

MESSAGE ROUTING
(DRAFT)

ConductorWindow

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

CodingWindow SynthWindow

CodingWindow:
interface for
live coding

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

FreqTablesWindow:
displays frequency
information for all
synths

MsgWindow:
displays public
messages

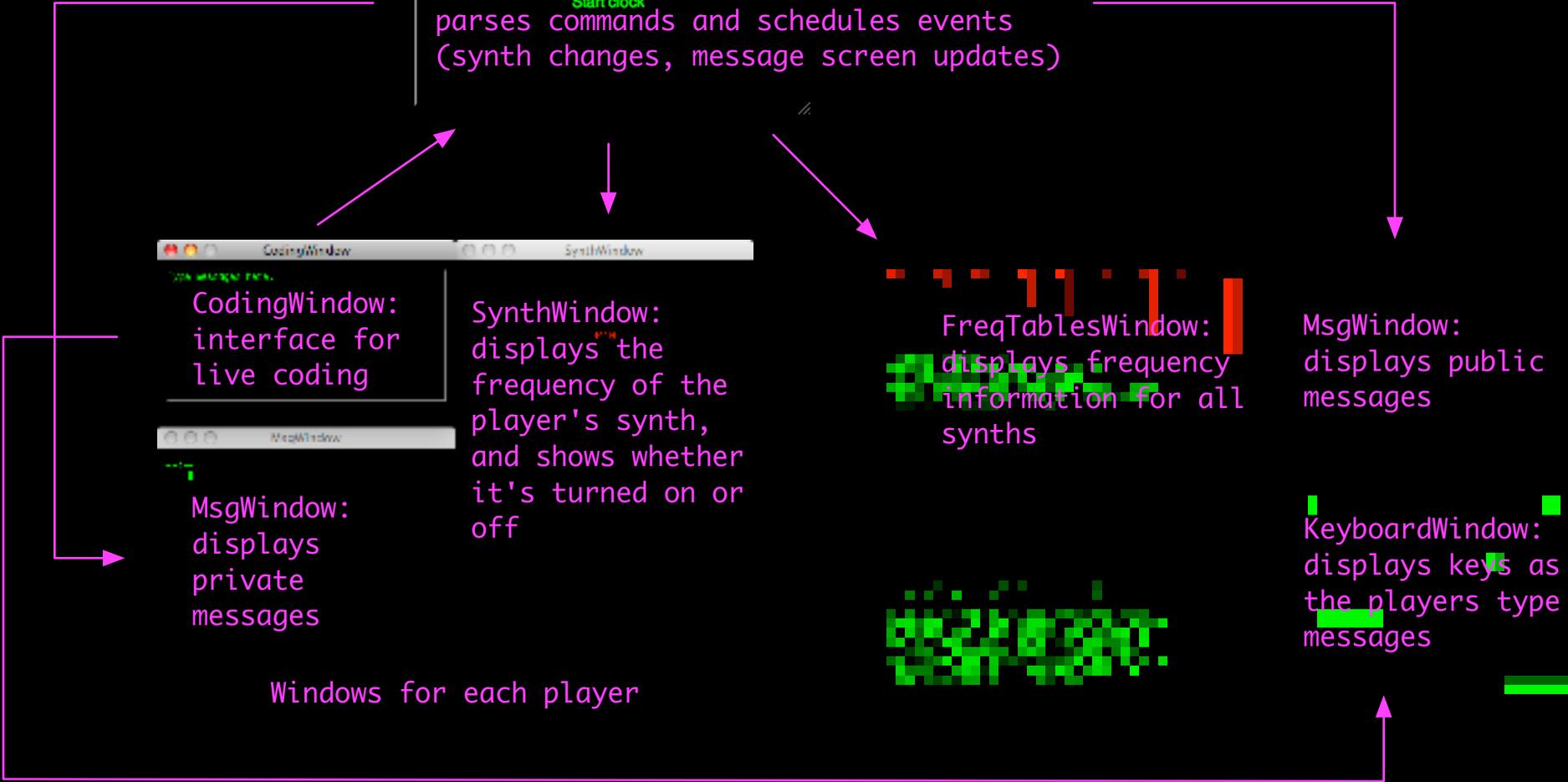
MsgWindow

MsgWindow:
displays
private
messages

KeyboardWindow:
displays keys
as the players type
messages

Windows for each player

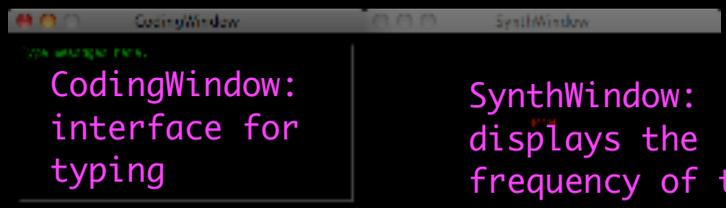
Windows for public
display (projection)



MESSAGE ROUTING

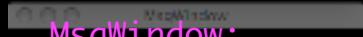
Windows for each player

Windows for public display (projection)



CodingWindow:
interface for
typing

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



MsgWindow:
displays scheduling
messages from the
ConductorWindow,
as well as arbitrary
messages from other
players



CharWindow:
displays characters as the players type messages



FreqTablesWindow:
displays frequency information for all synths.

MsgWindow:
displays synth event messages



ConductorWindow:
starts and stops the clock for the piece;
parses commands and schedules synth events

