

RjDj patching Guide

This is a short description of how to make **RjDj** scenes. You should already be familiar with some general guidelines:

- The patches can be edited with standard Pd (latest version from **Miller Puckettes** site)
- Avoid using externals. The **RjDj** app only runs objects included in the core Pd.
- Using the Scene Template included in the **ComposersPack** will make your life much easier.

Structure of a **RjDj** scene

A scene is a directory whose name has to end in ".rj". That's important! Here is what the content of a scene looks like:

```
MyScene.rj
|- _main.pd
|- image.jpg
|- Info.plist
|- myloop.wav
|- myabstract.pd
```

Usually the scenes are distributed in zipped format. Scenes that are zipped should end in ".rjz".

Directory: MyScene.rj ==> (zipping ...) ==> rename Zip-File to MyScene.rjz.

The following files are required:

- **_main.pd**: the main patch of the scene. When **RjDj** starts a scene, it opens this patch.
- **image.jpg**: this file is shown on the main screen of the scene player when the scene is selected. The image should be 320x320.
- **thumb.jpg**: this thumbnail file is shown on the scene selection screen of the scene player. The image should be 55x55. Generally it should be a smaller version of image.jpg.
- **Info.plist**: a description of the scene in plist XML format. This file contains information which will be shown in the scene browser.

Besides the **_main.pd** patch, the image and the info file, a scene may contain several other patches (abstractions) and sound samples. Don't forget that your directory name needs to end in ".rj".

Adding a new scene

The easiest way to get started is to take the template scene from the **ComposersPack**. It contains a **rj-abstraction** library which is pretty useful.

Just copy it somewhere, rename its folder to something ending in ".rj" and edit the **Info.plist** file.

Another way to do it is to start from scratch like this:

- Create a new directory for your scene e.g. **MyScene.rj** (the directories must end in ".rj").
- Create a patch named **_main.pd**, which will be the patch for the scene.
- Prepare a 320x320 jpeg image for the scene and name it **image.jpg**.
- Write the **Info.plist** file to fit your needs.

Testing the scenes

Once you are done with your scene, keep reading on **how to test your new scene**.

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