

**external media
rendering applicaiton**

sound/video/IO etc.

(Max, Pd, SuperCollider, etc.,
anything that understands OSC)

**symbolist server
(node.js)**

io_controller

io defs

mapping
for data performance
and server-side
actions

score

web server

HTML

HTTP

JSON

WebSocket

browser

webpage

ui_controller

ui defs

bi-directional
mapping
between graphic
and data

Drawsocket JSON

HTML/CSS/SVG/JS

editor GUI



OSC
UDP

data
message forwarding
data
data