1. ABSTRACT

libossia is a modern C++, cross-environment distributed object model for creative coding. It’s main feature is the interoperability it offers across a variety of supported environment, and with the "meta-sequencer" OSSIA score [1], notably through its implementation of the OSCQuery protocol. In this lightning talk we hope to present the history and challenges faced when porting libossia to sclang, as well as the current state of this work in progress.

Figure 1: ossia-sclang interface connected to ossia score.

2. OSSIA SCORE

OSSIA score is often referred to as a "meta-sequencer" as it allows parallel "intelligent" timelines, conditional branching of scenarios and flexible time intervals to essentially sequence sequences. It is compatible with HTTP, WebSocket, Serila, Artnet and many other useful protocols for interactive media, and we believe that refining it’s interplay with SuperCollider can be greatly beneficial for both platforms.
3. DIFFICULTIES AND SOLUTIONS

An original version of this project included the libossia c++ library. But the great number of dependencies and conflicts, notably with boost, eventually made it to hard to maintain. The version we propose here requires a much lighter include of the mongoose library (a single header/source file ANSI C library), and works out the particulars of libossia on the sclang side. Including moongoose also brings native HTTP and WebSocket support to SuperCollider, a feature that, we believe, far exids the single interest of libossia.

4. REFERENCES