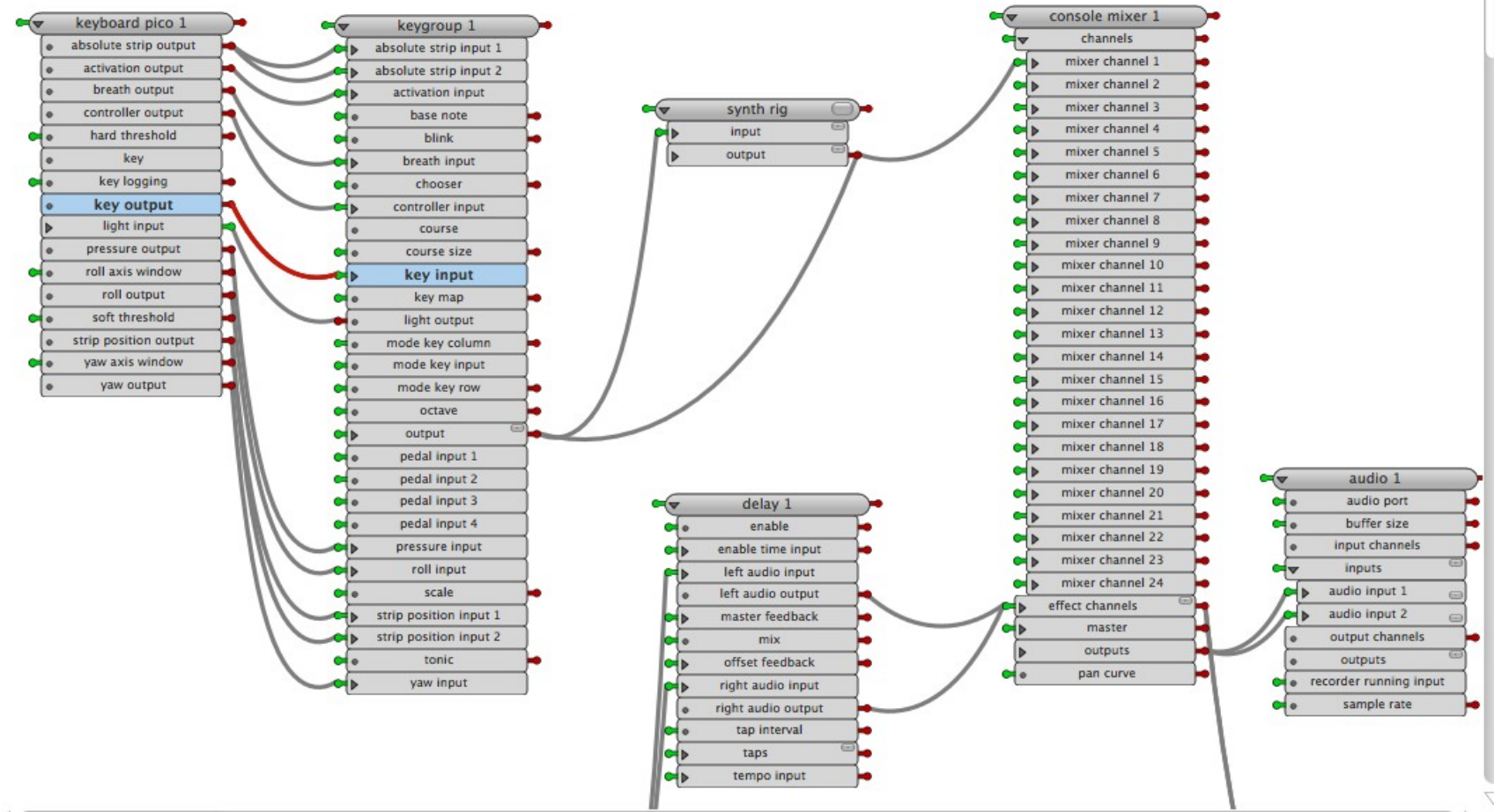


# Workbench



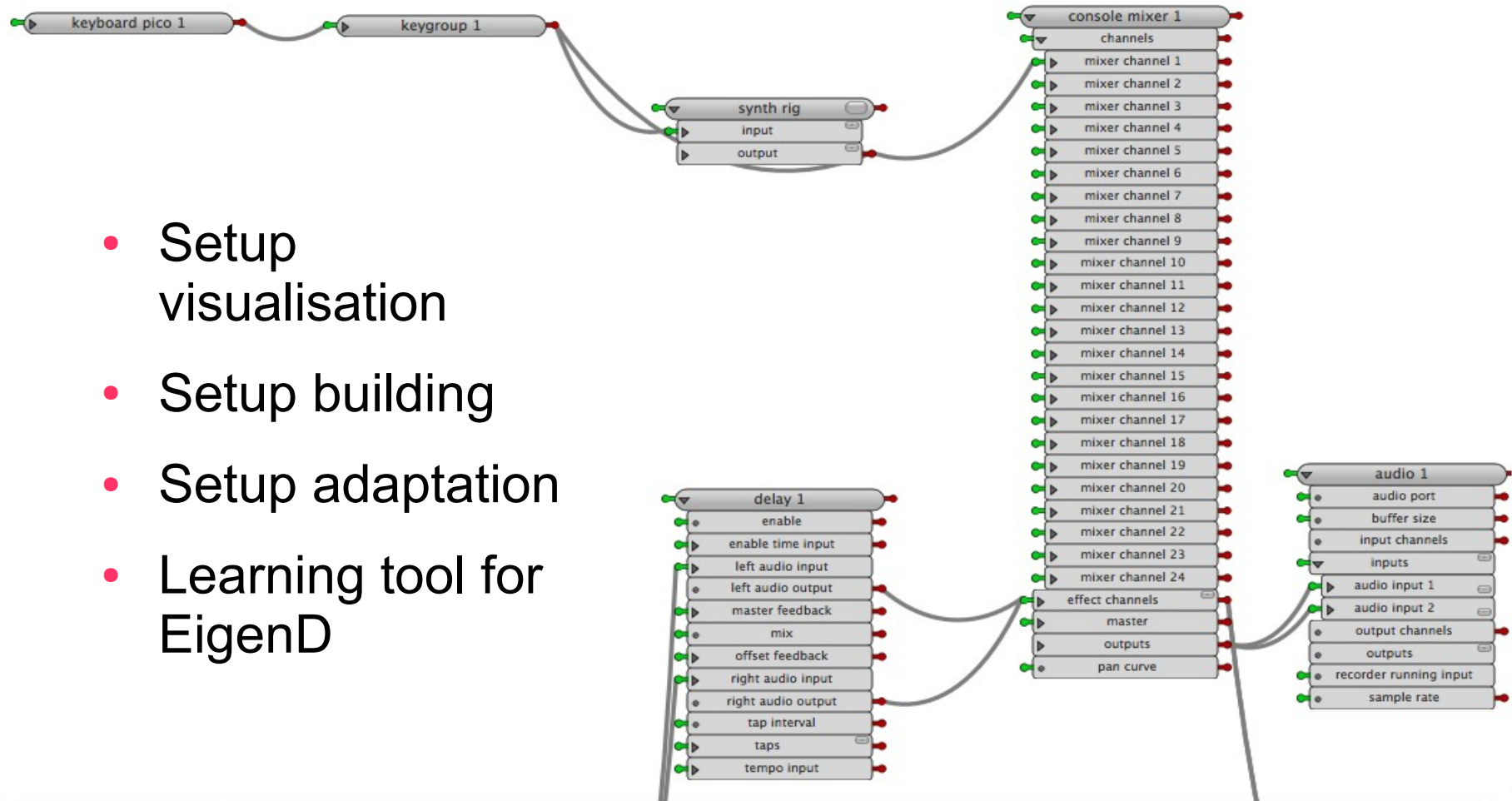
Main workspace synth rig  
workbench eigend 1 pico manager 1 interpreter 1 scale manager 1



