What is Gazebo?

> Gazebosc is the Swiss armyknife for OSC data and OSC capable programs.

Gazebosc is a high level actor model programming environment. You can visually create actors and author them using a nodal UI. Actors are running concurrently and can be programmed sequentially using C, C++ or Python. Actors communicate using the OSC serialisation format.

Gazebo is a node based programming environment used to connect different hardware and software using the OSC protocol. It is an easy way to receive data from different sources on one central computer and then forward it to as many other OSC devices you want.

Main Site:

https://github.com/hku-ect/gazebosc

Prebuilt binaries

https://pong.hku.nl/~buildbot/gazebosc/

Features:

- You can use Gazebo to receive Optitrack NATNET motion capture data and convert it to OSC data that you can send to any OSC capable device/program on the network to any OSC capable device/program on the network (windows only)
- You can use Gazebo to receive data from HTC VIVE Trackers using the vive system and send this dat as OSC data
- You can use Gazebo to receive MIDI data and convert it to OSC data that you can send to any OSC capable device/program on the network
- You can control DMX light from OSC
- You can play modfiles (audio) that send OSC events based on the music.
- You can create your own Gazebo actors in Python to do different things with data

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