AUD6204 - Programming Environments
Lesson 2.1

Basic PD Objects 2

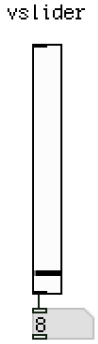

Figure 1: The '**vslider**' object provides a user interface similar to a linear potentiometer (fader).
We can create a message box quickly by simply pressing '**cmd+shit+v**' on our keyboard.

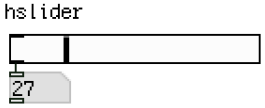

Figure 2: The '**hslider**' object provides a user interface similar to a linear potentiometer (fader), but horizontally oriented.
We can create a message box quickly by simply pressing '**cmd+shit+j**' on our keyboard.

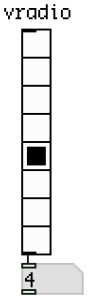

Figure 3: The '**vradio**' object provides a user interface based on 'radio buttons.' It can be useful for changing between setting (e.g. presets).
We can create a message box quickly by simply pressing '**cmd+shit+d**' on our keyboard.

Figure 4: The '**hradio**' object provides the same functionality as the 'vradio.'
We can create a message box quickly by simply pressing '**cmd+shit+i**' on our keyboard.

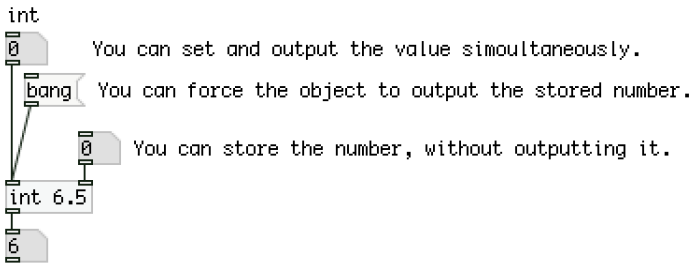

Figure 5: The '**int**' object stores an integer (positive and negative counting numbers, e.g. : -2, -1, 0, 1, 2)

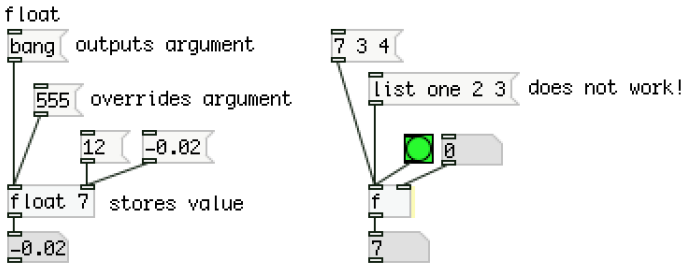

Figure 6: The '**float**' object stores a floating point number (positive and negative with decimal place, e.g. : -2.3, -1.34586, 0.9717, 1.21763, 2.342)

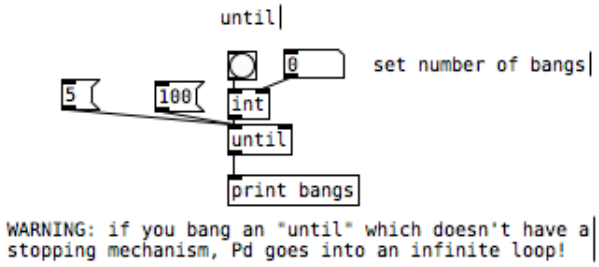

Figure 7: The **until** object's left inlet starts a loop in which it outputs "bang" until its right inlet gets a bang which stops it. If you start "until" with a number, it iterates at most that number of times.
WARNING: if you bang an "until" which doesn't have a stopping mechanism, Pd goes into an infinite loop!

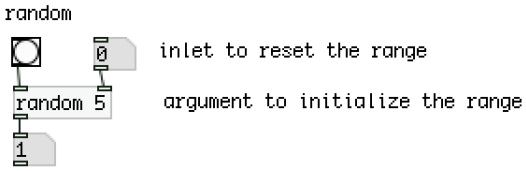

Figure 8: The '**random**' object generates a (pseudo-)random number between 0 and 1 less than the number specified.

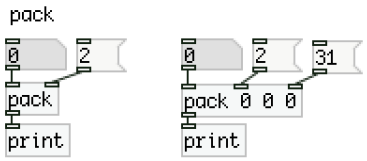

Figure 9: The '**pack**' object combines inputs to create a list.

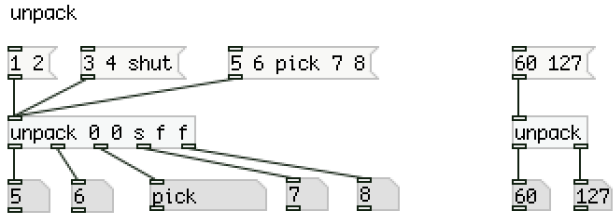

Figure 10: The '**unpack**' object takes a list and distributes the elements to its outlets.