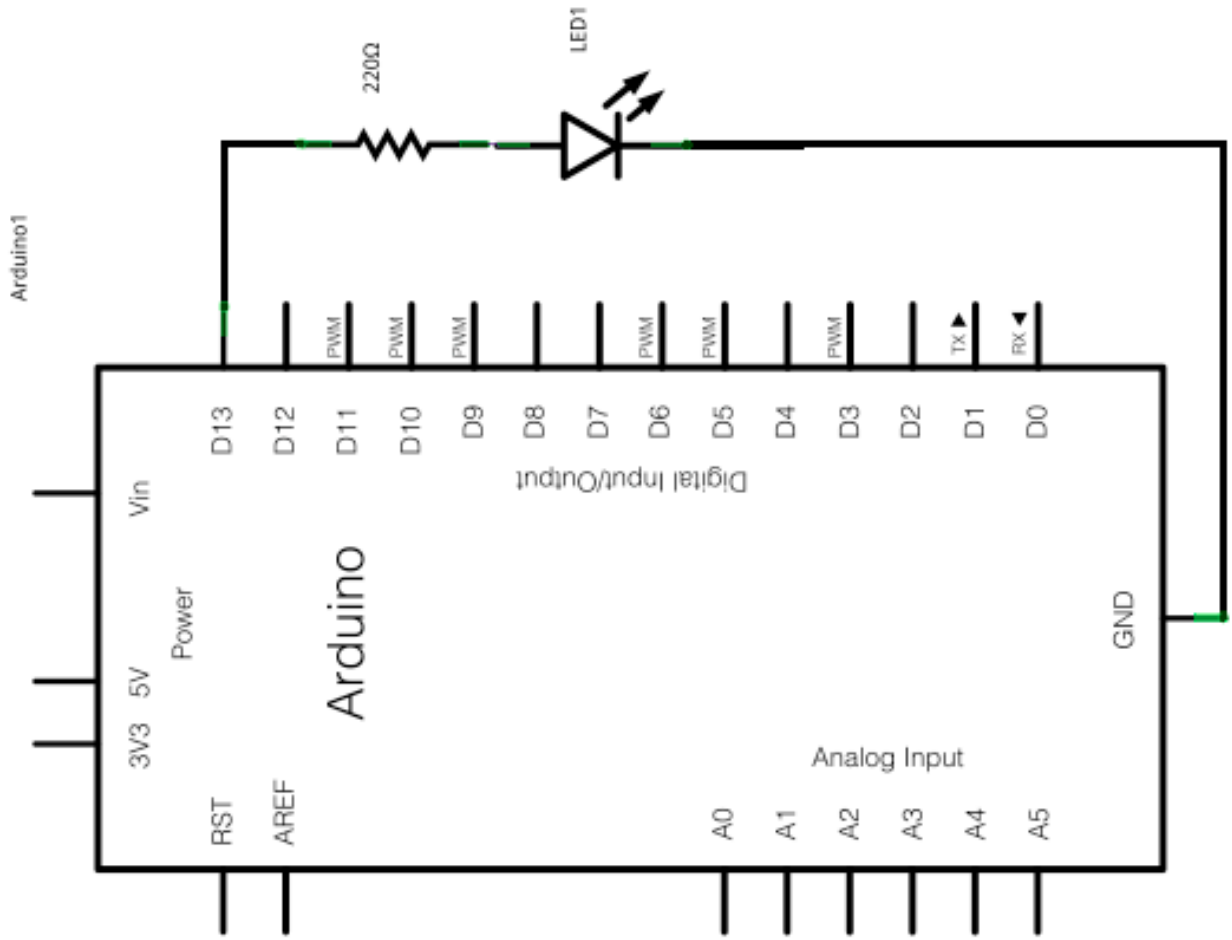
ARDUINO WORKSHOP 2 - Talking to Supercollider

Recap

1. Blinky LED

Golden rule of tinkering: get back to last known configuration.
Aim: Get LED blinking again on pin 13
Code: Arduino: examples/01.Basics/ blink.ino
Circuit:



