

October 4 PLT Meeting

- Recommends switching to MIDI and using a MIDI library
 - Time should be spent on the compilation rather than making the notes look correct
 - Shouldn't let OpenGL limit the complexity of the language
 - Not “finders keepers” of MIDI libraries (can use the one John used)
- SMURF looks a lot like Haskell
 - Be careful not to write something that could be a Haskell library
 - Add some less-Haskell ideas
- Rhythm is interesting so think about that for SMURF
 - What about triplets?
 - What happens when there are multiple notes on a line? May need to redefine Measure
 - Instead of list of Chords maybe list of Note types and Time types
 - Come up with something that represents time as a data structure
 - Don't have to just use Haskell like structures: Could use object oriented design, etc
- First order functions
 - Going into C this might get complicated
 - Its ok to add some more restrictions on functions to ease this
- Consider defining current functions as operators since they are primitive to the language
 - In practice pretty much the same thing
 - Think about other operators that could be done on tone rows to make them more primitive to language
- Output
 - Purpose of genScore?
 - Need to be very clear about what your program outputs (one score only, multiple scores?)
 - RECOMMEND a way of printing something in your language
- LRM
 - Keep plowing through