



Version 1.0

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Installation

The original MAX source patch and standalone versions for Windows and Mac OSX are provided.

Installing and Running the Windows Standalone Executable

1. Copy the entire folder *CLOUDS_32* and/or *CLOUDS_64* to an appropriate location in the computer.
2. Open the copied folder in the computer.
3. Double click on ***Clouds_32.exe*** or ***Clouds_64.exe*** to run the standalone executable.
4. It might be useful to create a shortcut in the desktop or taskbar.

Installing and Running the Mac OSX Standalone Executable

1. Copy the entire folder *CLOUDS* to an appropriate location in the computer.
2. Open the copied folder *CLOUDS* in the computer.
3. Double click on ***Clouds.app*** to run the standalone.
4. It might be useful to create an alias in the desktop or taskbar.

Opening the Source Patch

CLOUDS is saved as a MAX version 7.xx project. In order to open the source:

1. Copy the folder *Clouds_SOURCES* to an appropriate location in the computer.
2. Run MAX.
3. In MAX, open the project ***Clouds.maxproj*** inside the copied folder *Clouds_SOURCES*.

System Requirements

Clouds should run in any modern computer: performance will improve in faster processors. However, it is also possible to run CLOUDS in a slower system by reducing the CPU workload in MAX (see [Troubleshooting](#) at the end of this guide).

The patch can be run as an executable (Windows: *Clouds_32.exe* or *Clouds_64.exe*; Mac OS: *Clouds.app*), straight from the sources or as a runtime MAX patch (*Clouds.mxe* or *Clouds.mxf*) using MAX version 7 upwards (available for free from Cycling74': <http://cycling74.com/downloads/>).

Screen Resolution

The size of the full patch is approximately 1626 x 850 pixels. Therefore, it will appear in its entirety in HD resolution, but may extend beyond the screen at lower resolutions.