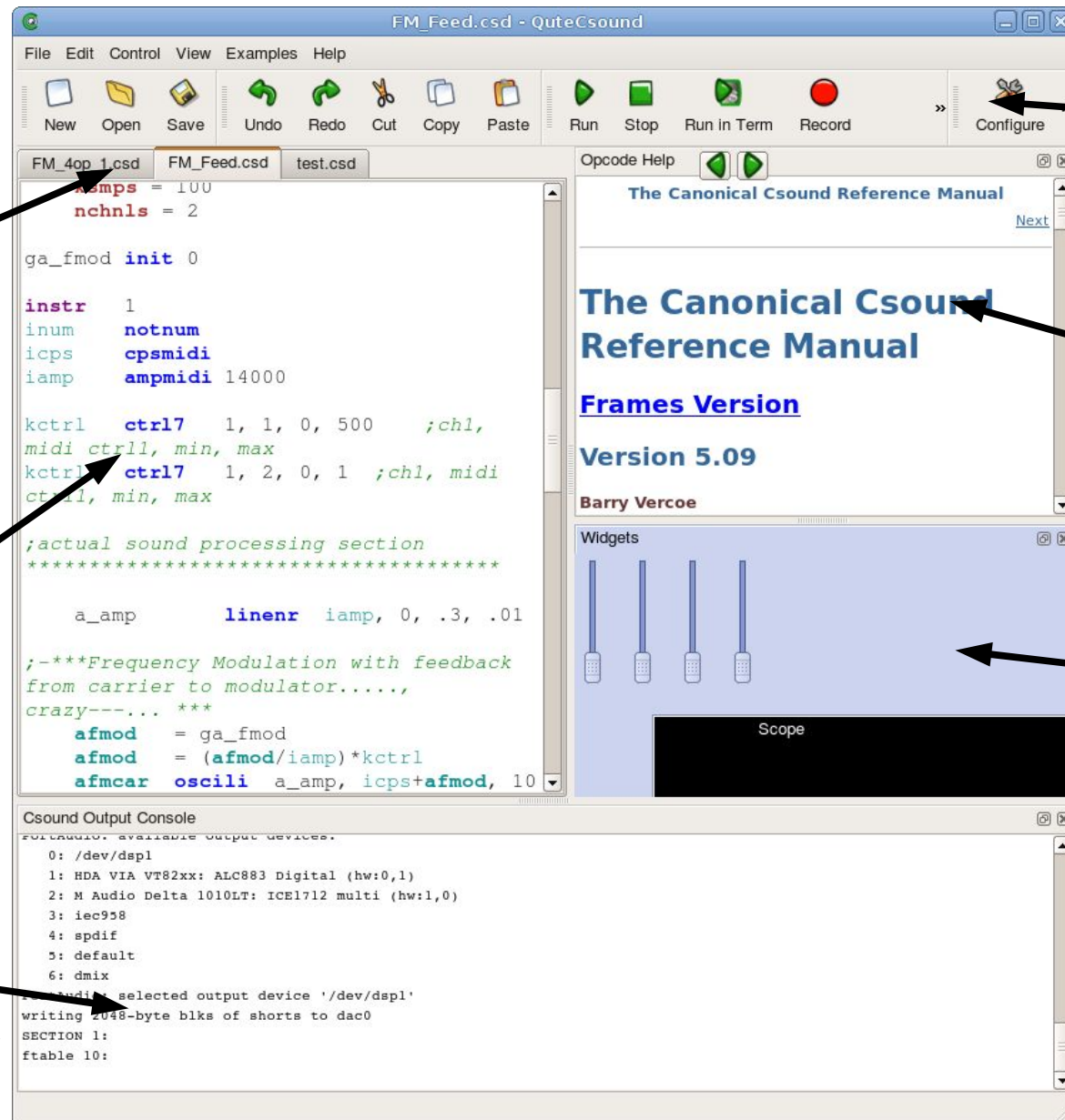


QuteCsound Quick Reference (version 0.4)



Overview



Multiple files can be open simultaneously in tabs.

Code Editor with syntax highlighting and autocompletion

Detachable console panel which displays Csound's output. There is also a convenient Console Widget which can be created inside the widget panel

Detachable Toolbars

Detachable help panel with back and forward buttons, which can display opcode help entries and other important reference documents like GEN routines overview.

