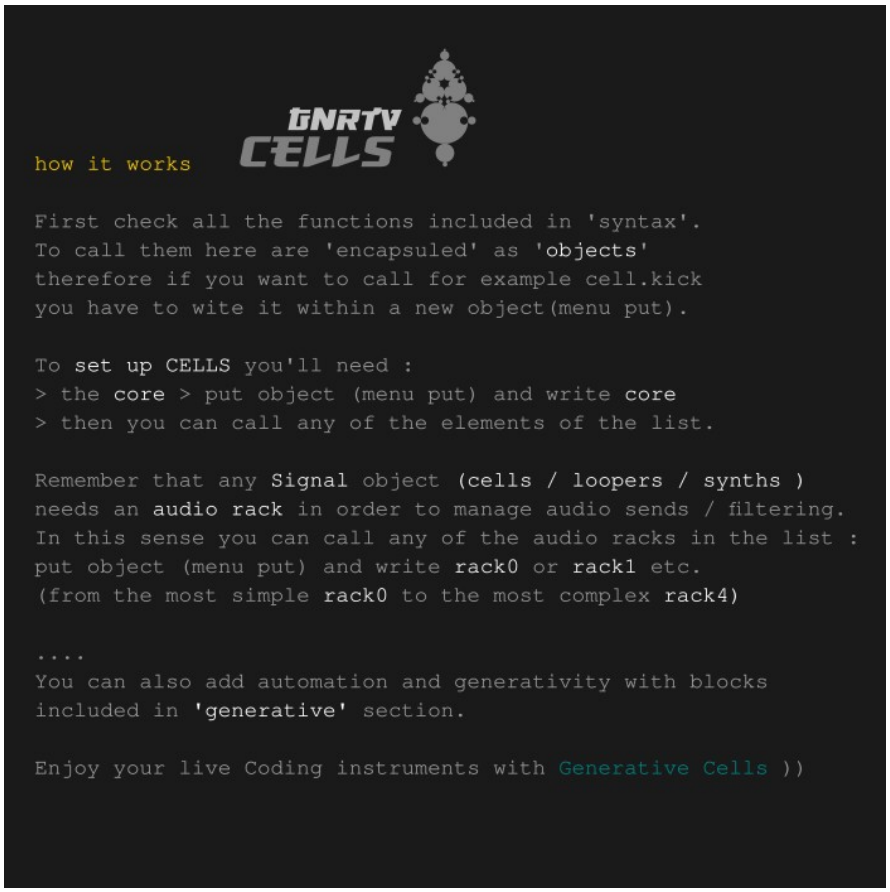
GNRTV.CELLS
LIVE CODING MODE



GNRTV.CELLS is an algorithmic sound production tool that allows different uses such as sound design and interaction design.
*On the other hand, it also offers another perspective and use: taking into account the use of tools and languages that have been created in recent years by the practice of the **Live Coding***, Gnrtv.Cells has a **mode** or version where we can directly build the objects and/or blocks in a very agile way for live performances and spontaneous creations.*

Note: This mode is not so recommended for creating automated applications or immersive applications, facilities, etc. just for Live Coding purposes

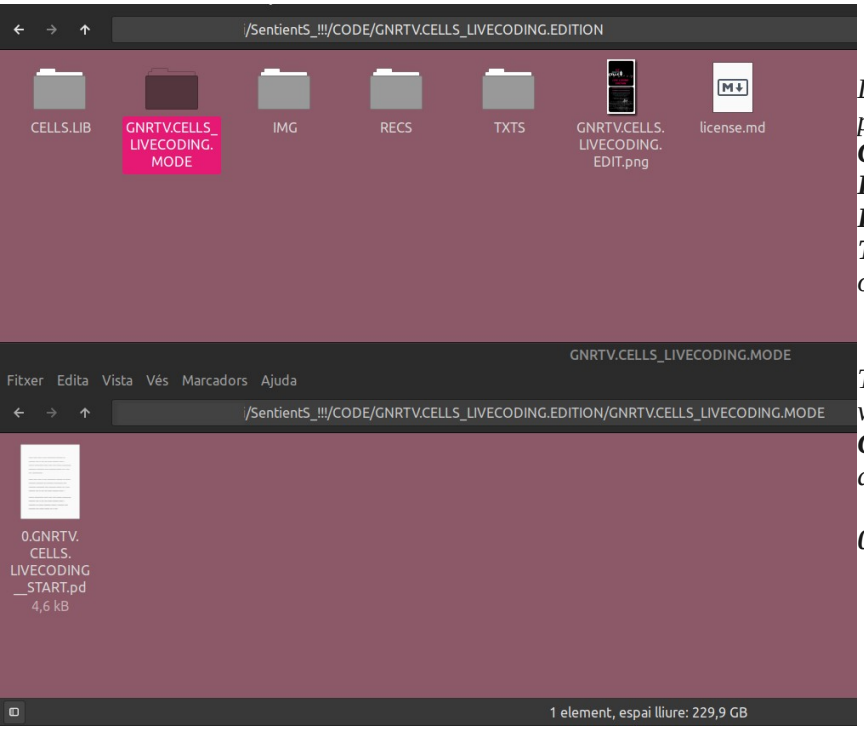
**Live Coding is an experimental format of electronic music creation, where the process of algorithmic programming and execution is shown in the musical and / or visual performance itself.*

Info & Repo https://github.com/xamanza/GNRTV.CELLS

Package https://github.com/xamanza/GNRTV.CELLS/raw/main/GNRTV.CELLS_LIVECODING.EDITION.zip

In order to start GNRTV.CELLS in LiveCoding mode be sure you have the package
https://github.com/xamanza/GNRTV.CELLS/blob/main/GNRTV.CELLS_LIVECODING.EDITION.zip

Once you have it, unzip the package and save it in a desired location in your OS.
The package has this structure :

