Subject: [FEATURE] OSC for U++?
Posted by kohait00 on Wed, 15 Sep 2010 11:50:52 GMT
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hi guys

what about having a native interface for OSC (OpenSoundControl), which is gaining importance as well?
it could wastly benefit from Value capabilities of Upp..

Subject: Re: [FEATURE] OSC for U++?
Posted by mirek on Sun, 03 Oct 2010 15:52:42 GMT
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kohait00 wrote on Wed, 15 September 2010 07:50hi guys

what about having a native interface for OSC (OpenSoundControl), which is gaining importance as well?
it could wastly benefit from Value capabilities of Upp..

In fact, what we would really need is generic interface for sound (we are missing that one so far) and then its specialisation for OpenSoundControl or anything else...

Any contributions in this area are highly welcome!

Subject: Re: [FEATURE] OSC for U++?
Posted by kohait00 on Sun, 03 Oct 2010 16:22:55 GMT
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well opensoundcontrol is not kind of an real audio interface as of streaming audio date to some device..its actually an interface of handling different parameters in a parameters' tree..

which of those do you mean??

OSC would be a great deal of a communication protocol to link between visual representaion and kind of a data server which consists of arbitrary setup parameters, which is doing thiings accprding to the received parameters...

Subject: Re: [FEATURE] OSC for U++?
Posted by emr84 on Mon, 04 Oct 2010 17:24:31 GMT
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luzr wrote on Sun, 03 October 2010 13:52...what we would really need is generic interface for

sound (we are missing that one so far) and then its specialisation for OpenSoundControl or anything else...

Hi. Portaudio seems interesting.

Subject: Re: [FEATURE] OSC for U++?
Posted by dolik.rce on Mon, 04 Oct 2010 17:43:44 GMT
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emr84 wrote on Mon, 04 October 2010 19:24luzr wrote on Sun, 03 October 2010 13:52...what we would really need is generic interface for sound (we are missing that one so far) and then its specialisation for OpenSoundControl or anything else...

Hi. Portaudio seems interesting.
I was looking at possible choices and came to same conclusion Portaudio is very nice written, supports large number of backends (14, I think) on major platforms (win32,linux,mac,Irix,BeOS). It has MIT license, which should work fine with Ultimates BSD. I already started playing with it and designing the interface. I think I'll be able to publish first draft in few days.

The only drawback is that Portaudio doesn't support I/O. So if it should be usable for most people it must be combined with some other lib that understands audio file formats. The best I found so far seems to be libsndfile, supporting pretty much everything from wav to flac (with notable exception of mp3 because of legal issues). Also it is L/GPL licensed, which is not ideal. So before I get to this, does anyone have any other suggestions?

Honza

PS: Kohait00: Sorry for misusing your thread to something different then you originally intended it for

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Subject: Re: [FEATURE] OSC for U++?
Posted by kohait00 on Mon, 04 Oct 2010 20:31:57 GMT
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@dolik: dont worry... sometimes it's better to catch attention of already participating users

and of corse sound interface for ultimate would be great deal (i'm working for an audio company actually   so that'd be great to have everything in one place..

OSC is meant to be a parameters control protocol..could be used in conjunction with controls to represent kind of a plugin interface (VST like)..

http://www.creativeapplications.net/iphone/iosc-iphone/

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http://www.youtube.com/watch?v=mlkg3Rah-z4&feature=relat ed
 check out the related youtube videos it's a remote control, osc beeing the protocol it talks with..

sth like that would be great for ultimate as well..
i'm already working on a abstract MVC interface which could be backended with osc later..

Subject: Re: [FEATURE] OSC for U++?
Posted by kohait00 on Mon, 01 Nov 2010 19:24:58 GMT
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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 desireable degree i'll publish it.

then we could have an iphone operate things written in upp

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

be sure to check out the osc details..
http://opensoundcontrol.org/spec-1_0

Subject: Re: [FEATURE] OSC for U++?
Posted by koldo on Mon, 01 Nov 2010 21:21:10 GMT
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Hello all

I know that it has nothing to do with OSC. Just to tell I am preparing a MediaPlayer control that
serves to play not only video but also audio files including mp3.