This is a quick experiment involving multiple plants "performing" Terry Riyles "In C". The idea is that the plants will "decide" when to change the loop they are playing. Essentially a change in plant activity will trigger a max4live program to pick a new random loop. I wanted to do this for several reasons, most importantly it is a simple way to create cohesiveness between plants and it works as a good test of the circuitry, arduino code and general initial logistics.