# Using Pure Data with the Instrument Maker library

We are using a language called **Pure Data**.
Code in Pure Data looks like a signal flow diagram, and involves connecting boxes (called **objects**) on-screen.

Objects have **inlets** at the top, and **outlets** at the bottom. Data only flows one-way: an outlet must be connected to an inlet (you cannot connect an outlet to another outlet, etc).

inlets

im.fader
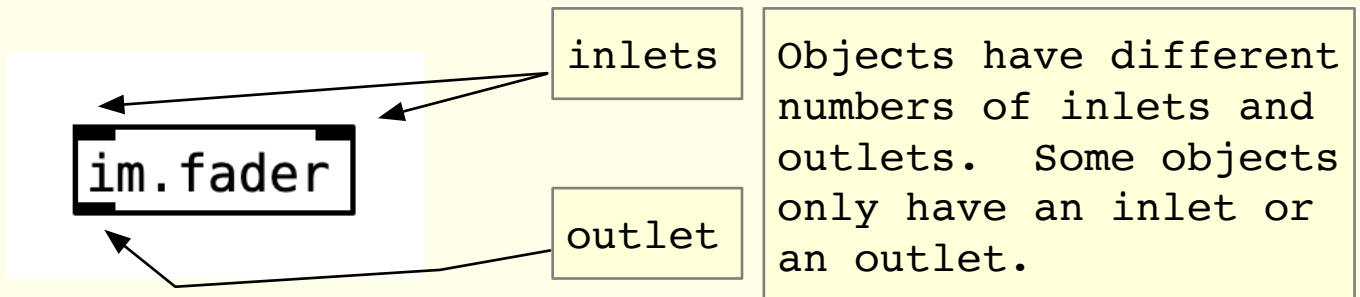
outlet

Objects have different numbers of inlets and outlets.  Some objects only have an inlet or an outlet.

Each object has a name and arguments (extra information)  The names of all **Instrument Maker** objects start with im.

**ctrl** + **1**
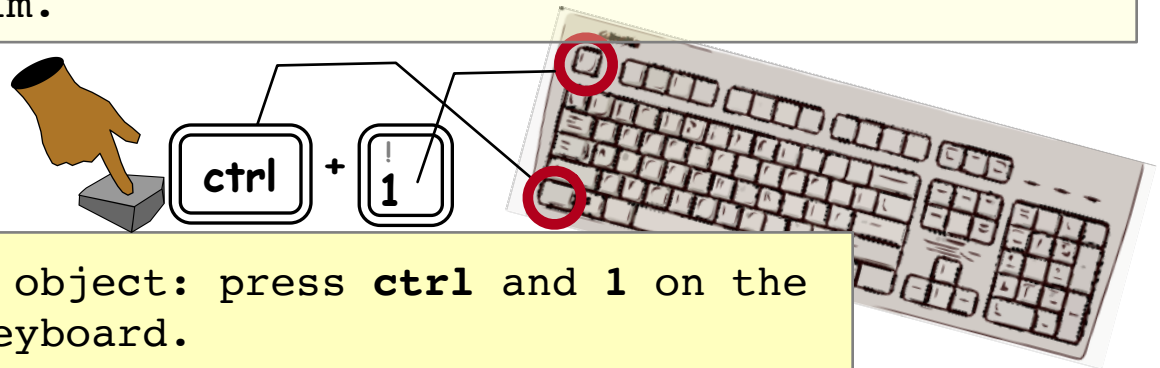
Make a new object: press **ctrl** and **1** on the computer keyboard.

Type the name of the object into the box, and click outside to finish the box.

If you press **ctrl** and **1** while a box is selected, it will connect another new box to its outlet.

To connect objects: drag the mouse onto the outlet so that it becomes a circle. Click and drag onto the inlet of the other object.

im.microphone

im.speaker