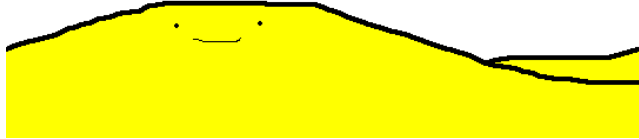# dune farm

make poems with taken text

by scott
dinosaursk.in

* thank you

!
derived from
clippy clippy
by cosmopol.is

* license

MIT License
no warranty
see LICENSE.txt

* requirements

all platforms	serialosc, python (not included)
	pymonome, pyperclip, pyOSC, pybonjour (included)
linux	xdotool (not included)

0. start

open a terminal or command prompt window

change to the dune farm directory
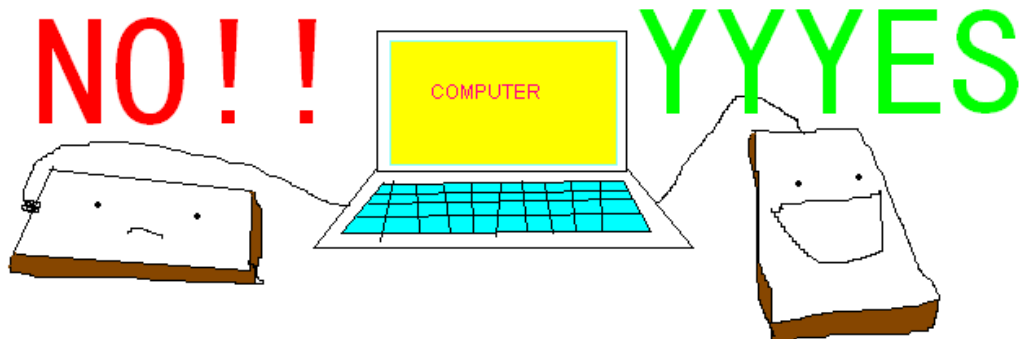   example: *cd Downloads/dunefarm*

say this

python dunefarm.py

if '*python' is not recognized* on windows, see page 4, "notes"
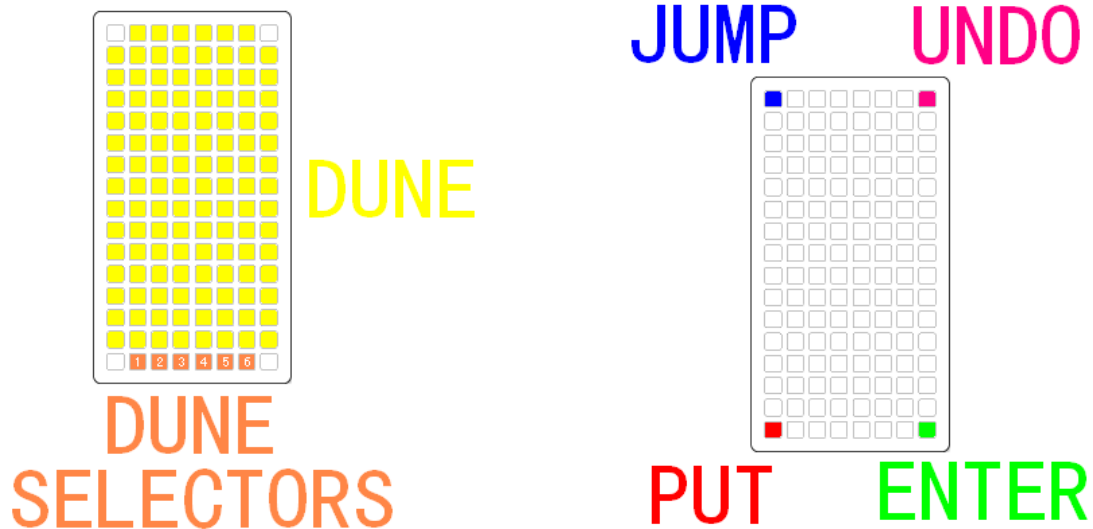
i. turn

rotate your monome so the cord is at the top:

