

MESSAGE ROUTING
(DRAFT)

ConductorWindow

ConductorWindow:
starts and stops the clock for the piece
Start clock
parses commands and schedules events
(synth changes, message screen updates)

CodingWindow

CodingWindow:
interface for
live coding

SynthWindow

SynthWindow:
displays the
frequency of the
player's synth,
and shows whether
it's turned on or
off

MsgWindow

MsgWindow:
displays
private
messages

FreqTablesWindow:
displays frequency
information for all
synths

MsgWindow:
displays public
messages

KeyboardWindow:
displays keys as
the players type
messages

Windows for each player

Windows for public
display (projection)

MESSAGE ROUTING

