Objects Covered Cheatsheet

Part 4

Object []	What it does	Example Arguments (where applicable)
[preset]	Stores and recalls the states of various user interface objects. Shift-Click to save a state, Click to restore it. Use "Save Preset in Patcher" in the Inspector view to save the settings with the patch and not as a separate file. Extremely useful, but does not interpolate (smoothly transition) between states. It just jumps one to the next.	
[loadmess]	Sends the argument message (or messages) when the patch is loaded. Great for initializing settings.	[loadmess 70 80 0.75 200]
[loadbang]	Sends a bang when the patch is loaded.	
[umenu]	Creates a text-based drop-down menu that you can populate using the Inspector. Outputs the item number chosen (0-X), the text as a message, and a dump out.	
[rand~]	Band-limited random signal with values between -1 and 1. Noise, but MUCH quieter. Argument is the frequency of random value generation (e.g. how many times per second it operates).	[rand~ 100]
[stripnote]	Filters out note-off messages. Great if they're causing problems in a patch.	
[tapin~]	Input to a delay line - must be connected to an associated [tapout~]. The argument is the maximum delay time in MS available.	[tapin~ 1000]
[tapout~]	Output from a delay line - must be connected to an associated [tapin~]. The argument is the delay time used in MS, and cannot be more than the value in [tapin~].	[tapout~ 250]
[selector~]	Selects which of the inputs to output. Argument is the number of inputs to create. It will always create one extra "test" inlet on the left. Send a number there. 0 = all off, any other int tells it which inlet to use.	[selector~ 3]
[pong~]	Waveshaper - clips, folds, or wraps its input to a low/high value range	[pong~ 0 -0.33 0.33]