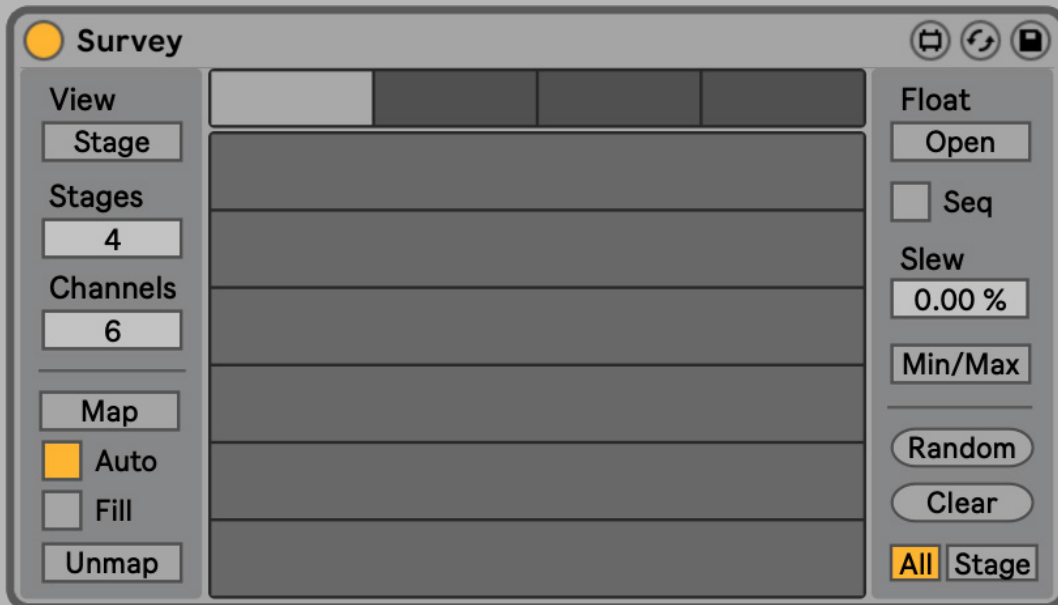


# Survey

## User Guide

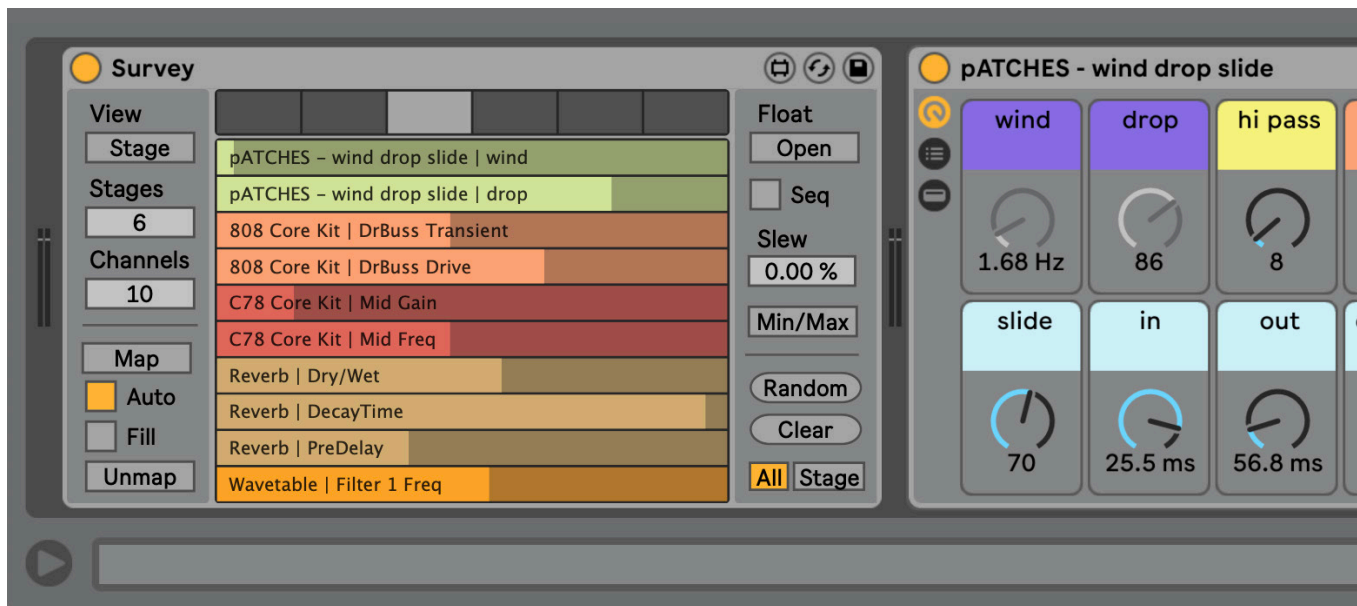


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# OVERVIEW

*Survey allows you to have any 16 parameters in your Live set mapped and modulated within seconds. In terms of speed and efficiency, it's a multi-mapping dream-world and performance modulation paradise. Equally adept at both randomized scrambling and careful preset management, this device is sure to lend a number of extra hands in your sound design process.*



## Installation

Install Survey as you would any other Max for Live device. You can simply drop **Survey.amxd** on any MIDI track in Live from the Browser or directly from your system's file explorer.

