

1. Open the File

Note: oscReceive listens for signals on port 8000 and sends signals on port 8001

bump.pd

1. "r enable" will listen for a signal from Unity to enable DSP on startup. Press the trigger under it to activate DSP
2. "r bump" will listen for a signal from Unity to execute a noise for when the player runs into a wall. Click the bang to play a "wall bonk"

mainTheme

1. "r theme" will listen for a signal from Unity to start the main theme. Press the trigger under it to activate the theme.
2. "r pickup" will listen for a signal from Unity to increase the rate at which each note is played by a factor of 2.
Press the bang to speed up the theme.
3. "r startup" makes it so that the metro and float return to their proper original values on startup.
First press the message box and then the bang to restore values back to their starting values.
4. Press the message block to enable the Sawtooth waveform (not sure why it doesn't automatically set it when it gets automatically set for the other waveforms).

oscReceive

1. listens on port 8000 to print the message contents from unity into the pd console.
2. routes the signals from unity to the proper send box for it to be received by the other sub-patches.