



colorsall.mov

*The Source - Issue 9
Cory Arcangel
Colors Personal Edition*

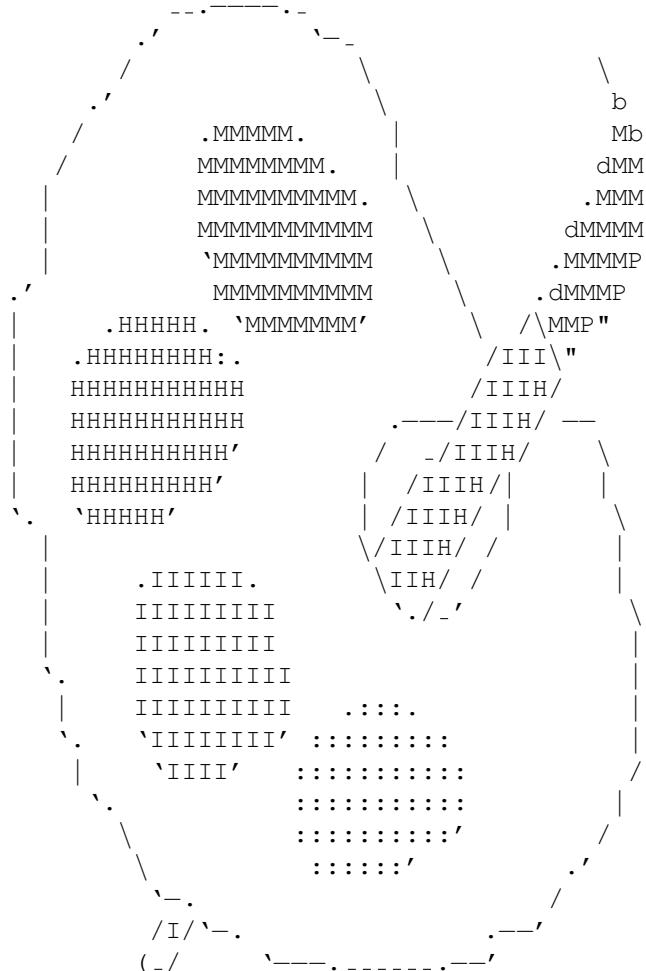
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Arcangel Surfware
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Colors Personal Edition

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Cory Arcangel, 2009

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<http://www.coryarcangel.com>

An OSX app which plays a quicktime movie one horizontal line of pixels at a time.¹ For download at colors-personal-edition.com

56 "When you're too relaxed it's not good to create"

- David Guetta ²

```
2 #include "ofMain.h"
#included "testApp.h"

7 //=====
7 int main( )
{
    // this is my "app" :
    testApp APP;
12
    // this kicks off the running of my app
    // can be OF_WINDOW or OF_FULLSCREEN
    // pass in width and height too:
17     run(1024,768, OF_FULLSCREEN, &APP);

    return 0;
    // that's all folks!
22 }
```

testApp.cpp

```

#include "testApp.h"

3 //_____
testApp::testApp()
{
}

8 //_____
void testApp::init(){

    ofSeedRandom();

13 //QUICKTIME VIDEO
QTPLAYER = new qtVideoPlayer("../..../colorsall.mov");
myBuffer = new unsigned char[QTPLAYER->w * QTPLAYER->h * 4];
IT = new ofImgTex(ofNextPow2(QTPLAYER->w), 1, GL_RGBA);
18 //IT = new ofImgTex(ofNextPow2(QTPLAYER->w), ofNextPow2(QTPLAYER->h), GL_RGBA);

//OTHER
inc = 1.0;

23 GLint sync = 1;
CGLSetParameter(CGLGetCurrentContext(), kCGLCPSSwapInterval, &sync);

//<CORY>
//mousePos = 20;
28 colors_horz_counter = ((QTPLAYER->h)/2);

printf("movieduration %f \n", QTPLAYER->getMovieDurationAPI());
printf("movietime %f \n" , QTPLAYER->getMovieTimeAPI());
printf("movietimescale %f \n" , QTPLAYER->getMovieTimeScaleAPI());
33 printf("movieheight %i \n" , QTPLAYER->h);

//Only works on OSX, couldt get glutSetCursor(GLUT_CURSOR_NONE) in Fullscreen more to
//work,
//possibly a bug with GLUT, all other SetCursors works though, GLUT_CURSOR_NONE
//works with non fullscreen though.....
38 //http://www.idevgames.com/forum/archive/index.php/t-1321.html
#ifndef TARGET_OSX
CGDisplayHideCursor(0);
#endif
glutSetCursor(GLUT_CURSOR_NONE);

43 //</CORY>
}

//_____
48 void testApp::idle(){

    ofSetBgColor(0.0, 0.0, 0.0, 1.0);

    //UPDATE VIDEO
53 QTPLAYER->grabFrame();
QTPLAYER->fillBufferWithVideoData(myBuffer);

58 unsigned char * pointerTo;
pointerTo = myBuffer;

