Live-coding Audio in C

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JACK Audio

- ► Process callback delegates to a function pointer
- ► Passes a pointer to a preallocated memory area
- ► Main thread can change the function pointer

Dynamic Reloading

- `dlopen()`, `dlsym()`, `-ldl`
- Race condition: don't unload running code
- Double buffering: `dl` caches aggressively

Detecting File Changes

- `inotify`
- if `go.c` changes: compile it (by calling `make`)
- if `go.so` changes: make a copy and load it

Where

- performance tonight!
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