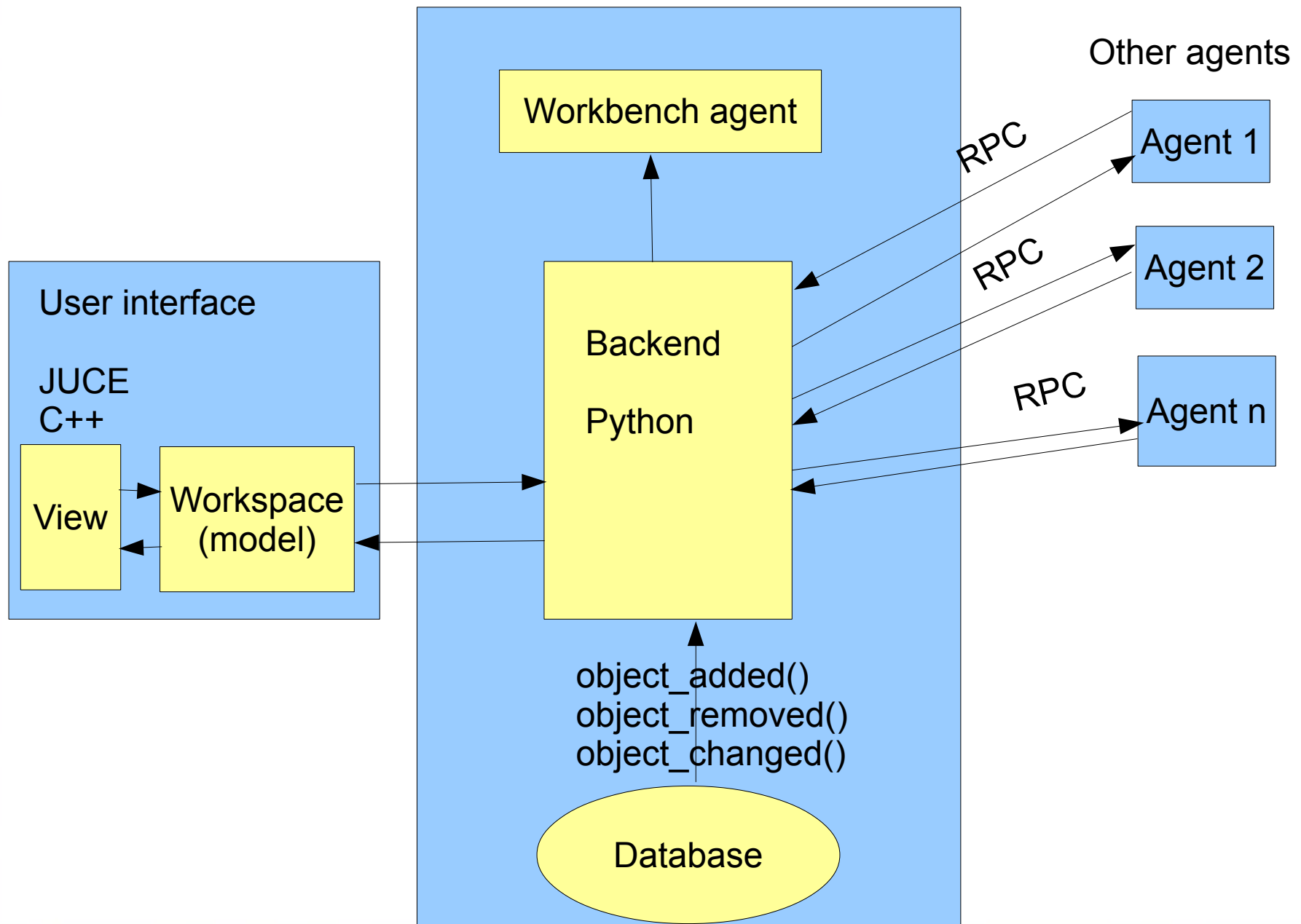


Main workspace synth rig

workbench eigend 1 pico manager 1 interpreter 1 scale manager 1



- Setup visualisation
- Setup building
- Setup adaptation
- Learning tool for EigenD



# Workbench Agent

Holds data for:

Agent position

Agent expanded/contracted status

Position of hooks and trunks

Routes taken by connections

Unconnected wires



Main workspace

- workbench
- eigenD 1

### Create an agent

**Available agents:**

- Console Mixer
- Controller
- Convolver
- Cycler
- Delay
- Drummer**
- Envelope

Create:  
Drummer No.

The Drummer can contain any number of 'voices'. A drummer voice is a slot in to which you can load a single Apple Loop.

Cancel OK



Main workspace

workbench

eigen 1

drummer 1

# Create agent - example

GUI:

