



1. What does B control:
 - Literally:

 - Perceptually:

2. What does C control, and what is a reasonable minimum and maximum value?

3. What does changing C from -0.98 to 0.98 seem to do? (Hint: you also might try looking at the output of `comb~` on `spectroscope~`)

4. What do the values at D control?

5. What do the values at E control?

6. What do the values at F control?

7. On the front side, draw in the object or objects that I could place between A and B so that I could play the comb filter with the keyboard object in correct pitch.

8. The `rand~` at H goes to two different `PM.Scale~` objects. What is the difference in the arguments between the two, and why might that be useful in a stereo signal? (Hint: changing the `rand~ 0.4` to `cycle~ 0.4` may make the difference clearer)

9. Compare the dry signal to the filtered signal at I. What is the difference in sound?

10. Set B = 6. Compare small values of J (try 0.2) with larger values of J (try 9).