

THE PARTY VAN

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V03



INSTRUCTION MANUAL

SYSTEM REQUIREMENTS

Requires a Monome64, serialosc, Max6 and a varibrightness/2011 Monome*.

*Varibrightness isn't used extensively and I'm doing my best to keep it backwards compatible, but there will likely still be a couple of issues as I have nothing to test compatibility with.

EXTERNALS USED

Alex Harker externals (specifically [descriptors~] & [descriptorsrt~]. These can be downloaded here:
<http://www.alexanderjharker.co.uk/>

Page7 uses [fluidsynth~] to playback soundfonts. This can be downloaded here:
[http://imtr.ircam.fr/imtr/FluidSynth for Max/MSP](http://imtr.ircam.fr/imtr/FluidSynth%20for%20Max/MSP)

NEW IN THIS VERSION (V03)

- Added "Cocolase", modulated delay/sampler to Page3.
- Added "Instrument" page with adaptations of "Fourths and "Straw" by Stretta (requires [fluidsynth~])
- Added MIDI learn by Johannes Schmidt (implemented by Benjamin Van Esser)
- Added waveform drop to wtpa/mlr modules. Just drop an audio file onto the waveform display
- Added output record to disk
- Added "Shuffler", buffer shuffler effect
- Added "Trigger" row to Page1 that triggers different effects based on incoming audio
- Changed how the Random mode of "Stutter" works. It can now be engaged but won't take effect until you engage the effect
- Changed "Dirt" engine
- Some non-varibrightness testing and adaptation
- Lots of minor bugfixes

THE TOP ROW REPRESENTS DIFFERENT
"PAGES". EACH ONE BEING IT'S OWN
APPLICATION/SETUP

1	2	3	4	5	6	7	8

PAGE DESCRIPTIONS

PAGE1 - WTPA MODULE/GREATEST HITS

Two sampler/loopers with mlr-style display/control, granular synthesis, sample slicing, pattern recording, input/output fx, audio input based triggering of effects, and circular buffer “reminder”.

PAGE2 - MLR ADAPTATION

Four sampler/loopers with mlr-style display/control along with four pattern recorders and mute/kills.

PAGE3 - MOCOLASE

An 8-bit modulated delay/sampler based on the Cocolase by ciat-lonbarde.