You may prefer to place the .amxd file in the User Library manually. Find the Max Audio Effect folder in the following location:

### **Windows Vista, Windows 7, Windows 8, Windows 10**

\Users\[username]\Documents\Ableton\User Library\ Presets\Audio Effects\Max Audio Effect

### **Mac OS X**

Macintosh HD/Users/[username]/Music/Ableton/User Library/Presets/Audio Effects/Max Audio Effect

The easiest way to access this folder is to just right-click on the User Library Place in the Live Browser and click "Show in Finder/Explorer".

# USAGE

The following pages cover how to get started with Survey and its basic functionality.

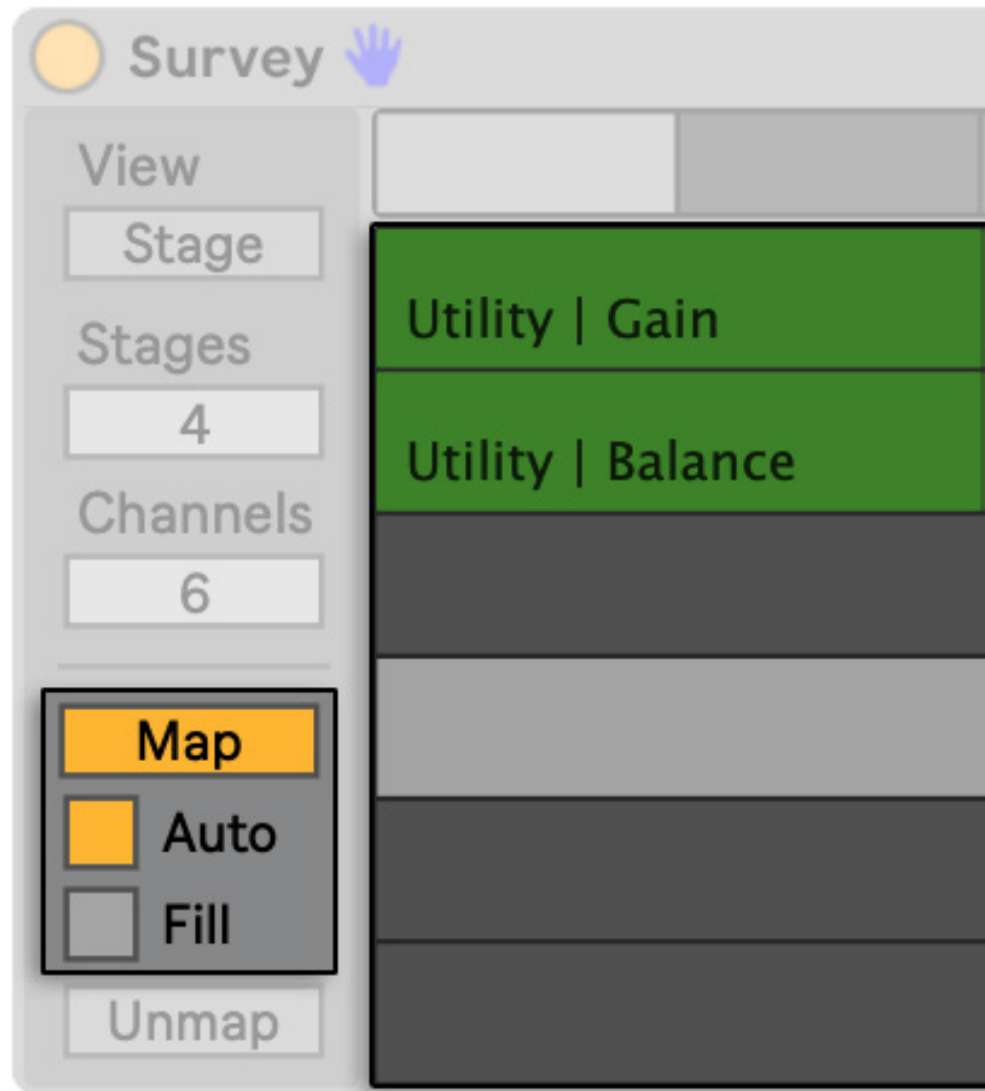
## Mapping parameters

Click the **Map** button to enter mapping mode. Then click a parameter in another device to map it to the highlighted channel in the Survey interface.

After mapping a channel, if **Auto** mapping is enabled, the next unmapped channel will be selected for mapping so you can immediately click the next parameter you want to control with Survey.

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Exit mapping mode by re-clicking the Map button.



**Figure 6.1** Survey automatically selects the first unmapped channel when mapping mode is entered. Clicking any channel lane will select it for mapping.

If you mainly want to control parameters on just one device, you can map even faster using **Fill** mapping. If **Fill** mapping is enabled, selecting a device (via the Device Title Bar) will add all the parameters of the device to as many channels as Survey has.