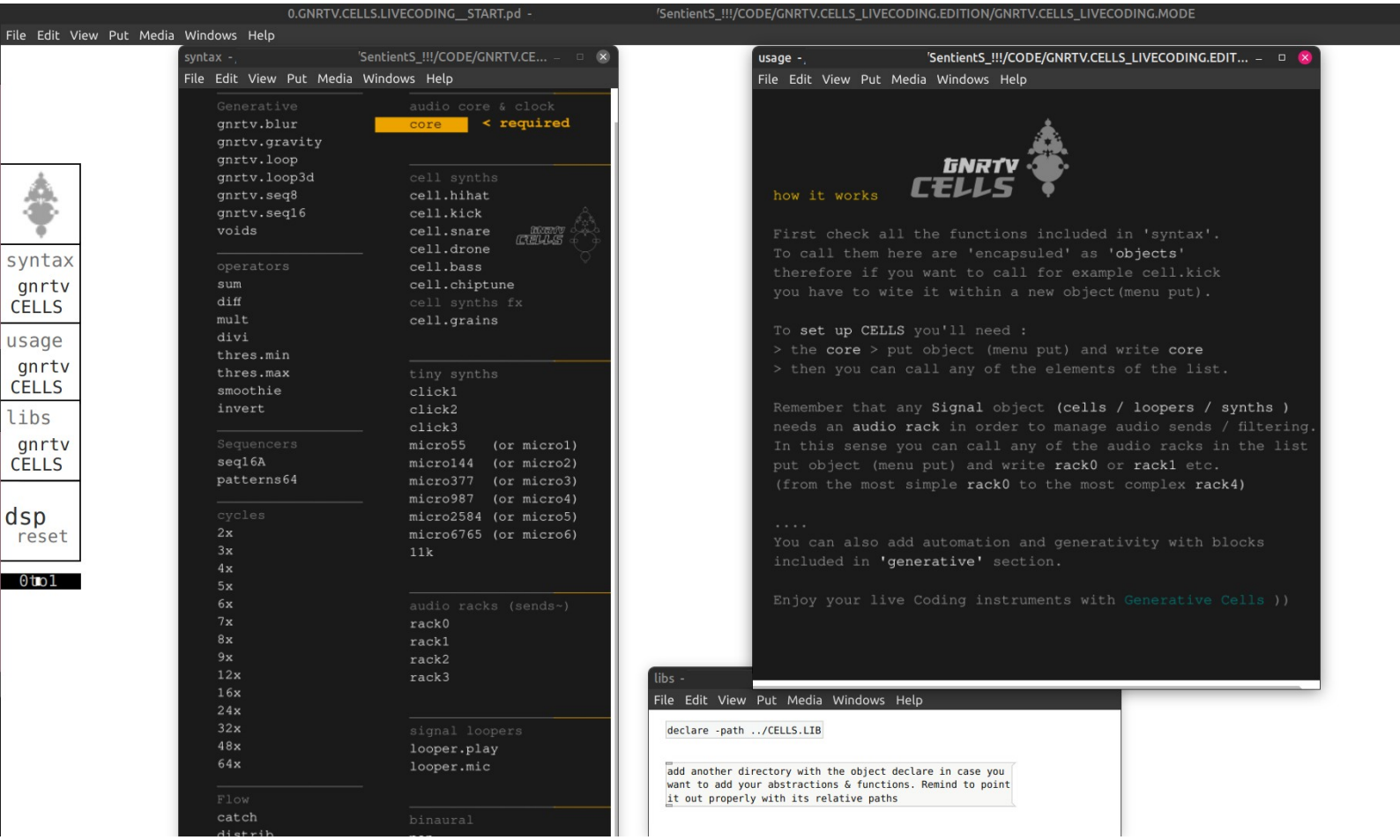


Directories are structured in this way, for functional purposes:
***CELLS.LIB** contains all Cells and Blocks*
***IMG** contains GUI images*
***REC** Directory of recorded sessions*
***TXTS** Directory for txt information (sequencers and other data driven elements which needs txt files)*

To use live coding tool, keep previous directories without changes,..just enter in ***GNRTV.CELLS_LIVECODING.MODE Directory*** *and open with pd, pd-l2ork or purr-data the patch :*

0.GNRTV.CELLS.LIVECODING__START.pd

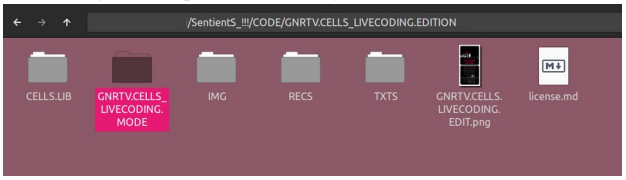
Once opened you'll find a bunch of buttons :



>***syntax*** *> a reference of functions and blocks we can write*
(just write as an object > menu put > object and write the desired function that appears in syntax)

>***usage*** *is a summary of the tool. Read it before usage*

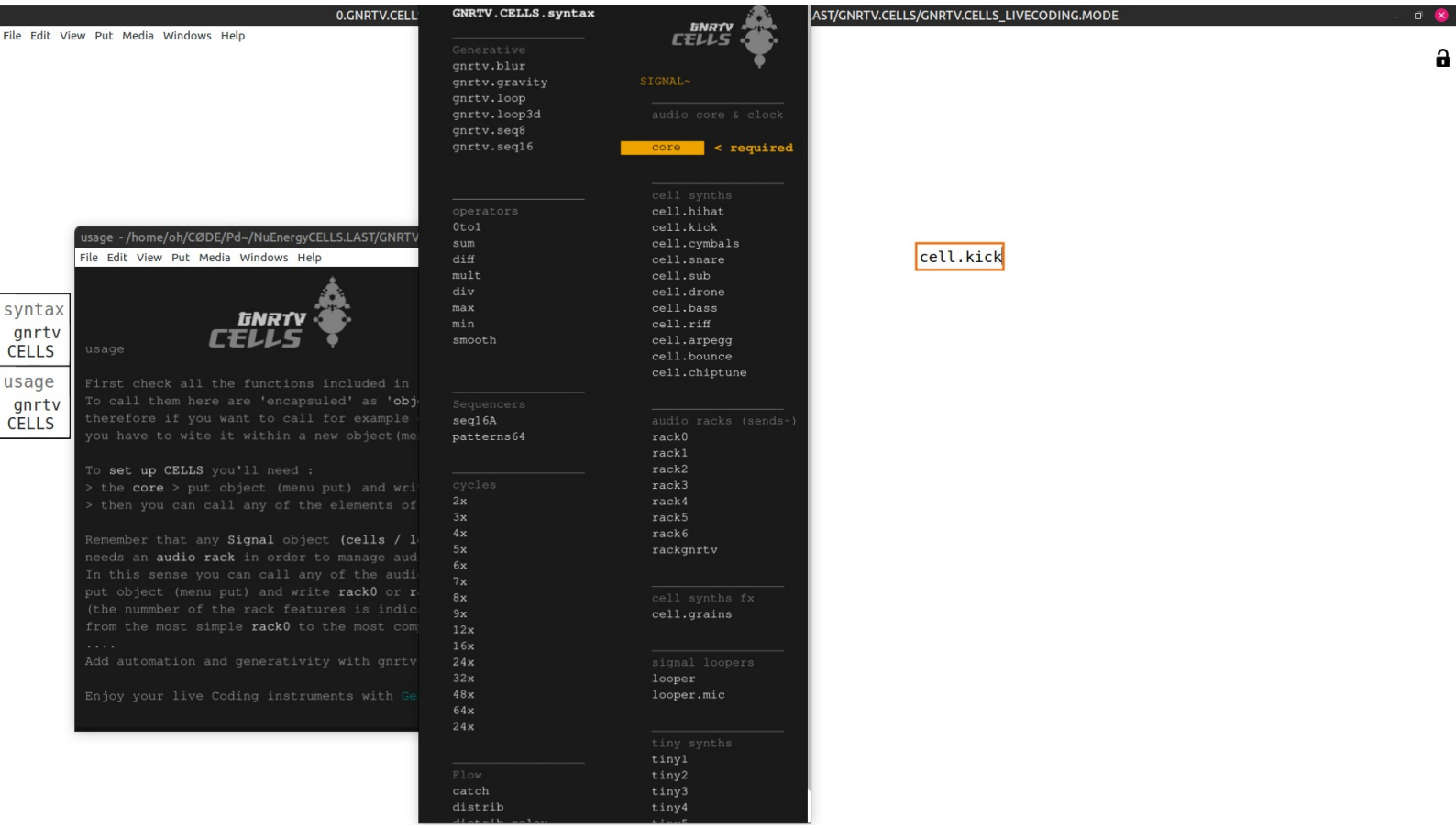
>***libs*** *Is the path which includes all the functions, blocks and cells in this toolkit.*
You can add your custom objects or abstractions by adding another directory with 'declare' function :
[declare -path /your/location]
or
[declare -path ../YourAbstractions] *in case that you keep the directory 'YourAbstractions' in the same level as the rest of the toolkit, that is to say*

