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Foreword

This document is a description of the Max

bqt

begin

Set the audio leveb of the current movie. The maximum leveb i & 55; setting the leveb negative acts to mute the curren 264.27.883 (m)-4.9244(o)6.16316(v)-5.88993(i)0.965521(e)-1.66516(,64.19.747(b)18.2003(u)-5.88993(264.51.972(t)0.965521(e)-1.66516()1.9747(b)1.9747(b)1.9747(b)1.9747(b)1.9747(b)1.9747(c)

caseShift

caseShift

compares

1 2

compares

1

fidget



do deviceType serialNumber/* [anything]

Perform a device-specific operation for the specified phidge

FILELOGGER

gcd

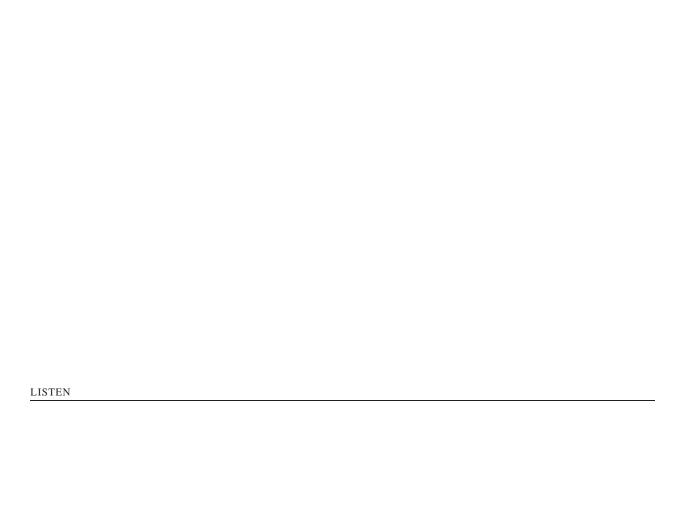
!e position

This is a shortcut for the '!effects position' command.

- 6 bang, the command has completed
- 7 bang, the command was accepted
- 8 integer, the chapter number
- 9 integer, the frame number
- 10 bang, an error was detected

Cd panion dject(s)

ldp1550



Command language syntax:

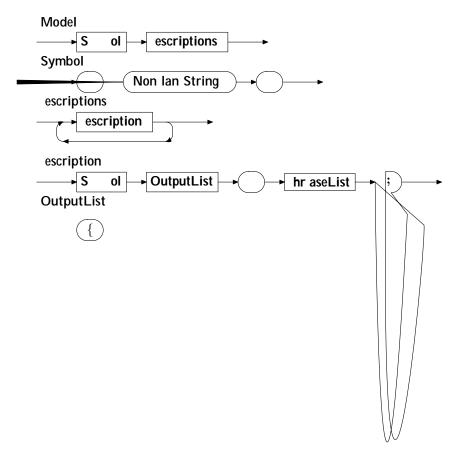
bang

Return the previous result, if any.

load filename

Each element in a phrase can be followed by an optional modifier, which begins with the character '

```
#File: listen_data_2;
# Top-level model:;
<Number>
# Models:;
<Number> = zero { 0 } | <LowNumber> | <Century> and [ o ] <LowNumber</pre>
```



map1d

1

map1d [init-file]

Command language syntax:

add list

float

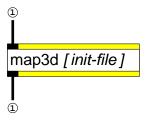
Ranges

		1	7
ma	n	1	П
III LUL	ν	4	u

 $unbounded\ valu0\ \textit{TigH0}\ \textbf{h}\ \textbf{h}\ \textbf{dTiDp}\ ar0\ 7218.475(fl)1.93104(o)-5.89115(a)-1.66393(t)0.963071(i)0\\ \textbf{19}\ \textbf{65502}\ \textbf{h}\ \textbf{(a)}\ \textbf{y}\ \textbf{5189887}(-)-4.$

Ranges

map3d



Description of object: map3d maps its input to a one of a sequence of ranges and returns the set of values

associated with the range.

Object created: April 2001

Commacd lacguage syctax:

add list

Add a racge to the ecd of the loaded set of ranges. The range is in the form: '*' or b1 left right b2 '*' or b3

${\it float/integer float/integer float/integer}$

The given triple of values (either floating point or integer) is compared to the loaded ranges. Wr

