

InstrumentBuilder

version .99

InstrumentBuilder is a graphic tool for creating instruments for the computer music program *cmusic* (some attempts have been made to make it *csound* compatible as well). Users drag and drop unit generators on a page, connect them, and "unparse" the instruments directly into *cmusic* scores. Users can also "parse" *cmusic* scores, have **InstrumentBuilder** extract the instrument definitions from them, and create its version of the instruments.

This release of **InstrumentBuilder** runs under NeXTSTEP 3.x, requires about 4MB of disk space, and is compiled for both black and white hardware. **InstrumentBuilder** is shareware but costs nothing to register (I only ask that users do register it).

Some Key Features:

- Graphic, user-friendly environment for creating *cmusic* instruments.
- Drag and drop unit generators into instruments and control-click to connect them.
- Users can unparse directly into existing scores, or they can create new scores.
- Users can parse an existing score, having IB extract the instruments from them.
- IB learns about unit generators at runtime through an external file (*ibdef*), so it is not locked into a fixed set of unit generators, and default unit generator characteristics can be modified at anytime.
- The unit generator palette can be reloaded at any time -- and from any *ibdef* file.
- Ability to "Group" unit generators into Macro unit generators.
- Multiple scores can be open at a time, and scores can have multiple

instruments.

- Cut and paste unit generators between instruments or scores.
- You can save your score as an "InstrumentBuilder Score" (.ibs), thereby saving the placement of the windows, the placement of the unit generators, scale factor of the instruments, etc.
- Full on-line Help.

Enhancements from version .94:

- You can create macros by grouping together a number of unit generators.
- You can save your macros in an .ibmacro file.
- You can ungroup macros if you need to edit them.
- You can now specify other ibdef files InstrumentBuilder should load when its loading an ibdef file, by including the INCLUDE: directive.
- You can specify ibmacro files to load when InstrumentBuilder is loading an ibdef file by including the LOAD MACRO FILE: directive.
- There is an "Organize Instrument" button now placed on the Instrument

Window.

- Copying unit generators copies their unparsed ascii output to the pasteboard, and can be pasted into other applications that accept ascii text.
- You no longer need to "Control-Click" from one unit generator to another -- you can simply drag from one ug's output to another ug's input.

Bugs fixed from version .94:

- Fixed but where Instruments were unarchiving with a zoom factor of 0%.

Known bugs in this version:

- When scrolling, all subviews of the instrument view disappear until scrolling is finished.
- When printing the instrument window, all objects are printed on their own page.

Included with this release of **InstrumentBuilder** is the support file "cmusic.ibdef".

InstrumentBuilder will need this file, or one like it, in order to know what unit generators are available. This file can be called anything ending in ".ibdef", and can be modified to your hearts content. See the help section on *ibdef* files for more info on modifying them.

Also included with this release of **InstrumentBuilder** is a directory called "Examples" containing some cmusic scores to try **InstrumentBuilder** out with.

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