```

```
pointerTo += QTPLAYER->w * 4 * colors_horz_counter;
IT->loadImageData(pointerTo, QTPLAYER->w, 1, GL_RGBA);
63

//IT->loadImageData(pointerTo, QTPLAYER->w, QTPLAYER->h, GL_RGBA);

if (QTPLAYER->getMoviePct() == 1)
68 {
    QTPLAYER->setMoviePct(0);
    colors_horz_counter = colors_horz_counter + 1;
    //Start over
    if (colors_horz_counter == (QTPLAYER->h-1)){colors_horz_counter =1;}
73    printf("looped %i \n", colors_horz_counter);
}

//glutSetCursor(GLUT_CURSOR_NONE);
78 }

//_____
83 void testApp::draw(){

ofSetupScreen();

glColor4f(1.0, 1.0, 1.0, 1.0);
88 int w, h;
ofGetWindowSize(&w,&h);
IT->renderTexture(0, h, w, -h);

93 }

//_____
void testApp::keyDown (char c){

98 }

//_____
void testApp::mouseMove( float x, float y ){

103 }

//_____
void testApp::mouseDrag( float x, float y, int button){

108 }

//_____
void testApp::mouseDown( float x, float y, int button ){

113 }

//_____
void testApp::mouseUp ( float x, float y, int button ){

118 }
```

```

testapp.h

#ifndef _TEST_APP
#define _TEST_APP

#include "ofMain.h"
#include "ofAux.h"

//#include "ofSampleSound.h"
//#include "ofSampleSoundSystem.h"
#include "qtVideoPlayer.h"
#include "qtVideoGrabber.h"

class testApp : public ofSimpleApp{

public:

testApp();
virtual void idle();
virtual void init();
virtual void draw();
virtual void keyDown (char c);
virtual void mouseMove( float x, float y );
virtual void mouseDrag( float x, float y, int button );
virtual void mouseDown( float x, float y, int button );
virtual void mouseUp ( float x, float y, int button );

ofImgTex * IT;
unsigned char * myBuffer;

ofImgTex * IT2;
unsigned char * myBuffer2;

// ofTTFfont * myFont;
// ofSampleSound * SOUND;
// ofSampleSoundSystem * SOUND_MANAGER;
qtVideoPlayer * QTPLAYER;
qtVideoGrabber * QTGRABBER;

float inc;

float mousePos;

//<CORY>
int colors_horz_counter;
//</CORY>

};

#endif //
```

¹Arcangel, Cory Unknown. Email correspondence, Redacted.

We considered archiving X-code too, but because there is no installation package we cannot do this.

X code is free from the Mac App store: <https://developer.apple.com/xcode/> . Also the project is written in the Open Frameworks framework: <http://www.openframeworks.cc/>.

I was hoping you would be able to supply us with the source code in a format that we can easily open and not tied down to an app? Or maybe you know an easy way to export it from X-code?

For free text versions of the code, see the attached: colors-2006-004-source-master-ih/app/src/. These .cpp and .h files can be opened in a text editor to be read.

Also, we would appreciate any thoughts you may have about how best to preserve your work for the future.

Yes, all the above gets very complicated, but I think, luckily this project is quite easy in terms of future preservation. The code that runs the project translates into English: Play the movie Colors one line of horizontal pixels at a time, starting from the top line, and working to the bottom. This single line of horizontal pixels will be stretched vertically to cover the entire screen. When the last line of horizontal pixels is reached, loop back to the top line.

I am happy for the code to re-written completely for any modern computer / operating system.

