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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

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Math ; Additional Max Functions Controlling Live  
Installation for Foghorn

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## 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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