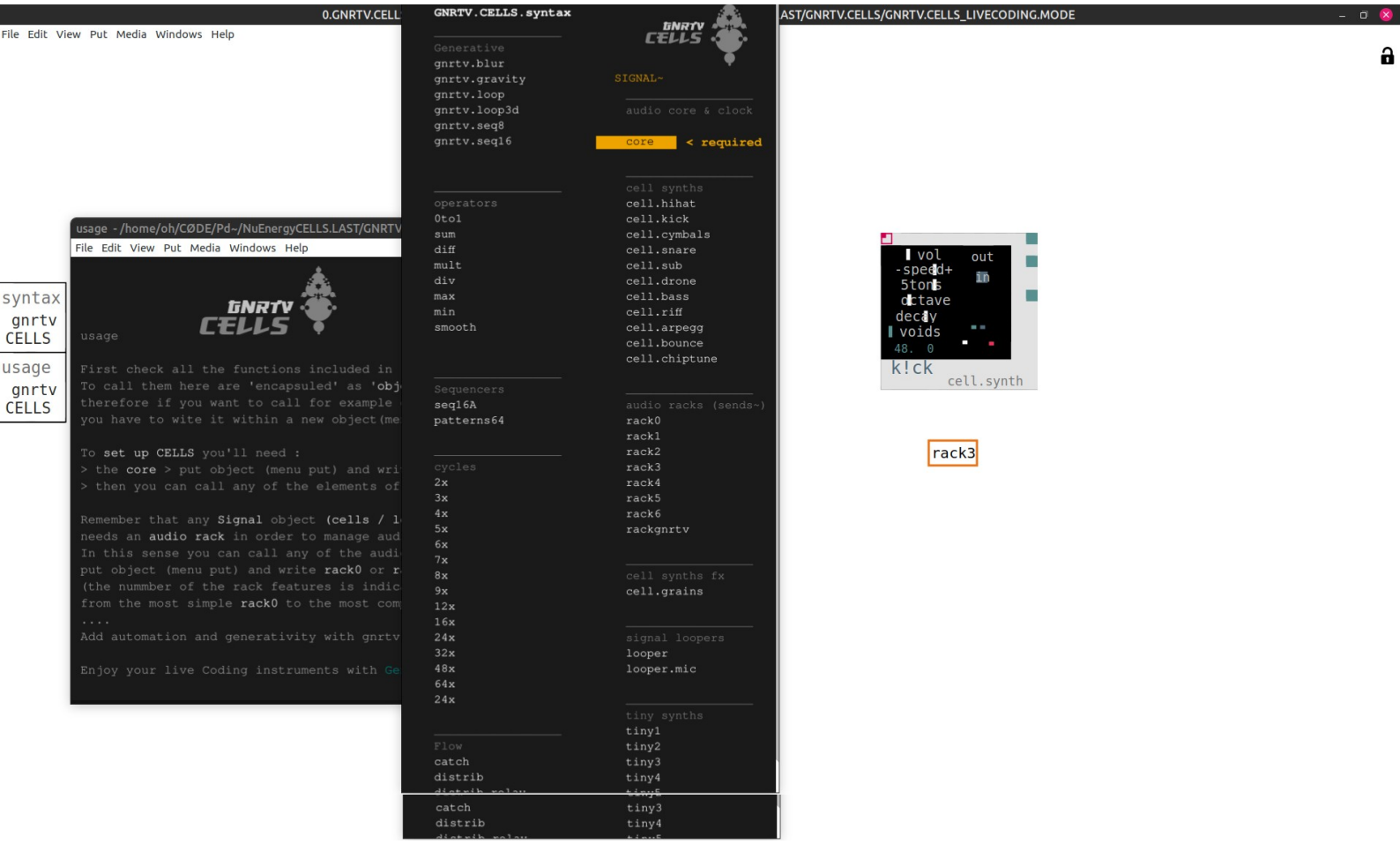


>***dsp reset*** *is a button useful to turn off and on rapidly the dsp. This is useful in some cases of dsp blocking or not rendering properly the sound. Therefore we can click it to reset the sonic render.*

In Live Coding mode we will call functions, blocks and cells by writing it in a new patch.
That is to say, we will create a new object in the Edit menu Pd-l2ork / Purr-data or PD and write the desired function.
The 'chuleta' of the function.Calls will be found on the Gnrtv.Cells Syntax button.
In the next pictures you can see a small demo of how the blocks are built in situ, for example if we write an object with [Cell.kick] we give us the cell of the drum we have seen previously in this chapter.
See examples in the following catches.

