

**Composition: Electronic Media II**  
**025:251**  
**Spring 2014**  
**Max 6: Subpatch**

A *subpatch* is a great way to get rid of clutter in your edit window. It works by concealing portions of the patch that we do not need to see in order to operate.

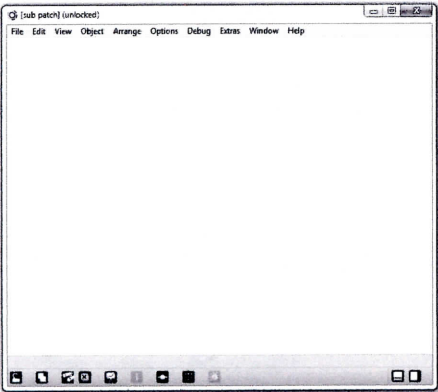
There are 2 ways to create a subpatch. **This is the first method:**

1. Make a "patcher" object by pressing "n" and typing the word "patcher" or "p":

patcher

p

2. Once this object is created, the new *subpatch* will be opened:



3. In order to work with other objects in the main window, there must be "inlet(s)" and "outlet(s)" that connect the *subpatch* to the rest of the patch.



inlet

*new object, type in inlet*



outlet

p

-You can, alternatively, use the "send" and "receive" object in lieu of "inlet(s)" and "outlet(s)".

4. In order to keep the project organized, naming each subpatch is recommended. You can do this by typing a name (with no spaces) behind the letter/word "p" or "patcher":

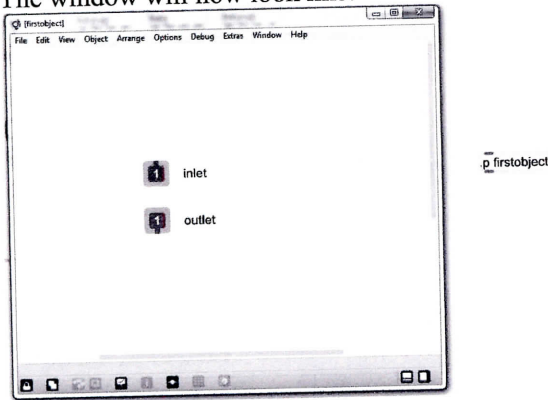
p firstobject

-This subpatch is named "firstobject".

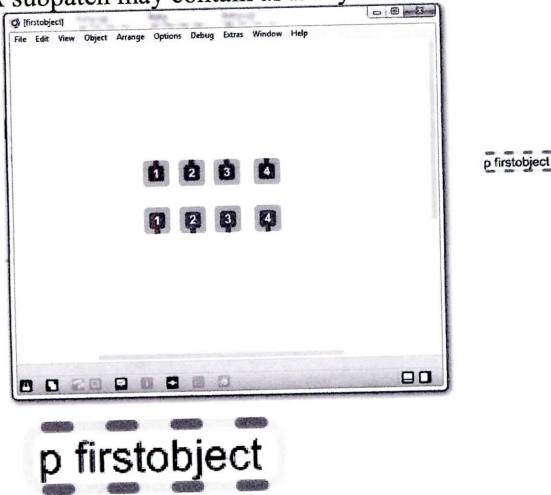
*Juggling inside the patch will lead to*

*be careful moving inlets & outlets inside subpatches. Moving them unintentionally can cause routing problems.*

The window will now look like:



5. A subpatch may contain as many “inlets” and “outlets” as desired. Here, 4 inlets and outlets are shown:

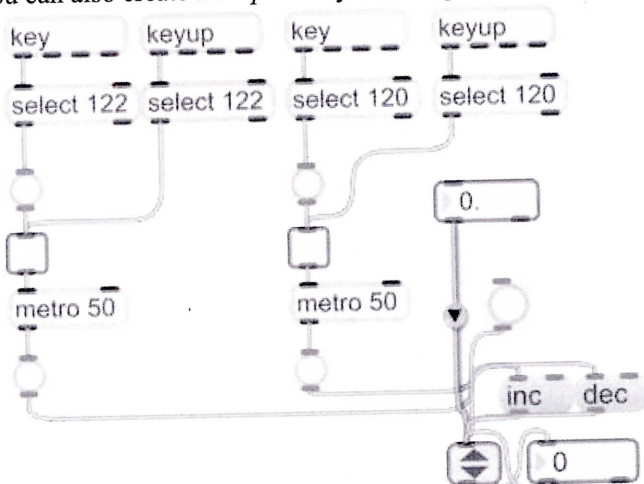


**\*It is important to note that the order of the inlets/outlets does matter. If you have set up connections and decide to change the order, re-check to make sure that the cables correspond!\***

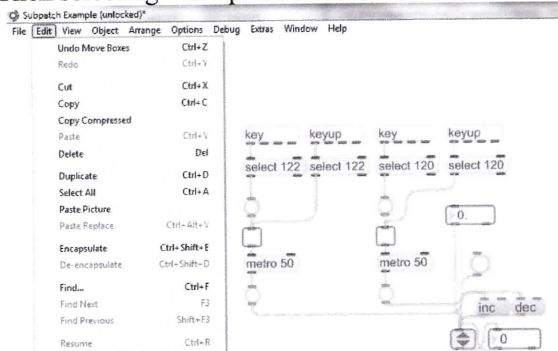
6. Objects in the main edit window may be connected to the *subpatch* through the “inlet(s)” and “outlet(s)” at the top and bottom of the *subpatch*, respectively.

**The second method of creating a subpatch:**

1. You can also create a *subpatch* by selecting a group of objects:



2. Then selecting “encapsulate” from the “Edit” menu:



3. This will automatically group the selected objects into a *subpatch*.

4. From there, the steps from the first method should be followed in order to make sure that the *subpatch* is functional.

5. To toggle between the main edit window and the *subpatch* (if open), you may access this through the **Window** menu:

