



Composers' Desktop Project

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CDP Check Installation-MAC

~ Overview of a CDP Sound Transformation System ~

This document enables you to check your CDP installation and get an overview of what it contains and where it is located.

You can compare the directory structure below with your setup to see what everything means, and double-check that your setup matches it or otherwise accommodates what it needs to do. The folder **cdpr7** must contain **_cdp** and its several underscored subfolders.

The documentation folders could be placed elsewhere, but the usual practice is to have them inside **/cdpr7**. Once you have them in place, note that the main index to the CDP Reference Documentation is **/docs/index.html** — a desktop alias for this is recommended, as well as to *filestxt.html* which gives the file formats for the many text and breakpoint files used by the various CDP programs.

/cdpr7 (the main top level folder for the CDP System)

_cdp (the subfolders contain text files used/updated by CDP and SoundLoom)

_cdpatch - your saved SoundLoom 'patches'

_cdpenv - SoundLoom system files

_cdpins - your saved SoundLoom 'instruments'

_cdprogs - the CDP executable programs

_userenv - your user settings as set in SoundLoom (mostly automatic)

_userlog - logs of your SoundLoom sessions

/doc - contains *Manualconfig.pdf* (for MAC users) and *twSoundLoomGuide.pdf*

/docs - contains *index.html* - main index to the CDP Reference and Tutorial Documentation and the following supplementary general information:

CDPwelcome2020.pdf

IntroducingCDP-R6.pdf - an older but useful introduction to the CDP Sound Transformation Programs

Release6-TheSoftware.pdf - some information about programs that were new for Release 6

Release7-TheSoftware.pdf - some information about programs that were new for Release 7

slguide-basic.pdf - Archer's getting started with **SoundLoom** tutorial

twSoundLoomGuide.pdf - another copy of Trevor's comprehensive overview of the CDP System as approached via **SoundLoom**

The following folders are subdirectories of **\docs**:

/charts and **/charts-pdf** - reference charts for various aspects of the CDP software in a number of different formats. Although also in the **/html** folder, they are grouped here to help you identify them, e.g. for printing out (those with 'prn' in the name are specifically designed for printing, as are the pdf versions). (I have laminated the ones I use most.)

durationschart.pdf - numerical equivalents of some basic rhythmic units, with a notated melodic example followed by its durations as in a note data file for the TEXTURE Set

gadbachrt.pdf - Chart of Gain / Db correlations and the 32767 scale used by *Csound*

ndfchart.pdf - Chart of the various formats of the note data file used by the programs of the TEXTURE Set

notechpr.pdf - Equivalent Pitch Notations (Equal Temperament): octave, *Csound* pitch, MIDI Pitch Value and Frequency. Printable version.

rpchchrt.pdf - Chart for the REPITCH programs, showing modes, inputs and outputs. This is part of Workshop 3 on Transposition and Shifting.

txcharts.pdf - Two charts for the TEXTURE Set. This is another way of showing the components of the note data file.

/demo (*DemoMaterialsMAC.pdf* - describes the contents of the 3 demos)

/CDPEXamples - A tour of CDP via 9 examples, with sounds and supplementary files. Click on *cdpexamples.htm*

/DiceDemo - 6 detailed examples of sound transformations. Click on *indexpgs.htm*.

/sdbats - examples of chained processing via batch files. Click on *Sdbats-TemplatesIndex.htm* which links to the 6 components of this package. *Sdbats* provides 6 sets of chained CDP processing as run from batch files, so is an ideal example of using the system from the Command line (Terminal). The batch files are provided, and each example has a play list from which you can hear the results of each step of the process before going on to your own experiments.

/DeskReference - listing of all the CDP programs, their inputs, outputs and modes. This is a document which I (AE) use constantly, especially when looking for what might be available to achieve a particular result.

\guide (*cdpguide.html*) – NEW from Robert Fraser, a listing of the entire set of the CDP software as in the *Soundshaper* menus, with brief descriptions of each program: a great reference tool when composing

/html - the main CDP Reference Documentation. Index: *index.html* - top level of **/docs**

/charts - HTML versions of the reference charts for various aspects of the CDP software, as linked to from *index.html* (same as the listing above in **/cdpr7/docs/charts**)

/images - various used in the documentation

/psownds - example sounds accessed from the PSOW manual pages

/txsnds - example sounds accessed from the TEXTURE manual pages

The remaining documents in **\html** are the Reference Documentation itself, accessed from *index.html* in **/docs**.

