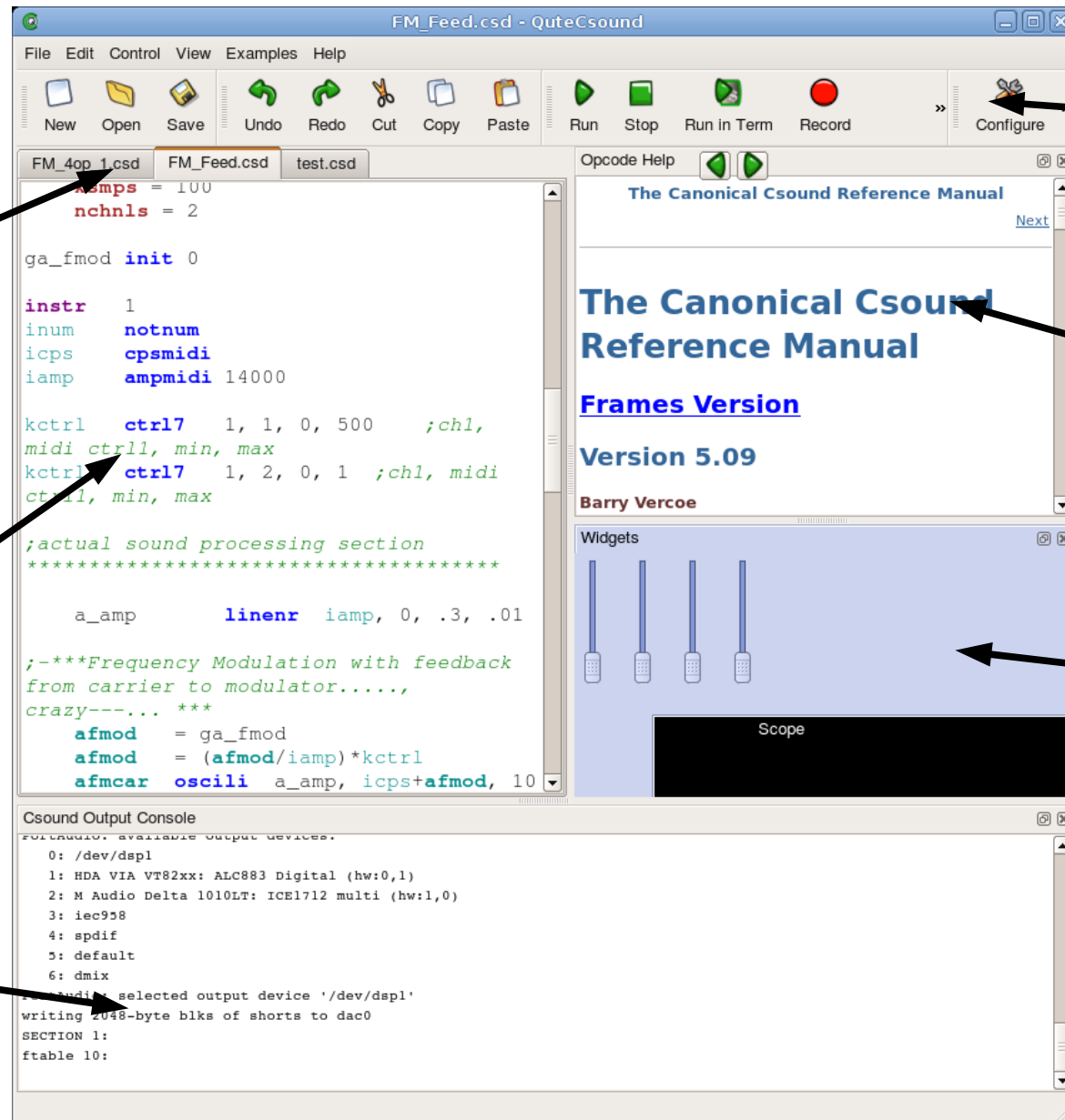


QuteCsound Quick Reference (version 0.4)



Overview



Multiple files can be open simultaneously in tabs.

Code Editor with syntax highlighting and autocompletion

Detachable console panel which displays Csound's output. There is also a convenient Console Widget which can be created inside the widget panel

Detachable Toolbars

Detachable help panel with back and forward buttons, which can display opcode help entries and other important reference documents like GEN routines overview.

