

NAME

aseqnet – ALSA sequencer connectors over network

SYNOPSIS

aseqnet [remotehost]

DESCRIPTION

aseqnet is an ALSA sequencer client which sends and receives event packets over network. Suppose two hosts connected by network, *hostA* as a server and *hostB* as a client. The ALSA sequencer system must be running on both hosts. For creating the server port, run the following on *hostA*:

```
hostA% aseqnet
sequencer opened: 128:0
```

Then a user client 128 with port 0 was opened on *hostA*. (The client number may vary.) For creating the (network-)client port, run **aseqnet** with the hostname of the server:

```
hostB% aseqnet hostA
sequencer opened: 132:0
```

Now all events sent to *hostA*:128:0 are transferred to *hostB*:132:0, and vice versa.

The ports created by **aseqnet** can be connected arbitrary to other sequencer ports via **aconnect(1)**. For example, to connect *hostB*:132:0 to a MIDI output device 65:0:

```
hostB% aconnect 132:0 65:0
```

Then events to *hostA*:128:0 will be delivered to *hostB*:65:0. The following command plays MIDI on *hostB*.

```
hostA% pmidi -p 128:0 foo.mid
```

The multiple clients may exist simultaneously. If *hostC* is connected as a client to *hostA*, events from *hostA* are sent to all connected network clients, i.e. *hostB* and *hostC*. However, only one connection is allowed from a client to a server.

To disconnect network, stop all clients before server by ctrl-C or sending signal to them. The server will automatically quit.

OPTIONS

- p port** Specify the TCP port number or TCP service name.
- s addr** Subscribe to the given address for read automatically.
- d addr** Subscribe to the given address for write automatically.
- v** Verbose mode.

SEE ALSO

aconnect(1), pmidi(1)

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