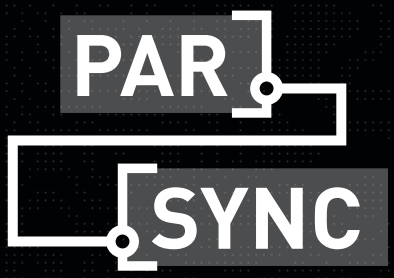

loadBang

Software Documentation

Authors

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PAR-SYNC

Software documentation

Data management and transformation tool, created for the developing of audiovisual research processes. Thought to be easy to use, and prepared for working with any softwa-re that can send OSC data protocol messages.

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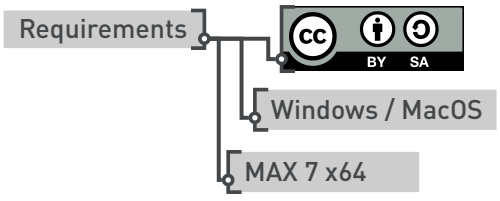
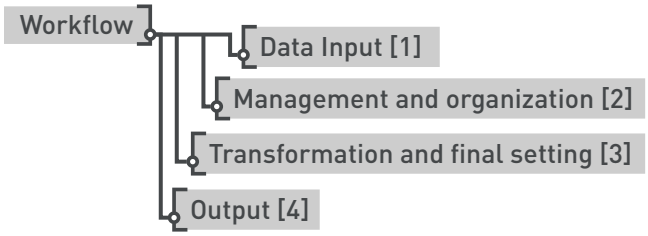
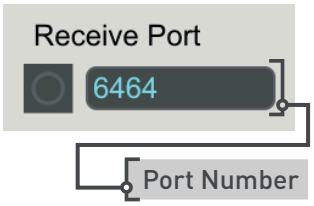
ready to run in Windows and MacOSC. Build in MAX 7 (Max Msp - Cyclings '74) 64 bits (x64).




Workflow
Data Input [1]
Management and organization [2]
Transformation and final setting [3]
Output [4]

[1] - *Data Input.*

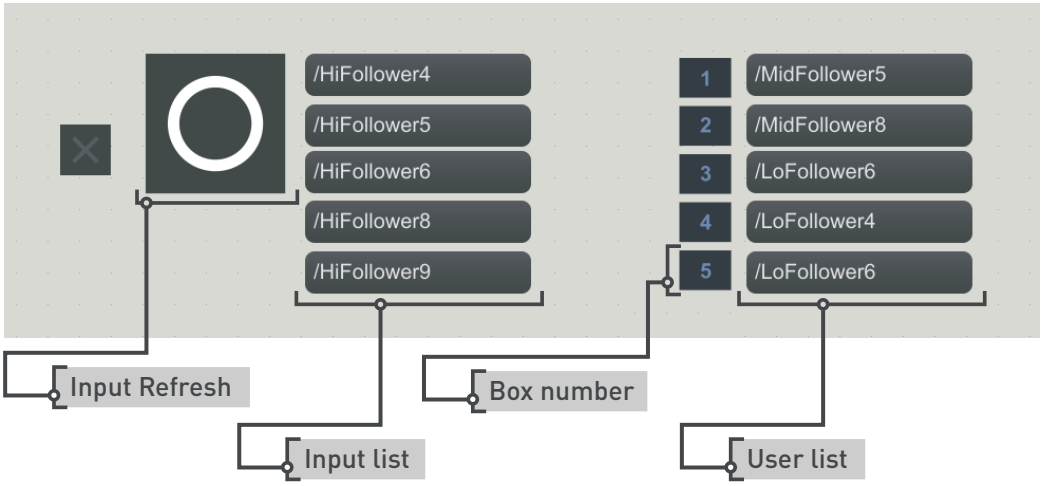
To be able to receive messages it's necessary to set the input port.



[2] - *Management and organization.*

The received messages get alphabetically organized in the first list. Once in this list, the messages will only stay in it as long as they keep getting in. Once they stop being sent the name will disappear.

The second list is the system that allows the user to organize this incoming messages. By clicking on the number next to the box and then the chosen message. This last one will get fixed in place on the second list as long as the user leaves it there. This way, if a message stops incoming, the name will stay in place, so the route will still be the same.



[3] - *Transformation and final setting.*

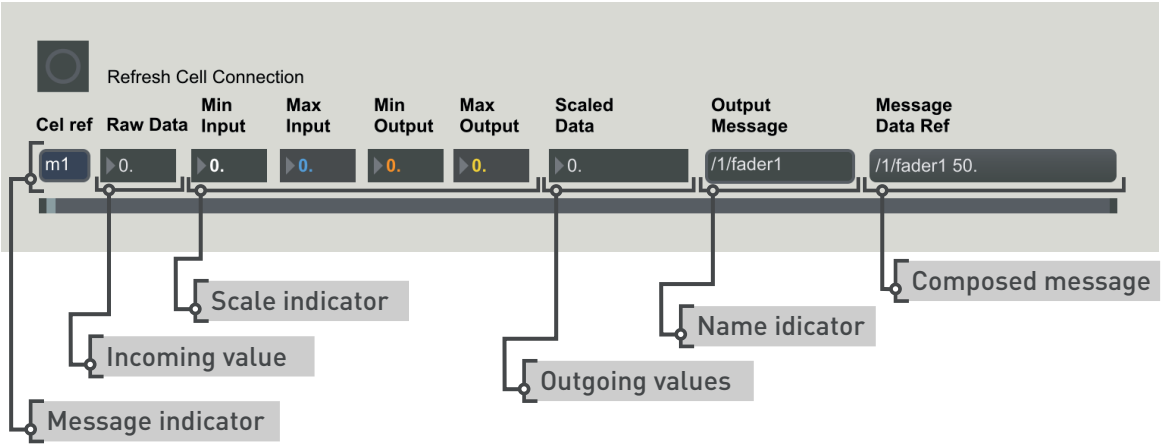
a. In first place, the box, on the left of the image, defines the message to be processed (m1 for the first message, m2 for the second one, m3 for the third...).

b. Right next to it there's a number box where the user can see the raw incoming values.

c. After that there are four text boxes, two pair where the minimum and maximum values for the incoming and outgoing messages will be determined.

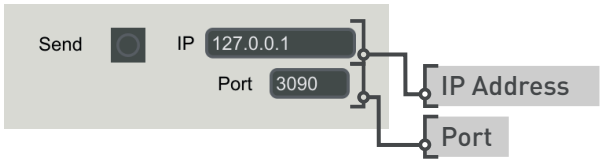
d. And finally a text box where the user can set the name for the outgoing message he wants to send.

Right below that there is a graphic output for the value activity.
There's an important thing in this working block. The user can set the outgoing message to pass through as much subblocks as he wants. So one value branches into many others with a different scale proportion each one.



[4] - *Output.*

In this part the only need is to set the Ip address for the destiny computer and the port for the messages to recognize the software.



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