## Setting and recalling values

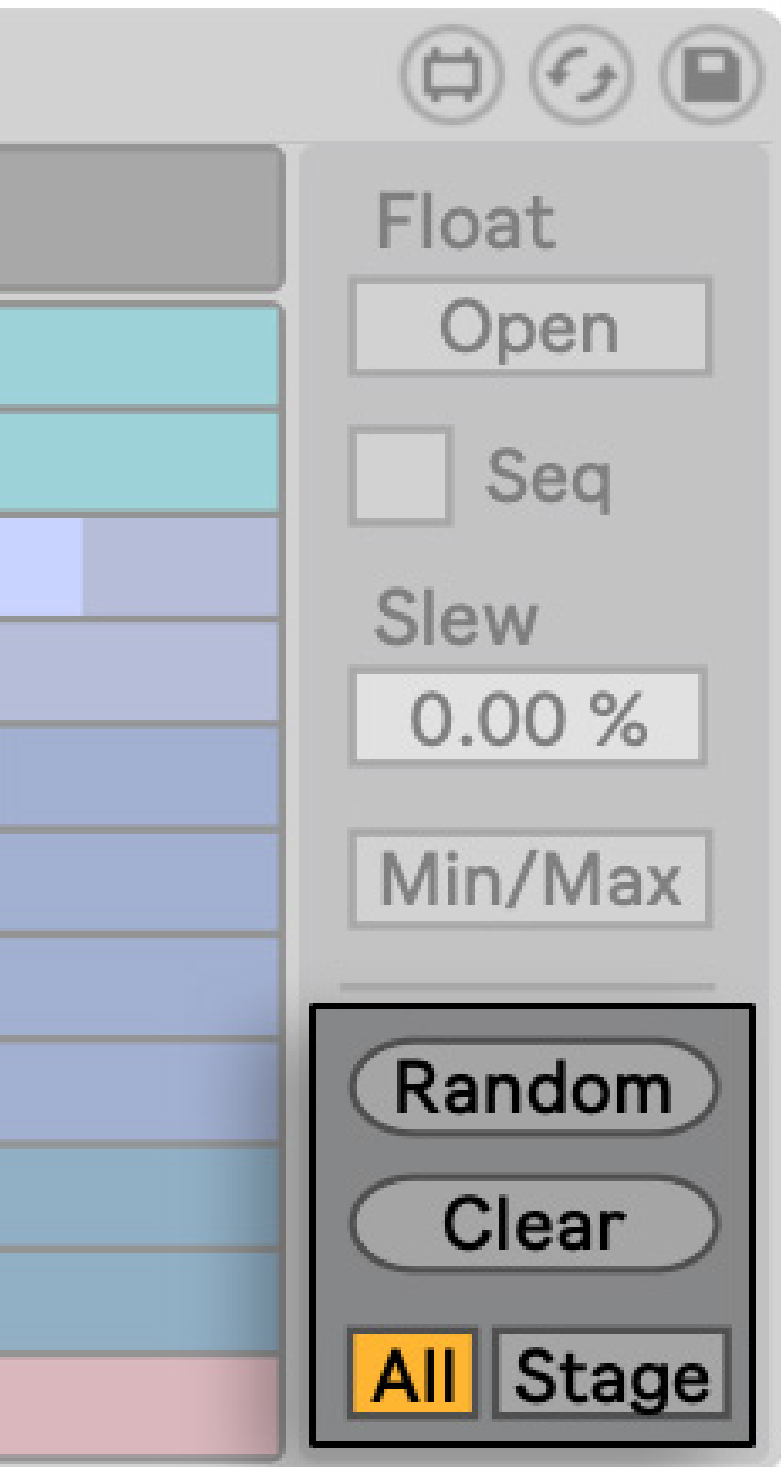
Click and drag in a channel lane to edit the value of that channel and, therefore, the parameter mapped to it. Drag across multiple channels to set multiple parameter values at once.

The top of the interface displays Survey's **stages**, which serve as banks or snapshots for channel values. The currently selected stage is highlighted.

Load or restore a whole new set of parameter values by simply clicking a different stage in the selector.



**Figure 7.1** The channel lanes in the Survey interface display mapped parameters and their values for the selected stage. The color of the channel lane reflects the track containing its mapped parameter.



**Figure 8.1** Each command button's function is dependent on the Apply To switch.

## Batch editing and shortcuts

It's sometimes convenient and fun to set the values of many channels and stages all at once, especially if you like searching for inspiration by twisting dials.

**Random** scrambles all channel values.

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When using randomization features heavily, it's useful to know that Survey always remembers the value a mapped parameter was set to when it was first mapped. You can recall that value by double clicking the channel, or in batch with the **Clear** command.

**Clear** resets all channel values to the value the parameter was at when it was mapped, or zero if no parameter is mapped.

