

o-sigv OPs

| ` | ANIM          |  | Notation    |
|---|---------------|--|-------------|
| t | turn          |  | ` t i 2 i   |
| s | scalet        |  | ` s 1 1 1 a |
| m | moveto        |  | ` m i i s   |
| r | rotateto      |  | ` r i 0 i   |
| e | ease          |  | ` e 9       |
| f | ease function |  | ` f 0       |

| ^ | TRANS        |  | Notation  |
|---|--------------|--|-----------|
| o | morph ^      |  | ^ o 0 i a |
| s | shape        |  | ^ s 2 6   |
| d | dimensions   |  | ^ d 1 j j |
| e | draw element |  | ^ e 4     |
| a | object aio ^ |  | ^ a 8     |
| p | poly mode    |  | ^ p 0 0   |
| c | cull face    |  | ^ c 0 1   |
| 0 | point size   |  | ^ 0 4     |
| 1 | line width   |  | ^ 1 i     |
| f | proc period  |  | ^ f a     |
| x | proc scale   |  | ^ x i     |

| ° | LIGHTS          |  | Notation  |
|---|-----------------|--|-----------|
| n | new light       |  | ° n       |
| e | enable          |  | ° e 0     |
| a | activate        |  | ° a 1     |
| v | visible         |  | ° v 0     |
| r | random diffuse  |  | ° r 0     |
| c | diffuse (color) |  | ° c a b 2 |
| d | delete light    |  | ° d 2     |

| Δ | SERIAL      |  | Notation  |
|---|-------------|--|-----------|
| v | crow volts  |  | Δ c r     |
| i | crow input  |  | Δ l m 1 1 |
| p | gpio pulse  |  | Δ p d 7   |
| a | gpio analog |  | Δ a 4 s   |
| m | mcu message |  | Δ m 1     |
| c | crow open   |  | Δ c       |

| ∞ | CHAO             |  | Notation  |
|---|------------------|--|-----------|
| s | lz sample        |  | ∞ s       |
| 1 | lz activate      |  | ∞ 1       |
| p | lz particles dim |  | ∞ p 7 7   |
| e | lz ^ equation    |  | ∞ e       |
| a | lz a value       |  | ∞ a 4     |
| b | lz b value       |  | ∞ b a     |
| c | lz c value       |  | ∞ c 1     |
| d | lz dt value      |  | ∞ d 0     |
| i | lz data value    |  | ∞ i 0 0 7 |
|   |                  |  |           |

|   | MAT            |  | Notation |
|---|----------------|--|----------|
| m | material specs |  | m a 9 2  |
| d | diffuse tex    |  | d 2      |
| h | heightmap tex  |  | h 3      |
| n | normals tex    |  | n 1      |
| e | emission tex   |  | e 1      |
| b | bfg            |  | b        |
| f | fog            |  | f 1      |
| g | drawgroup      |  | g 2      |
| t | texgroup       |  | t 0 1    |

| _ | AUDIO            |  | Notation      |
|---|------------------|--|---------------|
| p | aio peak thresh  |  | _ p a         |
| l | aio peak ramp    |  | _ l 9         |
| o | auto aio object  |  | _ o 1         |
| 1 | aio pwr          |  | _ 1 1         |
| m | nature mode      |  | _ m t         |
| x | nature mult      |  | _ x a         |
| q | nature peak      |  | _ q 8         |
| b | nature biquad    |  | _ b 0 3 a 2 a |
| s | nature sense     |  | _ s 0 1       |
| v | midi vst plug    |  | _ v 1 5       |
| v | midi vst open    |  | _ v 0 1 1     |
| v | midi vst program |  | _ v 1 p 3     |

Using \_ audio command *midi vst plug* and a number for a buffer container (there are only four midi channels for a VST: 1, 2, 3, and 4), allows you to choose an VST instrument from your machine. After which, writing the Orca characters \_ v 0 2, (notice channel number is 0) opens your instruments GUI (in this case the VST instrument in channel 2).

