

[New SuperCollider Mailing Lists Forums \(Use These!!!\)](#)

[harry\\_kendall\\_thaw](#) ▾

# New SuperCollider Mailing Lists Forums (Use These!!!)

These forums are archives of the SuperCollider Users (sc-users) and SuperCollider Developers (sc-dev) mailing lists.

**N.B. You must subscribe to sc-users / sc-dev or sc-users-acl / sc-dev-acl (for non-delivery) in order to post from these forums.**


[Add an address to sc-users-acl](#)

[Add an address to sc-dev-acl](#)

For information on the lists, please see: <http://www.birmingham.ac.uk/facilities/ea-studios/research/supercollider/maillinglist.aspx>

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Subcategories	Topics	Posts	Last Post
 <b><a href="#">SuperCollider Users New (Use this!!!!)</a></b> <b>N.B. You must subscribe to sc-users or sc-users-acl (for non-delivery) in order to post from this forum.</b> <a href="#">Add an address to sc-users-acl</a> <p>This list is for questions, info etc. regarding the SuperCollider real time synthesis programming environment. For information on the list, please see: <a href="http://www.birmingham.ac.uk/facilities/ea-studios/research/supercollider/maillinglist.aspx">http://www.birmingham.ac.uk/facilities/ea-studios/research/supercollider/maillinglist.aspx</a></p> <p>A complete archive of the list (including the previous create.ucsb.edu incarnation) is available at:  <a href="http://www.listarc.bham.ac.uk/marchives/sc-users/">http://www.listarc.bham.ac.uk/marchives/sc-users/</a></p> <p>You can search the archive here:  <a href="http://www.listarc.bham.ac.uk/lists/sc-users/search">http://www.listarc.bham.ac.uk/lists/sc-users/search</a></p> <p>This list was created with mass migration of subscribers from the old</p>	15384	85085	<a href="#">4:15pm</a> by daeva2018

create.ucsb.edu list on June 16, 2008. Please contact sc-users-owner@lists.bham.ac.uk for further list details or queries concerning the list.



## **SuperCollider Developers New (Use this!!!!)**

14472 48853 Jun 05 by Marcin

**N.B. You must subscribe to sc-dev or sc-dev-acl (for non-delivery) in order to post from this forum.**

### **Add an address to sc-dev-acl**

This list is addressed mainly to people developing SuperCollider source code. Contributions, questions, comments on any level of the code (C, C++ or SuperCollider class libraries) are covered here. For information on the list, please see:

<http://www.birmingham.ac.uk/facilities/ea-studios/research/supercollider/maillinglist.aspx>

A complete archive of the list (including the previous create.ucsb.edu incarnation) is available at:

<http://www.listarc.bham.ac.uk/marchives/sc-dev/>

You can search the archive here:

<http://www.listarc.bham.ac.uk/lists/sc-dev/search>

This list was created with mass migration of subscribers from the old create.ucsb.edu list on June 16, 2008. Please contact sc-dev-owner@lists.bham.ac.uk for further list details or queries concerning the list.



## **state change threshold detection**

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Nov 18, 2017 by brendan

Hallo I am trying to generate a binary state threshold detector. Using a Slider, and the following code I can only get an output stream of 1s or 0s: w = Window.new.front; a = Slider(w, Rect(20, 60, 150, 20))  
.action\_({ var old1, new1; if(a.value > 0.5) {new1=1} {new1=0};  
if(new1 != o...



## **How to send all the written text with OSC**

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Nov 16, 2017  
by taketori7616

How can I send all the texts written with SuperCollider in OSC with char type?



## **Can't compile SC Plugins in sierra**

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Oct 23, 2017 by fbfrankb5

Read here, rather typing it out; What am I doing wrong? Thanks  
<https://github.com/supercollider/supercollider/issues/3250>



### **Make extension files work**

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[Oct 23, 2017](#) by Pernille

Dear SuperColliders, After downloading an extension with loads of units - how does one make these units work in full? As in; The new units doesn't show any text, when opening the help window. And furthermore, they do not show the codes. Somehow the files within the extension are not pl...



