

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

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# 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

# Reserved Name Spaces

- /test

message 'check + ip + time'

response 'auto + ip + time'

## Features

- Test structure built into protocol
- Basic realtime network/application profile

# Reserved Name Spaces

- /setup

reserved message set x /y

'x' corresponds to the position within the hierarchy  
'y' the name for detection

eg. set 1 /setup set 2 /pan

## Features

- Dynamic configuration

- **Auto upgrade**

# Reserved Name Spaces

- /chat

/chat/<name> message content

eg. /chat/james hello

## Features

- Communication standard
- Simple implementation
- Publicly accessible stream

# Reserved Name Spaces

- /app

/app/<program>/<unique id>

eg. /app/sc3/hjghju45/

## Features

- Stable network aware/transparent API
- Separates application streams
- Allows interaction of applications without awareness



# Reserved Name Spaces

- /user

/user/<identifier>

## Features

- Flexible area layout
- Accountability for data
- Other name-spaces can be encapsulated within

# Reserved Name Spaces

- /time

/time/sec <value>

## Features

- Referential time
- /sec /ms /min /hour

# Reserved Name Spaces

- /documentation

## Messages

- all-messages – list commands in namespace
- help – delivers help message
- manual – delivers url of external manual
- url – delivers home page of app

# Reserved Name Spaces

- /hardware

/hardware/<device>/<id>

eg. /hardware/SY99/hjg4g

## Features

- Permits connection of device
- Shared or Local
- Utility network future

# Why use it?

- Encourages Server / Client topography
- Fully network aware
- Multi-platform
- Easy to implement
- Expandable
- Human Readable
- Obvious Data Structure