This is part of the final submission for Audio Programming AG0905A by Neil Donald 1300869. Originally the soundtrack would be provided and the sliders would be replaced with receive objects that would receive appropriate data from within the Unity Game Engine. However, due to an unfortunate occurrence involving my Unity Game engine and laptop computer on the day of submission [29/04/16] the full product was unable to be completed and the Pd patches provided had to be amended for submission.The original product was a 2 dimensional platformer where the player would actions would affect the sound produced by the patch.

For the purposes of this submission, you are give the option to choose your own sound track to play. You can use any audio format, though .wav would be recommended.

To begin, please select the bang object at the top.
This will bring up a window that allows you to choose a sound track.
Please select one. After this you will be able to hear the soundtrack and modify it with the sliders provided.

If you are unable to hear the soundtrack please follow these steps and the sound should be hearable. Please ensure that your volume is fairly low on your machine so as to avoid any shocks if the sound pops in suddenly.

1. Ensure that the DNS is on for your Pure Data Application. You can do this through PD's main window or by pressing Ctrl+/ symbols simultaneously.
2. Check if the volume on the patch is too low.
3. Each slider may need to adjusted in order to initialize them. Trying the Low_Pass slider first may achieve this