### **midi cc filtering**

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[Oct 04, 2017](#) by Adampultz

Hello, I want to map a single slider from my midi-controller to control amplitude in a synth, but I cannot filter out the other cc messages coming from the other sliders on my controller. I have succeeded in having postIn respond to only the one slider I wish to use, but the a.set message sti...



### **make error**

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[Sep 01, 2017](#) by shihs

HI, I get an error while trying to install the plugins. When I enter make in the Ubuntu terminal, I get an error: In file included from /usr/include/SuperCollider/plugin\_interface/SC\_World.h:27:0, from /usr/include/SuperCollider/plugin\_interface/SC\_PlugIn.h:24, ...



### **Sync Pbinds**

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[Sep 01, 2017](#) by shihs

Hi there, just started working with SuperCollider and stumbeled upon a problem regarding the synchronisation of Pbinds. I'm working with a Proxyspace and I'm not able to get the Pbinds synced in time. My attempts to work with x = Pbind(...); x.play(quant: 1) etc. failed with the error message: ...



### **new to SC3, about default Buses "b,c"**

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[Aug 19, 2017](#) by shihs

hello, I am new to SC3, in the Tutorial there is an line in an example: x = Synth(\tutorial\_Reverb2, [\inBus, b], ~effects); this "b" seems is an default one channel bus, "c" also. where can I find more info about these default settings in SC3? next questions is a...



### **Builting a routine for a Sound in 16 channels**

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[Aug 11, 2017](#) by BUCK

Hi, I'm trying to built a Synth in wich I could adress a sound to different channels at a specific time. I want something more predictable than LFNoise or MouseX to control the way sounds goes

trhowg a 16 channel system. Say I want the sound to follow this channel's sequence: [14, 8, 7, 3, 2...



### **passing oscillators as arguments in complex additive synthesis.**

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[Jul 27, 2017](#) by shiihs

So, I am trying to re synthesize a sound using additive synthesis. However It would make things a lot easier and efficient if I could find a way to get these two examples work the same. {SinOsc.ar(100 + (SinOsc.ar(6.2)), mul: 1)}.play; m = SinOsc.ar(6.2); {SinOsc.ar(100 + m, mul: 1)}.play;...



### **plotting with two axis**

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[Jul 22, 2017](#) by beenthere

Hi, so, this is a really basic question. I can't figure out how to make a graph where I can control not only the y values but also their x values . I was originally thinking something like this would work [[1, 2], [1, 3]].plot where, [1, 2] and [1, 3] are the (x, y) pairs. I also tried usi...



### **Physical copy to e-book**

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[Jul 15, 2017](#)  
by jorgeBarreiros

Hello everyone i've bought The SuperCollider Book, the physical copy last year and i want to give it another go this summer. The problem is, my workflow for learning is way better if i'm reading a pdf in my pc. Is there a way to get the pdf file with the e book? I don't want to pay again for the...



### **Focusrite UbuntuStudio 16.04**

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[Jul 09, 2017](#)  
by George Edward Thomas

Hi list! I've recently purchased a Scarlett focusrite 2i4 second generation, works very well out of the box with pulseaudio, however I cannot use it in jack, if I go into qjackctl, the audio tab displays only two outputs (playback\_1, playback\_2) which use my laptop speakers (Dell xps 9550) So...



### **Creating SynthDef with a dynamic Env**

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[Jul 09, 2017](#) by Nathan Ho

Hello SC-Forum, how is it possible to create a Synth which takes as arguments levels and times for creating an Env. I have something like this in mind: SynthDef(\inst, { arg freq = 440, levels, times; var sig = SinOsc.ar(freq:freq); var env = EnvGen.ar(Env(levels:levels, times:times)...









### **Ssd Chemical solution for cleaning money in Muscat 0096879170436**








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[Jun 27, 2017](#)  
by johndexter

Chemical cleaning all type of black money We are manufacturer and seller different types of chemicals for cleaning of defaced, black notes which includes SSD SOLUTION, SUPER AUTOMATIC SOLUTION, VECTROL PASTE, ACTIVATION POWDER, TEBI-MAGNETICSOLUTION etc, we also clean notes on percentage. W...

