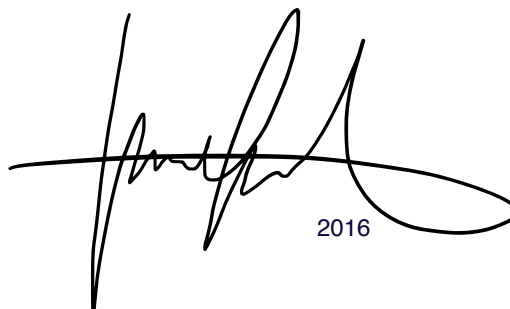# For (a small quantity (20-30) of) massed instruments

Vincent Giles, 2016

```
(
// Define variables — zeroed by default
instQuant = 0; // quantity of performers
instFreqn = 0; // frequency
instSim(s) | s = 0 |; // similarity value (a value of 1 means that the similarity is
high // bordering on exact)
instAmpn = 0; // amplitude
instRhyn = 0; // rhythm OR gesture
instFXn = 0; // timbral technique

// The algorithm


set instQuant(n.performers);
process = {
    process.doLoop {
        instQuant(instFreqn, instAmpn, instRhyn, instFXn); // each performer
independently sets their parameters in real time on each "loop"
        process.doLoopWhile(instFreqn(n) != instSim(1));
        process.doLoopUntil (instFreqn(n) == instSim(1), then process.stop);
        }
    }
process.start;
)
```

2016