Objects Covered Cheatsheet

Part 6

Object []	What it does	Example Arguments (where applicable)
[key]	Reports the key pressed.	
[keyup]	Reports the key released.	
[sel]	ESSENTIAL OBJECT. Monitors the input for a value defined in its arguments. If it receives that value, it sends a (bang) out of the corresponding outlet. Values can be floats or ints and do not have to occur in numerical order. There's always a "does not match" bang at the right most outlet as well.	[sel 27 32 0 1 2]
[playlist~]	Easy graphical drag and drop sound file player. Can be triggered to play using the number of the clip (1-X, with 1 at the top of the list), and any clip in the playlist can be looped. You can also highlight a region in the display to play with the mouse.	
[sfplay~]	Plays an audio file from the disk. Must first send it the (open) message. 1 = play, 0 = stop, or you can use (pause) and (resume). Can be looped as well. Takes an argument for the number of channels to output.	[sfplay~ 2]
[ezadc~]	Audio input (mic channels 1 and 2) and on/off button.	
[adc~]	Audio input. The arguments are the specific channel (or channels) to use.	[adc~ 5 7]
[buffer~]	Stores audio samples in memory to be accessed in other objects, edited, etc. Arguments are the name of the buffer and the length in MS.	[buffer~ myBuffer 1000]
[record~]	Records to a [buffer~] named as the argument. A 1 starts recording and a 0 stops it. Note that it will not record longer than the [buffer~]'s arguments.	[record~ myBuffer]
[play~]	Records from a [buffer~] named as the argument. A 1 starts playing and a 0 stops it.	[play~ myBuffer]
[polybuffer~]	Loads multiple audio files using (readfolder) into a named group of [buffer~]'s and adds a .X to the end (e.g. buffer.1, buffer.2, buffer.3). Takes a name as the argument so that other objects can access it.	[polybuffer~ myPbuffer]
[dropfile]	Defines a region you can use to drag/drop files or folders and outputs the path. Great to use with, say (readfolder $1) to load up a [polybuffer~].	
[combine]	Combines multiple items into a single symbol to be evaluated. Arguments can be default values to combine or any type of thing to create inlets (see the helpfile. The @triggers attribute can also set which inlet is hot. Note that whitespace is removed, making this ideal for file paths or iterative names.	[combine myPbuffer. 1 @triggers 1]
[prepend]	Adds a message to the front of an input string.	[prepend read]
[wave~]	Wavetable oscillator that plays from a named [buffer~]. It's driven by [phasor~], which sets the frequency.	[wave~ myWave]

[groove~] - basics	Variable-rate looping sampler. Arguments are the name of the [buffer] it's using and the number of output channels. TONS of options (this is essentially a super object), so check the Help file for all the details.	[groove~ myBuffer 2]