	<b><u>Using Pdef</u></b> - deleted -	1	1	<a href="#">Jun 01, 2017</a> by Nathan Ho
	<b><u>Accurate time inside drawFunc?</u></b> Hi, I'm trying to find a way to create animated drawing based on the waveform in a buffer (essentially a customized oscilloscope trace) with accurate timing, i.e., I'm not necessarily that concerned about short-term jitter at or around the frame rate, but I do want the animation to reflect accur...	1	2	<a href="#">May 09, 2017</a> by Patrick McGraw
	<b><u>Bus definition and MIDIdef.cc in included file</u></b> Hi, please consider this example: Having ~kickAmp = Bus.control(s, 1); MIDIdef.cc(\cc, { value, cc  ~kickAmp.set(value/127);}, ccNum: 3, chan:0); Synth(\kick, [amp: ~kickAmp.asMap]); in one file works for me. The kick amplitude is determined by the midi control when t...	1	6	<a href="#">Apr 25, 2017</a> by herrkami
	<b><u>Code from Mapping and Visualization with SuperCollider</u></b> Hi! Having trouble running code examples from this book. I think that it's not reading the - "/9677OS_07_07.scd" and the various urls like "http://www.random.org/integers/?num=10&min=1&max=640&col=1&base=10&format=plain&rnd=new\" New to SC, ...	1	1	<a href="#">Apr 18, 2017</a> by Nathan Ho
	<b><u>Pseudo-method question</u></b> Hi list, Why does this work: x = {arg data = []; data.postln}; x.value([1,2,3]); and this not: m = (); m.dlt = {arg data = []; data.postln}; m.dlt.value([1,2,3]); ? K	1	2	<a href="#">Dec 26, 2016</a> by kflak
	<b><u>New to SC - Trying to send trigger from pdef to OSC without sending Rest()</u></b> Heya, New to supercollider, been doodling with it the last 6 months, love it. Very intuitive and fun. Now trying to expand my setup to visuals by sending trigger data from pdefs to OSC (and into touchdesigner), and I'm having some problems as my Rest() functions are also sent. Is there...	2	3	<a href="#">Dec 26, 2016</a> by platerytter

	<b><a href="#">Bus control and if statement</a></b>	1	2	<a href="#">Dec 06, 2016</a> by paulss83
	Hello, I need to some help about this code: ~midival = Bus.control(s, 1); ~fader1; ( MIDIClient.init; MIDIIn.connectAll; MIDIIn.control = { arg src, chan, num, val; [~midichan.set(chan), ~midinum.set(num), ~midival.set(val)].postln}; ) ( //start first buffer with the same con...			
	<b><a href="#">Reading System environmental variables</a></b>	1	1	<a href="#">Nov 07, 2016</a> by Nathan Ho
	Is there any way to read an environmental variable from the operating system? Thanks			
	<b><a href="#">keyDownAction triggering without pressing the key</a></b>	1	2	<a href="#">Oct 29, 2016</a> by Nathan Ho
	Hi all, I'm new here, so hello! I have a GUI question. I've defined several keyDownActions in a view, and I'm trying to find a way to trigger them without pressing the key - to be able to trigger them from within a routine, or trigger several of them by pressing a different key. I know I coul...			
	<b><a href="#">TGrains vs TGrains2</a></b>	1	3	<a href="#">Oct 16, 2016</a> by Nathan Ho
	I want to use TGrains2 but if I swap the object in the code below it does not work for TGrains2 whilst it works for TGrain. Any suggestions what is causing this? b= Buffer.read(s, "C:/Program Files (x86)/SuperCollider-3.7.2/sounds/a11wlk01.wav"); b.bufnum ( SynthDef(\GRANULAR, ...			
	<b><a href="#">Supercollider windows server failed to start result code -1073741786</a></b>	1	1	<a href="#">Sep 10, 2016</a> by Nathan Ho
	Hi all, Any ideas what the RESULT = -1073741786 code means? Trying to boot my server with s.options.sampleRate = 44100; s.options.device = "ASIO : JackRouter"; Thanks!			
	<b><a href="#">Genuine essay writing service reviews to get a best service.</a></b>	0	0	<a href="#">Sep 03, 2016</a> by TamaraStreeter
	Today most of the students hires an essay writer to address his or her articles, book reviews, thesis, thesis proposals, math issues, etc. Native and non-native students alike benefit of immense work edges drawing up papers for money grants. notice the best essay writing service with the assist...			
	<b><a href="#">Help with "Ball" and "TBall" ?</a></b>	1	2	<a href="#">Aug 26, 2016</a> by Tanguy Roussel

