

thread 6

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July 15, 2020

```
/* This piece is for any two performers. */

// Set up initial conditions.

var perfDuration = context.define;
var duoPartner = duoPartner.define;
var thisPlayer = thisPlayer.define;

// The main structure
performance() {
  var range;
  var dur;
  var time;
  while (time < perfDuration) {
    if (duoPartner.sound == TRUE) {
      range = [duoPartner.sound.min, ..., duoPartner.sound.max];
      dur = context.define;
      thisPlayer.improvise(dur) {
        range[].choose;
      }
    }
    else if (duoPartner.sound == FALSE) {
      range = [thisPlayer.sound.min, ..., thisPlayer.sound.max];
      dur = context.define;
      thisPlayer.improvise(dur) {
        range[].choose;
      }
    }
    else {
      thisPlayer.silence;
    }
  }
}
```
