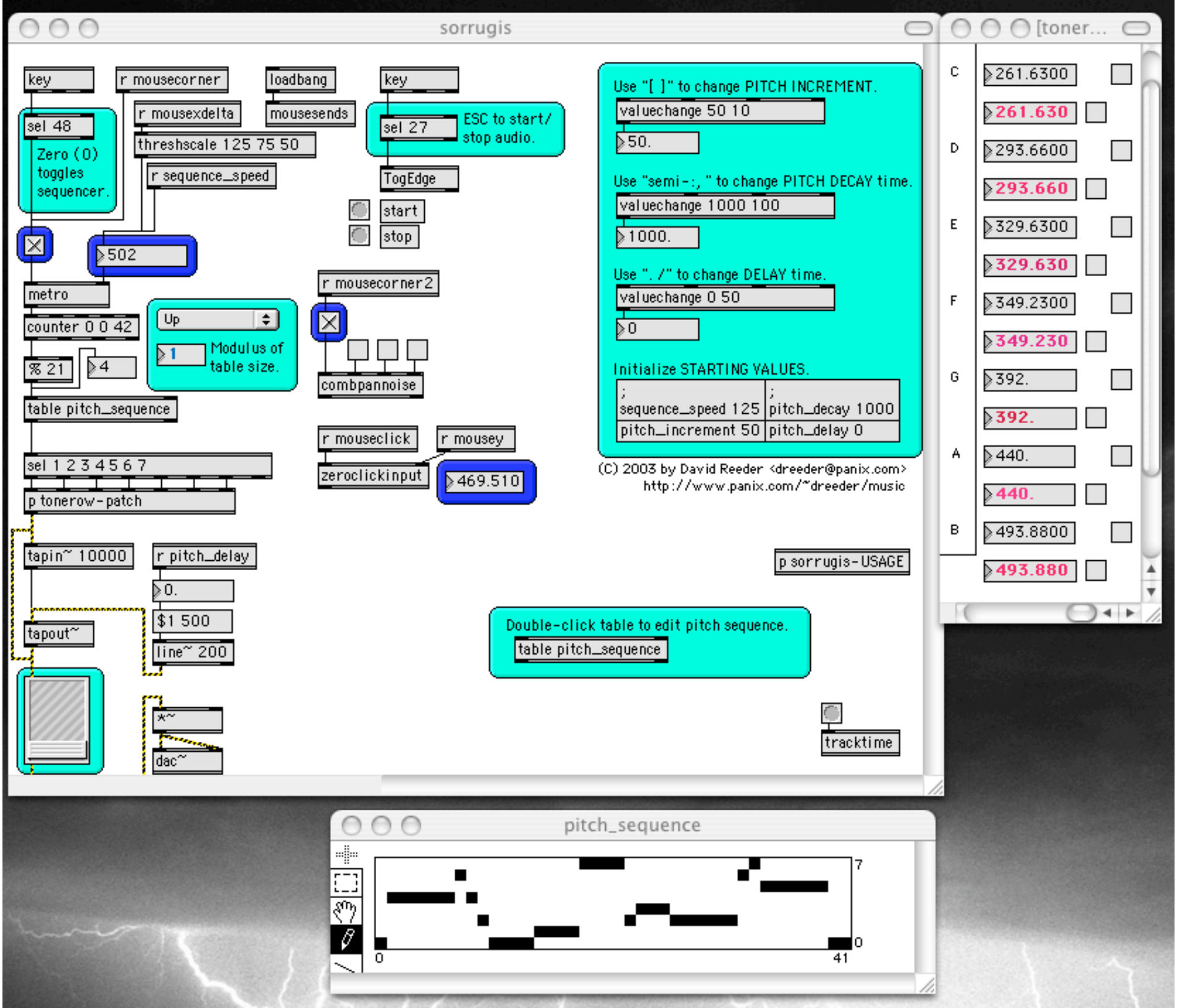
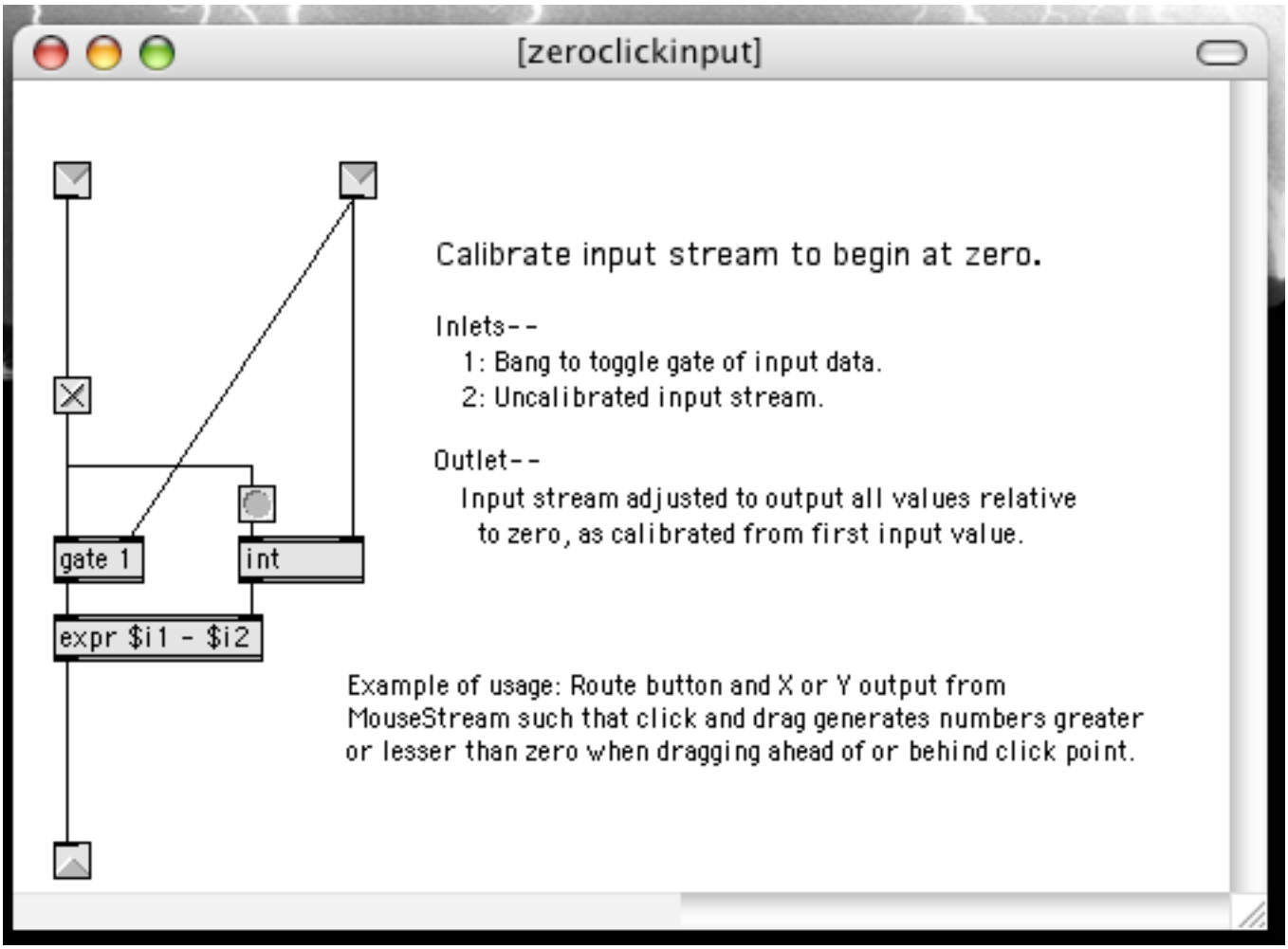
