

Number of Devices: 6
 0: "Built-in Microphone"
 1: "Built-in Input"
 2: "Built-in Output"
 3: "Soundflower (2ch)"
 4: "Soundflower (16ch)"
 5: "MacStereo"

"Built-in Microphone" Input Device
 Streams: 1
 0 channels 2

"Built-in Output" Output Device
 Streams: 1
 0 channels 2

SC_AudioDriver: sample rate = 44100.000000, driver's block size = 512
 SuperCollider 3 server ready.. notification is on

Synth("temp__0" : 1000)

SuperCollider Help

Help files are HTML files kept in the Help directory in the SuperCollider application folder.

If you're an absolute beginner please also see [Getting Help](#).

To browse or search the documentation see [Getting Help](#).

Help.gui; //to run a single line of code

To execute code, use the keyboard shortcuts (OS X, SCapp), Ctrl+Enter (Windows, PsyColl), or key commands, also see [Shortcuts](#).

To execute multiple lines, highlight (select) the lines, and place the cursor on a line; this will cause the code to be executed.

To explore using links (which are usually blue), select them. To obtain help on any selected text, click on it (OS X, SCapp), F1 (Windows, PsyColl).

SuperCollider uses *classes*, whose names are listed in the [Class Browser](#), called up by selecting the text of a class name.

Object.browse; //execute this line of code

Getting Help

- [More On Getting Help](#)
- [How To Use The Interpreter](#)
- [Understanding Errors](#)
- [Tutorial](#)
- [FFT Overview](#)

localhost server

Quit K running -> default record >

Avg CPU : 0.1 % Peak CPU : 0.2 %
 UGens : 9 Synths : 1
 Groups : 2 SynthDefs : 547

volume : M 0

internal server

Boot K inactive -> default record >

Avg CPU : % Peak CPU : %
 UGens : Synths :
 Groups : SynthDefs :

volume : M 0

localhost Tester

pulse multi

load sample 0.0 cycle [s]

-12 level [dB] M

Input bus: before

8 9 10 11 12 13 14 15

output bus: after

0 1 2 3 4 5 6 7

```
// sctweets
// josh parmenter
play(a=SinOsc.ar(LFNoise0.ar(10).range(100, 1000))

// rukano
l=Line;fork{loop{play{Splay.ar(SinOsc.ar({x=rra

// alexandra cardenas
{Splay.ar({Integrator.ar(LFPulse.ar(rrand(0.1,42.0),0.3,4e-4),0.999,VarSaw.ar(LFDNoise3.kr(2.1).range(100, 3600))

// scott wilson
f=Duty.kr({Drand([0.1,0.11],inf)}!2,0,Dseq("AllWorkAndNoPlayMakesPAaDullBoy".ascii/2,inf));Formant.ar(f,f*19,LFNoise2.kr(!12,f*70)/4).play

// batuhan bozkurt
play{(HPF.ar(LFNoise1.ar(2),[10,10.1])*100).tanh} // #supercollider yay! (be very careful with this one, very loud!)
```

```
// Animation eines 2D-Randomwalks:
var w, v, run = true;
var point, oldpos;
var speed=100;
var dev = 80;
var newpoint, oldpoint, mark=true;

w = Window("Random Walk");
w.front;
w.bounds = Rect(-800, 64, 500, 500);
w.view.background = Color.white;
w.onClose = { run = false; };

point = w.bounds.moveTo(0,0).center;
oldpos = point;
oldpoint = point;

v = UserView(w, Rect(0, 0, 500, 500))
  .clearOnRefresh(false);

v.drawFunc = {
  Pen.width = 2;
  Pen.strokeColor = Color.red;
  Pen.moveTo(oldpos);
  Pen.lineTo(point);
  Pen.stroke;
  if(mark){
    Pen.fillColor = Color.black;
    Pen.fillOval(Rect.aboutPoint(point, 5, 5));
  };
  oldpos = point;
};

w.refresh;

{ while { run {
  newpoint = Point((point.x + dev.rand2).fold(0, 500), (point.y + dev.rand2).fold(0, 500));
  speed.reciprocal.wait;
  point = oldpoint + ((newpoint - oldpoint) * (1/10));
  mark = false;
  w.refresh;
};
  oldpoint = newpoint;
  0.1.wait;
  mark = true;
  point = newpoint;
  w.refresh;
}.fork(AppClock)
```

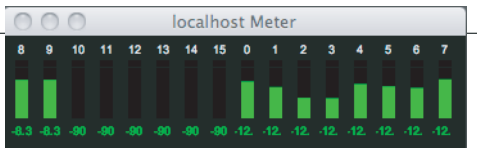
Untitled 2

```
s.boot;
{ SinOsc.ar([440, 550], 0, 0.7) }.play
```

stethoscope

Random Walk

Sound Sources

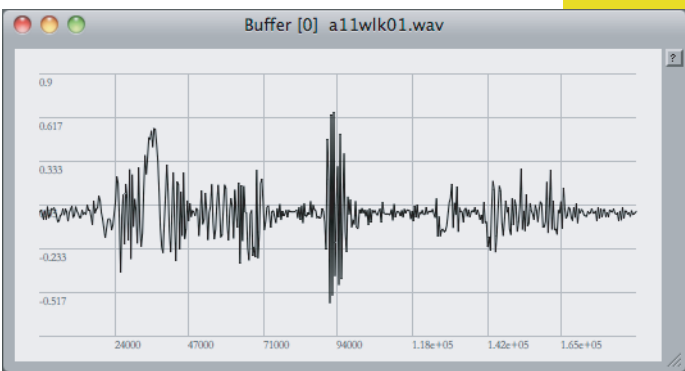


pitch Settings

min value: -36

random uni

OK



player1

es_muss_nicht

111

PlayOnce PlayLoop

Stop LiveGrains

rec dub

auto scan: normal 0.833

scanspeed scanrand 0.119 %