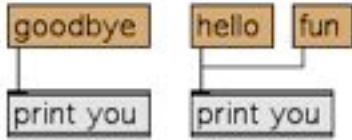


Patch Aesthetics



Cord Control

Use segmented cords as much as possible to keep cords from running over other objects, and to keep down the visual distraction of all that angular movement. If cords have to cross, have as few crossings as possible, and make it clear where each cord ends up.

Check "Segmented Patch Cords" in the Options menu. To make a segmented cord, you don't drag as with a normal patch cord, but click at each point where you want the cord to bend. (If you leave the option unchecked so that the default is normal cords, you can still get a segmented cord by shift-clicking on an outlet.)

Color Coding

You can color code objects by selecting them and choosing a color from the Object>Color menu. Generally, one color codes by type of object (e.g. messages) or groups of objects with a shared function.

Aligned Code

Keep objects in logical groups, internally aligned if possible. Don't align nearby groups with each other

Window Compactness

Keep everything in one window, if possible. If not, scroll in only one direction (down or right).

Naming

Keep names to one word (since that gives the option of your patches to later become subpatches in other programs), and give meaningful names to help you understand your own code. "imageTwister" is a more helpful name than "xyz".