Exemples de Codi en mode Live.Coding Generative BLOCKS




0.GNRTV.CELL
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GNRTV CELLS
Generative
gnrtv.blur
gnrtv.gravity
gnrtv.loop
gnrtv.loop3d
gnrtv.seq8
gnrtv.seq16
SIGNAL~
audio core & clock
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operators
0to1
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cell.hihat
cell.kick
cell.cymbals
cell.snare
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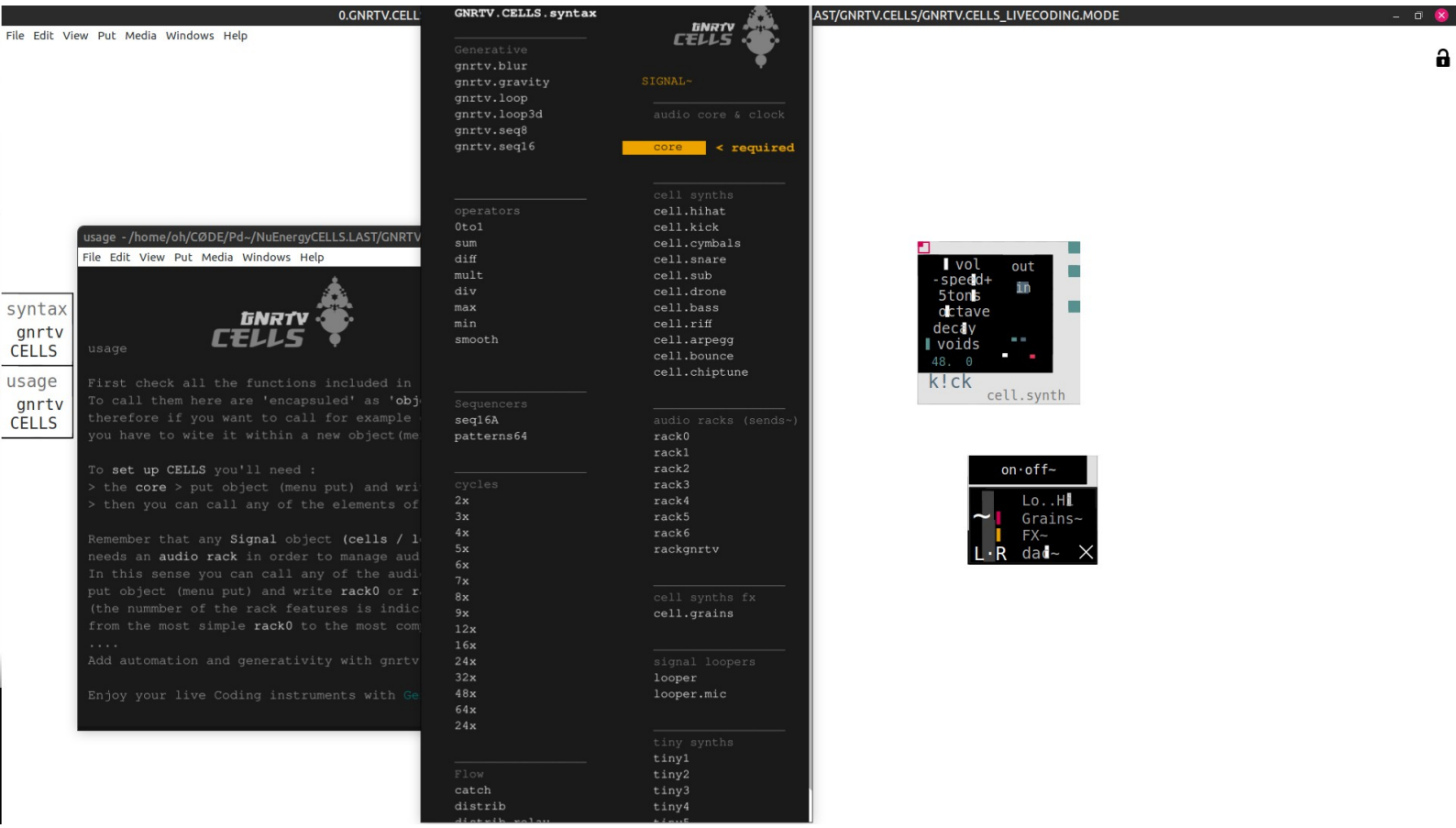
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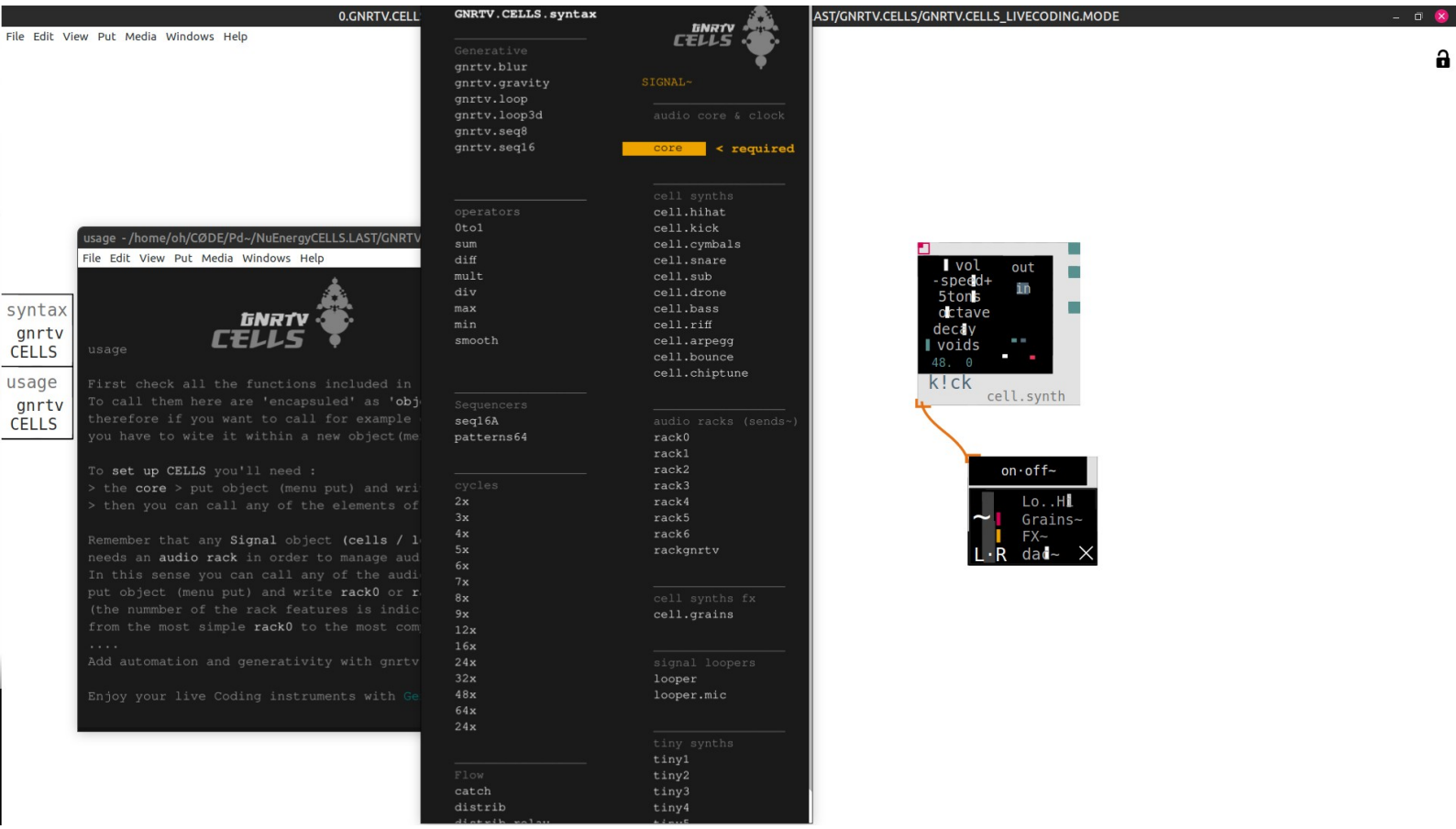