Hello everyone ! I'm new on SC (working on it for 3 months) :) I'm trying to imitate the sound of a bouncing ball with "Ball" or "TBall" but I don't understand how they work ! Someone can help ? Thanks a lot !  
TR



### **Need help building plugin with cmake in Windows**

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[Aug 16, 2016](#) by Matthew

I am using SuperCollider 3.6.6 on a Windows XP machine. I want to build a plugin using Cmake and mingw for this:  
[https://github.com/spluta/PV\\_Control](https://github.com/spluta/PV_Control) Can someone guide me through the process using the Windows Command line (not UNIX/LINUX) or a Qt GUI. Do I need to generate a new CMakeCache ...



### **interpreter bug?**

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[Jul 27, 2016](#) by Nathan Ho

Lately shift-Enter frequently fails to interpret code and behaves like simple Enter. I am using Fedora 24. Remarks, SVP. --  
[clients.teksavvy.com/~echapin](http://clients.teksavvy.com/~echapin)



### **OSX SCUIView missing**

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[Jul 27, 2016](#) by Nathan Ho

Where is SCUIView? I tried to subclass it and I get the error super class not found. I even downloaded the source and scanned it for "SCUIView" and I only found a reference on Knob. I am obviously missing something. Thank you for any help.



### **Adding more than one Pin Value to reportAnalogPin**

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[Jul 27, 2016](#) by Nathan Ho

Hello, I currently using Firmata with my Arduino and I am struggling to know how to pick up more than one pin at a time. My aim is to read all pins both Analog and Digital when I want as well as to send data to all pins, basically as much freedom as possible. This is what I have: a =  
...



### **Installing SC on Ubuntu 16.04: server failed to start**

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[Jul 15, 2016](#) by ddw\_music

Hello, I am new to supercollider and i have a problem with the installation. I installed supercollider and i can not start using it because it allways gives a error message: init\_OSC empty compiling class library... NumPrimitives = 679 compiling dir:  
'/usr/share/SuperCollide...



### **easy questions but i cannot find an answer**

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[Jul 05, 2016](#) by ddw\_music

hello im new to sc and new to programming and seek for answers in my easy questions... im looking through tutorials and guides/ google but cannot find the answers a simple question such as for example:

{SinOsc.ar([400,500].choose)}.play instead of a random 'choose' method, i want it to play...



### [ArrayedCollection method 'indexOf' doesn't match strings](#)

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[Jun 06, 2016](#) by soh\_la

Hi all, I'm having a problem locating the index of an item in array, using .indexOf, when the array is made up of strings. For example...  
[1, 2, 3].indexOf(2); ...works fine, but: ["one", "two", "three"].indexOf("two"); ...just returns nil...



### [test123](#)

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[May 11, 2016](#) by funkoku


### [Ndef and Synthdef / Live best practice](#)

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[Apr 19, 2016](#) by Lou

Dear community, could someone explain me the difference between Ndef and Synthdef? Like when best to use which? I m sorry if this might be very obvious, but from the resources I found I did t really understand it. Also I am trying to find resources about integrating sc with ableton live...



### [mouse position inside Pbind for rithmic modulations](#)

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[Apr 18, 2016](#) by skwwwks

I would like to use mouse position (f variable) inside Pbind /dur to play different rithmes but I getting error ( SynthDef("tone2", { arg freq = 440, amp=0.5, gate=1, envdur=1.5; var sound, env; env = EnvGen.kr(Env.perc(0.01, envdur), doneAction:2); sound = Pan2.ar(SinOs...



