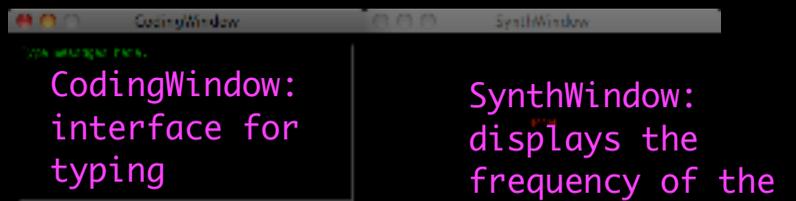


MESSAGE ROUTING

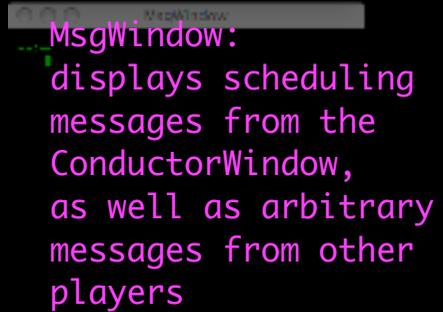
Windows for each player

Windows for public display (projection)

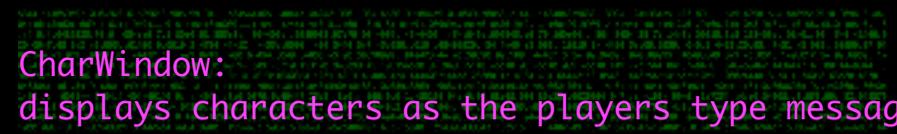


CodingWindow: interface for typing

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



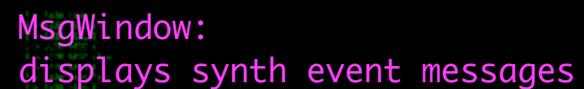
MsgWindow: displays scheduling messages from the ConductorWindow, as well as arbitrary messages from other players



CharWindow: displays characters as the players type messages



FreqTablesWindow: displays frequency information for all synths.



MsgWindow: displays synth event messages



ConductorWindow

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

