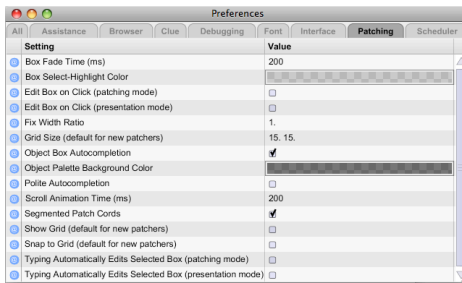


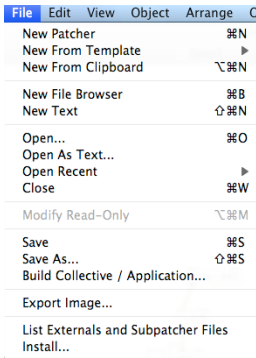
# Electronic Media II Spring 2009 Menus in Max/MSP

## 1. Max/MSP



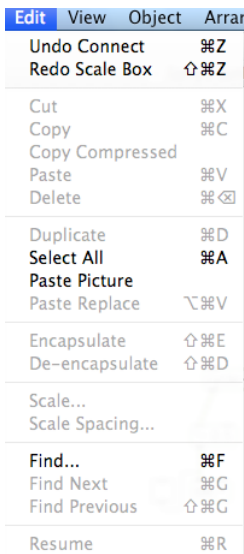
- a. Preferences modify appearance and behavior of basic elements in Max. Best not to make changes, since it might affect someone else's work.

## 2. File



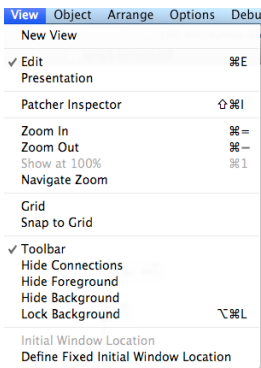
- a. New Patcher
- b. Open (also double click on file icon or drag and drop onto Max icon).
- c. Save As: I recommend making frequent saves and saves as to protect your work. I use "Larry.1a", "Larry.1b", "Larry.1c" and "Larry.2a", "Larry.2b", etc. The number represents a major structural change in a patch; the letter represents a series of backup copies made every hour or so.

## 3. Edit



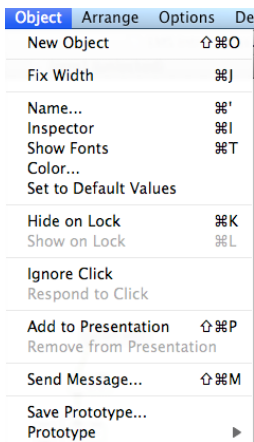
- a. Memorize copy, cut, paste, undo key commands for speed.

## 4. View



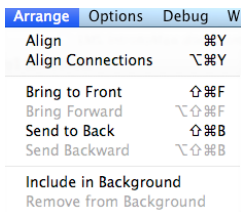
- Edit should generally be checked.
- Presentation should generally be unchecked.
- Patcher inspector, Grid, Snap to Grid will be very useful for aligning objects. Will be discussed later.
- Toolbar should generally be checked.
- Hide and lock functions will be discussed later.

## 5. Object



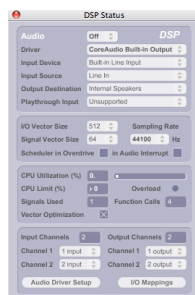
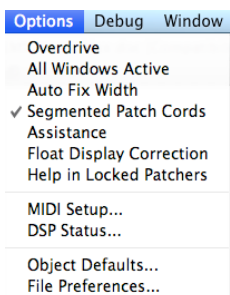
- Inspector sets range and increments of sliders.

## 6. Arrange

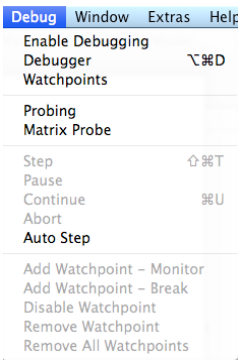


- Good for positioning objects.

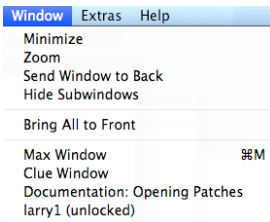
## 7. Options



## 8. Debug



## 9. Window



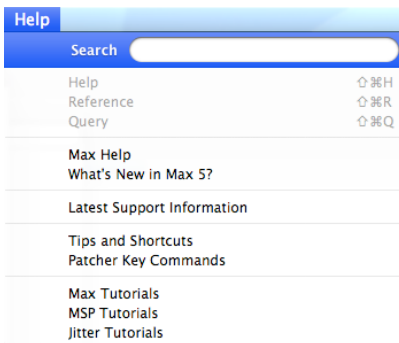
- a. Useful when working with sub-patches.

## 10. Extras



- a. Useful for testing audio paths and flow of data.

## 11. Help



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