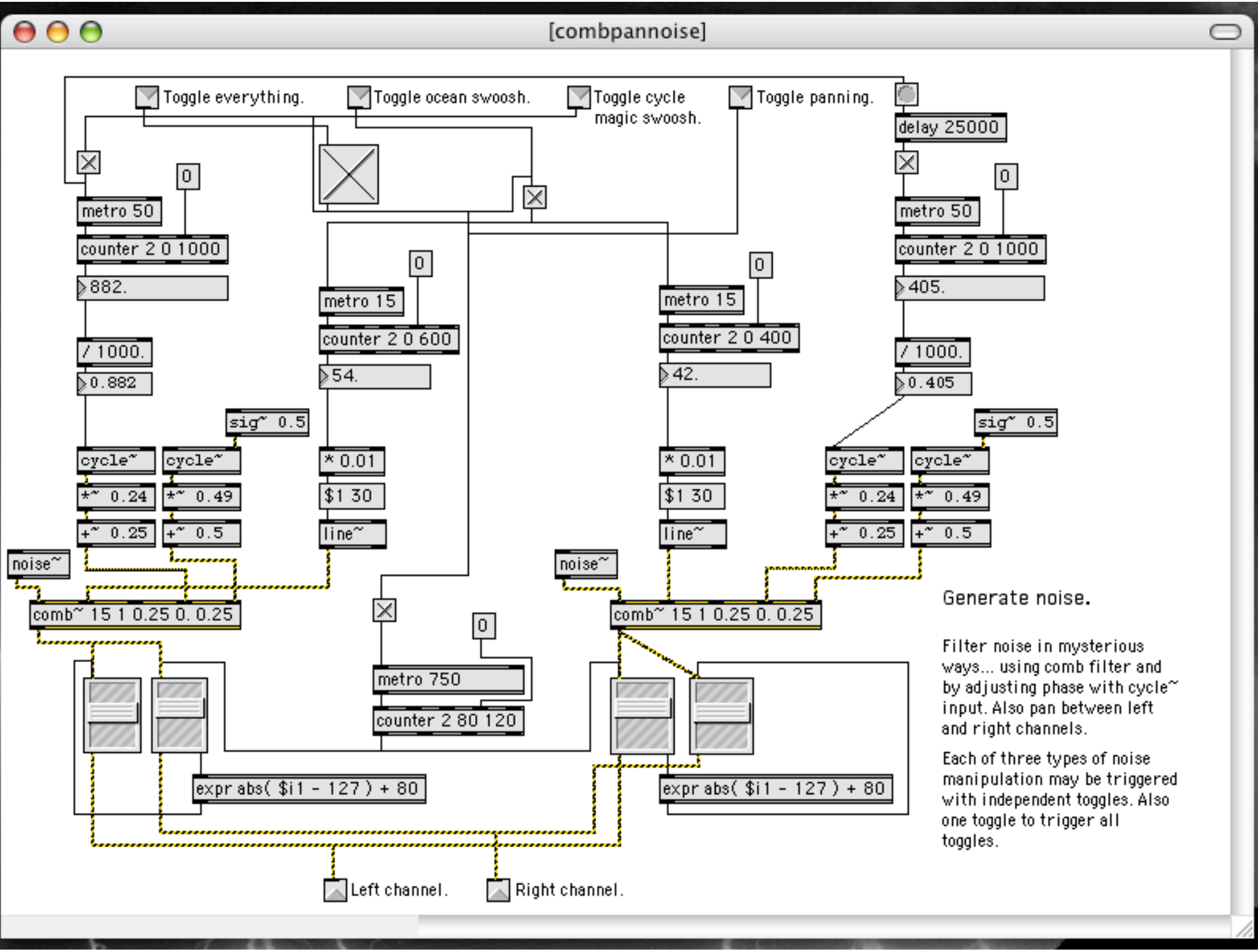
