

(((Sonic π))) Cheat Sheet

INSTRUCTION	WHAT IT DOES	EXAMPLE
Playing sounds		
play 60	plays the note 60, 100 is high, 0 is low	play 60
sleep 0.25	rest for 0.25 of a second before playing the next sound	play 60 sleep 0.25 play 50
play 100 play 60 play 30	Play the notes, 100, 60, 30 together	play 100 play 60 play 30
with_tempo 200	plays the sounds at 200 bps	with_tempo 200 play 60
play_pattern []	play the string of notes 50,60,35,60	play_pattern [50,60,35,60]
play_chord []	play the chord 40, 36, 50	play_chord [40, 36, 50]
Repeating		
2.times do	repeat the pattern or sound twice, 2 can be replaced with different values	2.times do play 60 end
Bolt-Ons		
.sort	Sorts a pattern of notes into order	play_pattern [40, 34, 60]. sort
.shuffle	Shuffles the order of the notes in a pattern	play_pattern [40, 34, 6]. shuffle
.reverse	reverses the order of the notes in a pattern	play_pattern [50,60,35,60]. reverse
.shuffle	Shuffles the order of the notes in a pattern	play_pattern [50,60,34]. shuffle
+ ran(10)	Changes the note pitch by a random value between 1 and 10	3.times do play 60 + rand(10) sleep 0.5 end
Changing The Sounds		
with_synth	changes the sound being played	with_synth "saw_beep"
	with_synth "beep"	with_synth "fm"
	with_synth "dull_bell"	with_synth "pretty_bell"
stop	stops all sounds playing	stop
Looping		
in_thread do	Plays the notes in the thread whilst other notes are being play	in_thread do 10.times do play 60 sleep 0.25 end end

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