

Welcome to the readme of EL Locus Solus' Else library for Pd

ELSE - EL Locus Solus' Externals

Version 1.0 beta-15 (Released december 8th 2018)

Needs Pd 0.49-0 or above

This project is still in a beta phase, where drastic changes may occur and backwards compatibility is not guaranteed until a final release is available. Find the latest and all releases at: <https://github.com/porres/pd-else/releases>

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See License.txt <https://github.com/porres/pd-else/blob/master/License.txt> and <http://www.wtfpl.net/> for more details

Acknowledgements

Special thanks to Flávio Luis Schiavoni, for helping me out in a few things when I needed during my first coding attempts and contributing to this library with the objects: [median~] and [keyboard].

I'd also like to thank my cyclone buddy Matt Barber, for developing the "magic" code I'm using here and also contributing with the [float2bits], [brown~], [gray~] and [pinknoise~] objects.

"EL Locus Solus" is run by me, Alexandre Torres Porres, and is a thing that organizes cultural events/concerts and music technology courses; website: <http://alexandre-torres.wixsite.com/el-locus-solus>

EL Locus Solus offers a computer music tutorial with examples in Pure Data for its courses. These have just been translated and completely rewritten to english with plans of being accompanied by a book. The first versions are available at: <https://github.com/porres/Live-Electronics-Tutorial> - further updates are being made at each new beta release of ELSE.

These examples were first developed for the now abandoned Pd Extended, making extensive use of the existing objects available in Pd Extended's libraries. Even though Pd Extended had many externals, there

was the need at some point for something "else" - thus, this library emerged with the goal of providing more objects to include missing functionalities in the Pd Ecosystem.

But the library grew to encompass functionalities found in other Pd objects/libraries in Pd Extended as well, with a different design and more functionalities. This was done in order to remove ALL the dependencies of the didactic material from these other libraries - with the goal to rely on just a single library that's alive (in active development) instead of many projects that are now long gone abandoned or not receiving attention. I'm also involved in maintaining Cyclone, a legacy library for Pd (see: <https://github.com/porres/pd-cyclone>). But ELSE also superseded even cyclone for the purposes of my didactic material.

The goal of ELSE also outgrew the didactic material and includes now objects not necessarily depicted in the computer music examples. Moreover, even basic elements from Pd Vanilla are being redesigned into new objects. Hence, ELSE is becoming a quite big library and keeps growing and growing.

It will still alittle while for ELSE to stabilize into a final version. For now, it's at an early "Beta" stage of development, where drastic changes may occur and backwards compatibility is not guaranteed until a final release is available.

Downloading ELSE:

Look for the latest releases in <https://github.com/porres/pd-else/releases> - but ELSE is also available via 'deken' (Pd's external manager). In Pd, just go for Help => Find Externals and search for 'else'.

Installing ELSE:

This release needs Pd Vanilla 0.49-0 or above, it doesn't work in Pd Extended/Purr Data. ELSE comes with a set of separate binaries, so all you need to is add the "else" path to Pd via "Preferences => Path" or using the [declare] object.

Building ELSE for Pd Vanilla:

ELSE relies on the build system called "pd-lib-builder" by Katja Vetter (check the project in: <https://github.com/pure-data/pd-lib-builder>). PdLibBuilder tries to find the Pd source directory at several common locations, but when this fails, you have to specify the path yourself using the `pdincludepath` variable. Example:

```
make pdincludepath=~/.pd-0.49-0/src/ (for Windows/MinGW add 'pdbinpath=~/.pd-0.49-0/bin/')
```

- Installing with pdlibbuilder

go to the pd-else folder and use "objectsdir" to set a relative path for your build, something like:

```
make install objectsdir=../else-build
```

Then move it to your preferred install folder for Pd and add it to the path.

Current Object list (286 objects):

ASSORTED: [2] - [table~] - [nbang]

FFT: [2] - [hann~] - [bin.shift~]

PATCH/SUBPATCH MANAGEMENT: [7] - [args] - [blocksize~] - [click] - [properties] - [window] - [loadbanger] / [lb] - [initmess]

MESSAGE MANAGEMENT: [13] - [break] - [fromany] - [toany] - [any2symbol] - [changed] - [order] - [hot] - [setmess] - [pack2] - [routeall] - [routetype] - [sig2float~] / [s2f~] - [float2sig~] / [f2s~]

FILE MANAGEMENT: [1] - [dir]

MIDI: [17] - [sysrt.in] - [sysrt.out] - [ctl.in] - [ctl.out] - [touch.in] - [touch.out] - [pgm.in] - [pgm.out] - [bend.in] - [bend.out] - [note.in] - [note.out] - [clock] - [panic] - [mono] - [voices] - [suspended]

MATH: FUNCTIONS: [21] - [add~] - [add] - [median] - [count] - [ceil] - [ceil~] - [floor] - [floor~] - [int~] - [rint~] - [rint] - [quantizer~] - [quantizer] - [fold] - [fold~] - [lastvalue] - [mag] - [mag~] - [sin~] - [wrap2] - [wrap2~]

