# Lecture 3

Control assignment for the tutorial *Remote Messaging*

In this exercise, we will move data inside the patch without using patch cables.

Go through the tutorial *Remote Messaging* and the corresponding tutorial patch. If some points are unclear, go back and repeat until you have a good understanding, and if you are uncertain on the function of one or more of the objects, read the reference or the help file.
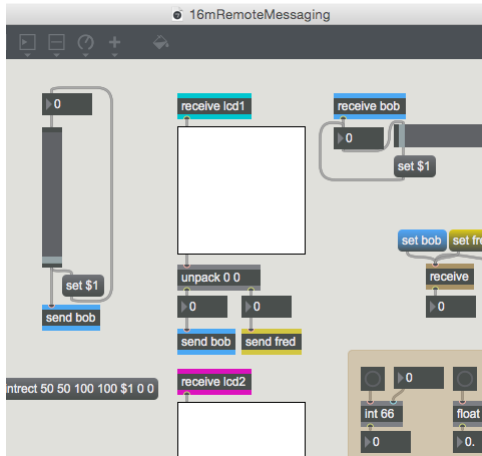
Work through the different parts of the patch and ascertain that you understand how they work. When ready, proceed to the assignment.

Assignment 14

This assignment consists of seven parts.

14.1 Link two number boxes together with *send* and *receive*.

14.2 Add an extra *receive* object. Similarly to the first *receive* object, this should receive the numbers that are sent to the *send* object. But this object should only send numbers when activated by a *bang*.

14.3 *Assignment 14.2* can be solved in two different ways. One of them is by using the *value* object. Show both ways.

14.4 Make a procedure that sends and receives the message "test_hello".

14.5 Add an object where you can alternate between sending to two different *receive* objects.

14.6 Also set up an object where you can alternate between receiving from two different *send* objects.

14.7 Create a *message* object that sends directly to one of the *receive* objects without being connected with patch cables. If you don't understand how to do this, take a look at the part of the exercise that has the heading *Working with ; and forward*.

Mark the different parts of the patch with *comment* objects. This patch contains several objects, and it makes sense to comment the code in order to be able to navigate easily.

Objects introduced in this tutorial:

send	receive	forward	int	float	value