

# Buzztard

The screenshot displays the Buzztard Music Production Environment interface. The main window is titled "melo 3 (unsaved) - Buzztard" and features a menu bar (File, Edit, View, Help) and a toolbar with various icons. The interface is divided into several sections:

- Steps:** A dropdown menu showing 8 steps.
- Sequence Editor:** A table with columns for "Pos.", "Labels", "beep1", "beep2", "echo1", and "audio\_sink". The "beep1" column contains notes like "C-3\_E-3\_G-3" and "C-1". The "beep2" column contains "C-1". The "echo1" column contains "M", "S", and "B". The "audio\_sink" column contains "M".
- Key Patterns:** A list on the right side showing patterns like ". clear", "- mute", ", break", "\_ solo", and "0 C-3\_E-3\_G-3".
- beep1 properties window:** A floating window showing global properties for the selected note. It includes sliders for "volume" (1,000000), "decay" (0,250000), "cut-off" (0,800000), and "resonance" (0,800000). The "wave" is set to "triangle" and the "filter" is set to "lowpass".

At the bottom of the interface, there is a status bar with the text "Ready to rock!", a timer showing "00:08.000", and a CPU usage indicator showing "CPU: 9%".



# Intro

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portable, **tracker**, virtual music studio,  
**gststreamer**, **soft-synth**, maemo, effects, realtime,  
gnome, **buzz**, editing, fruity loops, video, integration,  
modular, live, record, composer, linux, **loops**, mixing,  
interactive, **MUSIC**, gtk+



# Buzz History

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1997 buzz for windows - free but closed source

Dec. 2000 hard-disk crash - end of the story



# Buzztard History

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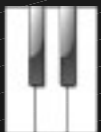
Jun. 2002 buzz crashed while composing a song

-> we registered buzztard on sf.net

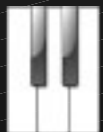
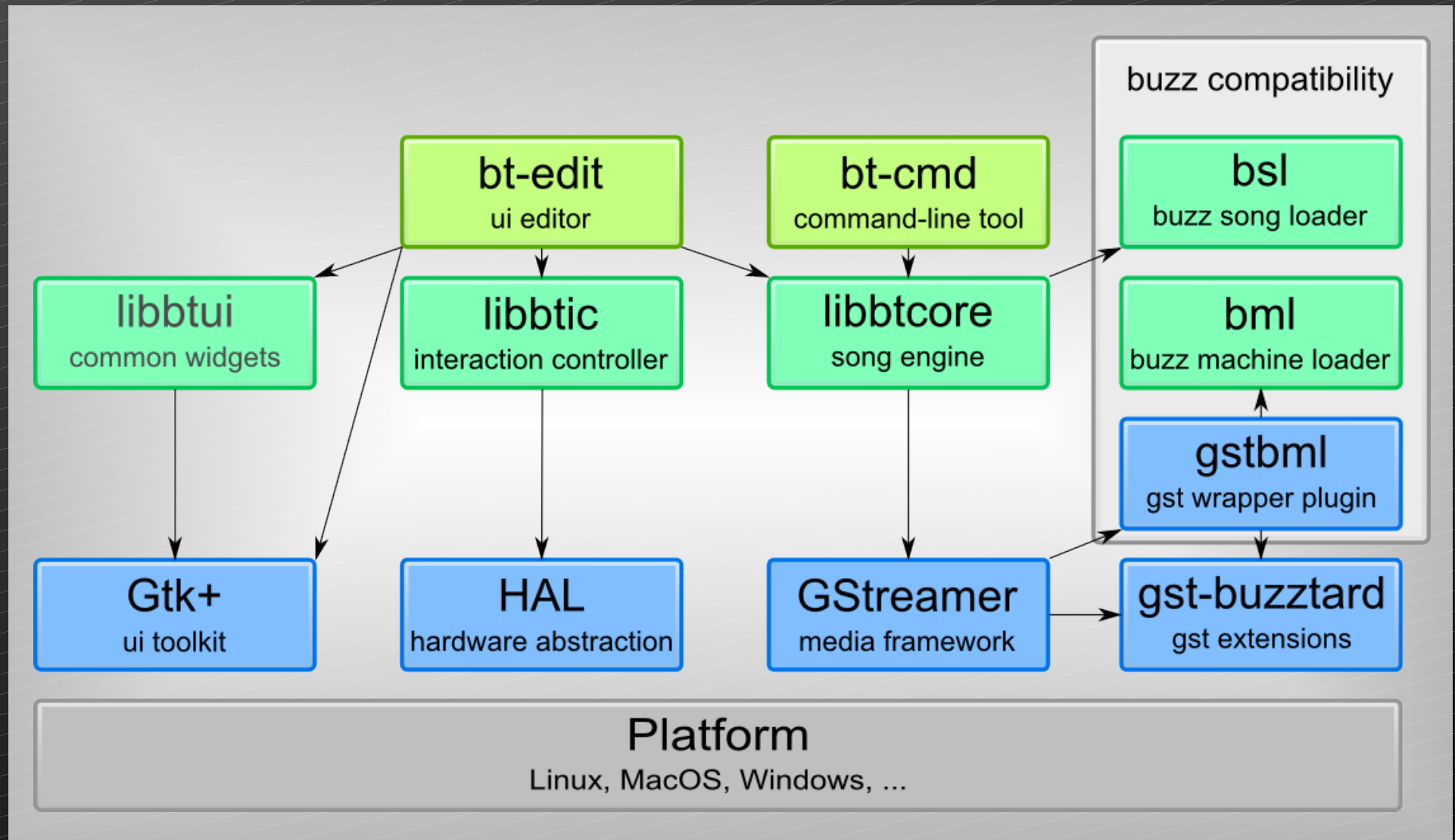
Feb. 2004 first code in cvs

Aug. 2005 rewriting most of it

Oct. 2006 release 0.1



# Architecture



# Why GStreamer?

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- more advanced than simple plugin apis
- easy to import export media
- adding features in GStreamer brings benefit to multiple applications
- it's an engine



# UI + Demo

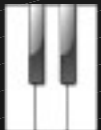
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# Future + Roadmap

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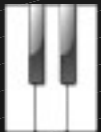
- release 0.2 after LAC 2007
- merge features to GStreamer
  - preset handling
  - metadata for better UI generation
- more platform independence (windows, macos)
- monthly newsletter about progress



# Community

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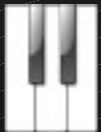
- right now 3 developers
- Links
  - <http://www.buzztard.org>
  - <irc://irc.quakenet.org/buzztard>
  - <http://www.sf.net/projects/buzztard>



# Joining

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- become famous!
- help wanted:
  - gtk+ UI
  - buzzmachine wrapper
  - writing native GStreamer machines
  - translations
  - testing



# End

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## Questions ?

Links:

- <http://www.buzztard.org>
- <http://gststreamer.freedesktop.org>
- <https://coherence.beebits.net/>
- <http://www.eksor.de>