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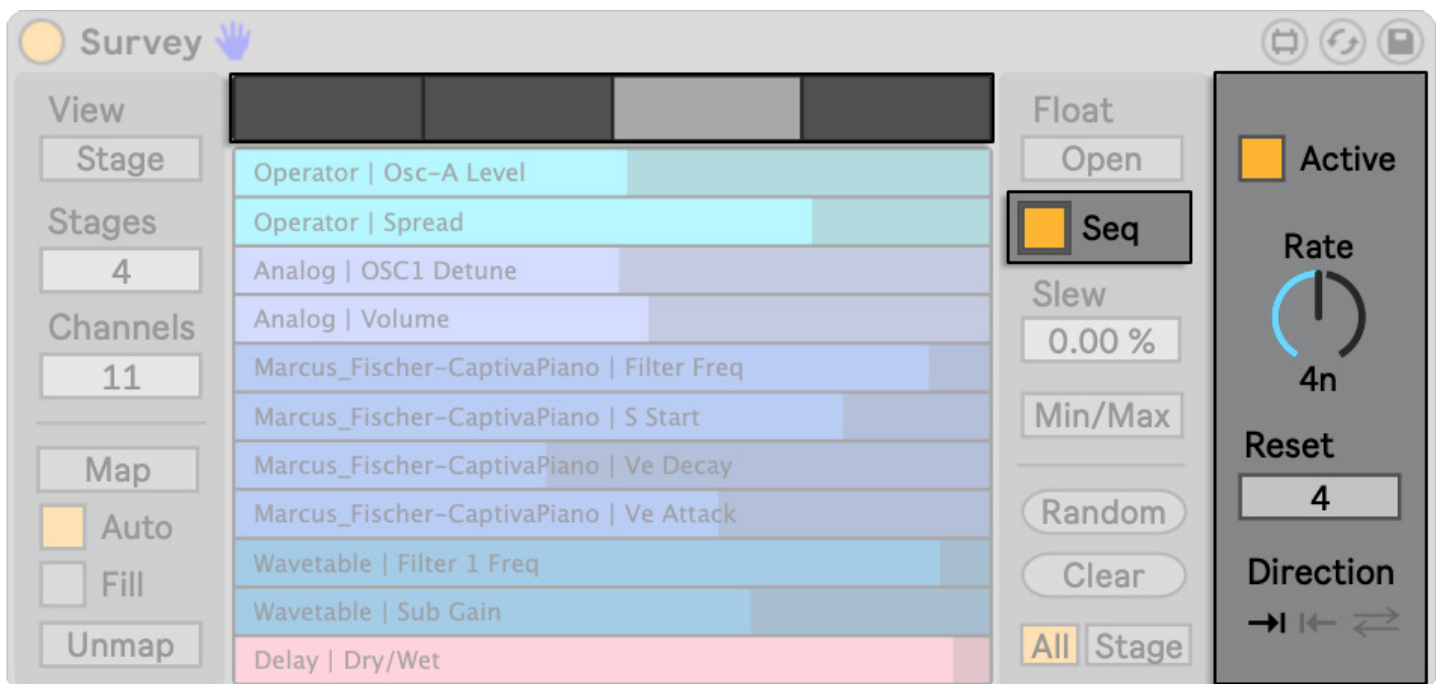
Both the **Random** and **Clear** commands can be applied to the channel values in the current stage or in all stages when the "**Apply To**" switch is set to Stage or All, respectively.



## Sequencing stages

Stages can be selected in a variety of musical ways. Clicking the **Sequencer** button opens up a panel of controls for a basic sequencer that will change the current stage in sync with Live's clock.

The **Stage Selection** panel at the top of the interface is also midi mappable. Control the current stage with your favorite midi device, expression pedal, Live automation, or external modulation Max device (LFO, for example).



**Figure 9.1** Stages are selected with a mouse click at the top of the interface, by midi mapping or automating this section, or with the dedicated sequencer.

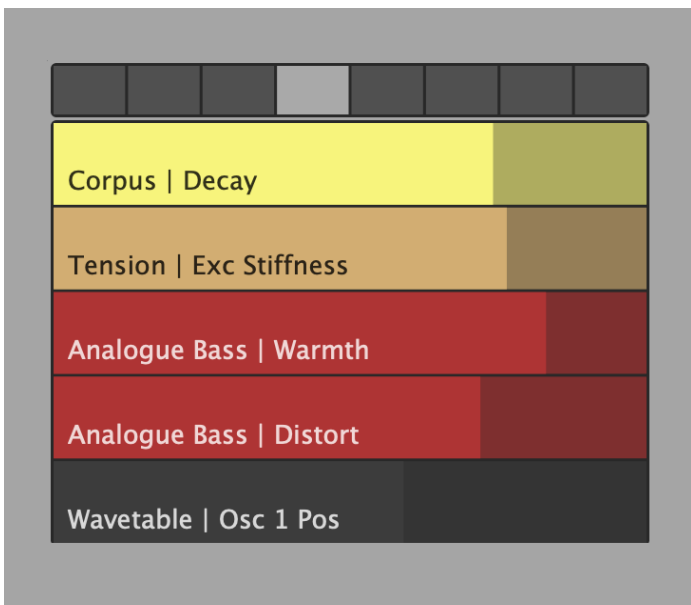
Survey is always in write mode, meaning that any changes you make to the values will be recorded and recalled for the current stage. This provides a kind of gesture recording when stage selection is automated, since you can set the values in real-time.

Holding **shift** while the device is in focus freezes the currently selected stage, allowing you to take as much time as you need for making edits to that particular set of values and hear the results.

