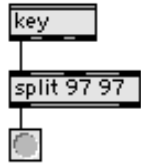


Electronic Media II
April 19, 2006
Max/MSP Interface Items

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



Discussion of ASCII.

2. The slider below outputs integers.

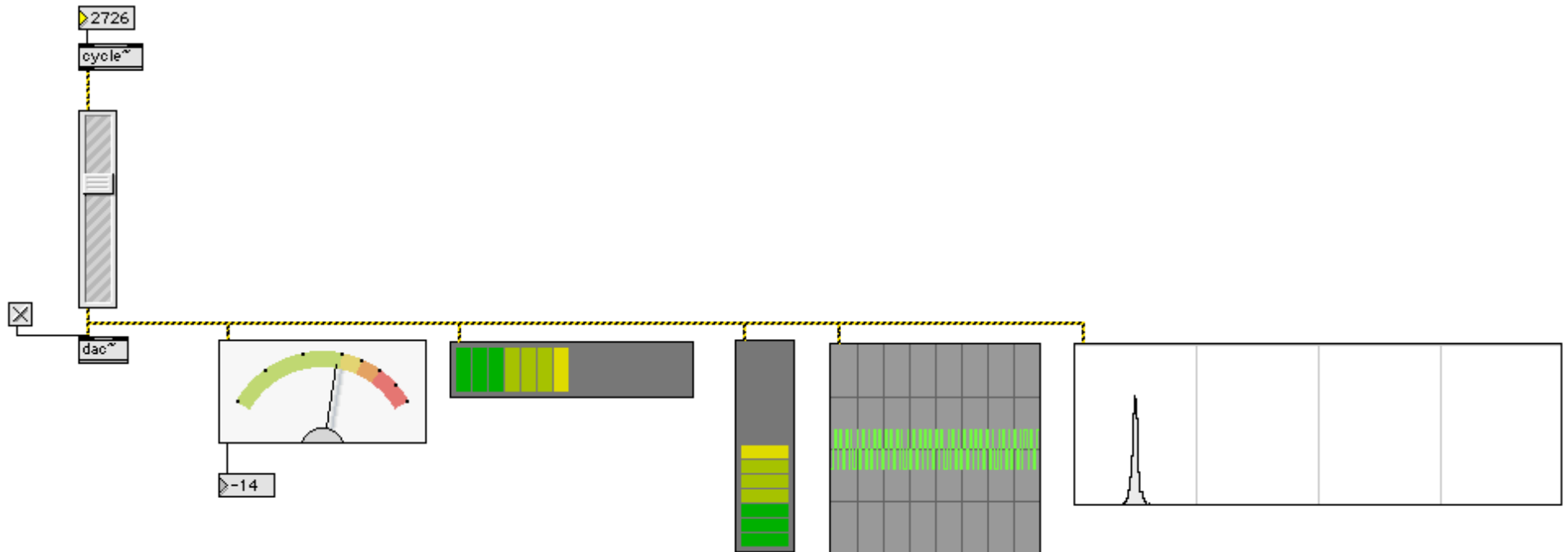


Discussion Object> Get Info.

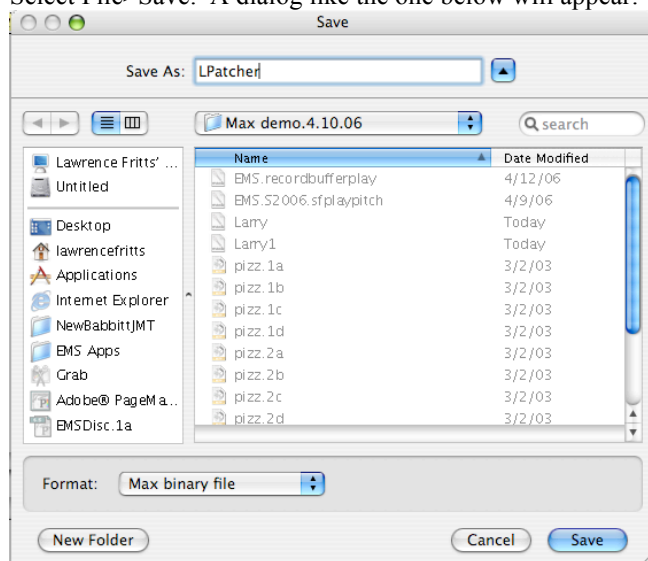
3. The dial below outputs integers.



