

Pulsaret v.2.0.0

Microsound Prototypes Granular Synthesis: Glisson, Pulsar, Grainlet, Trainlet

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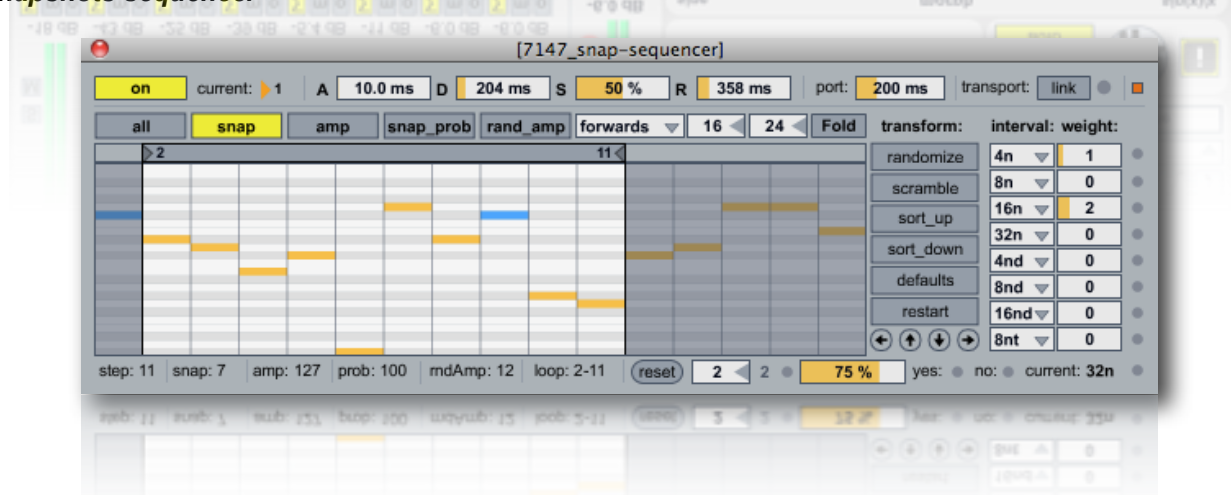
ape@kagi.com

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Pulsaret is a new interactive real-time program for asynchronous/synchronous prototypes granular synthesis. Pulsaret 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. All parameters are controllable via MIDI learning/rescale and OSC network. Matrix & LFO provide a powerful way to connect one parameter with a dependent parameter/s, implementing all grainlets kind.