Detachable widget panel for realtime interaction with Csound. Widgets can be edited graphically and are saved in a special section of the csd which is hidden by QuteCsound

QuteCsound Quick Reference (version 0.4)



File operations

| | | |
|-------------------|---------------|---------------------------------------|
| New | <i>CTRL+N</i> | Create new untitled file |
| Open | <i>CTRL+O</i> | Open existing file |
| Save | <i>CTRL+S</i> | Save current file |
| Save as | | Save current file as a different file |
| Reload | | Revert file to last saved version |
| Close current tab | <i>CTRL+W</i> | Close current file |
| Exit | <i>CTRL+W</i> | Exit QuteCsound |

Editor Panel

| | | |
|---------------------------------------|---------------------|--|
| Undo | <i>CTRL+Z</i> | Undo last change |
| Redo | <i>SHIFT+CTRL+Z</i> | Redo change |
| Cut | <i>CTRL+X</i> | Cut selected text |
| Copy | <i>CTRL+C</i> | Copy selected text to clipboard |
| Paste | <i>CTRL+V</i> | Paste clipboard in current cursor position |
| Find and replace | <i>CTRL+F</i> | Open find and replace dialog |
| Auto Complete | <i>ALT+C</i> | Auto complete opcode, see status bar for active completion |
| Comment | <i>CTRL+D</i> | Comment selected text (adds ';' character before each line) |
| Uncomment | <i>SHIFT+CTRL+D</i> | Uncomment selected text (removes ';' character at the start of each line) |
| Indent | <i>CTRL+I</i> | Indent selection (add Tab to each line) |
| Unindent | <i>SHIFT+CTRL+I</i> | Unindent selection (remove Tab from the start of each line) |
| Join orc/sco | | Opens dialog for joining open orc and sco files into a new csd file. |
| Show opcode entry | <i>SHIFT+F1</i> | Opens opcode entry for opcode under cursor in help panel and show help panel if hidden |
| Show opcode entry in external browser | <i>ALT+SHIFT+F1</i> | Opens opcode entry for opcode under cursor in external browser |

| | | |
|------------------|--------------------|--|
| Opcode selection | <i>RIGHT CLICK</i> | From the context menu, the Opcodes menu allows selection of opcodes by category. |
|------------------|--------------------|--|

Widget Panel

| | | |
|------------------|---------------|--------------------------------------|
| Cut | <i>CTRL+X</i> | Cuts selected widgets |
| Copy | <i>CTRL+C</i> | Copies selected widgets to clipboard |
| Paste | <i>CTRL+V</i> | Pastes widgets in clipboard |
| Duplicate | <i>CTRL+D</i> | Duplicates selected widgets |
| Widget Edit Mode | <i>CTRL+E</i> | Activates edit mode for widget panel |

Control

| | | |
|-----------------|--------------|--|
| Run | <i>ALT+R</i> | Run csd in realtime |
| Run in terminal | | Run csound in external shell |
| Record | | Start recording Csound's output to disk. Files are named sequentially in the original csd directory. |
| Render to file | <i>ALT+F</i> | Generate output to file |
| Edit AudioFile | | Edit last audio file in external editor |
| Play Audiofile | | Play generated audio file in external player |

View

| | | |
|----------------|--------------|--|
| Widgets | <i>ALT+1</i> | Toggle Widget Panel visibility |
| Help Panel | <i>ALT+2</i> | Toggle Help Panel visibility |
| Output Console | <i>ALT+3</i> | Toggle Output console Panel visibility |
| Utilities | <i>ALT+4</i> | Open Utilities dialog |

Help Panel

| | | |
|-----------------|-------------------------|--|
| Back | <i>CTRL+LEFT ARROW</i> | Go back in help browser history |
| Forward | <i>CTRL+RIGHT ARROW</i> | Go back in help browser history |
| Opcode Overview | <i>HELP MENU</i> | Show opcode overview in help panel |
| GEN routines | <i>HELP MENU</i> | Show GEN routines overview in help panel |

On OS X, substitute CTRL key for COMMAND key and ALT for OPTION key.