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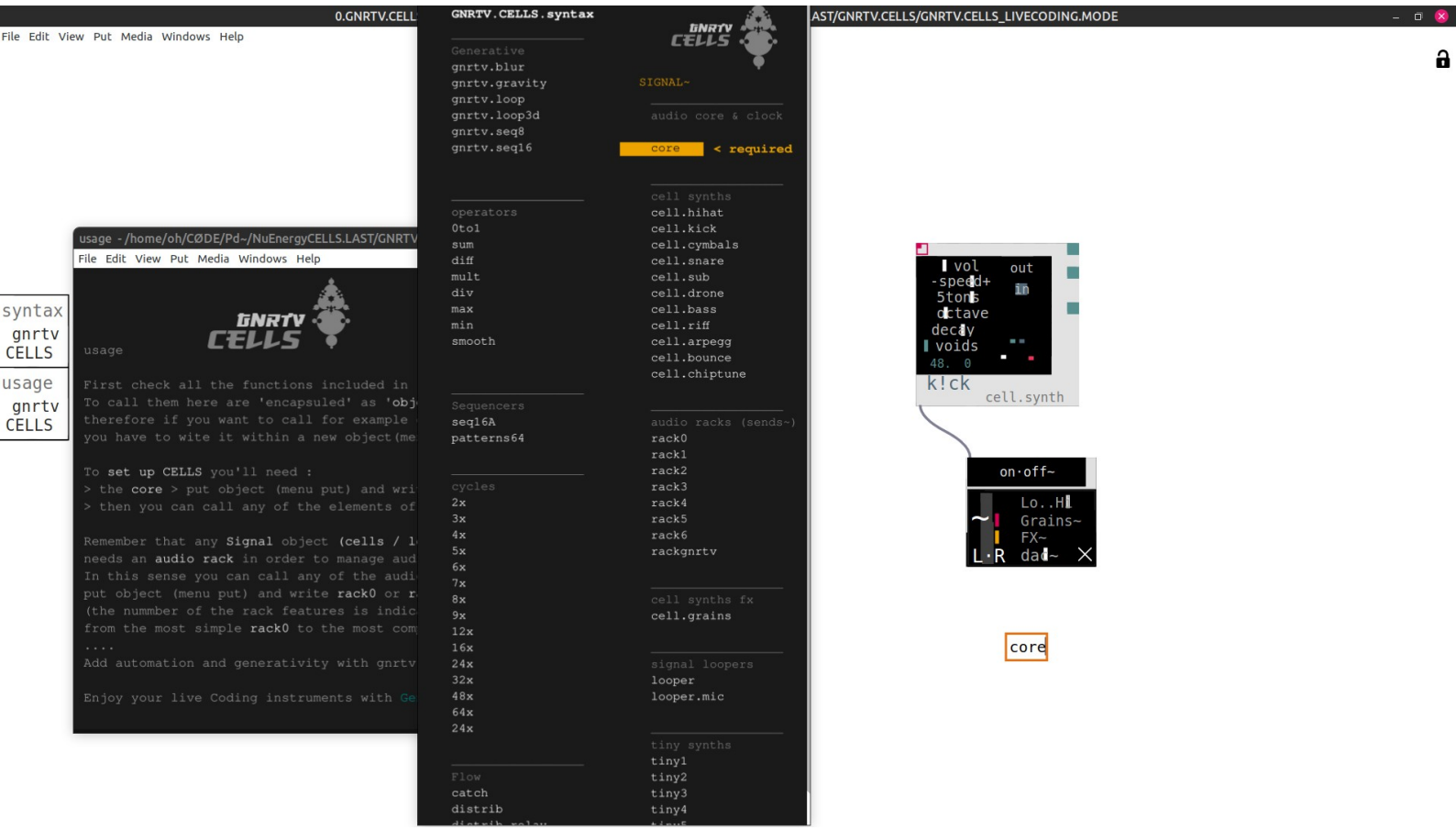
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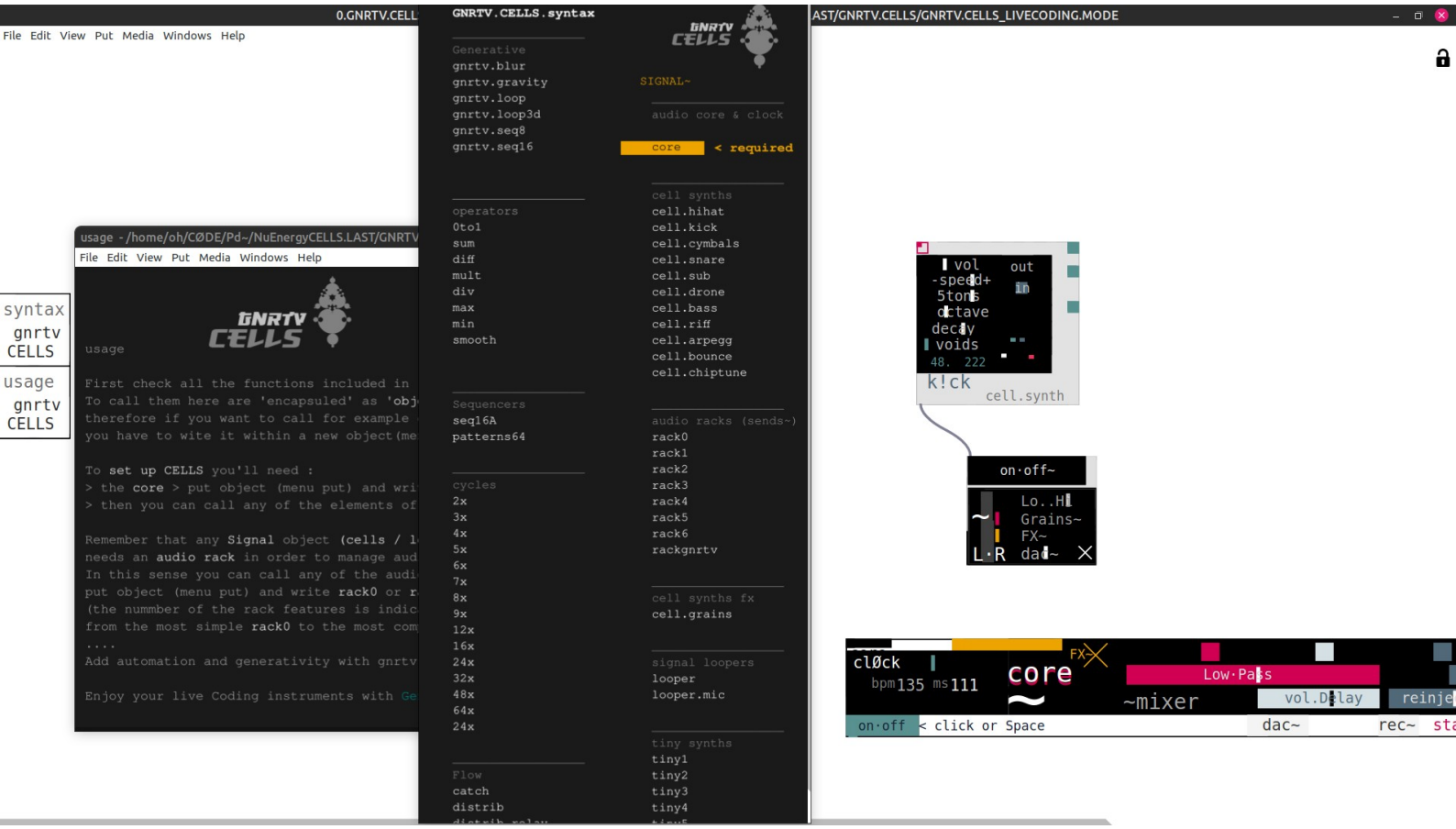
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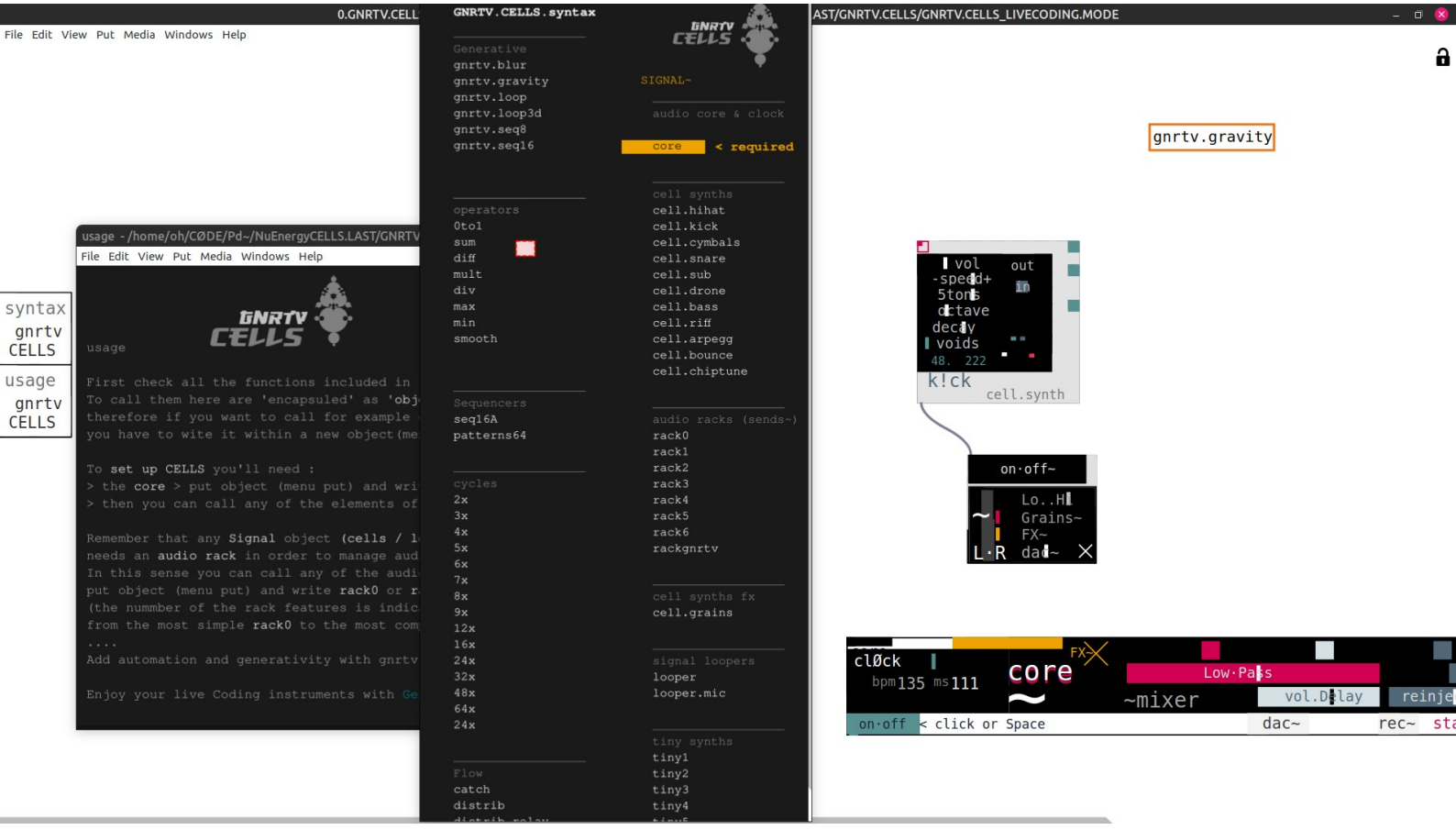