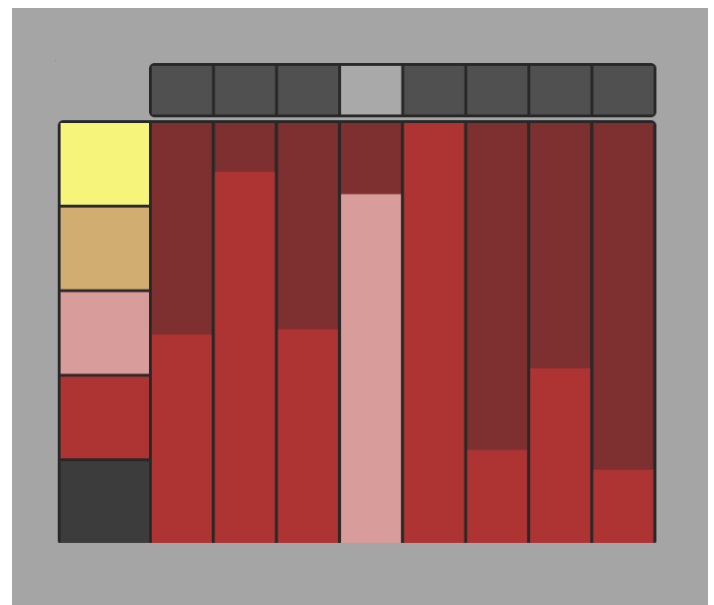
## Alternate Views

The default layout of the Survey interface, **Stage View (Figure 10.1)**, displays all channel values in the currently selected stage.

Alternatively, you can view the values in all stages for a single channel by toggling **Stage View (Figure 10.2)**, allowing you to see and edit each channel like a typical parameter sequencer. In Stage View, change the focused channel by selecting its tab on the left side of the interface.



**Figure 10.1** Channel view shows every channel's value in the current stage.



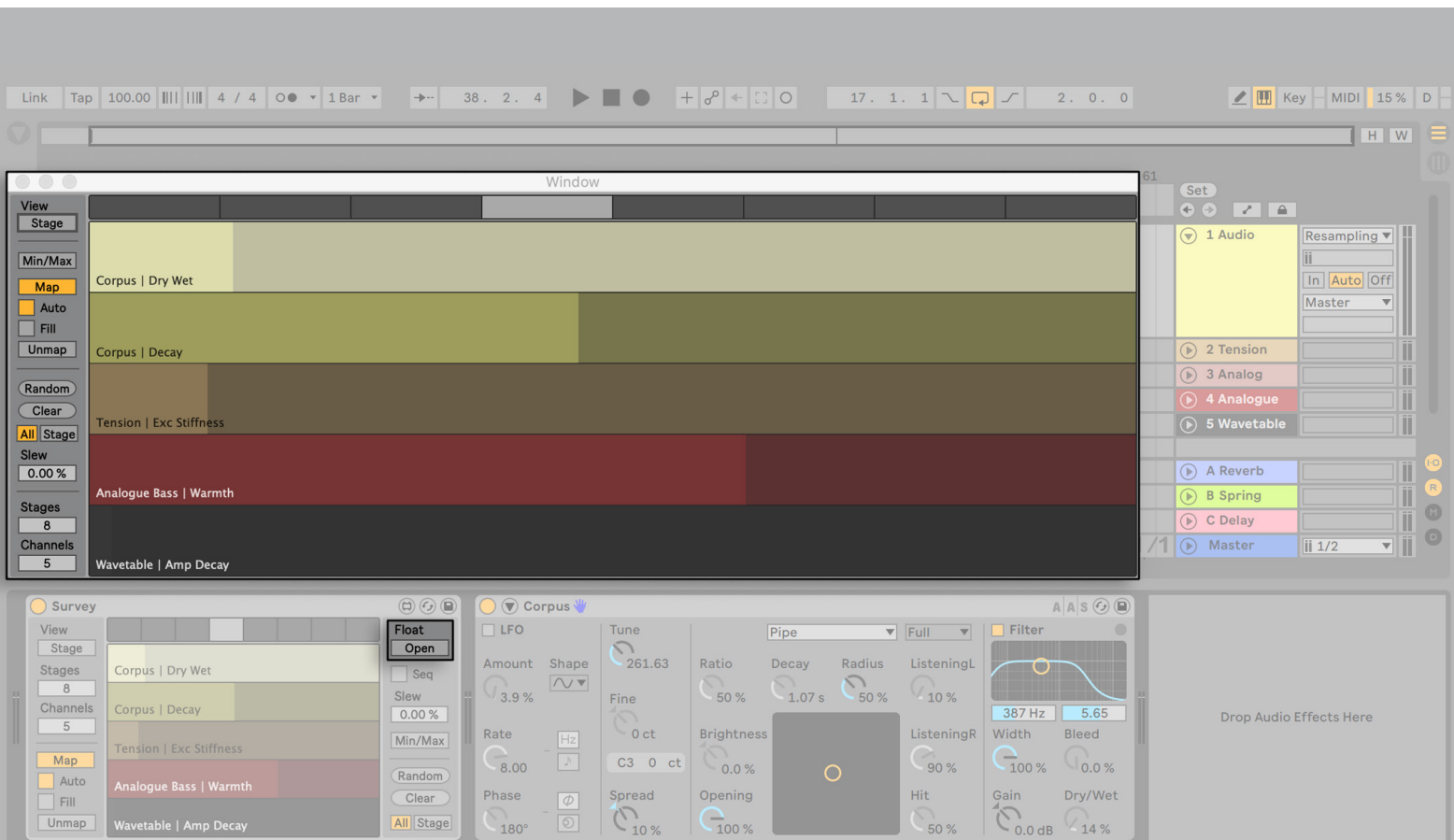
**Figure 10.2** Stage view shows all the stage values for a single selected channel.

