## 4. Agent loading and bonding

Every new agent will connect to the Registry and request permission to start loading. When loading, for every midi file located in /midipath for example, a corresponding XML feature file is created in /midipath/simusic/features/. Empty directories are created if the path does not exist.

Once finished loading, agents will start bonding. Every change in agent topology is reflected on every Monitor's live agent map.

## 5. Start/Stop performance

After all agents have gone through loading and bonding phases, from the Performance drop-down menu, select **Start** to start the performance. Pressing the Stop button will cause agents to finish playing the current measure/solo and stop performing.



# 6. Closing the program

**IMPORTANT**: The system will exit only when all windows have been closed. This is done to allow local Registries to keep running when the user closes the Monitor which created them.

## Appendix B: Maintenance manual

#### Installation and compilation

Java 8 installed.

The system is a Java Application. In order to install it, simply copy the ./dist folder to a
preferred location. As long as the internal structure of the folder remains intact, the
application should run on every computer with

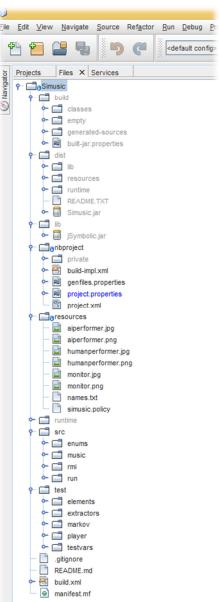
• To compile the source files and re-build the (already built) project files in the dist folder, the host computer needs both NetBeans 8.0.2 and Java 8 installed.

• Open the project folder as regular project in NetBeans. Select Run > Clean and Build Project. The only dependency is the jSymbolic library which is included in the ./lib folder. It can also be downloaded from the project webpage:

• URL: <a href="http://jmir.sourceforge.net/jSymbolic.html">http://jmir.sourceforge.net/jSymbolic.html</a>

#### The NetBeans Files view

- If the Files window is not visible, open it from the Window menu.
- Items coloured in gray are ignored by GIT these are either build/distribution files, external libraries or runtime data (mostly MIDI or temporary test files).
- Items coloured in blue are monitored by GIT files that have been modified since the last commit.
- The build.xml file in the project root dir contains instructions followed by Ant (the NetBeans' native build system). In order to include files and folders in the build from the main project folder, these need to be describes in the build.xml file:



 $\underline{R}un \quad \underline{D}ebug \quad \underline{P}rofile \quad Tea\underline{m} \quad \underline{T}ools \quad \underline{W}indow \quad \underline{H}elp$ 

<default config>

- The **manifest.mf** file stores information about the files contained in the JAR file.
- The ./nbproject folder contains files maintained by NetBeans such as the project.properties and project.xml files which describe dependencies.
  - o In the project.propertiesfile, the line file.reference.jSymbolic.jar=lib\\jSymbolic.jar specifies a package dependency located in the ./lib folder
  - o The line

```
run.jvmargs=-Xmx1536m -Djava.security.policy==resources/simusic.policy sets the JVM arguments:
```

- Specify maximum memory heap of 1,5GB. The host computer needs at least 2GB memory installed.
- Specify the RMI remote policy file.
- The file nbproject/project.xml specifies where the source and test packages are located.
- The ./resources folder contains the RMI's simusic.policy file This folder is monitored by GIT.
- It also contains image files used by the GUI layer of the program. They are downloaded from the website <a href="http://tech-kid.com/">http://tech-kid.com/</a> whose authors claim that "we do not own the copyright to any of the images on this website they are provided as-is".
- The ./runtime folder contains MIDI files and XML files generated by jSymbilic during runtime. All MIDI files included in the project are freely redistributable and available to download from many online sources.

## The Project view:

- If the Projects window is not visible, open it from the Window menu. This window provides a developer-friendly source and test package list as well as any external library dependencies.
- For detailed information about packages and classes, refer to the project class map in section 3.3 Implementation.

### Future adaptations and extensions

TODO