### [Update "Wait" or "Yield" delay interval dynamically](#)

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[Apr 05, 2016](#) by Zuu

It must be doable, but I cant find any example or tutorial where this is shown. Saying "dynamic" I mean controlling those values with Ugens or Hid/MIDI devices in stead of evaluating the code every time after changes has been made. // "Wait" example Task({ { "I'm loo...



### [A global array that updates the current uses when changed.](#)

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[Mar 30, 2016](#)  
by madamdata

Hello, I have searched the archive and have not found an answer to this question - if I have missed it please direct me there. I am trying to create a global array that will be used in numerous listPatterns that will update its instantiations when changed (In Chuck you just create a Global...



### [Gui Classes](#)

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[Mar 22, 2016](#)  
by madamdata



Hi people, I am trying to create some classes for my GUI's - the general idea is captured in the code below (lifted from various help-files etc.) and modified a bit. This (rudimentary) class compiles and does a simple job. It may require some re-writing in the interests of best-practice e...



### **made a gift of dofus kamas**

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[Mar 11, 2016](#)

by baizhou2324

Warner also created the serious allegations that on 3 May, a month before the selection, Blatter had at the Concacaf the legislature in Las vegas "made a gift of dofus kamas 1m to Concacaf to spend as it believes fit". Michel Platini, Uefa's chief professional and a vgoals globe cup pr...



### **"MouseButton" or "KeyState" to execute function**

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[Mar 05, 2016](#) by Zuu

Hi! Tutorials and examples shows only how to modulate some values, but this method doesn't work if want to execute functions(or I don't know how to adopt). I'm new and want to learn simple task, how to trig samples with keyboard, mouse or any HID device buttons. Can you give me some clues or ...



### **memory allocation question**

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[Feb 11, 2016](#) by mopani

I'm a supercollider user somewhere between beginner and intermediate just getting to grips with making music. I occasionally get messages telling me to allocate more memory to various synths. I have a Macbook pro with 16gb which I'd have thought would be enough to run several channels of sou...



### **request for help with default settings**

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[Feb 07, 2016](#) by mopani

I'm slowly getting to grips with Supercollider and would like to know a simple way of setting defaults in sc on a mac powerbook with 16gig ram. I occasionally get memory warnings and so would like to set memory to as high as reasonable within the 16gb that I have. Also I'd like to default to 48k...










### **Supernova fails to compile**

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[Dec 18, 2015](#) by audiodef

I have been trying to get SuperCollider to compile, but it always fails when it gets to supernova. Version: 3.6.6 (3.6.5, too, if that matters). OS: Gentoo Linux Install requirements met: yes This happens whether I use an ebuild or compile manually. I would appreciate help getting th...

	<b><a href="#">VBAP Speaker subsets</a></b>	0	0	<a href="#">Oct 19, 2015</a> by rinconestrada
<hr/>				
	<b><a href="#">half-working buffer</a></b>	0	0	<a href="#">Oct 14, 2015</a> by AfrZ
<hr/>				
	<b><a href="#">Setting outDevice in startup.scd</a></b>	0	0	<a href="#">Sep 26, 2015</a> by kmll
<hr/>				
	<b><a href="#">gui and pattern on same synthdef</a></b>	0	0	<a href="#">Aug 07, 2015</a> by Ch4n
<hr/>				
	<b><a href="#">Cannot hear sound</a></b>	0	0	<a href="#">Aug 06, 2015</a> by Jhard
<hr/>				
	<b><a href="#">Win8 trouble - getting started</a></b> - deleted -	0	0	<a href="#">Jun 14, 2015</a> by NickSum
<hr/>				
	<b><a href="#">How to visualize MIDI data...?</a></b>	1	1	<a href="#">Jun 11, 2015</a> by Max

to analyze MIDI data in real time with lissajou (x/y) coordinates. I have made several (long) attempts at visualizing the notes I play on my MIDI keybo...



### **SoundFileView with a moving time cursor**

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[Apr 17, 2015](#) by veain

For a while i've looked at the documentation for SoundFileView, PlayBuf and Buffer to try and find a way to implement a moving time cursor where the time cursor position corresponds to the point of the soundfile that is playing. I'm sure I must have missed something! Does anyone know a way to...