## Floating window

When controlling parameters across multiple tracks, you'll find the floating window particularly useful. Click the **Float** button to open this window.

*Hot tip: On Mac, hold cmd to interact with Live without de-focusing the floating window.*

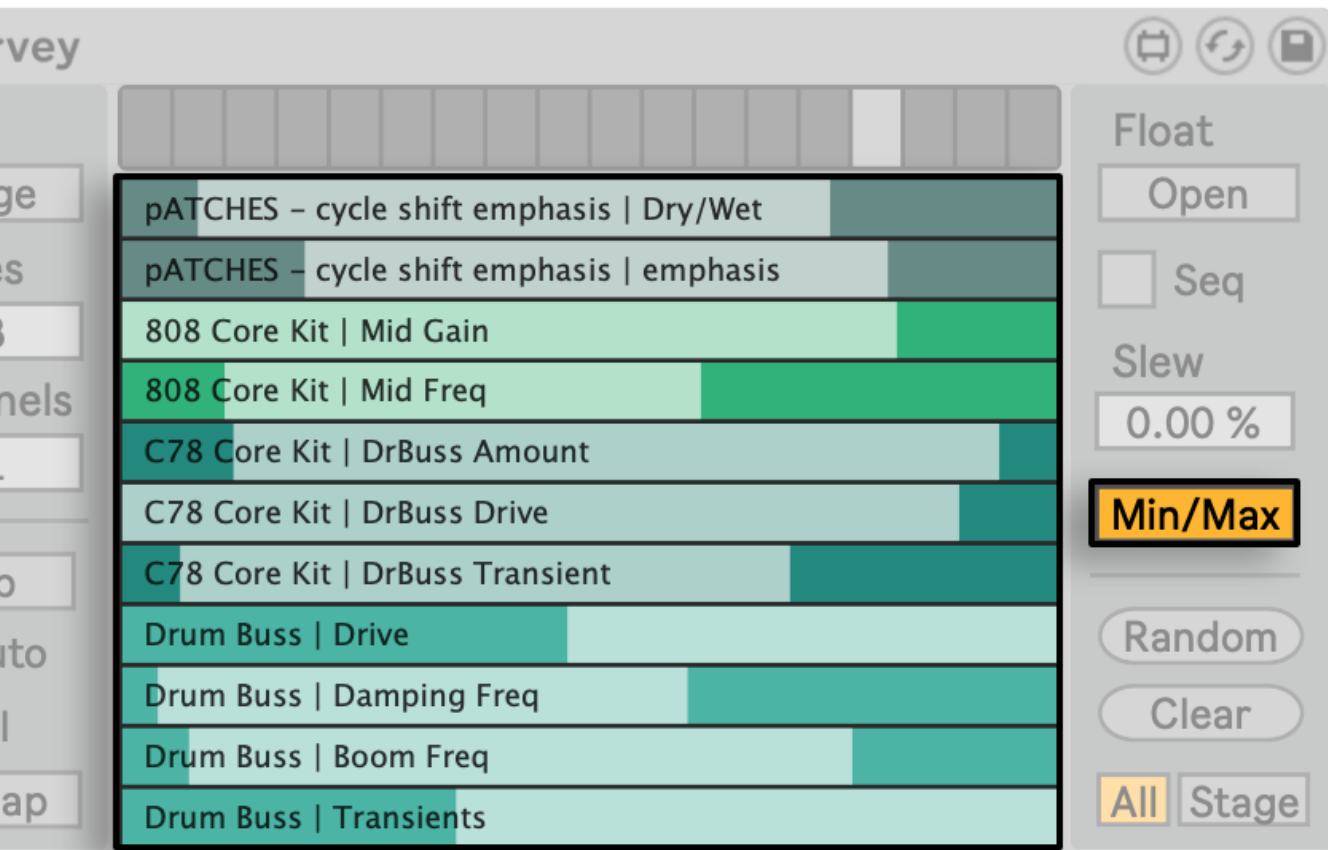
Some aspects of the interface work independently in the floating window. For instance, you can have the main device set to **Channel View** and the floating window set to **Stage View** to work with both at the same time. You could also use one interface to set the **Min/Max** attenuation values while editing values in the other.



**Figure 11.1** The floating window can be freely resized and positioned on top of the Live UI.

## Scaling modulation output

Successful modulation often comes down to good attenuation. Setting constraints to the maximum and minimum output affords finer detail in the most effective range of values. More importantly, it allows you to play more freely since you don't need to worry about things getting too “out of control”.



**Figure 12.1** Min/Max mode allows you to scale each channels' output independently.

To scale modulation for a channel, click the **Min/Max** button. Each channel now displays its range of possible values.

Clicking left of the center of this range will scale the minimum output value for as long as you hold the mouse click, even if you drag into other channels. Clicking right of the center of the range will scale maximum output values.

# **GLOSSARY OF CONTROLS**

The following pages detail each control in the device with more technical descriptions.

View any time in Live's Info View.

## View

Toggle between Stage View and Channel View.

In Stage View, the value of each channel is shown for the currently selected stage.

In Channel View, all of the stage values for a single selected channel are displayed and edited like a traditional step sequencer. Channel focus is selected in the left portion of the interface.

## Stages

Sets the number of stages in the device.

