Patch Overview:

Our Max Patch allows the user to select and play between two pieces of algorithmically composed music.

The beats that can be selected from are:
● **Start Beat [p start_beat]**
● **Next Beat [p next_beat]**

The UI of the patch is split into three panels:
1. **Metronome**
2. **Dac and Gain**
3. **Beat Selection and Playback Toggle**

On the following pages, the panels will be examined in depth to demonstrate the functionality of this Max Patch.
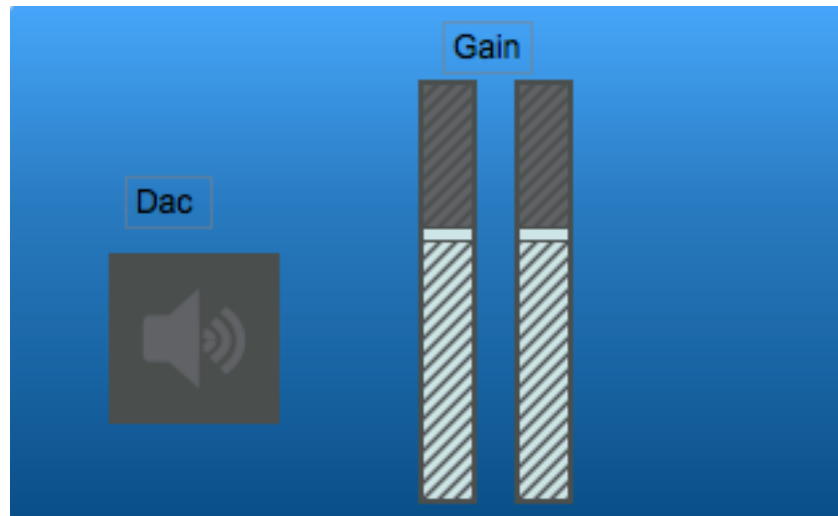
Metronome

What it does:
Sets the BPM for the project (syncs the two beats) as well as counting the bars, beats an ticks since the metronome has been started.

How it works:
A transport object is updated every quarter note by a metro object. The BPM is loaded in by a load mess object.
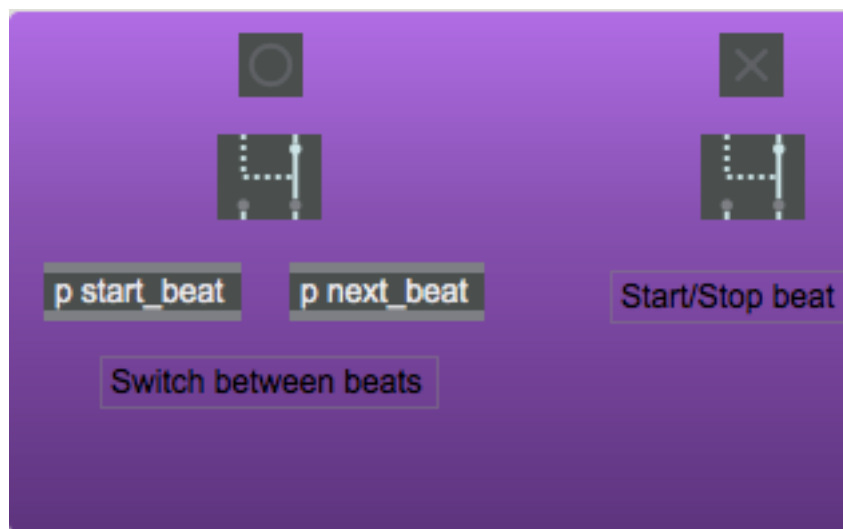
Dac and Gain

What it does:

This panel controls audio output and gain of the patch.

How it works:

To allow audio playback, click on the dac and ensure the speaker icon is white. The Two gain sliders modulate the gain on the left and right channel respectively.

Beat Selection and Playback Toggle

What it does:
Select between two algorithmically composed beats and select whether to play or stop playing a beat. When stopped, a "techno-drop" sample will play.

How it works:
The switch connected to a bang switches between two beat sub patches and the switch operated by a toggle toggles between the playing the two sub patches or playing an sfplay object to play a sample.