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Nota di contenuto	Cover ; Max/MSP/Jitter for Music: A Practical Guide to Developing Interactive Music Systems for Education and More; Copyright ; Contents; Foreword; Preface; Why Design Custom Software?; Technology in the Classroom; Book Design; Basic Troubleshooting; Acknowledgments; About the Companion Website; 1: Introduction to Programming ; Introduction to Max ; The Max Window ; Help Patchers ; Arguments ; Separating Items in a Message ; Numbers: Integers and Floating Points ; Aligning ; Commenting ; Inspector ; Key Commands ; New Objects Learned ; Remember ; Additional Tutorials ; On Your Own 2: Generating Music The RAT Patch ; MIDI (Musical Instrument Digital Interface) ; Synthesizing MIDI Numbers ; Adding Timing ; Slider Patch ; Rat Patch 2 ; MIDI Input ; Key Commands ; New Objects Learned ; Remember ; Additional Tutorials ; On Your Own ; 3: Math and Music ; Math in Max ; Forming Intervals ; Window Dressing ; Creating Chords ; Presentation Mode ; Further Customization ; Comments ; Key Commands ; New Objects Learned ; Remember ; Additional Tutorials ; Homework ; 4: Scales and Chords ; Scale Maker ; Chord Maker ; Order of Operations ; Setting Values ; New Objects Learned Remember Additional Tutorials ; On Your Own ; 5: Interactive Ear Training ; Ear Trainer ; Further Customization ; New Objects Learned ;

Remember ; On Your Own ; 6: Data Structures ; Adding External Objects ; Tonality in Max ; Filtering Chromatic Notes to Diatonic Notes ; Random Tonal Music ; Abstractions and Subpatchers ; Working with Pitch Classes ; Alternate Way ; Tables ; New Objects Learned ; Remember ; Additional Tutorials ; External Objects Database Concise Reference List ; On Your Own ; 7: Control Interfaces ; bpatchers ; MIDI Out bpatcher ; Saving Settings ; Control Interfaces Chords Storing Presets ; New Objects Learned ; Remember ; Additional Tutorials ; On Your Own ; 8: Control Interfaces Continued ; Arguments for Abstractions ; Using the Mouse ; Using Videogame Controllers ; New Objects Learned ; Remember ; Additional Tutorials ; On Your Own ; 9: Tools for Music Theory Concepts ; Chord Progressions ; Scale Analysis ; Mode Relationships ; Harmonic Direction ; Harmonization ; New Objects Learned ; Additional Tutorials ; On Your Own ; 10: Working with Time ; Sequencing ; Step Sequencers ; The Transport ; Overdrive ; Remember ; New Objects Learned Additional Tutorials On Your Own ; 11: Building Standalone Applications ; Preparing the Application ; Building the Application ; Icons ; Styles ; Permission and Cross-platform Building ; Remember ; New Objects Learned ; Additional Tutorials ; On Your Own ; 12: Introduction to Max for Live ; Overview ; Crash Course in Ableton Live ; Live Browser ; Max for Live ; Plug-Ins Device Browser ; Other Menus ; Places ; Adding Book Content ; Working in Live ; Arrangement View ; MIDI and Audio Tracks ; Max for Live ; Writing a MIDI Program ; Simple Math ; Additional Max Functions Controlling Live Installation for Foghorn

Sommario/riassunto

In Max/MSP/Jitter for Music, author and music technologist V. J. Manzo provides a user-friendly introduction to a powerful programming language that can be used to write custom software for musical interaction. This second edition brings the book fully up-to-date with new applications in integrating Max with Ableton Live and offers source code for a variety of new projects.

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