PAGE4 - NOT IN USE

PAGE5 - NOT IN USE

PAGE6 - NOT IN USE

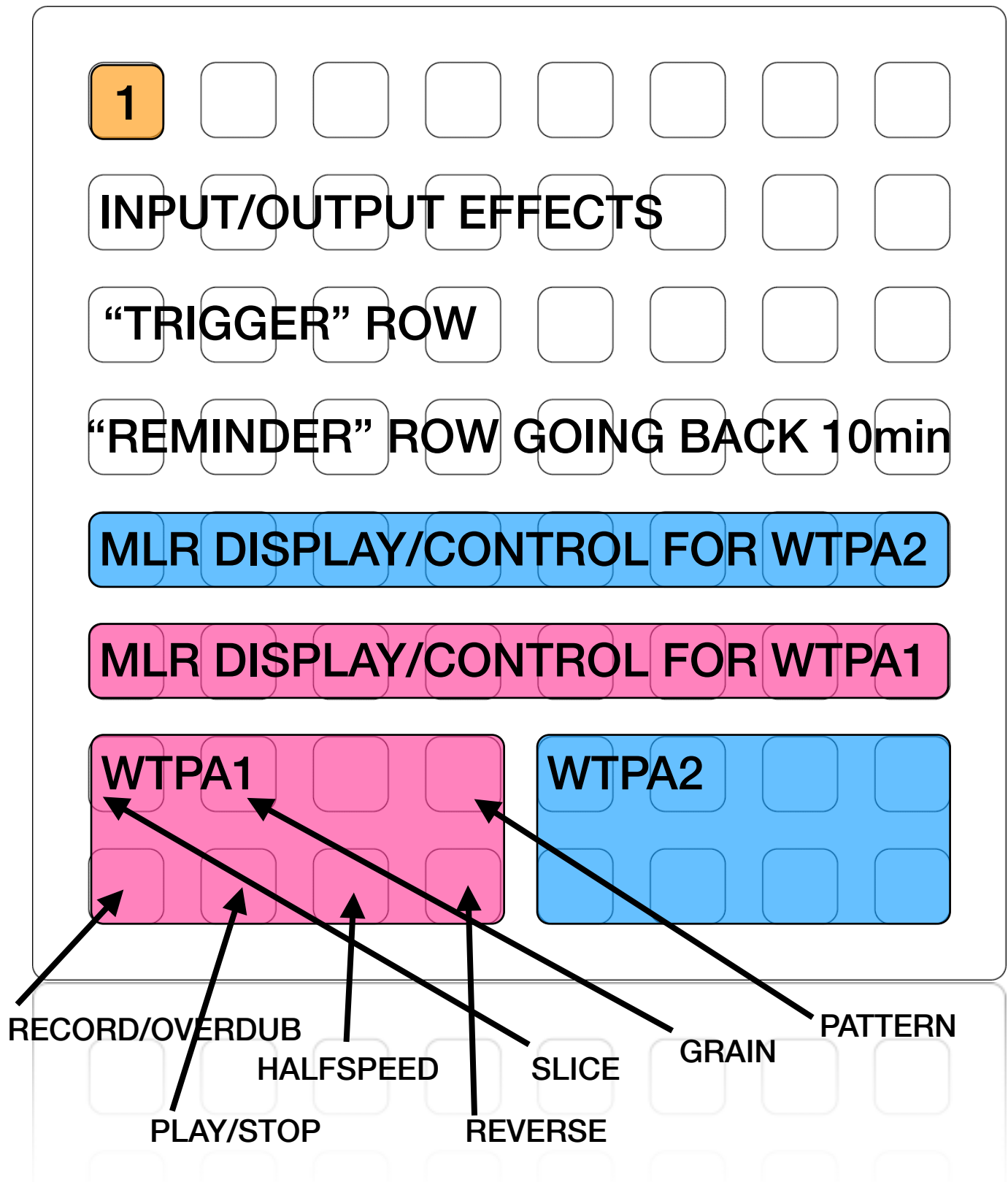
PAGE7 - INSTRUMENT

A collection of different instruments on subpages including piano/rhodes and adaptations of Fourths and Straw

PAGE8 - LEVELS

“Fader” style control over four input levels, overall sample levels, overall instrument levels, thru level, and master level.

PAGE1 IS A "GREATEST HITS" TYPE
PAGE SO IT CONTAINS A LOT OF
DIFFERENT COMPONENTS



BREAKDOWN OF TOP THREE ROWS

1

INPUT/OUTPUT EFFECTS

“TRIGGER” ROW

“REMINDER” ROW GOING BACK 10min

EFFECTS:

- 1 - STUTTER (PRE)
- 2 - PITCH SHIFT (PRE)
- 3 - LOFI (PRE)
- 4 - FILTER (PRE)
- 5 - SHUFFLER (POST)
- 6 - CHOPPER (POST)
- 7 - DIRT (POST)
- 8 - REVERB (POST)

