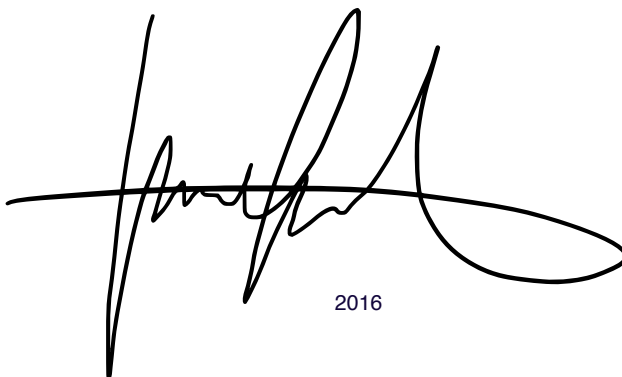


Logarithm 3

For (a small quantity of) massed flutes

Vincent Giles, 2016

```
(  
// Define variables – zeroed by default  
flQuant = 0; // quantity of performers  
flFreqn = 0; // frequency  
flSim(s) | s = 0 |; // similarity value (a value of 1 means that the similarity is high  
// bordering on exact)  
flAmpn = 0; // amplitude  
flRhyn = 0; // rhythm OR gesture  
flFXn = 0; // timbral technique  
  
// The algorithm  
  
set flQuant(n.performers);  
process = {  
  process.doLoop {  
    flQuant(flFreqn, flAmpn, flRhyn, flFXn); // each performer independently  
sets their parameters in real time on each "loop"  
    process.doLoopWhile(flFreqn(n) != flSim(1));  
    process.doLoopUntil (flFreqn(n) == flSim(1), then process.stop);  
  }  
}  
process.start;  
)
```



2016