

# L A M B D A II

Real-time granular effect

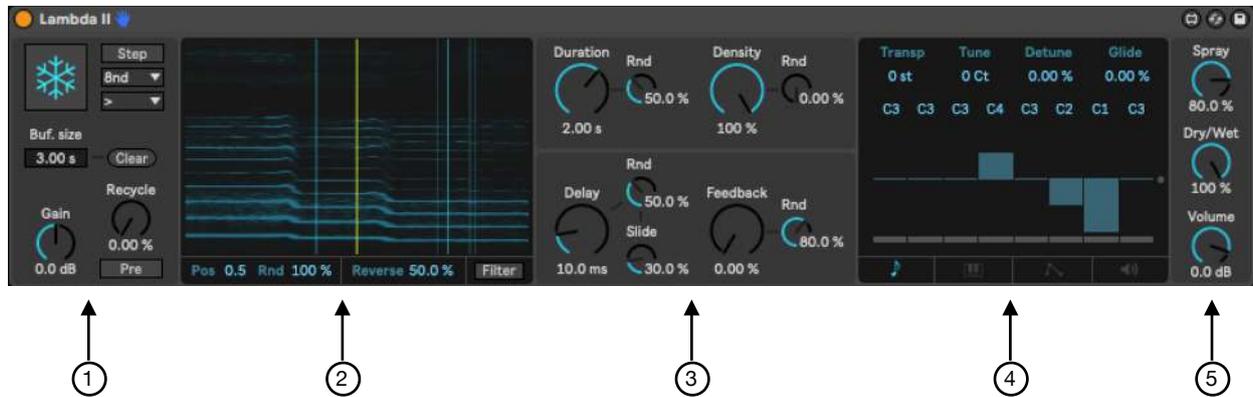
Manual



## Description

Lambda II is a Max for Live device for real-time granular effect.

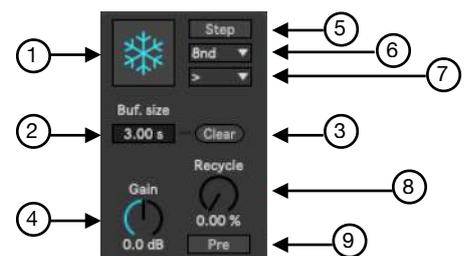
## Device



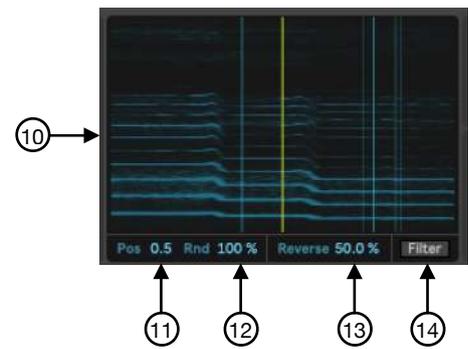
1. Input and mode controls
2. Sonogram and grains visualisation
3. General parameters
4. Voice parameters
5. Output controls

## Input and mode controls

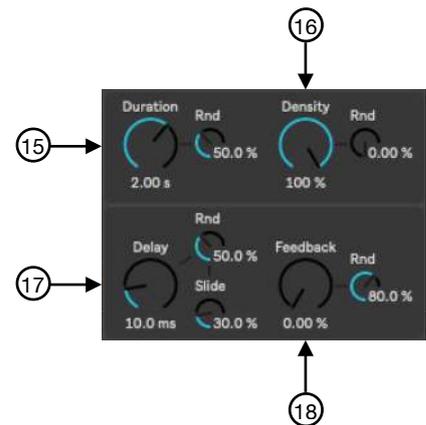
1. **Freeze.** Freeze audio input to work on the frozen buffer audio portion. If it is Off, Lambda processes the audio input.
2. **Buffer size.** Buffer size to granulate (from 3 s to 30 s).
3. **Clear.** Clear current audio buffer.
4. **Gain.** Input gain.
5. **Step sequencer.** Step sequencer mode in sync with Ableton Live tempo.
6. **Beat.** Beat division for Step sequencer mode.
7. **Sequence mode** (>, <, ><, ?).
8. **Recycle.** Percentage of the recycled/overdubbed audio from the input or output stream.
9. **Recycle mode.** With "Pre" the dry input signal will be overdubbed with the set percentage. With "Post" the granulated signal will be recycled in the input signal with the set percentage.