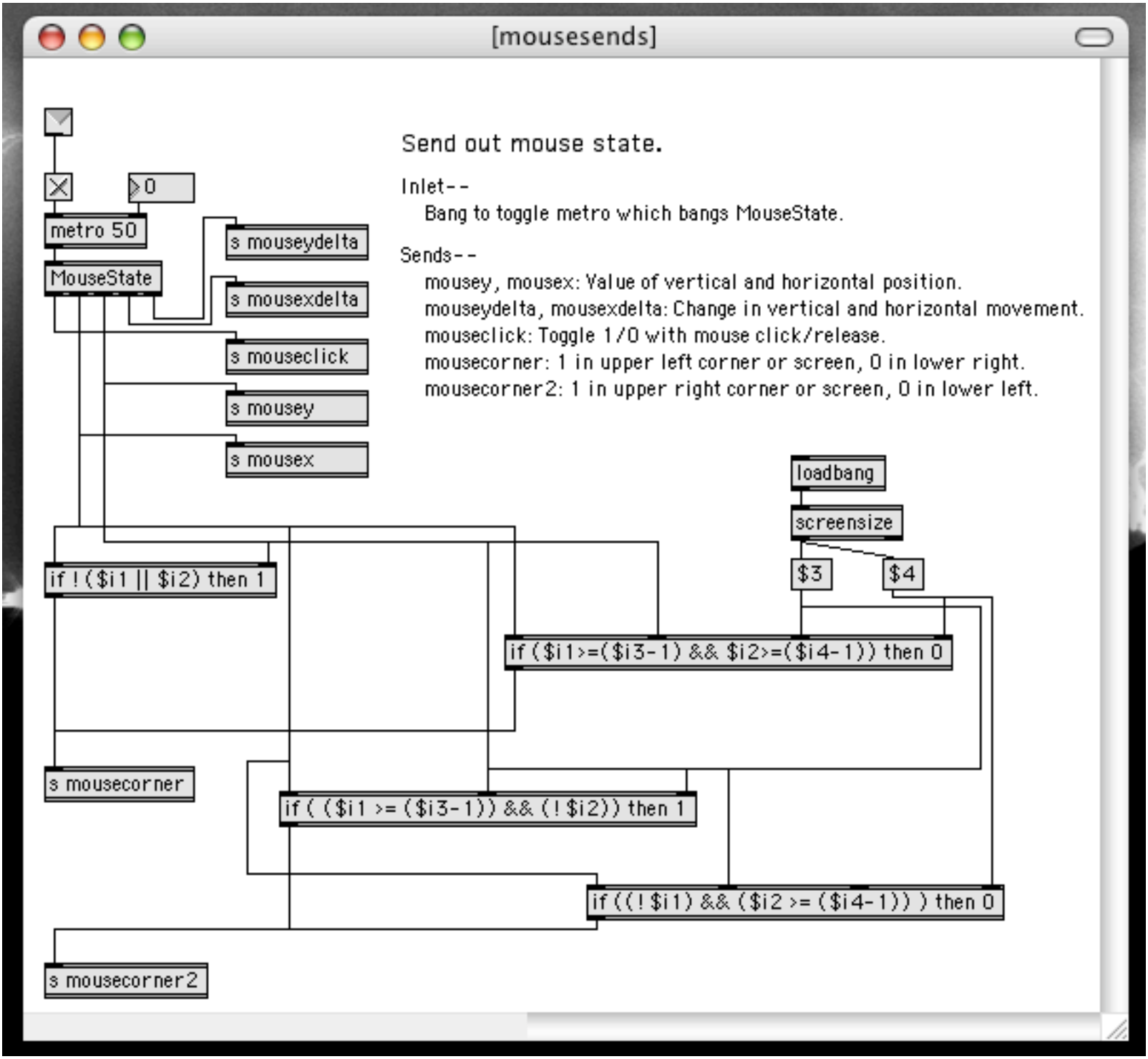
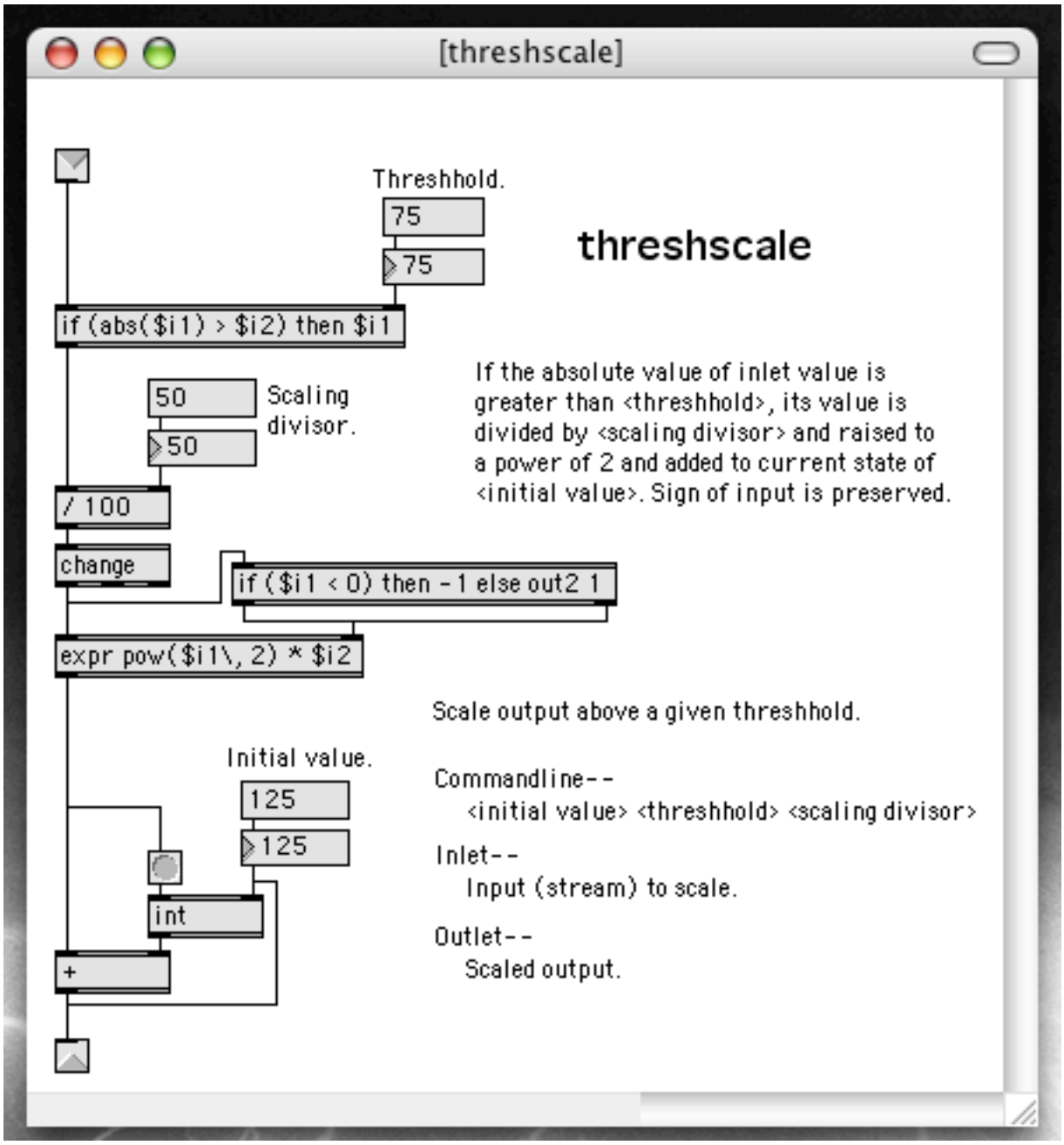

