

# ((( Sonic $\pi$ ))) Cheat Sheet

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

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<b>sleep 0.25</b>	rest for 0.25 of a second before playing the next sound	play 60 <b>sleep 0.25</b> play 50
<b>play 100</b> <b>play 60</b> <b>play 30</b>	Play the notes, 100, 60, 30 together	<b>play 100</b> <b>play 60</b> <b>play 30</b>
<b>with_tempo 200</b>	plays the sounds at 200 bps	<b>with_tempo 200</b> play 60
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