
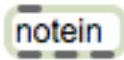
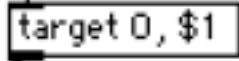
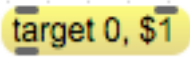

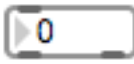
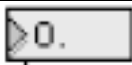
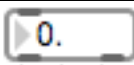
















## Reading Max 4 Patches

I try to keep my tutorials up to date, but David Z and crew are expanding the capabilities of Max/MSP/Jitter so fast I can't explore all of the new possibilities, let alone rewrite tutorials that are still valid but have illustrations in Max 4. Eventually, everything will be upgraded, but until then, here is a simple chart of what objects used to look like.

Object	Max 4 version	Max 6 version
Object Box		
Message		
Integer		
Float		
Inlet		
Outlet		
Toggle		
Button		
Slider		
Gainslider~		
Ezadc~		
Ezdac~	