Generating a sine tone in Pure Data

scope


```
;
scope yticks 0 0.5 1
```

```
;
scope ylabel -1 -1 0 1
```

`osc~ 1`

`tabwrite~ scope`
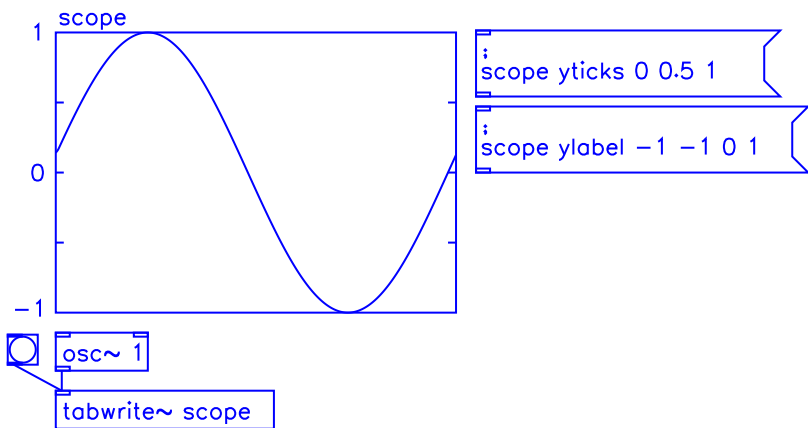
// this array has 44,100 collected
samples as the X axis.

amplitude_change

`osc~ 1`

`*~ 0.2`

`tabwrite~ amplitude_change`

// multiplying the signal with a value

that is less than 1 will lower the amplitude.