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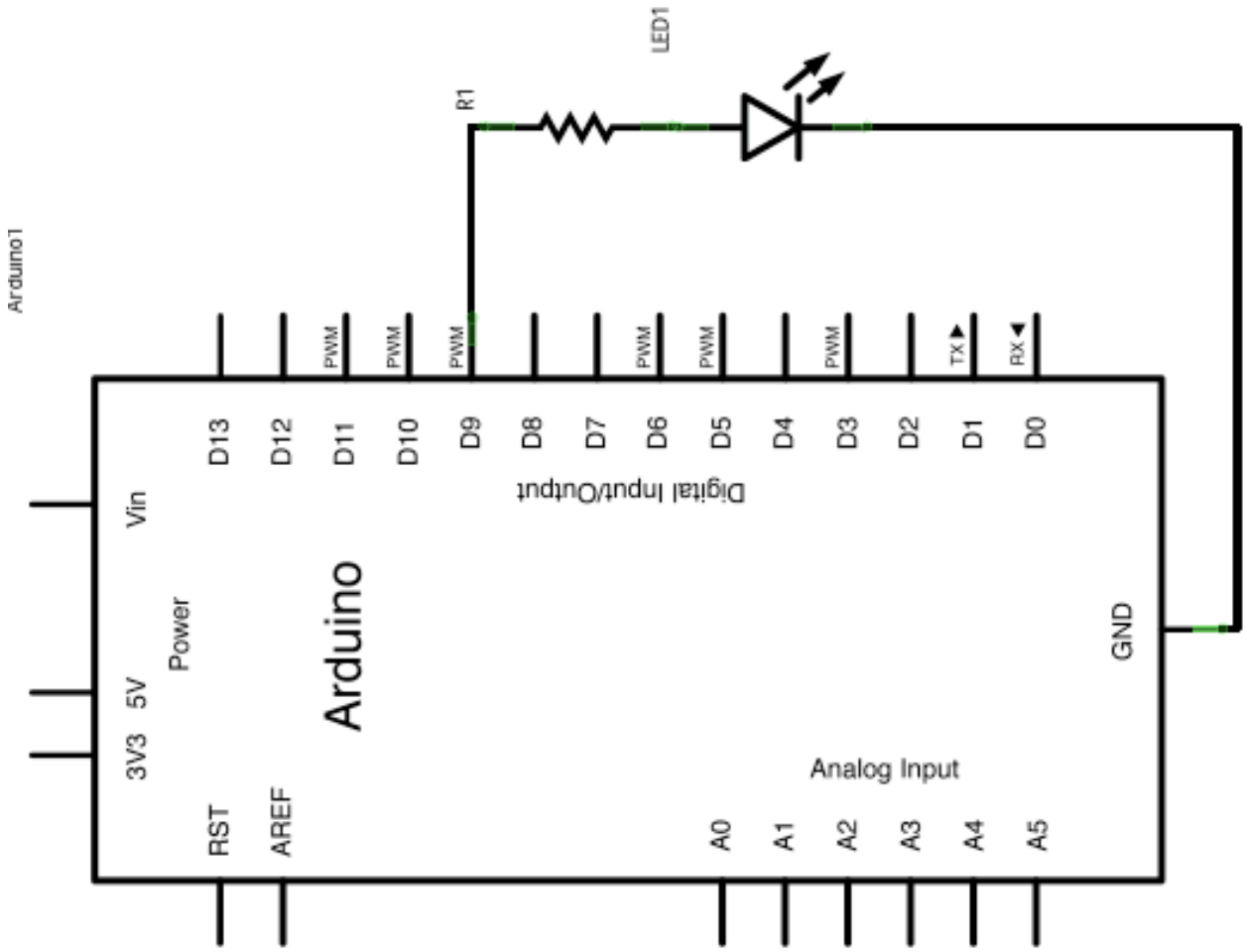
2. Dimming the LED via serial port communication
http://arduino.cc/en/Tutorial/dimmer

Aim: communicate with Arduino via serial port
Code: Arduino: Examples/04.Communication/Dimmer
Circuit:



Exercise
- Print out values in Arduino IDE serial monitor
    - Use Serial.println(*value,* DEC)
    - To open serial monitor, click on wee magnifying glass top right

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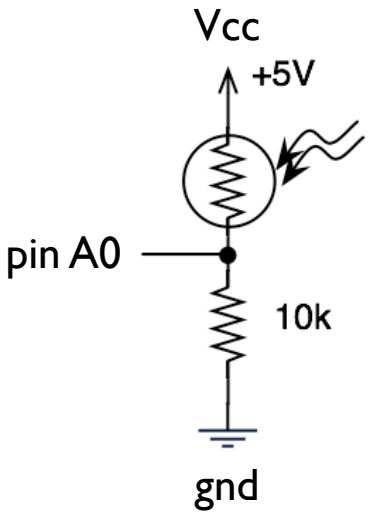
3. Reading Analog Input - Light Dependent Resistor

http://arduino.cc/en/Tutorial/AnalogInput

Aim: Use analog input to change behaviour of digital output
Code: Arduino: Examples/03.Analog/AnalogInput.ino
Components: LDR and resistor (match resistor to range of LDR) - LED in 13
Circuit:



Add a Serial.begin(*baudRate*) in setup and print out the values to the serial monitor

4. Reading continuous Analog Input into Supercollider

There are several ways of communicating with Supercollider, we are going to ignore all the helper libraries and write everything ourselves - with thanks to Fredrik Olofsson

Aim: read LDR data into SC
Code: See arduinoSC.sc - you also need the Arduino class
Components: As above
Circuit: As above

Exercise
- Get input working, then create a synth which is controlled by this input
- Examples provided show you how to control continuous parameters and trigger a sample
- Develop these!