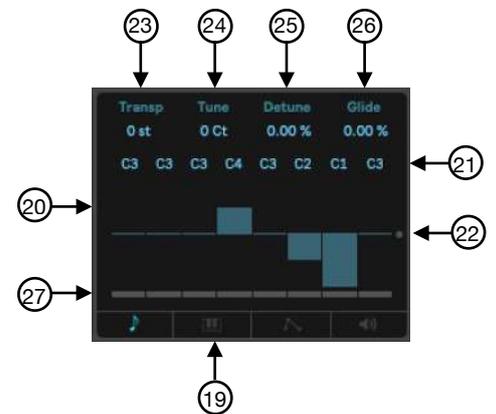
- 10. **Sonogram.**
- 11. **Position.** Grain position on buffer. It can be changed with mouse directly on the sonogram.
- 12. **Position randomness.** Percentage of grains random position.
- 13. **Reverse.** Reversed grains percentage.
- 14. **Filter mode.** Filter the input signal into 8 individually granulated bands.



- 15. **Duration.** Grain duration from 0.1 ms to 5 s. (With random percentage).
- 16. **Density.** Grain density percentage (With random percentage).
- 17. **Delay.** Delay applied on each voice. With random percentage each voice will have a different delay value which will change at every generated grain. Slide factor interpolates between one delay value and the next for each grain.
- 18. **Feedback.** Feedback percentage of delay network. With random percentage each voice will have a different feedback value which will change at every generated grain.



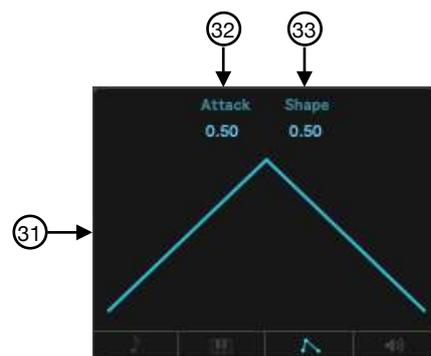
- 19. **Voice parameter window** (Pitch, MIDI, Envelope, Amplitude).
- 20. **Multivoice transposer.** Change pitch value with sliders.
- 21. **Pitch.** Visual and change note with mouse.
- 22. **Reset pitch.** Reset all pitches to default value.
- 23. **Transposer.** Transpose from -24 st to +24 st. It will affect every voice.
- 24. **Tune.** Fine tune in cents. It will affect every voice.
- 25. **Detune.** Detuning percentage. It will affect every voice with different detune value.
- 26. **Glide.** Smoothing factor for Detune parameter.
- 27. **Step.** Include or exclude voice from the step sequencer (if Step sequencer mode is On).



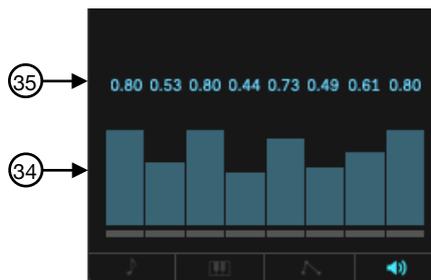
- 28. **MIDI.** MIDI mode allow to play grains with MIDI input. Create a MIDI track in Ableton Live and send MIDI to the Lambda audio track (Live 11 only). With Velocity mode Off there is no velocity sensitivity.
- 29. **MIDI Keyboard.** Keyboard for transposition control. Up to 8 notes can be pressed.
- 30. **Clear.** Click to reset the transposition.



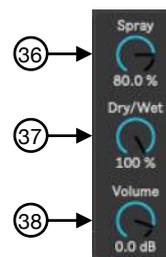
- 31. **Grain envelope.** Move the mouse over it to change Attack and Shape parameters.
- 32. **Attack.** Attack factor for grain envelope.
- 33. **Shape.** Shape factor for grain envelope.



- 34. **Multivoice volume.** Change amplitude value with sliders.
- 35. **Amplitude.** Visual and change amplitude with mouse.



- 36. **Spray.** Stereo spatialization. Every grains has different stereo position (0% means MONO).
- 37. **Dry/Wet Ratio.**
- 38. **Volume.** Output volume.



## Compatibility

Live 11 | full compatibility  
 Live 10 | no MIDI input

## OS Requirements

Mac

- macOS El Capitan 10.11.6 to Monterey 12 (as of 10.1.42)

Windows

- Windows 7, Windows 8 or Windows 10

## Minimum system Requirements

Mac

- Intel® Core™2 Duo processor. Intel® Core™ i5 processor or faster recommended
- 4 GB RAM (8 GB or more recommended)
- 1280x800 display resolution
- Core Audio compliant audio interface recommended

Windows

- 64-bit Intel® (Intel® Core™ i5 processor or faster recommended) or AMD multi-core processor.
- 4 GB RAM (8 GB or more recommended)
- 1366x768 display resolution
- ASIO compatible audio hardware for Link support (also recommended for optimal audio performance)