Detachable widget panel for realtime interaction with Csound. Widgets can be edited graphically and are saved in a special section of the csd which is hidden by QuteCsound

QuteCsound Quick Reference (version 0.4)



File operations

New	<i>CTRL+N</i>	Create new untitled file
Open	<i>CTRL+O</i>	Open existing file
Save	<i>CTRL+S</i>	Save current file
Save as		Save current file as a different file
Reload		Revert file to last saved version
Close current tab	<i>CTRL+W</i>	Close current file
Exit	<i>CTRL+W</i>	Exit QuteCsound

Editor Panel

Undo	<i>CTRL+Z</i>	Undo last change
Redo	<i>SHIFT+CTRL+Z</i>	Redo change
Cut	<i>CTRL+X</i>	Cut selected text
Copy	<i>CTRL+C</i>	Copy selected text to clipboard
Paste	<i>CTRL+V</i>	Paste clipboard in current cursor position
Find and replace	<i>CTRL+F</i>	Open find and replace dialog
Auto Complete	<i>ALT+C</i>	Auto complete opcode, see status bar for active completion
Comment	<i>CTRL+D</i>	Comment selected text (adds ';' character before each line)
Uncomment	<i>SHIFT+CTRL+D</i>	Uncomment selected text (removes ';' character at the start of each line)
Indent	<i>CTRL+I</i>	Indent selection (add Tab to each line)
Unindent	<i>SHIFT+CTRL+I</i>	Unindent selection (remove Tab from the start of each line)
Join orc/sco		Opens dialog for joining open orc and sco files into a new csd file.
Show opcode entry	<i>SHIFT+F1</i>	Opens opcode entry for opcode under cursor in help panel and show help panel if hidden
Show opcode entry in external browser	<i>ALT+SHIFT+F1</i>	Opens opcode entry for opcode under cursor in external browser

Opcode selection	<i>RIGHT CLICK</i>	From the context menu, the Opcodes menu allows selection of opcodes by category.
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Widget Panel

Cut	<i>CTRL+X</i>	Cuts selected widgets
Copy	<i>CTRL+C</i>	Copies selected widgets to clipboard
Paste	<i>CTRL+V</i>	Pastes widgets in clipboard
Duplicate	<i>CTRL+D</i>	Duplicates selected widgets
Widget Edit Mode	<i>CTRL+E</i>	Activates edit mode for widget panel

Control

Run	<i>CTRL+R</i>	Run csd in realtime
Run in terminal		Run csound in external shell
Record		Start recording Csound's output to disk. Files are named sequentially in the original csd directory.
Render to file	<i>ALT+F</i>	Generate output to file
Edit AudioFile		Edit last audio file in external editor
Play Audiofile		Play generated audio file in external player

View

Widgets	<i>ALT+1</i>	Toggle Widget Panel visibility
Help Panel	<i>ALT+2</i>	Toggle Help Panel visibility
Output Console	<i>ALT+3</i>	Toggle Output console Panel visibility
Utilities	<i>ALT+4</i>	Open Utilities dialog



Help Panel

Back	<i>CTRL+LEFT ARROW</i>	Go back in help browser history
Forward	<i>CTRL+RIGHT ARROW</i>	Go back in help browser history
Opcode Overview	<i>HELP MENU</i>	Show opcode overview in help panel
GEN routines	<i>HELP MENU</i>	Show GEN routines overview in help panel

On OS X, substitute CTRL key for COMMAND key and ALT for OPTION key.



Configuration Dialog (Run tab)

Buffer Size (-b)	Sets the -b flag for Csound to set the software buffer size
HW Buffer Size (-B)	Sets the -B flag for Csound to set the HW buffer size
Dither	Activates dither for Csound output.
Additional command line flags	Allows setting command line flags for Csound directly
File (offline render)	
Use QuteCsound options	Passes the options inside this box to Csound when running offline
Ignore CsOptions	Tells Csound to ignore CsOptions inside the csd file when running offline
Ask for filename every time	QuteCsound will ask for render output filename every time
File Type	Select Output file type from the list
Sample format	Select Output file sample format from the list
Input Filename	Specify name of audio input file (-i flag)
Output Filename	Specify name of audio output file (-o flag)
Realtime Play	
Use QuteCsound options	Passes the options inside this box to Csound when running in real time
Ignore CsOptions	Tells Csound to ignore CsOptions inside the csd file when running in real time
RT Audio Module	Select audio output module (varies according to platform)
Input and Output Devices (MIDI and Audio)	Type name or number for input/output device or click on browse button for a list of available devices
Jack client name	Name Csound takes when connecting to Jack (only useful if RT audio module is jack). If left blank, the default name is used.

