

# Final assignment Pure Data

## 1 Audio control over network (check assignment)

On the Pure Data side:

- Build a Pure Data patch that outputs a tone using the oscillator `osc~`.
- Make sure you can modify the pitch and volume by sending a “pitch [number]” and “volume [number]” message through a `route`.
- Use `netreceive~3000` to receive network messages over the port 3000. These messages should control the volume and pitch.

On the Processing side:

- Create a client that can send messages to the Pure Data server. Use the following documentation as a starting point: <https://www.processing.org/reference/libraries/net/Client.html>. Note that each message has to end with a semicolon or they will not arrive!
- Draw a slider on the screen that controls the volume. Do the same for the pitch.