## Python

## **JavaScript**

## Max

```
0.5
adc~
      dac~
```

```
patch.js
// Variables and Object Creation
inlets = 0:
outlets = 2:
var obi00:
obj00 = this.patcher.newdefault(300, 475, "dac~");
var obj10;
obj10 = this.patcher.newdefault(410, 450,"*~");
var obj20;
obi20 = this.patcher.newdefault(300, 425, "adc~");
var obj21;
obj21 = this.patcher.newdefault(410, 425, "loadmess 0.5", 6815.2);
// Connections and Object Placement
this.patcher.connect(obj10, 0, obj00, 0);
this.patcher.connect( obj20, 0, obj10, 0);
this.patcher.connect( obj21, 0, obj10, 1);
function eraseall()
    this.patcher.remove( obj00);
   this.patcher.remove( obj10);
this.patcher.remove( obj20);
    this patcher remove( obi21):
```

```
js patch.js
```

