

MALINETTE OBJECTS 0.90

Developped by Reso-nance numérique

VIDEO

track-areas : Track changes of luminosity in areas
track-color : Track a color area
track-motion : Track motion of pixels (blob)
video-color : Set color balance
video-crop : Get a part of an image (crop)
video-effects : Video effects : inversion - contrast - blur - ...
video-eye : Control the camera positions
video-graph : Display a line like an oscilloscope
video-halftone : Halftone (print point) effect
video-images : Display images
video-in : Get video from a camera
video-kalei : Kaleidoscope effect
video-larsen : Feedback video
video-lumaoffset : Offset pixels depending on the luminance
video-mix : Mix two sources of video
video-object : 2D and 3D objects : cube - sphere - 3d model ...
video-out : Display video elements on the screen (rectangle)
video-rec-file : Record video into a file
video-rec : Record videos in live
video-sampler : Record and play video
video-text : Display text
video-xyz : 3D rotate and translate

SEQ

seq-count : Basic sequencer
seq-count2 : Sequencer with more graphical actions
seq-nb : Sequencer with 8 steps of number
seq16-count : 16 steps sequencer
seq16 : 16 steps line
seq16-nb : 16 steps sequence of numbers
seq16-pulse :
seq16x3 : Matrix of 16 steps lines
seq24-count : 24 steps sequencer
seq24 : 24 steps line
seq24-nb : 24 steps sequence of numbers
seq24x6 : Matrix of 24 steps lines
seq8-count : 8 steps sequencer
seq8 : 8 steps line
seq8-nb : 8 steps sequence of numbers
seq8x3 : Matrix of 8 steps lines

IN

arduino-in : Get analog sensors from an Arduino
arduino-in-num : Get digital sensors from an Arduino
joystick : Get the joystick device
key-char : Get the 10 first alphabetic keys from the keyboard.
key-makey : Get keys from a MakeyMakey device (arrows space click wasd)
key-num : Get 10 numerical keys from a keyboard.
mouse : Get the X and Y positions from mouse device

AUDIO

audio-attack : Trigger a sound with a basic enveloppe
audio-bank : Load a folder of sounds
audio-chorus : Chorus effect
audio-comp : Waveshaping compressor
audio-delay : Simple delay
audio-delay4 : 4 bands audio delay
audio-disto : Simple distortion
audio-eq13 : Equalizer 13 bands
audio-eq3 : Simple 3 band equalizer
audio-filter : Classic audio filter cutoff/resonance
audio-flanger : Flanger effect
audio-formant : Materials and vowels synthesis
audio-freeze : Freeze the sound
audio-in : Get audio input - pitch and sound level
audio-lowfi : Decrease sound quality
audio-map : Map audio signal
audio-mix : Mix two sounds
audio-moog : Moog filter effect
audio-nb : Convert audio to numbers with mapping
audio-out : Audio bus send audio to the [audio-master]
audio-pan : Panning stereo
audio-phaser : Phaser effect
audio-pitch : Pitch the sound
audio-rec-file : Record stereo sound to a file
audio-rec : Record mono sounds
audio-reverb : Reverberation
audio-sampler : Play and record sounds (mono)
audio-vocoder : Vocoder effect
audio-vol : Simple volume mixer
fftscope~ : See frequencies spectrum of an audio signal
hat2 : Simple percussion
oscilloscope~ : See audio signal in time
out~ : Simple audio out
synth-bass : Bass synthetiser
synth-drums : Synthesis sound of 4 drums : kick - snare - hat - crash
synth-fm : FM synthesis
synth : Waveforms synthetizer
synth-material : Sound synthesis from physical properties of materials
synth-pluck : String pizzicato synthesis
synth-wobble : Dubstep bass with nice LFO filtering
synth-xylo : Xylophone synthesis.
synth~ : Waveforms synthetiser (Hertz version)

OUT

arduino-out : Send data to Arduino outputs : digital + PWM + servo
midi-out : Send MIDI notes
osc-out : UDP/OSC connection

NUMBERS

bang-line : Send values in time
bangs : Send a serie of delayed bangs
between : Let pass numbers between the 2 values
bpm-ms : Convert BPM (Beat per minute) to Ms (Milliseconds)
chance : Percentage chance of action
count : Simple counter
data-sampler : Record and play a flow of data from a file
fade : Fade between two values
flow : Switch data flow
for : Send a serie of numbers
g : Read and write data with a graphical array
g-play : Read and write data with a breakpoints array
inverse : Inverse the value
m : Store and write data (minimalist version of mem)
map-auto : Automap useful for sensor calibration
map : Map a number between the boundaries (rule of three)
mem : Store and read data from a file (presets)
mem16 : Memorize presets for seq16
midi-hz : Conversion between Midi and Hertz
midi-sampler : Play and record into a midi file
multimeter : Calculate the Resistance and the Voltage of a sensor
notescale : Convert midi numbers to musical scale
onoff : Convert a bang to a switch timer
oscilloscope : See data values in time
physics : Simulate physic characteristics like elasticity and gravity
rand-bangs : Send a random number of delayed bangs
rand-del : Random delay into a range time
rand : Output a random value
rand-n : Random N unique numbers into a range of numbers
rand-range : Random a min and a max value inside a range
rand-sel : Send a bang after a random number of bang
rand-walk : Random walk generator
start : Trigger a bang at startup
taptempo : Get tempo between two triggers