Electronic Media II April 19, 2006 Max/MSP Interface Items

1. The patch below outputs a bang when the letter "a" is depressed on the computer keyboard.



Discussion of ASCI.

2. The slider below outputs integers.

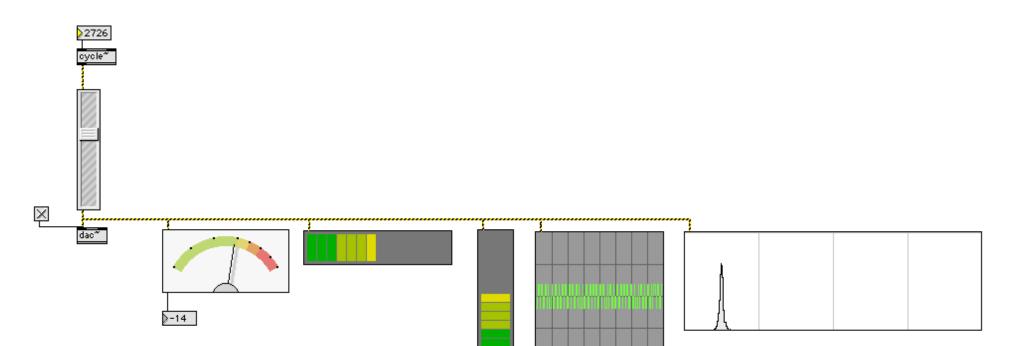


Discussion Object> Get Info.

3. <u>The dial below outputs integers</u>.



4. The patch below routes a sine wave to a gain control, then to some meters, an oscilloscope, and a spectrograph.



- b. An untitled Patcher will appear.c. Select File>Save. A dialog like the one below will appear:

	Dax demo.4.10.06	😫 🔍 search
Lawrence Fritts'	Name	Date Modified
Untitled	EMS.recordbufferplay	4/12/06
	EMS.S2006.sfplaypitch	4/9/06
Desktop	🔄 Larry	Today
Nawren cefritts	🔄 Larry1	Today
Applications	🖄 pizz.1a	3/2/03
Internet Explorer	pizz.1b	3/2/03
NewBabbittJMT	pizz.1c	3/2/03
	🖄 pizz.1d	3/2/03
BMS Apps	🖄 pizz.2a	3/2/03
Grab	pizz.2b	3/2/03
Adobe® PageMa	pizz.2c	3/2/03
EMSDisc.1a	pizz.2d	3/2/03

- 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

\varTheta 🔿 🖨 🛛 L	Patcher 🔘
	♥秒▶★►■≧≦ <mark>⁄//</mark> □₽₩₽
Durant	
Preset	

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

Hide Subwindows				
Send W	indow to Back			
Max		ЖМ		
Show F	loating Inspector	Ж/		
6				

LPatcher

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:

	\varTheta \varTheta LPatcher 🛛	
	P	
	Object Box //	
b.	b. Lock the window, then double-click on "p", and a new window like the one b	elow will appear:
	🕒 🕘 [sub patch]	

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

Window	Help			
Hide Subwindows Send Window to Back				
Max Show Floating Inspector		ЖМ Ж/		
patcher [sub pa ♦ LPatche	tch]			

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 Inlet object into the window, as shown below.



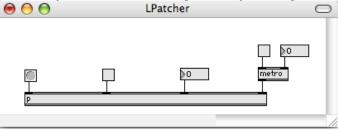
Ρ

- 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 inlet appears in the upper left of the patcher object, as shown below:

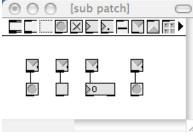
- 5. Repeat Step 4 so that you have 4 inlets, as shown below:
 - a. 4 inlet objects in the sub patch window, as shown below:



- b. 4 inlets in the patcher object in the "Lpatch" window, as shown below:
- 6. Discussion.
 - a. Inlet objects in the sub patch window correspond to inlets in the patcher object in "Lpatch".
 - b. Be very careful about arranging or copying/pasting inlets in the sub patch window, because this can confuse the inlets in the patcher object in "Lpatcher". You have been warned.
- 7. Add the objects to the inlets of the patcher object in "Lpatcher" as shown below:



8. Add the objects to the Inlets of the "sub patch" as shown below:



9. Experiment a little.