Configuration Dialog (Run tab)

| | |
|---|--|
| Buffer Size (-b) | Sets the -b flag for Csound to set the software buffer size |
| HW Buffer Size (-B) | Sets the -B flag for Csound to set the HW buffer size |
| Dither | Activates dither for Csound output. |
| Additional command line flags | Allows setting command line flags for Csound directly |
| File (offline render) | |
| Use QuteCsound options | Passes the options inside this box to Csound when running offline |
| Ignore CsOptions | Tells Csound to ignore CsOptions inside the csd file when running offline |
| Ask for filename every time | QuteCsound will ask for render output filename every time |
| File Type | Select Output file type from the list |
| Sample format | Select Output file sample format from the list |
| Input Filename | Specify name of audio input file (-i flag) |
| Output Filename | Specify name of audio output file (-o flag) |
| Realtime Play | |
| Use QuteCsound options | Passes the options inside this box to Csound when running in real time |
| Ignore CsOptions | Tells Csound to ignore CsOptions inside the csd file when running in real time |
| RT Audio Module | Select audio output module (varies according to platform) |
| Input and Output Devices (MIDI and Audio) | Type name or number for input/output device or click on browse button for a list of available devices |
| Jack client name | Name Csound takes when connecting to Jack (only useful if RT audio module is jack). If left blank, the default name is used. |

QuteCsound Configuration

Run General Environment

☒ Buffer Size (-b) 512

☒ HW Buffer Size (-B) 8192 ☒ Dither

☐ Additional command line flags

File (offline render)

☒ Use QuteCsound options ☐ Ignore CsOptions

☒ Ask for filename every time File type WAVE

☒ Play file when finished Sample format 24 Bit

☐ Input Filename as

☐ Output Filename /home/andres/Escritorio/test.wav

Realtime Play

☒ Use QuteCsound options ☒ Ignore CsOptions

RT Audio Module portaudio RT MIDI Module none

Input device (-i) adc1 Input device (-M)

output device (-o) dac0 output device (-Q)

Jack client name Csound

OK Cancel



Configuration Dialog (General tab)

| Editor | |
|-----------------------------------|--|
| Font | Selects Text Editor Font |
| Size | Selects Text Editor Font Size |
| Tab Width (px) | Number of pixels for each tab |
| Color Variables | Selects whether variables have color highlighting |
| Autoplay | Selects whether csd's are autoplayed when opened from the Desktop. |
| Save changes automatically on Run | Selects whether QuteCsound saves changes made to a file or the widgets whenever the file is run. |
| Remember last file opened | Selects whether QuteCsound recalls files open in previous session. |
| Show text for toolbar icons | Selects whether the text for icons in the toolbar is displayed |
| Console | |
| Font | Selects Console Dock widget's font |
| Size | Selects Console Dock widget's font size |
| Csound Execution | |
| Run in separate thread | Selects whether Csound is run in QuteCsound's thread or in a separate thread when using the API |
| Run Utilities and Render Using | Selects whether to use the API or an external shell when rendering to file and running utilities. |
| Widgets | |
| Enable Widgets | Selects whether widgets are enabled |
| Enable invaline/outvalue | Selects whether widgets interact with Csound through invaline and outvalue opcodes |
| Enable chnget/chnset | Selects whether widgets interact with Csound through chnget and chnset opcodes. <i>It is not recommended to use both at the same time.</i> |
| Save widgets on csd file | Selects whether are saved as a section of the csd file. If not checked, widgets are temporary. |
| Show widgets on play | Selects whether widgets are shown when Csound is run |
| Show tooltips | Selects whether tooltips displaying widget's channel are shown |
| Enable FLTK | Enables FLTK when using the API. (FLTK is always available when running in external shell. |

QuteCsound Configuration

Run General Environment

Editor

Font: FreeMono

Size: 12

Tab Width (px): 40

☒ Color Variables

☐ Autoplay when launched from file

☒ Save changes automatically on run

☒ Remember last file opened

☒ Show text for toolbar icons

Record

Record sample format: 32 bit float

Console

Font: Courier 10 Pitch

Size: 8

Csound execution

☒ Run in separate thread

Run Utilities and Render using:

☒ Csound API

☐ External shell

Widgets

☒ Enable Widgets

☒ Enable invaline/outvalue

☐ Enable chnget/chnset

☒ Save widgets in csd file

☐ Show Widgets on Play

☒ Show Tooltips for widgets

☐ Enable FLTK (unsafe)

OK Cancel



Configuration Dialog (Environment tab)

| Directories | |
|--------------------|--|
| Html Doc Directory | Full path to the Csound html documentation. This is needed for the help panel to display the manual. |
| OPCODEDIR | Sets the OPCODEDIR environment variable only within QuteCsound |
| SADIR | Sets the SADIR environment variable only within QuteCsound |
| SSDIR | Sets the SSDIR environment variable only within QuteCsound |
| SFDIR | Sets the SFDIR environment variable only within QuteCsound |
| INCDIR | Sets the INCDIR environment variable only within QuteCsound |
| External Programs | |
| Terminal | Selects the external shell used by QuteCsound to run Csound externally. |
| Wave Editor | Selects the external editor called by QuteCsound for rendered or recorded audiofiles. |
| Wave Player | Selects the external player called by QuteCsound for rendered or recorded audiofiles. |
| Browser | Selects the external browser to be used for documentation. |

QuteCsound Configuration

Run General **Environment**

Directories

Html Doc Directory ...