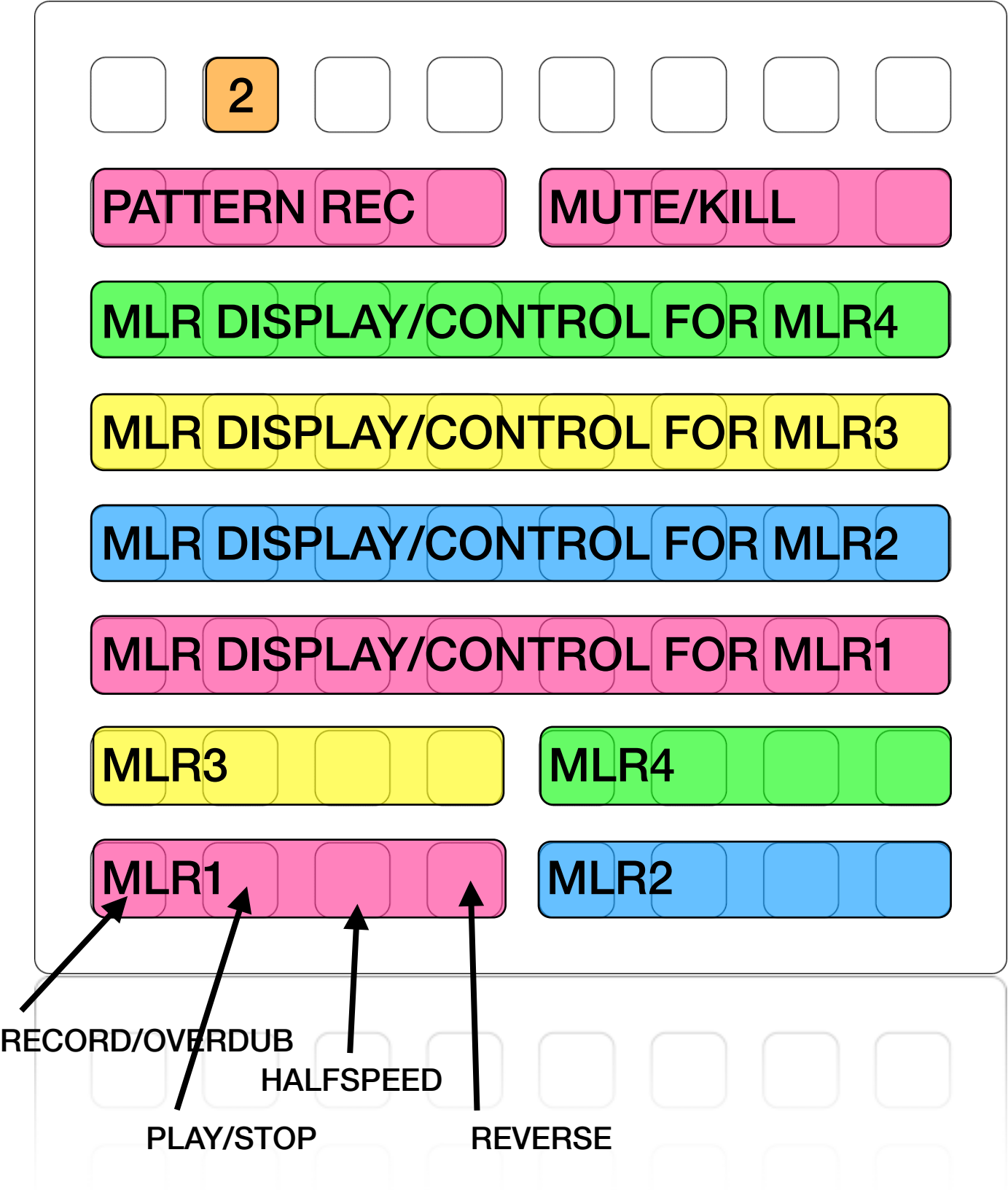
TRIGGERS:

- 1 - RECORD/OVERDUB
- 2 - STOP/PLAY
- 3 - HALFSPEED
- 4 - REVERSE
- 5 - SLICER
- 6 - GRAIN
- 7 - (NOT IN USE)
- 8 - POSITION JUMP

