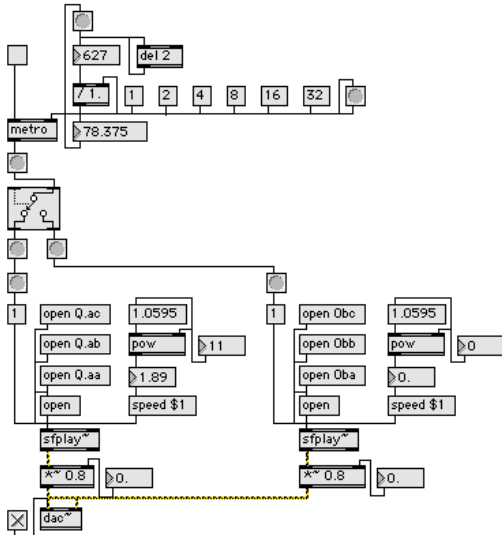


## Composition: Electronic Media II

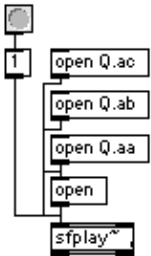
January 28, 2008

### Playing Soundfiles in Max/MSP

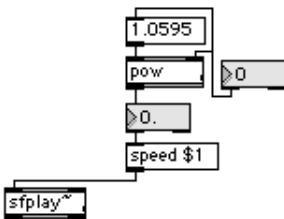
1. When playing soundfiles in **Max/MSP**, place the sounds into a folder along with the patch. This will help **Max** find the soundfiles.
2. Consider the patch below.



- a. The dac~ has two inputs.
  - b. The left input plays a set of soundfiles and the right input plays a different set of soundfiles.
3. The object that plays these soundfiles is **sfplay~**.

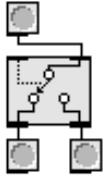


- a. This object is triggered by the number 1". A bang button does not work for this, because the bang button outputs the number "0". A workaround is to have the bang button trigger a message box containing the number "1", as shown above.
4. The speed/pitch of the sound is controlled by the message box with "speed \$1" typed in it, as shown below.



5. A **metro** triggers the bang buttons.

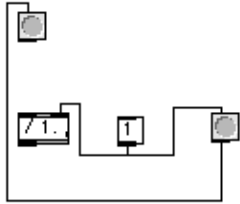
a. A gate icon, called "Gswitch2", sets the path of the **metro** output, as shown below:



b. To change the path, click on the icon.

c. The **metro** in this patch allows the user to select whole, half, quarter, eighth, sixteenth, and thirty-second note attack times.

d. Each message box represents the divisor. It has two outputs. One output goes to the "/ 1." object. Another output goes to trigger the tempo, as shown below:



e. The tempo needs to be triggered twice (I am not sure why) when it is changed. Below is a workaround:

