



WHAT'S NEW WITH FAUSTLIVE

Fixed Bugs

Incrementation of Error Line :

The indicated error line in the error window does not increment with re-compilation anymore.

Renaming files :

If you rename a followed file, your application will take it into account.

Modification of included file :

If you modify any dependency of your .dsp, your application will recompile.

New Features

OSC interface :

The interface OSC is now available on Windows. It is set up to work both way (receive/send).

Http interface:

The http control is now available on Windows. You can control your DSP interface from a remote device. A QrCode can be displayed to access directly the interface with a QrCode scanner.

FaustLive server also keeps track of all available interfaces they can be requested with :

<http://yourIP:thePortConfiguredInThePreferences/availableInterfaces>

Or as a JSON :

<http://yourIP:thePortConfiguredInThePreferences/availableInterfaces/JSON>

Compilation Options:

Additionnal compilation step : new call to the faust compiler with new output feature (for example : -lang ajs -o filename.js). This call will be added to any compilation/recompilation within the window.

Post compilation script : after all the compilation steps, you can add an arbitrary command line.

Jack Param :

You can disable automatic connections in the « Preferences ». That way, a new window will not connect your application to the physical ports. Nor will your applications get reconnected (in case of a snapshot, for example).

Access to documentation :

You can directly open the user manuals in pdf from the menu « Help »

Component Creator :

In the component creator, you can combine DSPs in sequence/parallele/recursive way. On each compartment, you can drop a dsp file or a web url.

The parallel composition is applied on your columns and « stereoized » before being put in sequence. Moreover, the recursive composition is « recursivized ». This way, the resulting DSP always has 2 inputs and 2 outputs. To know the details of the functions stereoize and recursivize, see music.lib.

Code structure :

The code structure has been improved !