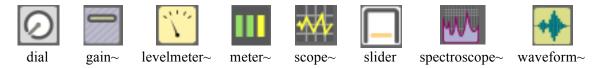
025:251 COMPOSITION: ELECTRONIC MEDIA II

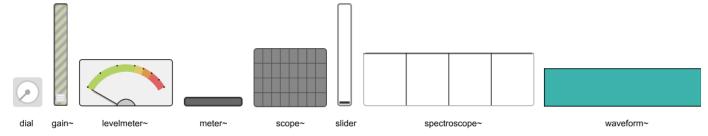
Spring 2011

User Interface Objects in Max/MSP

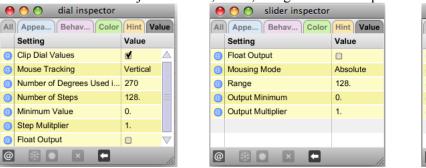
1. Some useful interface objects allow the user to more intuitively change parameters and view audio output. They appear in the object palette as the icons shown below.



2. These appear in the patcher window as shown below.



- 3. In-class demonstration of how objects can be re-sized and re-oriented.
- 4. The three control objects are dial, slider, and gain~. The inspectors for these objects are shown below.



All	Appe Behav Color	Hint Valu
	Setting	Value
@	Log Increment	1.071519
@	Log Scale Value	7.94321
0	Mousing Mode	Absolute
@	Number of Steps	158
@	Ramp Time (ms)	10.

5. The five audio viewers are levelmeter~, meter~, scope~, spectroscope~, and waveform~. These will be discussed in class.