

**Thank you so much** for trying out GranuRise!

Please read this document carefully before you start using the GranuRise software.

## System Requirements

- \* Apple computer with Core i5-i7 processor, 8GB RAM, SSD HD, **OSX 10.11.6** or later
- \* Windows PC computer with Core i5-i7 processor, 8GB RAM, SSD HD, **WINDOWS 7** or later
- \* A free version of the latest **Max MSP 8** ([Download link](#))
- \* **Ableton Live 10** with **Max for Live** support (if you plan to use the **M4L** version of GranuRise)

## Installing GranuRise

- \* **Standalone patch:**  
Place the unzipped **GranuRise-Max** folder at the following location:  
**~/Documents/Max 8/Library** and run **GranuRise Max.maxproj** file
- \* **MaxForLive plugin:**  
Drag & Drop **GranuRise M4L.amxd** file into **Ableton Live** (instrument track)

Note: A large buffer size (512-1024 samples) is recommended

## Any tips to get me started with GranuRise?

- \* Load **short samples** (min 3 sec / max 20 sec)
- \* The help icon ( ? ) is in the lower right corner near the settings page
- \* In the **Max standalone version**, use the **settings** page to configure your sound card and **MIDI** devices.  
If the MIDI device is not listed in the menu, click on the “refresh MIDI” button.
- \* Try to use each sound engine independently, so that you can understand what's happening.
- \* The last and most important tip - **have fun!** : )

## Basic Tutorials

- \* GranuRise tutorial 1 | Interface | Granular & Spectral engine  
<https://www.youtube.com/watch?v=KTcIP3SJ2Ug>
- \* GranuRise tutorial 2 | Synth engine  
<https://www.youtube.com/watch?v=OMAluFulyyo>
- \* GranuRise ROLI Blocks Integration  
<https://www.youtube.com/watch?v=kdcybHVGNeo>
- \* Additional videos  
[https://www.youtube.com/channel/UC1QEZKcHVF2zB\\_yzQrBYS3A](https://www.youtube.com/channel/UC1QEZKcHVF2zB_yzQrBYS3A)

## Frequently Asked Questions (FAQ)

### Do I need to buy a Max 8 license to use GranuRise standalone patch?

No license is needed. GranuRise patch works just fine in Max 8 free runtime mode. As stated on the cycling74 webpage: *“Beginning with Max version 7, you no longer need a separate runtime version. Instead, after 30 days you can still run and edit Max patches. Saving is disabled.”*

Source: <https://cycling74.com/downloads/older>

### Is there a Windows version?

Yes! From version v1.1.5.5 onwards GranuRise should work great on Windows machines. We tested GR on Win7 and Win10 platforms. Multitouch screen (e.g. MS Surface Book 2) is also supported!

### Loading time is loooooong, grrrrr!

We know – sorry! Since **MIRA** integration was our default choice, thousands of visual and data elements have to be loaded in the front view. In the future, we may limit MIRA integration to a lesser extent and add the **LEMUR** OSC integration. Until then, we hope the sonic experience that GranuRise offers will offset the frustration of long loading times. Good things are worth waiting for : )

### Screen resolution on newer Retina MacBook Pros – **IMPORTANT !!!**

In case you are experiencing a **slow and non-responsive GUI**, please navigate to the **Application folder** and find the **Max.app**, **right click** on it and select **Get Info** from the menu. Make sure **"Open in Low Resolution"** is checked.

### Windows performance does not seem great : /

High screen resolution (especially with 4k and UHD displays) might be a culprit for reduced performance. Try to lower screen resolution and try setting "size of text, apps and other items" to 100%. Also "High Performance" setting for "power plan" might help a lot.

### Why does the standalone patch perform better than the Max4Live plugin?

At the moment, Ableton Live allocates only 1 CPU core for M4L plugin instances. This means that GranuRise cannot utilize all the available CPU resources of your machine. Fingers crossed that this changes in the future : )

## How do I MIDI map parameters inside GranuRise Max Version?

This Cycling '74 video tutorial should help you MIDI map parameters in GR:  
<https://www.youtube.com/watch?v=0kbD-Dikvd4>

## What's up with the MIRA integration? It acts weird sometimes!

Please note that the MIRA integration is **not fully supported, but it should work adequately on newer iPads**. There are still some visual differences between the MIRA mirror and the Max app itself. Also, the MIRA app may drop out occasionally. We've found it works best with the USB connection, as the WIFI performance tends to lag behind. We are reporting the MIRA behaviour to some DUDE : ) from Cycling 74 to see if we can improve this integration.

Note that only MIRA for iPad is supported (MIRA for web is not supported).

## How to connect MIRA?

- \* First, you'll need to purchase and download the app here:  
<https://itunes.apple.com/us/app/mira-controller/id649586480?ls=1&mt=8>
- \* Use the USB connection whenever possible and with a good quality cable. There is an expected bug when you connect **MIRA** when you are in the **Presentation Display**. All objects are loaded one on top of each other and it becomes quite messy. To **fix this**, simply navigate to the **right upper corner** and simply switch to **"Patching Display"** mode and then back to **"Presentation Display"**.

## MIRA is not working on my Windows machine!

Windows users need to install Apple Bonjour software in order to use MIRA on iPad. You can download Bonjour here: <https://support.apple.com/kb/DL999>

Note: only WiFi connection is available (direct USB connection is not supported on Windows)

## How do I use the GranuRise MPE integration in Ableton Live?

Here is a great tutorial showing how to integrate MPE device within Ableton Live: <https://www.youtube.com/watch?v=M1H1oUV2IAw>

## Warnings in the MAX console window scare me! (MAX users)

A few warnings may appear in the **Max console window, but you can ignore them**. There might also be **dict object errors** (when using the gesture feature), but you can simply ignore those too. GranuRise will continue to **work just fine**. Anyways, we will try to clean up those errors in future updates.

We know that the patch is still really messy : ) We are working on cleaning it up and documenting all the changes and fixes in the near future.

## Troubleshooting

- \* In case you hear audible clicks, pops or crackles while using GranuRise, you may need to increase your soundcard's buffer size. **A safe and good starting point is a buffer size of 1024 samples.** If you must use lower buffer sizes to eliminate these audible click, pops or crackles, please consider using the MAX standalone version of GranuRise.
- \* On some computers GranuRise **may crash during the first load.** If it does, try to open it again. If that doesn't help, try to close the host program and try to load the **GranuRise** patch again. The good thing is that it crashes only during the first load and thankfully, very rarely while using it. : )
- \* You can also check if you have the **file permissions** to use it. Navigate to the *GranuRise* folder location, right click on the folder, select **Get Info** from the menu, go to the **Sharing & Permissions** tab, **unlock** in the lower right corner and **add privilege (read and write)** to all the options.
- \* **Please do not interact with GranuRise until it is fully loaded.** Sorry & thanks again for your patience.
- \* Still no luck? Please contact us at [kontakt@granurise.com](mailto:kontakt@granurise.com). Please try to explain your problem as completely and accurately as possible and we'll do our best to help you ASAP!

In case you are still around and reading this – congratulations – you have become a true **GranuRiser!** : )

Cheers,

Your GranuRise team