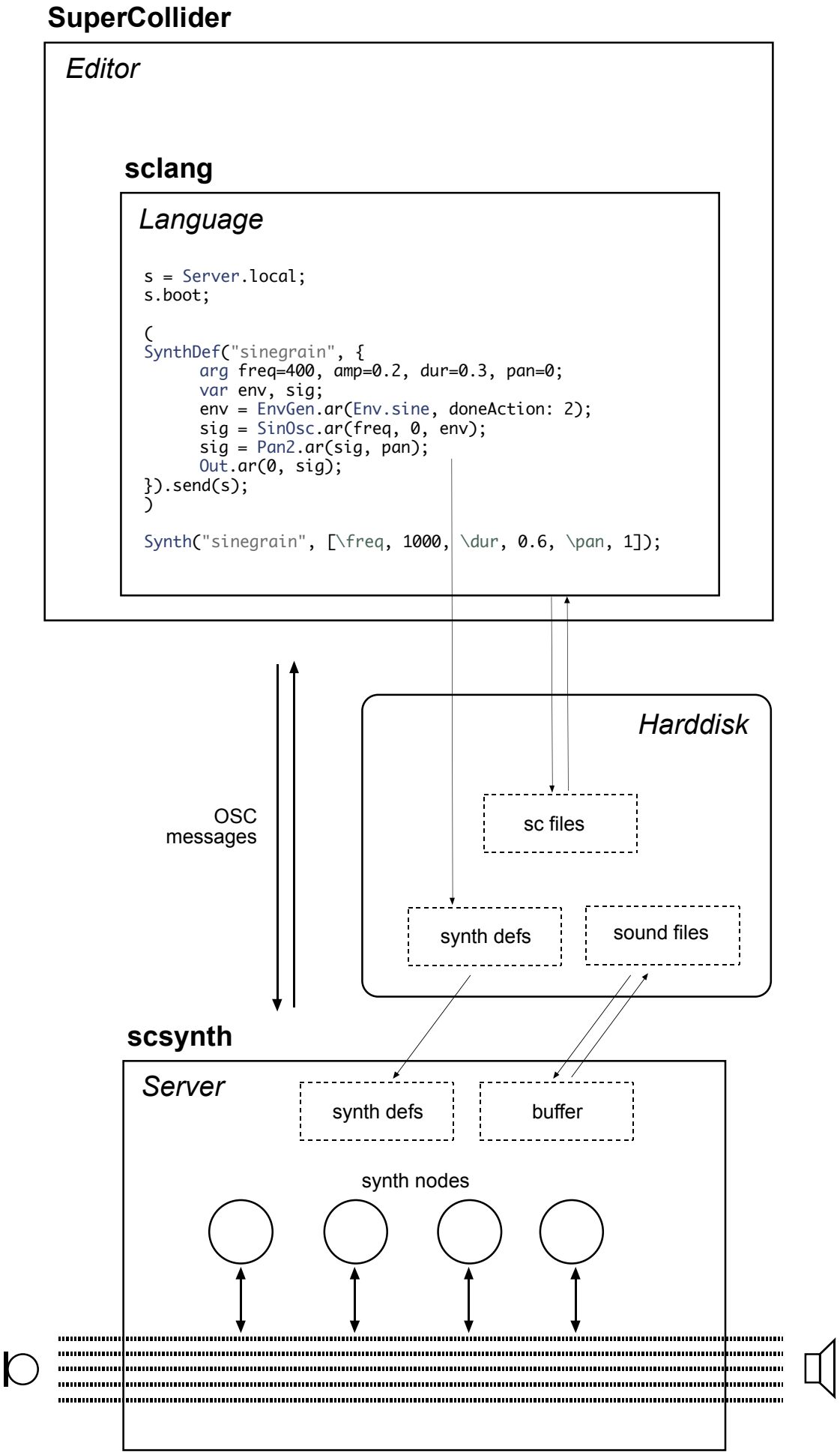
SuperCollider
Editor
sclang
Language
s = Server.local;
s.boot;
(
SynthDef("sinegrain", {
arg freq=400, amp=0.2, dur=0.3, pan=0;
var env, sig;
env = EnvGen.ar(Env.sine, doneAction: 2);
sig = SinOsc.ar(freq, 0, env);
sig = Pan2.ar(sig, pan);
Out.ar(0, sig);
}).send(s);
)
Synth("sinegrain", [\freq, 1000, \dur, 0.6, \pan, 1]);
Harddisk
sc files
synth defs
sound files
OSC
messages
scsynth
Server
synth defs
buffer
synth nodes