

## **Argos GSoC Milestone Map, v2.0**

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#### **Key Sub-projects – “Argos as a framework”**

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- *ofxTouchAPI* – Primary collection of classes used for interfacing generic objects with HID devices, including mouse, keyboard, and TUIO/touch events. Utilities for hit testing, parent/child relationship
- *ofxArgosUI* – The underlying collection of GUI widgets developed for Argos.
- *Argos Interactive Builder* – The Argos drag-and-drop GUI builder itself.

#### **July 17<sup>th</sup>**

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1. ofxTouchAPI complete.

#### **July 26<sup>th</sup>**

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1. Major elements of ofxArgosUI complete.
  - Toggles, Buttons, sliders, knobs, text boxes,
  - Generic template for a GUI widget for other developers.
  - XML Loading/Saving support for layouts (Semi-complete).
  - Building the notion of a container/view for holding individual elements (Semi-complete).

#### **July 31<sup>st</sup>**

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1. Argos Builder environment started.
  - Initial work on two primary interface panes. The first is the object description pane (for describing MIDI/OSC/Color/Text, etc.); needs classes built to support tie-in to the interactive object. The second is the widget browser is a major feature that requires classes built to support dragging and dropping, snap-to-grid, and the associated logic for the layout of widgets and the management of them on a global/local view level.
  - MIDI Library added to project (OSC already there).
  - More GUI Widgets
    - i. RGB Selector; Keyboard (If time allows).

#### **August 7<sup>th</sup>**

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1. Early Argos demo application built.
  - Drag & Drop functionality mostly complete.
    - Snap-to-Grid enable/disable.
    - PNG Load & display.
  - Scale/rotate/translate functionality introduced.
  - Animations built into displaying/hiding the two primary UI panes.

## August 14<sup>th</sup>

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1. Argos as a framework (Partially complete builder application, complete GUI toolkit) finished as a GSoC project. Remaining progress still necessary for stable, feature-complete public release.
2. Existing code branched in to "GSoC" for later evaluation by Google. Further features added into the production SVN branch.
3. Work started on the following features:
  - a. Z-View – A collection of frames showing the various layouts built by the user. Tapping a view will 'zoom' the view into focus and expand to show the entire UI. Navigation support for switching between these views.
  - b. P-Objects – Physics objects. These are GUI widgets attached to a physics library to generate usable musical data. They are generally fun to play with but have limited practical use in a 'performance' UI.
  - c. More Widgets
    - i. Up for consideration.
  - d. Ability to theme – Color selector built into the object description pane.
  - e. Lock Mode – Locks the UI for use, and temporarily disables all building features.

## September (Non-GSoC)

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- Complete library of audio patches for demonstrating viability of an Argos UI as a performance tool. Argos availability as a compiled binary. Considered the Beta release?
- More Widgets
  - Up for consideration.
- Potential addon for integration with Ableton Live using their OSC-enabled LiveAPI.

## October (Non-GSoC)

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- Argos integration with gesture library – mostly for actions related to using the interface builder, rather than for performance.
- Networked protocol for describing the GUI. Enables multiple-computers running Argos interfaces to use a single networked UI.