### **How to pause/resume playback of a soundfile?**

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[Apr 08, 2015](#) by arntzy

I would like to play a soundfile (.wav), pause it at some point, then resume playback from where the soundfile was paused. What is the easiest way for me to do this? This seems like it should be simple. I thought perhaps I should try to set a startpos variable upon the stopping of the playba...



### **London SC meetup ..?**

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[Apr 05, 2015](#) by YenzM

Is there any SC meetup in London? If not, let us organize it! Anyone interested? The only possible place I can think of is Troyganic Cafe, where MusicHackSpace events are held.



### **OSC bundles from arduino issue**

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[Mar 27, 2015](#)  
by Edouard Mortec

Hi there, I'm sending OSC bundle messages from an Arduino with ethernet shield directly plugged in my Macbook. When I use the OSCfunc.trace(true) function I can see the messages in the post window perfectly organized. But when I write an OSCdef to use the same messages nothing happen. ...



### **Monome and supercollider**

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[Feb 18, 2015](#)  
by cloudhopper

Hello, I've been looking around for tutorials about how using Supercollider with monome. The examples on the monome site are based on whole grid programming. I was wondering how it could be possible to program the monome per its buttons within Supercollider. Anyone has experience with...



### **amplitude array**

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[Feb 10, 2015](#)  
by cloudhopper

hello Forum, I am looking to insert lists of amplitude points into my supercollider code. I have two SynthDefs, a pulse ("directionB") and a

sine tone("directionA") that play a sequence of 10 glissandi. The composition plays correctly, but I forgot to add the list of a...



### **Hello and Array with variables**

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[Jan 17, 2015](#)

by cloudhopper

Hello all, First of all I am new here, so I wanted to say Hello to you all. :) As you mentioned maybe.. I am a SCnoob :) And i was working on a Delay patch with variable delayTimes. This is my code sofar... (SynthDef.new( \delay, { arg maxDel = 5, delTimes = #[0,0,0,0]; var sig...



### **Pisano periods and cycle**

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[Oct 25, 2014](#)

by clemente\_rc

Hello to everyone: Does anyone have worked with Pisano period and how to determine the cycle of te period in SC? Thanks in advance, regards, RC



### **ddw library on Windows compile errors**

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[Aug 11, 2014](#)

by Alfonso Santimone

Hi guys, i'm trying to investigate the Voicer class on ddw library but when i put the quark folder in my extensions folder i have the following errors. any help? thanks a. init\_OSC empty compiling class library... NumPrimitives = 644 compiling dir: 'C:\Program Files (x86)\SuperColli...



### **Use UGen value as a number**

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[Jul 20, 2014](#)

by jordiespuny

hello it possible to use the values from a Ugen like a regular number? for example: mouse = MouseX.kr(0,10) and then use de mouse value in an other UGen I get the following error: The preceding error dump is for ERROR: can't set a control to a UGen in this example (SynthDef(\mo...



### **unknown slang with emacs on arch and in gedit I cannot click supercollider plugin**

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[Jul 14, 2014](#) by mattata

hello, I have installed supercollider in arch but emacs gives me unknown slang when I start it with: emacs -slang I tried supercollider in gedit but even if the supercollider plugin is there it does not allow me to click it. does anybody know how can I get supercollider running in arch...



### **Addressing Array as argument in SynthDef**

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[Jun 15, 2014](#)

by Matthias Kispert

I have some code that works but is very long, and I'm looking for a way to rein it in. One thing I'm stuck at is addressing elements in an Array that's an argument in a SynthDef. With what I have now, every

time I move a slider, I get the error: Message 'at' not understood.  
Maybe there's anothe...



### **PMOsc.ar. No sound when replacing carfreq and modfreq by formula**

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[May 25, 2014](#)

by sabinapapry

Hi, Just started in supercollider, so sorry for my ignorance. Could you please explain why the first "play" is sounding and the second isn't. The second one doesn't give any mistakes but just doesn't sound. Thanks in advance. Gr. Herman ( { PMOsc.ar([200,202], Line.ar(0,2...