ii. look

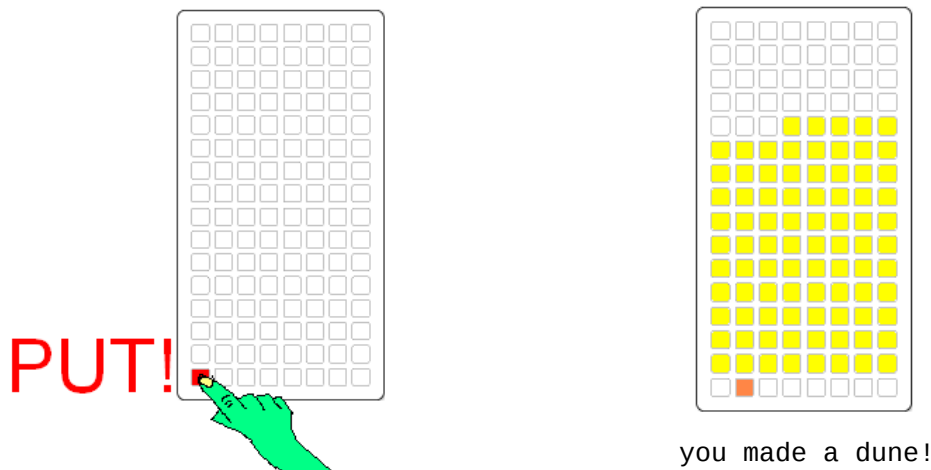you can fill your monome with several dunes of text.

this is what all the buttons do. we'll look at each function one by one.

DUNE

DUNE
SELECTORS

JUMP   UNDO

PUT   ENTER

iii. make a dune

first, find a bunch of text somewhere. select it with your mouse.

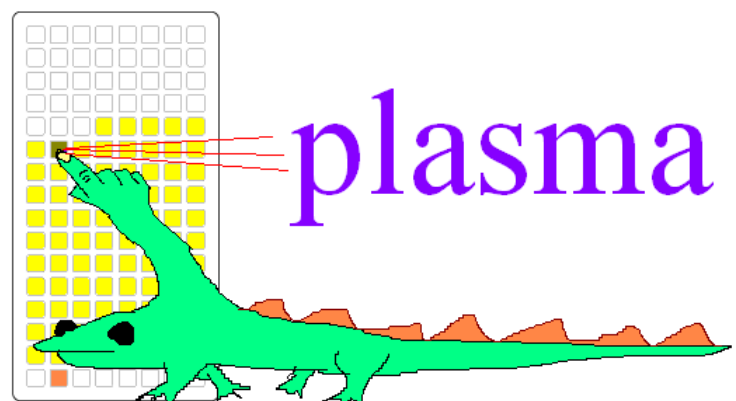press PUT to put it on the monome:

PUT!

you made a dune!

each button in the dune is one word from the text.

press a button to output that word.

this is the same as pressing paste on your computer, or ctrl+v.

so, if you open a text editing program, then press a button, the word will show up there.

press a few words in the dune to start making a poem.
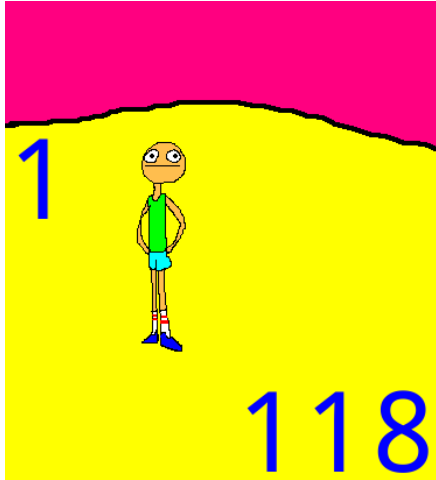
plasma

iv. jump the dune

    if you put a very long text on your monome, it will make a very big dune.

