

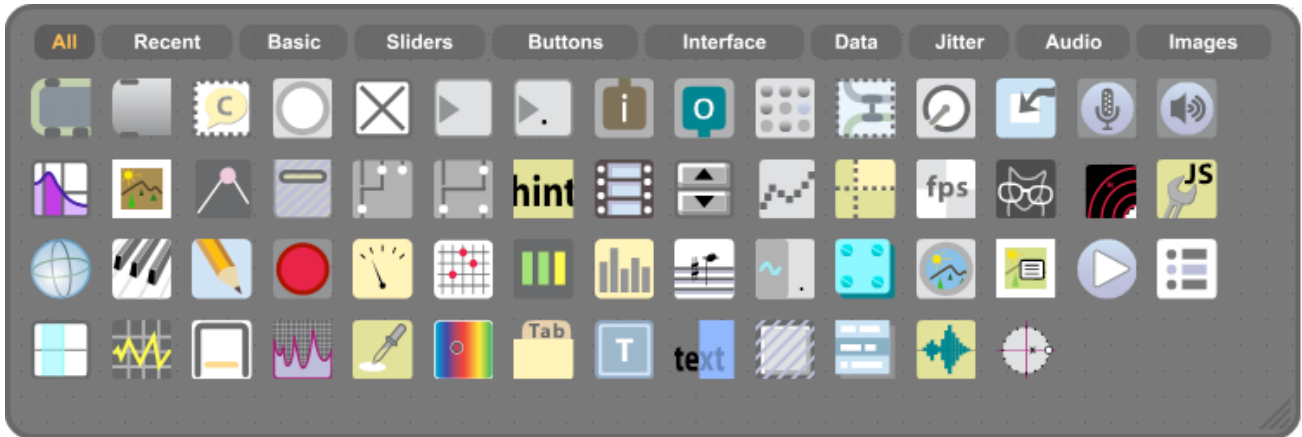
Electronic Media II
Spring 2009
Max/MSP Object Palette

1. To make the object palette appear on the screen, do the following:

- a. In an unlocked patcher window, double-click anywhere in the white area. A target icon like the one below will appear:



- b. The object that will be placed in the bull's eye will be taken from the object palette that appears, like the one below:

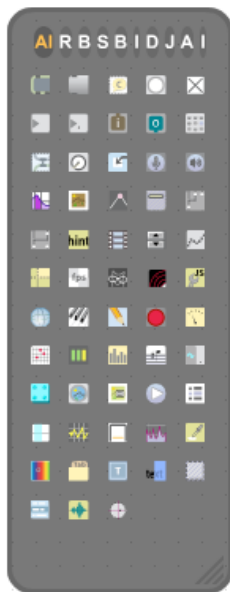


- c. Click once to select an object and it will appear where the bull's eye is, as shown below:



2. The object palette as the following properties:

- a. Its shape can be changed by resizing the palette by clicking and holding in the lower right corner. Some shapes are shown below:





- a. Help resources and tutorials.
- b. The Max tutorials are classics.

