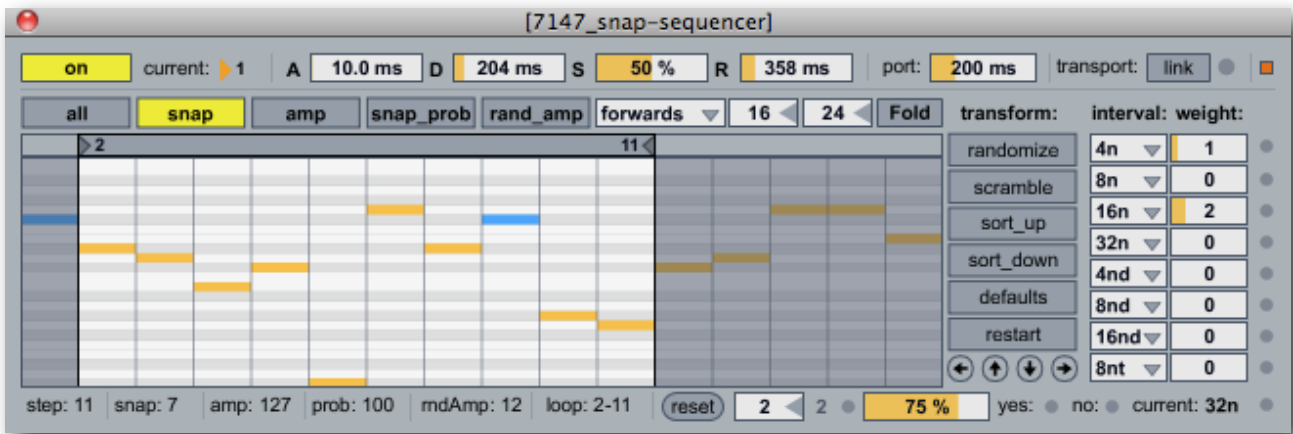


Pulsaret.m4l v. 2
{Ableton Live Integration Granular Synthesis}
www.densitygs.com
 Alessandro Petrolati
ape@kagi.com
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[Pulsaret.m4l](#) is a new interactive real-time tool for asynchronous/synchronous prototypes granular synthesis. [Pulsaret.m4l](#) implements a wide range of time-domain varieties of granular synthesis: glisson, grainlet, trainlet pulsar etc... Sound disintegration, pulverizer, sampled envelope “convolution”, dynamic draw envelope/ shape, interpolation-transitions and Hyper Vectorial pads they simplify the creation of incredible sound objects. Matrix & LFO provide a powerful way to connect one parameter with a dependent parameter/s, implementing all grainlets kind.



