stretch+

max for live
live stretcher

user manual

Stretch is a max for live stretch/freeze device.

You can manually activate the recording of a portion of sound or automate it with an envelope follower.

Once the sample has been recorded you can play it in three modes:
- percussion (plays a small portion with a selectable decay);
- sustain (a freeze with a knob to navigate through the sample);
- LFO (automatically moves through the sample choosing between different waveforms).

stretch +

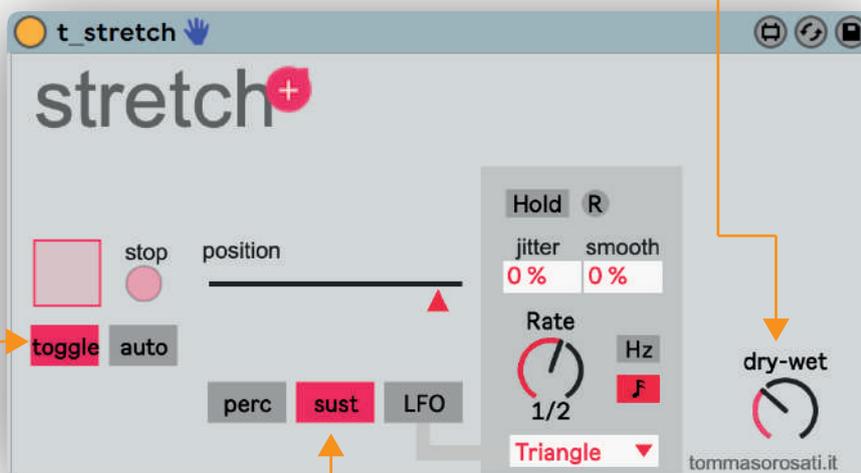## Usage

general and rec

1 select rec mode
- **Toggle**: press to record, press again to stop recording*
- **Auto**: when a sound comes in, it starts recording, when the sound finishes, stop recording

*if you map this parameter you get 2 functions:
1) MOMENTARY
Press and keep pressing to start recording
Release to stop recording
2) TOGGLE
Press quickly to start recording
Press again quickly to stop recording

3 select dry/wet
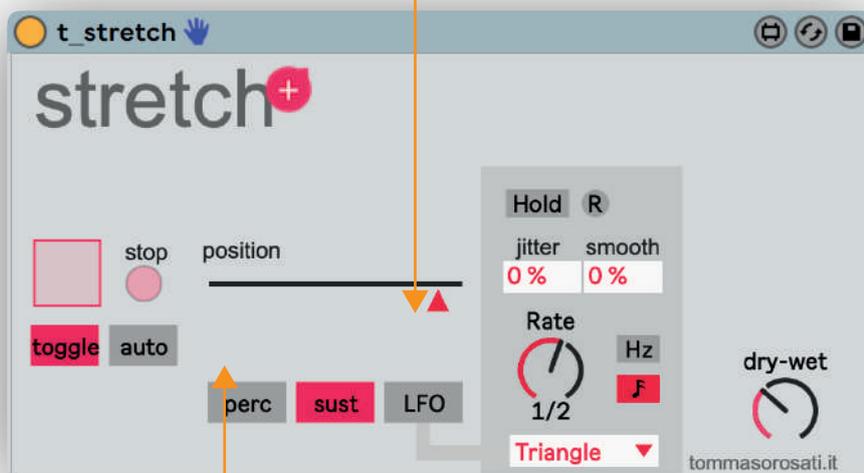Choose the amount of original sound and sound created by the device.

2 select playing mode
- **perc**: play a little piece of your recording with a decay
- **sust**: play a freeze of the set point of the slider
- **LFO**: moves the reading point with an LFO

stretch +

user manual

perc mode

1 decay
Choose the amount of decay
of the percussion notes that
you can create

t_stretch

stretch +

stop position
toggle auto
perc sust LFO

Hold R
jitter smooth
0 % 0 %
Rate
Hz
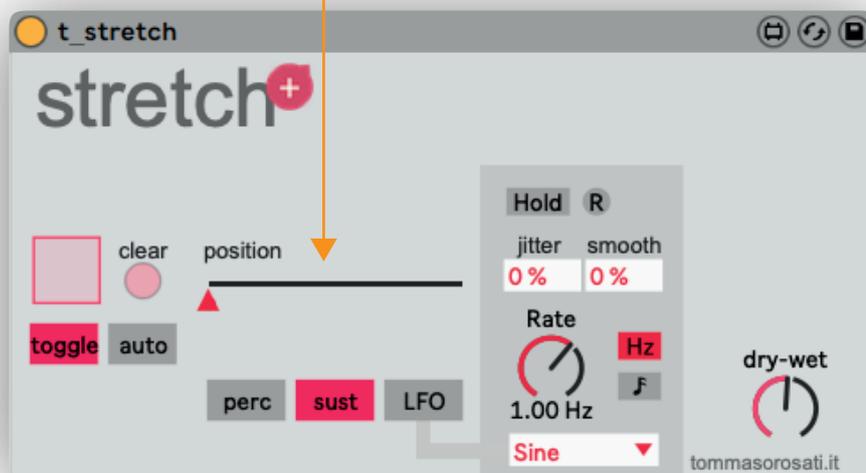1/2
Triangle ▼

dry-wet

tommasorosati.it

5

2 rnd
push this button to play a percussive note
based on a random reading point of the
material you recorded

sust mode

1 position
Choose the position of the
freeze within your recording

5

stretch
user manual

LFO mode

3 jitter and smooth
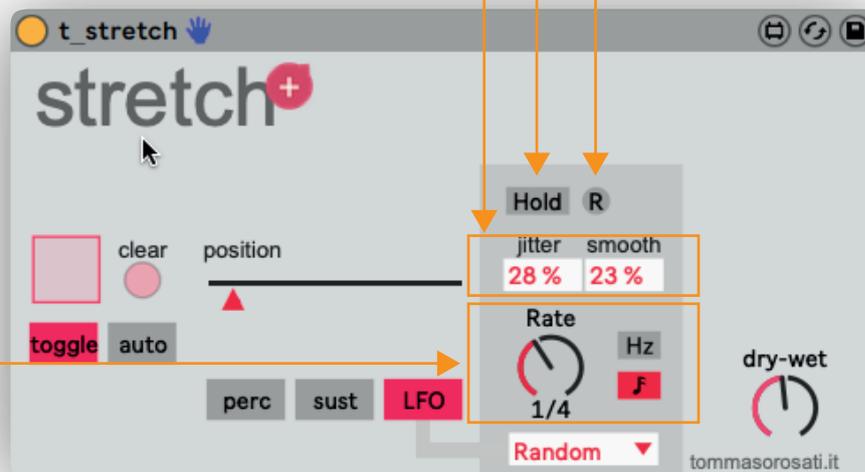**jitter**: amount of inaccuracy of LFO movements
smooth: amount of softness of the LFO movements

hold
press to lock the oscillator on the last point played

r
press to reset the LFO instantly

1 LFO rate
choose free or quantized LFO rate mode and rate values.

2 waveform
choose the waveform of your LFO:
- Sine (sinusoidal wave)
- Straight
- Reverse
- Triangle (Triangular wave)
- Square (Square wave)
- Random (Random jumps)
- Bin (Random start-end jumps)

References

CYCLING '74, MAX/MSP reference manual Version 6, Cycling '74, 2012

CURTIS ROADS, The computer music tutorial, The MIT press, 1996

ABLETON, Ableton Live reference manual Version 9, Ableton, 2013

DOWNLOAD
http://gum.co/stretch

piumaxforlivedevices
piu_maxforlive
t0mm3