

GLORY 2 (2020) for realtime Csound (PC and Android versions)

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Gloria in excelsis Deo.

Pleni sunt coeli et terra gloria tua.

from the Roman Mass

GLORY 2 is a live-performance, meditative work for Csound, and a sequel to GLORY (also from 2020). It consists of two versions: one for console computers in conjunction with a MIDI controller, the other (in two variants) for Android devices. The console version requires a MIDI controller with 16 knobs or sliders, while the Android version is compatible either with one of the (free) custom Csound apps detailed below, or with Csound for Android from the Google Play store.

THE TWO VERSIONS

Glory_2.csd is the variant for console computers (Windows, Mac and Linux), along with MIDI controller. While sliders (especially long-throw) are preferable to knobs, the latter are also workable. (Physical performance is not demanding, and precise settings are nowhere required.) This variant is normally performed from the Csound command line (system prompt).

The first Android variant, Glory_2Android.csd, is for all smartphones and tablets, OS 4.1.1 and up. It is designed solely for Cound6b.apk or Csound6c.apk, "alternative" Csound Android apps found (free) at:

http://arthunkins.com/Android_Csound_Apps.htm

Other stock Csound for Android apps cannot perform this variant, as they lack the required 16 sliders (but see the second variant below).

Note that to download one of the above apps directly to Android, you must, under Settings | Security, enable Unknown Sources. (These are apps from other than play.google.com. You may also need to do the same to *Install* from Unknown Sources.) After installation, copy/paste your selected .csd to any user-accessible folder on your device (suggestion: the Music folder). Then Open that file within the app, and Run Csound.

The second variant, Glory_2AndroidHTML.csd, was created for the Csound for Android app downloadable from:

<https://play.google.com/store/apps/details?id=com.csounds.Csound6&hl=en>

It requires Android OS 5.0+. Thankfully this app includes HTML5 capability.

Glory_2AndroidHTML.csd requires this feature to create its 16-slider GUI (the app itself natively handles only 9 sliders). To display the proper GUI, select the HTML tab.

Note: The Csound code at the top of this file is *exactly* the same as that in `Glory_2Android.csd`. Indeed you could substitute *any other* Csound code that requires up to 16 sliders (no other widgets). This segment of HTML can be considered basic boiler-plate for any 16-slider Csound code intended for the Csound for Android app (just insert your own title line). The HTML may be placed either at the top or bottom of the file.

AUDIO

The audio output is stereo. (Actual stereo is only heard at the end.) The opening is moderately soft (mp), with louder passages coming toward the end. These passages, though loud, should not be overwhelming; the basic mood should remain introspective and meditative.

EDITS TO THE CONSOLE VERSION OF GLORY 2

`Gloria_2.csd` will likely require minor text editing - primarily to accommodate a particular MIDI device. (This may be done in any text editor.)

First, under `<CsOptions>` - near the top of the `.csd`, you'll need to adapt for Linux if you are on other than a Windows or Mac system. (Recall that an opening semicolon comments out a row of code; removing the semicolon implements the row.) If you have a single MIDI device, the default `-M0` is fine. If your console output includes an "unrecognized MIDI device" error, look for the MIDI device list, and substitute your appropriate device number for the zero in `-M0`; then rerun Csound. (If you have more than one audio output device, you may need to follow a similar procedure for `-odac`, appending the appropriate device number - e.g., `-odac6`. The default is effectively `-odac0`, the number of your usual stereo device.)

There are two orchestra variables or MACROs (also listed toward the top of the `.csd`), `CHAN` and `CTRL`, that will likely need modification. (Optionally, you could program your controller to conform to your `.csd`'s defaults.) `CHAN` defines the MIDI Channel your controller is sending on (default is 1, the normal channel). A special code, `CHAN "0"`, indicates that your MIDI device sends Continuous Controller 7 (CC 7) messages on all 16 channels. If/when you modify these values, be sure they remain enclosed in `#`'s.

`CTRL` specifies the beginning CC number for the 16 contiguous sliders/knobs. (If you do not have a continuously-numbered series of 16 knobs and/or sliders on your MIDI device, you'll need to program such a preset on your device. You will not be able to perform this work on it otherwise.) Note that the controllers are arranged (from left to right, 1 to 16) in the approximate order in which you will use them. (Additionally, controls 2-5 are conveniently ordered from low to higher harmonics.)

PERFORMANCE CONSIDERATIONS

Controls are moved individually, in the order indicated in the score. (In Android Csound, only one control is active at a time.) Each scoreline specifies motion of a specific controller to a new value. Movement should be continuous - with *no sudden change in value* (this is particularly important for Android sliders). While overall "pace" should be slow and consistent, there is no suggested duration for performance. The precise speed of individual movements, as well as their spacing, are matters for interpretation. (Only locations indicated by `STAY` indicate where additional time is *required*.)

The score follows. (Note: it is probably simple enough to be memorized.)

Score for GLORY 2 - console or Android Csound, 16 controls required
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Preset all controls to 0. All movements slow except as indicated. STAY = pause before continuing; otherwise generally proceed without haste.

Controller #

1 -> **MAX**
2 -> **.5**
4 -> **.5**
3 -> **.5**
5 -> **.5**
6 -> **MAX**

Vary controls **2** thru **5** randomly & progressively, all ending at **MAX**; then:

7 -> **MAX**
6 -> **0**
2 -> **0**
8 -> **MAX**
3 -> **0**
9 -> **MAX**
5 -> **0**
4 -> **0**
7 -> **0**
10 -> **MAX**
11 -> **MAX** STAY
12 -> **MAX** STAY
7 -> **MAX** STAY
13 -> **MAX**
14 -> **MAX**
15 -> **MAX** VERY SLOW
16 -> **MAX** STAY
1 -> **0**
12 -> **0** FAIRLY FAST

While reverb fades, concurrently:

16 -> **0** (generally follow contour of reverb)

(Wait until reverb is completely gone before shutting down Csound.)