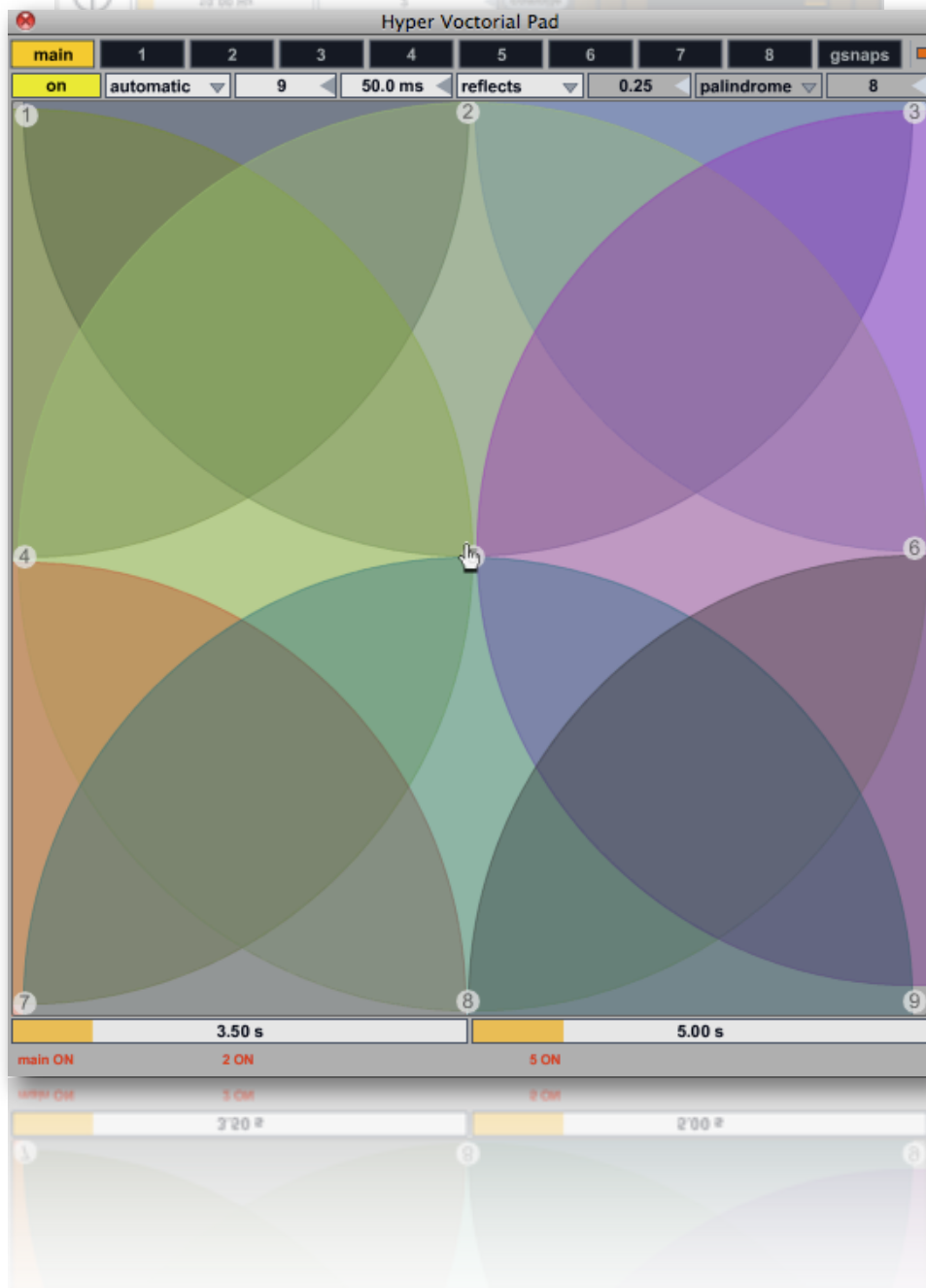
Snapshots sequencer



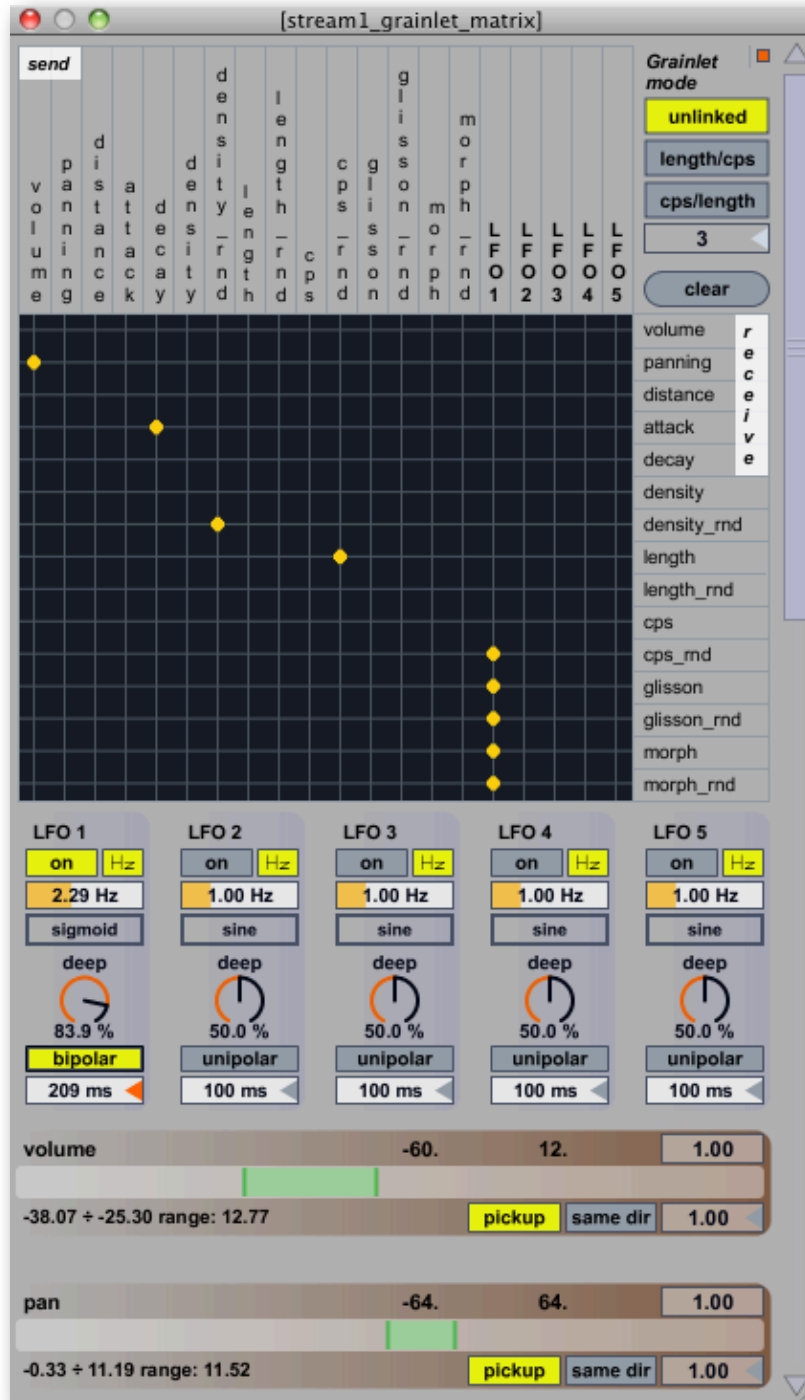
ape.Filter Equalizer



Hyper Vectorial Pad (2D nodes)



Grainlet Matrix



ver 1.0 (november 2010) official release built with Max/MSP version 5.1.5

- eight granular streams simultaneously
- envelope/windowing manage up to 16 pre-generated shape (prototypes)
- envelope/windowing loading and manage up to 12 sound-files (aiff,wav,mp3)
- dynamic envelope buffer load/save, normalize, trim, resize length etc...
- main mixer 8 channels + 1 master, solo/mute and VST slots, Master cascade~ filter
- multichannel I/O mapping
- quick-record export master channel and/or multichannel file streams, progressive file autoname, select directory and re-sampling/quantize out file

- snapshots (presets) memory: up to 100 for each stream and 10 for the main mixer and global snapshots
- simultaneously (streams and main) transition (interpolation) between snapshots (in a given time)
- clients manage: include/exclude widgets from transitions
- four draw table for transitions curves
- 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
- MIDI/OSC input mapping: learn/manual, rescale range and exponential curve
- MIDI/OSC output sync: enable/disable, continuously or mouse up send
- fully managing the project (as a folder), save/save as and load
- drag and drop on windowing wave-pads (audio files or folder) to fill menu soundfiles or project folder in main windows to load project
- stereo panning rotation: pan, jitter, lfo (shape/hz)
- panning time, note based sync.keyboard frequency select (streams)
- windowing sound files consolidate (copy buffers in the prj folder)
- every stream can deforming own windowing envelope (attack/decay)
- global presets, manage all Pulsaret widgets together
- snapshots list, consecutive rename
- global transport time
- snapshots sequencer rhythms improviser unit
- windowing deformation shape MIDI/OSC
- clue windows, report widgets information under the mouse
- matrix parameter linkage, rescale and LFO modulation range in Grainlet Synthesis
- Pulsaret length/cps and viceversa dependency
- cascaded series of biquad filters for each stream
- simply signal-oscilloscope, that allows you to monitor the visual progression of master waveform

ver 2.0.0 (april 2011)