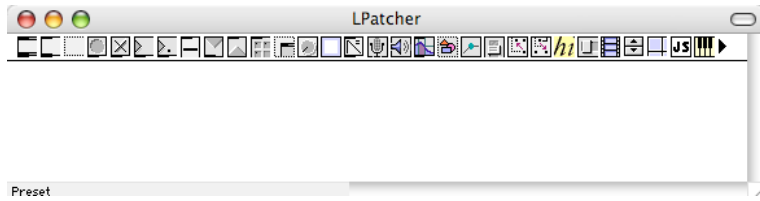
4. The patch below routes a sine wave to a gain control, then to some meters, an oscilloscope, and a spectrograph.



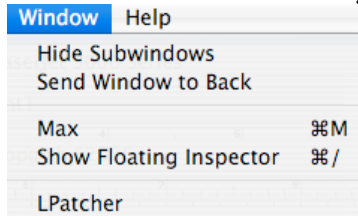
- b. An untitled Patcher will appear.
- c. Select File>Save. A dialog like the one below will appear:



- 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



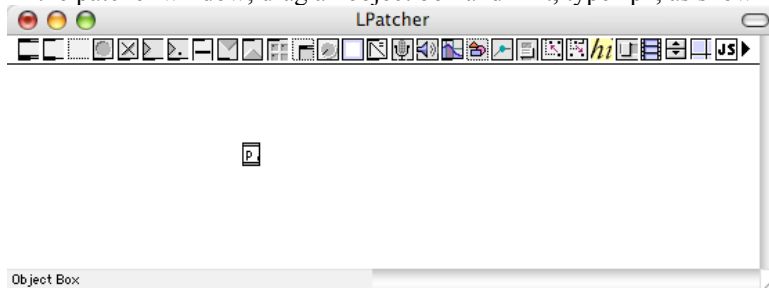
f. Click on Window. The following list appears:



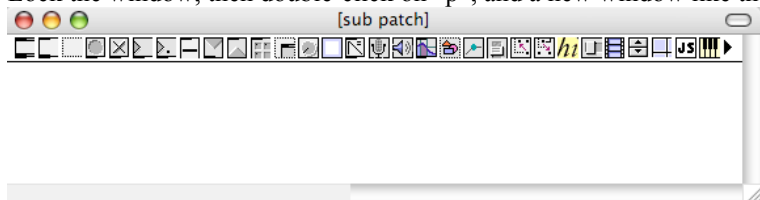
This will be discussed further in class.

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:

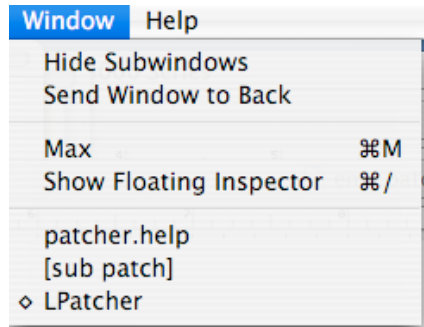


b. Lock the window, then double-click on “p”, and a new window like the one below will appear:



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 Inlet 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 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:

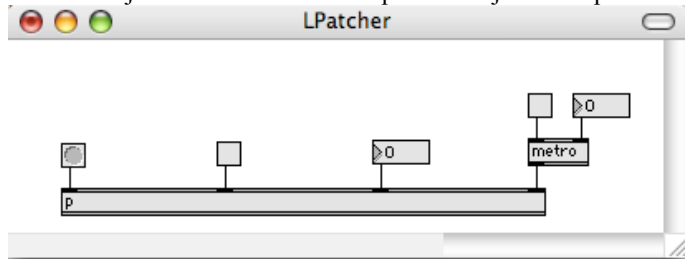


6. Discussion.

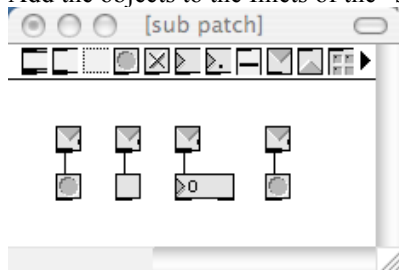
a. Inlet objects in the sub patch window correspond to inlets in the patcher object in “Lpatch”.

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.