

## Connection Spec

Each connect or disconnect action is dispatched with value that documents the input / output:

[Name, Port, Id, AudioObj]

- Name: String, name of the module that's requesting connection
- Port: String, 0-indexed, meaning what port on the module. (Some modules have multiple in-ports or out-ports)
- Id: Int, The unique ID of module (Name is not unique)
- AudioObj: web audio object

The parameters in each module:

InNode: [port1In, port2In...]

- portxIn: [nameOut, idOut, portOut]
- nameOut: name of the module that's connected into this in-port
- idOut: id of the module that's connected into this in-port
- portOut: port of the module that's connected into this in-port

OutNode: [port1Out, port2Out...]

- portxOut: [nameIn, idIn, portIn]
- nameIn: name of the module that's connected into this out-port
- idIn: id of the module that's connected into this out-port
- portIn: port of the module that's connected into this out-port

Out = source

In = destination