Click OK on  
create agent  
dialog with  
Drummer  
selected in  
list

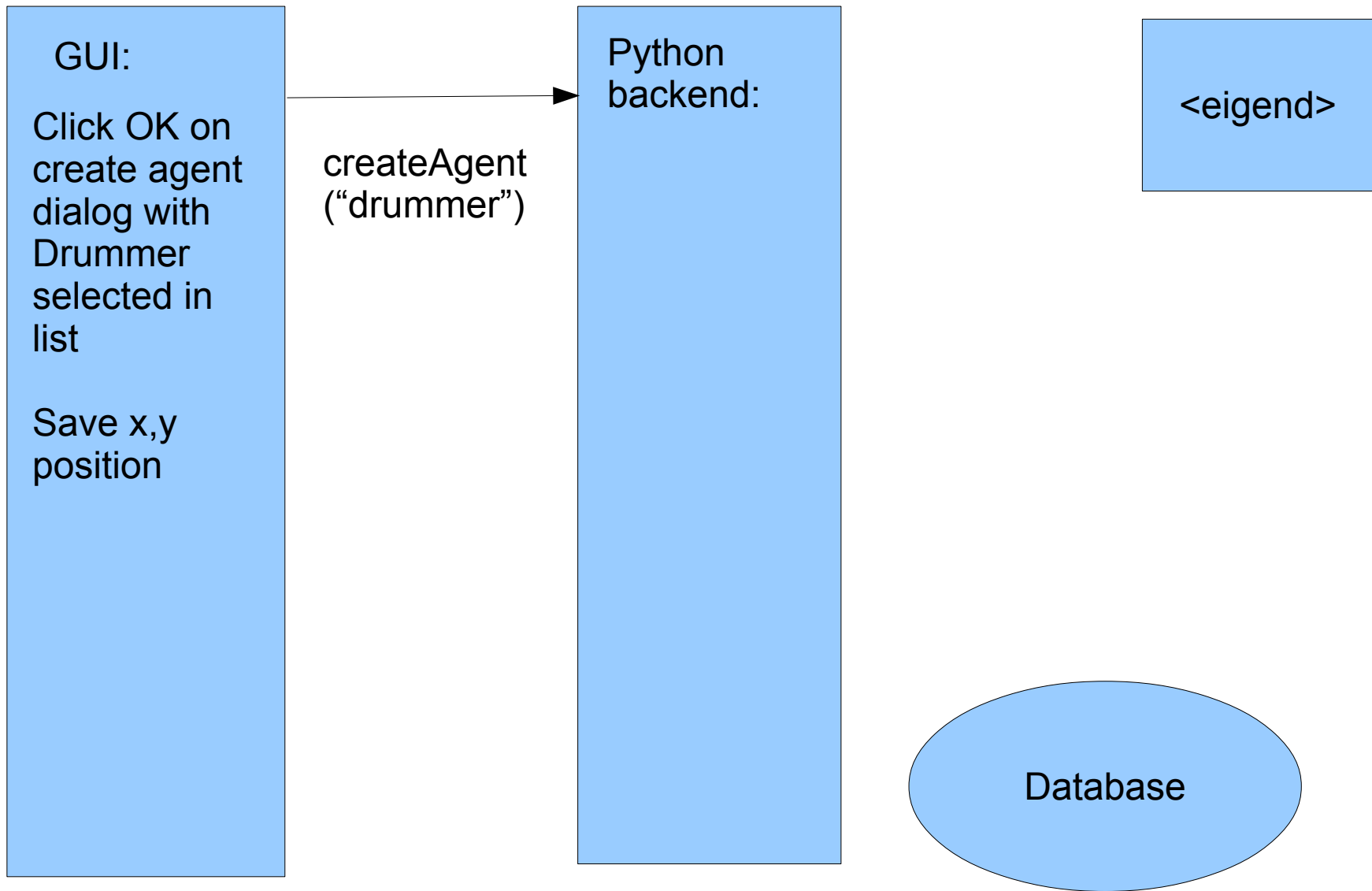
Python  
backend:

