

# Objects Covered Cheatsheet

## Part 7

Object []	What it does	Example Arguments (where applicable)
[send~] and [receive~]	Send and receive audio data without patch cords. No abbreviated version exists. Each takes the name of a specific bus to use. If you use multiple instances of [send~] with the same bus, the values are summed at the [receive~]. If you use multiple [receive~] instances and one [send~], they all receive the same message.	[send~ out] [receive~ out]
[dspstate~]	Reports the current DSP settings when it receives a (bang). Great for setting things as a multiple of the sample rate.	
[overdrive~]	Signal distortion via soft-clipping wave-shaping similar to a tube-amp. Anything above 1. for an argument is overdriven.	[overdrive~ 10.]
[delay~]	Delays an audio signal by an amount of time in <b>samples</b> , not MS. Pair with [dspstate~] for easy use. Arguments are max delay time and initial delay time.	[delay~ 44100 4410]
[nw.gverb~]	Requires the LowkeyNW externals. Nathan Wolek's implementation of the classic gverb reverb algorithm. The argument is the decay time in MS.	[nw.gverb~ 500]