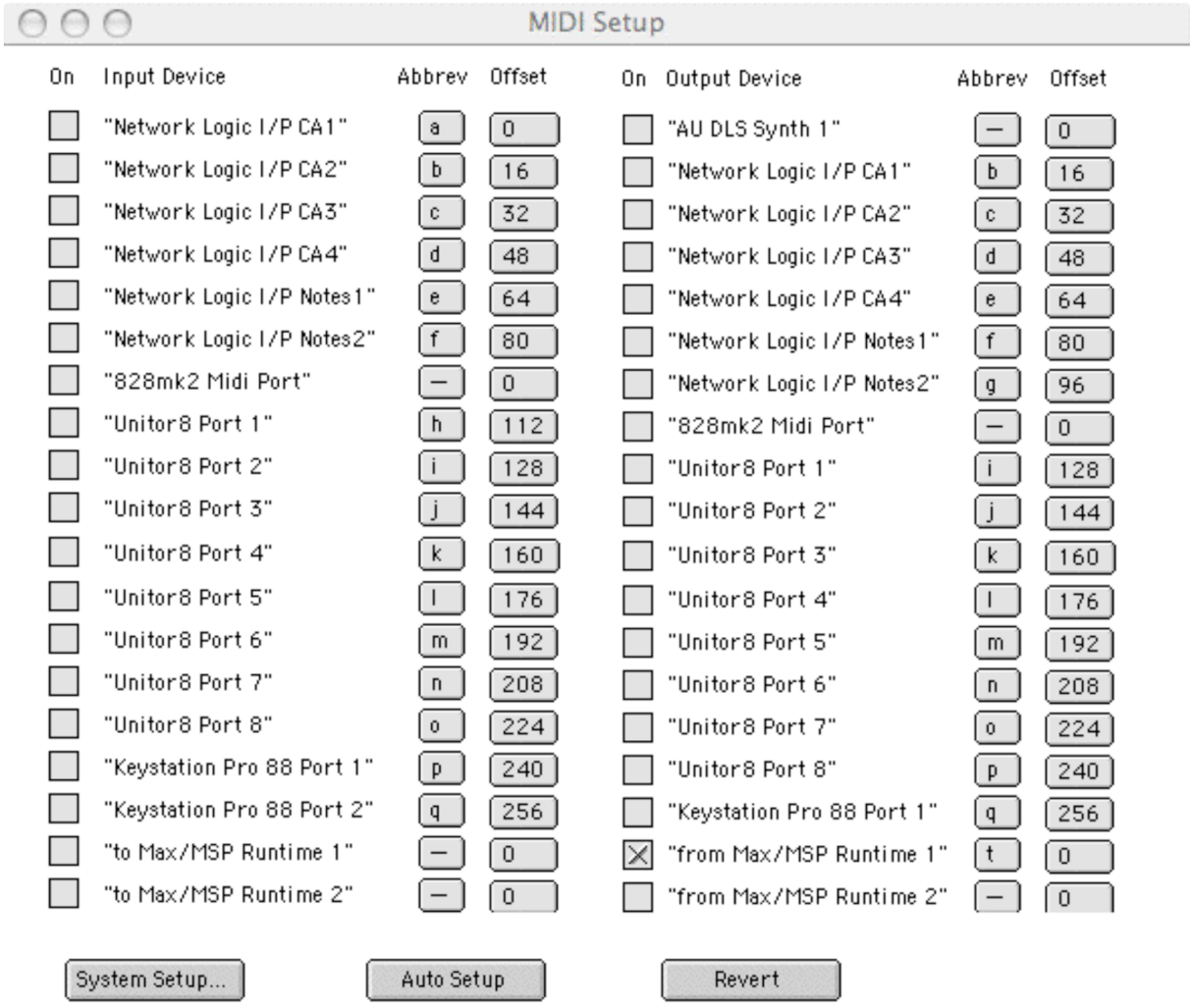
Next, Choose the port you wish to use to route midi to Logic.

Switch On that port, and give it the reference Abbrev. ‘t’ and the Offset ‘0’.



Now quit the application, then restart it (I’m not sure if this is really necessary, but to be sure that the new midi setup is activated it is best to do this).

Next, Startup LogicPro, and open the song '060122-8lfotest1.lso' (Located in MaxBuild6LogicSong)

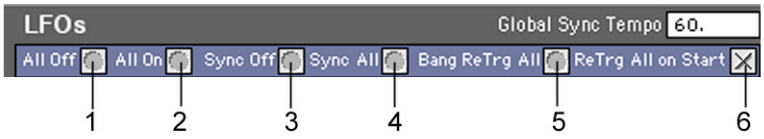
In Screenset 1, you are presented with the clicks/ports Environment Layer.
Connect from the chosen Physical Input Port to the 'Max/MSP 1 ALL I/P' Monitor Object.

Now, within the Max Application, click on 'read' in the red area.
A file dialogue comes up, navigate to and load '8lfosBuild6d/8lfosPresets1'.
This loads the Preset Files.
Now click on 'Load Menus'.
This loads the text menus for the preset storage.