<eigend>

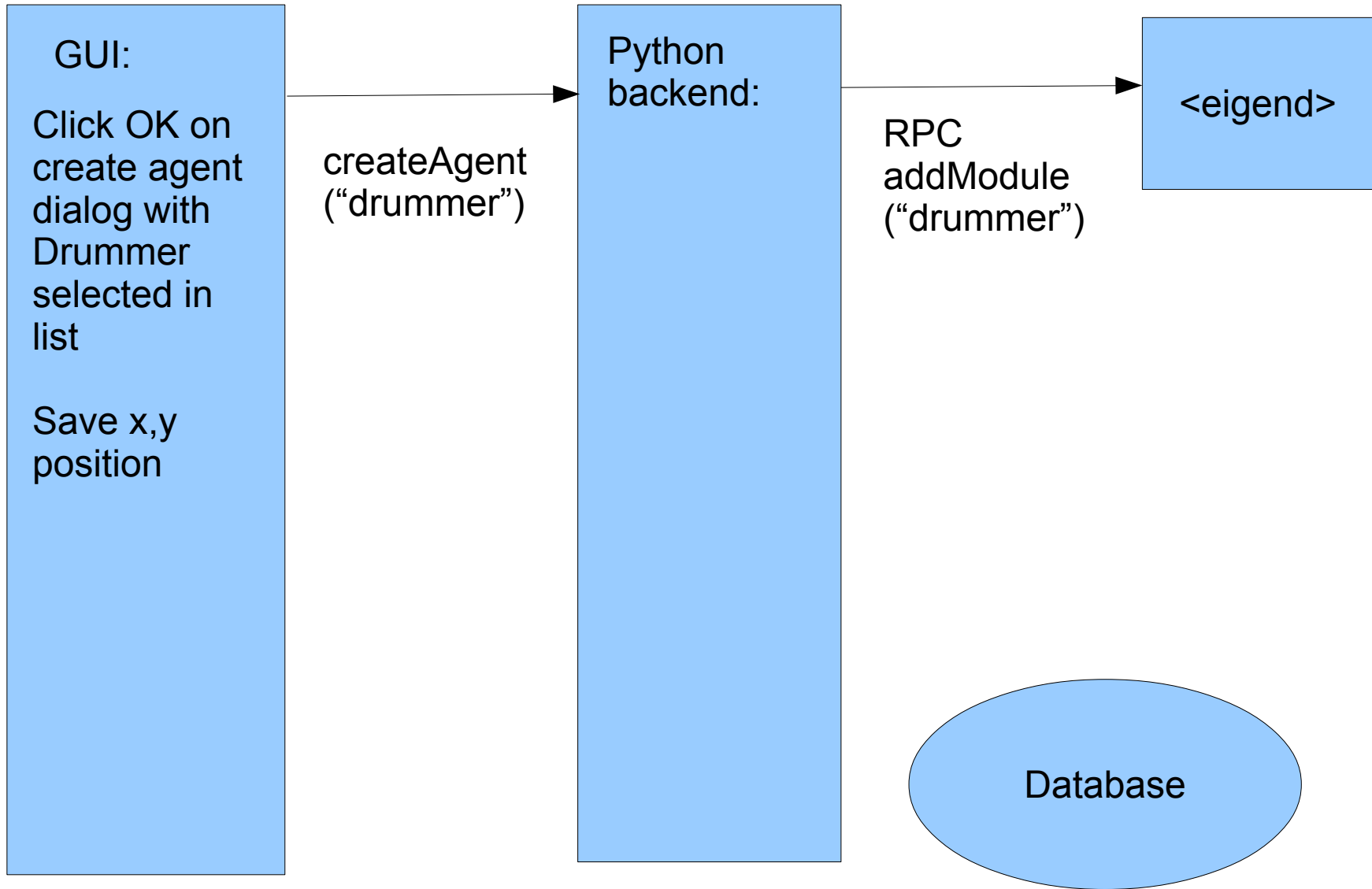
Database



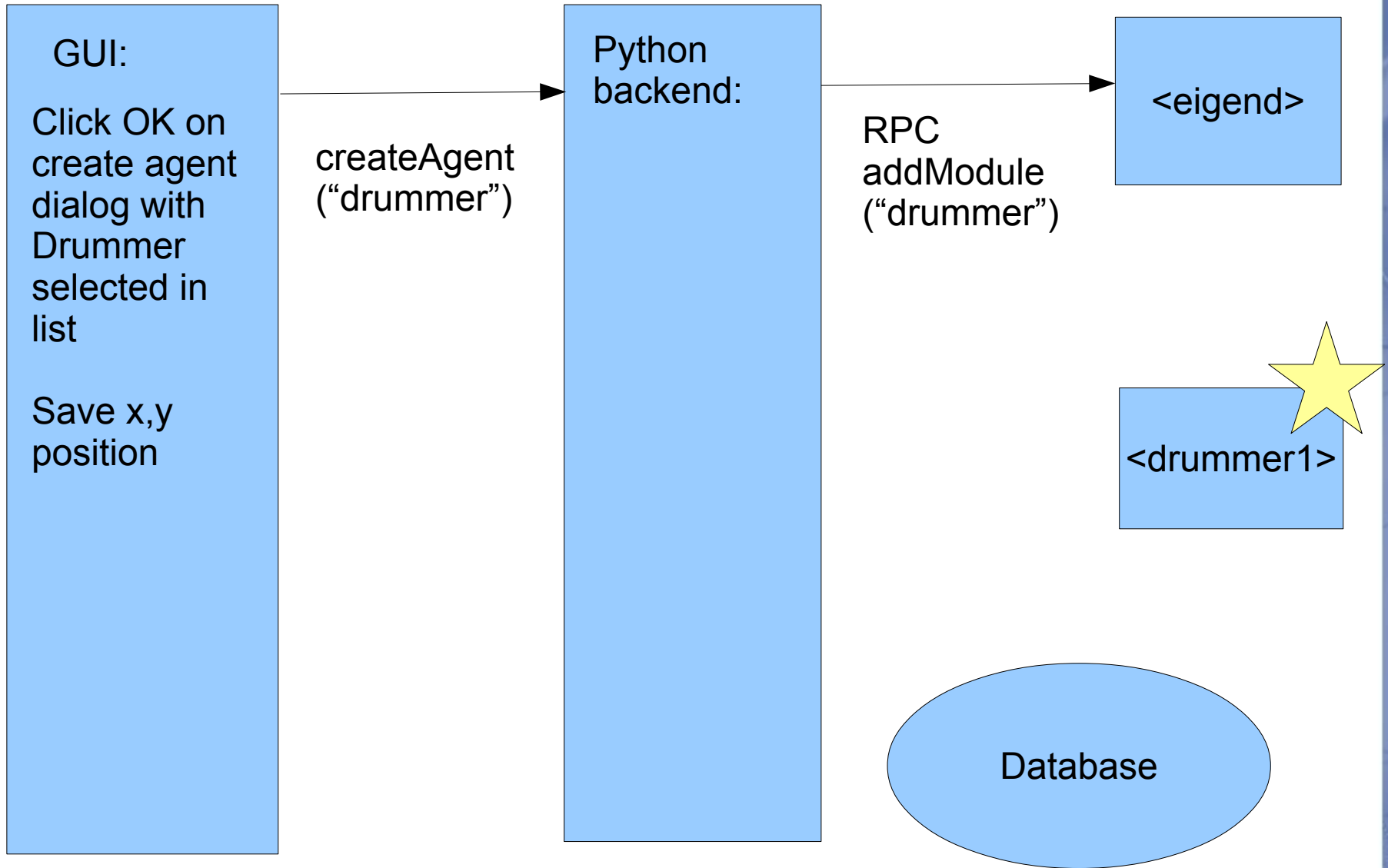
# Create agent - example



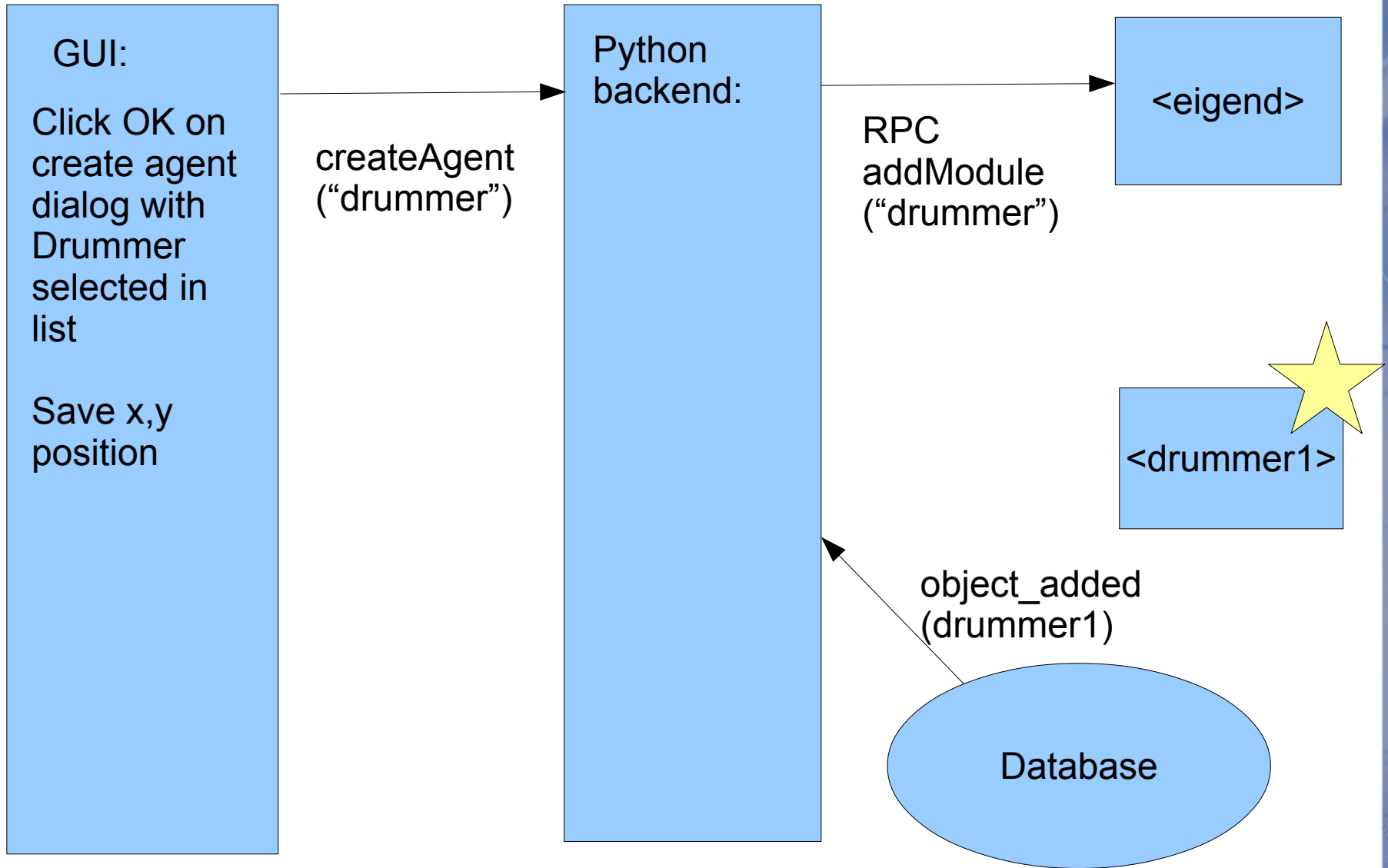
# Create agent - example



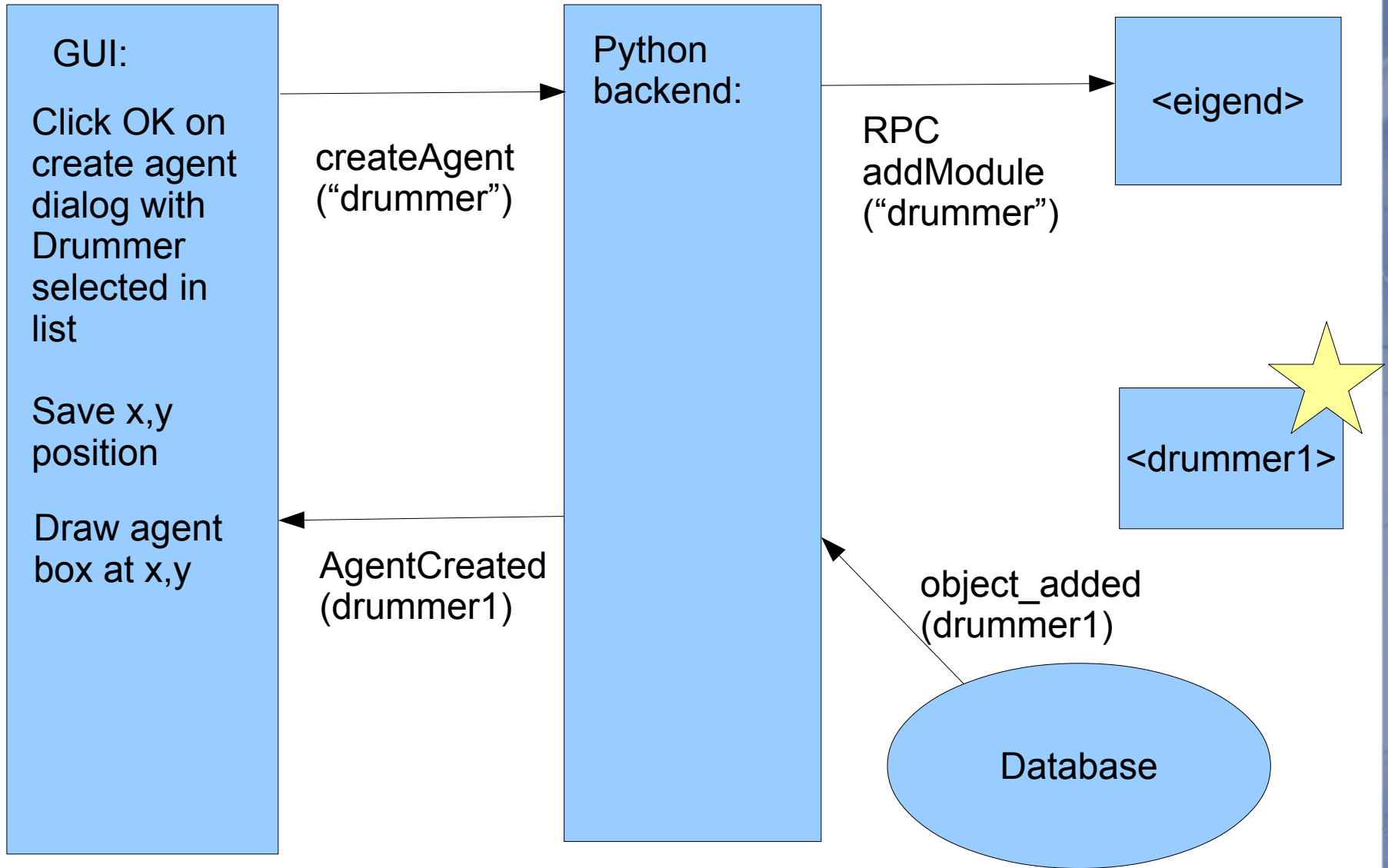
