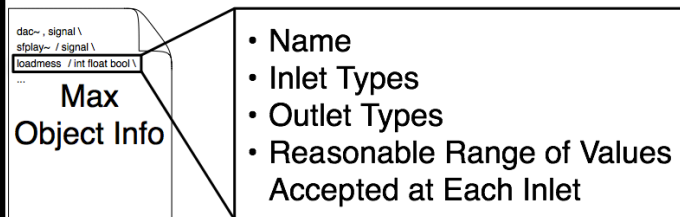


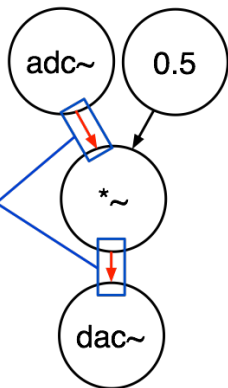
Python



Python

'MaxPatch' Object

Main Signal Path



JavaScript

```
// Variables and Object Creation
inlets = 0;
outlets = 2;

var obj00 = this.patcher.newdefault(300, 475, "dac~");
var obj10 = this.patcher.newdefault(410, 450, "w~");
var obj20 = this.patcher.newdefault(300, 425, "adc~");
var obj21 = this.patcher.newdefault(410, 425, "loadmess 0.5", 6015.22);

// 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( obj21);
}
```

Max

js patch.js

