

# Code

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## ++ “Code” is a software for audio-visual performance.

You can play “Code” by typing keywords and hit ‘Enter’ key.

## ++ How to Play

Keywords are categorized as: **Object keywords** and **Command keywords**.

+ **Object keywords** can generate objects.

- **Point keywords**: to generate **Point objects**.

Each object plays musical sequence.

- **Lines keywords**: to generate **Line objects**.

You need 2 or more Point objects to generate Line object.

- **Plane keywords**: to generates **Plane objects**.

Objects are moving on 3D with Plane objects.

+ **Command keywords** can control Objects above.

Some commands can use target. e.g. **move > point pixel**

- Update sequencer when input the same keyword.
- Call method function when inputting “.” after Object keywords. e.g. **point.red**
- Press tab key to complete keywords.
- Define new keyword. e.g. **Point hoge Line hoge2 Plane hoge3**

## ++ Keyword List

### • **Point keywords**

point pixel spot  
ball dot stylus etc...

### — **Lines keywords**

line ray beam  
road wire etc...

### □ **Plane keywords**

plane face wall  
board sheet etc...

### + **Command keywords**

Deletes	: delete	pointless	lineless	planeless	reset
Spatters	: random	spatter	run		
Movings	: stop	force			
Effects	: delay	delay off	blur	night	dawn up-trim

More information visit: <http://sadmb.com/>