MATH: CONVERSION: [26] - [hex2dec] - [bpm] - [dec2hex] - [car2pol] - [car2pol~] - [cents2ratio] - [cents2ratio~] - [ms2samps] - [ms2samps~] - [db2lin] - [db2lin~] - [float2bits] - [hz2rad] - [hz2rad~] - [lin2db] - [lin2db~] - [rad2hz] - [rad2hz~] - [ratio2cents] - [ratio2cents~] - [samps2ms] - [samps2ms~] - [pol2car] - [pol2car~] - [rescale] - [rescale~]

MATH: CONSTANT VALUES: [4] - [sr~] - [nyquist~] - [pi] - [e]

MATH: RANDOM: [6] - [randf] - [randf~] - [randi] - [randi~] - [drunkard~] - [drunkard]

LOGIC: [2] - [loop] - [moses~]

AUDIO PROCESSING: [22] - [downsample~] - [allpass.rev~] - [comb.rev~] - [fbdelay~] - [ffdelay~] - [shaper~] - [crusher~] - [drive~] - [flanger~] - [noisegate~] - [norm~] - [freq.shift~] - [pitch.shift~] - [stretch.shift~] - [ping.pong~] - [rm~] - [tremolo~] - [vibrato~] - [vocoder~] - [morph~] - [freeze~] - [pvoc.freeze~]

AUDIO PROCESSING: REVERB: [1] - [plateverb~]

AUDIO PROCESSING: FILTERS [23]: - [allpass.2nd~] - [comb.filt~] - [lop.bw~] - [hip.bw~] - [biquads~] - [bandpass~] - [bandstop~] - [crossover~] - [bpbank~] - [bicoeff] - [biplot] - [brickwall~] - [eq~] - [highpass~] -

[highshelf~] - [lowpass~] - [lowshelf~] - [mov.avg~] - [resonbank~] - [resonbank2~] - [resonant~] - [resonant2~] - [svfilter~]

SAMPLING/PLAYING/GRANULATION: [6] - [player~] - [gran.player~] - [pvoc.player~] - [pvoc.live~] - [rec.file~] - [play.file~]

PHYSICAL MODELLING: [1] - [pluck~]

OSCILLATORS (DETERMINISTIC GENERATORS): [24] - [cosine~] - [impulse~] / [imp~] - [impulse2~] / [imp2~] - [parabolic~] - [pulse~] - [saw~] - [saw2~] - [oscbank~] - [oscbank2~] - [sine~] - [square~] - [tri~] - [vsaw~] - [pмосc~] - [wavetable~] / [wt~] - [bl.imp~] - [bl.imp2~] - [bl.saw~] - [bl.saw2~] - [bl.sine~] - [bl.square~] - [bl.tri~] - [bl.vsaw~] - [bl.wavetable~]

CHAOTIC GENERATORS: [23] - [brown~] - [clipnoise~] - [crackle~] - [cusp~] - [fbsine~] - [fbsine2~] - [gbman~] - [gray~] - [henon~] - [ikedal~] - [latoocarfian~] - [lorenz~] - [lfnnoise~] - [lincong~] - [logistic~] - [quad~] - [rampnoise~] - [randpulse~] - [randpulse2~] - [standard~] - [stepnoise~] - [pinknoise~] - [xmod~]

SIGNAL ROUTING: [11] - [balance~] - [pan2~] - [pan4~] - [spread~] - [rotate~] - [xfade~] - [xgate~] - [xgate2~] - [xselect~] - [xselect2~] - [mtx~]

CONTROL: [20] - [adsr~] - [asr~] - [autofade~] - [autofade2~] - [decay~] - [decay2~] - [envelope~] - [envgen~] - [fader~] - [function~] - [glide~] - [glide2~] - [ramp~] - [susloop~] - [sequencer] - [sequencer~] - [impseq~] - [lfo] - [impulse] - [pulse]

TRIGGERS: [24] - [bangdiv] - [coin] - [coin~] - [dust~] - [dust2~] - [gatehold~] - [gate2imp~] - [pimp~] - [tempo] - [tempo~] - [pulsecount~] - [pulsediv~] - [sh~] - [schmitt] - [schmitt~] - [status] - [status~] - [trig.delay~] - [trig.delay2~] - [toggleff~] - [timed.gate~] - [match~] - [trig2bang~] - [trighold~]

SIGNAL ANALYSIS: [10] - [changed~] - [changed2~] - [detect~] - [lastvalue~] - [median~] - [peak~] - [rms~] - [mov.rms~] - [vu~] - [zerocross~]

GUI: [18] - [mtx.ctl] - [pic] - [colors] - [envelope] - [slider2d] - [display] - [display~] - [out~] - [gain~] - [gain2~] - [keyboard] - [graph~] - [meter~] - [meter2~] - [mix2~] - [mix4~] - [setdsp~] - [openfile]

EXTRA: [1] - [output~]