- new GUI lock
- new message box does not stop audio
- TOOLS BAR quick functions access
- HV_pads 2D nodes parameters interpolation
- HV_pads add jitter exploration mode
- HV_pads "reflects", "jitter" and "drunk", now you can interact with the pad. The values of mouse and direction, will be the new coordinates of scanning
- HV_pads on/off monitor in main window
- MIDI/OSC 14 bit precise Control Change Midi I/O
- MIDI removed pitch bend in favour of 14 bit MIDI I/O
- MIDI/OSC new midi monitor, parse 7 and 14 bit control change and show detailed messages
- MIDI/OSC OSC learn function
- MIDI/OSC you can append a prefix ID on the OSC Output address
- MIDI/OSC OSC I/O send and receive automatically in the same address
- MIDI/OSC improved rescale range (old projects aren't compatible, sorry)
- MIDI/OSC MidiRaw send Midi/Osc data out for sync
- MIDI/OSC MidiToggle integrated in MidiRaw OK
- MIDI/OSC new MIDI/OSC sync mode: mouse down, up, downup, continuous
- MIDI/OSC add MidiRaw input data mapping incr, decr, incr/decr modes
- MIDI/OSC MIDI CC = -1 (default) disable all MIDI I/O widgets
- MIDI/OSC toggle switch now show correctly own state
- MIDI/OSC you can choose an item by a list of four elements like OSC input

- MIDI/OSC inverse mapping for MIDI/OSC I/O
- MIDI/OSC OSC void string bug fixed
- GSNAPS defaults all turnoff DSP
- NOTES add you can save your notes in the project
- STREAMS PARAMETERS multiply/divide (/4 /2 x2 x3 x4) feature
- GUI faders relative/absolute mousing mode switch
- panning now update correctly value when you select manual
- WAVEPAD shortcuts (F1, F2, F3, F4) enabled
- LIVE/Sample button switch
- snap-seq add global transport trigger link enable/disable
- MIXER native FILTER 24 band equalizer channels and Master
- MIXER native reverb channels and Master
- MIXER native compressor fchannels and Master
- MIXER rebuilt solo/mute
- MIXER add solo/mute fade in/out
- FILTER add filters types select
- FILTER add cutoff, gain and Q/S fine controller
- FILTER add dry/wet
- FILTER dynamic filter allocation, until 24
- FILTER dry/wet controller
- FILTER auto generate filter bands: Harmonic, Geometric, Scalar and Fibonacci
- FILTER frequency zoom in/out
- WINDOWING/WAVEPAD unsupported files doesn't overwrite path bug fixed
- Record Master/Multichannels save file/folder patch in project
- Record Master/Multichannels new GUI lock
- New detailed user manual online
- SNAP-SEQ step jump bug fixed
- SNAP-SEQ add portamento transition
- SNAP-SEQ some gui adjustments
- MATRIX improved rescale range (old project aren't compatible, sorry)
- OSCILLOSCOPE stereo
- WINDOWING additive jump hrm amp select, fixed
- HV_Pad optimized auto scanning (drunk)
- HV_Pad save on the project, the last pointer position
- clue windows show now the widgets name correctly
- HV_Pad drunk/spiral/reflect/jitter cpu improved performance
- MIDI/OSC correct pan range rescale
- FILTER improved and refined
- FILTER enabled for transitions
- GSNAPS micropad became 2D nodes
- GSNAPS speedlimit transition update
- new micropad 2D-nodes

Platform Requirements:

Mac OS X (10.4 or higher; G5 or Intel faster recommended);

Windows XP/Vista/7;

QuickTime to enable mpeg support.

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