sorrugis
key
r mousecorner
loadbang
key
r mousexdelta
mousesends
sel 48
Zero (0) toggles sequencer.
threshscale 125 75 50
sel 27
ESC to start/ stop audio.
r sequence_speed
TogEdge
start
stop
502
metro
r mousecorner2
counter 0 0 42
Up
1
Modulus of table size.
% 21
4
combpannoise
table pitch_sequence
r mouseclick
r mousey
sel 1 2 3 4 5 6 7
zeroclickinput
469.510
p tonerow-patch
Use "[ ]" to change PITCH INCREMENT.
valuechange 50 10
50.
Use "semi-:, " to change PITCH DECAY time.
valuechange 1000 100
1000.
Use ". /" to change DELAY time.
valuechange 0 50
0
Initialize STARTING VALUES.
; sequence_speed 125
; pitch_decay 1000
pitch_increment 50
pitch_delay 0
(C) 2003 by David Reeder <dreeder@panix.com>
http://www.panix.com/~dreeder/music
tapin~ 10000
r pitch_delay
p sorrugis-USAGE
0.
$1 500
tapout~
line~ 200
Double-click table to edit pitch sequence.
table pitch_sequence
*~
dac~
tracktime
[toner...
C
261.6300
261.630
D
293.6600
293.660
E
329.6300
329.630
F
349.2300
349.230
G
392.
392.
A
440.
440.
B
493.8800
493.880
pitch_sequence
7
0
0
41


