

Elisas Strange Case - Processing sketch

By f.Lüscher / fluescher.ch 2023 for Next Level Escape AG.

"AS IS" pi pa po etc.

Run this with processing.org or standalone when compiled on mac/win/linux/raspberry pi.

When not on Raspberry Pi with GPIO pins and 4 connected rotary encoders,
set `GPIO_AVAILABLE` to `false` and `DEBUG` to `true`.

Press number keys `0-6` or left/right `arrow keys` to change stages.
`ESC` to leave.

STAGES

Stage#	Action	At end of script..
0	Blackout	..waits for UDP signal
1	Message"AWAITING INPUT"	..waits for UDP signal
2	Startup sequence of computer	..auto-jumps to stage 3
3	Elisas curves, without connected brainalizer on players head	..waits for UDP signal
4	Elisas curves, with connected brainalizer. Adjust with dials to sync brainwaves.	..auto-jumps to next stage when synched
5	Message "SUCCESS"	..waits for UDP signal
6	Elisas thoughts as sequence in DE & EN	..waits for UDP signal

UDP

Messages to control this script:

- `sync_stage0`, `sync_stage1` etc: Jump to a specific stage (`0...6`).
- `sync_skipLoading` can be used to skip the initial loading process if it takes forever. (Stage `3+4` will not be as fast at first)

Messages sent by this script:

- `sync_ready` is sent when initially "loaded" stage `3+4` (only on startup)
- `sync_success` is sent when both curves where properly aligned by the player
- `sync_end_of_thoughts` is sent after the last thought of elisa
- `sync_died` is sent when program closed or died

Exit application & see desktop

Press **ESC**.

Adjustments

If adjustments to the scripts are needed, open the file

`/home/esc/Applications/sketchbook/elisas_synchronotron/elisas_synchronotron.pde` with processing.

Or double click the file `processing.sh` on the desktop and click "file > open recent.. > elisas_synchronotron".

Press the **play** button on the GUI to preview the changes. **ESC** to exit. Save and quit.

Double click the file `startSketch.sh` on the desktop to verify changes.

LUCKY NUMBERS

- Amplitude 337
- Frequency 224
- Scale 36
- De-noise 416