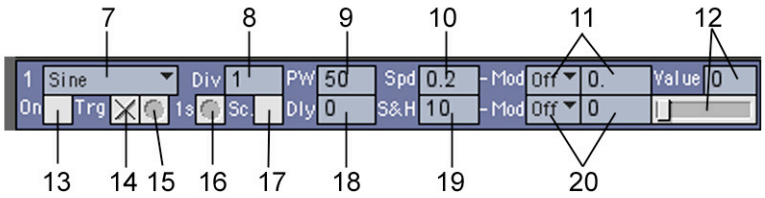
Recall Snapshot 1 in the Red Area. If you view the Environment. in Logic as you select the Snapshot, you should see alot of controller information shoot into Logic, and the Max Matrix should update to show 16 Volume and 16 Pan Destinations.
Now turn on LFO 1, and turn on 'ALL' Modulation Matrices.
If all is fine, if you now go to Logic and select screenset 2, the audio layer should show Audio Tracks 1-16 modulating volume and pan data.
If so, all is working!!!
Go play and look through modulation menus to see the structure.
Try inserting an effect on an Object in Logic, select a parameter as a mod destination to see if all works..

At this moment the menus for Object names in Logic is fixed to the naming convention in the Logic Song. If there is enough interest I may update this at a later date to allow user naming of objects in the menus.

Details of GUI on following pages.



1 - Bang All LFOs Off
2 - Bang All LFOs On
3 - Bang Sync Off for All LFOs
4 - Bang Sync On for All LFOs
5 - Bang - Retrigger All LFOs
6 - On/Off - ReTrigger All LFOs On Start



7 - LFO Shape Select (Sine, Triangle, Sawup, Sawdown, Square, 3Step, HalfSine)
8 - LFO Sync Divide Factor - 1 to 128
9 - LFO Pulse Width - 0 to 100 (Not operational for Sine or HalfSine)
10 - LFO Speed - -25 to 25Hz
11 - LFO Speed Modulation Source and Amount (Selecting a Mod Source disables Sync)
12 - Current LFO Value - 0 to 127
13 - LFO On/Off Switch
14 - ReTrigger LFO on Start On/Off Switch
15 - ReTrigger LFO Bang
16 - One Shot - If LFO is Running, this Bang stops LFO on next '0' Value, if not Running, then the LFO is Triggered for One Complete Cycle Only
17 - Sync To Tempo On/Off Switch
18 - LFO Delay - 0 to 1000ms
19 - LFO Sample & Hold - 10 to 1000ms
20 - LFO Sample & Hold Modulation Source and Amount

Items in Red are stored in Presets and Snapshots, those in Black are not.

'Store To' Allows the user to Store to a New Location without going to That location.
'Save' opens a dialogue to Enter a Preset Name, as does 'Name' (surprisingly!), which only Names The Preset without Saving it.
Currently there are 128 user storage locations each for LFO Presets and Matrix Presets, plus a further 127 'Snapshot Presets', which are a combination of both LFO AND Matrix Parameters, saved in a unique location.

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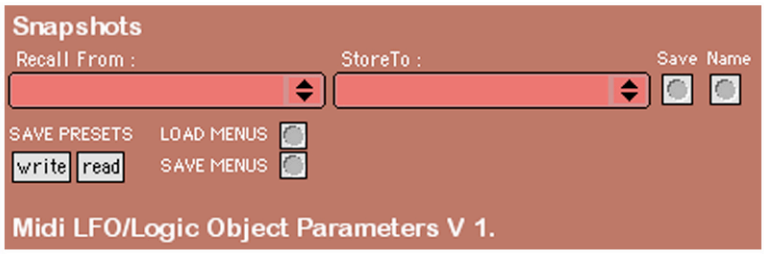
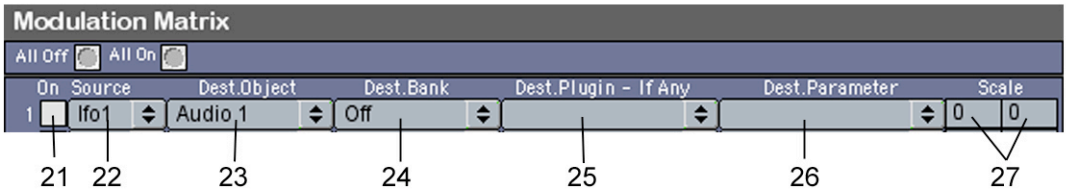


'Load Menus' loads the user menu names. The user should bang this on opening the application.
'Save Menus' saves the user menu names. This should be banged last thing before closing the application.
'READ' initiates an open dialogue, from which you should select the file '8lfosPresets1' from within the '8lfosBuild6d' folder.
'WRITE' initiates a save dialogue. you can save your presets under any name, anywhere in your computer. Just remember that currently, there is only the ability for one Bank of user names for preset menus, so using more than one preset file could lead to confusion! A future update will delimit this somewhat.



21 - Matrix On/Off Switch
22 - Matrix Source LFO
23 - Destination Object (within Logic)
24 - Destination Bank (within Logic)
25 - Destination Plugin (ditto)
26 - Destination Parameter (ditto)
27 - Matrix Scaling Low/High - 0 to 127

NB – All Matrix Settings are stored except for the On/Off Switch.

That’s all for now –
Happy noodling
Til the next update
Regards
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