Think of stages as snapshots that store a value for each channel. These snapshots can be recalled like presets or sequenced as steps.

## Channels

Sets the number of modulation lanes (channels) in the device.

Channels are simply a modulation source that can be mapped to and control any parameter in the Live set.

## Map Button

Toggles mapping mode. While in mapping mode, the next selected parameter in the Live set will be mapped to and controlled by the highlighted channel. The first available unmapped channel is selected automatically when you enable mapping mode.

If Auto is enabled, the next modulation channel will be selected after a parameter is mapped. If Fill is enabled, selecting a device in the Live set will fill its first parameters into all available modulation channels.

## Auto

If Auto is enabled, the next unmapped modulation channel will be selected after a parameter is mapped while in mapping mode. If all channels are mapped, a new channel will be added to the device, up to 16 channels.

## Fill

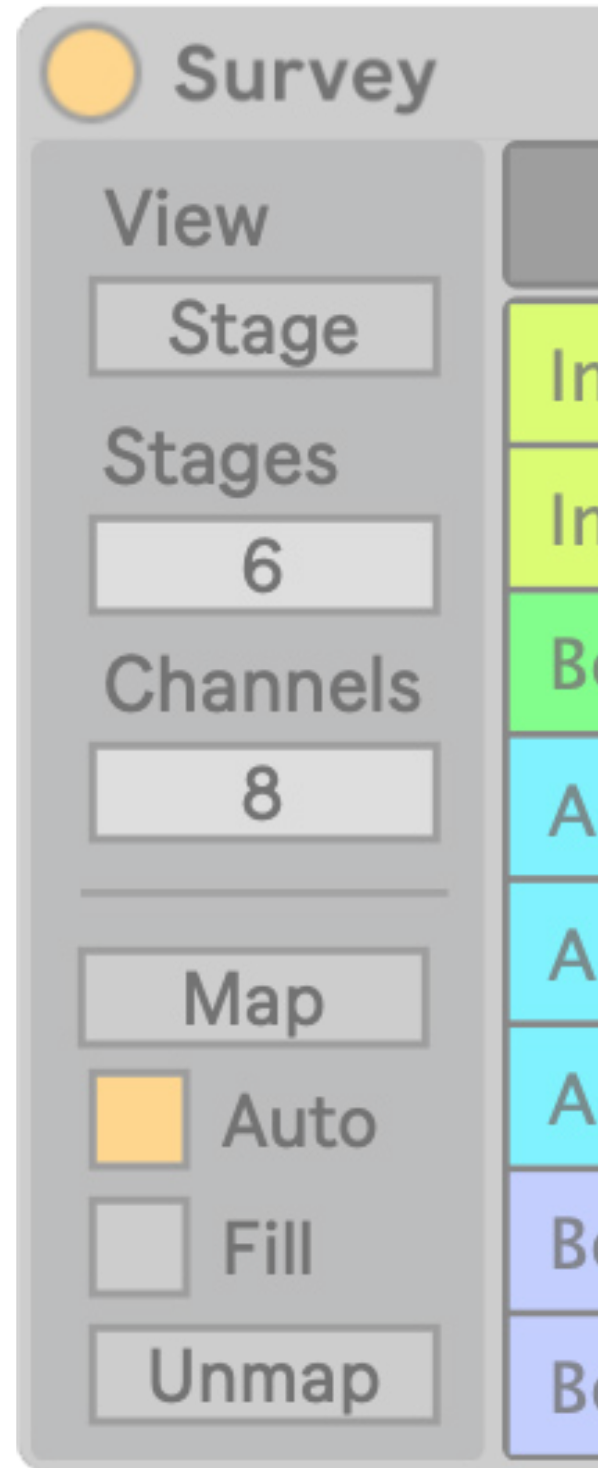
If Fill is enabled, selecting a device in the Live set will fill its first parameters into all available modulation channels while in mapping mode.