    but! your monome can only show a limited number of words at once:
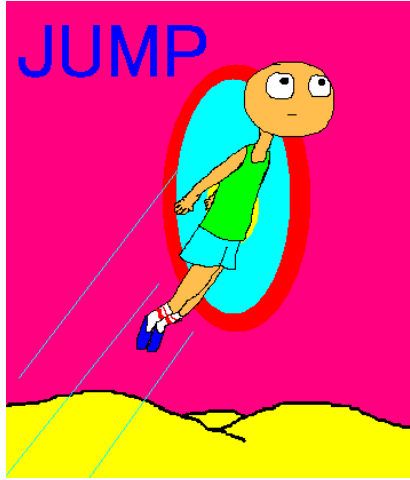
        64:   54 words
       128: 118 words
       256: 238 words

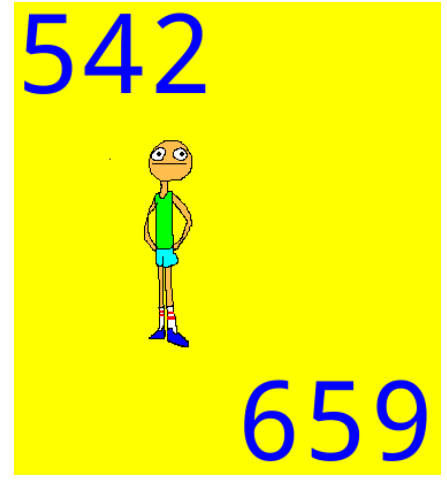   so, press JUMP to jump to a random part in the dune.

    for example, in a dune 1000 words long:

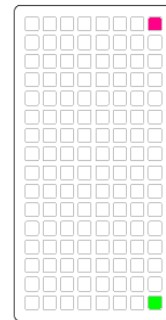1) words 1 - 118 shown   2) JUMP   3) words 542 - 659 shown

v. undo and enter

    so you can make poems without reaching for your keyboard.

    undo is the same as pressing ctrl+z
    enter is the same as pressing enter

UNDO

ENTER

iv. choose a dune

64s and 128s have six dunes
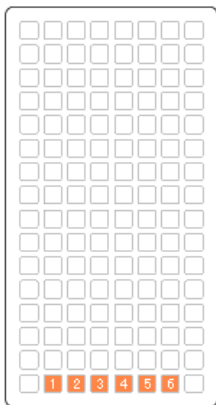256s have fourteen

choose between dunes on the bottom row.

iv. pour dunes

you can pour one dune into another.

hold down one dune selector, then press a different one.

this only pours words currently shown, not the entire dune.
    (a good way to save a good part from a big dune)
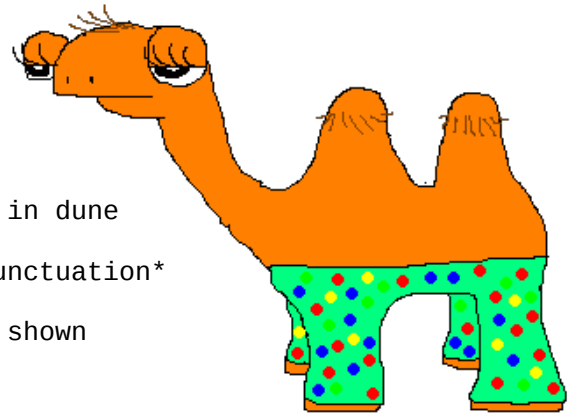
words pour onto the top of the receiving dune

DUNE
SELECTORS

vi. fancy pants

    hold...

        JUMP + put   :   mix up all words in dune

        JUMP + undo   :   remove/restore punctuation*

        JUMP + enter   :   output all words shown

    *also returns you to the start of the dune

vii. brightness

    while dune farm runs, the terminal says go!