☐ OPCODEDIR ...

☐ SADIR ...

☐ SSDIR ...

☐ SFDIR ...

☐ INCDIR ...

External programs

Terminal ...

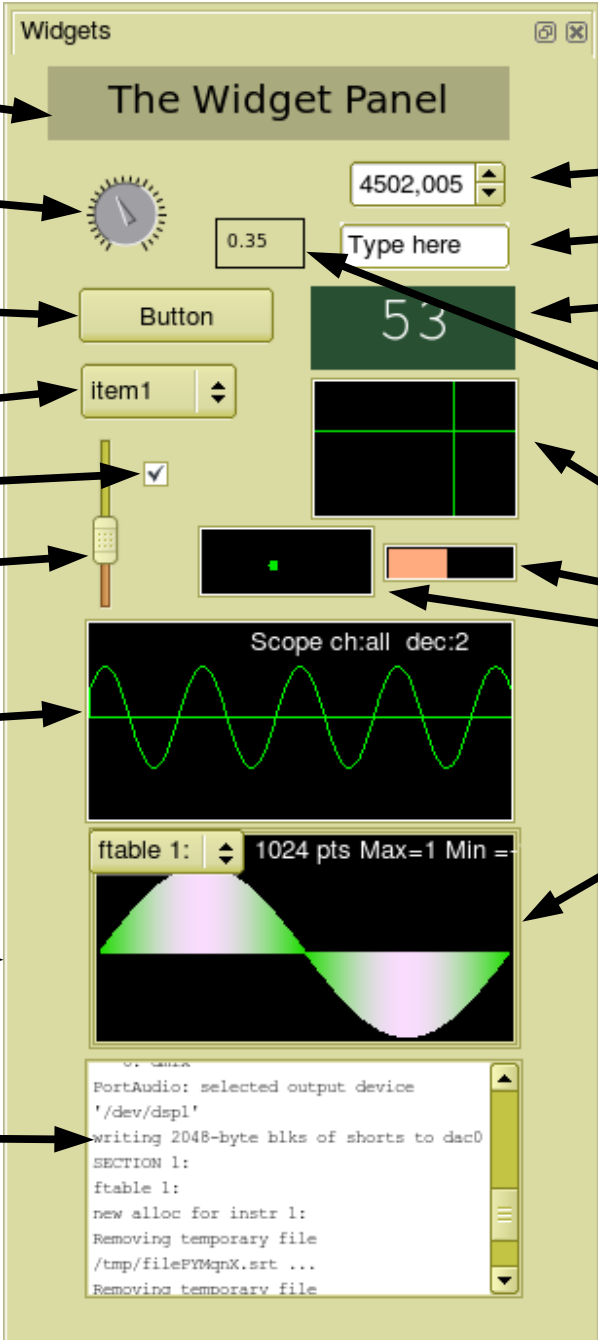
Wave Editor ...

Wave Player ...

Browser ...

OK Cancel

Widget Overview



The screenshot shows a 'Widgets' window titled 'The Widget Panel'. It contains various interactive elements: a label, a knob, a spin box (4502,005), a line edit (Type here), a scroll number (53), a button, a menu (item1), a checkbox, a slider, a scope (Scope ch:all dec:2), a graph (ftable 1: 1024 pts Max=1 Min=-), and a console widget. Arrows point from text labels to these widgets.

Label

Knob

Buttons can transmit values but can also generate score events

Menu

Checkbox

Slider

The scope widget is an oscilloscope for any or all channels of Csound's output

The color of the widget panel's background can be set.

Console widget

Spin Box

Line Edit widgets accept text strings

Scroll Number widgets change their value when dragged with the mouse

Display widgets can show values from Csound

Controller widgets offer multiple types of mouse control

Graph widgets show Csound ftables and can show spectrum with the dispfft opcode

To create a widget, right-click anywhere on the widget panel (without a widget) and select the type of widget you want to create

To change a widget's properties, right-click on it and select "Properties"

To delete a widget, right click on a widget and select "Delete" from the menu

To enter or leave edit mode press Ctrl+E or Command+E on OS X.