[zeroclickinput]
gate 1
int
expr $i1 - $i2
Calibrate input stream to begin at zero.
Inlets--
1: Bang to toggle gate of input data.
2: Uncalibrated input stream.
Outlet--
Input stream adjusted to output all values relative to zero, as calibrated from first input value.
Example of usage: Route button and X or Y output from MouseStream such that click and drag generates numbers greater or lesser than zero when dragging ahead of or behind click point.


[combpannoise]
Toggle everything.
Toggle ocean swoosh.
Toggle cycle magic swoosh.
Toggle panning.
delay 25000
metro 50
counter 2 0 1000
882.
405.
metro 15
counter 2 0 600
counter 2 0 400
54.
42.
/ 1000.
0.882
0.405
sig~ 0.5
cycle~
*~ 0.24
*~ 0.49
+~ 0.25
+~ 0.5
* 0.01
$1 30
line~
noise~
comb~ 15 1 0.25 0. 0.25
metro 750
counter 2 80 120
expr abs($i1 - 127) + 80
Left channel.
Right channel.
Generate noise.
Filter noise in mysterious ways... using comb filter and by adjusting phase with cycle~ input. Also pan between left and right channels.
Each of three types of noise manipulation may be triggered with independent toggles. Also one toggle to trigger all toggles.


