Currently we have a connection using User Datagram protocol.

Pros

* Already done.
* Easy to modify as we have existing code
* Low latency/ Provides opportunities to have remote connections.
* There is some more but I forgot

Cons

* Security risks?
* Too many messages results in out of sync visuals.
* Still latency
* Difficult to debug.

I believe it is possible to have a file open between two different applications (Max and Unity). On the condition that only one file can read from it and the other can only write. This would prevent corruption of data (Similar to different threads accessing same data).

An example of this file with data in it could be as follows.

/Pitch 6  
/Amplitude 8  
/Frequency 2  
/Pitch 5  
/Pitch 8

Each time a new line is added then read it in from Unity. (Managed on a separate thread).

Pros

* Allows us to keep track of changes. (Could be useful if you want to save a visualisation without audio)
* Should be quicker than UDP. Due to being in memory already and how operating system works.
* I thought of this approach and it makes me feel/ sound smart.
* Easier to debug.

Cons

* Not researched as much into this compared to UDP.
* Have to start from scratch.
* May be issues with simultaneous accessing of data.
* Not sure if it is easy to input from Max.