Ranges

in





mtcTrack

mtcTrack

4 bang, an error was detected

Companion object(s): works with *mtc* objects

notX

1 🔘

notX

1 🔾

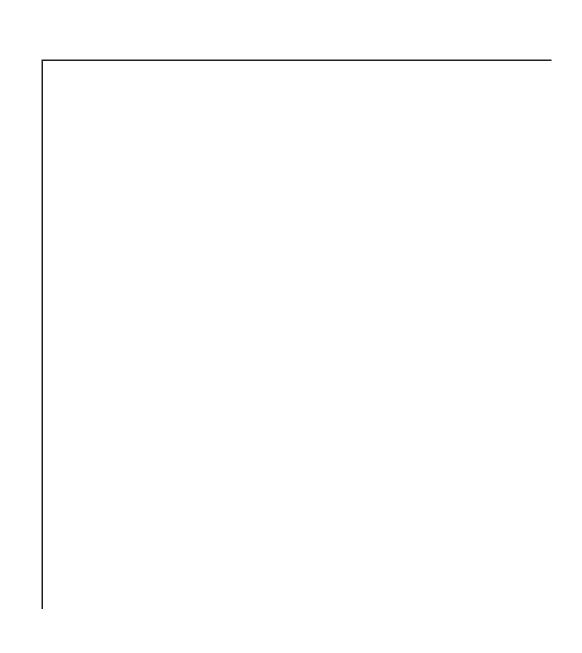
pfsm

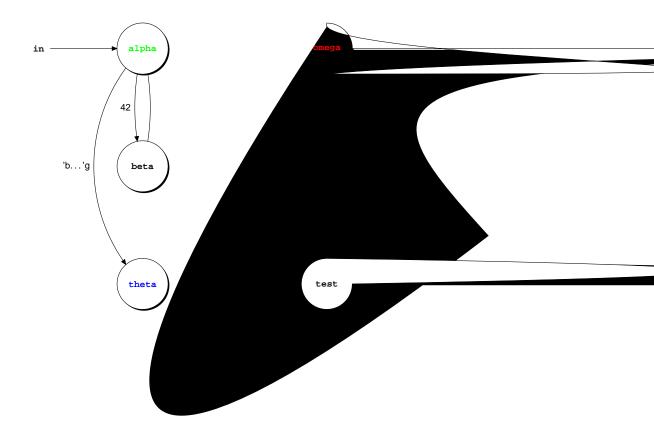
1

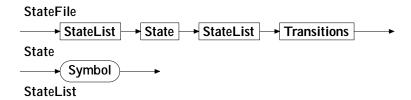
pfsm [init-file]

Command language syntax:

3) the stop states—a list of symbols enclosed in square brack







D		v
ĸ	ι.	Λ

rcx

rcx

getvariable index

Read the value of the given vaniable, where **index** is between 1 and 32, and neturn it as a two element list,

senseX

1

senseX on-lag off-lag

serialX

1

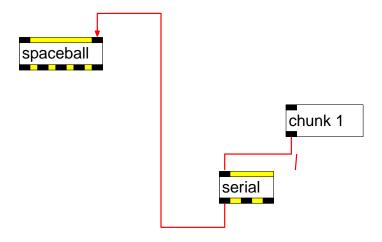
serialX port [baud-rate data-bits stop-bits parity chunks]

2

1 integer/list/bang, the command input

Outlet(s):

1 integer/list, returned characters (as single characters, if 'chunk' mod



Command language syntax:

clear

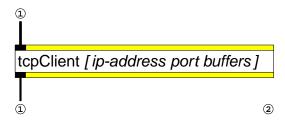
Remove all data from the internal stack.

depth

	_		
61	7 C I	OC	GER

sysLogger

tcpClient



tcpLocate

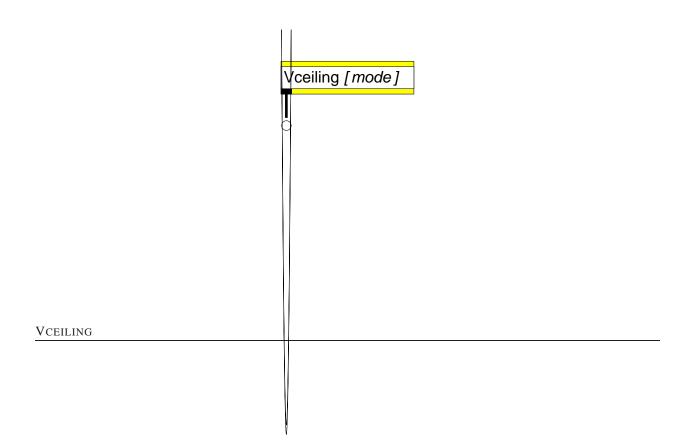
 $\mathsf{TCPMULTIS}$

tcp

udpPort

udpPort

Vceiling



clear

Remove all the collected data.

count

Return the number of atoms collected so far.

start

Start collecting data.

stop

Vcos

V	DI	30	\cap	DE

Vdecode

Vdrop

T7.		_	_	.1	١.
Ve	\boldsymbol{n}	c	O	а	e

Vfloor

1

Vfloor [mode]

1

Vjet

Vjet

Vlength

Vlength

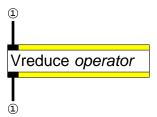
\ /1	7	ΓD	17	١/١

Vltrim

Vmean

V_I	reg	eat	e
-------	-----	-----	---

Vreduce



Vreverse



1

Vround

Vscan

Vscan

Vsegment

1

Vsegment *start how-many*

Fat, PPC-only or 68k-only: Fat

Command language syntax:

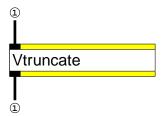
bang

Vsplit

Vsplit

V	tr	im	,
•	u	u	,

Vtruncate



Vunspell

Vunspell

VUNSPELL

- **8 integer**, the minute number
- 9 bang, an error was detected

Companion object(s)



Description of plugin:

RFID corresponds to the PhidgetRFID device, which reads RFID (

standard-do entrymode [reverse] [shift]

Specify the text entry mode of the LCD screen. If 'reverse' is specified, the text entry position decreases after

each character is added to the screen. If 'reverse' is not specified, the text entry position increases after each character is added to the screen. If 'shift' is specified, the screen is shifted after each character is added to the screen, in the direction opposite to the text entry. The ente

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