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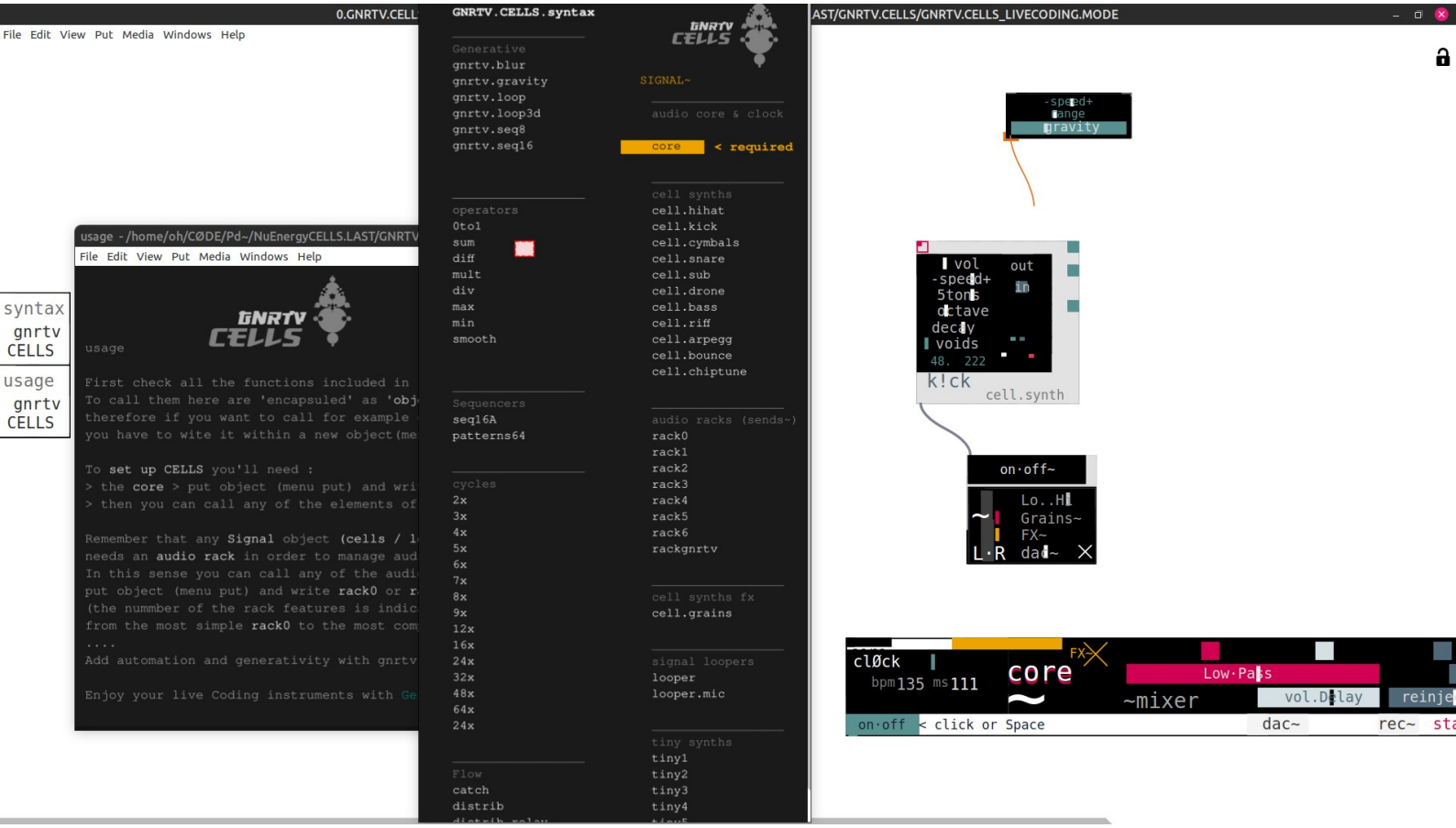
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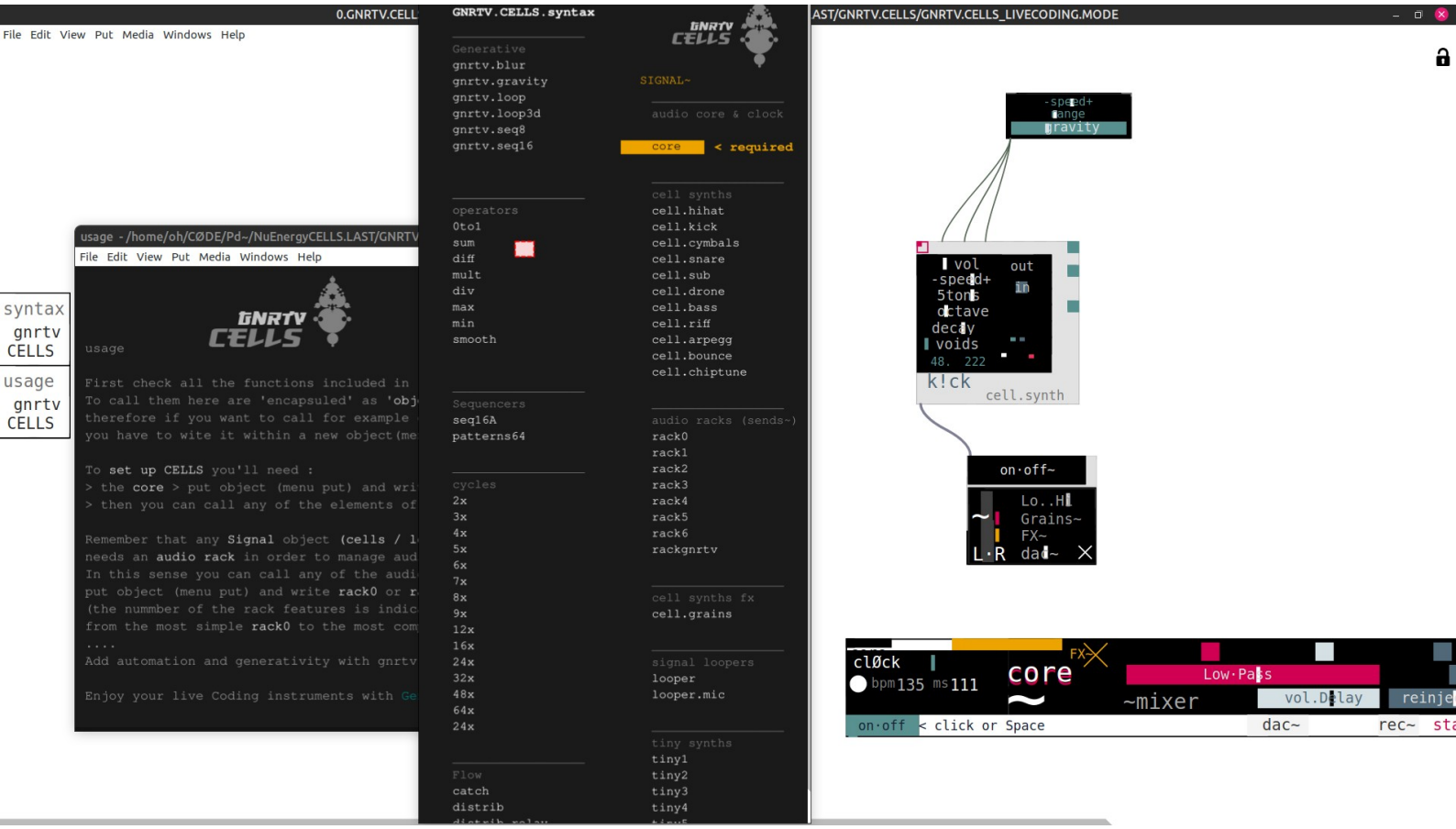
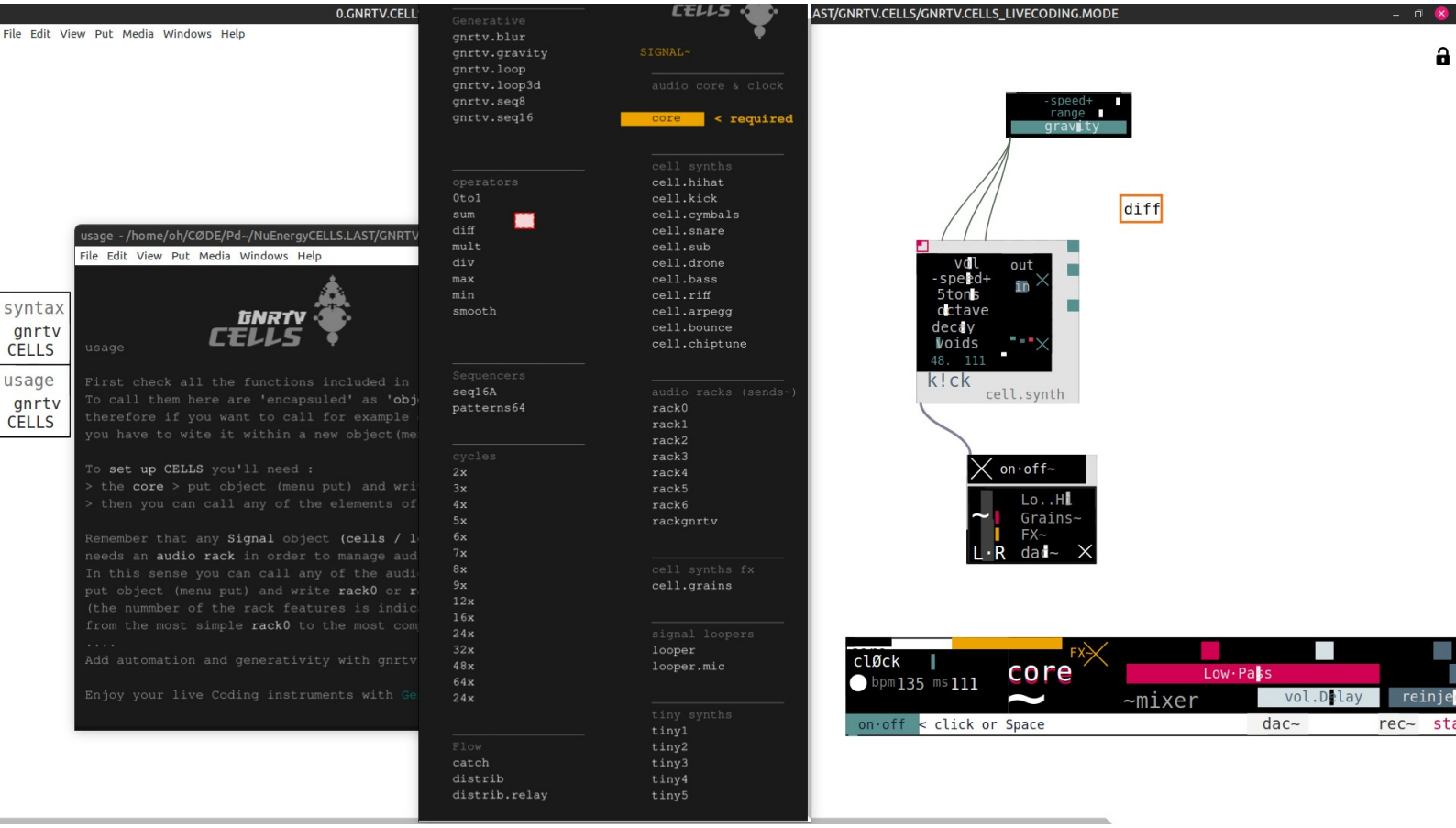
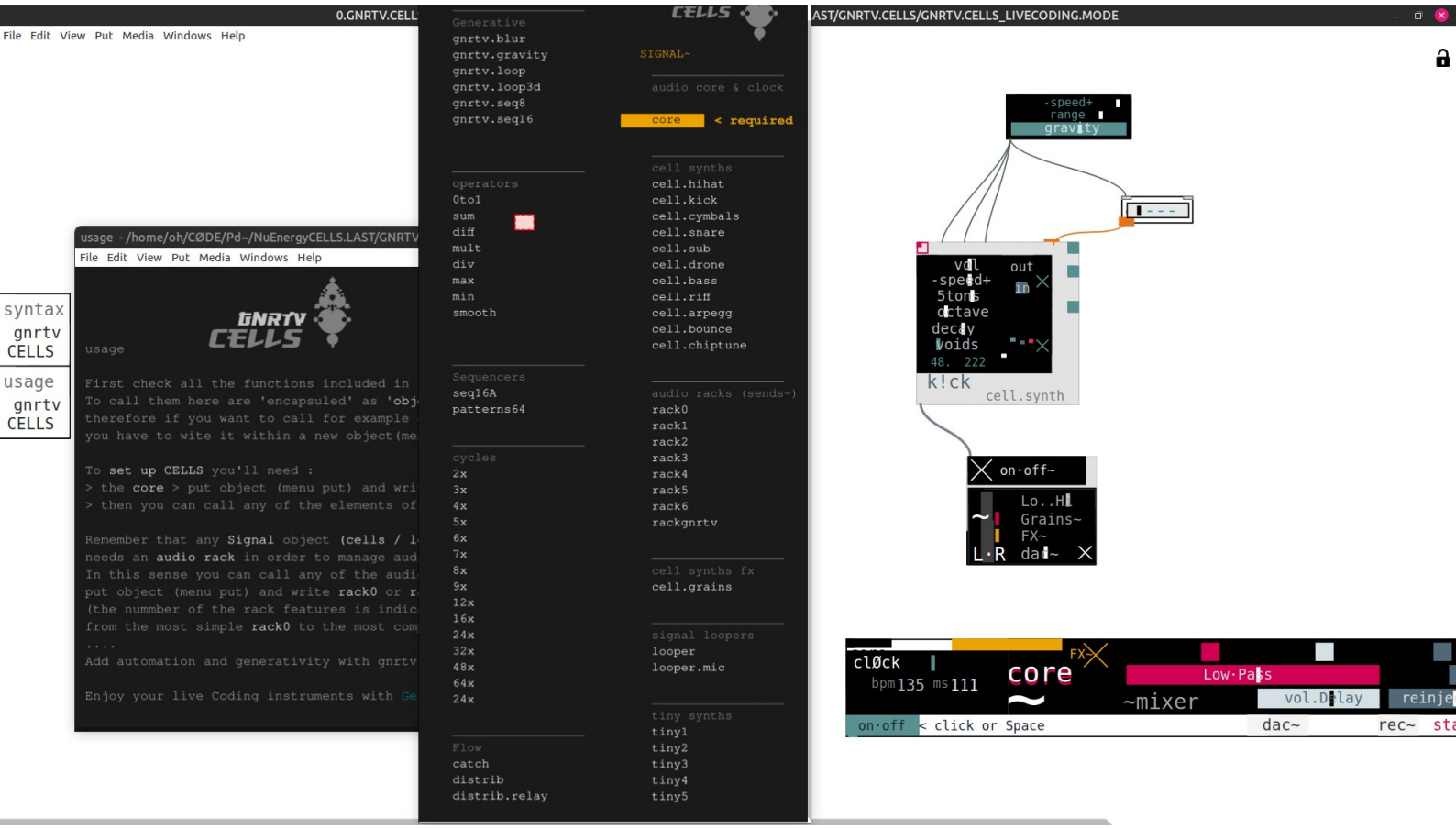
rec~
sta