The screenshot shows the 'QuteCsound Configuration' dialog box with the 'Run' tab selected. The 'General' and 'Environment' tabs are also visible. The 'Run' tab contains the following settings:

- ☒ Buffer Size (-b): 512
- ☒ HW Buffer Size (-B): 8192
- ☒ Dither
- ☐ Additional command line flags: (empty text box)
- File (offline render)**
 - ☒ Use QuteCsound options
 - ☐ Ignore CsOptions
 - ☒ Ask for filename every time
 - File type: WAVE
 - ☒ Play file when finished
 - Sample format: 24 Bit
 - ☐ Input Filename: as
 - ☐ Output Filename: /home/andres/Escritorio/test.wav
- Realtime Play**
 - ☒ Use QuteCsound options
 - ☒ Ignore CsOptions
 - RT Audio Module: portaudio
 - RT MIDI Module: none
 - Input device (-i): adc1
 - Input device (-M): (empty text box)
 - output device (-o): dac0
 - output device (-Q): (empty text box)
 - Jack client name: Csound

At the bottom right, there are 'OK' and 'Cancel' buttons.



Configuration Dialog (General tab)

Editor	
Font	Selects Text Editor Font
Size	Selects Text Editor Font Size
Tab Width (px)	Number of pixels for each tab
Color Variables	Selects whether variables have color highlighting
Autoplay	Selects whether csd's are autplayed when opened from the Desktop.
Save changes automatically on Run	Selects whether QuteCsound saves changes made to a file or the widgets whenever the file is run.
Remember last file opened	Selects whether QuteCsound recalls files open in previous session.
Show text for toolbar icons	Selects whether the text for icons in the toolbar is displayed
Console	
Font	Selects Console Dock widget's font
Size	Selects Console Dock widget's font size
Csound Execution	
Run in separate thread	Selects whether Csound is run in QuteCsound's thread or in a separate thread when using the API
Run Utilities and Render Using	Selects whether to use the API or an external shell when rendering to file and running utilities.
Widgets	
Enable Widgets	Selects whether widgets are enabled
Enable invaline/outvalue	Selects whether widgets interact with Csound through invaline and outvalue opcodes
Enable chnget/chnset	Selects whether widgets interact with Csound through chnget and chnset opcodes. <i>It is not recommended to use both at the same time.</i>
Save widgets on csd file	Selects whether are saved as a section of the csd file. If not checked, widgets are temporary.
Show widgets on play	Selects whether widgets are shown when Csound is run
Show tooltips	Selects whether tooltips displaying widget's channel are shown
Enable FLTK	Enables FLTK when using the API. (FLTK is always available when running in external shell.

QuteCsound Configuration

Run General Environment

Editor

Font: FreeMono

Size: 12

Tab Width (px): 40

☒ Color Variables

☐ Autoplay when launched from file

☒ Save changes automatically on run

☒ Remember last file opened

☒ Show text for toolbar icons

Record

Record sample format: 32 bit float

Console

Font: Courier 10 Pitch

Size: 8

Csound execution

☒ Run in separate thread

Run Utilities and Render using:

☒ Csound API

☐ External shell

Widgets

☒ Enable Widgets

☒ Enable invaline/outvalue

☐ Enable chnget/chnset

☒ Save widgets in csd file

☐ Show Widgets on Play

☒ Show Tooltips for widgets

☐ Enable FLTK (unsafe)

OK Cancel



Configuration Dialog (Environment tab)

Directories	
Html Doc Directory	Full path to the Csound html documentation. This is needed for the help panel to display the manual.
OPCODEDIR	Sets the OPCODEDIR environment variable only within QuteCsound
SADIR	Sets the SADIR environment variable only within QuteCsound
SSDIR	Sets the SSDIR environment variable only within QuteCsound
SFDIR	Sets the SFDIR environment variable only within QuteCsound
INCDIR	Sets the INCDIR environment variable only within QuteCsound
External Programs	
Terminal	Selects the external shell used by QuteCsound to run Csound externally.
Wave Editor	Selects the external editor called by QuteCsound for rendered or recorded audiofiles.
Wave Player	Selects the external player called by QuteCsound for rendered or recorded audiofiles.
Browser	Selects the external browser to be used for documentation.

