

Useful objects

Electronic Music II

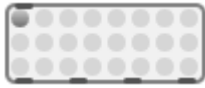
Spring 2013

1. preset

- The `preset` object is used to store and recreate the settings of patcher objects such as toggles, *ggates*, number boxes, etc.
- It can be found in the Object Explorer under the Basic heading, and simply dragged into the patch.
- To store a setting, lock the patch. Shift-click on a bubble. Notice that the bubbles are numbered.



A `preset` with no settings stored.



A `preset` with one setting stored.

- To recall a setting, click on the bubble representing the desired settings. (demonstration in class)

2. loadbang

- The `loadbang` object will trigger a bang as soon as the patch is opened.
- Consider combining `loadbang` with a `trigger` object, to ensure that objects are banged in the proper sequence. Also consider using `delay` objects; asking the computer to execute many commands in 0 logical time can slow down performance.

3. counter

- The `counter` object outputs sequential numbers, based on its creation arguments.
- Created with **no** arguments, the object will count up by 1, starting at 0.
- Created with **one** argument, the object will count from 0 to the **argument value**. Keep in mind that this is distinct from an object like `random`, which outputs from 0 to $n-1$; `counter` outputs from 0 to n .
- A bang to the leftmost inlet will advance the `counter`.
- Consider the potential applications of the following objects in conjunction with `counter`:
 - `metro`
 - `select`
- Consult the help file for `counter` for more information. It has multiple inlets and outlets, which give it a wide variety of functions suited to particular circumstances.

4. key

- The `key` object outputs an integer from its leftmost outlet when a key is pressed.
- This integer is a numerical representation of the key pressed, following the ASCII standard. A full listing of these values is available online.
- Consider using a `select` object in conjunction with `key`; this will allow you to trigger specific events with specific keys on the keyboard.