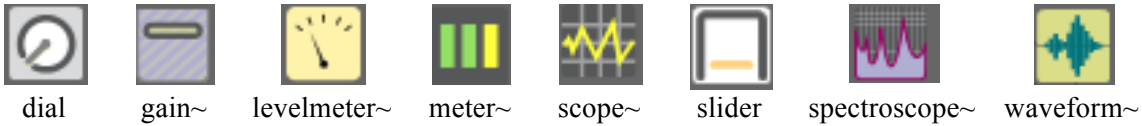


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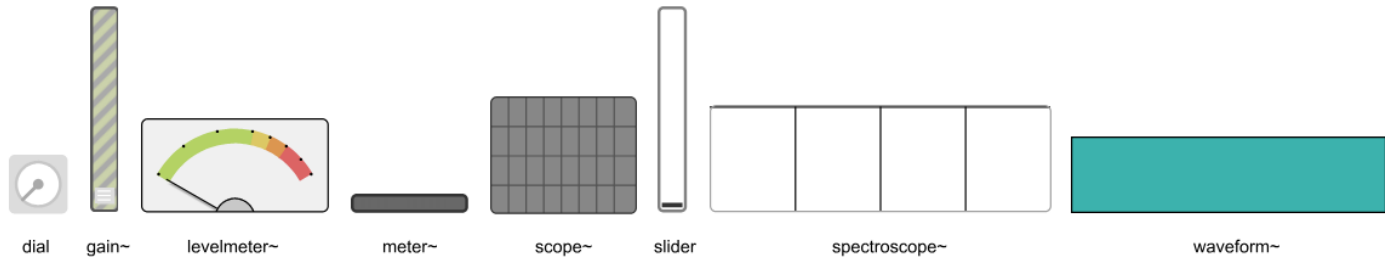
Spring 2011

User Interface Objects in Max/MSP

1. Some useful interface objects allow the user to more intuitively change parameters and view audio output. They appear in the object palette as the icons shown below.

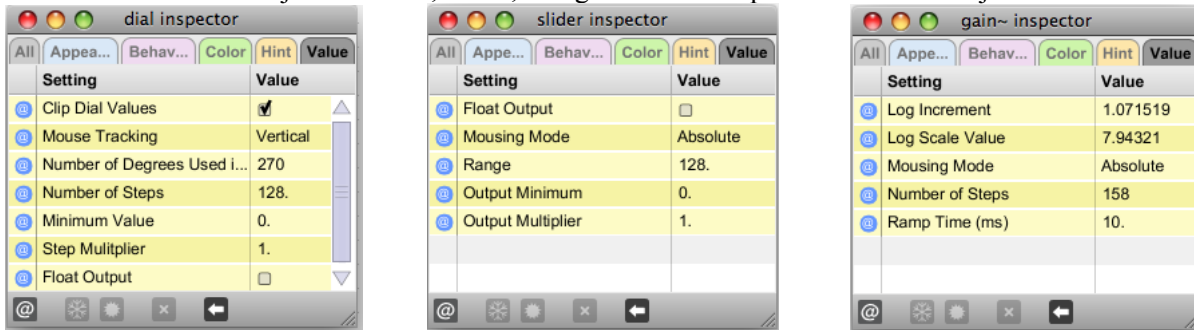


2. These appear in the patcher window as shown below.



3. In-class demonstration of how objects can be re-sized and re-oriented.

4. The three control objects are dial, slider, and gain~. The inspectors for these objects are shown below.



5. The five audio viewers are levelmeter~, meter~, scope~, spectroscope~, and waveform~. These will be discussed in class.