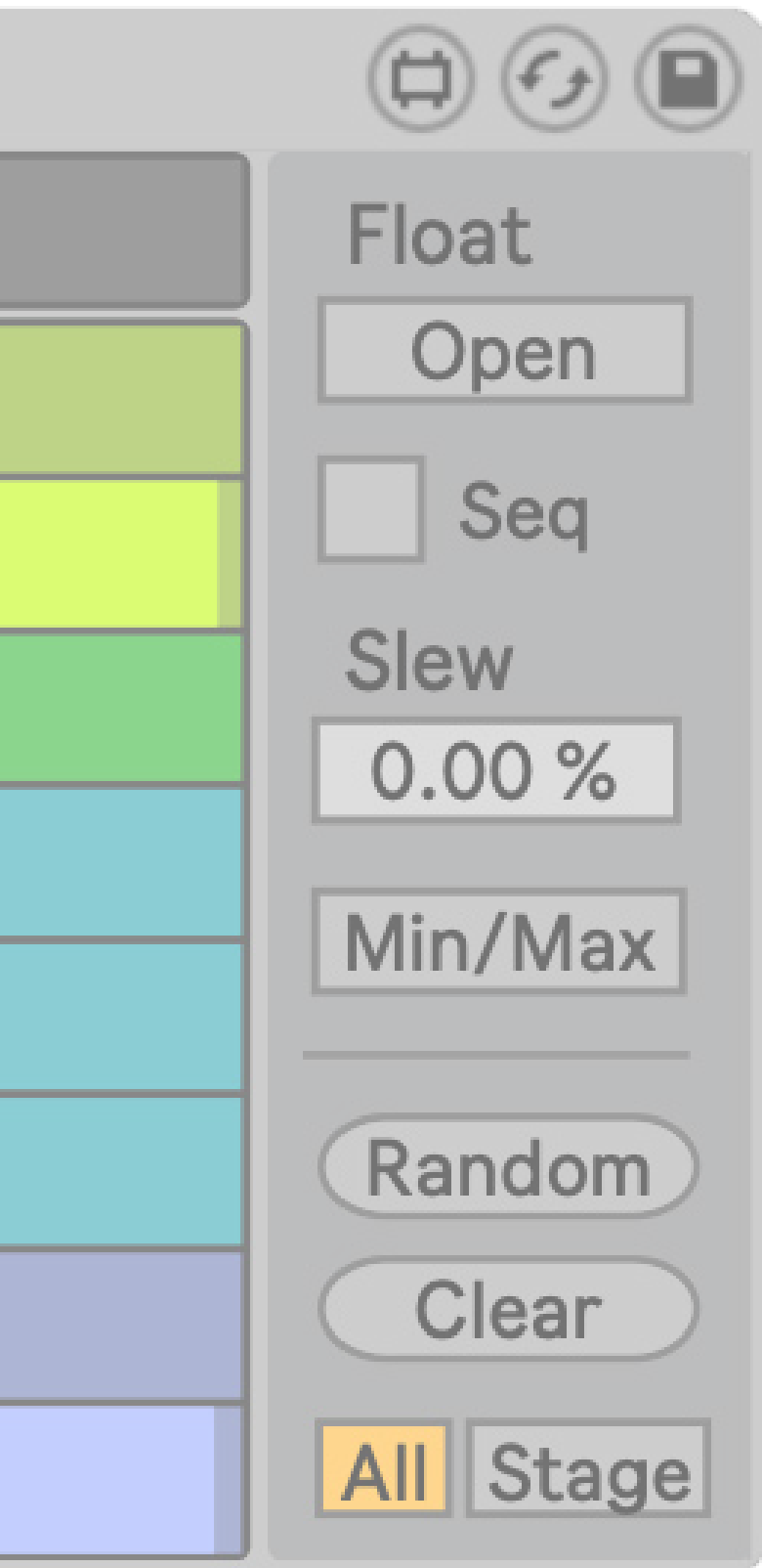
Note that changing the selected track will inherently change the selected device, so selecting a track will cause the last selected device on that track to be added to the device.

## Unmap Button

Toggles the unmapping mode. While in the unmapping mode, click a mapped channel to remove the parameter mapped to it and clear its values.

Note that mappings will be removed as long as the mouse is held down, so clicking and dragging can be used to quickly unmap several adjacent channels.



**Float**

Opens a separate, resizable window and interface that will “float” on top of Live. This is best for mapping Survey to several devices across several different tracks for set-wide snapshot modulation.

**Sequence**

Opens the sequencer panel (see page 16 for more details).

**Slew**

Sets the amount of interpolation for smoothly changing channel values between stages. Put another way, this is like the “glide” control for modulation value.

**Min/Max**

Toggles the Min/Max mode. In this mode, channel lanes will display and edit the minimum and maximum its value will be scaled to.

Click left of the center of the range to adjust the minimum value, and click right of the center of the range to adjust the maximum value.

Hold command (Mac) or Ctrl (Windows) to shift the range on a channel.

**Random**

Clicking this button will scramble the values in all channels, either for all stages or the currently selected stage depending on if the “Apply To” toggle is switched to “All” or “Stage”, respectively.

**Clear**

Clicking this button will reset all channels to the value they were set to when mapped, either for all stages or the currently active stage depending on if the “Apply To” toggle is switched to “All” or “Stage”, respectively.

**Apply To**

If “All” is selected, the “Random” and “Clear” commands will be applied across all stages.

If “Stage” is selected, the “Random” and “Clear” commands will only be applied to the currently active stage.



**Sequencer Active**

Toggles the sequencer as active or inactive.

**Sequencer Rate**

Sets the rate (in divisions of Live's global transport) of the sequencer clock.

**Sequencer Reset**

After this many bars, the sequencer will reset to the first stage. Particularly useful for odder stage numbers.

**Sequencer Direction**

Sets the direction of the Sequencer clock.  
Options are forward, backwards, or random.



# INFORMATION

Version 0.2.4

## Download

The download link for this device is <https://www.patches.zone/survey>

More Max devices from pATCHES can be found at <https://www.patches.zone/max-for-live>

## Support

Working on these devices is a labor of love, and there's a huge list of WIPs and ideas I have that I want put out there. If you want to help make those reality (and get discounts, news, and other perks...), consider supporting me on Patreon!

Sign up at <https://www.patreon.com/patcheszone>

## Contact

Comment or query? Suggestions? Just want to say hi?  
I'd love to hear from you!

Send an email to [contact@patches.zone](mailto:contact@patches.zone)



Manual written and designed by Dan Hilse.

Survey is a product of patches.zone, a website dedicated to creating resources for music producers.

[www.patches.zone](http://www.patches.zone)