

# Live Coding. Second Session

---

## Coms

---

### Collaborative Mode

Create and share an ensemble: Click route: Collaborate -> Create New Ensemble Make an ensemble. You will have to provide a name and a password. Confirm! Then you will see your ensemble in the list of ensemble in Collaborate. In order to allow people to participate in your ensemble they will need to provide a username and the password. At last, time to play!

### The view system

The syntax of the view system:

```
grid cols rows [[firstItem],[secondItem], ...]
```

Some configurations that work:

```
grid 2 3 [[label 0,code 1 0 []],[label 2,code 3 0 []],[label 4,code 5 0 []],sandClock 77,[label 8,code 9 0 []],timeVision 66]
```

If you are in an ensemble and want to share your view with others evaluate this in the terminal:

```
!publishview def
```

some items on the grid view you can try:

```
timeVision numVal
```

```
sandClock numVal
```

```
snippet numVal Bool "minitidal" "s "cp(3,8)""
```

```
code numVal lineVal [fluxus]
```

Some presets can be seen [here](#).

To invoke the presets write in the terminal:

```
!presetview "fourbytwo"
```

NOTE: the presets are still in an experimental stage so a couple might not be working.

## Strategies

---

### For Solo Performances

Save (and even memorise) code snippets.

Accept slowness in change.

Multilingual live coding.

Play with speed of cycles and degradeBy.

Explore the limits of estuary (and tidal).

### For collaboration

Roulette! We all modify one or two programs so we build on each others knowledge and we learn from each other.

Clocks for change of texture/rhythm/notes/etc...

Distributing roles for performers: bass, armony, visuals, beats, etc.

The most important strategy: Talk

## Simple visuals in Punctual

---

Punctual, a complex and interesting language.

Programs:

```
hline (fft fx) 0.001 >> video
```

```
mono $ circle [0,0.5,0.3,-0.2] ([lo,hi]*0.5) *(-10)db >> video;  
0.9 >> fdbk
```