[mousesends]
Send out mouse state.
Inlet--
Bang to toggle metro which bangs MouseState.
Sends--
mousey, mousex: Value of vertical and horizontal position.
mouseydelta, mousexdelta: Change in vertical and horizontal movement.
mouseclick: Toggle 1/0 with mouse click/release.
mousecorner: 1 in upper left corner or screen, 0 in lower right.
mousecorner2: 1 in upper right corner or screen, 0 in lower left.
0
metro 50
MouseState
s mouseydelta
s mousexdelta
s mouseclick
s mousey
s mousex
loadbang
screensize
$3
$4
if ! ($i1 || $i2) then 1
if ($i1>=($i3-1) && $i2>=($i4-1)) then 0
s mousecorner
if (($i1 >= ($i3-1)) && (! $i2)) then 1
if ((! $i1) && ($i2 >= ($i4-1))) then 0
s mousecorner2


[threshscale]
Threshhold.
75
75
if (abs($i1) > $i2) then $i1
50
Scaling
divisor.
50
/ 100
change
if ($i1 < 0) then -1 else out2 1
expr pow($i1\, 2) * $i2
Initial value.
125
125
int
+
threshscale
If the absolute value of inlet value is greater than <threshhold>, its value is divided by <scaling divisor> and raised to a power of 2 and added to current state of <initial value>. Sign of input is preserved.
Scale output above a given threshhold.
Commandline--
<initial value> <threshhold> <scaling divisor>
Inlet--
Input (stream) to scale.
Outlet--
Scaled output.

SORRUGIS

Sorrugis provides an octave of sine wave pitches each with its own modulator input. Pitches may be incremented or decremented, played singly or sustained, lengthened or shortened, or played through an adjustable delay.

Sorrugis provides a programmable "sequencer" for the pitches regardless of pitch settings. Playback may be toggled on and off, speed of playback is controlled by the mouse.

Sorrugis provides a noise pad, generated from various cyclical filters and panning. Volume controlled by the mouse.

General controls--

Spacebar to start and stop all audio.
Gain control in lower left.
Green highlighting indicate user input options. Blue indicates locations for mouse feedback.
(Search main patch and subpatches for additional controls not listed on this page.)

Pitch and modulator controls--

Initial values of seven pitches tuned to seven notes of diatonic C scale.
Each pitch may be PLAYED WITH THE NUMBER KEYS 1-7.
Each pitch may be adjusted up or down by a pre-determined INCREMENT USING TWO LETTER KEYS immediately below the number keys.
Each pitch has a SUSTAIN TOGGLE under the pitch increment keys.
Hold down the SHIFT KEY to make the same adjustments to the MODULATOR PITCHES.

Indicators on right side report current pitches and whether sustain is toggled. Primary pitches are maroon, modulators are black.

Use square brackets to increase/decrease pitch increment (applies to both primary and modulator pitches).
Use semicolon and comma keys to increase/decrease pitch length.
Use period and slash to increase/decrease pitch delay.
Click message boxes to reset select instrument default settings.

Sequencer controls--

Start/stop sequencer with zero (0) key, or place mouse in upper left (on) or lower right (off) corner. (Watch blue toggle for feedback.)
Quick mouse movements to the right or left will slow down or speed up the sequencer. (Watch blue number counter for feedback.)
Double-click the pitch_sequence table to draw which pitches are to be played. Slot zero (0) indicates a rest.
Determine how much of the table is read, and which direction, by adjusting green highlighted fields. (See "modulus of table size.")

Noise pad controls--

Click and drag vertically to change volume. Quick movements begin quick continuous changes, slow movements cause gradual change.
Toggle all noise cycling and panning by placing mouse in upper right (on) or lower left (off).