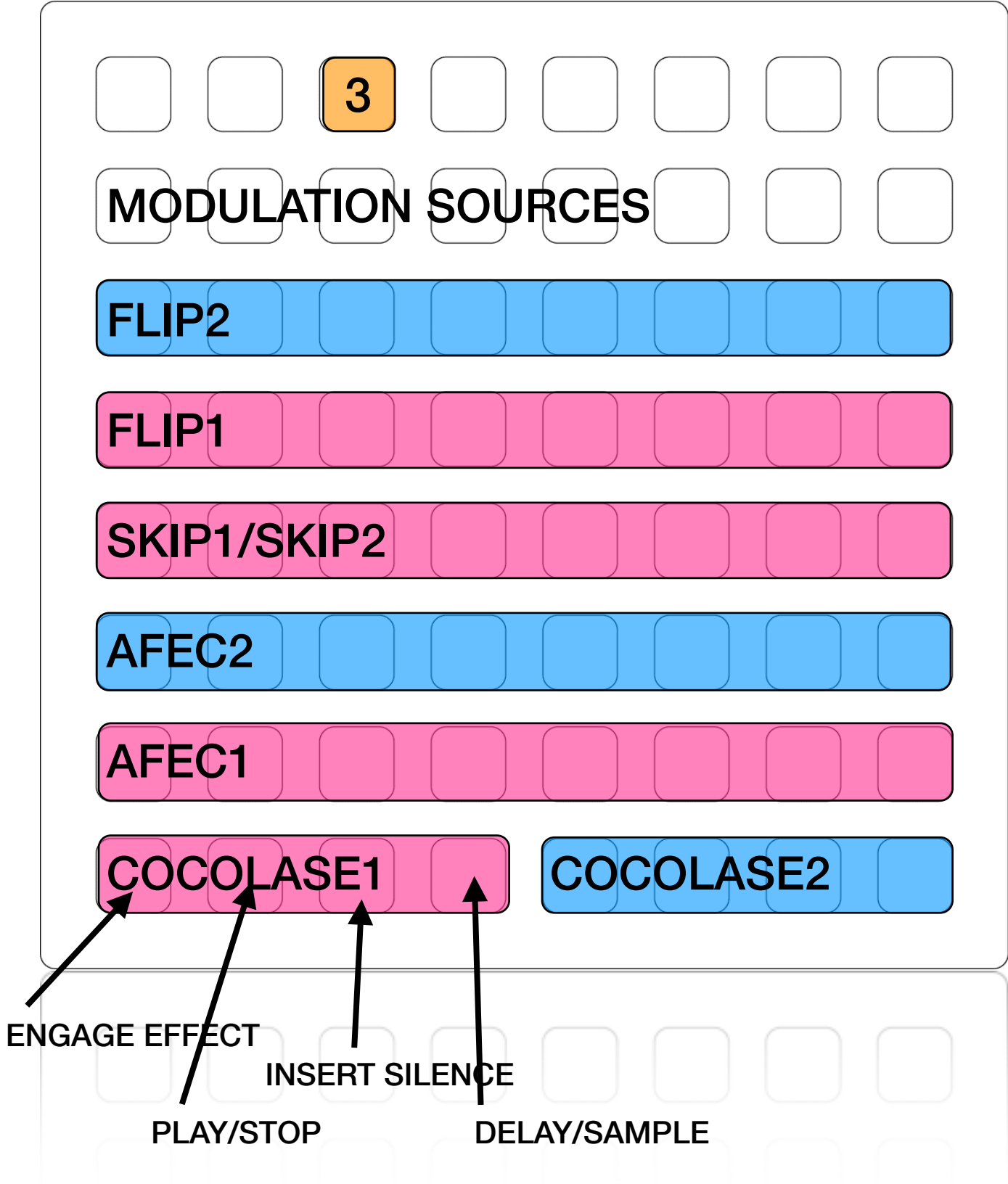
Trigger row works by analyzing incoming audio for attack onsets. When an attack is detected it triggers the designated function. There are two modes. The first mode toggles the function on/off alternately with each attack. The second mode turns the function on, then off automatically.

The Reminder row goes back in time with the left most button being 5seconds into the past, and the rightmost button being 10minutes into the past. The buttons in between are between those values.

PAGE2 IS AN MLR-ADAPTATION WITH
FOUR MLR LOOPERS AND PATTERN
RECORDERS



PAGE3 IS AN 8-BIT MODULATED
DELAY/SAMPLER BASED ON THE
COCOLASE



DETAILED EXPLANATION OF COCOLASE PAGE

3

The modulation sources can be altered by pressing any button on that row. Each source has a rate (random at startup) and can be either square or triangle, and LFO or audio rate. Pressing the buttons toggles between square/triangle and lfo/audio rate.

The parameters that can be controlled are:

Afec = Pitch/speed modulation

Skip = Jumping position in delay

Flip = Change direction (forward/reverse)

Any one of the parameters can be controlled by multiple sources, and combining modulation sources will create complex waveforms.

The bottom row of buttons work as follows.

Cocolase = Engages playback of effect. The delay is constantly running/capturing audio

Play = Stops/start the audio right where it left off

Silence = Inserts silence into the loop.

Delay/Sample = Freezes the buffer

More information can be found here:

<http://www.ciat-lonbarde.net/cocolase/man/index.html>

PAGE7 IS AN INSTRUMENT-BASED PAGE WITH EACH INSTRUMENT BEING A SUBPAGE



SUBPAGE DESCRIPTIONS:

1 - Adaptation of “Fourths” using a Rhodes

2 - Adaptation of “Fourths” using a Piano

3-8 Adaptations of “Straw”

Straw gets its pitch choices by analyzing incoming audio. The list of pitches is updated every time you revisit Page7. While on the instrument page, the pitches remain the same.

INPUT 1								
INPUT 2								
INPUT 3								
INPUT 4								
MASTER SAMPLE LEVEL								
MASTER INSTRUMENT LEVEL								
DRY THRU LEVEL								
MASTER OUT LEVEL								8

STUFF

For any questions, comments, bugs, or feature requests contact me at rodrigo.constanzo@gmail.com

Special thanks to Bejnamin Van Esser for MIDI implementation and non-varibrightness Monome testing.

Patch can be downloaded at my webpage:
<http://www.rodrigoconstanzo.com>