0.GNRTV.CELL
File Edit View Put Media Windows Help
usage - /home/oh/CØDE/Pd~/NuEnergyCELLS.LAST/GNRTV
File Edit View Put Media Windows Help
GNRTV CELLS
usage
First check all the functions included in
To call them here are 'encapsuled' as 'obj
therefore if you want to call for example
you have to wite it within a new object(me
To set up CELLS you'll need :
> the core > put object (menu put) and wri
> then you can call any of the elements of
Remember that any Signal object (cells / l
needs an audio rack in order to manage aud
In this sense you can call any of the audi
put object (menu put) and write rack0 or r
(the nummber of the rack features is indic
from the most simple rack0 to the most com
....
Add automation and generativity with gnrtv
Enjoy your live Coding instruments with Ge
syntax
gnrtv
CELLS
usage
gnrtv
CELLS
GNRTV.CELLS.syntax
Generative
gnrtv.blur
gnrtv.gravity
gnrtv.loop
gnrtv.loop3d
gnrtv.seq8
gnrtv.seq16
operators
0to1
sum
diff
mult
div
max
min
smooth
Sequencers
seq16A
patterns64
cycles
2x
3x
4x
5x
6x
7x
8x
9x
12x
16x
24x
32x
48x
64x
24x
Flow
catch
distrib
SIGNAL~
audio core & clock
core
< required
cell synths
cell.hihat
cell.kick
cell.cymbals
cell.snare
cell.sub
cell.drone
cell.bass
cell.riff
cell.arpegg
cell.bounce
cell.chiptune
audio racks (sends~)
rack0
rack1
rack2
rack3
rack4
rack5
rack6
rackgnrtv
cell synths fx
cell.grains
signal loopers
looper
looper.mic
tiny synths
tiny1
tiny2
tiny3
tiny4
AST/GNRTV.CELLS/GNRTV.CELLS_LIVECODING.MODE
-speed+
gravity
vol
-speed+
5tons
octave
decay
voids
48. 222
out
in
k!ck
cell.synth
on·off~
Lo..Hi
Grains~
FX~
L·R dac~
clOck
bpm 135 ms 111
core
FX
Low·Pass
~mixer
vol.Delay
reinje
on·off
< click or Space
dac~
rec~
sta





Info & Repo https://github.com/xamanza/GNRTV.CELLS

Package https://github.com/xamanza/GNRTV.CELLS/raw/main/GNRTV.CELLS_LIVECODING.EDITION.zip

N · JOY!!!