
Soundplant 39 Full UPD Version 29

soundplant has a built in sound'scheduler' which is used when creating new sound projects. if you are going to be creating a large number of sounds with soundplant, it may be worth it to give it a test run to see if it can keep up with you. the scheduler is run automatically when soundplant is started, so there is no need to worry about it crashing or otherwise interfering with the playback of your project. the scheduler can be toggled off or on in the soundplant preferences (see below). when on, the scheduler will have a visual progress bar on the bottom left of the soundplant window. you can use the scheduler to set up your sounds in any order and you can have it run multiple times, creating a 'loop' of sounds, or a 'dynamic' set of sounds, each of which can be played as often as you like. the scheduler also lets you play the sounds in sequence rather than all at once (to create a 'dynamic set' of sounds for example). soundplant has also been optimized for use with the computer keyboard and midi, but it is possible to use it with other input devices with the help of other software. if you want to use an osc device with soundplant's sound triggering engine, you can use 3rd party software such as osculator or osc keypress to convert osc input into computer keyboard hits. there are many other hardware and software options that can convert input from various other devices into keyboard key hits which work well with soundplant, including makey makey (invention kit that can make virtually any object send keyboard key hits), joytokey or gamepad companion (converts input from game controllers into keyboard hits), webcam zone trigger (converts motion detected in video feeds to key hits), and p.i. engineering x-keys (custom programmable keypads).

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electron itself is a perfect tool for writing software which works perfectly on both mac and windows, and is also perfect for the de facto standard of windows desktop software; electron was always designed from the ground up with such a requirement in mind. however, writing soundplant in electron required some small-scale extension of the program's core features to create a composable system of windowed windows that can be triggered by a single key command, and electron's standard windowing functions are not well suited for that. i learned to live with the unoptimized graphical style of windows on some of my older hardware and was able to use electron's 'top-level windows' to create windows that used these older non-native windows windowing functions (which is much better than the rarely used windows os x windowing functions), but i had to do some work to make my program compatible with non-standard windows versions and programs.

this method has the benefit that soundplant only requires as many resources as a normal windows application in most cases, making the program more tolerant of poor computer hardware. you are encouraged to help support soundplant by trying to run it on as many systems as possible, and please report bugs. the soundplant keymap, with the help of its special properties, can be used to also create windows in other programs, such as by using node-keyman (no longer maintained) or node-keyman (which requires a custom node module) with a custom keymap json file. once you've decided that soundplant is a project you want to stick with, you need to create a few new files on your computer and save them in a folder named 'sounds' or 'samples' or any other name you like. if you're using a mac, the soundplant program window will have its own folder (or 'sketchpad') in the finder's applications folder. if you're using windows, soundplant will automatically create a folder named 'sketchpad' and put its main program files inside. save these files in this folder. 5ec8ef588b

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