    you can type

        b 0   :   to set brightness (0 min, 15 max)

    change the default brightness by changing "brightness" in dunefarm.py
        (it's easy. you can use any plaintext editor.)
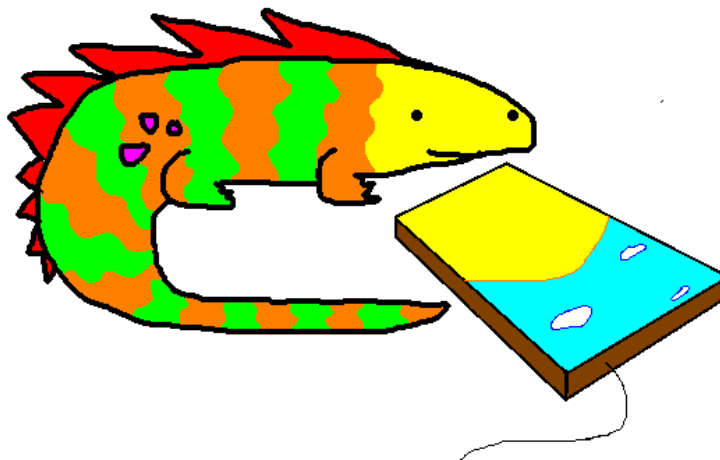
viii. notes

    * don't press PUT or UNDO when the terminal/command prompt window is selected.
        the program may exit, or do something else weird

    * windows: if you get the error *'python' is not recognized*, see
            http://people.cis.ksu.edu/~schmidt/200f07/setpath.html
            (xp instructions)

ix. quit

    ctrl+c

<div align="center">* * *</div>

<div align="center">there's a reference sheet on the next page</div>

dune farm

reference

JUMP ■ UNDO

DUNE

PUT ■ ENTER
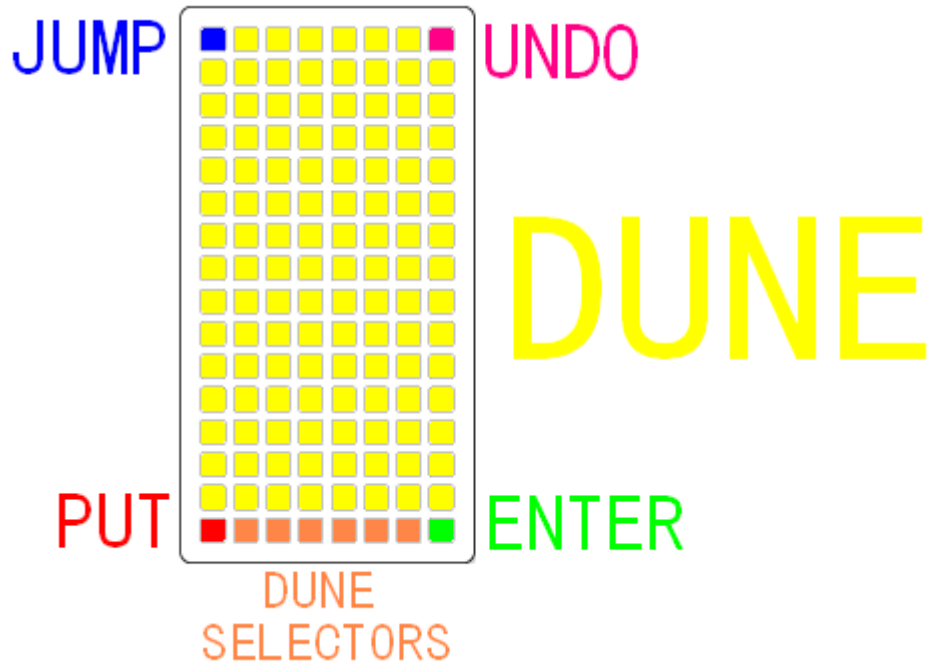
DUNE
SELECTORS

 hold down two dune selector buttons to pour one dune onto another

press:

PUT	to	make a dune
JUMP	:	jump to a random part
JUMP + put	:	mix up all words in dune
JUMP + undo	:	remove/restore punctuation
JUMP + enter	:	output all words shown

at the terminal, type

b 0	:	set brightness (0 min, 15 max)
help	:	show a copy of this reference page
ctrl+c	:	quit
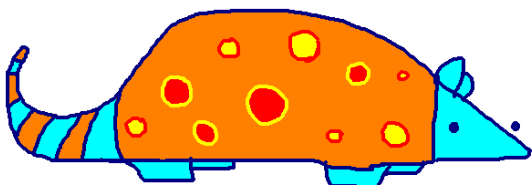
questions: monome.org/community
          or dinosaursk.in