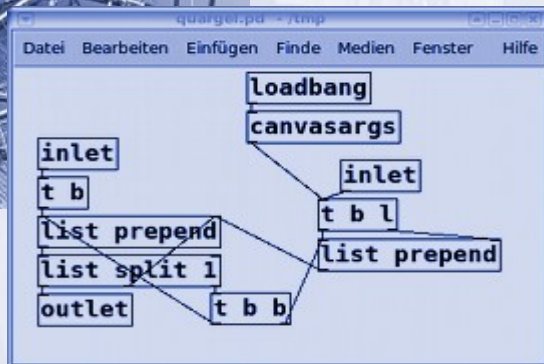


New Clothes for Pd



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Motivation

- What's new in Pd?
- Pd-0.43 OUT NOW!
- main feature: GUI rewrite
 - lead by Hans-Christoph Steiner
 - work in progress

Outline

- Pd and it's GUI
- Refactoring the User Interface
 - Byproducts
- What's left?
 - (much...)

Pd and it's GUI

- „Client ↔ Server Model“
 - Server: Pd-core
 - DSP-engine
 - implemented in C
 - Client: Pd-GUI
 - Visual representation
 - implemented in Tcl/Tk
 - Communication:
 - TCP/IP socket

Client↔Server: Pros and Cons

- Pros
 - separation between realtime critical process and representation
 - run Pd-core on headless system
 - run Pd-core and Pd-GUI on separate hosts (or CPUs)
- Cons
 - efficient implementation of Model / View/Controller design
 - duplication of data on both sides
 - keeping the system interactive/responsive „enough“
 - bottleneck: network
 - e.g. large data (arrays)

Client↔Server: Is it True?

- Pd-GUI
 - „slave“ rather than „client“
- Pd-Core
 - handles User Interaction
 - keypress/mouse
 - object selection
 - ...

Client ↔ Server: Language havoc

- Pd-GUI → Pd-Core
 - FUDI-messages:
 - „.x9bfdb08 motion 358.0 177.0 0;“
 - <receiver> motion <x> <y> <state>;
- Pd-Core → Pd-GUI
 - Tcl/Tk-code:
 - pdtk_post {fups}
 - .x8893af8.c create rectangle 331 176 338 177 -tags [list .x8893af8.t8895a70o0 outlet]

Client ↔ Server: Is It?

- Communication
 - ASCII
 - easier readability („keep it stupid“)
 - asymmetric (FUDI vs Tcl-code)
- Performance
 - asymmetric
 - Core does all the work
 - GUI only does the „drawing“
 - realtime task handles low-priority events
 - no good use of multi-cores
- Reasons
 - generating code is easier than parsing
 - coding efficiency: C is nicer than Tcl :-)

DesireData

- Bouchard [2005-]
 - Model-View design
 - desireable

How to Fix the Problem

- [Bouchard 2005]: DesireData
- changing the Core ↔ GUI communication
 - large pieces of code are affected
- Pd's development model
 - single Core Maintainer
 - small incremental changes!

Roadmap

- refactoring the GUI
- abstracting the Core↔GUI communication
- move logic from Core to GUI

Refactoring the GUI

- completely rewrite Tcl/Tk side
- maintaining *100%* compatibility to Pd-core
- organize code
 - monolithic file → multiple files
 - namespaces
- documentation

Byproduct: i18n

- internationalisation of menus
 - msgcat
- internationalisation of patches
 - UTF-8 support

Byproduct: interactive Pd-console

- filtering information
 - levels of verbosity
- finding errors
 - which object created a given error message
- Tcl-prompt
 - simpler debugging...

Byproduct: Plugins

- „gui-plugins“
 - what „externals“ are to the Pd-CORE
 - extend the GUI functionality of Pd
 - skinning
 - usability tweaks
 - monkey patching tcl-code
- drawback
 - no stable API

Plugins-examples: easy access

- buttonbar
 - select objects from a graphical button bar
 - (HC Steiner, J Clayton, S Yuditskaya)
- autocompletion
 - tab-completion for objects
 - (Yvan Volochine)

Plugins-examples: performance

- fullscreen
 - (András Murányi)
- KIOSK-mode
 - getting rid of the IDE

TODO: Separating Core and GUI

- getting rid of Tcl/Tk on the wire
 - small well-defined communication protocol
 - implement GUI in other languages than Tcl/Tk
- move logic to GUI side
 - better utilization of multiple cores (obviously)

Communication

- easily parsable
- symmetric
 - FUDI
- re-use Pd-messages for patchbuilding
 - `#X obj 66 48 adc~ 1 2;`
 - `create <objID> <winID> obj <x> <y> <name> <args>;`
 - `#X connect 2 1 12 3;`
 - `connect <objAID> <outID> <objBID> <inID>;`

Editing Logic

- move editing logic onto GUI
- no more keyboard/mouse handling in Pd-CORE

Conclusions

- Pd's GUI still stuck in the early 90s
- First Step
 - Refactoring
 - few visible changes
 - user extendible
- TODO
 - clean separation between Core/GUI
 - implement a new GUI in a modern toolkit
 - (if you like)

Acknowledgements

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The End

Pd-0.43 entered Debian!
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Thanks!