

The Game Master

A tool for composers of “musique concrète”

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Introduction

- Born 3 years ago, as a software for an interactive electroacoustic installation, with modest ambitions
- The Game Master is not a synthesizer, not an audio effect, not an intelligent tool.
- It just plays clips.
 - With many variations

The implementation

- The Game Master is a collection of ***plug-ins*** written in ***JSFX*** -- it includes:
 - The ***Game Master*** itself, which controls everything
 - The ***Players***, each one being able to play a clip, with up to 64 output channels
 - The ***MIDI Handlers***, generic or specific to some MIDI controller, which listen to MIDI input, generate MIDI output, and dialog with the GM.
- A multi-channel ***limiter/compressor***, applied to the final output.

Aspects: the integrated “*mSL*” language

- The Game Master includes “mSL”, micro Script Language, a simplified C-like language with the same syntax as JSFX, but with slightly better semantics:
 - functional, proper tail recursive,
 - preemptive multithreading,
 - dynamic memory, $O(1)$ “malloc()” and “free()”, with a garbage collector,
 - on the fly programming,
 - integration with the Game Master via high or low level primitives, such as “action()”, “play()”, “thread()”, “table()”, “event()”, “compile()”, “yield()”, “wait()”, “get()”, “set()”...
- no interference with sound production.

What can it be used for ?

- An “ambient electroacoustic music generator”
 - Nice for “soundscape”
- A tool for concerts
 - Offers “rendering live variations”
- A tool for live performances
 - From 'interactive” to “live” to “live coding”
- A studio system
 - Discover new aspects of your sounds

Thank you for your attention

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