# Create agent - example



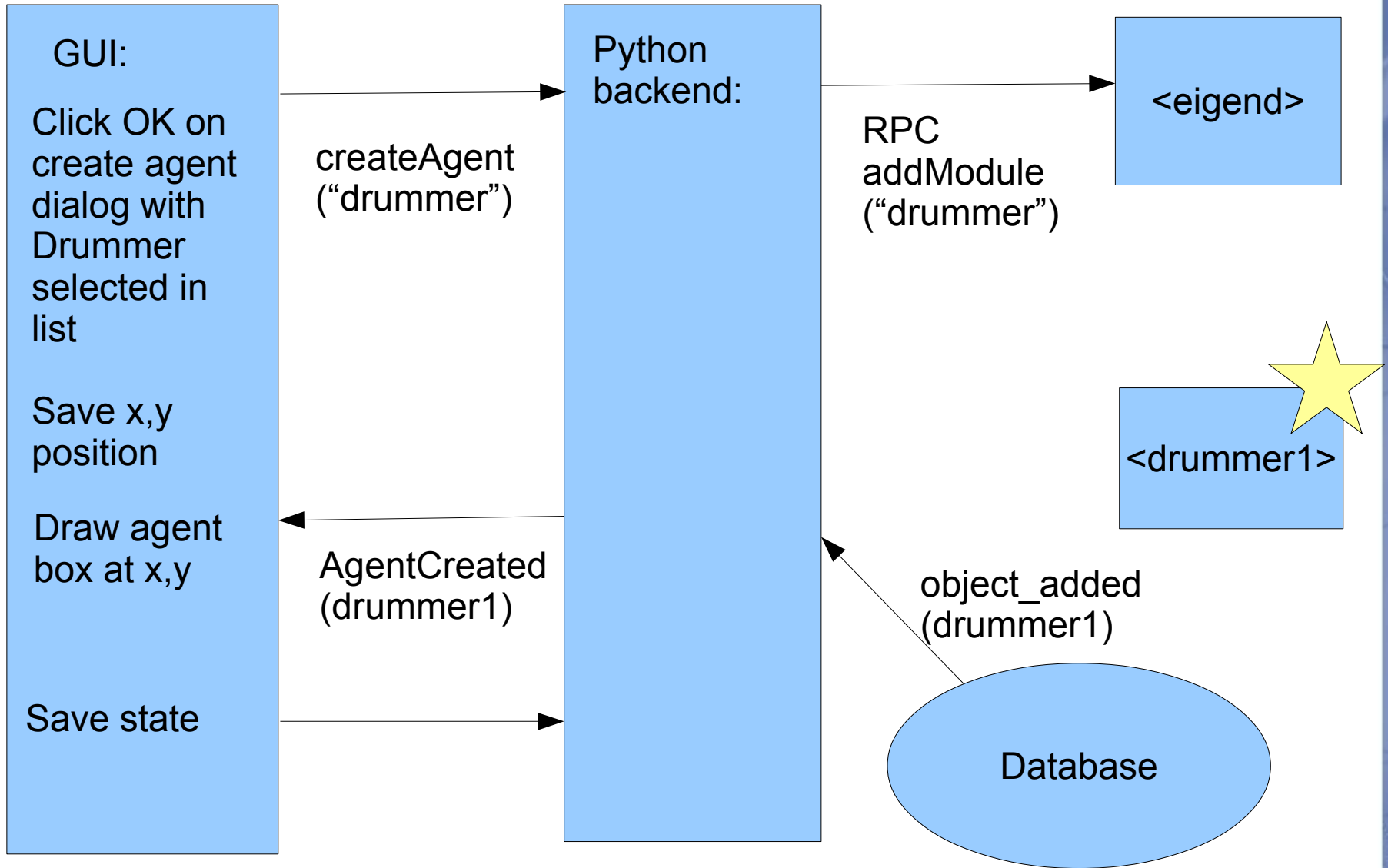
# Create agent - example



# Create agent - example



# Create agent - example





Main workspace





