

SOUND COMMUNICATION:
A STANDARD SYNTAX FOR
INTER-APPLICATION,
INTER-DEVICE AND
INTER-PLAYER
COMMUNICATION OVER OSC

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Developed for my own practice

- Straight Laptop Preserve
- Inclusive Improv Sessions
- ad hoc Ensemble Playing
- Immersion Distributed Synth

Desired Features

- Encapsulate meaning within data
- Human Readable
- Realtime
- Recordable
- Easy to use
- Network agnostic
- Expandable
- Suitable for Improvisation setting

Why OSC Foundation

- Open Source
- Ubiquitous
- Established
- Robust
- Real time
- Suitable for application

Actually...

- Does not need OSC
- Deliberately non demanding of network
 - Fabric
 - Transit
 - Architecture

The Standard Features

- Based on reserved (OSC style) name spaces
- Reserved name spaces in any order
- Optional Auto Setup
- Optional self documenting / propagating

Proposed First Layer Address Spaces

- /test
- /setup
- /chat
- /app
- /user
- /time
- /documentation
- /hardware

Name Space Conventions

Name spaces should provide as much context as possible to information carried

- /hardware – namespace descriptive of source
- other namespaces – names descriptive of target

Examples

In Max/MSP
via
mxj.net.maxhole
(not OSC)

To the future

- To facilitate the Huddersfield Direct Laptop Ensemble