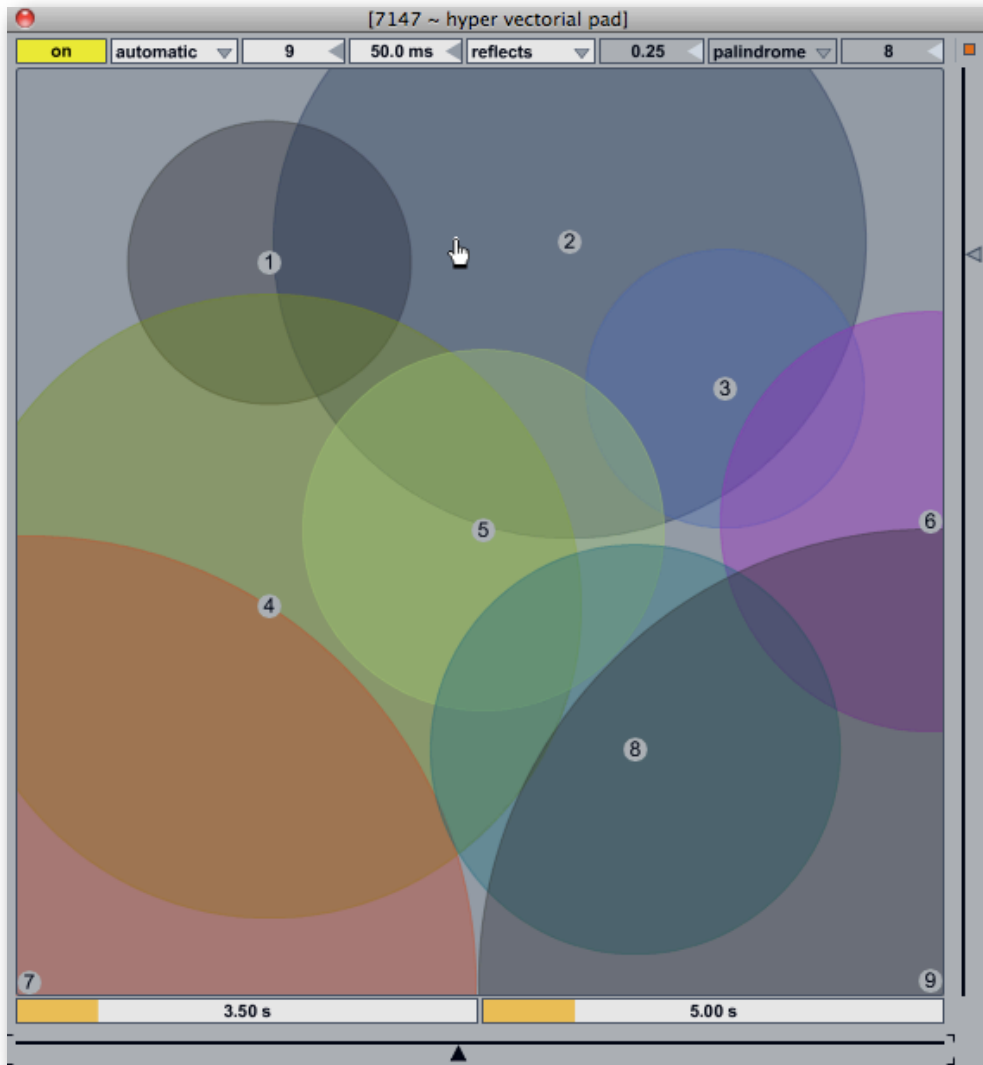
Snapshots sequencer



ape.Filter Equalizer



Hyper Vectorial Pad (2D nodes)



ver. 1.0.0

- instrument Ableton Live devices integration
- dynamic windowing pad: crop, normalize draw, grid quantize, zero-crossing, bpm, phase and samples
- envelope/windowing manage up to 16 pre-generated shape (prototypes)
- envelope/windowing loading and manage six sound-files (aiff,wav, mp3)
- instrument save sound files loaded in device preset
- snapshots (presets) memory: up to 24
- fast buttons snapshots store/recall
- clients manage: include/exclude widgets from transitions
- micro-pad interpolating between four snapshots
- HV_pad (i.e. hyper vectorial pad), 9 snapshots pad (4 pad near), and auto-explorer (spiral, dunk, reflects) engine
- snapshots sequencer rhythms improviser unit
- snapshots list, consecutive rename
- Ableton Tempo synchronize
- triggers shorts key,
- fully managing save/load/hot-swap as a normal Ableton Device
- panning rotation: manual, cycle, random
- cascaded series of biquad filters
- matrix parameter linkage, rescale and LFO modulation range in Grainlet Synthesis
- pulsaret length/cps and vice versa dependency

- windowing envelope (attack/decay) deforms parameters

ver. 1.0.2

- save/reload correctly the windowing shape
- reseal, now does not clear all snapshots

ver. 2.0.6 (april 2011)

- polyphonic granulation, now you can play Pulsaret.m4l from master keyboard polyphonically
- polyphonic keyboard triggers
- keyboard octave transposition
- ADSR (Attack Decay Sustain Release) note envelope
- add limiter amplitude signal
- transport link bug fix when Hot-Swap device
- HV_pad save last X Y position in device
- Snap_sequencer save last step count in device
- new OSC I/O support
- new ape.Filter independent device
- FILTER now is an independent device
- FILTER improved and refined
- FILTER enabled for transitions
- new micropad 2D-nodes
- Snap_sequencer save last step count in device
- new **OSC** I/O support
- transport link bug fix when Hot-Swap device
- HV_pad save last X Y position in device
- new GUI look
- new dialog-box windows, does not stop audio
- new tool bar quick functions access
- new HV_pad 2D nodes parameters interpolation
- add HV_pad jitter exploration
- add HV_pad in "reflects", "jitter" and "drunk" now you can interact with the pad
- HV_pad on/off monitor bar in main HV_Pad window
- new Parameters rescale, multiply/divide (/4 /2 x2 x3 x4)
- panning now update correctly value when you select manual
- panning removed auto update knob when automatic or random
- snap-seq add global transport enable/disable trigger
- FILTER add filters types select
- FILTER add cutoff, gain and Q/S fine controller
- FILTER dry/wet knob
- FILTER dynamic filter allocation, until 24
- FILTER auto generate filter bands: Harmonic, Geometric, Scalar and Fibonacci
- FILTER frequency zoom in/out
- New detailed user manual online
- SNAP-SEQ step jump bug fixed
- SNAP-SEQ add portamento transition
- SNAP-SEQ some gui adjustments
- add windowing multi files samples support (until 6)
- add additive multislidiers (csound gen10 like)
- additive mutisliders transitions, save presets in the device
- snapshots clear when init device, bug fixed
- windowing "draw defaults all", now reset shape correctly
- windowing "draw", refined gui

- save/reload correctly the windowing shape
- reseall, now does not clear all snapshots
- some bugs fixed

==== Requirements ====

IMPORTANT: PulsaretM4L requires Live 8.1 (better 8.2.2 or higher) and Max For Live. Details about Max For Live can be found at Ableton.com. DensityM4L plugins will only work in Ableton (not in the MaxMSP application).

Mac OS X, Microsoft Windows XP/7

QuickTime for the MPEG support