| ... | SYSTEM          |  | Notation  |
|-----|-----------------|--|-----------|
| n   | new object      |  | ... n 0   |
| z   | zap object      |  | ... z p   |
| f   | focus object    |  | ... f m   |
| c   | clear           |  | ... c 1   |
| m   | material mode   |  | ... m 3   |
| x   | exit            |  | ... x 0   |
| b   | wrld border     |  | ... b 0   |
| e   | wrld exec zoom  |  | ... e 1   |
| q   | fx pass         |  | ... q 0   |
| w   | wrld window pos |  | ... w 0   |
| s   | cmd enable      |  | ... s 1   |
| t   | tilde (~) set   |  | ... t s 4 |
| t   | tilde (~) src   |  | ... t r 6 |
| t   | tilde (~) link  |  | ... t l 1 |
| t   | tilde (~) tail  |  | ... t t 2 |

The Δ gpio serial commands are meant to be used primarily via a securely connected (SSH) RaspberryPi, and thus controlling

| β | BUFFER        |  | Notation |
|---|---------------|--|----------|
| # | start buffer  |  | 5        |
| l | loop          |  | l 0      |
| s | set buffer    |  | s 3      |
| p | pause buffer  |  | p        |
| r | resume buffer |  | r        |
| o | select sample |  | o 4      |
| m | midi connect  |  | m0       |

its GPIO pins with the Python library [gpiozero](#). (Blueberry Framework)

[Cheatsheet](#)

The ∞ chao commands sequence a set of preset instructions for the Lorenz attractor command and shader.

9 code groups: ANIM, MAT, TRANS, AUDIO, LIGHTS, SYSTEM, BUFFER, CHAO, and SERIAL.

A total of 63 o-sigv base commands.

Phrases

**tiki**: pronounced *teekee*, written ‘*tiki*, centre rotates an object on its y-axis.

**tiik**: pronounce *teek*, written ‘*tiik*, centre rotates an iso object on the world y-axis.

**miim**: pronounced *meem*, written ‘*miim*1, centres an iso object in the world.

A future objective of these groups is to find a method to fluidly code sigv from Orca with the use of Orca’s injection command.

wC2.....  
.OX#.....  
..#.....  
..#..E.`tiki....#

\$in:roty

List of possible injections.

\$in:turn  
\$in:tx  
\$in:ty  
\$in:tz  
\$in:rotx  
\$in:roty  
\$in:rotz  
  
\$in:scale  
\$in:land  
\$in:port  
\$in:square  
  
\$in:move  
\$in:center  
\$in:left  
\$in:right  
\$in:up  
\$in:down  
\$in:ob1  
\$in:ob2

\$in:mat  
\$in:emis  
\$in:dif  
\$in:hmap  
\$in:norm  
\$in:emit  
  
\$in:dim1  
\$in:dim2  
  
\$in:tex0  
\$in:tex1  
\$in:tex2  
\$in:tex3  
\$in:bfg  
\$in:pix  
  
\$in:l1  
\$in:l2  
\$in:l3

\$in:morph  
\$in:sph1  
\$in:sph2  
\$in:cub1  
\$in:cub2  
\$in:cir1  
\$in:cir2  
\$in:pla1  
\$in:pla2

\$in:ob3  
\$in:ob4

Some of these potential injections, although logical, would be sometimes longer to write out and execute, than its core counterpart:

# Option A  
\$in:center

# Option B  
`miii

Option A seems longer than Option B. For now, it seems best to leave the injections to rhythm necklaces and other pattern-making mechanisms.

Orca Modules

Nearing 600 modules stored for exploration, performance and research. A components folder in the modules Wiki lists the starting injection modules for rhythm, beat tracks, etc.

.\$inject:t16....bossanova..  
.....  
...Cg.....  
...1gT\*.\*.\*.\*.\*.....  
.....

.\$inject:t16....gahu...  
.....  
...Cg.....  
...0gT\*.\*.\*.\*.\*..  
.....\*.....

.....  
.....  
...R44C3.....R44C3.....  
...0U413TcCD.....0U413TcCD...  
.....:01C.....:d1C.....  
.....  
.....

.....  
...C8.....  
...48T.....  
.....  
.....