Thanks and best, please let me know if you have any questions

Cory

²The New York Times

U.S.A. Basketball Is Already Cruising in Rio. Now, to Take the Court.

By Andrew Kehaug. Aug 06, 2016

RIO DE JANEIRO Every four years, the same questions tend to surface before the Summer Olympics: Will the host city be ready? Is Usain Bolt still the world's fastest man? And what sort of cushy digs will the United States basketball players and their families have?

The Games are underway, Bolt is back to defend his sprinting titles, and once again, the men's and women's basketball players from the United States are avoiding the athletes' village. Carmelo Anthony, Kevin Durant, Diana Taurasi and the rest of their high-profile teammates are staying on a luxury cruise ship, docked at a pier on the other side of the city.



If the teams lodging seems standoffish, that is by design. U.S.A. Basketball, the organization that oversees the national mens and womens teams, has shunned the athletes village since 1992. The team stayed on a ship at the 2004 Games in Athens, then used hotels in Beijing in 2008 and London in 2012.

The boat were staying on is very nice, very secluded, said Angel McCoughtry, who is playing in her second Olympics. Lets be honest how can our mens and womens teams stay in the village? They would get bombarded, especially the mens team. They wont have peace. The players, particularly the men, are exceedingly well paid as professionals. But other highly compensated athletes seemingly have no qualms about mixing with the other Olympians in the village. Bolt, probably the biggest star of these Games, checked into the village the other day. Michael Phelps, the worlds most famous swimmer, ran into Novak Djokovic, the top-ranked mens tennis player in the world, in the village and asked for a selfie.

The United States womens gymnastics team, the showpiece of the American delegation, is also in the village. In fact, a majority of the 554 American athletes stay there.

Jerry Colangelo, the director of U.S.A. Basketball, said keeping the basketball players in seclusion was a matter of security.

Our players are probably the most recognizable athletes in the world, he said, explaining the extra precaution being taken.

We have our own idea of how to do that, Colangelo said. We cant just throw them in with once the International Olympic Committee decided they wanted pro players, to allow pro players to play, we have to protect them. Theyre very valuable assets.

Fans are kept at a distance behind a guarded fence with metal detectors, but they have been sticking their cellphones through the fencing to take photographs of the ship the Silver Cloud, part of the Silversea Cruises fleet, which can accommodate 296 people.

U.S.A. Basketball officials are circumspect when asked about the accommodations. Reporters are invited to tour the athletes village, but not the ship, bobbing in place at the Pier Maua.

There are 46 N.B.A. players and 26 W.N.B.A. players at these Games representing many countries. Several who do not play for the United States seemed to be enjoying life at the village last week.

Andrew Bogut, a couple of months removed from playing in the N.B.A. finals with the Golden State Warriors, was sitting in the village on Thursday, decked in a Team Australia warm-up suit, eating food from McDonalds with two teammates. Leandro Barbosa and Nene are staying there, too, along with all the other Brazilian Olympians. Manu Ginobili of Argentina posted on Twitter a view from his room in the village. Pau Gasol, Ricky Rubio, Jose Calderon and the other players of Spain snapped photographs around the village grounds all week.

Tina Charles, who won a gold medal with the United States womens team in 2012, said the teams accommodations meant that youre not able to interact with athletes, youre not able to see them every day, build relationships, build friendships that way.

Maya Moore, appearing at her second Games, said she understood the pros and cons, but she said the ship made it easier to focus.

There is a level of socialization that happens in the village that takes energy, she said. Over the course of two weeks, it can wear on you, even if its a little bit. The Plaza Maua, on the citys eastern waterfront, where the ship is docked, was revamped as one of the legacy projects of these Games, with new museums and areas for outdoor activities. Warehouses along the pier are now used as event and party spaces.

Taurasi, one of the womens team captains, lightheartedly described the ship as having a nice, 19th-century Russian decor.

Jimmy Butler, a member of the mens team, said there were a pool, a gym, social rooms and conference rooms. Players can order room service anytime.

Same thing wed do in a hotel, Butler said. It just floats.



Correction: August 7, 2016 An earlier version of this article misstated the name of the ship on which the United States basketball players are staying in Rio. It is the Silver Cloud, not the Sea Cloud.

Cory Arcangel
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