/htmltuts - additional tutorials on specific topics, also accessed *via index.html*

/cdpsys - *Running the CDP System, PC / Unix Environment* - an older document, in which the references to installation documents have been superseded by this one. The survey of *CDP: Basic Concepts*, however, remains useful background reading for the CDP System.

/csound - several graded *Csound* scores (.sc) and orchestras (.orc) prepared by Andy Hunt. *Csound* is by Barry Vercoe and many contributors. It is one of the world's leading sound synthesis engines, independent of the CDP software, but a useful adjunct to our *musique concrète* approach. It can be downloaded from <https://csound.com>.

/Drunk - Click on *drunktuf.htm* for links to the 7 Examples of the EXTEND DRUNK Tutorial. Note that batch files are included.

/emacs - *useemacs.htm* - basics about the operation of this editor. Aimed at PC users.

/Grntuts - 3 Tutorials for Richard Dobson's graphic granular manipulation program, *Grainmill*. *Grainmill* is a graphic version of an earlier version of MODIFY BRASSAGE. *Grainmill* is PC only (unless running in Parallels), but these tutorials provide a variety of examples of granulation that can be realised by other means. Note its companion program *brkedit.exe* which provides graphic facilities for creating, viewing and comparing breakpoint files.

/ae - click on *aebigone.htm*: time-varying granulation of a phrase (spoken by Peter Karkut)

/philippos - click on *grntutor.htm* - a *Grainmill Tutorial* by Philippos Theocharidis

/rwd - 16 *Grainmill* examples with playlist prepared by *Grainmill*'s author, Richard Dobson.

/images - various used in the documentation

/keyhole - *ckeyhole.htm* - focuses on key functions in 5 areas: utilities, editing, used frequently, basic but interesting, and some more far-reaching transformations

/landy - *landyeam.htm* - *Sound transformations in Electronic Music*, a paper by Leigh Landy, currently professor at deMontfort University

/sdesign - *sdmanual.htm* - *Study Guide for Workshops in Sound Design*, by Archer Endrich, with references to the work of some of the top film sound designers

/terminal - *Configuring OS X for command-line programs*, by Richard Dobson. Essential if you plan to run the CDP software from the MAC **Terminal**.

/tut12setep - *Get Started with CDP in 12 Steps* by Archer Endrich. Something else to look through to help become fluent with the CDP software. There is a lot of background on creating a working environment, followed by discussions of specific processes, with sound examples. Covers use via both *Soundshaper* and *SoundLoom*. Click on *tut12stf.htm*.

/Soundshaper - contains *MANUAL.html* (the *Soundshaper* manual) and related files – listed here in case you may be running CDP and *Soundshaper* under e.g., Parallels

\CDPREF - *Soundshaper*-based descriptions of the CDP sound transformation processes (used internally by *Soundshaper*)

\images - images for the *Soundshaper* manual

\Specialhelp - information on various *SoundLoom* topics prepared by Trevor Wishart.

/docs-pdf - Robert Fraser has also provided the CDP Reference Documentation in PDF format. These files can be very useful should you want to print out a specific program manual.

\SLguide-basic – AE's introduction to the basic operation of the *Soundloom* GUI, with worked examples in the Time and Spectral Domains.

\TV – (if installed) - contains the *Tabula Vigilans* executable and a handful of related executables. 'TV' is a real-time MIDI instrument based on a spread-sheet design concept. Its simple and clear syntax make it a useful testbed for algorithmic music scripts.

\GettingStarted - contains *GettingStartedTV.html* and related files

\Manual - the *Tabula Vigilans* Manual; note this formatting is pre-HTML5; double-click on *ctvframe.html* to open the manual. The **TVKeyword buttons** link is the best way to see and access the various functions available.

\NewFunctions - some information about a key update

\tutsbasic - **Ew1.tv** to **Ew15.tv** is a good place to start. **Strtend1.tv** to **Strtend4.tv** provide example scripts that illustrate starting and ending (possibly overlapping) tones in various ways. This is essential information because TV loops at machine speed, and without these procedures, all notes play at virtually the same time.!

\tuts_ro - a set of tutorial scripts written by TV's author, Richard Orton

\tuts_special - – some extra scripts by R Orton for special tasks

\tvmidifile - contains **MF2T.EXE** to change a (binary) MIDI file into a textfile and **T2MF.EXE** to do the opposite, with files that illustrate these processes

[Archer Endrich – 16 October 2021]