QuteCsound Configuration

Run General **Environment**

Directories

Html Doc Directory

☐ OPCODEDIR

☐ SADIR

☐ SSDIR

☐ SFDIR

☐ INCDIR

External programs

Terminal

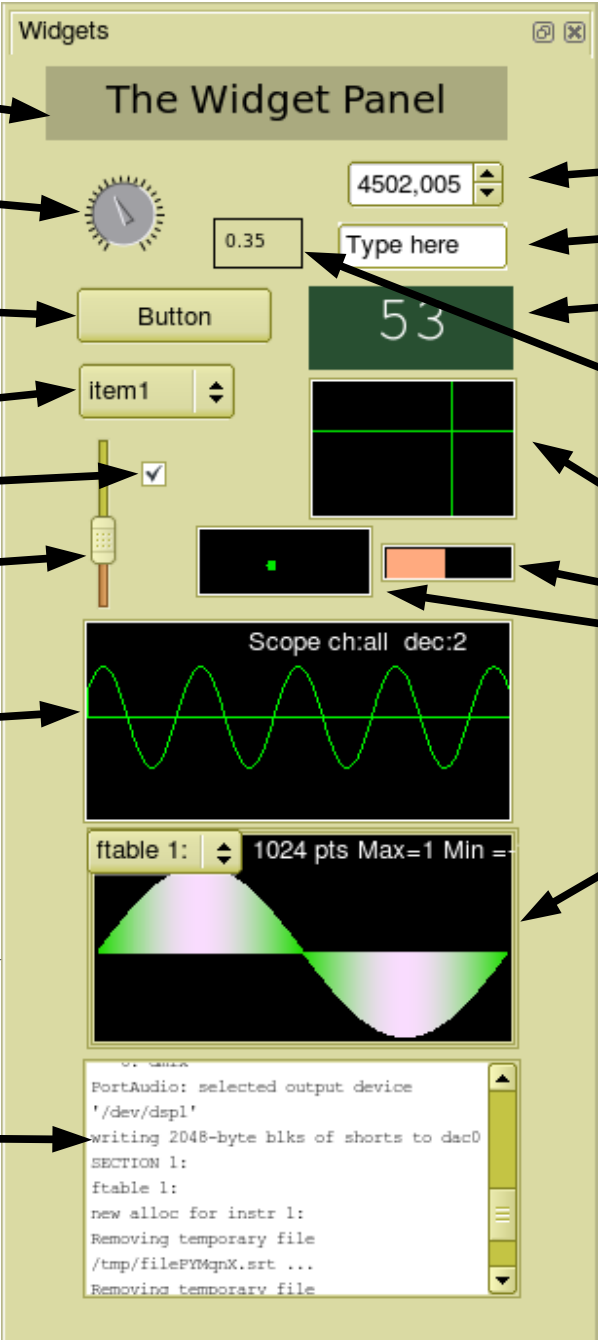
Wave Editor

Wave Player

Browser

OK Cancel

Widget Overview



Label

Knob

Buttons can transmit values but can also generate score events

Menu

Checkbox

Slider

The scope widget is an oscilloscope for any or all channels of Csound's output

The color of the widget panel's background can be set.

Console widget

The Widget Panel

4502,005

Type here

53

0.35

item1

Scope ch:all dec:2

ftable 1: 1024 pts Max=1 Min=

PortAudio: selected output device '/dev/dsp1'
writing 2048-byte blks of shorts to dac0
SECTION 1:
ftable 1:
new alloc for instr 1:
Removing temporary file
/tmp/filePYMqnX.srt ...
Removing temporary file

Spin Box

Line Edit widgets accept text strings

Scroll Number widgets change their value when dragged with the mouse

Display widgets can show values from Csound

Controller widgets offer multiple types of mouse control

Graph widgets show Csound ftables and can show spectrum with the dispfft opcode

To create a widget, right-click anywhere on the widget panel (without a widget) and select the type of widget you want to create

To change a widget's properties, right-click on it and select "Properties"

To delete a widget, right click on a widget and select "Delete" from the menu

To enter or leave edit mode press Ctrl+E or Command+E on OS X.