Main workspace



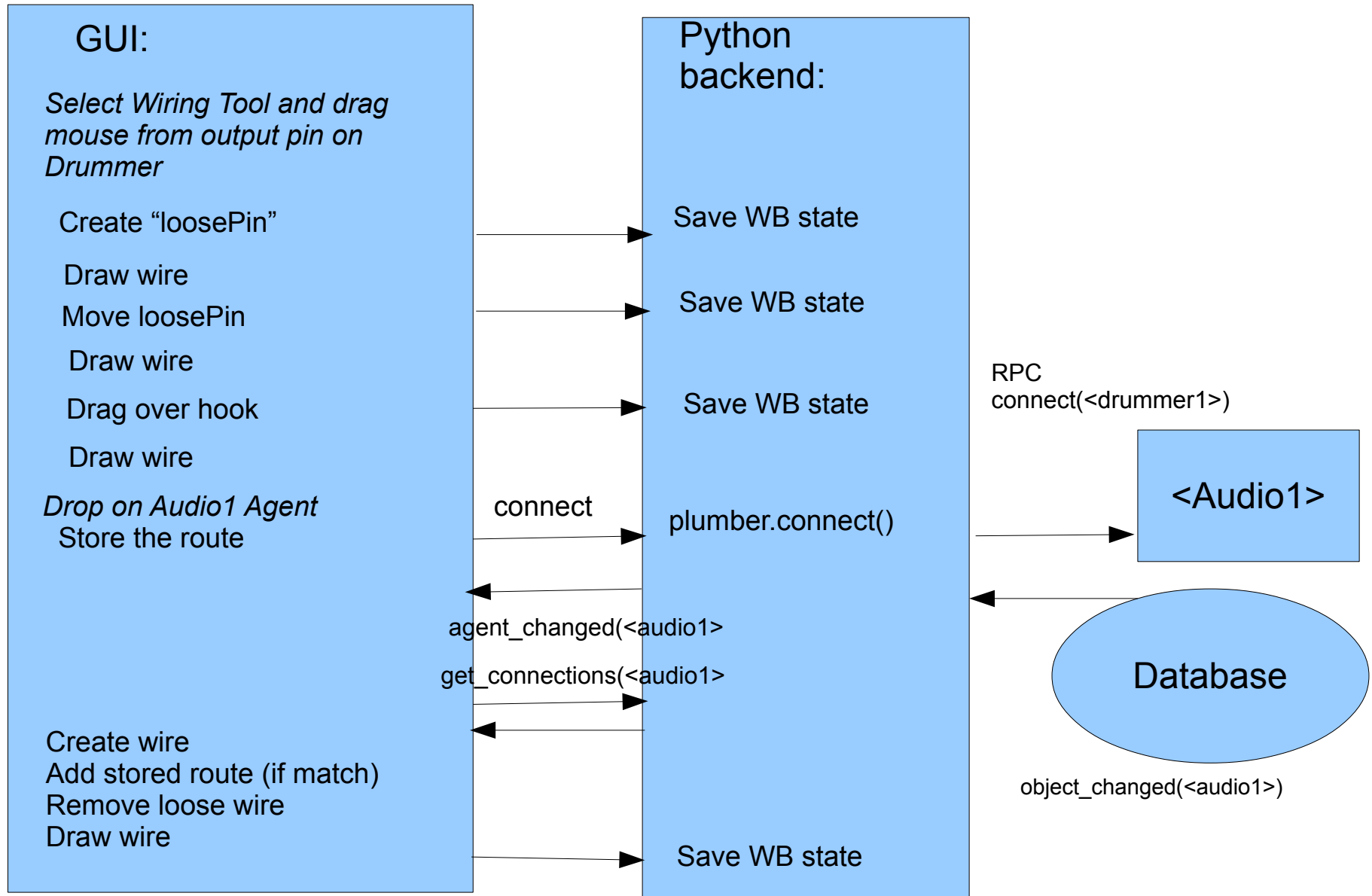




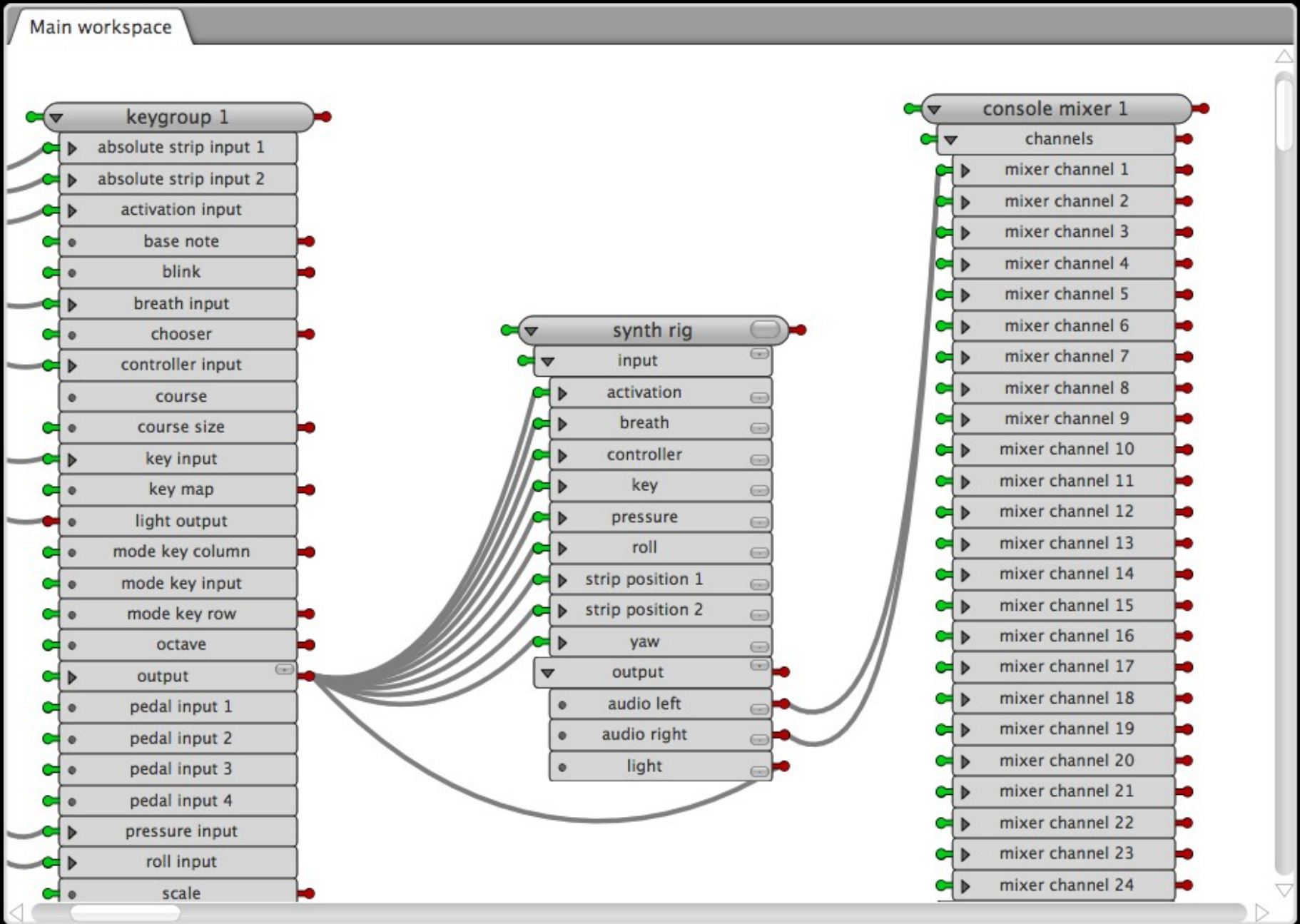
Main workspace



# Making connection - example

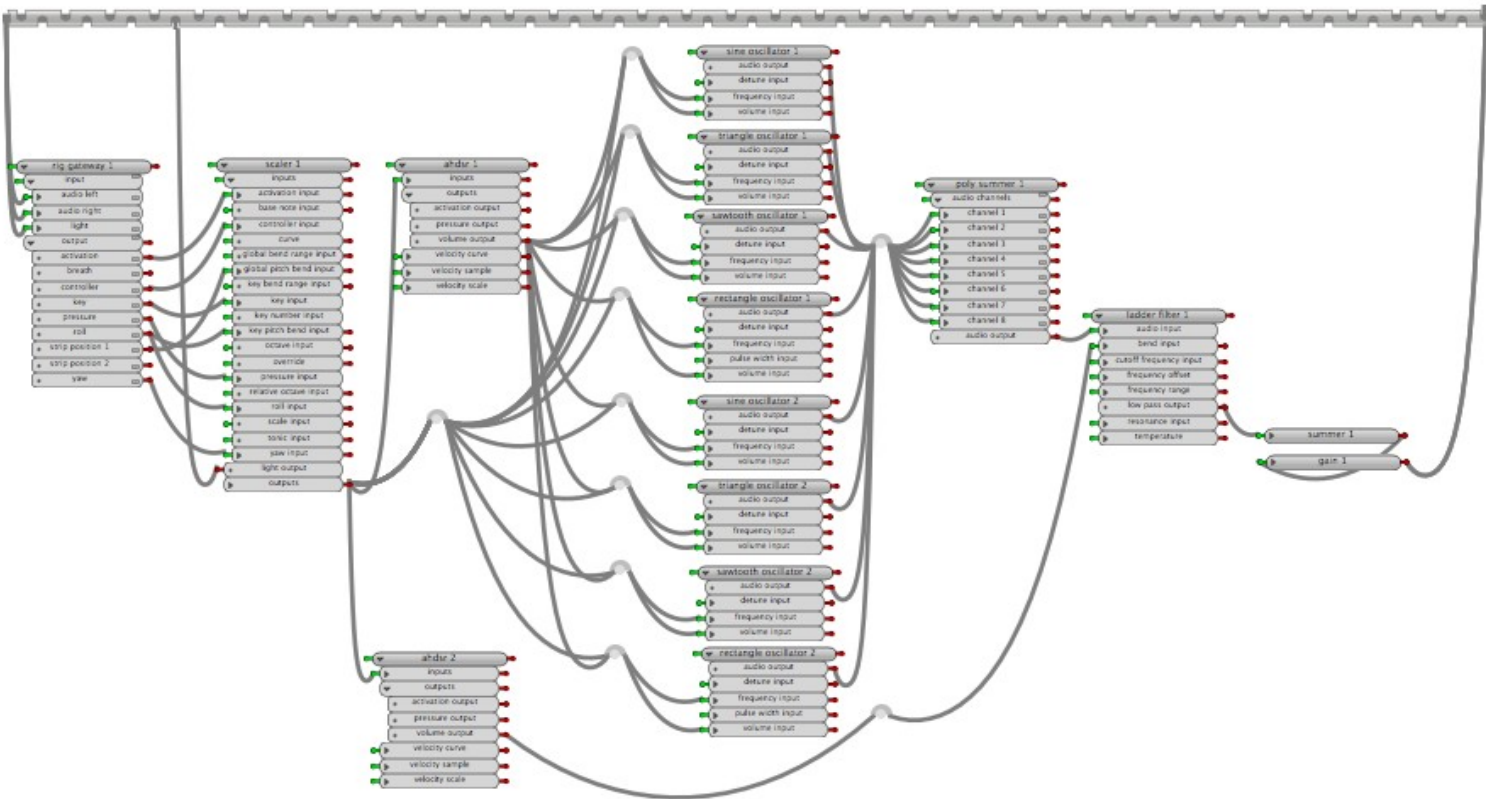