### **Effects On/Off through MIDI**

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[May 11, 2014](#)

by astro44448

Hi, Newbie here. Trying to turn effect on and off through midi notes e.g. assigning reverb to midi note 25 and turning it off with midi note 27. So far I can trigger reverb by hitting note 25, but can't release it. Ultimately I hope to trigger and turn off an effect with the same midi, to wor...



### **newbie question - Pbind and PlayBuf**

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[Apr 22, 2014](#)

by emadan

hello SC list, i'm trying to make a dead simple (probably) way of playing all items in an array of buffers sequentially. given a buffer ~b0 containing N items, SC should play ~b0[0], then ~b0[1], then ~b0[2] ... all the way to ~b0[N-1], without pauses or overlap. the code i've written ...



### **Conflicting Server Worlds in Ubuntu 13.10**

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[Apr 16, 2014](#)

by jaypoulz

I could use some help with scsynth. A few days ago I used the following command to start my SuperCollider server: \$ scsynth -u 57110 I then used the sc3 plugin in Racket/Scheme to drive the server around and everything was all good. Today, however, when I try to start the server I ge...



### **Array indexing assistance**

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[Apr 09, 2014](#)

by oneofthejonesboys

Total Newb to SuperCollider...not very familiar with OOP...old school FORTRAN science guy here looking for assistance on accessing multidimensional arrays. Been working on this for days. Here is what I'm tryin to do (and so far no luck) read in a delimited txt file to an array called 'x' (suc...



### **EKG bpm calculation**

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[Apr 06, 2014](#)

by Rodrigo Alvarado

I'm acquiring my EKG signal, as an audio, using the SoundIn function, but how can I calculate the heartbeat of my signal using the FFT

function?

**Live input panning**

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[Feb 19, 2014](#) by seanlee

I have a sound source coming in , my code is like this  
 Ndef(\sound).fadeTime = 10; ( Ndef(\sound, { var signal =  
 SoundIn.ar(0, mul:5); signal = Pan2.ar( signal, 1 // SinOsc.kr(1/5), //  
 LFNoise0.kr(0.1).range(-1, 1) // LFTri.kr(0.2).range(-1, 1) // Brown...

**Late message with increasing values (Unity Game Engine + SuperCollider)**

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[Jan 16, 2014](#) by 8volution

Hi, I am sending OSC messages to SC from the Unity Game Engine to control a few synths via addOSCRecvFunc(f) and everything works well but ocasionaly I am getting late messages in the post window like this:  
 late 3.3948573984 late 3.4109823049 late 3.82038479238 late 4.01237192837 .....

**PulseCount and do something**

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[Jan 08, 2014](#)  
by mahatGma

I am trying to count beats with PulseCount and do something (like update a value) with if statement. How to achieve this? ( { a = PulseCount.kr(Impulse.kr(4)); b = mod(a, 5); if (b == 0, "bang".postln, "nil".postln) }.play )

**Processing: Collision with mouse click**

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[Dec 28, 2013](#) by lizzbet

Hello There! I am programming a little game but got stuck on the most important part! I have a picture of a cat paw on the mouse cursor and pictures of mice running around. goal would be, that if you click on a mouse, it disappears and you gain a point. All codes for this I tried don't seem ...

**New Tutorial Series on Creating Plugins**

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[Dec 09, 2013](#)  
by shilpasaini1122

Hi everyone! This isn't about Supercollider, but I think you may find it interesting: I've created tutorials about how to create audio plugins (VST/AU/...) in C++. First we cover how to set everything up, then we create a distortion plugin, and then a polyphonic subtractive synth: H...

**can anyone help me please to correct my code**

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[Nov 22, 2013](#) by KaliMist

( majorTriad = [0, 4, 7]; // pitch class integers d\_majorTriad = majorTriad + 62; // transposing into MIDI note numbers { Mix.ar(SinOsc.ar(d\_majorTriad.midicps)) }.play)

**PV\_SpectralMap quits server**

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[Nov 18, 2013](#) by berzelius



Hi there, I can't get the PV\_SpectralMap help file work. It quits the server and I got this : Synth("specMap" : 1000) RESULT = 0 Any idea ?? Thanks

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