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//Weapons Inspections -- SuperCollider Code
// jesse pearlman karlsberg 11, 14, 15 february 2003

//this patch controls the playback of anti-war sound material used in
//the weapons inspections sound installation and enables the
//simultaneous playing of external cds through the speaker system.
SC.chans_(8);
Items.funcInit({ arg it, starts = 6, vols = 6;
  var filenames, soundFiles;
  vols .db(-30) .nslider;

//load the anti-war protest sounds to play over the ceiling speakers
  filenames = [":Sounds:bushjr", ":Sounds:usforpolicy",
    ":Sounds:notmypresident", ":Sounds:oilnotworthdyingfor",
    ":Sounds:warwhatisitgoodfor"];

  soundFiles = filenames.collect({ arg n;
    var s;
    s = SoundFile.new;
    s.read(n);
    s;
  });

//attach the sound files to checkboxes
  soundFiles.do({ arg file, i; var signal;
    signal = file.data.at(0);
    starts.at(i).sound_({
      Pan2.ar( //apply pan
        PlayBuf.ar(
          signal, file.sampleRate,
          1, 0, signal.size, signal.size,
          vols.at(i).kr
        ), 0
      );
    });
  });
  starts.at(5).sound_({AudioIn.ar(1)});
}).show;
)

//enable the three cds to play through the speaker system
SC.play({AudioIn.ar([1,2,3,4,5,6,7,8])})

```