

s.options.memSize = 2.pow(20); // 1 gb memory reservation

.blend = **XFade.ar**

method for surviving-[cmd + ,]-function

```
20
21 (
22 ~setup = {
23     s.newBusAllocators;
24     ~fxBus = Bus.audio(s,2);
25     s.bind({
26         ~sourceGrp = Group.new;
27         ~src = Synth(\spurge, [\out, ~fxBus], ~sourceGrp);
28         ~fxGrp = Group.after(~sourceGrp);
29     });
30 };
31 ServerTree.removeAll;
32 ServerTree.add(~setup);
33 )
34
```