FMS Release Concert

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1 FMS Release 1.0

On April 10 version 1.0 of the fully modular synthesizer FMS (`http://fmsynth.sf.net`) will be released, exactly six years after the first public release[1] and more than one year after the first release candidate 1.0rc1.

I consider this version of FMS complete and stable in a way and believe that's clearly a reason to celebrate `:)`. Therefore a FMS concert will be broadcasted on the internet throughout the day of the release.

2 The Concert

The concert will run over the whole of April 10 from 0h to 24h universal time. Everybody will be able to tune in at any time using the then available `fms-1.0` and the `mtucclient` package also available from the FMS download pages, which takes care of the tcp/ip communication.

Most of the features of FMS will be used during the concert in a randomized way, mostly based on exponential probability densities for the individual events. The software creating the concert will be made available soon after April 10 from the FMS download page.

You should be aware there is a non-zero probability that during those 24 hours basically anything you can possibly imagine, be it Beethoven's rather unwritten 10th Symphony[2] or on the contrary the most annoying noise in the world, will be played by FMS. Chances are it's going to be the latter.

3 Preparation

In order to be able to take part in the FMS release concert, you will need both `fms-1.0` and `mtucclient`.

3.1 Installing mtucclient

Part of the FMS-related project Frocor[3] is a suite of tools for forwarding communication between programs over tcp/ip internet connections. Out of these programs you need `mtucclient`, which is made available from the FMS project page for convenience.

You can install mtucclient as follows:

1. Make sure you have a complete & sane Linux operating system ready, especially check you have the GNU C++ compiler (ubuntu package name: `g++`), GNU make (ubuntu package name: `make`) and pthread headers (ubuntu package name: `libc6-dev`, the package `libpthread-dev` might cause problems, in case it does, just uninstall it) installed.

2. Download mtucclient sources from
   `http://downloads.sourceforge.net/fmsynth/mtucclient-fms1.0.tar.gz`.

3. Steer a terminal to the directory you downloaded the gzipped tarball to and run
   `tar xzf mtucclient-fms1.0.tar.gz`.

4. Enter source directory with `cd mtucclient-fms1.0`.

5. Start build with `make`; this should leave you with an executable `mtucclient`.

[1] http://sourceforge.net/project/showfiles.php?group_id=50696&package_id=44397&release_id=84114
[2] http://en.wikipedia.org/wiki/Symphony_No._10_(Beethoven/Cooper)
[3] http://fstoehr.de/frocor

6. It's enough to have the executable ready in the sources directory, from where you can run it with `./mtucclient`, but if you wish to you may also install it by running `make install` as root.

3.2 Installing fms

1. Make sure you have a complete & sane Linux operating system ready, especially check you have the GNU C++ compiler (ubuntu package name: `g++`), cmake (ubuntu package name: `cmake`), GNU make (ubuntu package name: `make`) and the pthread headers (ubuntu package name: `libc6-dev`, the package `libpthread-dev` might cause problems, in case it does, just uninstall it) installed. For those who don't have `cmake` available there will be an included `Makefile.nocmake` which may or may not work for you, but probably will.

2. Download FMS sources from
`http://downloads.sourceforge.net/fmsynth/fms-1.0.tar.gz` (this won't be possible before April 10).

3. Steer a terminal to the directory you downloaded the gzipped tarball to and run
`tar xzf fms-1.0.tar.gz`.

4. Enter source directory with `cd fms-1.0`.

5. Create Makefile with `cmake .` (unless you don't have it).

6. Start build with `make` (or `make -f Makefile.nocmake` in case you couldn't run `cmake`); this should, among other things, create the executable `fmsbackend`.

7. It's enough to have the executable ready in the sources directory, from where you can run it with `./fmsbackend`, but if you wish to you may also install it by running `make install` as root.

4 Tuning in

Once all the preliminary measures above are completed and FMS 1.0 is released on April 10, you can tune in to the concert following this steps:

1. Stop all processes accessing the sound system so that `/dev/dsp` is writeable. Typically, you might need to run `killall artsd` for a KDE-aRts-based sound server.

2. Start `mtucclient` by running `./mtucclient -s campioni.dyndns.org -r /tmp/concert-uds -l /tmp/fms-uds` from the mtucclient sources directory or, if that doesn't work for you due to firewall problems, `./mtucclient -s campioni.dyndns.org -r /tmp/concert-uds -l /tmp/fms-uds -p 995`; `mtucclient` will have to remain running for as long as you want to listen to the concert.

3. Start `fmsbackend` in a new terminal by simply running `./fmsclient` from the FMS sources directory. It may take some seconds for the concert to start being played on your computer. You can quit fmsbackend with Ctrl-C.

5 Contact Information

In case any of these steps leave you with problems or for any other questions, please contact me (daniel_gruen@web.de).