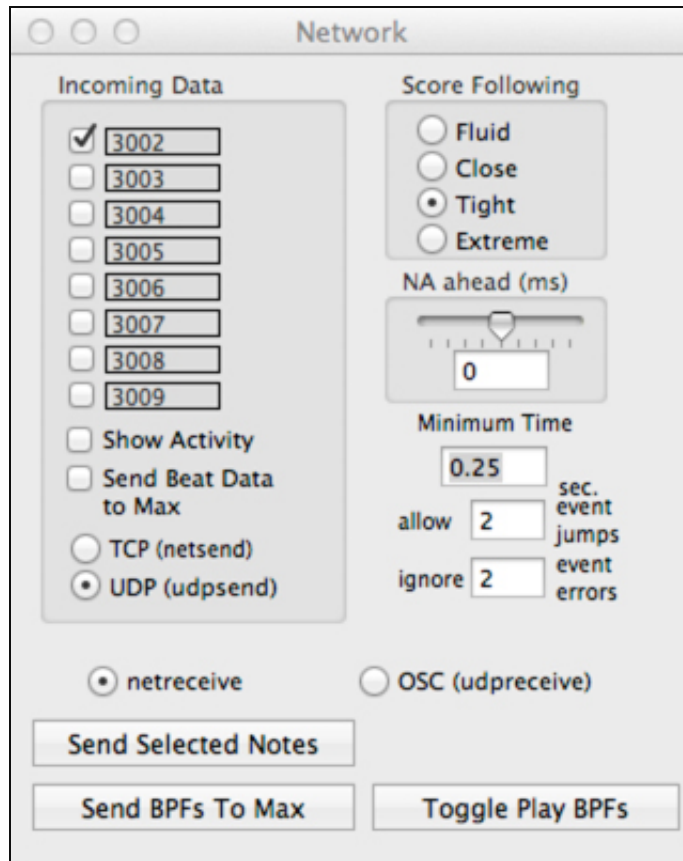


Network Port Panel

1. Choose **Tools** in the menu bar.
2. Choose **Network Port Panel..** from the **Tools** menu.

The Network Port panel displays all settings related to score-following and the receiving of remote messages from interactive performance software such as MaxMSP and Pd.



The **Incoming Data** area of the Network Port panel allows up to 8 ports to be actively receiving data. These ports should correspond to the ports being used to send data on the server application (MaxMSP or Pd). The incoming data protocol can be set to either TCP or UDP (depending on whether you are using a netsend or udpsend object.) The **Send Beat Data to Max** check box causes measure and beat data to be sent to MaxMSP or Pd during score playback. This data is sent out the first network address and port specified in the [Network Drawer](#) available by clicking on the small network button in the top-right corner of the score window.

The score following area of the panel is used for controlling the mode of score following, the number of milliseconds that NoteAbilityPro is running ahead of the connected software. and the minimum time that new synchronize messages will be processed. As well, you can format the outgoing data for either the netreceive object (MaxMSP or Pd) or the OSC (udpreceive) object in MaxMSP.

The **Send Selected Notes** button is used to send a network message to MaxMSP with the IDs of selected notes.

The **Send BPFs To Max** button is used to send Break-point functions used for score-following to MaxMSP.

The **Toggle Play BPFs** button is used to switch selected break-point functions from being score-

following functions to performance functions and vice versa.

See also

- [Track Setup panel](#)
- [Antescofo Support](#)



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