

GNRTV. BLOCKS is a toolkit library programmed with Pd[pure-data] visual programming environment useful to build sonic generative applications in a straight-forward way.

The idea inspired by the modular synth cosmos and othermodular tools features a big amount of different 'BLOCKS' that can be interconnected one from each other, therefore a toolkit for building custom projects oriented for live performances and installations.

GNRTV.BLOCKS is a toolkit of abstractions that works with mostly all pd versions Pd vanilla, Pd-Extended, Pd-I2ork, and Purr-data.

 $If you are not familiar with \textbf{\textit{Pd}} please follow this instructions in this document (A pd tutorial from zero): \\ \underline{ https://oneshaptiques.space/musIA/pdfs/musIA} \quad \underline{ PdTutorialFundamentals.pdf}$ 

or in this github repo

https://github.com/xamanza/PdTutoEssentials/raw/main/musIA\_PdTutorialFundamentals.pdf

Remember that you can download and install pd versions in the following urls

https://puredata.info/downloads

https://puredata.info/downloads/pure-data

http://l2ork.music.vt.edu/main/make-your-own-l2ork/software/

https://github.com/pd-l2ork/pd

After you have installed any version of pd you like ...

There are repositories of **GNRTV.BLOCKS** in the following urls > https://oneshaptiques.space/musIA/code/GNRTV.BLOCKS.v.1.0.zip

or

https://github.com/xamanza/GNRTV.BLOCKS

## Basic Usage >

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Open <mark>GNRTV.BLOCKS.v1.0.l2ork.pd</mark> that u'll find in <mark>code</mark> folder <u>if you are using pd-l2ork or purr-data</u> or Open <mark>GNRTV.BLOCKS.v1.0.vanilla.pd</mark> that u'll find in <mark>code</mark> folder <u>if you are using pdvanilla or extended.</u>

Note: Those are GNRTV.BLOCKS main Toolkit. You can also find the same blocks in another GUI: GNRTV.BLOCKS.v1.0\_Landscape.pd but somehow it crashes more than the subpatched versions GNRTV.BLOCKS.v1.0.l2ork.pd and GNRTV.BLOCKS.v1.0.vanilla.pd

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Then

Follow the instructions in Tuto.GenerativeBlocks\_v\_ANG.pdf within 'docs' folder

AND / OR

detailed instructions for each blocks in code.HELP folder
(notice that are organized in several HELP patches like it are featured in GNRTV.BLOCKS main interface\*)
\*GNRTV.BLOCKS.v1.0.l2ork.pd or GNRTV.BLOCKS.v1.0.vanilla.pd

note: do not remove the rest of folders because maybe some blocks will not work properly. The folder 'projects' is the one where you can save your projects. You can change its name if you prefer another one.

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