

Chiptune trashmaker V2

Christine Webster 2016

chiptune trashmaker v2

seqr clav glitch

envlp

temp

bitcr

tempo: 60 80 120 140

Rm1 Rm2

o/o bps

mstvl

frwr

trecall

dac~

Christine Webster 2016
soundwebster.com

chiptune sequencer and noise machine

chiptune trashmaker V2 content

only running on Max 7 and OSX – freeware

features :

- sequencer with random mode
- keyboard
- glitch slider
- breakpoint envelope
- tempo assign
- embedded square wave antialiased osc
- dual freqshift Rm1 Rm2
- bitcrusher
- allpass/bypass/nopass
- audio start
- rec to disk
- master level
- audio status
- scope
- destructiv preset (save is erased when you close the trashmaker)

quick launch : click on one of the demo presets stored on the upper right corner – activate audio and play/tweak

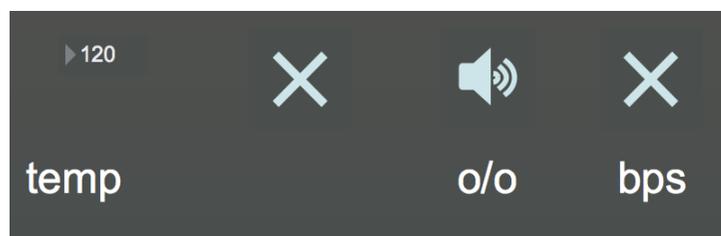
the chiptune trashmaker

was released the first time in 2014 in the french magazine KRhome-studio. It was part of my diy articles about Max6. The goal was to patch a little instrument in two pages of the magazine. This one took a little bit more, but is a nice, autonomous little trashy chippy noisy instrument.

recently i gave it a little beautification with max7 and added some more features. I use the original patch for workshops and education – so people can learn how to build the trashmaker with Max7.

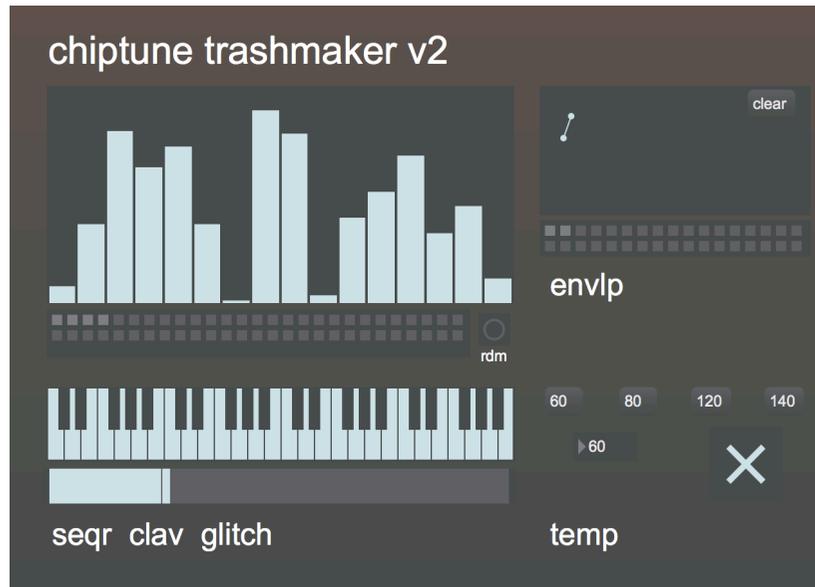
you can use the chiptune trashmaker with your external pedal board, route it into some modular FX or into a daw with soundflower.

start from scratch : activate tempo, audio and bps button, draw a sequence, rise the master level



the chiptune trashmaker page : <https://soundwebster.wordpress.com/virtual-instruments/>

part 1



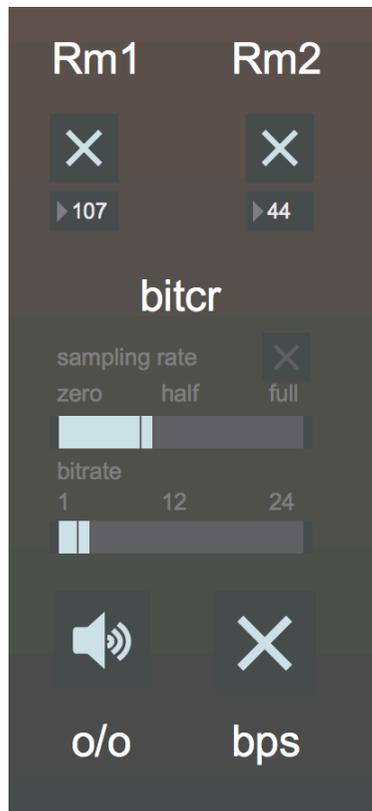
on the left :

- a 16 step sequencer with random button and destructiv preset storage.
- A virtual keyboard you can play with mouse or midi keyboard
- A glitch slider

on the right

- a breakpoint envelope display with clear function and destructiv preset storage
- tempo assign function on/off

part 2



up :

the two freqshifts or ringmods can be used independently one from another

middle :

the bitcrusher with sample rate and bitrate modifier

down :

audio start/stop

Bypass **this button must be activated at launch** : there flows the embedded raw square oscillator the freqshifts and the crusher modes. Desactivating bps in crusher mode let only the crushing fx pass

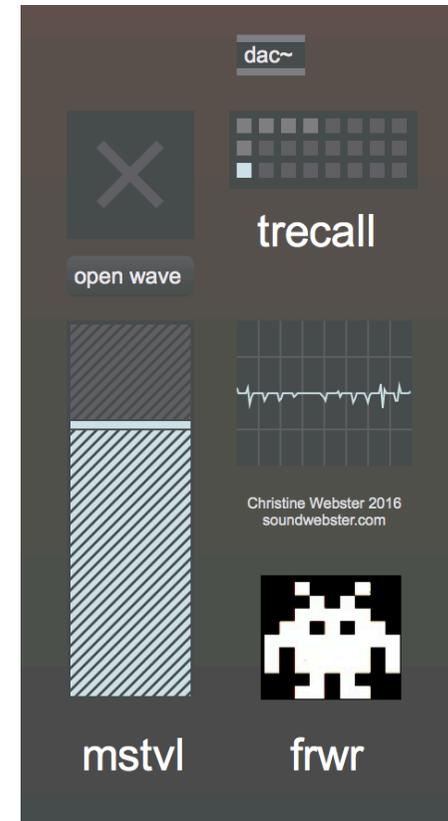
part 3

- Dac let's you open the audio status panel – useful if you want to route the output of the chiptune trashmaker to a Daw with Soundflower.

- Record to disk your sequences with the rec section : open and name a wave file, activate record with the big toggle button, stop record.

- Master level, is ... master level.

- Scope window, it's always nice to see the sound



play modes

sequencer mode

activate tempo audio and bps – draw your seq with the mouse or use the random button

keyboard mode

plug a midi keyboard, deactivate tempo, play

generator mode

draw a line on the sequencer, activate tempo, use the Rm1 and Rm2 to modulate the sound, crush if you want ...

flavors

original chiptune

with sequencer and crusher, chase the 8bit flavor

trashmode

everything else with Rm1 and Rm2 and crusher mode

And If something goes wrong
info@soundwebster.com