

OSSIA LIBRARY PORT TO SUPERCOLLIDER

Pierre Cochard

OSSIA Team
Freelance developer
pierre-cochard@orange.fr

Thibaud Keller

SCRIME
OSSIA Team
thibaud.keller@u-bordeaux.fr

1. ABSTRACT

libossia is a modern C++, cross-environment distributed object model for creative coding. It's main feature is the interoperability it offers across a variety of supported environment, and with the "meta-sequencer" *OSSIA score* [1], notably through its implementation of the *OSCQuery* protocol. In this lightning talk we hope to present the history and challenges faced when porting *libossia* to *sclang*, as well as the current state of this work in progress.

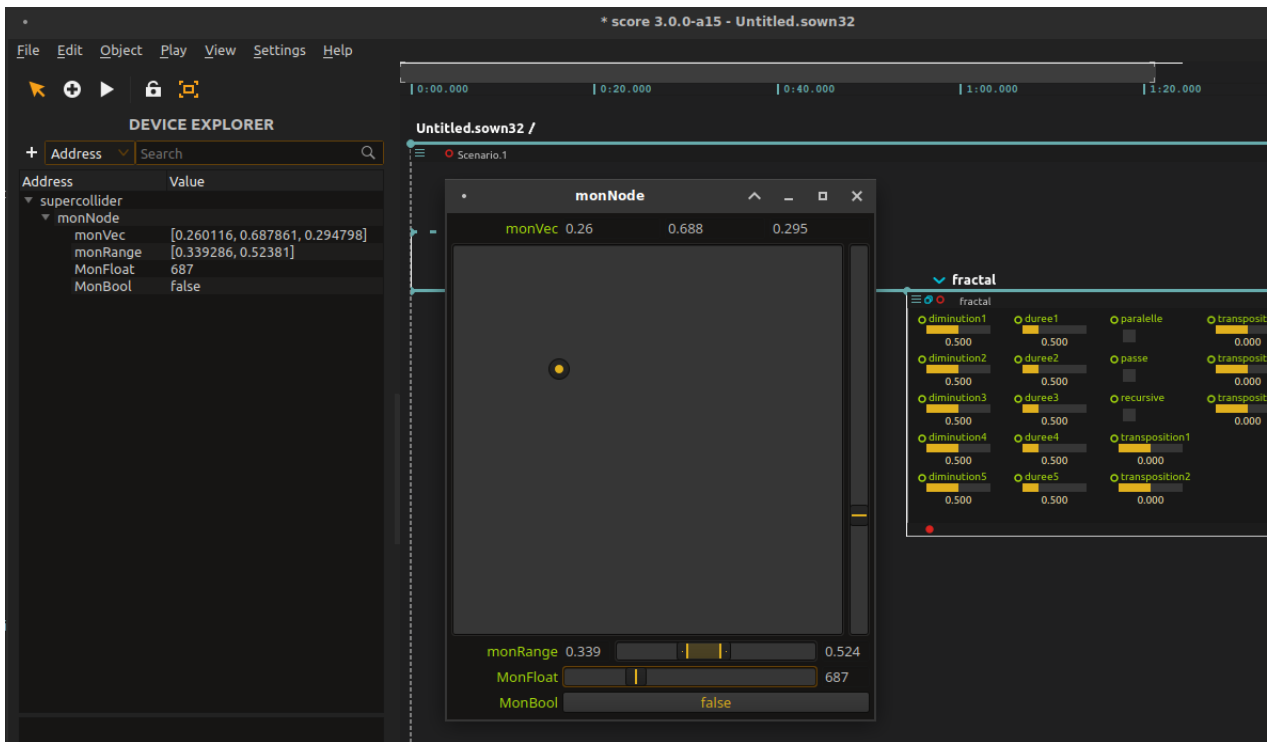


Figure 1: *ossia-sclang* interface connected to *ossia score*.

2. OSSIA SCORE

OSSIA score is often referred to as a "meta-sequencer" as it allows parallel "intelligent" timelines, conditional branching of scenarios and flexible time intervals to essentially sequence sequences. It is compatible with HTTP, WebSocket, Serila, Artnet and many other useful protocols for interactive media, and we believe that refining its interplay with SuperCollider can be greatly beneficial for both platforms.

3. DIFFICULTIES AND SOLUTIONS

An original version of this project included the *libossia* c++ library. But the great number of dependencies and conflicts, notably with *boost*, eventually made it too hard to maintain. The version we propose here requires a much lighter include of the *mongoose* library (a single header/source file ANSI C library), and works out the particulars of *libossia* on the *sclang* side. Including *moongoose* also brings native HTTP and WebSocket support to *SuperCollider*, a feature that, we believe, far exceeds the single interest of *libossia*.

4.

5. REFERENCES

- [1] J-M. Celerier, “Authoring interactive media : a logical & temporal approach,” 2018.