# Rigs



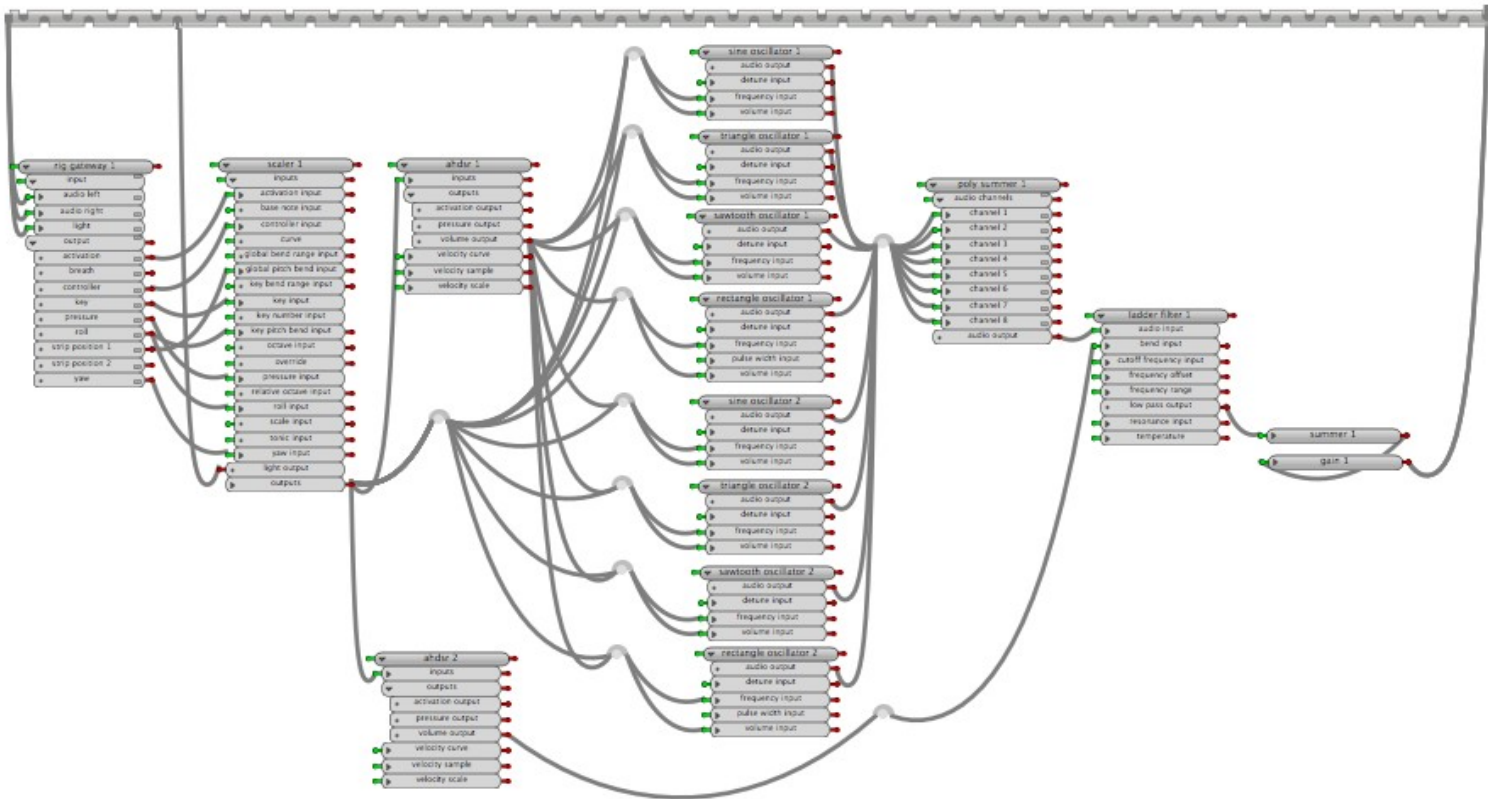
Main workspace synth rig

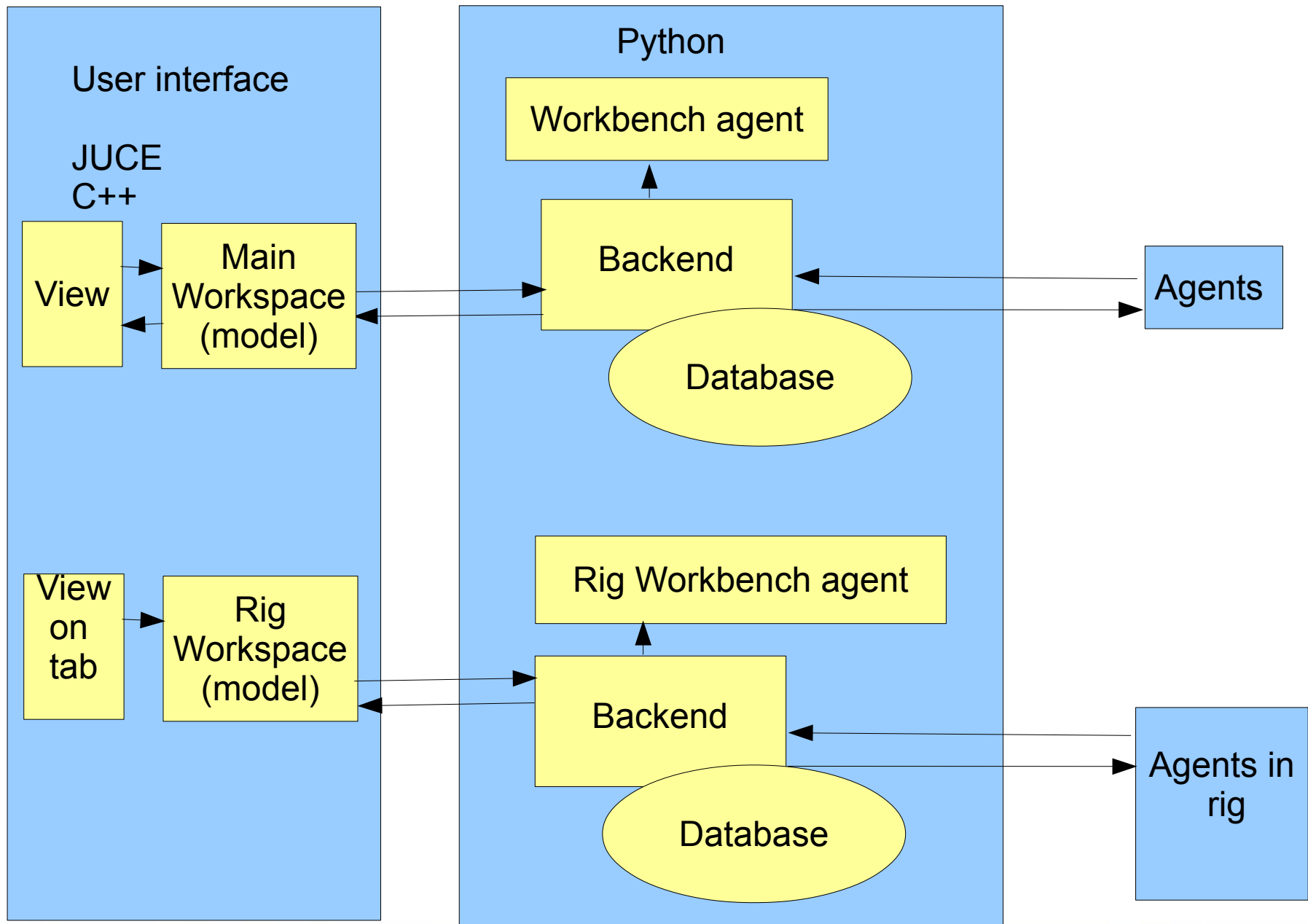
workbench



Main workspace synth rig

workbench





# Next steps

- 2.0 Stabilisation
- Error feedback improvements
- Property editor improvements



# More next steps...

- Save setup from Workbench
- Undo functionality
- Ability to lock positions
- Wire colours editable
- Cut and paste agents / groups of agents
- etc...