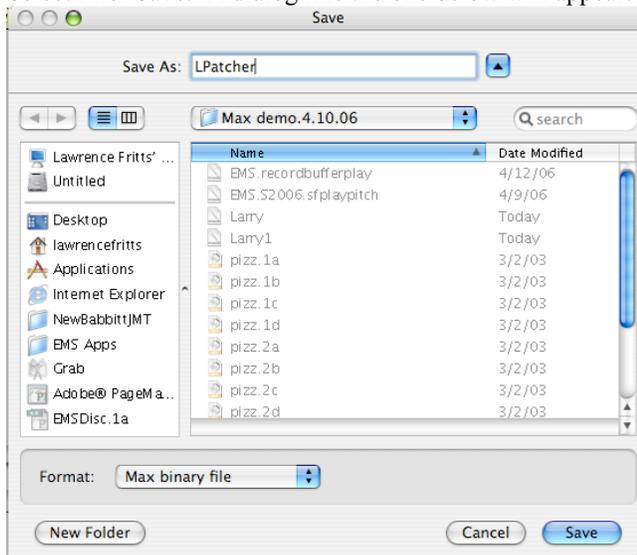


Electronic Media II

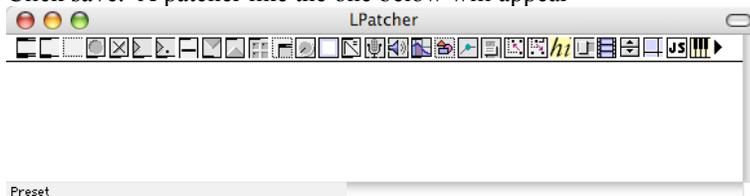
April 17, 2006

Max/MSP Patcher and Sub Patch Windows: Focus on Outlets

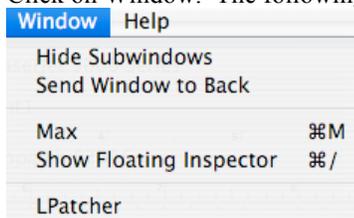
1. Prepare for creating patches and sub patches as follows:
 - a. Create a folder in which patches and sub patches will be stored.
2. Create a patcher as follows:
 - a. Select File>New>Patcher
 - b. An untitled Patcher will appear.
 - c. Select File>Save. A dialog like the one below will appear:



- d. Save the file as "LPatcher" in the folder that you have created, as shown above.
- e. Click save. A patcher like the one below will appear

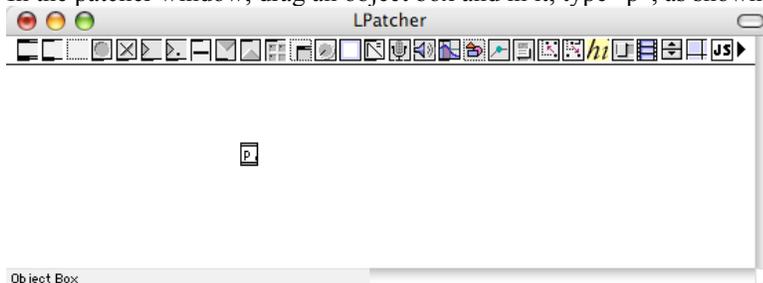


- f. Click on Window. The following list appears:

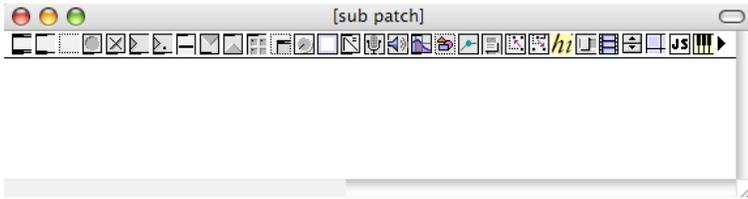


This will be discussed further in class.

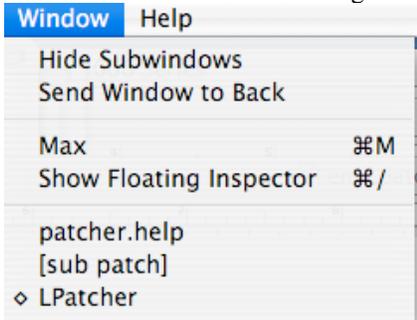
3. To create a sub patch, do the following:
 - a. In the patcher window, drag an object box and in it, type "p", as shown below:



- b. Lock the window, then double-click on "p", and a new window like the one below will appear:



- c. Notice that this window is called “sub patch” and that it is blank.
- f. Click on Window. The following list appears:



This will be discussed further in class.

- 4. To create a sub patch do the following:
 - a. Activate the sub patch window by clicking along the top of the window.
 - b. Drag the Putlet object into the window, as shown below.



- c. Activate the patcher window by clicking along the top of the window.
 - d. Elongate the patcher object (shift-drag on the left).
 - e. Notice that an outlet appears in the lower left of the patcher object, as shown below:



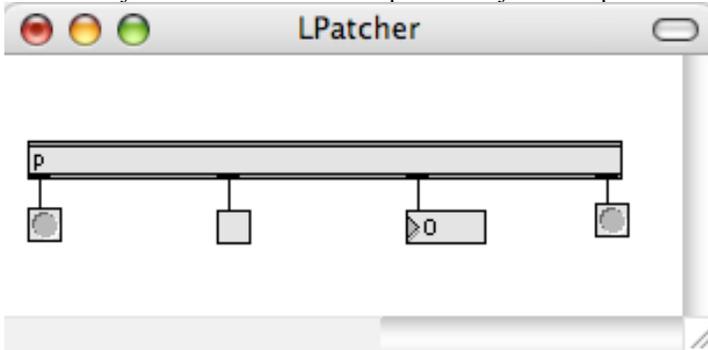
5. Repeat Step 4 so that you have 4 outlets, as shown below:
a. 4 outlet objects in the sub patch window, as shown below:



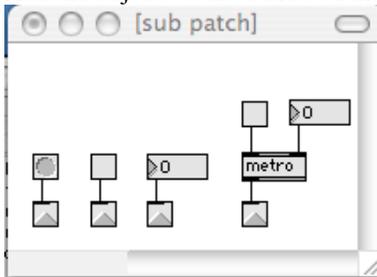
- b. 4 outlets in the patcher object in the “Lpatch” window, as shown below:



6. Discussion.
a. Outlet objects in the sub patch window correspond to outlets in the patcher object in “Lpatch”.
b. Be very careful about arranging or copying/pasting outlets in the sub patch window, because this can confuse the inlets in the patcher object in “Lpatch”. You have been warned.
7. Add the objects to the outlets of the patcher object in “Lpatcher” as shown below:



8. Add the objects to the outlets of the “sub patch” as shown below:



9. Experiment a little more.