

21M.380 MUSIC AND TECHNOLOGY SOUND DESIGN

LECTURE №6 Pd PROGRAMMING CONCEPTS

MONDAY, FEBRUARY 22, 2016

1 Exercise: Scaling numeric ranges

- Write a Pd patch that scales an input range 0...127 to an output range -1...+1

2 Audio signals in Pd (Farnell 2010b)

- Thick wires
 - Carry data as soon as DSP is turned on
 - Data flows at sample rate ([samplerate~] object)
- Objects have ~ sign appended (by convention)
- Processed in blocks of (by default 64) samples
- Check block content with [print~]; requires [bang]
- Get instantaneous amplitude with [snapshot~]
- Monitor integrated RMS level with [env~]

2.1 Soundcard inputs/outputs

- [adc~] ... mic input
- [dac~] ... loudspeaker output

2.2 Sending audio signals without wires

- [send~] or [s~], [receive~] or [r~]
- [throw~], [catch~]

2.3 Audio oscillators in Pd

- [osc~], [noise~] (-1...+1)
- [phasor~] (0...+1)

2.4 Wavetable oscillators

- [tabosc4~]
- Or use [phasor~] to feed [tabread~] or [tabread4~]
- [tabsend~]

2.5 Syntax of [vline~] and related objects

- [line]
- [line~]
- [vline~]: Syntax

2.6 Filters

- Design filters from scratch: [rpole~], [rzero~], [cpole~], [czero~], [biquad~]
- More user-friendly: [hip~], [lop~], [bp~], [vcf~]

2.7 Exercise: EDM break patch

- Sequencer with kick and hi-hat, gradually (and automatically) increasing LP cutoff

3 Subpatches (Farnell 2010a)

- Subpatches are really just containers to organize larger patches
- Subpatches have pd prepended to their name, e.g., [pd my_subpatch]
- Add [inlet], [outlet], [inlet~], [outlet~] objects to connect subpatch to parent

3.1 Exercise: Pythagoras subpatch

- Write a subpatch [pd magnitude] that calculates $c = \sqrt{a^2 + b^2}$
- 2 inlets for a (hot) and b (cold)
- What if I wanted to turn b into a hot inlet?

4 Abstractions (ibid.)

- Are also containers
- But more importantly, they are a way of *abstracting* frequently used code into a new Pd object!

- Save code to new file, e.g., `myabs.pd`
- Reuse abstraction as `[myabs]` in another Pd patch (possibly multiple instances of it)
- Abstraction must be somewhere in Pd's search -path (what always works: put abstraction in same directory as patch that uses it)

4.1 Creation arguments (\$1, \$2, etc.)

- Meaning of `$N` in an abstraction (as opposed to in a message)
- Unspecified creation arguments default to 0
- How to default an unspecified creation argument to a number other than 0? With `[sel 0]!`
- Tricky: We cannot distinguish an unspecified creation argument from one that's been specified as 0!
- Providing lists of parameters and (un)packing them inside the abstraction with `[pack]` and `[unpack]`

4.2 Exercise: Numeric range scalar abstraction

- Write an abstraction `[scale]` that scales an input range 0...127 to an output range `$1... $2`.

4.3 \$0 notation

- `$0` is some random number that is *guaranteed to be unique for each instance of an abstraction.*
- Useful when using multiple instances of abstractions that use arrays etc.

5 Graph-on-parent

- A fun (and probably overused) feature.
- Idea: Provide GUI as part of an object.

6 How to write your own help patches

- Prepend `help-` or append `-help` (better, why?) to abstraction's name
- E.g., `myabs.pd`'s help patch is `myabs-help.pd`
- Help patch needs to be in Pd's `-helppath`
- Then you can right-click (Win, Linux) or `ctrl`+click (Mac) and `Help` on your own abstractions. ☺
- Writing a help patch actually helps to clarify an abstraction's specs for yourself (and remind yourself and others of them later).

6.1 Exercise: Help patch for [scale] abstraction

- Write a help patch that shows the functionality of your [scale] abstraction.

7 PD2 assignment

References and further reading

- Farnell, Andy (2010a). "Abstraction." In: *Designing Sound*. Cambridge, MA and London: MIT Press. Chap. 12, pp. 193–203. ISBN: 978-0-262-01441-0.
MIT LIBRARY: [001782567](#). Hardcopy and electronic resource.
- (2010b). "Pure Data Audio." In: *Designing Sound*. Cambridge, MA and London: MIT Press. Chap. 11, pp. 185–92. ISBN: 978-0-262-01441-0. MIT LIBRARY: [001782567](#). Hardcopy and electronic resource.

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