
Subject: Re: [FEATURE] OSC for U++?

Posted by [kohait00](#) on Mon, 01 Nov 2010 19:24:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

opensoundcontrol is about to be renamed to open system control to reflect the arbitrary purpose of its descriptive language to manipulate parameters...

this is quite a helpful feature when connecting all sorts of controls.

take a look at OSCulator

<http://www.osculator.net/>

BTW: i'm on implementing a u++ based OSC client server, where handler can be hooked up on certain methods (Callbacks)

..it's doing well already.. needs some more testing though and a connection to outer world via udp sockets i.e. as soon as this is accomplished to a desirable degree i'll publish it.

then we could have an iphone operate things written in u++

a side usage for OSC could be a quite simple parameters' storage data base..directly hooking up to handlers when changes occur..

be sure to check out the osc details..

http://opensoundcontrol.org/spec-1_0
