

# Parameters in chuck

Put this code on top of your Chuck patch in order to define e.g. tree parameters.

Call: e.g. Yourpatch.ck:3:22:3

```
2::second => dur patchDuration;  
if (me.args() > 0) {  
  Std.atoi(me.arg(0))::second => patchDuration;  
}
```

Default value

```
55 => int midiNr;  
if (me.args() > 1) {  
  Std.atoi(me.arg(1)) => midiNr;  
}
```

Parameter index

```
1 => int preset;  
if (me.args() > 2) {  
  Std.atoi(me.arg(2)) => preset;  
}
```

Convert the parameter string to the type of the variable

Here comes your code using the variables 'patchDuration', 'midiNr' and 'preset'

Parameter 1 (the leftmost) with defaultvalue 2.

It defines variable 'patchDuration'

Parameter 2 (the middle) with defaultvalue 55.

It defines variable 'midiNr'

Parameter 3 (the rightmost) with defaultvalue 1.

It defines variable 'preset'